ARDA MARRED

A tabletop role-playing game set in J.R.R. Tolkien's Arda

Rulebook

Updated 27th June 2021

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Certain knowledge of the author J.R.R. Tolkien's works is expected when playing this game, since it is set in the mythology he created. It is recommended that one reads at least his most important writings, *The Lord of the Rings*, *The Silmarillion* and *The Hobbit*, in order to get the greatest possible enjoyment out of this game and its world. In any case it is a great pleasure to read these works.

"A new character has come on the scene (I am sure I did not invent him, I did not even want him, though I like him, but there he came walking into the woods of Ithilien) . . ."

– J.R.R. Tolkien in a letter to his son Christopher, May 6, 1944

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Chapter 1

Introduction to Role-playing Games (2020-08-25)

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"By some curious chance one morning long ago in the quiet of the world, when there was less noise and more green, and the hobbits were still numerous and prosperous, and Bilbo Baggins was standing at his door after breakfast smoking an enormous long wooden pipe that reached nearly down to his woolly toes (neatly brushed) – Gandalf came by."

– *The Hobbit*, "An Unexpected Party"

1.1   What is a Role-playing Game?[1]

A *role-playing game* (RPG) is a broad family of games in which players assume the roles of characters, or take control of one or more avatars, in a fictional setting. Actions taken within the game succeed or fail according to a formal system of rules and guidelines.

The original form, sometimes called the *pen-and-paper* RPG, is conducted through speech, whereas in *live action role-playing games* (LARP) players physically perform their characters' actions. In both of these forms, an arranger called a *Game Master* (GM) usually decides on the rules and setting to be used and acts as referee, while each other player plays the role of a single character. At the heart of these formats is in-character participation in a collaborative narrative. Several varieties of RPG also exist in electronic media, including text-based MUDs and their graphics-based successors, *massively multiplayer online role-playing games* (MMORPGs).

Role-playing games also include offline *role-playing video games* in which players control a character or team who undertake quests, and whose capabilities advance using statistical mechanics. These games often share settings and rules with pen-and-paper RPGs, but do not enable the same collaborative storytelling.

Despite this variety of forms, some game forms such as *trading card games* and *wargames* that are related to role-playing games may not be included. Role-playing activity may sometimes be present in such games, but it is not the primary focus. The term is also sometimes used to describe *roleplay simulation* games and exercises used in teaching, training, and academic research.

1.2   Pen-and-paper Role-playing Games[2]

A pen-and-paper role-playing game or *tabletop role-playing game* is a form of RPG in which the participants describe their characters' actions through speech. Participants determine the actions of their characters based on their characterization, and the actions succeed or fail according to a formal system of rules and guidelines. Within the rules, players have the freedom to improvise; their choices shape the direction and outcome of the game.

Unlike other types of role-playing game, pen-and-paper RPGs are conducted like radio drama: only the spoken component is acted. In most games, one specially designated player, the Game Master, creates a setting in which each player plays the role of a single character. The GM describes the game world and its inhabitants; the other players describe the intended actions of their characters, and the GM describes the outcomes. Some outcomes are determined by the game system, and some are chosen by the GM.

The terms pen-and-paper and tabletop are generally only used to distinguish this format of RPG from other formats, since neither pen and paper nor a table are strictly necessary.

1.3   Gameplay[3]

Most pen-and-paper RPGs follow the pattern established by the first published role-playing game, *Dungeons & Dragons*. Participants usually conduct the game as a small social gathering. One participant, called the *Dungeon Master* (DM) in Dungeons & Dragons, more commonly called the Game Master or GM, purchases or prepares a set of rules and a fictional setting in which players can act out the roles of their characters. This setting includes challenges for the player characters to overcome through play, such as traps to be avoided or adversaries to be fought. The full details of the setting are kept secret, but some broad details of the game world are usually given to the players. Games can be played in one session of a few hours, or across many sessions depending on the depth and complexity of the setting.

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[1] From https://en.wikipedia.org/wiki/Role-playing_game
[2] From https://en.wikipedia.org/wiki/Role-playing_game_(pen_and_paper)
[3] Partly from https://en.wikipedia.org/wiki/Role-playing_game_(pen_and_paper)#Gameplay

The players each create characters whose roles they will play in the game. As well as fleshing out the character's personal history and background, they assign numerical statistics to the character; these will be used later to determine the outcome of events in the game. Together, these notes tell the player about their character and his or her place in the game world.

The GM then begins the game by introducing and describing the setting and the characters. The players describe their characters' actions, and the GM responds by describing the outcome of those actions. Usually, these outcomes are determined by the setting and the GM's common sense; most actions are straightforward and immediately successful. For example, if a player has their character look around a room, the GM will describe the room; if they have their player leave, the GM will describe whatever they encounter outside the room.

The outcomes of some actions are determined by the rules of the game. For example, whilst looking around the room, a character may or may not notice an important object or secret doorway, depending on the character's powers of perception. This usually involves rolling dice, and comparing the number rolled to their character's statistics to see whether the action was successful. The higher the character's score in a particular attribute, the higher their probability of success. Combat is resolved in a similar manner, depending on the character's combat skills and physical attributes. In some game systems, characters can raise their attribute scores during the course of the game (or over multiple games) as the result of experience gained.

The game continues in this manner until the characters meet the final challenge. This could be to find a specific item of treasure, defeat a specific adversary, solve a mystery, or simply to survive until the end of the story. The GM then describes the consequences of their actions on the game world, and the game ends.

It is unnecessary, if not impossible, to describe exactly what happens in a PC's life. For example, it is rather uninteresting to know how many steps up and down stairs the PCs have taken or what books they have read during their past lives. One needs only note that they have gone up and down stairs or that they have read many books during his childhood, and so on. One should remember, however, that the PCs' background, profession and employment between adventures plays an important role in such factors as earnings and how PCs should be portrayed in the adventures.

1.3.1 The Gamemaster (2014-09-14)

It is the GM who governs the events of the adventure, check the rules and make sure everything concerning the PCs works. In short, the GM is the world and a rules judge.

The GM is a person who has decided to allow his/her friends to experience an adventure. With the help of his/her imagination the GM weave the story, with some help from the rules and maybe an adventure module. The players play PCs in this story and the GM plays all the GMCs (Gamemaster Characters) that the PCs encounter. The PCs are those who are the story's heroes. They are the ones who find the clever solutions to the most impossible problems, they usually greatly affect the storyline, take initiatives and deceive or defeat their enemies.

For the game to be exciting, it is important that the GM thinks about what he conveys to the players. *The players* should rather not know more than their *Characters* know. If they do, they should play as if they did not. This is also why only the GM should read a campaign module, or the game would no longer be an RPG, but just a game. It is not exciting to see a movie if you know how it will end.

The GM can also play a PC in Adventures as he/she is gamemastering the game, but it should be done in a fairly limited way. Of course he/she may not use his/her their position of GM to his/her PC's advantage. Often he/she just "hangs around".

1.3.2 Campaign Settings[1]

Each pen-and-paper RPG has a setting in which adventures and campaigns can take place. Usually a campaign setting is designed for a specific game (such as the *Forgotten Realms* setting for Dungeons & Dragons) or

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[1] From https://en.wikipedia.org/wiki/Role-playing_game_(pen_and_paper)#Campaign_settings

a specific genre of game (such as Medieval fantasy, World War II, or outer space/science fiction adventure). There are numerous campaign settings available both in print and online. In addition to published campaign settings available for purchase, many Game Masters create their own.

Campaign settings exist for almost all genres of fiction; however, because the world's most popular role-playing game, Dungeons & Dragons, is part of the fantasy genre, fantasy is also the most played role-playing genre. RPGs of the fantasy genre are sometimes collectively called "Fantasy role-playing games" (FRPG).

The use of the term "world" in describing a campaign setting is loose, at best. Campaign worlds such as the *World of Greyhawk* detail entire cosmologies and time-lines of thousands of years, while the setting of a game such as *Deadlands* might only describe one nation within a brief segment of alternate history.

There are three primary types of campaign setting. The first exists in genre- and setting-specific role-playing games such as *Warhammer* or *World of Darkness* which exist specifically within one setting. The second type of setting is for games that have multiple settings such as modern Dungeons & Dragons or those that were developed specifically to be independent of setting such as *GURPS*. The final type of setting is developed without being tied to a particular game system. Typically this last sort are developed first as stand-alone works of fiction, which are later adapted to one or more role playing systems such as the *Star Wars* universe or *Middle-earth*.

The range of genres represented by published settings is vast, and includes nearly all genres of fiction. While role-playing's roots began in fantasy, science fiction has been used in settings such as *Traveller*, horror formed the baseline of the *World of Darkness* and *Call of Cthulhu* while *Spycraft* was based in modern-day spy thriller-oriented settings.

1.4   Notation (2012-11-11)

1.4.1   Standard Dice Notation (2013-09-01)

Die rolls required by this game are given in the form **NDS**. *N* and *S* are variables, separated by the letter "D", which stands for *die* or *dice*.

- *N* is the number of dice to be rolled (usually omitted if 1)

- *S* is the number of sides of the die/dice

For example, if the game calls for a roll of D4 or 1D4 this would mean "roll one 4-sided die". 3D6 would mean "roll three six-sided dice". The results of these rolls are then added together.

To this basic notation an additive modifier can be appended, yielding expressions of the form **NDS + M**. *M* is a number to be added to the sum of the rolls. The plus sign is sometimes replaced by a minus sign ("−") to indicate subtraction. So, $1D20 - 10$ would indicate a roll of a single 20-sided die, with 10 being subtracted from the result. These expressions can also be chained (e.g. $2D6 + 1D8$). [1]

1.4.2   D100, D1000 and D10000 (2019-07-23)

Ten-sided dice can be used for D100, D1000 and D10000 rolls. **But rolls of 0 (if using dice numbered 0–9) on all dice should be interpreted as 100, 1,000 or 10,000, respectively.**

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[1] Copied from https://en.wikipedia.org/wiki/Dice_notation and adapted

Two ten-sided dice[1]

1.4.3 Other Special Rolls (2020-03-23)

There are a small number of special cases where there is no die that fits the roll that is needed. Sometimes you will be asked to roll a D2 or D3. In these cases, you must roll a different kind of die and interpret the result.

To "roll" a D2, roll any die with an even number of sides. If the number shown is odd, you "rolled" a 1. If the number shown is even, you "rolled" a 2.

To "roll" a D3, roll a normal D6 and halve the result (rounding up). The same halving method can be used with a D10 in order to "roll" a D5. [2]

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[2] Adapted from https://rpg.stackexchange.com/questions/62046/can-i-substitute-a-d3-with-a-d6

Chapter 2

Main Rules (2020-07-21)

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"...[Thingol] granted [Túrin] what he sought, saying: 'I will appoint you a place among my knights of the sword; for the sword will ever be your weapon. With them you may make trial of war upon the marches, if that is your desire.'

But Túrin said: 'Beyond the marches of Doriath my heart urges me; I long rather for assault upon the Enemy, than for defence of the borderlands.'

'Then you must go alone', said Thingol. 'The part of my people in the war with Angband I rule according to my wisdom, Túrin son of Húrin. No force of the arms of Doriath will I send out at this time; nor in any time that I can yet foresee.'

'Yet you are free to go as you will, son of Morwen', said Melian."

– *Narn I Hîn Húrin*, "Túrin in Doriath"

In this game there are *Entities* (abbreviated E, Es). An E is either a *Character* (abbreviated Char, Chars) or an *Object* (abbreviated Obj, Objs). Chars are all living beings (except micro-organisms) and are played by the Players or the GM. Each of them belongs to a certain *People*, or *Creature Type* if the Char belongs to a kind that is not available as PCs – for example animals. Objs can in principle be all non-living things, including dead beings, and even non-physical and abstract things like pieces of information, and are managed by the GM in situations described in the following.

Es are described by their *Aspects* (abbreviated As, Ass). An As always has a *Level* (L) (thus Aspect Level is abbreviated As L), which is an integer value usually equal to or greater than 0 (zero), but some As Ls can be negative. The higher the As Ls of an E, the greater/stronger the As is for the E, or the higher the degree of competence the E has in the As.

Each As belongs to a certain **Aspect Type**. As Types used to describe Es in the game are *Attributes* (At, Ats), *Personality Traits* (PT, PTs), *Properties* (Pr, Prs), *Senses* (Se, Ses), *Skills* (Sk, Sks) and *Skill Experiences* (Sk X, Sk Xs). Ats, PTs and Ses are called **Primary Aspects (PAs, PAss)**. In the following sections, all As Types and what they represent will be described. What each As is used for is explained in .

2.1 Attributes (2020-04-28)

The Ats are **Agility (Agi)**, **Charisma (Cha)**, **Hardiness (Har)**, **Psyche (Psy)**, **Size (Siz)**, **Strength (Str)**, and **Wit**. They are a measure of a Char's personal characteristics and constitute his/her talent and serve as the basis for everything that he/she will learn. The only Attribute that Objects have is Siz.

For Chars, the At Ls usually range between 1 and 20 – the higher the L, the "stronger" the At, though sometimes it is useful for Chars to have a low Siz L. If at any time a Char's Agi L, Psy L, Str L or Wit L becomes 0 or less, he/she becomes lame, or loses all his/her mental strength[1], or all his/her strength and ability to carry things, or all his/her brain activity disappears[1], respectively. If a Char's Har L or Siz L becomes 0 or less, he/she dies. How to calculate a Char's At Ls is explained in .

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[1] The Char becomes unsuitable for further role-playing.

2.2   Personality Traits (2020-07-17)

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"Suddenly Sam woke up thinking that he heard his master calling. It was evening. Frodo could not have called, for he had fallen asleep, and had slid down nearly to the bottom of the pit. Gollum was by him. For a moment Sam thought that he was trying to rouse Frodo; then he saw that it was not so. Gollum was talking to himself. Sméagol was holding a debate with some other thought that used the same voice but made it squeak and hiss. A pale light and a green light alternated in his eyes as he spoke."

– *The Lord of the Rings*, "The Passage of the Marshes"

Each Char's personality consists of six *Personality Traits*:

- **Diligence (Dil)**
- **Foolhardiness (Foo)**
- **Goodness (Goo)**

- **Greed (Gre)**
- **Lust for Power (LfP)**
- **Pride (Pri)**

The PT Ls usually range between 1 och 20 but can be 0 and in extreme cases even lower). For example, if a Char has a Greed L of 7, he/she is actually fairly generous, because 7 is a fairly low level. The Personality Traits are used by the Decision-making Actions, see subsection 3.3.8 Decision-making Actions, p. 52. How to calculate a Char's PT Ls is explained in section 4.3 Attribute, Personality Trait and Sense Levels, 118.

2.3   Senses (2020-05-21)

Each Char's Ses are **Hearing (Hea)**, **Sight (Sig)** and **Sense of Smell (SoS)** and represent a measure of three of the Char's senses. The Se Ls usually range between 0 and 20 but can be much higher for some Peoples or Creature Types – the higher the L, the "stronger" the Se. If an Se L is 0 or lower, the Char is deaf/anosmic/blind respectively, and is unable to use the Se even when an Character Level or Side Level (see chapter 3 Actions, p. 25) where the Se L is one of the terms is 1 or greater. How to calculate a Char's Se Ls is explained in section 4.3 Attribute, Personality Trait and Sense Levels, p. 118.

2.4   Skills (2020-05-05)

When a Char performs Actions (see chapter 3 Actions, p. 25), he/she uses his/her skills. Each Action that can be performed in this game is usually represented by one Skill (Sk, Sks). How good a Char is at a certain Skill

is expressed by a *Skill Level* (Sk L, Sk Ls), which usually is somewhere between 1 and 20. How to calculate a PC's Sk Ls is explained in section 7.1 Skill Levels, p. 199.

There are two types of Skills: *Lore Skills* and *Talent Skills*; read more about them in section 7.1 Skill Levels, p. 199 as well. Some Skills belong to certain Skill groups, such as Craft Skills, Geography Skills and Language Skills. These are sometimes treated as if they were a single Skill, but each Craft Skill, Geography Skill and Language Skill etc. counts as a separate Skill. When one such separate Skill is to be considered, for example Weaponsmithying, it is pointed out; Weaponsmithying is always labelled Craft – Weaponsmithying.

2.5   Properties (2019-08-08)

The Aspects that are the only ones used to describe Objs are called Properties (Prs). They can represent any measure of any Obj, also more abstract ones, for example the sturdiness of a door, the inflammability of a material, or the difficulty of possessing a piece of information.

Pr Ls usually range between 1 and 20 but can be much higher – the higher the L, the "stronger" the Pr. If a Pr L is for some reason 0 or lower the Pr is useless, even when an Object Level or Side Level (see chapter 3 Actions, p. 25) where the Pr L is one of the terms is 1 or greater.

2.6   Weaknesses (2020-06-11)

During the game all Chars have a number of Aspects called *Weaknesses* (Weaks), whose Ls show how tired or weak the Chars are in different ways at the moment. When the Chars perform tiresome actions, are involved in exhausting events or find themselves in demanding environments, the values of the Weak Ls will increase. Their values can be 0 (and that is normal) but never negative. The Weaknesses are:

- Burden (Bur)
- Cold/Heat Aspects
- Harm Aspects
- Hunger (Hun)

- Sleepiness (Sle)
- Thirst (Thi)
- Weariness (Wear)

Each is described more closely below. But first, the concept of a Char's *Body Areas* needs to be introduced; they are:

- Lower Left Arm
- Upper Left Arm
- Lower Right Arm
- Upper Right Arm
- Left Foot
- Right Foot
- Left Hand

- Right Hand
- Head
- Lower Left Leg
- Upper Left Leg
- Lower Right Leg
- Upper Right Leg
- Trunk

2.6.1   Burden (2014-05-06)

A Char's Burden Limits determines the *Burden Level* (Bur L) he or she has, depending on how much weight he or she is carrying at the moment. Each Burden Limit is **the maximum allowed** carried weight for a certain Bur L.

One should remember, however, that lifting is not the same as carrying, and that even very light items may be impeding the ability to move. The GM decides in these situations. And, in the old days, people did

not usually carry weapons in their hands if they did not need to (especially not in civilized areas if they did not desire to pick a quarrel).

   Note! The Burden Limits can only change if Str L changes. How to determine them according to Str L is explained in section 4.17, p. 129.

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"Again [Sam] lifted Frodo and drew his hands down to his own breast, letting his master's legs dangle. Then he bowed his head and struggled off along the climbing road. . . .

   Panting under his load Sam turned the bend; and even as he did so, out of the corner of his eye, he had a glimpse of something falling from the crag, like a small piece of black stone that had toppled off as he passed.

   A sudden weight smote him and he crashed forward, tearing the backs of his hands that still clasped his master's. Then he knew what had happened, for above him as he lay he heard a hated voice."

– The Lord of the Rings, "Mount Doom"

2.6.2   Cold/Heat Levels (2020-06-06)

A Cold/Heat Aspect is associated with each of a Char's Body Areas. The Cold/Heat Aspects show how much the Char is suffering from cold or heat. If all of them have an L of 0, the Char is in perfect condition in this sense, but whenever he/she/it starts suffering from cold or heat in one of his/her/its Body Areas, its Cold/Heat L is increased immediately by a certain number and starts increasing at a certain rate depending on how severe the cold or heat is. A Body Area's Cold/Heat L is calculated as:

> Cold/Heat L
> = | [Temp L]
> + [sum of Heating Ls of clothing covering Body Area]
> + [no. of hours passed since Cold/Heat L last was 0]|[1]
>
> [1] ”||” means the absolute value.

…where Temp L is *Temperature Level*, which depends on the current temperature[2] according to the following table:

Temperature	Temp L
Mild	−1
Chilly	−2
Freezing	−3
Icy	−4
	etc.
Warm	0
Hot	1
Scorching	2
	etc.

(2020-04-10)

…and where Heating Ls are *Heating Levels* – some clothing, when worn by Chars, decreases the Cold/Heat L when the temperature is Mild or colder, and increases it when the temperature is Warm or warmer. Each piece of clothing comes with its own Heating L, see subsection 5.8.1 Clothing, p. 157. So, you want your Char's Body Areas to be covered by the right clothing so that their Cold/Heat Ls are exactly 0.

Also, **fire has a Heating L** depending on its size according to the following table; the area which this applies to extends to a certain distance from the fire, depending on its size:

Type of Fire	Heating L
Candle burning	0
Torch burning	1
Campfire	2
Large fire	3

(2019-08-07)

In order for Chars to make the Heating L generated by a fire to be applied to their Body Areas, they need to be close to the fire. See subsection 5.8.7 Outdoor Survival, p. 181 for other items that cause a Heating L.

So, if a Body Area's Cold/Heat L increases over time because it is not 0, the Char can for example put on additional clothing on the Body Area in order to make the Cold/Heat L drop to 0. Then he/she may remove unnecessary clothing and wear only clothing that makes the Cold/Heat L a stable 0. The Body Area's Cold/Heat L will become 0 also if the Char (or in rare cases the Body Area only) for example moves to a different environment and the temperature increases/decreases (and thus the Temp L decreases/increases) enough.

When performing some Actions, Cold/Heat Ls are disadvantageous, see chapter 3 Actions, p. 25, but only the Cold/Heat Ls for Head and Trunk are added to the Char's Total Weakness Level (this is explained further in subsection 2.6.8 Total Weakness Level, p. 23).

[2] Water's Temp L is the same as that of the surrounding air.

2.6.3 Harm Levels (2020-07-18)

Like Cold/Heat Aspects, a Harm Aspect is associated with each of a Char's Body Areas. The Harm Aspects show how much the Char is physically harmed. If all of them have an L of 0, the Char is in perfect condition in this sense, but whenever he/she/it is physically harmed in some way in one of his/her/its Body Areas, its Harm L increases by a certain number (and another of the Char's Weakness Ls, the Weariness L, starts increasing at a certain rate depending on how much the Body Area was hurt, ie. the Char starts bleeding – read more in subsection 2.6.7 Weariness, p. 22). This is explained closely in the descriptions for the Actions "Hitting a Target with a Hand Weapon" and "Hitting a Target with a Projectile", see subsubsection 3.3.6.2 Hitting a Target with a Hand Weapon, p. 40 and subsubsection 3.3.6.3 Hitting a Target with a Projectile, p. 42).

When the bleeding has been stopped – the Weariness L mentioned has stopped increasing (which usually is accomplished by performing the Action First Aid, see subsection 3.3.11 First Aid, p. 58), – the Char can start to heal by resting or sleeping, see subsection 3.3.28 Resting, p. 81 and subsection 3.3.32 Sleeping, p. 85; the Harm L starts to decrease slowly.

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When performing some Actions, Harm Ls are disadvantageous, see chapter 3 Actions, p. 25, but only the Harm Ls for Head and Trunk are added to the Char's Total Weakness Level (this is explained further in subsection 2.6.8 Total Weakness Level, p. 23). Objects also have a Harm L; when it becomes higher than 20, the Object breaks.

2.6.4 Hunger (2020-04-05)

A Char's Hunger Level (Hun L) increases in parallell with time spent by the Char in Adventures by **one (1) level every 8 hours until it reaches 10, after which it increases every 2 days (48 hours)**.
When a Char eats, his/her Hun L decreases. The Char's *Need for Food, 1 Level* (NfF, 1 L) and *3 Levels* (NfF, 3 Ls) values determine how much food he/she has to eat in order for his/her Hun L to decrease by 1 and 3 Levels respectively (the latter determines how much food the Char needs to eat in total per day – 24 hours – and is convenient when it is not important to keep track of how much the Char eats on an hourly basis). **It takes 10 minutes to eat 1 pound or 0.5 kg (1 hour to eat 6 lbs or 3 kg) of food if the Char is not doing anything else while eating.** Performing the Actions Resting, Riding, Sleeping and Travelling at the same time is not allowed[1], see chapter 3 Actions, p. 25. If the Char eats but not as much as his/her Need for Food, 1 L, next time he/she only has to eat the difference in order to reach his/her Need for Food, 1 L. When a Char's Hun L is 0, he/she cannot eat more until Hun L has increased.

2.6.5 Sleepiness (2020-04-05)

24 hours after a Char first started performing the Action Sleeping (see subsection 3.3.32 Sleeping, p. 85) the previous day, his/her *Sleepiness Level* (Sle L) increases by 1 and will do so again every hour until it has increased a number of steps equal to the Char's Need for Sleep. It is possible to make the Sle L start increasing earlier than it would have normally with the GM's consent, but no more than two hours earlier.

> "…Legolas still stepped as lightly as ever, his feet hardly seeming to press the grass, leaving no footprints as he passed; but in the waybread of the Elves he found all the sustenance that he needed, and he could sleep, if sleep it could be called by Men, resting his mind in the strange paths of elvish dreams, even as he walked open-eyed in the light of this world."

> – *The Lord of the Rings*, "The Riders of Rohan"

2.6.6 Thirst (2015-02-11)

Thirst works in the same way as Hunger does, except that the corresponding terms are *Need for Drink, 1 L* (NfD, 1 L) and *6 Ls* (NfD, 6 Ls), and a Char's Thirst Level (Thi L) increases in parallell with time spent by the Chars in Adventures by **one (1) level every 4 hours**.

2.6.7 Weariness (2020-07-02)

A Char's *Weariness Level* (Wear L) increases when he/she performs a fatiguing action. How this happens is further explained where it is relevant, such as in chapter 3 Actions, p. 25, where also the Actions Resting and Sleeping are explained; these are the only ways in which a Char's Wear L can be decreased.
Also, the Wear L starts increasing at a certain rate when the Char is hurt (he/she/it starts bleeding); this is explained in the descriptions for the Actions "Hitting a Target with a Hand Weapon" and "Hitting a Target with a Projectile", see subsubsection 3.3.6.2 Hitting a Target with a Hand Weapon, p. 40 and subsubsection 3.3.6.3 Hitting a Target with a Projectile, p. 42.

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[1] Exceptions to this are *lembas/coimas* and Beorn's cakes, see subsection 5.8.5 Food, p. 177.

2.6.8 Total Weakness Level (2020-07-02)

The sum of most of a Char's Weak Ls is called his/her *Total Weakness Level* (TWL) and is at all times[1] determined by the following calculation:

> Total Weakness Level (TWL)
> = Burden Level (Bur L)
> + sum of Cold/Heat and Harm Ls for Head and Trunk
> + Hunger Level (Hun L)
> + Sleepiness Level (Sle L)
> + Thirst Level (Thi L)
> + Weariness Level (Wear L)

Certain levels for the TWL are especially relevant, because when they are reached, something significant can happen to the Char. The levels are:

TWL	The Char's Condition
0	The Char is in perfect condition energetically.
> 5	The Char must stop whatever he or she is doing, or perform the Action "Persisting in Spite of Weakness" (see subsection 3.3.24 Persisting in Spite of Weakness, p. 79) and win the resulting Action. Ignore this if Char has something important to do or if he/she is in danger.
> 10	The Char becomes unconscious.
> 20	The Char dies.

(2019-08-07)

A Char neither can nor may **deliberately** cause any of his/her Weak Ls to increase so much that his/her TWL becomes higher than 10, i.e. making him/her unconscious or even resulting in his/her death.

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[1] That is, if any term changes, the TWL should be calculated anew.

Chapter 3

Actions (2020-07-13)

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"Poor little Bilbo was very nearly left behind again! He just managed to catch hold of Dori's legs, as Dori was borne off last of all; and they went together above the tumult and the burning, Bilbo swinging in the air with his arms nearly breaking."

– *The Hobbit,* "Out of the Frying-Pan into the Fire"

Whenever one or more Chars start performing an action or task (in rare cases one or more Objs can also be considered to do this) associated with any Aspects, an *Action* (Ac) is initiated. At its most basic level, an Action answers the question of whether the Char(s) will be successful, or will the Char(s) or Obj(s) he/she is up against be instead? Usually an Action is decided between a Char and another Char or Obj, but can be decided between two or more groups of Chars/Objs. When there are several Chars/Objs on a side, they as a whole are referred to as a *Side*. The list of Actions (see section 3.3 List of Actions, p. 28 below) gives resp. tables containing descriptions of all Actions that are possible to happen in the game and contains all relevant information that is needed to execute resp. Action.

When a Participant wants his/her Char(s) to perform an action, firstly, you should check whether the Char(s) can perform it at all – **if any Aspects that have to be used by the Char(s) in the Action (see the section for the Action in question below) have a L of 0, the Char(s) are unable to perform the action.** But if the relevant Aspect Ls are all higher than 0, then the Players whose Chars are taking part in the Action calculate their Chars' Char Ls using the formulas given by the table for the Action in question, while the Entity Ls of the other Entities involved are calculated or determined by the GM. Char and Objs can denote either a "unique" Entity – one who/that is his/her/its own Char/Obj and has been created uniquely – or an Average Char or Obj (see section 4.21 Gamemaster Character and Object Creation, p. 146). If there are several Entities on a side, a *Side Level* (Si L) for the Side is calculated. Both Entity Ls and Si Ls can be 0 or lower.

Each resp. Action's formulas for Entity Ls and Si Ls are given in the associated Action table. There are different formulas depending on whether the Entity or Side is Initiating the Action in question or Opposing. If a formula for a particular Side is not given, it means that the Action can only be performed individually for that party. The formulas consist of additions, substractions and sometimes multiplications and divisions of various Aspect Ls.

All Aspect Ls used in the table – other than At Ls, PT Ls, Se Ls, Sk Ls, and Weak Ls – are explained by footnotes, or in the additional tables following the main table of the Action in question. The first column in each of these tables lists the various circumstances, descriptions and qualities that may apply; the GM then chooses an appropriate circumstance/description/quality for the situation in question, and the last column gives the appropriate Aspect L (or Aspect Level formula) for this (for some Aspects a range is given – the GM shall then also choose an exact L out of the range given). See also how to determine Aspect Ls for GMCs in the GMC creation table on p. 146. However, the GM should not feel hesitant to add Aspect Ls he/she thinks the circumstances require himself/herself. It is not possible to anticipate all situations that may arise during the game, and therefore the GM must be prepared to improvise a little.

> "*The Lord of the Rings* may be a 'fairy-story', but it takes place in the Northern hemisphere of this earth: miles are miles, days are days, and weather is weather."
>
> – J.R.R. Tolkien in a letter to Forrest J. Ackerman, June 1958

The reason that Entities' Aspect Ls cannot be used directly in Actions is that the Entities' chances of succeeding when an Action happens have to be considered and may have to be modified depending on the circumstances. For example, it is much easier to climb a ladder than to climb a vertical glacier.

Other factors that are relevant are the Entity's own state (a Char might be tired for example) and the equipment used, if any. Trying to pick a lock with a nail – a poor tool – would cause a Level of −5 at the highest. Using a standard lockpick causes an L of 0, while using a good one gives an L of 5.

Note! The GM should not reveal the Aspect Ls or ELs of Entities other than the PCs, or the Si Ls or Ac Ls[1] to the Players; instead, the GM may use the supporting tables as guidelines to describe the Ls by broader terms.

Actions cannot happen simultaneously unless stated otherwise for any Actions. A Char may start saying, shouting or sending a short message and/or a signal during every other second while most Actions are happening – for those where it is not allowed, it is pointed out. Many Actions use a specific **Duration** that may

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[1] See below.

often be decided by the Initiating Char's Participant – how long it will take for them to happen (not how long their effects last). This is especially relevant in Beat-based Timing (see section 6.5 Beat-based Timing, p. 194).

It is s exhausting for Chars to be involved in some Actions – the "***Wear L Increases Every...***" row in the table gives usually the time it takes for the Char's Wear L to increase by 1 when taking part in resp. Action, but sometimes also in other units such as number of times. For certain Actions this is individual – the Char's At Ls largely determines the time it takes.

Additional rules for the resp. Actions that do not fit into any other category are given in the "Additional Rules" row. Some Actions require Chars to have access to particular equipment and tools in order for them to happen at all – in those cases the resp. equipment is given in said row. How to execute an Action is explained hereafter.

> "If Balin noticed that Mr. Baggins' waistcoat was more extensive (and had real gold buttons), Bilbo also noticed that Balin's beard was several inches longer, and his jewelled belt was of great magnificence."

> – *The Hobbit*, "The Last Stage"

When all the Entity Ls and Si Ls have been calculated, compare them – Initiating Entity L vs. Opposing Entity L, Initiating Entity L vs. Opposing Side L or Initiating Side L vs Opposing Side L, depending on the number of Entities on each side. In general, the party with the higher Level wins the Action and will be successful, while the other loses. Using the previous example: if the Char's Char L is higher than that of the lock's Obj L, the Char manages to pick it. If the lock's Obj L is higher, the lock withstands the attempt.

In some situations, or when certain Actions happen, you will need to find out the respective degrees of success and failure, which may have specific consequences depending on their size. In those cases, take the Initiating party's Level and substract the Opposing party's Level – Initiating Entity L − Opposing Entity L, Initiating Entity L − Opposing Side L or Initiating Side L − Opposing Side L, depending on the number of Entities on each side. The result is called the ***Action Level*** (**Ac L**).

For many Actions, an "Action Level" row is included; at that point descriptions of what happens follow, depending on the value of the Ac L. But generally, if nothing else is mentioned: Ac L has to be positive ($\geq$ 1) in order for the Initiating Char or Side to succeed; if it is 0 or less, he/she/they fail(s). If Ac L is −10 or less, the Initiating Char or Side's performance is so poor that the GM may decide that it has especially bad concequences. For example, for Knowledge-based Actions (see subsection 3.3.18 Knowledge-based Actions, p. 66), this means that the Char not only does not know the correct answer, he/she believes that he/she knows it. If a Char fails to perform an Action successfully, he/she may **never** attempt it again unless any key elements involved changes (for instance, the Char tries to climb a different tree, he/she uses better equipment, or his/ her relevant Skill L increases).

3.1 Gaining Experience (2020-07-12)

When taking part in Actions, PCs gain experience; read more in section 7.3 Experience in Adventures, p. 212.

3.2 Risk of Items Breaking (2020-12-27)

Whenever an item whose Con L is 1 (see section 5.6 Condition, p. 155) is somehow used or affected during the course of an Action, there is a risk that it will break. This is explained further in the description of each Action where it is relevant, see section 3.3 List of Actions, p. 28.

3.3 List of Actions (2020-07-12)

3.3.1 Acting (2019-08-07)

To believably feign something or act a part or a Char other than one's own for one or more Chars who are either aware of the acting, or who are not.

Character Level (Initiating)	Character Level (Opposing)
[The lower of Acting L and approp. Culture Lore L][1] + Knowledge Base L[2] − Sle L + D10	Perceiving L − Sle L − Unalertness L + D10

	Side Level (Opposing)
	Always performed individually, but use the same Initiating Char L in each Action (when a Char acts for several Chars, each perceives him/her individually).

Action Level	Outcome
≤ 0	Opposing Char is not fooled and performs the Action Decision-making – Pride with Amount L = −[Ac L] (see subsubsection 3.3.8.6 Pride, p. 55). If that Action's Ac L is less than 0, he/she is bothered.
1 − 3	Opposing Char is fooled for ca. [Ac L × 20] minutes but then realizes he/she was fooled.
≥ 4	Opposing Char is fooled and will never realize it unless he/she gains more information.
Additional Rules	This Action only covers actual acting. In order to completely pretend to be another Char, the Action Disguising (see subsection 3.3.9 Disguising, p. 55) is also required.

(2020-08-08)

Circumstance	Unalertness L
Being alert, watchful or actively searching	−5
Waiting	0
The Opposing Char's People or Creature Type is Eagles of the Misty Mountains, Elves of Greenwood/Mirkwood or Spiders of Mirkwood and is sleeping	10
Attack against defenceless/unaware Char	10
Berserkergang	15
Bringing Forth or Readying an Object	5
Climbing	5
Dropping an Obj to the floor/ground	1
Hand-to-Hand Combat	10
First Aid and Healing	7

Circumstance	Unalertness L
Movement	2 × [speed in yards/metres per second]
Preparing and casting a spell	10
Putting away an Obj	5
Reacting	10
Resting	5
Shooting a bow	10
Slinging	7
Taking cover behind an Obj	7
Throwing	7
Throwing oneself to / Getting up off the ground/floor	5
Uttering a long message	5

3.3.2 Animal Training Actions (2019-08-08)

To domesticate, breed, and train an animal Char to obey a command or perform a skill, task or trick; for the training and breaking of horses and other mounts, and birds for falconry and dogs for hunting.

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[1] For the culture of the character acted.

[2] If a book or other similar item about the subject in question is available.

Character Level (Initiating)	**Character Level (Opposing)**
Approp. Animal Training L	Animal Training Difficulty L
+ [desired Duration (1 – 30 weeks)]	— [animal's Wit L][1]
+ D10	— [achieved Language Complexity L][2]
	+ D10
Side Level (Initiating)	**Side Level (Opposing)**
The highest Char L	The sum of all Opposing Char Ls
Additional Rules If Initiating Char is not successful, the Duration will be halved (round up).	

(2020-08-08)

Training an animal to...	Animal Training Difficulty L
Use a litter box	50
Allow it to be ridden	55
Heel and obey simple directions such as "forward", "left", "right" and "stop"	57
Hunt	60
Attack on command	60 (predatory animal) – 65 (non-aggressive animal)
Vary its pace[3]	60
Follow a scent and other instinctual commands	60
Jump, twist and other complex directions	63
Play dead, roll over, beg and other non-instinctual commands	63
Not bolt when its rider vaults into the saddle	65
Not flee upon encountering a dangerous or hostile situation[4]	70
Operate within predefined parameters[5]	72
Speak[6]	80
Do complex tasks such as carrying things with its forelegs or set a table	80
Taming	57 (docile or passive animal) – 65 (belligerent, hostile or timid)

(2020-06-07)

3.3.3   Basic Beat-based Timing Actions (2020-04-26)

In the following are presented some basic Actions that often have to be performed in BBT (see section 6.5 Beat-based Timing, p. 194).

3.3.3.1   Dropping Objects (2020-08-06)

A Char can drop one or more Objects that he/she/it is holding in his/her/its hands on the floor or ground; the Duration is 0 seconds. If the Object has a Con L (see section 5.6 Condition, p. 155) of 1 , roll D4; if the result is 1, the Obj will break when it hits the floor or ground.

---

[1] To determine a bird or dog Char's Wit L, use the Wit Specialty L for Horses, —4.
[2] Only used if the Initiating Char tries to communicate with the animal in a common language, see subsection 3.3.19 Language Actions, p. 71.
[3] Trot, gallop, walk, and the like.
[4] A horse cannot be considered a warhorse until it learns this.
[5] Most search and rescue dogs fall into this category.
[6] The Initiating Char and the animal must have a common language beforehand.

3.3.3.2 Object Handling Actions (2020-04-26)

Some Basic Beat-based Timing Actions relate to the basic handling of Objects; their Outcome is the number of seconds it takes to perform resp. Action.

Character Level (Initiating)	**Object Level (Opposing)**
Agi L + Str L − Hand Used L − [sum of used Arm's Cold/Heat and Harm Ls] − TWL + D10	[Weight in lbs] (or [Weight in kg] × 2) + D10. Round up.

Action Level	**Duration in Seconds**
≤ -7	7
$(-6) - (-1)$	6
$0 - 5$	5
$6 - 11$	4
$12 - 17$	3
$18 - 23$	2
≥ 24	1
Additional Rules	When a Char brings forth a shield, he/she may choose how he/she starts to hold it, or else he/she keeps it so that it protects his/her front.

(2020-08-10)

Circumstance	Hand Used L
The Char is ambidextrious	0
Any non-preferred hand is used	4

The Object Handling Actions are listed and described below.

Bringing Forth or Readying an Object (2020-04-26)   For example drawing or readying weapons and ammunition; always concerns the usual way of carrying or storing, see the "Carried in/on/over' column in the tables of subsection 5.8.2 Combat, p. 166.

Picking Up an Object Off the Floor/Ground (2018-08-01)

Putting Away an Object (2020-04-26)   For example sheathing weapons and ammunition; always concerns the usual way of carrying or storing, see the "Carried in/on/over' column in the tables subsection 5.8.2 Combat, p. 166.

Putting Down an Obj On the Floor/Ground (not Dropping) (2018-06-18)

3.3.3.3 Maximal Movement (2020-07-17)

To move in BBT on the ground/floor at at most the fastest speed possible for the Char while not being as attentive to his/her surroundings as when performing the Action Normal Movement (see below) and tiring more quickly.

Character Level (Initiating)	Object Level (Opposing)
Maximal Movement L	Terrain L
— Footwear L	
+ Down/Uphill L	
— sum of Legs' Cold/Heat and Harm Ls	
(+ Saddle Blanket L)[1]	
(+ Finding and Returning Mod L)[2]	

Duration	Free of choice for the Char's Participant as long as the Char's TWL allows it.
Wear L Increases Every...	2 seconds

Action Level	Greatest Possible Movement Rate in Yards or Metres per Second
≤ 8	[Ac L − 1] (minimum is 3).
9 − 13	8
14 − 18	9
19 − 23	10
etc.	

Additional Rules	
	• If the Char is wearing footwear and its Con L (see section 5.6 Condition, p. 155) is 1, the footwear will break after the Char has run D100 yards or metres (the distance is counted cumulatively in later Maximal Movement Actions when the same footwear is worn). At that point the Char will stumble and possibly fall.
	• Since this Action will probably be performed several times in a certain BBT with the same Ac L, the movement rate may be noted down on the Char Sheet for convenience.
	• Mounts carry their riders, which should be taken into consideration regarding their Bur Ls.

(2020-08-17)

Footwear	Footwear L	
	On paved and unpaved roads, paths, grass and pasture	On other types of terrain
Boots	1	1
Riding boots	1	2
Pattens	2	1
Shoes	0	2
No footwear[3]	1	2

---

[1] Only used if the Char is a ridden mount; 0 if a saddle blanket (see subsection 5.8.7 Outdoor Survival, p. 181 is used, otherwise —3.

[2] Used only if relevant, see subsubsection 3.3.21.2 Finding and Returning, p. 73.

[3] Hobbits and animals with no footwear count as wearing Shoes.

Circumstance	Down/Uphill L
Mountainous topology (uphill)	−4
Mountainous topology (general)	−3
Uneven or hilly topology (uphill)	−2
Uneven or hilly topology (general)	−1
Flat or other kind of topology	0
Uneven or hilly topology (downhill)	1
Mountainous topology (downhill)	2

Circumstance	Terrain L
Paved road	0
Unpaved road or path	1
Grass or pasture	2
Snow (crust – above the ankles – above the knees)	3 – 6 – 9
Pine-wood	3
Broad-leaf or mixed forest	4
Cropland	4
Meadow or heath	4
Mud	5
Fell vegetation	6
Marsh	7
Ice or stone field	8

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3.3.3.4 Normal Movement (2020-05-20)

To move in BBT on the ground/floor not faster than a speed adapted for conditions in which it is best to keep attention in all directions, when the Char is not moving as fast as he/she could actually do.

Character Level (Initiating)	**Object Level (Opposing)**
Travelling L — [sum of Legs' Harm Ls] (+ Finding and Returning Mod L)[1]	0

Duration	Free of choice for the Char's Participant
Wear L Increases Every…	60 seconds (1 minute)

Action Level	**Greatest Possible Movement Rate in Yards or Metres per Second**
≤ 0	0^2
$1-3$	1
$4-6$	2
$7-9$	3
$10-12$	4
$13-15$	5
$16-18$	6
$19-21$	7
etc.	

Additional Rules	
	• Since this Action will probably be performed several times in a certain BBT with the same Ac L, the movement rate may be noted down on the Char Sheet for convenience. • Mounts carry their riders, which should be taken into consideration regarding their Bur Ls.

<div align="right">(2020-08-17)</div>

3.3.3.5   Reacting (2018-06-20)

Performed automatically if the Char was unprepared for a sudden change (and notices it; in uncertain cases the Action Perceiving is first performed, see subsection 3.3.23 Perceiving, p. 79) in his/her environment.

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[1] Used only if relevant, see subsubsection 3.3.21.2 Finding and Returning, p. 73.
[2] In this BBT, the Char is not able to walk or run at all.

Character Level (Initiating)	Object Level (Opposing)
Agi L	D10
+ Psy L	
— TWL	
+ D10	

Action Level	Duration in Seconds
≤ 6	4
$7 - 16$	3
$17 - 26$	2
≥ 27	1

Additional Rules	While the Char is reacting, he/she can automatically perform the Action Perceiving (see subsection 3.3.23 Perceiving, p. 79). He/she can **not** use Interruptions (see subsection 6.5.2 Information about the Situation by the Gamemaster and Interruptions, p. 195). Messages are **not** allowed.

(2020-08-10)

3.3.3.6 Standing Up (2020-04-26)

To stand up as quickly as possible from a sitting or lying position.

Character Level (Initiating)	Object Level (Opposing)
Agi L	Position L
— Siz L	+ D10
— [sum of Legs' Cold/Heat and Harm Ls]	
— TWL	
+ D10	

Action Level	Duration in Seconds
≤ -15	4
$(-14) - (-10)$	3
$(-9) - (-5)$	2
≥ -4	1

(2020-08-18)

Position	Position L
Sitting on a chair or similar item	0
Sitting on the floor or ground	3
Lying down	6

3.3.3.7 Uttering a long message (2018-07-21)

Duration	[Number of words — 7] seconds (mininum is 5)

(2020-06-02)

3.3.3.8 Waiting (2020-04-26)

Instead of performing a distinct Action in BBT, a Char can simply wait any number of seconds.

Duration	Free of choice for the Char's Participant

(2020-05-02)

3.3.4   Burglary <small>(2020-04-04)</small>

To break through physical barriers and pick locks. Tools for this can be found in subsection 5.8.10 Tools and Machines, p. 188.

Character Level (Initiating)	**Object Level (Opposing)**
Burglary L + Quality L[1] − [sum of Arms' Cold/Heat and Harm Ls] + [desired Duration in minutes (1 – 10)] + D10	Quality L[2] + Darkness L + D10
Side Level (Initiating) The highest Char L	

Action Level	Outcome
≥ 15	The Char(s) manage(s) to break through the barrier or pick the lock.
≤ 14	The Char(s) is/are not able to break through the barrier or pick the lock using his/her/their **current** Burglary L(s) or equipment.
Wear L Increases Every…	[Har L] minutes
Additional Rules	If the equipment's Con L (see section 5.6 Condition, p. 155) is 1 and both results of the D10s used in the Action are odd, the equipment will break and the Action will be unsuccessful regardless of the Ac L. The GM may decide randomly when exactly during the course of the Action this will happen.

<small>(2020-08-18)</small>

Quality	Quality L
Insignificant	−5
.	−4
.	−3
.	−2
.	−1
Average	0
.	1
.	2
.	3
.	4
Elite	5
Inhuman	6
	etc.

Circumstance/Description[1]	Value[2]	Distance from source up to which Value applies (yards or metres)
Large fire	−12	12
Lantern	−8	8
Campfire	−6	6
Lamp or torch	−4	4
Wax candle	−2	2
Tallow candle	−1	1
Effects created by the Action Magic – Fire and Light[3]	−[Ac L + 1]	Ac L + 1[4]
Normal light with no extra light source (other than the sun)	0	–
A Dwarf or Eagle Char is in poor light, dawn or dusk etc.	2	–
An Elf Char is in poor light, dawn or dusk etc.	3	–
An Orc Char is in poor light, dawn or dusk etc.	1	–
Other Char is in poor light, dawn or dusk etc.	4	–
A Dwarf or Eagle Char is in pitch darkness	4	–
An Elf Char is in pitch darkness	6	–
An Orc Char is in pitch darkness	2	–
Other Char is in pitch darkness	8	–
Total darkness[5]	12	–

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[1] Of the equipment used – for picking a lock, a lockpick or similar item is needed. Various items may be used for breaking through barriers.

[2] Of the barrier to break through or lock to pick.

3.3.5 Climbing (2019-09-07)

To try to climb up or down walls, trees, cliffs, or any other surface that has a certain level of difficulty to climb. If the difficulty changes, a new Action must be performed.

Character Level (Initiating)	Climbing L + Climbing Gear L + [desired Duration in seconds per yard or metre climbed (1 – 10)] − [sum of Arms' and Legs' Cold/Heat and Harm Ls] + D10 (+ Finding and Returning Mod L)[1]
Object Level (Opposing)	Difficulty L^2 + Darkness L + D10
Action Level	**Outcome**
≤ -5	The Char does not manage to climb the surface at all and falls immediately.
$(-4) - 4$	The Char does not manage to climb the surface at all.
≥ 5	The Char manages to climb the surface as far as his/her TWL allows at most.
Wear L Increases Every…	[Str L + [Duration in seconds per yard or metre] − 10] minutes (minimum is 1 minute)
Additional Rules	• If footwear or climbing gear is used and its Con L (see section 5.6 Condition, p. 155) is 1, and both results of the D10s used in the Action are odd, the footwear or gear will break and the Action will be unsuccessful regardless of the Ac L. The GM may decide randomly when exactly during the course of the Action this will happen. At that point the Char will stumble and possibly fall. If any other other footwear or gear with a Con L of 1 are used, roll D4 for each; a result of 1 means that the footwear or gear in question will break. • This Action is used to mount a horse or other animal.

(2020-08-17)

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[1] Used only if relevant, see subsubsection 3.3.21.2 Finding and Returning, p. 73.
[2] The difficulty of climbing the surface or material to be climbed. The distance to climb shall not be taken into account.

Circumstance/Description[1]	Value[2]	Distance from source up to which Value applies (yards or metres)
Large fire	−12	12
Lantern	−8	8
Campfire	−6	6
Lamp or torch	−4	4
Wax candle	−2	2
Tallow candle	−1	1
Effects created by the Action Magic – Fire and Light[3]	−[Ac L + 1]	Ac L + 1[4]
Normal light with no extra light source (other than the sun)	0	–
A Dwarf or Eagle Char is in poor light, dawn or dusk etc.	2	–
An Elf Char is in poor light, dawn or dusk etc.	3	–
An Orc Char is in poor light, dawn or dusk etc.	1	–
Other Char is in poor light, dawn or dusk etc.	4	–
A Dwarf or Eagle Char is in pitch darkness	4	–
An Elf Char is in pitch darkness	6	–
An Orc Char is in pitch darkness	2	–
Other Char is in pitch darkness	8	–
Total darkness[5]	12	–

Description	Difficulty L
Extremely easy	1 – 2
Very easy	3 – 5
Easy	6 – 8
Normal	9 – 11
Hard	12 – 14
Very hard	15 – 17
Extremely hard	18 – 20
Inhumanly hard	21 –

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3.3.6   Combat Actions (2020-07-17)

3.3.6.1   Hand-to-Hand Combat (2020-09-07)

This Action is performed **twice, at the same time**, when two Chars engage in hand-to-hand combat – once with one of them as the Initiating Char and the other as the Opposing Char, and a 2nd time with the roles reversed. The Action determines which fighter will be hit first.

Character Level (Initiating) **Take into account only limbs holding weapons, not shields:**	**Character Level (Opposing)** **Take into account only limbs holding shields, not weapons:**
[sum of used Hand-to-Hand Combat Ls for weapons and their Weapon Ls][1]	[sum of used Shield Ls[3] and shields' Weapon Ls]
— [sum of weapons' Unwieldiness Ls][2]	— [sum of shields' Unwieldiness Ls][2]
— Hand Used L	— Hand Used L
— [sum of used limbs' Cold/Heat and Harm Ls]	— [sum of used limbs' Cold/Heat and Harm Ls]
— TWL	+ Dodging L
— Lower Ground L	— Darkness L
+ D10	— Disadvantage L[4]

Duration	[20 − Ac L] seconds (minimum is 1)

		Ac L + D20	**Body Area Hit**
		≤ 20	Roll D20:

D20	**Limb Hit**
1	Left Foot
2	Right Foot
3 − 4	Lower Left Leg
5 − 6	Lower Right Leg
7 − 8	Upper Left Leg
9 − 10	Upper Right Leg
11	Left Hand
12	Right Hand
13 − 14	Lower Left Arm
15 − 16	Lower Right Arm
17 − 18	Upper Left Arm
19 − 20	Upper Right Arm

Outcome — If Ac L is equal to or higher than Opposing Char's Ac L in his/her/its Hand-to-hand Combat Action, roll D20 and add Ac L; when the Duration has passed, Initiating Char will hit Opposing Char in the…

21 − 28	Trunk
≥ 29	Head

Wear L Increases Every…	[3 × Har L] seconds (for the Initiating Char)

Additional Rules

- If a Char who is going to use a weapon when performing Hand-to-hand Combat has not yet readied it, he/she must first do so. In Beat-based Timing (see section 6.5 Beat-based Timing, p. 194) he/she should perform the Action "Bringing Forth or Readying an Object" (see section 3.3.3.2 Bringing Forth or Readying an Object, p. 30).
- When a Char attempts to wield a weapon for the first time, he/she performs the Action Wielding, see subsubsection 3.3.6.7 Wielding, p. 49.
- If a weapon or shield used has a Con L (see section 5.6 Condition, p. 155) of 1 and both results of the D10s used in the two Actions are odd, the weapon or shield will break and be unusable from that point on, and the ongoing Actions will be interrupted. The GM may decide randomly when exactly during the course of the two Actions this will happen. If any other weapons or shields with a Con L of 1 are used in the two Actions, roll D4 for each; a result of 1 means that the weapon or shield in question will break.
- **If one of the two initiated Hand-to-hand Combat Actions finishes before the other**, the other one is interrupted and the Initiating Char in that Action will not hit the Opposing Char. If the two continue fighting at that point, two new Hand-to-hand Combat Actions will start.
- **When a Char is hit**, if the Char who makes the hit is using two weapons, use D2 to decide which (shields are not counted as weapons). If one weapon is used, it is the one that makes the hit. If no weapon is used, Unarmed makes the hit. Perform the Action "Hitting a Target with a Hand Weapon" (see subsubsection 3.3.6.2 Hitting a Target with a Hand Weapon, p. 40) to determine the damage. The hit Char also gets a Disadvantage L = [Ac L + 6] in the next Hand-to-Hand Combat Action with the same opponent where he/she/it is the Opposing Char.

(2020-08-07)

[1] If one or two weapons are used, the approp. Hand-to-Hand Combat L for each are used. If no weapon is used, Unarmed L and the Weapon L for Unarmed − −4 − are used.

[2] See subsubsection 3.3.6.7 Wielding, p. 49.

[3] This will be Shield L × 2 if shields are used in both hands.

Circumstance/Description[1]	Value[2]	Distance from source up to which Value applies (yards or metres)
Large fire	−12	12
Lantern	−8	8
Campfire	−6	6
Lamp or torch	−4	4
Wax candle	−2	2
Tallow candle	−1	1
Effects created by the Action Magic – Fire and Light[3]	$-[Ac\,L+1]$	$Ac\,L+1$[4]
Normal light with no extra light source (other than the sun)	0	–
A Dwarf or Eagle Char is in poor light, dawn or dusk etc.	2	–
An Elf Char is in poor light, dawn or dusk etc.	3	–
An Orc Char is in poor light, dawn or dusk etc.	1	–
Other Char is in poor light, dawn or dusk etc.	4	–
A Dwarf or Eagle Char is in pitch darkness	4	–
An Elf Char is in pitch darkness	6	–
An Orc Char is in pitch darkness	2	–
Other Char is in pitch darkness	8	–
Total darkness[5]	12	–

Circumstance	Hand Used L
The Char is ambi-dextrious	0
Any non-preferred hand is used	4

[4] 0 unless the Char was hit in a previous Hand-to-hand Combat Action with the same opponent, see Outcome below.

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3.3.6.2 Hitting a Target with a Hand Weapon (2020-09-07)

Used primarily to calculate the Harm L increase when a Char is hit when taking part in Hand-to-Hand Combat (see subsubsection 3.3.6.1 Hand-to-Hand Combat, p. 37), but can also be used when a Char hits another Char or Obj without resistance.

Character Level (Initiating)	Char/Obj Level (Opposing)
[Used weapon's Harmfulness L][1]	[Hit Entity's Siz Tier] (**Note!** If a Body Area was hit, use the Char's Siz Tier)
+ Str L	+ [relevant Armour L][3]
— [sum of used limb's Hand Used, Cold/Heat and Harm Ls]	+ Natural Armour L[4]
— TWL	+ D10
+ [used weapon's Bane Harmfulness L][2]	
+ D10	

Action Level	Outcome
≥ 1	

- The hit Entity's Harm L increases by Ac L. If it is a Body Area, the hit Char's Wear L will also start increasing by 1 every [hit Char's Har L — Harm L increase] minutes (if the Char's Wear L is already increasing periodically because of bleeding, the new period for the Char's Wear L to increase by 1 will be [old period in minutes — Harm L increase] minutes). Minimum is 1 minute. The Action First Aid can be used to stop or at least slow down a Char's bleeding, see subsection 3.3.11 First Aid, p. 58.

- If a Body Area was hit and it is covered by armour, the armour's Con L (see section 5.6 Condition, p. 155) decreases by 1.

Additional Rules	When an Initiating Char is attacking another Char or Obj without resistance, there will always be a hit. In the case of a Char being attacked, a Body Area has to be chosen as the target.

(2020-08-16)

Circumstance	Hand Used L
The Char is ambidextrious	0
Any non-preferred hand is used	4

---

[1] The Harmfulness L for Unarmed is —7.

[2] 0 unless the weapon or projectile has been enchanted using the Action Magic – Bane and the hit Char belongs to the "baned" People or Creature Type, see subsubsection 3.3.21.1 Bane, p. 72.

[3] On the Body Area hit, if any.

[4] 5 if target's Creature Type is Eagles of the Misty Mountains, otherwise 0.

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3.3.6.3 Hitting a Target with a Projectile (2020-06-06)

Used to calculate the Harm L increase when a Char or Obj is hit by a projectile shot or thrown by another Char (see subsubsection 3.3.6.4 Shooting a Bow, p. 43, subsubsection 3.3.6.5 Slinging, p. 45 and subsubsection 3.3.6.6 Throwing, p. 47).

Character Level (Initiating)	Char/Obj Level (Opposing)
[Shot or throw's calculated Harmfulness L][1]	[Hit Entity's Siz Tier] (**Note!** If a Body Area was hit, use the Char's Siz Tier)
+ [used weapon's Bane Harmfulness L][2]	+ [relevant Armour L][3]
+ [projectile's Bane Harmfulness L][2]	+ Natural Armour L[4]

Action Level	Outcome

≥ 1

- The hit Entity's Harm L increases by Ac L. If it is a Body Area, the hit Char's Wear L will also start increasing by 1 every [hit Char's Har L − Harm L increase] minutes (if the Char's Wear L is already increasing periodically because of bleeding, the new period for the Char's Wear L to increase by 1 will be [old period in minutes − Harm L increase] minutes). Minimum is 1 minute. The Action First Aid can be used to stop or at least slow down a Char's bleeding, see subsection 3.3.11 First Aid, p. 58.

- If a Body Area was hit and it is covered by armour, the armour's Con L (see section 5.6 Condition, p. 155) decreases by 1.

(2020-08-16)

3.3.6.4   Shooting a Bow (2020-07-17)

To try to hit a target, either a Char as a whole or an Obj (such as a Body Area), that is visible to and in the line of sight of the Initiating Char by shooting with bow and arrow.

---

[1] Depending on the method, see subsubsection 3.3.6.4 Shooting a Bow, p. 43, subsubsection 3.3.6.5 Slinging, p. 45 or subsubsection 3.3.6.6 Throwing, p. 47. **Note!** This is not the same as the used weapon or projectile's inherent Harmfulness L, see subsection 5.8.2 Combat, p. 166.

Character Level (Initiating)	Char/Obj Level (Opposing)
Shooting a Bow L	[1 for every 5 yards or metres to target][3]
+ weapon's Quality L (see section 5.3 Quality, p. 155)	— [target's Siz L][4]
+ [desired Duration (1–10 seconds)][1]	+ [target's movement in yards or metres per second][5]
— Hand Used L[2]	+ Weather L
— [sum of Arms' Cold/Heat and Harm Ls]	+ D10
— TWL	
+ D10	

Action Level	Outcome	
≤ 18	The target is not hit; the arrow instead hits a point [19 — Ac L] yards or metres away from the target in a direction randomly determined by the GM if needed.	
≥ 19	The target is hit. If it is a Char, determine the Body Area the projectile hits by rolling D16:	Calculate the bowshot's Harmfulness L: [lowest of the following values: Initiating Char's Siz L, (Str L — TWL), the bow's Weapon L and the arrow's Harmfulness L] — [1 for every 5 yards or metres per second of headwind] + D10 — D10. Perform the Action "Hitting a Target with a Projectile" (see subsubsection 3.3.6.3 Hitting a Target with a Projectile, p. 42) to determine the Harm L the Obj hit will receive.

D16	Body Area Hit
1	Left Foot
2	Right Foot
3	Lower Left Leg
4	Lower Right Leg
5	Upper Left Leg
6	Upper Right Leg
7	Lower Left Arm
8	Lower Right Arm
9	Upper Left Arm
10	Upper Right Arm
11 – 15	Trunk
16	Head

Wear L Increases Every…	[Str L — (sum of Arms' Cold/Heat and Harm Ls) + 30 — the lowest of the following values: Initiating Char's Siz L, the bow's Weapon L and the arrows's Harmfulness L] seconds

Additional Rules	
	• Short messages are not allowed.
	• Requires both hands to perform.
	• If a Char who is going to perform this Action in BBT (see section 6.5 Beat-based Timing, p. 194) does not yet have a bow and/or arrow in his/her hands, he/she must first perform the Action "Bringing Forth or Readying an Object" for each, see section 3.3.3.2 section 3.3.3.2, p. 30.
	• If the bow's Con L (see section 5.6 Condition, p. 155) is 1 and both results of the D10s used in the Action are odd, the bow will break and the Action will be unsuccessful regardless of the Ac L. The GM may decide randomly when exactly during the course of the Action this will happen. If the arrow's Con L is 1 and both results of the D10s used in the Action are odd, the arrow will break when hitting. If both the bow and the arrow's Con Ls are 1, roll D4 for the arrow; if the result is 1, it will break when hitting.
	• If needed, calculate the bowshot's Range: its Harmfulness L (see above) × 20 yards or metres. Only a target within the Range can be hit.

(2020-08-10)

Circumstance	Hand Used L
The Char is ambidextrious	0
Any non-preferred hand is used	4

Circumstance[6]	Weather L – Value[7]
Rain	2 – 5
Winds	[wind speed in yards or metres per second]

[1] Of nocking, aiming and loosing, but not of grabbing an arrow for nocking (see section 3.3.3.2 section 3.3.3.2, p. 30).

[2] The Char's non-preferred hand is used only if the Char is right-handed and for some reason is holding the bow in his/her right hand (normally it would be the left), and vice versa.

[3] Round to nearest integer. **Note!** If the distance is less than 0.5 yards or metres, the target will automatically be hit.

[4] A Body Area's Siz L is 3.

[5] Round to nearest integer.

[6] Multiple circumstances may occur at the same time; Weather L is the sum of the values of all circumstances that apply.

[7] Weather L may be decreased or even nullified by cloth-
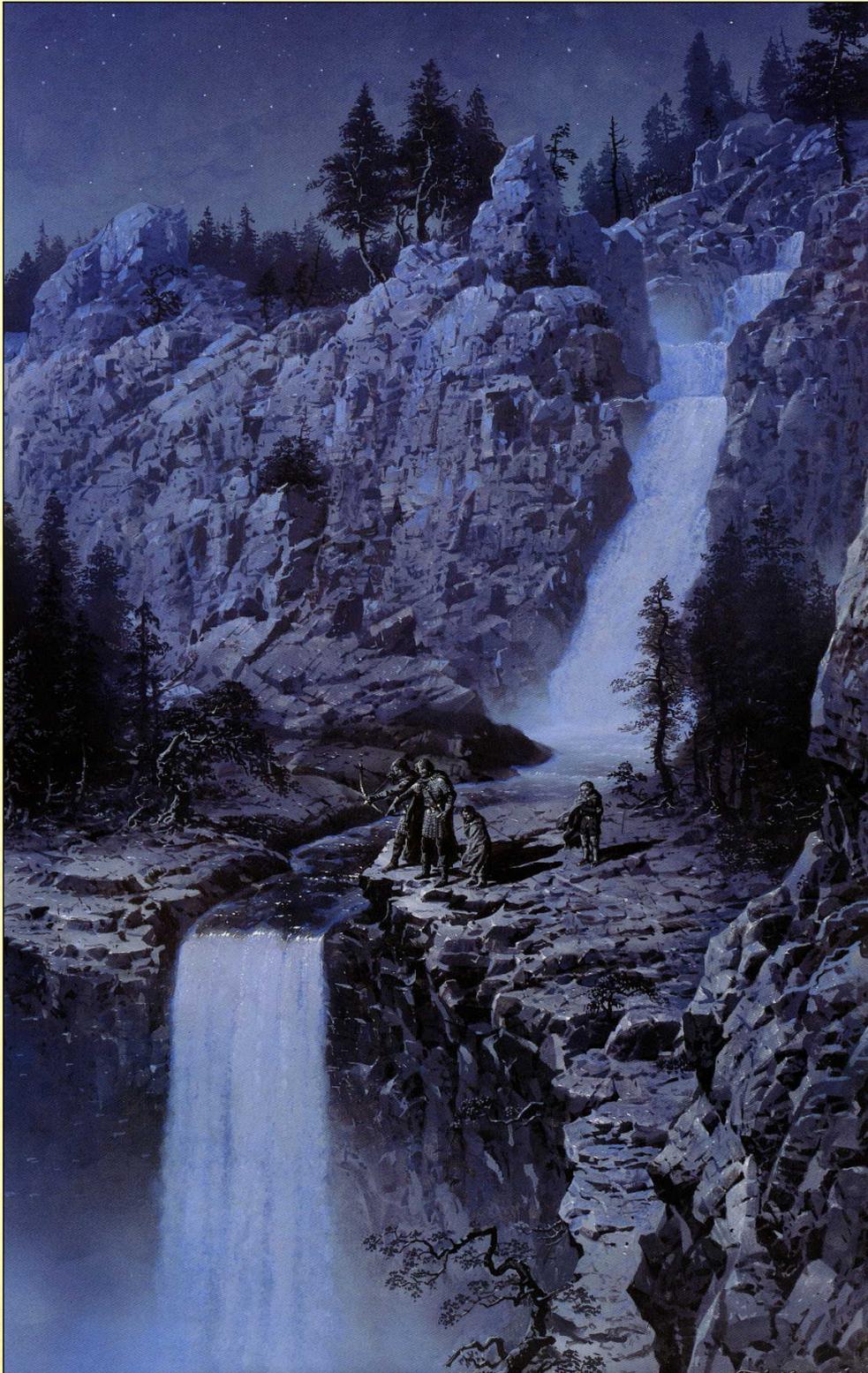
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3.3.6.5   Slinging (2018-05-01)

To try to hit a target, either a Char as a whole or an Obj (such as a Body Area), that is visible to and in the line of sight of the Initiating Char by throwing a sling bullet with a sling (see subsubsection 5.8.2.1 Ammunition,

ing (see subsection 5.8.1 Clothing, p. 157), but the GM chooses
the effect of Chars' clothing.

p. 166 and subsubsection 5.8.2.4 Ranged Weapons, p. 174).

Character Level (Initiating)	Char/Obj Level (Opposing)
Slinging L + Weapon L + [desired Duration (1–12 seconds)][1] — Hand Used L — [sum of used Arm's Cold/Heat and Harm Ls] — TWL + D10	[distance to target in yards or metres][2] — [target's Siz L][3] + [target's movement in yards or metres per second][5] + Weather L + D10

Action Level	Outcome	
≤ 24	The target is not hit; the projectile instead hits a point [25 — Ac L] yards or metres away from the target in a direction randomly determined by the GM if needed.	
≥ 25	The target is hit. If it is a Char, determine the Body Area the projectile hits by rolling D16:	Calculate the slinging's Harmfulness L: Str L — Hand Used L — [sum of used Arm's Cold/Heat and Harm Ls] — TWL — [1 for every 5 yards or metres per second of headwind] — [sling's Weapon L] + [bullet's Harmfulness L] + D10 — D10. Perform the Action "Hitting a Target with a Projectile" (see subsubsection 3.3.6.3 Hitting a Target with a Projectile, p. 42) to determine the Harm L the Obj hit will receive.

D16	Body Area Hit
1	Left Foot
2	Right Foot
3	Lower Left Leg
4	Lower Right Leg
5	Upper Left Leg
6	Upper Right Leg
7	Lower Left Arm
8	Lower Right Arm
9	Upper Left Arm
10	Upper Right Arm
11 – 15	Trunk
16	Head

Wear L Increases Every…	[Str L — projectile's weight in lbs + 12][5] seconds or [Str L — projectile's weight in kg + 11][5] seconds (minimum is 1)

Additional Rules	
	• Short messages are not allowed. • Requires both hands to load, and also to sling when using a staff sling; only one hand when slinging using a sling. • If a Char who is going to perform this Action in BBT (see section 6.5 Beat-based Timing, p. 194) does not yet have a sling and/or ammunition in his/her hands, he/she must first perform the Action "Bringing Forth or Readying an Object" for each, see section 3.3.3.2 Bringing Forth or Readying an Object, p. 30. • If the sling's Con L (see section 5.6 Condition, p. 155) is 1 and both results of the D10s used in the Action are odd, the sling will break and the Action will be unsuccessful regardless of the Ac L. The GM may decide randomly when exactly during the course of the Action this will happen. If the projectile's Con L is 1 and both results of the D10s used in the Action are odd, the projectile will break when hitting. If both the sling and the projectile's Con Ls are 1, roll D4 for the projectile; if the result is 1, it will break when hitting. • If needed, calculate the slinging's Range: (Str L — Weapon L) × 30 yards or metres. Only a target within the Range can be hit.

(2020-08-13)

Circumstance	Hand Used L
The Char is ambidextrious	0
Any non-preferred hand is used	4

[1] Of loading and throwing, but not of grabbing ammunition for loading (see section 3.3.3.2 Bringing Forth or Readying an Object, p. 30).

[2] Round to nearest integer. **Note!** If the distance is less than 0.5 yards or metres, the target will automatically be hit.

[3] A Body Area's Siz L is 3.

Circumstance[1]	Weather L – Value[2]
Rain	2 – 5
Winds	[wind speed in yards or metres per second]

3.3.6.6   **Throwing** (2018-04-28)

To try to hit a target, either a Char as a whole or an Obj (such as a Body Area), that is visible to and in the line of sight of the Initiating Char by throwing something.

[1] Multiple circumstances may occur at the same time; Weather L is the sum of the values of all circumstances that apply.
[2] Weather L may be decreased or even nullified by clothing (see subsection 5.8.1 Clothing, p. 157), but the GM chooses the effect of Chars' clothing.

Character Level (Initiating)	Char/Obj Level (Opposing)
Throwing L + weapon's Quality L[1] (see section 5.3 Quality, p. 155) + [desired Duration (1–6 seconds)][2] − Hand Used L − [sum of used Arm's Cold/Heat and Harm Ls] − TWL + D10 (− 2)[3]	[distance to target in yards or metres][4] − [target's Siz L][5] + [target's movement in yards or metres per second][5] + Weather L + (Dodging L − TWL)[6] + D10

Action Level	Outcome	
≤ 8	The target is not hit; the projectile instead hits a point [9 − Ac L] yards or metres away from the target in a direction randomly determined by the GM if needed.	
≥ 9	The target is hit. If it is a Char, determine the Body Area the projectile hits by rolling D16: | D16	Body Area Hit | |---|---| | 1 | Left Foot | | 2 | Right Foot | | 3 | Lower Left Leg | | 4 | Lower Right Leg | | 5 | Upper Left Leg | | 6 | Upper Right Leg | | 7 | Lower Left Arm | | 8 | Lower Right Arm | | 9 | Upper Left Arm | | 10 | Upper Right Arm | | 11 – 15 | Trunk | | 16 | Head |	Calculate the throw's Harmfulness L: Str L − Hand Used L − [sum of used Arm's Cold/Heat and Harm Ls] − TWL − [1 for every 5 yards or metres per second of headwind] + [projectile's weight in lbs][5] (or [projectile's weight in kg + 1][5]) + [projectile's Harmfulness L][1] + D10 − D10. Perform the Action "Hitting a Target with a Projectile" (see subsubsection 3.3.6.3, p. 42) to determine the Harm L the Obj hit will receive. [1] 0 unless the projectile is a **javelin** or **sling bullet**, see subsubsection 5.8.2.4 Ranged Weapons, p. 174 and subsubsection 5.8.2.1 Ammunition, p. 166.
Wear L Increases Every...	[Str L − projectile's weight in lbs − 6][5] throws or [Str L − projectile's weight in kg − 7][5] throws (minimum is 1)	

Additional Rules	
	• Short messages are not allowed. • Requires one hand to perform. • If a Char who is going to perform this Action in BBT (see section 6.5 Beat-based Timing, p. 194) does not yet have ammunition in his/her hands, he/she must first perform the Action "Bringing Forth or Readying an Object", see section 3.3.3.2 Bringing Forth or Readying an Object, p. 30. • If the projectile's Con L (see section 5.6 Condition, p. 155) is 1 and both results of the D10s used in the Action are odd, the projectile will break when hitting. • If needed, calculate the throw's Range: [Str L − projectile's weight in lbs (or projectile's weight in kg × 2)][5] × 6 yards or metres. Only a target within the Range can be hit.

(2020-08-15)

Circumstance	Hand Used L		Circumstance[7]	Weather L – Value[8]
The Char is ambidextrious	0		Rain	2 − 5
Any non-preferred hand is used	4		Winds	[wind speed in yards or metres per second]

[1] Only used if the projectile is a **javelin** or **sling bullet**, see subsubsection 5.8.2.4 Ranged Weapons, p. 174 and subsubsection 5.8.2.1 Ammunition, p. 166.

[2] Of throwing, but not of grabbing ammunition (see section 3.3.3.2 Bringing Forth or Readying an Object, p. 30).

[3] This parenthesis is counted only if the projectile is **not** a javelin or sling bullet, see subsubsection 5.8.2.4 Ranged Weapons, p. 174 and subsubsection 5.8.2.1 Ammunition, p. 166.

[4] Round to nearest integer. **Note!** If the distance is less than 0.5 yards or metres, the target will automatically be hit.

[5] A Body Area's Siz L is 3.

[6] This parenthesis is calculated only if the Opposing Char is aware of the throw and tries to dodge it.

[7] Multiple circumstances may occur at the same time; Weather L is the sum of the values of all circumstances that apply.

[8] Weather L may be decreased or even nullified by cloth-

3.3.6.7 Wielding (2020-06-14)

Attempting to wield a weapon, shield or tool for the first time.

Character Level (Initiating)	Object Level (Opposing)
Str L (or Str L × 2 if the weapon, shield or tool is held in both hands) $- \text{Hand Used L}$	[Weight in lbs] or [weight in kg] × 2. Round down.

Action Level	Outcome
≤ 14	The weapon, shield or tool has an Unwieldiness L = [15 − Ac L] when the Char wields it.
Additional Rules	If the Char's Str L or Hand Used L has changed (if he/she attempts to wield the same weapon, shield or tool in another hand, for example) since he/she last performed this Action, he/she should perform it again when attempting to wield the same weapon, shield or tool.

(2020-08-17)

Circumstance	Hand Used L
The Char is ambidextrious	0
Any non-preferred hand is used	4

ing (see subsection 5.8.1 Clothing, p. 157), but the GM chooses
the effect of Chars' clothing.

3.3.7 Crafting Actions (2020-07-18)

Character Level (Initiating)	Object Level (Opposing)
The highest value of [approp. Crafting L and Knowledge Base L] + [desired Duration L (1 − 10)][1] − TWL[2] + D10	[desired Quality L][3] × 3 + Darkness L + D10

Action Level	Outcome
≤ 16	The Char does not succeed in crafting anything.
17 − 21	The Char crafts an Object with a Quality L of [desired Quality L + Ac L − 22].
≥ 22	The Char crafts an Object with the desired Quality L.

Crafting Action	Wear L Increases Every…
Armoursmithying	[Str L × 5] minutes
Blacksmithying	[Str L × 5] minutes
Carpentry	[Str L × 5] minutes
Casting	–
Earth-working	[Str L × 3] minutes
Farriery	[Str L × 7] minutes
Goldsmithying	[Str L × 7] minutes
Mithrilsmithying	[Str L × 7] minutes
Ship & Boat Building	[Str L × 5] minutes
Silversmithying	[Str L × 7] minutes
Stonecarving	[Str L × 7] minutes
Stone-working	[Str L × 3] minutes
Weaponsmithying	[Str L × 5] minutes
Woodcarving	[Str L × 9] minutes

Additional Rules	If a used tool's Con L (see section 5.6 Condition, p. 155) is 1 and both results of the D10s used in the Action are odd, the tool will break and the Action will be unsuccessful regardless of the Ac L. The GM may decide randomly when exactly during the course of the Action this will happen. If any other tools with a Con L of 1 are used, roll D4 for each; a result of 1 means that the tool in question will break.

(2020-12-28)

[1] The Duration will be Production Time (see section 5.8 Tables of Goods, Items and Services, p. 157, the column "Production Time") × Duration L / 5. Round up.

[2] Sle L if the Action is Casting.

[3] The desired Quality L of the Object. Minimum is −5. See section 5.3 Quality, p. 155 for what significance Quality L has.

Circumstance/Description[1]	Value[2]	Distance from source up to which Value applies (yards or metres)
Large fire	−12	12
Lantern	−8	8
Campfire	−6	6
Lamp or torch	−4	4
Wax candle	−2	2
Tallow candle	−1	1
Effects created by the Action Magic – Fire and Light[3]	−[Ac L + 1]	Ac L + 1[4]
Normal light with no extra light source (other than the sun)	0	–
A Dwarf or Eagle Char is in poor light, dawn or dusk etc.	2	–
An Elf Char is in poor light, dawn or dusk etc.	3	–
An Orc Char is in poor light, dawn or dusk etc.	1	–
Other Char is in poor light, dawn or dusk etc.	4	–
A Dwarf or Eagle Char is in pitch darkness	4	–
An Elf Char is in pitch darkness	6	–
An Orc Char is in pitch darkness	2	–
Other Char is in pitch darkness	8	–
Total darkness[5]	12	–

Quality	Quality L
Insignificant	−5
.	−4
.	−3
.	−2
.	−1
Average	0
.	1
.	2
.	3
.	4
Elite	5
Inhuman	6
	etc.

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3.3.8 Decision-making Actions (2019-08-08)

Descriptions of ech of the Decision-making Actions are given below.

Character Level (Initiating) Approp. PT L + Amount L[1]	Object Level (Opposing) O

Action Level	Outcome
≥ 11	The Char acts according to the PT used to calculate Char Level (Initiating).[2]
10	The Char is undecided about which way to act.
≤ 9	The Char acts according to the opposite of the PT used to calculate Char Level (Initiating).[3]
Additional Rules	The GM should be attentive and notice situations where these Actions should be performed to determine how Chars decide to act – after all, role-playing games are not real life, and therefore the Chars do not possess the same morals and mentality in the game as the Participants do in real life. So the Players are not allowed to decide when these Actions are performed, nor which ones; all this is decided by the GM. This system is set up so that situations where Participants have their Chars do what you morally and psychologically are unlikely to do in real life are avoided, eg. killing innocent people, stealing or using all their savings to prepare for Adventures.

(2019-07-02)

Amount	Amount L
Insignificantly	$- (-11)$
Marginally	$(-8) - (-10)$
Not much	$(-5) - (-7)$
Not so much	$(-2) - (-4)$
Moderately	$(-1) - 1$
Quite a lot	$2 - 4$
Very much	$5 - 7$
Hugely	$8 - 10$
Enormously	$11 -$

3.3.8.1   Diligence (2018-08-21)

Deciding in a situation to either be motivated, willing and/or even seeking to do hard work, and/or act diligently; or the opposite: be unmotivated, unwilling to do hard work and/or lazy.

3.3.8.2   Foolhardiness (2018-08-21)

Deciding what to do in a situation where one can be courageous, rash and/or bold; or the opposite: act cowardly and/or carefully.

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[1]   How appealing the act is in general.
[2]   For example, if the PT L used was Foo L, the Char acts foolhardily in the situation in question.
[3]   For example, if the PT L used was Goo L, the Char acts in an evil way in the situation in question.

"Then Fingolfin beheld (as it seemed to him) the utter ruin of the Noldor, and the defeat beyond redress of all their houses; and filled with wrath and despair he mounted upon Rochallor his great horse and rode forth alone, and none might restrain him. He passed over Dor-nu-Fauglith like a wind amid the dust, and all that beheld his onset fled in amaze, thinking that Oromë himself was come: for a great madness of rage was upon him, so that his eyes shone like the eyes of the Valar."

– *The Silmarillion,* "Of the Ruin of Beleriand and the Fall of Fingolfin"

3.3.8.3   Goodness (2018-08-21)

Deciding what to do when one has the opportunity to do something widely seen as good; or the opposite: something cruel and/or evil.

3.3.8.4   Greed (2018-08-21)

Deciding what to do in situations where it is possible to either be greedy and/or do something that makes oneself or others materially richer; or the opposite: be generous and/or charitable.

3.3.8.5   Lust For Power (2018-08-21)

Deciding what to do when one has the opportunity to either get more power over other creatures; or the opposite: not to accept this power, or even grant power over oneself to others.

3.3.8.6   Pride (2018-08-21)

Deciding to react to a situation either with pride and/or considering it beneath one's dignity; or the opposite: with humility.

3.3.9   Disguising (2019-08-08)

Character Level (Initiating)	Character Level (Opposing)
[The lowest of Disguising L, approp. Culture Lore L[1] and (Quality L[2] + 10)] − Sle L + [desired Duration in minutes (1 − 20)][3] + D10	Perceiving L − Sle L − Unalertness L + D10
	Side Level (Opposing) Always performed individually, but use the same Initiating Char L in each Action (when a Char is disguised, each other Char perceives him/her individually).

Action Level	Outcome
≤ 9	Opposing Char is not fooled and performs the Action Decision-making − Pride with Amount L = −[Ac L − 10] (see subsubsection 3.3.8.6 Pride, p. 55). If that Action's Ac L is less than 0, he/she is bothered.
10 − 15	Opposing Char is fooled for ca. [Ac L × 3] minutes but then realizes he/she was fooled.
≥ 16	Opposing Char is fooled and will never realize it unless he/she gains more information.
Additional Rules	This Action only covers disguising. In order to completely pretend to be another Char, the Action Acting (see subsection 3.3.1 Acting, p. 28) is also required.

(2020-07-01)

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[1] For the culture the Char is trying to represent.
[2] Quality of the material available to use for the costume
[3] To prepare the disguise.

Quality	Quality L
Insignificant	−5
.	−4
.	−3
.	−2
.	−1
Average	0
.	1
.	2
.	3
.	4
Elite	5
Inhuman	6
	etc.

Circumstance	Unalertness L
Being alert, watchful or actively searching	−5
Waiting	0
The Opposing Char's People or Creature Type is Eagles of the Misty Mountains, Elves of Greenwood/Mirkwood or Spiders of Mirkwood and is sleeping	10
Attack against defenceless/unaware Char	10
Berserkergang	15
Bringing Forth or Readying an Object	5
Climbing	5
Dropping an Obj to the floor/ground	1
Hand-to-Hand Combat	10
First Aid and Healing	7

Circumstance	Unalertness L
Movement	2 × [speed in yards/metres per second]
Preparing and casting a spell	10
Putting away an Obj	5
Reacting	10
Resting	5
Shooting a bow	10
Slinging	7
Taking cover behind an Obj	7
Throwing	7
Throwing oneself to / Getting up off the ground/floor	5
Uttering a long message	5

3.3.10   Fire-lighting (2020-07-17)

To light a fire using materials available.

Character Level (Initiating)	Object Level (Opposing)
Firelighting L	Amount L[2]
+ Firelighting Tool L	+ Darkness L
+ Quality L[1]	+ Weather L
− [sum of Arms' Cold/Heat and Harm Ls]	+ D10
+ [desired Duration in minutes (1 − 10)]	
+ D10	
Side Level (Initiating)	
The highest Char L	

Action Level	Outcome
≤ 20	The Char(s) cannot set materials used on fire or light a fire at the current place.
≥ 21	The Char(s) manage(s) to set materials used on fire or to light a fire at the current place.
Additional Rules	If a used tool's Con L (see section 5.6 Condition, p. 155) is 1 and both results of the D10s used in the Action are odd, the tool will break and the Action will be unsuccessful regardless of the Ac L. The GM may decide randomly when exactly during the course of the Action this will happen. If any other tools with a Con L of 1 are used, roll D4 for each; a result of 1 means that the tool in question will break.

(2020-08-09)

Tool(s)	Firelighting Tool L
Friction of wood on wood	0
Bow drill	3
Flint and stone containing iron[3]	2
Flint and steel	4
Flint and steel with a tinderbox	7

Quality	Quality L
Insignificant	−5
.	−4
.	−3
.	−2
.	−1
Average	0
.	1
.	2
.	3
.	4
Elite	5
Inhuman	6
	etc.

[1] Flammability of materials to set on fire; Tinder used in a Tinderbox has normal Quality L of 0, and a twig has a Quality L of −2.

[2] Amount of moisture on materials. If they are completely dry, Amount L is −11.

[3] For example pyrite or marcasite.

Amount	Amount L
Insignificantly	– (−11)
Marginally	(−8) – (−10)
Not much	(−5) – (−7)
Not so much	(−2) – (−4)
Moderately	(−1) – 1
Quite a lot	2 – 4
Very much	5 – 7
Hugely	8 – 10
Enormously	11 –

Circumstance[1]	Weather L – Value[2]
Rain	2 – 5
Winds	[wind speed in yards or metres per second]

Circumstance/Description[1]	Value[2]	Distance from source up to which Value applies (yards or metres)
Large fire	−12	12
Lantern	−8	8
Campfire	−6	6
Lamp or torch	−4	4
Wax candle	−2	2
Tallow candle	−1	1
Effects created by the Action Magic – Fire and Light[3]	−[Ac L + 1]	Ac L + 1[4]
Normal light with no extra light source (other than the sun)	0	–
A Dwarf or Eagle Char is in poor light, dawn or dusk etc.	2	–
An Elf Char is in poor light, dawn or dusk etc.	3	–
An Orc Char is in poor light, dawn or dusk etc.	1	–
Other Char is in poor light, dawn or dusk etc.	4	–
A Dwarf or Eagle Char is in pitch darkness	4	–
An Elf Char is in pitch darkness	6	–
An Orc Char is in pitch darkness	2	–
Other Char is in pitch darkness	8	–
Total darkness[5]	12	–

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3.3.11 First Aid (2020-07-03)

To put a bandage on a bleeding Char (possibly oneself) and prevent his/her/its Wear L from increasing, or cause it to increase more slowly.

Character Level (Initiating)	[The lowest of Agi L, Healing L and (Str L $\times$ 2 − TWL)] + Quality L[1] − [sum of Arms' Cold/Heat and Harm Ls] + [desired Duration in minutes (1 − 5)] + D10
Object Level (Opposing)	Darkness L + D10
Outcome	If Ac L + [Wear L increase period in minutes] $\geq$ 20, the hurt Char's Wear L stops increasing. If not, instead of its previous rate, it starts increasing by 1 every [old period in minutes + Ac L] minutes (minimum is 1 minute) and the Initiating Char may not try again until any of the hurt Char's Harm Ls have changed.
Additional Rules	If the bandage's Con L (see section 5.6 Condition, p. 155) is 1 and both results of the D10s used in the Action are odd, the bandage will break and the Action will be unsuccessful regardless of the Ac L. The GM may decide randomly when exactly during the course of the Action this will happen.

(2020-08-09)

Quality	Quality L
Insignificant	−5
.	−4
.	−3
.	−2
.	−1
Average	0
.	1
.	2
.	3
.	4
Elite	5
Inhuman	6
	etc.

Circumstance/Description[1]	Value[2]	Distance from source up to which Value applies (yards or metres)
Large fire	−12	12
Lantern	−8	8
Campfire	−6	6
Lamp or torch	−4	4
Wax candle	−2	2
Tallow candle	−1	1
Effects created by the Action Magic – Fire and Light[3]	−[Ac L + 1]	Ac L + 1[4]
Normal light with no extra light source (other than the sun)	0	–
A Dwarf or Eagle Char is in poor light, dawn or dusk etc.	2	–
An Elf Char is in poor light, dawn or dusk etc.	3	–
An Orc Char is in poor light, dawn or dusk etc.	1	–
Other Char is in poor light, dawn or dusk etc.	4	–
A Dwarf or Eagle Char is in pitch darkness	4	–
An Elf Char is in pitch darkness	6	–
An Orc Char is in pitch darkness	2	–
Other Char is in pitch darkness	8	–
Total darkness[5]	12	–

3.3.12 Flying (2020-08-18)

To fly for a certain amount of time, in one of the following modes:

Long-distance (Normal Movement): The Char flies at a moderate pace.
Sprint (Maximal Movement): The Char flies as fast as possible.

You can use this Action to calculate the average speed for a long flight, taking into account by how many steps the Char's Wear L will decrease during breaks (when performinging the Actions Resting and/or Sleeping, see subsection 3.3.28 Resting, p. 81 and subsection 3.3.32 Sleeping, p. 85) or to calculate how long it takes to fly 100 miles, for example. Flying can be conveniently performed in BBT (see section 6.5 Beat-based Timing, p. 194).

---
[1] Quality of bandage

Character Level (Initiating)		Object Level (Opposing)
Flying L − [sum of Arms'[1] Cold/Heat and Harm Ls] + [tailwind in yards or metres per second][2] (+ D10)[2]		[headwind in yards or metres per second][2] (+ D10)[2]
Chosen Mode	**Wear L Increases Every…**	**The Char Flies at Most…**
Long-distance (Normal Movement)	2 hours	[Ac L + 10] mph, [Ac L + 25] km/h or [Ac L / 2 + 3] yards or metres per second[3]
Sprint (Maximal Movement)	15 minutes	[Ac L + 50] mph, [(Ac L + 35) × 2] km/h or [Ac L + 10] yards or metres per second[3]
Duration	Free of choice for the Char's Participant (excluding breaks)	
Additional Rules	If the Char's TWL reaches 10 while in mid-air, it will fall down.	

(2020-06-04)

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[1] The Char's wings are counted as its Arms.
[2] Not used in BBT (see section 6.5 Beat-based Timing, p. 194).
[3] Used in BBT (see section 6.5 Beat-based Timing, p. 194).
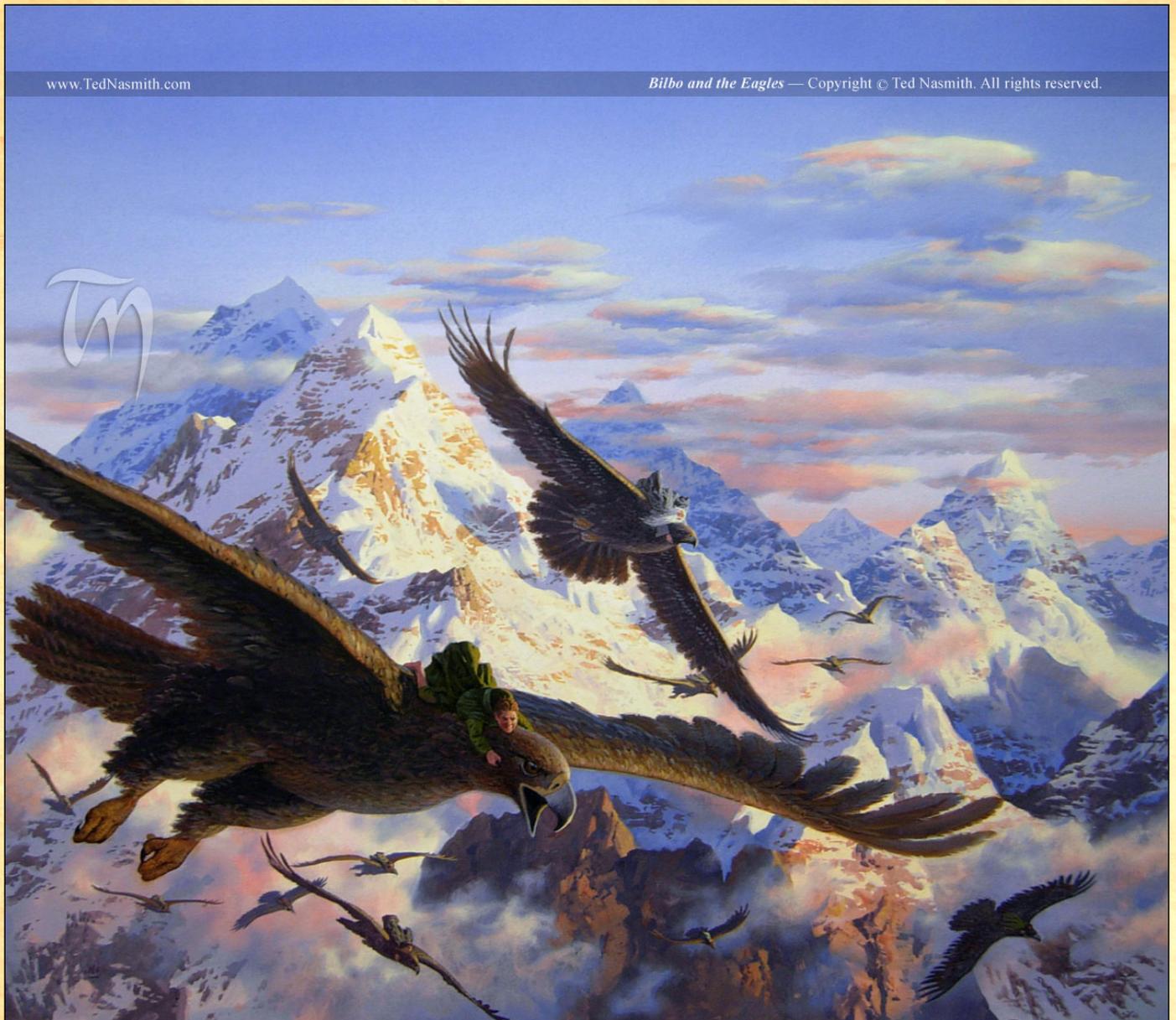
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3.3.13   Healing (2020-04-11)

To speed up the process of recovery from harm for another Char, in some cases also for himself/herself, but the GM decides whether it is possible or not.

Character Level (Initiating)	Healing L + Quality L[1] + [desired Duration in hours $(1 - 10)$][2] + Knowledge Base L — Sle L — [sum of Arms' Cold/Heat and Harm Ls] + D10
Object Level (Opposing)	Darkness L + D10
Action Level	**Outcome**
≤ 4	Treatment L gets the value of [Ac L — 5].
$5 - 15$	Treatment L gets the value of 0.
≥ 16	Treatment L gets the value of [Ac L — 15].
Additional Rules	

- Cannot be performed without healing equipment.
- Treatment L is used when performing the Actions Resting (see subsection 3.3.28 Resting, p. 81) and Sleeping (see subsection 3.3.32 Sleeping, p. 85).
- If a used piece of equipment's Con L (see section 5.6 Condition, p. 155) is 1 and both results of the D10s used in the Action are odd, the equipment will break and the Action will be unsuccessful regardless of the Ac L. The GM may decide randomly when exactly during the course of the Action this will happen. If any other pieces of equipment with a Con L of 1 are used, roll D4 for each; a result of 1 means that the equipment in question will break.

(2020-08-10)

Quality	Quality L
Insignificant	−5
.	−4
.	−3
.	−2
.	−1
Average	0
.	1
.	2
.	3
.	4
Elite	5
Inhuman	6
	etc.

Circumstance/Description[1]	Value[2]	Distance from source up to which Value applies (yards or metres)
Large fire	−12	12
Lantern	−8	8
Campfire	−6	6
Lamp or torch	−4	4
Wax candle	−2	2
Tallow candle	−1	1
Effects created by the Action Magic – Fire and Light[3]	−[Ac L + 1]	Ac L + 1[4]
Normal light with no extra light source (other than the sun)	0	–
A Dwarf or Eagle Char is in poor light, dawn or dusk etc.	2	–
An Elf Char is in poor light, dawn or dusk etc.	3	–
An Orc Char is in poor light, dawn or dusk etc.	1	–
Other Char is in poor light, dawn or dusk etc.	4	–
A Dwarf or Eagle Char is in pitch darkness	4	–
An Elf Char is in pitch darkness	6	–
An Orc Char is in pitch darkness	2	–
Other Char is in pitch darkness	8	–
Total darkness[5]	12	–

3.3.14 Hearing (2018-07-30)

Performed automatically when the GM wants to check whether a Char can hear a particular sound.

---

[1] Quality of healing equipment.
[2] Of the act of treating the patient, for example performing surgery, not of his/her healing.

Character Level (Initiating)	Hea L
Char/Object Level (Opposing)	[distance to sound source in yards or metres] − Volume L[1] + Hearing Factor L
Side Level (Initiating)	The highest Initiating Char L
Additional Rules	If the Initiating Char hears the sound and it is unexpected or new to the Char and may imply any specific info for him/her, he/she must also perform a successful Perceiving Action (see subsection 3.3.23 Perceiving, p. 79) in order to understand the implication of it.

(2020-04-18)

Sound Source	Volume L
Whisper	−5
Normal speech	0
Loud speech	10
Shout	175
Explosion	2000

Circumstance[2]	Hearing Factor L
No obstacle	0
Hearer is asleep	5
Echo	−5
Headwind[3]	−5
Tailwind[4]	5
Log wall	7
Stone wall/floor	10
Wooden door	3

3.3.15   Hiding (2018-07-31)

Can be performed whenever a Char wants to hide one or more Chars (possibly himself/herself) or Objs from any possible discoverer at one particular hiding place that can be seen by any possible discoverer. Does not concern any sound the hider possibly makes; for that, see subsection 3.3.34 Sneaking, p. 86.

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[1] If Opposing Char is performing the Action Sneaking, Volume L might be modified, see subsection 3.3.34 Sneaking, p. 86.
[2] Between hearer and sound source
[3] From the direction of the sound source
[4] In the direction of the sound source

Character Level (Initiating)	Hiding L − [sum of Siz Ls][1] + [desired Duration in seconds (1 − 10)][2] − Sle L + D10 (+ Finding and Returning Mod L)[3]
Character Level (Opposing)	Perceiving L + Difficulty L[4] − Sle L − Unalertness L[5] + D10
Side Level (Opposing)	The highest Char L
Action Level	**Outcome**
≤ −21	The Chars or Objs hidden will be discovered by the Opposing Char(s) if the latter come(s) close enough.
≥ −20	The Chars or Objs hidden will **not** be discovered by the Opposing Char(s).
Additional Rules	The Participant(s) do not need to come up with where to hide specifically. The attire of the Char(s) hiding does not matter; if he/she/they want(s) to use his/her clothes to blend into the background, the Action Camouflage should be used instead.

(2020-05-30)

Description	Difficulty L
Extremely easy	1 − 2
Very easy	3 − 5
Easy	6 − 8
Normal	9 − 11
Hard	12 − 14
Very hard	15 − 17
Extremely hard	18 − 20
Inhumanly hard	21 −

Circumstance	Unalertness L
Being alert, watchful or actively searching	−5
Waiting	0
The Opposing Char's People or Creature Type is Eagles of the Misty Mountains, Elves of Greenwood/Mirkwood or Spiders of Mirkwood and is sleeping	10
Attack against defenceless/unaware Char	10
Berserkergang	15
Bringing Forth or Readying an Object	5
Climbing	5
Dropping an Obj to the floor/ground	1
Hand-to-Hand Combat	10
First Aid and Healing	7

Circumstance	Unalertness L
Movement	2 × [speed in yards/metres per second]
Preparing and casting a spell	10
Putting away an Obj	5
Reacting	10
Resting	5
Shooting a bow	10
Slinging	7
Taking cover behind an Obj	7
Throwing	7
Throwing oneself to / Getting up off the ground/floor	5
Uttering a long message	5

3.3.16   Hunting (2020-06-30)

To hunt game in the wild. A bow, sling (and suitable ammunition) or ammunition for throwing is needed.

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[1] Siz Ls of all Entities that are being hidden.
[2] The task of choosing a hiding place, during which the hider(s) can be noticed.
[3] Used only if relevant, see subsubsection 3.3.21.2 Finding and Returning, p. 73.
[4] Depending on the surroundings and degree of presence of nearby objects that can facilitate the hiding.
[5] Depending on what the Char is doing while perceiving.

Character Level (Initiating)	Object Level (Opposing)
Shooting a Bow L, Slinging L or Throwing L + Tracking L + Hiding L + Sneaking L + [desired Duration in hours (1 – 10)] − [sum of Arms' Cold/Heat and Harm Ls] − TWL + D10	— Amount L[1] — [number of hunting dogs used] + Darkness L + Weather L + D10

Side Level (Initiating)	
The sum of all Initiating Char Ls	

Action Level	Outcome
≥ 45	The Char(s) manage(s) to find, pursue and kill [Ac L − 43] / 2 (round down to nearest integer) animals at most. The GM chooses the game.

Wear L Increases Every...	Har L $\times$ 5 minutes

Additional Rules	
	• If a used weapon or projectile's Con L (see section 5.6 Condition, p. 155) is 1 and both results of the D10s used in the Action are odd, the weapon or projectile will break. If more than one weapon/projectile with Con Ls of 1 are used, roll D4 for each of the additional ones; if the result is 1 the projectile in question will break. The GM may decide randomly when exactly during the course of the Action this will happen, and if the only available weapon or projectile will break, take the time of breakage into consideration when determining the number of animals killed.
	• If the Char is wearing footwear and its Con L (see section 5.6 Condition, p. 155) is 1, the footwear will break after the Char has been hunting for D10 hours (the time is counted cumulatively in later Hunting Actions when the same footwear is worn).

(2020-09-10)

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[1] Amount of game in the area.

Amount	Amount L
Insignificantly	– (−11)
Marginally	(−8) – (−10)
Not much	(−5) – (−7)
Not so much	(−2) – (−4)
Moderately	(−1) – 1
Quite a lot	2 – 4
Very much	5 – 7
Hugely	8 – 10
Enormously	11 –

Circumstance[1]	Weather L – Value[2]
Rain	2 – 5
Winds	[wind speed in yards or metres per second]

Circumstance/Description[1]	Value[2]	Distance from source up to which Value applies (yards or metres)
Large fire	−12	12
Lantern	−8	8
Campfire	−6	6
Lamp or torch	−4	4
Wax candle	−2	2
Tallow candle	−1	1
Effects created by the Action Magic – Fire and Light[3]	−[Ac L + 1]	Ac L + 1[4]
Normal light with no extra light source (other than the sun)	0	–
A Dwarf or Eagle Char is in poor light, dawn or dusk etc.	2	–
An Elf Char is in poor light, dawn or dusk etc.	3	–
An Orc Char is in poor light, dawn or dusk etc.	1	–
Other Char is in poor light, dawn or dusk etc.	4	–
A Dwarf or Eagle Char is in pitch darkness	4	–
An Elf Char is in pitch darkness	6	–
An Orc Char is in pitch darkness	2	–
Other Char is in pitch darkness	8	–
Total darkness[5]	12	–

3.3.17 Interrogation (2018-07-31)

To attempt to get a specific piece of information, decided by the Initiating Char's/Chars' Participant(s), out of one or more Opposing Chars.

Character Level (Initiating)	Interrogation L + [desired Duration in 10s of minutes (1 – 12)] − TWL + Force L + Bribe L[2] + D10
Character Level (Opposing)	Psy L + Difficulty L[3] − TWL + D10
Side Level (Initiating)	The sum of all Initiating Char Ls
Side Level (Opposing)	The lowest Opposing Char L
Action Level	**Outcome**
≥ 0	All information gained
(−1) – (−4)	Partial information gained
≤ −5	No information gained
Wear L Increases Every…	[5 × Har L] minutes for the Initiating Char(s), [4 × Har L] minutes for the Opposing Char(s)

(2020-06-07)

Description	Difficulty L
Extremely easy	1 – 2
Very easy	3 – 5
Easy	6 – 8
Normal	9 – 11
Hard	12 – 14
Very hard	15 – 17
Extremely hard	18 – 20
Inhumanly hard	21 –

Circumstance	Force L
Char does not use forceful methods such as torture or blackmail	0
Char uses forceful methods such as torture or blackmail	5 – 20

3.3.18 Knowledge-based Actions (2020-06-19)

Actions based on some of the Lore Skills (see section 7.1 Skill Levels, p. 199).

   [2]   Depending on the value of the bribe and the wealth of the Opposing Char(s).
   [3]   The objective difficulty of the interrogation

Character/Object Level (Initiating)	Approp. Skill L − Sle L + D10 (+ Finding and Returning Mod L)[1]
Object Level (Opposing)	Difficulty L^2 + D10
Action Level	**Outcome**
≤ -10	The Char does not possess the adequate piece of knowledge, but believes he/she does.
$(-9) - 0$	The Char does not possess the adequate piece of knowledge.
≥ 1	The Char possesses the adequate piece of knowledge.
Additional Rules	The Player should note down on his/her Char Sheet under "Special/Notes" the specific things his/her Char has been decided to know **and** not to know about something specific concerning any knowledge, so that if the same pieces of information come around again, there should be no new Action about the things the Char has already been decided to know – he/she knows them automatically, and until the Char's Skill L used in the Action in question has increased there should neither be a new Action about the things he/she has already been decided **not** to know. When it increases, the Player should remove from his/her Char Sheet all notes about things covered by the Skill which the Char has been decided **not** to know.

(2020-06-19)

Description	Difficulty L
Extremely easy	1 – 2
Very easy	3 – 5
Easy	6 – 8
Normal	9 – 11
Hard	12 – 14
Very hard	15 – 17
Extremely hard	18 – 20
Inhumanly hard	21 –

The various Knowledge-based Actions are described below.

3.3.18.1   Administration and Law (2018-04-26)

Knowledge of laws and the judicial system; for example to settle tenant disputes or to prepare a writ or other legal document.

3.3.18.2   Alchemy (2018-04-26)

Knowledge of the analysis and/or production of chemical or alchemical compounds, and to identify substances and potions.

3.3.18.3   Botany Actions (2018-04-26)

Identifying a plant or tree, determining if it is wholesome or harmful, if it can be eaten, where it grows, or being aware of another special property it has.

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[1]   Used only for Local Knowledge Actions and if relevant, see subsubsection 3.3.18.8 Local Knowledge Actions, p. 68 and subsubsection 3.3.21.2 Finding and Returning, p. 73.

[2]   Difficulty of possessing the adequate piece of knowledge

3.3.18.4 Culture Lore Actions (2018-05-11)

Being familiar with the customs, manners and traditions of a culture and how its members think and act. For example to know what fanfares are required to greet royal visitors, how to seat the lords and ladies at a table, how to organize the reception line, and how everyone is to be addressed.
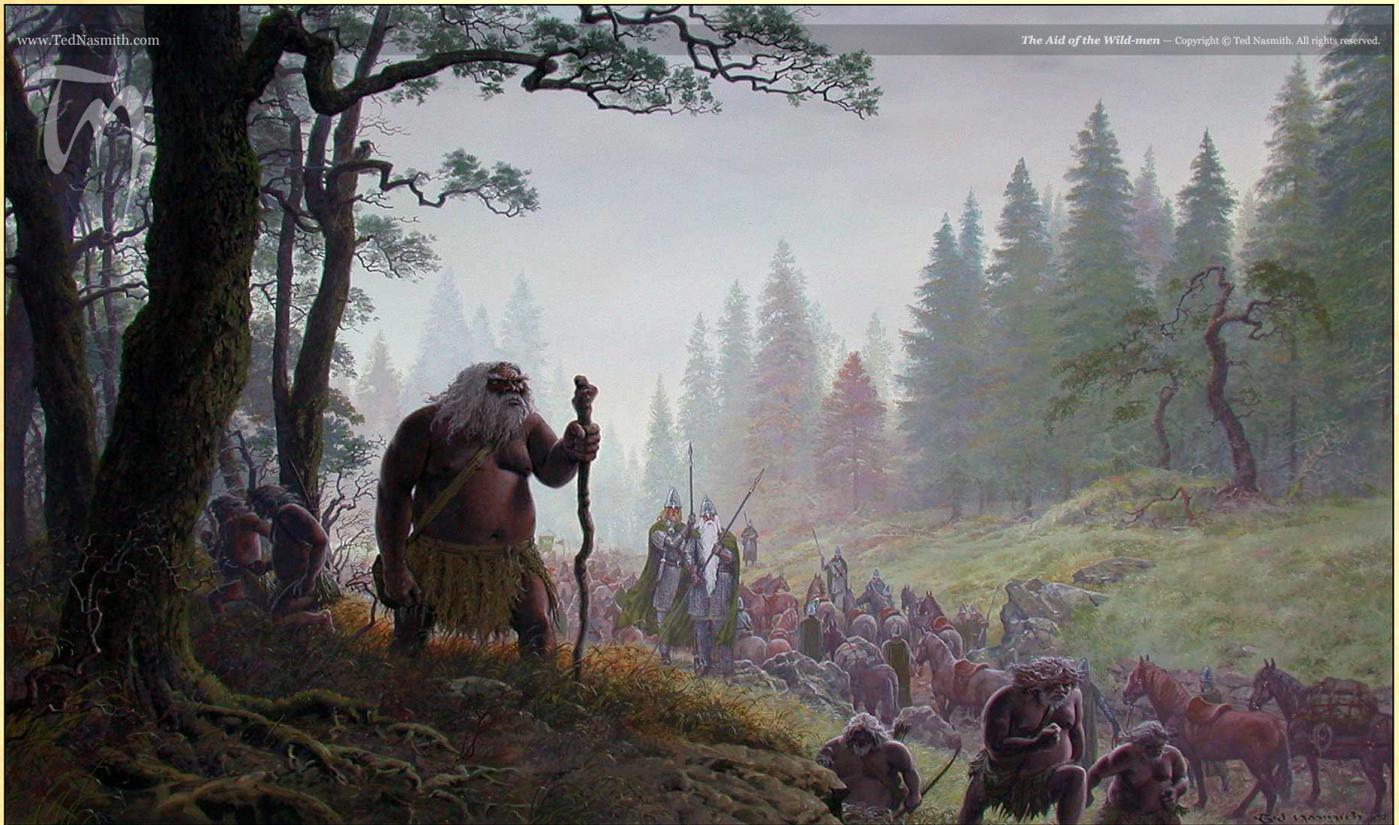
3.3.18.5 Geography Actions (2018-05-24)

Knowledge of the geography of a certain region of Arda; eg. where cities, towns, villages, mouintains, lakes, rivers and forests lie. Rough distances and directions can be determined, as can notable obstacles (eg. "The Lonely Mountain is 1000 miles from the Shire, but to get there, you must pass over the Misty Mountains and through the Forest of Mirkwood.").

3.3.18.6 Geology (2018-05-24)

Identifying minerals, soil types, metals and similar stuff (even *mithril*) and knowing their properties.

3.3.18.7 Herb-lore (2020-04-01)

Identifying individual types of herbs, determining if they are wholesome or harmful, if they can be eaten, where they grow, or being aware of another special property they have, and using herbs to make brews. Does **not** include using herbs or brews for for example healing; for that, the Action Healing is used, see subsection 3.3.13 Healing, p. 61.

3.3.18.8 Local Knowledge Actions (2018-06-05)

Knowledge about a certain village, town, city or large-scale fortification – for example about the name and an overview of the place, about streets, venues, great dining options, shortcuts, criminal areas, key individuals who live in the community and other things that requires a experience or knowledge of the location.

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3.3.18.9   Maths (2018-10-15)

To make calculations with numbers, keep books of account, and so on.

3.3.18.10   Reading and Writing Actions (2020-07-17)

To read, at a certain level, a particular writing system such as Cirth or Tengwar, or write using it. In order to read or write in a certain language, the approp. Language Action (see subsection 3.3.19 Language Actions, p. 71) is also needed.
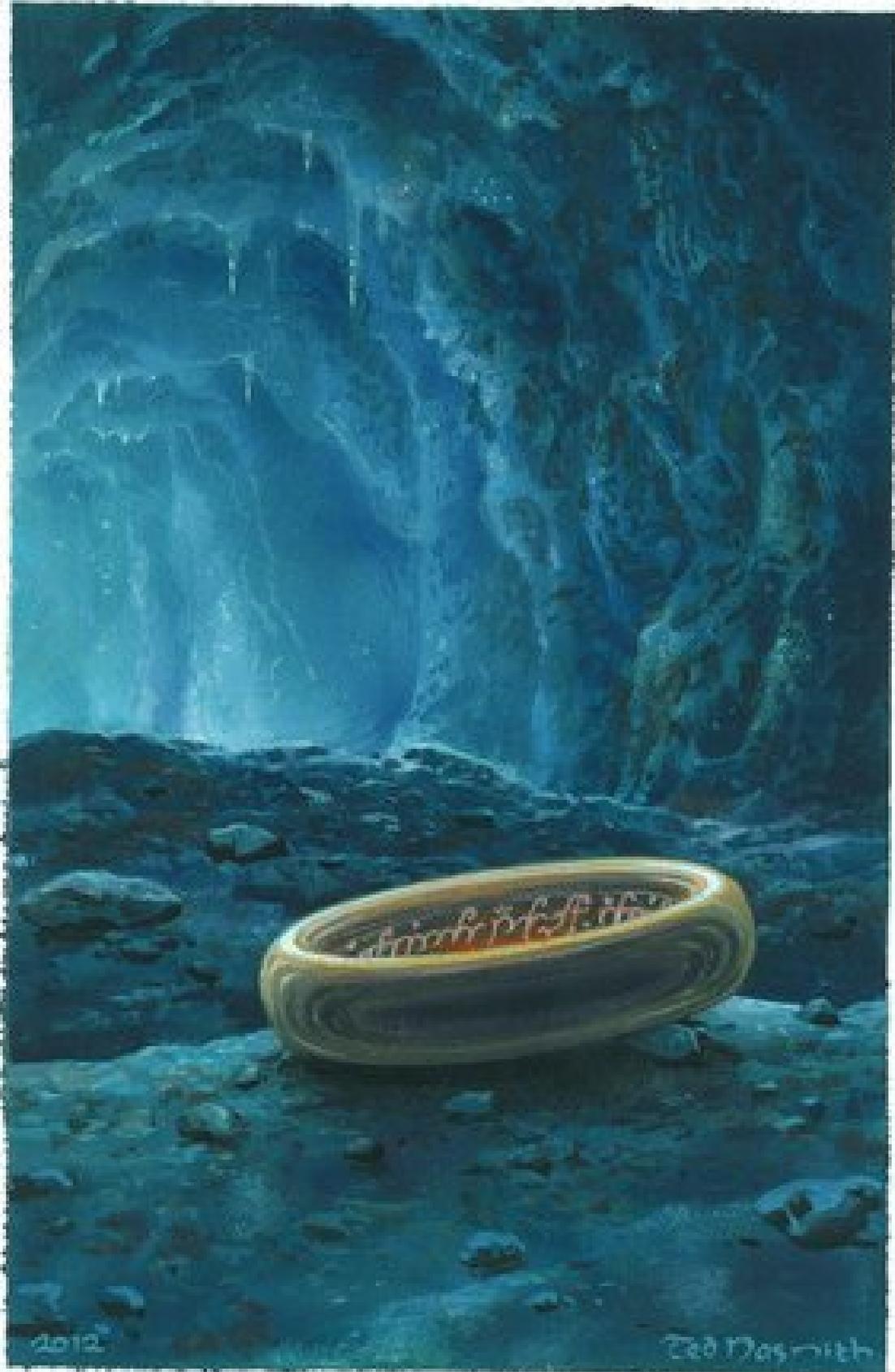
3.3.19 Language Actions (2020-06-07)

Performed when at least one Char needs to read or write in a particular language, or when two or more Chars (a Side) attempt to communicate by speaking or writing.

Character Level (Initiating)	Approp. Language L + Knowledge Base L − Sle L + D10
Object Level (Opposing)	Language Complexity L[1] + D10
Side Level (Initiating)	The lowest Char L
Action Level	During the present communication, information with a final Language Complexity L no greater than [Language Complexity L chosen above + Ac L] can be both expressed and understood by all Chars.
Additional Rules	Only needs to be performed once per day and combination of Chars. In order to understand written information or write it, Reading and Writing Actions (see subsubsection 3.3.18.10 Reading and Writing Actions, p. 69) are also required.

<div align="right">(2020-06-07)</div>

Description	Language Complexity L
Insignifica	1 – 2
Tiny	3 – 5
Small	6 – 8
Normal	9 – 11
Great	12 – 14
Huge	15 – 17
Extreme	18 – 20
Inhuman	21 –

3.3.20 Lying (2018-08-01)

To lie about something to one or several Chars.

Character Level (Initiating)	Lying L − Sle L + D10
Object Level (Opposing)	Difficulty L[2] + Wit L − Sle L + D10
Side Level (Initiating)	The lowest Char L
Side Level (Opposing)	Always performed individually, but use the same Initiating Char L in each Action (when a Char lies to several Chars, each perceives him/her individually).
Action Level	**Outcome**
≥ -5	Opposing Char is fooled and will never realize it unless he/she gains more information.
$(-6) - (-9)$	Opposing Char is fooled for ca. [−Ac L × 10] minutes but then realizes he/she was lied to.
≤ -10	Opposing Char is not fooled and performs the Action Decision-making − Pride with Amount L = −[Ac L + 10] (see subsubsection 3.3.8.6 Pride, p. 55). If that Action's Ac L is less than 0, he/she is bothered.
Additional Rules	It is the contents of the lie and and the involved Chars' characteristics that matter, not the Initiating Char's Participant's acting skills.

<div align="right">(2020-06-08)</div>

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[1] The level of complexity of the first piece of information attempted to be expressed or received in the communication.
[2] The objective difficulty of the lie; how far-fetched it is.

Description	Difficulty L
Extremely easy	1 – 2
Very easy	3 – 5
Easy	6 – 8
Normal	9 – 11
Hard	12 – 14
Very hard	15 – 17
Extremely hard	18 – 20
Inhumanly hard	21 –

3.3.21 Magic Actions (2020-06-07)

Actions that involve magic are described in detail below. Two characteristics are common to most of them:

Range: The effective range of the spell in yards or metres. Beyond it, the spell cannot function. If "Touch" is given as the Range, it means the Initiating Char(s) must touch the Char(s)/Object(s) that is/are the target of the spell.

Spell Duration: The duration during which the spell has an effect if the casting was successful. The effect ends when its Spell Duration has run out or when the Initiating Char(s) choose(s) to (not possible if the Spell Duration is "Permanent").

During a Magic Action's **Duration**, which is not to be confused with its Spell Duration (see above), the Char(s) is/are preparing the spell and cannot do anything else if the casting is to be successful. It is possible to terminate the casting of the spell. The Spell Duration only starts when the Duration ends.

Common to all Magic Actions is also that the Initiating Char's/Chars' Wear L(s) is/are increased by 1 at minimum whenever such an Action is performed, and that the Participant(s) is/are allowed to adjust the Ac L to some degree after it has been first determined.

3.3.21.1 Bane (2020-06-03)

To enchant a weapon or projectile **while it is being made by the caster(s)**, by channeling his/her/their own power into it so that whenever it is used against a particular People or Creature Type of the Char's Participant's (or Chars' Participants') choice, it is particularly effective.

Character Level (Initiating)	Bane L + D10
Object Level (Opposing)	[Weight of Obj in lbs] (or [Weight of Obj in kg] $\times$ 2) + D10. Round up.
Side Level (Initiating)	The sum of all Initiating Char Ls
Action Level	Outcome
≤ 9	The Char/Chars does/do not manage to enchant the Obj and may not try again on it.
≥ 10	The Char's/Chars' Psy BL(s) permanently decrease(s) by the number Wear L was chosen to increase by (see "Additional Rules"). Note down that the Obj(s) receive(s) a Bane Harmfulness L = [Ac L / 2 − 4] (round down to nearest integer) when used against the chosen People or Creature Type, see subsubsection 3.3.6.2 Hitting a Target with a Hand Weapon, p. 40 and subsubsection 3.3.6.3 Hitting a Target with a Projectile, p. 42.
Additional Rules	

- Range[1]: Touch. Spell Duration[1]: Permanent.
- **After Ac L has been first determined**, the Char's/Chars' Wear L(s) will increase by a number[2] of the Participant's/Participants' choice (minimum is 1); Ac L will also increase by that number.

(2020-06-16)

"... [The Orcs] feared to keep the knives, knowing them for what they are: work of Westernesse, wound about with spells for the bane of Mordor."

– *The Lord of the Rings*, "The Departure of Boromir"

3.3.21.2   Finding and Returning (2020-06-03)

To enchant a **walking stick** (see subsection 5.8.7 Outdoor Survival, p. 181) **while it is being made by the caster(s)**, so that if a Char takes it with him/her on a journey, it will help him/her to reach his/her destination and return unscathed.

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[1] See subsection 3.3.21 Magic Actions, p. 72.
[2] TWL may not become higher than 10.

Character Level (Initiating)	Finding and Returning L + D10
Object Level (Opposing)	[Weight of Obj in lbs] (or [weight of Obj in kg] $\times$ 2) + D10
Side Level (Initiating)	The sum of all Initiating Char Ls

Action Level	Outcome
≥ 10	The Char's/Chars' Psy BL(s) permanently decrease(s) by the number Wear L was chosen to increase by (see "Additional Rules"). Whenever any Char who has the Obj in his/her possession uses the following Actions **on a journey** in order to get past some obstacle (the GM decides what constitutes an obstacle) or avoid or escape from enemies and continue the journey, Finding and Returning Mod L will be [Ac L $-$ 9]. • Climbing (see subsection 3.3.5 Climbing, p. 36) • Hiding (see subsection 3.3.15 Hiding, p. 63) • Local Knowledge Actions (see subsubsection 3.3.18.8 Local Knowledge Actions, p. 68) • Maximal Movement (see subsubsection 3.3.3.3 Maximal Movement, p. 30) • Normal Movement (see subsubsection 3.3.3.4 Normal Movement, p. 32) • Orienteering (see subsection 3.3.22 Orienteering, p. 78) • Swimming (see subsection 3.3.35 Swimming, p. 87) • Sneaking (see subsection 3.3.34 Sneaking, p. 86) • Travelling (see subsection 3.3.38 Travelling, p. 91)

Additional Rules	
	• Range[1]: Touch. Spell Duration[1]: Permanent. • **After Ac L has been first determined**, the Char's/Chars' Wear L(s) will increase by a number[2] of the Participant's/Participants' choice (minimum is 1); Ac L will also increase by that number.

(2020-06-04)

"'I have no fitting gifts to give you at our parting,' said Faramir; 'but take these staves. They may be of service to those who walk or climb in the wild. The men of the White Mountains use them; though these have been cut down to your height and newly shod. They are made of the fair tree *lebethron*, beloved of the woodwrights of Gondor, and a virtue has been set upon them of finding and returning. May that virtue not wholly fail under the Shadow into which you go!'"

– *The Lord of the Rings*, "Journey to the Cross-roads"

3.3.21.3 Fire and Light (2020-06-07)

To cast a fire or light effect of the Participant's choice, usually using a quarterstaff (see subsubsection 5.8.2.3 Hand-to-Hand Combat Weapons, p. 171). The Participant first has to pick one of effects to try to cast: Light, a small bright fire, a flash or a shaft of light. They each have different requirements (such as Ac L) and characteristics, see below.

Character Level (Initiating)	Fire and Light L + [desired Duration[1] in seconds (1 − 5)] + D10		
Object Level (Opposing)	D10		

Action Level Required	Effect Created[2]	Spell Duration[1]	Characteristics
15	Light	[Ac L − 14] hours	At the end of a quarterstaff, which the Initiating Char has to be holding.
20	Small, bright fire	Ac L seconds	At the end of a quarterstaff, which the Initiating Char has to be holding. Can be used to set something alight, burning with the chosen colour(s).
25	Flash	0 seconds	At the end of a quarterstaff, which the Initiating Char has to be holding. Can be used to set something alight, burning with the chosen colour(s). All Chars except Initiating Char within [Ac L − 20] yards or metres from him/her will receive Harmfulness Ls of [Ac L − 5] for all Body Areas; protection such as armour does not matter.
30	Shaft of light	1 second	From an outstretched hand. Any Char or Obj known to the Initiating Char within [Ac L − 15] yards or metres can be chosen to be hit by the shaft. If a Char is chosen, determine his/her Body Area hit by rolling D16:

D16	Body Area Hit
1	Left Foot
2	Right Foot
3	Lower Left Leg
4	Lower Right Leg
5	Upper Left Leg
6	Upper Right Leg
7	Lower Left Arm
8	Lower Right Arm
9	Upper Left Arm
10	Upper Right Arm
11 − 15	Trunk
16	Head

Then perform the Action "Hitting a Target with a Projectile" (see subsubsection 3.3.6.3 Hitting a Target with a Projectile, p. 42) to determine the Harm L the Char/Obj hit will receive. Count the "shot's" Harmfulness L as Ac L and the target's Armour L as 0.

Additional Rules	**After Ac L has been first determined**, Wear L will be increased by a number[2] of the Participant's choice; he/she may then increase the Ac L by that number at most or decrease it by any number. This Action brings about a source of light and thus affects Darkness L.

(2020-06-07)

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[1] See subsection 3.3.21 Magic Actions, p. 72 for what Duration signifies in Magic Actions.
[2] Of any colours of the Participant's choice.

Circumstance/Description[1]	Value[2]	Distance from source up to which Value applies (yards or metres)
Large fire	−12	12
Lantern	−8	8
Campfire	−6	6
Lamp or torch	−4	4
Wax candle	−2	2
Tallow candle	−1	1
Effects created by the Action Magic – Fire and Light[3]	$-[Ac\,L+1]$	$Ac\,L+1$[4]
Normal light with no extra light source (other than the sun)	0	–
A Dwarf or Eagle Char is in poor light, dawn or dusk etc.	2	–
An Elf Char is in poor light, dawn or dusk etc.	3	–
An Orc Char is in poor light, dawn or dusk etc.	1	–
Other Char is in poor light, dawn or dusk etc.	4	–
A Dwarf or Eagle Char is in pitch darkness	4	–
An Elf Char is in pitch darkness	6	–
An Orc Char is in pitch darkness	2	–
Other Char is in pitch darkness	8	–
Total darkness[5]	12	–

"Boromir muttered under his breath, but the echoing stone magnified the sound to a hoarse whisper that all could hear: 'In the deep places of the world! And thither we are going against my wish. Who will lead us now in this deadly dark?'

'I will,' said Gandalf, 'and Gimli shall walk with me. Follow my staff!'

As the wizard passed on ahead up the great steps, he held his staff aloft, and from its tip there came a faint radiance. The wide stairway was sound and undamaged. Two hundred steps they counted, broad and shallow; and at the top they found an arched passage with a level floor leading on into the dark."

– *The Lord of the Rings*, "A Journey in the Dark"

3.3.21.4 Girdle (2020-06-21)

To create an unseen wail of shadow and bewilderment around an area, protecting it from evil.

Character Level (Initiating)	Girdle L + [desired Duration[1] in minutes (1 – 10)] + D10
Object Level (Opposing)	• [Desired diameter of fenced area in 100s of yards or metres] + D10 • **or:** [desired diameter of fenced area in miles] + 15 + D10 (or [desired diameter of fenced area in kilometres] + 10 + D10) • **or:** [desired diameter of fenced area in 10s of miles] + 30 + D10 (or [desired diameter of fenced area in 10s of kilometres] + 20 + D10)
Side Level (Initiating)	The sum of all Initiating Char Ls

Action Level	Outcome
≥ 25	A "girdle" of a length equal to the [desired diameter], of any shape of the Participant's choice. Any Char who tries to enter against Initiating Char's/Chars' will will be bewildered and not succeed, unless he/she/it is successful in a Psyche-related Action (see subsection 3.3.44 Other Psyche-related Actions, p. 97) where the Char L (Opposing) is this Action's Initiating Chars' Psy Ls (if a Side L (Initiating) was used in this Action, a Side L (Opposing) will be used in the Psyche-related Action), or if a doom lies upon him/her/it (the GM decides if that is the case).
Additional Rules	• This Action cannot be initiated by a Char who has initiated a previous Girdle Action but has not yet terminated it. • **Range**[1]: The point where Initiating Char is at the time of casting will as closely as possible be the centre of the "girdle", but in theory there is no limit to how far from the centre any part of the "girdle" can be placed as long as its length is valid. • **Spell Duration**[1]: Until any Initiating Char dies or decides to terminate the Action. • **After Ac L has been first determined**, the Char's/Chars' Wear L(s) will be increased by a number[2] of the Participant's/Participants' choice; he/she/they may then increase the Ac L by that number at most or decrease it by any number.

<div align="right">(2020-06-22))</div>

"…[Thingol withdrew all his people that his summons could reach within the fastness of Neldoreth and Region, and Melian put forth her power and fenced all that dominion round about with an unseen wall of shadow and bewilderment: the Girdle of Melian, that none thereafter could pass against her will or the will of King Thingol, unless one should come with a power greater than that of Melian the Maia."

<div align="right">– The Silmarillion, "Of the Sindar"</div>

3.3.21.5   Opening (2020-04-23)

To open a locked door, gate, hatch or lid.

Character Level (Initiating)	Opening L + [desired Duration[1] in seconds (1 – 20)] + D10
Object Level (Opposing)	Quality L[1] + D10
Side Level (Initiating)	The sum of all Initiating Char Ls
Action Level	**Outcome**
≥ 25	The Char manages to open the door, gate, hatch or lid.
≤ 24	The Char does not manage to open the door, gate, hatch or lid and may not try again until his/her Opening L has increased or the lock' Quality L has decreased (if it has been changed to a worse one, for example).
Additional Rules	Range[1]: Touch. **After Ac L has been first determined**, the Char's/Chars' Wear L(s) will be increased by a number[2] of the Participant's/Participants' choice; he/she/they may then increase the Ac L by that number at most or decrease it by any number.

(2020-06-08)

Quality	Quality L
Insignificant	−5
.	−4
.	−3
.	−2
.	−1
Average	0
.	1
.	2
.	3
.	4
Elite	5
Inhuman	6
	etc.

3.3.22 Orienteering (2018-08-01)

To make use of one's innate sense of direction *outdoors* (though not at sea), ie. to try to determine the direction he/she is headed, or to try to choose the correct direction.

Character Level (Initiating)	Orienteering L + [desired Duration per mile or kilometre (1–20 seconds)][2] − Sle L + D10 (+ 5)[3] (+ Finding and Returning Mod L)[4]
Object Level (Opposing)	D10
Action Level	The Char errs by $(-\text{Ac L} + 30) \times 10$ degrees. Minimum is 0 (the Char determines or chooses the correct direction) and maximum is 180.

(2020-06-08)

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[1] Of the lock on the door.
[2] For the act of orienteering, not movement.
[3] Only used if the Char has recently been at the same location as he/she is at currently (for example if he/she is returning).
[4] Used only if relevant, see subsubsection 3.3.21.2 Finding and Returning, p. 73.

3.3.23 Perceiving (2018-08-17)

Performed automatically in situations when it is possible to perceive something peculiar, hidden, out of the ordinary or unexpected with any of the Char's senses (also taste and touch). The Char must be able to feel/hear/see/smell the peculiarity, see the Sense-related Actions Hearing, Seeing and Smelling (subsection 3.3.14 Hearing, p. 62, subsection 3.3.30 Seeing, p. 83 and subsection 3.3.33 Smelling, p. 86). An example of something peculiar that the Char can perceive with his/her sight is someone who is camouflaged in bushes.

Character Level (Initiating)	Perceiving L − Sle L − Unalertness L[1] + D10
Object Level (Opposing)	Difficulty L + D10
Action Level	**Outcome**
≥ 1	The Char notices the peculiar thing.
0 − (−9)	The Char does not notice anything peculiar.
≤ −10	The Char makes an incorrect observation and believes that it is right.

(2020-05-25)

Description	Difficulty L
Extremely easy	1 − 2
Very easy	3 − 5
Easy	6 − 8
Normal	9 − 11
Hard	12 − 14
Very hard	15 − 17
Extremely hard	18 − 20
Inhumanly hard	21 −

Circumstance	Unalertness L
Being alert, watchful or actively searching	−5
Waiting	0
The Opposing Char's People or Creature Type is Eagles of the Misty Mountains, Elves of Greenwood/Mirkwood or Spiders of Mirkwood and is sleeping	10
Attack against defenceless/unaware Char	10
Berserkergang	15
Bringing Forth or Readying an Object	5
Climbing	5
Dropping an Obj to the floor/ground	1
Hand-to-Hand Combat	10
First Aid and Healing	7

Circumstance	Unalertness L
Movement	2 × [speed in yards/metres per second]
Preparing and casting a spell	10
Putting away an Obj	5
Reacting	10
Resting	5
Shooting a bow	10
Slinging	7
Taking cover behind an Obj	7
Throwing	7
Throwing oneself to / Getting up off the ground/floor	5
Uttering a long message	5

3.3.24 Persisting in Spite of Weakness (2018-07-22)

Character Level (Initiating)	Psy L − TWL + D10
Object Level (Opposing)	D10
Action Level	**Outcome**
≥ 1	The Char manages to carry on doing what he/she is doing.
≤ 0	The Char stops doing what he/she is doing and can't start again until his/her TWL has decreased.

(2020-05-25)

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[1] Depending on what the Char is doing while perceiving.

3.3.25 Persuading (2018-08-01)

To persuade one or several Chars to do something to bring about a certain result, or about something. Cannot be used to try to bring down or up prices of purchases and sales; for this the Action Trading is used, see subsection 3.3.37 Trading, p. 89.

Character Level (Initiating)	Persuading L + [desired Duration (1 – 5 minutes)] + Bribe L[1] + Force L − TWL + D10
Character Level (Opposing)	Psy L + Wit L + Difficulty L[2] − TWL + D10
Side Level (Initiating)	The sum of all Initiating Char Ls
Side Level (Opposing)	The sum of all Opposing Char Ls (only applicable if there are multiple Chars/Sides trying to persuade each other)
Action Level	**Outcome**
≥ -5	The Opposing Char(s) is/are persuaded.
$(-6) - (-14)$	The Opposing Char(s) is/are not persuaded.
≤ -15	The Opposing Char(s) is/are not persuaded and perform(s) the Action Decision-making – Pride with Amount L = −[Ac L + 15] (see subsubsection 3.3.8.6 Pride, p. 55). If that Action's Ac L is 0 or less, the Char is bothered respectively.
Additional Rules	If the persuading Char is a PC, the Player shall communicate to the GM only what he/she wants the target Char to do or what kind of opinion he/she wants him/her to get, ie. the desired result of the persuasion (and if the persuading Char is a GMC, the GM should likewise only think about the desired result). The Player does not have to argue and sound convincing for the GM, nor for another Player if the target Char is a PC; if in that case the persuasion is successful, the Player of the PC who is the target Char should play his/her PC so that he/she at least try to do what he/she has been persuaded to do, or so that his/her PC's opinion on something has changed, and the GM will make sure he/she does not "cheat".

(2020-05-26)

Circumstance	Force L
Char does not use forceful methods such as torture or blackmail	0
Char uses forceful methods such as torture or blackmail	5 – 20

Description	Difficulty L
Extremely easy	1 – 2
Very easy	3 – 5
Easy	6 – 8
Normal	9 – 11
Hard	12 – 14
Very hard	15 – 17
Extremely hard	18 – 20
Inhumanly hard	21 –

3.3.26 Resisting Poison (2018-06-21)

Character Level (Initiating)	Resisting Poison L − TWL + D10
Object Level (Opposing)	Poisonousness L + D10
Action Level	**Outcome**
≤ -1	The Initiating Char receives a Poison L equal to −[Ac L].

(2020-05-28)

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[1] Depending on the value of the bribe and the wealth of the Opposing Char(s).
[2] The objective difficulty of the persuasion; how far-fetched it is.

Ingestible	Poisonousness L
Apple seeds	10
Belladonna (Deadly nightshade)	16
Evil fire	15
Spider of Mirkwood poison	12

3.3.27   Resisting Sickness (2018-06-22)

Character Level (Initiating)	Har L − TWL + D10
Object Level (Opposing)	Sickness Infection L + D10
Action Level	**Outcome**
≤ −1	The Initiating Char receives a Sickness L equal to −[Ac L].
Additional Rules)	Cannot nor needs to be performed by Chars whose People is **Elves of Greenwood/Mirkwood**, who cannot get any sicknesses.

(2020-05-27)

Sickness	Sickness Infection L
Ague, the	10
Bloody flux, the	13
Childbed fever	10
Gonorrhea	10
Great Plague, the	15
Influenza	18
Lepry	8
Measles	15
Red plague, the	15
Typhoid fever	10

3.3.28   Resting (2020-07-03)

To rest, causing the Char's Wear L to decrease. Resting will also cause any Harm Ls greater than 0 to decrease, but then the Char must not be bleeding (Wear L must not be increasing periodically, see subsubsection 3.3.6.2 Hitting a Target with a Hand Weapon, p. 40 and subsubsection 3.3.6.3 Hitting a Target with a Projectile, p. 42); the Action First Aid can be used to stop or at least slow down a Char's bleeding, see —subsection 3.3.11 First Aid, p. 58.

Character Level (Initiating)	Har L + Treatment L[1]
Object Level (Opposing)	0
Outcome	If any of the Char's Harm Ls are greater than 0, they decrease by 1 every [25 − Ac L/2] days[2]. They can only decrease by 5 at most (by 10 in conjunction with the Action Healing (see subsection 3.3.13 Healing, p. 61).
Duration	**Free of choice for the Char's Participant.**
Additional Rules	

> The Char may only be sitting or lying down and cannot perform anything else actively, such as talking or eating.
>
> His/her **Wear L** decreases by 1 every 15 minutes.
>
> If a Char does not perform this Action a sufficient amount of time in order for Wear L or a Harm L to decrease by 1, you may count the time passed to his/her benefit the next time he/she is performing the Action. For example, if a Char performs this Action for 10 minutes, he/she only needs to perform it 5 minutes next time in order for his/her Wear L to decrease by 1.

(2020-07-03)

3.3.29 Riding (2020-04-10)

To ride a mount for a certain amount of time. You can use this Action to calculate how quickly the rider's Wear L increases on average per day on a long journey, taking into account by how many steps the Char's Wear L will decrease during breaks (when performinging the Actions Resting and/or Sleeping, see subsection 3.3.28 Resting, p. 81 and subsection 3.3.32 Sleeping, p. 85, though on the back of the mount is not allowed[3]), or to calculate how quickly the rider's Wear L increases during a short ride.

Character Level (Initiating)	Riding L − Riding Footwear L − sum of Arms' and Legs' Cold/Heat and Harm Ls + D10 (− 3)[4]
Object Level (Opposing)	**[Mount's speed in mph] + 4 + D10 (or [mount's speed in km/h] + D10)**
Action Level	Rider's Wear L increases every [60 + Ac L × 4] minutes (minimum is 1 minute)
Duration	**Free of choice for the Char's Participant (excluding breaks)**
Additional Rules	If the Char is wearing footwear or using a saddle blanket and its Con L (see section 5.6 Condition, p. 155) is 1, the footwear or saddle blanket will break after the Char has ridden D30 miles or D50 kilometres (the distance is counted cumulatively in later Riding Actions when the same footwear or saddle blanket is used).

(2020-08-17)

Footwear	Riding Footwear L
Boots, leather riding	0
Other footwear	1
No footwear	2

---

[1] The value of Treatment L depends on the Ac L of the Action Healing (see subsection 3.3.13 Healing, p. 61); it is 0 if Healing has not been performed.

[2] Round up.

[3] Except for Chars whose People is Elves of Greenwood/Mirkwood – they can sleep while riding, see subsection 3.3.32 Sleeping, p. 85.

[4] This parenthesis is counted only if a saddle blanket is **not** used **and** the rider's People is **not** Elves of Greenwood/Mirkwood.

Circumstance	Terrain L
Paved road	0
Unpaved road or path	1
Grass or pasture	2
Snow (crust – above the ankles – above the knees)	3 – 6 – 9
Pine-wood	3
Broad-leaf or mixed forest	4
Cropland	4
Meadow or heath	4
Mud	5
Fell vegetation	6
Marsh	7
Ice or stone field	8

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3.3.30   Seeing (2018-08-02)

Performed automatically when the GM wants to check whether a Char can see a particular Char or Obj (or several Chars/Objs as a whole), or how much of him/her/it.

Character Level (Initiating)	Sig L
Char/Object Level (Opposing)	Distance L − [Siz L of Char/Obj to be seen] + Darkness L
Side Level (Initiating)	The highest Initiating Char L
Action Level	**Outcome**
≤ 0	The Char cannot see the Char(s)/Obj(s) to be seen at all.
1 − 3	The Char can see the basic colour, shape and size of the Char(s)/Obj(s) seen, not what he/she/it/they actually is/are.
4 − 5	In addition to the content of the entry above, the Char can see what the Char(s)/Obj(s) seen is/are on a basic level, eg. that it is a person, or a rock.
6 − 7	In addition to the content of the entries above, the Char can see the ”type” of the Char/Obj seen, eg. what People or Creature Type a Char belongs to, or the species of a tree.
8 − 9	In addition to the content of the entries above, the Char can see the action of the Char(s) seen, what he/she/they is/are doing. If the Char(s) seen and his/her/their outfit are known to the Initiating Char, see the entry below. Applies only to Chars.
≥ 10	In addition to the content of the entries above, the Char can recognize the identity of the Char(s)/Obj(s) seen, eg. whose sword it is.
Additional Rules	If the sight is unexpected or new to the Char and it may imply any specific info for him/her, he/she must also perform a successful Perceiving Action (see) in order to understand the implication of it.

(2020-05-27)

Distance (yards or metres)	Distance L
0 − 9	0
10 − 99	15
100 − 299	30
300 − 999	35
1,000 − 9,999	40
10,000 − 50,000[1]	45

Circumstance/Description[1]	Value[2]	Distance from source up to which Value applies (yards or metres)
Large fire	−12	12
Lantern	−8	8
Campfire	−6	6
Lamp or torch	−4	4
Wax candle	−2	2
Tallow candle	−1	1
Effects created by the Action Magic – Fire and Light[3]	−[Ac L + 1]	Ac L + 1[4]
Normal light with no extra light source (other than the sun)	0	−
A Dwarf or Eagle Char is in poor light, dawn or dusk etc.	2	−
An Elf Char is in poor light, dawn or dusk etc.	3	−
An Orc Char is in poor light, dawn or dusk etc.	1	−
Other Char is in poor light, dawn or dusk etc.	4	−
A Dwarf or Eagle Char is in pitch darkness	4	−
An Elf Char is in pitch darkness	6	−
An Orc Char is in pitch darkness	2	−
Other Char is in pitch darkness	8	−
Total darkness[5]	12	−

3.3.31 Size-related Actions (2018-07-03)

Activites that have to do with the Initiating Char's size, such as applying his/her bodyweight on another Char or Obj **without using power**, for example knocking the Char or Obj over.

Character Level (Initiating)	Initiating Char's Siz L
Char/Obj Level (Opposing)	Opposing Char's/Obj's Siz L
Side Level (Initiating)	The sum of all Initiating Char Ls
Side Level (Opposing)	The sum of all Opposing Char/Obj Ls
Additional Rules	If Initiating Char tries to knock an Obj over and its Con L (see section 5.6 Condition, p. 155) is 1, and both results of the D10s used in the Action are odd, the Obj will break. If Initiating Char tries to knock over any other Objs with a Con L of 1, roll D4 for each; a result of 1 means that the Obj in question will break.

<div align="right">(2020-08-12)</div>

3.3.32   Sleeping (2020-07-03)

To sleep, causing the Char's Sle and Wear Ls to decrease. Sleeping will also cause any Harm Ls greater than 0 to decrease, but then the Char must not be bleeding (Wear L must not be increasing periodically, see subsubsection 3.3.6.2 Hitting a Target with a Hand Weapon, p. 40 and subsubsection 3.3.6.3 Hitting a Target with a Projectile, p. 42); the Action First Aid can be used to stop or at least slow down a Char's bleeding, see subsection 3.3.11 First Aid, p. 58.

Character Level (Initiating)	Har L + Treatment L[1]
Object Level (Opposing)	0
Outcome	If any of the Char's Harm Ls are greater than 0, they decrease by 1 every $[25 - \text{Ac L}/2]$ days[2]. They can only decrease by 5 at most (by 10 in conjunction with the Action Healing (see subsection 3.3.13 Healing, p. 61).
Duration	Free of choice for the Char's Participant but the Char has to stop if his/her Sle L reaches 0.
Additional Rules	The Char's Sle L must be at least 1 and he/she may only be lying down and cannot do anything else except the Actions Hearing (see subsection 3.3.14 Hearing, p. 62) and Smelling (see subsection 3.3.33 Smelling, p. 86), with the exception of Elves who are half aware of their surroundings, see the Action Perceiving (subsection 3.3.23 Perceiving, p. 79).
	The Char's **Sle L** decreases by 1 every hour and **Wear L** by 1 every 15 minutes. If the Char's People is **Elves of Greenwood/Mirkwood**, Sle L decreases by 1 every 2 hours and Wear L by 1 every 30 minutes when standing, walking or running (such as using the Action Travelling, see subsection 3.3.38 Travelling, p. 91) while Sleeping.
	If a Char does not perform this Action a sufficient amount of time in order for Sle L, Wear L or a Harm L of his/hers to decrease by 1, you may count the time passed to his/her benefit the next time he/she is performing the Action. For example, if a Char performs this Action for 40 minutes, he/she only needs to perform it for 20 minutes next time in order for his/her Sle L to decrease by 1.

<div align="right">(2020-07-03)</div>

[1]   The value of Treatment L depends on the Ac L of the Action Healing (see subsection 3.3.13 Healing, p. 61); it is 0 if Healing has not been performed.

[2]   Round up.

3.3.33 Smelling (2019-06-27)

Performed automatically when the GM wants to check whether a Char can sense a particular smell.

Character Level (Initiating)	SoS L
Char/Object Level (Opposing)	[distance to source of smell in yards or metres] — Smell L[1] + Smell Age L[2] + Smelling Factor[3]
Side Level (Initiating)	The highest Initiating Char L
Additional Rules	If the Initiating Char senses the smell and it is unexpected or new to the Char and may imply any specific info for him/her, he/she must also perform a successful Perceiving Action (see subsection 3.3.23 Perceiving, p. 79) in order to understand the implication of it. Can be used to track Chars or Objects, but then the Initiating Char should be able to sense the smell at least every hour.

(2020-05-27)

Circumstance	Smelling Factor L
No obstacle	0
Smeller is asleep	10
Headwind[4]	10
Tailwind[5]	−10

3.3.34 Sneaking (2018-07-31)

To try to do something, such as walking or performing an Action, slowly and quietly so that the volume generated is lower than normal. Only concerns quietness; for staying out of sight, ie. hiding, see subsection 3.3.15 Hiding, p. 63.

---

[1] The original intensity of the smell. Low: −5, normal: 0, somewhat intense: 10
[2] If the source of the smell has been removed, the number of hours since. 0 if it has not been removed.
[3] Any solid obstacle between the smeller and the source of the smell that prevents the flow of air between them makes it impossible for the smeller to sense the smell.
[4] From the direction of the sound source
[5] In the direction of the sound source

Character Level (Initiating)	Sneaking L + [desired Duration increase (1–5 time units)][1] − Hand Used L − TWL + D10 (+ 5)[2] (+ Finding and Returning Mod L)[3]
Object Level (Opposing)	Darkness L + D10
Side Level (Initiating)	The highest Char L
Action Level	**Outcome**
≤ −1	The Char does whatever he/she is doing in a higher volume than normal; Volume L is increased by −[Ac L].
0 – 10	The Char does whatever he/she is doing in a normal volume; Volume L remains unchanged.
≥ 11	The Char does whatever he/she is doing in a lower volume than normal; Volume L is decreased by [Ac L − 10].
Additional Rules	For how Volume L is used, see subsection 3.3.14 Hearing, p. 62.

(2020-05-27)

Circumstance/Description[1]	Value[2]	Distance from source up to which Value applies (yards or metres)
Large fire	−12	12
Lantern	−8	8
Campfire	−6	6
Lamp or torch	−4	4
Wax candle	−2	2
Tallow candle	−1	1
Effects created by the Action Magic – Fire and Light[3]	−[Ac L + 1]	Ac L + 1[4]
Normal light with no extra light source (other than the sun)	0	–
A Dwarf or Eagle Char is in poor light, dawn or dusk etc.	2	–
An Elf Char is in poor light, dawn or dusk etc.	3	–
An Orc Char is in poor light, dawn or dusk etc.	1	–
Other Char is in poor light, dawn or dusk etc.	4	–
A Dwarf or Eagle Char is in pitch darkness	4	–
An Elf Char is in pitch darkness	6	–
An Orc Char is in pitch darkness	2	–
Other Char is in pitch darkness	8	–
Total darkness[5]	12	–

3.3.35   Swimming (2020-08-18)

To swim for a certain amount of time, in one of the following modes:

Floating: The Char is only keeping himself/herself/itself afloat and does not deliberately try to move himself/herself/itself in the water.

Long-distance (Normal Movement): The Char swims at a moderate pace.

Sprint (Maximal Movement): The Char swims as fast as possible.

You can use this Action to calculate the average speed for a long swim, taking into account by how many steps the Char's Wear L will decrease during breaks (when performing the Actions Resting and/or Sleeping, see subsection 3.3.28 Resting, p. 81 and subsection 3.3.32 Sleeping, p. 85[4]) or to calculate how long it takes

---

[1] Whatever the Char is doing, he/she/it does more slowly than normal (except speech). If the Char takes part in an Action, he/she/it performs it with a Duration increased by this number of time units used. For example, if he/she/it performs Climbing (see subsection 3.3.5 Climbing, p. 36), the Duration is increased by this number of seconds per yard or metre climbed.

[2] Only used if the Char's People is Hobbits and is sneaking when walking in a wood.

[3] Used only if relevant, see subsubsection 3.3.21.2 Finding and Returning, p. 73.

[4] Chars whose People is Elves of Greenwood/Mirkwood can sleep while riding, see subsection 3.3.32 Sleeping, p. 85.

to swim across a river, for example. Swimming can be conveniently performed in BBT (see section 6.5 Beat-based Timing, p. 194).

Character Level (Initiating)	Swimming L − [sum of Arms' and Legs' Cold/Heat[1] and Harm Ls] (+ Finding and Returning Mod L)[2]	
Object Level (Opposing)	−	
Chosen Mode	**Wear L Increases Every…**	**The Char Swims at Most…**
Floating	$[(\text{Ac L} − 10) \times 12 − 10 + \text{D10} − \text{D10}]$ minutes	The speed of and in the direction of the current (if any)
Long-distance	30 seconds	$[(\text{Ac L} − 10) \times 12 − 10 + \text{D10} − \text{D10}]$ yards, or $[(\text{Ac L} − 10) \times 11 − 10 + \text{D10} − \text{D10}]$ metres, per minute
Sprint	3 seconds	$[\text{Ac L} − 7]$ yards (or $[\text{Ac L} − 8]$ metres) per 5 seconds (calculate the speed for shorter intervals if needed)
Duration	Free of choice for the Char's Participant (excluding breaks)	
Additional Rules	• Add the speed of the current, if any, if swimming downstream and substract if swimming upstream. • If the Char's TWL reaches 10 while in water, he/she/it will start sinking.	

<div align="right">(2020-08-18)</div>

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[1] Water's Temp L is the same as that of the surrounding air, see subsection 2.6.2 Cold/Heat Levels, p. 19.
[2] Used only if relevant, see subsubsection 3.3.21.2 Finding and Returning, p. 73.

3.3.36 Tracking (2019-08-21)

Character Level (Initiating)	Tracking L + [desired Duration per mile or kilometre (1–15 seconds)][1] − Sle L + D10
Char/Obj Level (Opposing)	[age of the track in days] + Terrain L + Vegetation L + Weather L + (Tracking L − Sle L)[2](+ 3)[3] + D10
Side Level (Initiating)	The highest Initiating Char L
Side Level (Opposing)	The highest Opposing Char L
Action Level	**Outcome**
≤ 0	The Initiating Char(s) notice(s) something that he/she/they think(s) is a track but is not and may start following it.
1 – 10	The Initiating Char(s) does/do not notice any track and cannot follow it at all.
≥ 11	The Initiating Char(s) notice(s) a track and may follow it until any circumstances (such as terrain, weather etc.) change.
Duration	Free of choice for the Char's/Chars' Participant(s).
Additional Rules	A Char has to perform a new Tracking Action in order to continue to follow a track when the circumstances have changed. It is possible to discover tracks also by using the Action Perceiving (see subsection 3.3.23 Perceiving, p. 79), but it does not allow following the track.

(2020-05-28)

Terrain	Terrain L
Boggy	1
Hard	11
Medium	6
Snow	1
Soft	1
Wet after rain	4

Vegetation	Vegetation L
Bushes	2
None[4]	13
Forest	1
Tall grass	1

Weather	Weather L
Rain	2 × [no. of hours]
Snowfall	5 × [no. of hours]

3.3.37 Trading (2018-08-02)

To try to get a good deal as a buyer or seller of one or more items. The buyer is always Initiating and the seller Opposing.

---

[1] For the act of tracking, not movement.
[2] This parenthesis is calculated only if the tracked Char(s) deliberately tries/try to conceal his/her/their tracks.
[3] If the tracked Char(s) is/are bleeding.
[4] For example in mountains

Character Level (Initiating)	Trading L + [desired Duration in 10s of seconds (1 − 12)] + Force L − TWL + D10
Character Level (Opposing)	Trading L + [desired Duration in 10s of seconds (1 − 12)] + Force L − TWL + D10
Side Level (Initiating)	The highest Initiating Char L
Side Level (Opposing)	The highest Opposing Char L
Action Level	**Outcome**
≥ 1	Initiating Char(s) buy(s) the item(s) for a price [Ac L $\times$ 5] % **lower** than he/she otherwise would have.[1]
≤ 0	Initiating Char(s) buy(s) the item(s) for a price [Ac L $\times$ 5] % **higher** than he/she otherwise would have.[1]
Additional Rules	The same Opposing Char L or Side L should be used for all of a seller's goods of the same type. Take into account the eventual effects of the item's availability, quality and random variety on the price before executing this Action (see section 5.2 Availability, p. 154, section 5.3 Quality, p. 155 and section 5.4 Random Prices, p. 155).

(2020-12-29)

Circumstance	Force L
Char does not use forceful methods such as torture or blackmail	0
Char uses forceful methods such as torture or blackmail	5 − 20

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[1] For default prices, see the column "Price" in the tables in section 5.8 Tables of Goods, Items and Services, p. 157.

3.3.38 Travelling (2020-07-17)

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To travel by foot for a certain amount of time. You can use this Action to calculate the average speed per day for a long journey, taking into account by how many steps the Char's Wear L will decrease during breaks (when performing the Actions Resting and/or Sleeping, see subsection 3.3.28 Resting, p. 81 and subsection 3.3.32 Sleeping, p. 85[1]) or to calculate how many minutes it takes to run from, say, Bag End to the Green Dragon.

---

[1] Chars whose People is Elves of Greenwood/Mirkwood can sleep while riding, see subsection 3.3.32 Sleeping, p. 85.

Character Level (Initiating)	Travelling L + [desired Effort L (0, 5 or 10)] − [sum of Legs' Cold/Heat and Harm Ls] − Footwear L + Down/Uphill L + D10 (+ Saddle Blanket L)[1] + Walking Stick L[2] (+ Finding and Returning Mod L)[3]
Object Level (Opposing)	Terrain L + D10
Action Level	**The Char Travels at Most…**
≤ 0	[Ac L + 2] mph or km/h (minimum is 1 mph or 1 km/h)
$1 - 7$	2 mph or 3 km/h
$8 - 9$	[Ac L − 6] mph or [Ac L − 4] km/h
$10 - 13$	3 mph or 6 km/h
$14 - 19$	[Ac L − 11] mph or [Ac L − 7] km/h
$20 - 28$	8 mph or 13 km/h
29	9 mph or 14 km/h
$30 - 32$	[Ac L − 21] mph or [Ac L − 15] km/h
$33 - 34$	[Ac L − 22] mph or [Ac L − 15] km/h
$35 - 37$	[Ac L − 23] mph or [Ac L − 15] km/h
≥ 38	[Ac L − 24] mph or [Ac L − 15] km/h
Duration	Free of choice for the Char's Participant (excluding breaks)
Chosen Effort L	**Wear L Increases Every…**
0	1 hour (60 minutes)
5	7 minutes
10	1 minute
Additional Rules	
	• Also performed by mounts when they are ridden. **Note!** Mounts carry their riders, which should be taken into consideration regarding their Bur Ls.
	• If the Char is wearing footwear and its Con L (see section 5.6 Condition, p. 155) is 1, the footwear will break after the Char has travelled D30 miles or D50 kilometres (the distance is counted cumulatively in later Travelling Actions when the same footwear is worn).

(2020-08-17)

Footwear	Footwear L	
	On paved and unpaved roads, paths, grass and pasture	On other types of terrain
Boots	1	1
Riding boots	1	2
Pattens	2	1
Shoes	0	2
No footwear[4]	1	2

[1] Only used if the Char is a ridden mount; 0 if a saddle blanket (see subsection 5.8.7 Outdoor Survival, p. 181 is used, otherwise −3.

[2] 1 if Initiating Char is using a walking stick (see subsection 5.8.7 Outdoor Survival, p. 181) and the terrain is other than paved or unpaved roads, paths, grass or pasture; otherwise 0.

[3] Used only if relevant, see subsubsection 3.3.21.2 Finding and Returning, p. 73.

[4] Hobbits and animals with no footwear count as wearing Shoes.

Circumstance	Down/Uphill L
Mountainous topology (uphill)	−4
Mountainous topology (general)	−3
Uneven or hilly topology (uphill)	−2
Uneven or hilly topology (general)	−1
Flat or other kind of topology	0
Uneven or hilly topology (downhill)	1
Mountainous topology (downhill)	2

Circumstance	Terrain L
Paved road	0
Unpaved road or path	1
Grass or pasture	2
Snow (crust – above the ankles – above the knees)	3 – 6 – 9
Pine-wood	3
Broad-leaf or mixed forest	4
Cropland	4
Meadow or heath	4
Mud	5
Fell vegetation	6
Marsh	7
Ice or stone field	8

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3.3.39   Web-weaving (2019-09-16)

Weaving a sticky thread at a certain pace. Only Spiders of Mirkwood can perform this Action.

Character Level (Initiating)	Web-weaving L + D10
Object Level (Opposing)	[length of thread to be weaved in yards or metres] + D10
Side Level (Initiating)	The sum of all Initiating Char Ls
Action Level	Duration will be [10 − Ac L] seconds (minimum is 1 second).
Additional Rules	

- First at least one thread must be woven. Threads can be attached to objects such as trees (Chars are not suitable for this). A proper web with an Con L of 5 can be made in 4 seconds per square yard (or 5 seconds per m²) and requires a total of 10 yards of thread per square yard (12 metres per m²). A mediocre web with an Con L of 3 can be made in 2 seconds per square yard or m² and requires a total of 5 yards of thread per square yard (or 6 metres per m²). Take into account what the Spider's movement allows for.

- Spider threads are sticky and have an Con L of 5/3. They can be used as ropes (for example for tying and swinging).

(2020-08-15)

3.3.40 Other Agility-related Actions (2018-08-05)

Activities that have to do with speed, accuracy, mobility, body control, an unusual move and the ability of precision work, for example when a Char is trying to dodge a falling boulder.

Character Level (Initiating)	Agi L + [desired Duration (1 – 10 approp. time units)] − Hand Used L − [sum of used limbs' Cold/Heat and Harm Ls] − TWL + D10
Object Level (Opposing)	[L improvised by the GM] + Darkness L + D10
Action Level	**Outcome**
≥ 5	Initiating Char wins.
≤ 4	Opposing Obj wins.
Additional Rules	If Initiating Char uses an item specifically in order to perform this Action and its Con L (see section 5.6 Condition, p. 155) is 1, and both results of the D10s used in the Action are odd, the item will break. If any other items with a Con L of 1 are used, roll D4 for each; a result of 1 means that the item in question will break.

(2020-08-13)

Circumstance/Description[1]	Value[2]	Distance from source up to which Value applies (yards or metres)
Large fire	−12	12
Lantern	−8	8
Campfire	−6	6
Lamp or torch	−4	4
Wax candle	−2	2
Tallow candle	−1	1
Effects created by the Action Magic – Fire and Light[3]	$-[Ac\ L+1]$	$Ac\ L+1$[4]
Normal light with no extra light source (other than the sun)	0	–
A Dwarf or Eagle Char is in poor light, dawn or dusk etc.	2	–
An Elf Char is in poor light, dawn or dusk etc.	3	–
An Orc Char is in poor light, dawn or dusk etc.	1	–
Other Char is in poor light, dawn or dusk etc.	4	–
A Dwarf or Eagle Char is in pitch darkness	4	–
An Elf Char is in pitch darkness	6	–
An Orc Char is in pitch darkness	2	–
Other Char is in pitch darkness	8	–
Total darkness[5]	12	–

Circumstance	Hand Used L
The Char is ambi-dextrious	0
Any non-preferred hand is used	4

3.3.41   Other Charisma-related Actions (2020-07-17)

Such as personal charm and to some extent appearance.

Character Level (Initiating)	Cha L + Quality L[5] + D10
Character Level (Opposing)	[The GM improvises] + D10
Side Level (Initiating)	Always performed individually, but use the same Initiating Char L in each Action.

(2020-06-01)

Quality	Quality L
Insignificant	−5
.	−4
.	−3
.	−2
.	−1
Average	0
.	1
.	2
.	3
.	4
Elite	5
Inhuman	6
	etc.

[5] Care of appearance

3.3.42 Other Hardiness, Endurance and Stamina-related Actions (2018-07-22)

Character Level (Initiating)	Har L − [sum of used limbs' Cold/Heat and Harm Ls] − TWL + D10
Char/Obj Level (Opposing)	[The GM improvises] + D10
Additional Rules	If Initiating Char uses an item specifically in order to perform this Action and its Con L (see section 5.6 Condition, p. 155) is 1, and both results of the D10s used in the Action are odd, the item will break. If any other items with a Con L of 1 are used, roll D4 for each; a result of 1 means that the item in question will break.

(2020-08-14)

3.3.43 Other Intelligence-related Actions (2018-07-22)

Such as understanding something, thinking about something that the Char's Player does not come to think about, and thinking about something that the Char's Player comes to think about.

Character Level (Initiating)	Wit L − Sle L + D10
Object Level (Opposing)	Difficulty L + D10
Side Level (Initiating)	The highest Char L
Side Level (Opposing)	The sum of all Opposing Obj Ls

(2019-08-14)

Description	Difficulty L
Extremely easy	1 − 2
Very easy	3 − 5
Easy	6 − 8
Normal	9 − 11
Hard	12 − 14
Very hard	15 − 17
Extremely hard	18 − 20
Inhumanly hard	21 −

3.3.44   Other Psyche-related Actions (2018-08-05)

Such as willpower, self-discipline, persistence and intuition.

Character Level (Initiating)	Psy L + [desired Duration (1 − 5 approp. time units)] − TWL + D10
Char/Obj Level (Opposing)	[The GM improvises] + D10
Side Level (Initiating)	The sum of all Initiating Char Ls
Side Level (Opposing)	The GM improvises
Action Level	**Outcome**
≥ 3	Initiating Char or Side wins.
≤ 2	Opposing Char/Obj or Side wins.

(2020-06-07)

3.3.45   Other Strength-related Actions (2018-08-05)

For example arm-wrestling.

Character Level (Initiating)	Str L + ([desired Duration (1 – 10 approp. time units)] − 5)[1] − Hand Used L − [sum of used limbs' Cold/Heat and Harm Ls] − TWL + D10
Char/Obj Level (Opposing)	- Siz L + D10 (if Opposing Char/Obj is to be moved), or - Con L + 10 + D10 (if Opposing Obj is to be broken, or separated from another Obj), or - Str L − Hand Used L − [sum of used limbs' Cold/Heat and Harm Ls] − TWL + D10 (if Opposing Char is using his/her/its strength)
Side Level (Initiating)	The sum of all Initiating Char Ls
Side Level (Opposing)	The sum of all Opposing Char Ls (if they are using their strength)
Additional Rules	If Initiating Char uses an item specifically in order to perform this Action, or applies his/her/its strength on an item, and its Con L (see section 5.6 Condition, p. 155) is 1, and both results of the D10s used in the Action are odd, the item will break. The GM may decide randomly when exactly during the course of the Action this will happen. If any other items with a Con L of 1 are directly involved, roll D4 for each; a result of 1 means that the item in question will break.

(2020-08-14)

Circumstance	Hand Used L
The Char is ambidextrious	0
Any non-preferred hand is used	4

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[1] Only applicable if the act requires a certain amount of time and an Object is Opposing.

Chapter 4

Character and Object Creation (2020-04-02)

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"...so greatly did Aulë desire the coming of the Children, to have learners to whom he could teach his lore and his crafts, that he was unwilling to await the fulfilment of the designs of Ilúvatar. And Aulë made the Dwarves even as they still are, because the forms of the Children who were to come were unclear to his mind, and because the power of Melkor was yet over the Earth; and he wished therefore that they should be strong and unyielding. But fearing that the other Valar might blame his work, he wrought in secret: and he made first the Seven Fathers of the Dwarves in a hall under the mountains in Middle-earth."

– *The Silmarillion*, "Of Aulë and Yavanna"

This chapter describes how to create Chars for the game — both PCs and GMCs — and Objs. PC creation follows the rules presented below in order, but many parts of them are also used to determine various characteristics for GMCs. GMCs are created using the GMC Creation Table as a starting point, see section 4.21 Gamemaster Character and Object Creation, p. 146, where also Obj Creation is described.

Information about Chars in this game is filled into Character Sheets, one for each Char. The Arda Marred Char Sheet is available online publicly here:

`https://docs.google.com/spreadsheets/d/1QKN_Nd31xN932KVlSJu5DAU-V-8IRfnAP17BtXhotTM/`
`edit?usp=sharing`

You can download it or make a copy of it online (see the "File" menu) and then fill it out. It is also possible to print it and fill it out in the old-fashioned way using pencil and eraser.

At each of the steps of the Char creation described below, the GM may set restrictions on your choice and possible outcomes when you are creating a PC. He/she chooses a certain framework that the PCs must abide by in his/her Adventure(s); this framework might be flexible but it might also be quite strict – the GM may have in mind quite specific roles for each of the PCs, and the Players should then agree on who will play which PC – randomness might sometimes be needed to decide which Player is to play a certain PC, or rather a PC within specific bounds.

4.1   Base Levels (2020-08-17)

The first thing you should do when you want to create a Char is to think through a little what kind of Char you really want – for example an agile one, a strong one, or an intelligent one? You should also ponder a bit what kind of personality you want your Char to have.

Then, you should determine three sets of Primary Aspect Base Levels[1] (each should contain all 16 PA BLs):

At BLs	PT BLs	Se BLs
Agi BL	Dil BL	Hea BL
Cha BL	Foo BL	Sig BL
Har BL	Goo BL	SoS BL
Psy BL	Gre BL	
Siz BL	LfP BL	
Str BL	Pri BL	
Wit BL		

(2020-08-17)

In order to determine all Levels, **roll D7 + D6 + 1 for each of the At BLs and Se BLs (except the Str BLs) and D10 − D10 + 10 for the PT BLs**. Str is much dependant on Siz, because it would be fairly unrealistic if, for example, a very large creature were very weak. Therefore, **determine the Str BLs of each Set by rolling [determined Siz BL of resp. Set] + D4 − D4 (maximum is 14 and minimum is 3)**.

Note down each Level while keeping the Levels of each set separate. Each set should contain 7 At BLs, 6 PT BLs and 3 Se BLs. Of these three sets of Primary Aspect BLs, choose the one that you like best; it will represent your Char's preliminary At BLs, PT BLs and Se BLs (the values may still change in later stages of the Character Creation).

4.2   People (2020-04-02)

In the past not only Men lived in Arda (usually called the Earth by Men of today), but also a multitude of other creatures that can be used for Chars. The various *Peoples* are good at different Attributes, have different personalities and have specific characteristics of their own.

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[1] See chapter 2 Main Rules, p. 15.

Pick one of the Peoples listed in the tables below (the Creature Types are only available to GMCs). The first table gives all Attribute and Sense Specialty Levels (see section 4.3 Attribute, Personality Trait and Sense Levels, p. 118) except Siz SLs, the second the Siz SL[1] and the third the Personality Trait SLs[2] that your Char will have, depending on what People or Creature Type he/she belongs to.

People	Agi	Cha	Har	Hea	Psy	Sig	SoS	Str	Wit
Beornings	±0	−1	±0	±0	±0	±0	±0	+4	−1
Dwarves (Longbeards)	−1	−1	+4	±0	+4	−2	±0	+2	+1
Dwarves (others)	−1	−1	+4	±0	+4	−2	±0	+2	−1
Easterlings	−1	−1	+1	−1	−1	−1	−1	−1	−1
Elves of Greenwood/Mirkwood	+5	+5	+5	+9	−1	+20	+15	+1	+5
Hobbits (Fallohides)	+3	−1	+1	+4	+3	+4	±0	−3	−1
Hobbits (Harfoots)	+4	−2	+1	+4	+3	+4	±0	−3	−1
Hobbits (Stoors)	+2	−2	+1	+4	+3	+4	±0	−3	−1
Orcs	−2	−3	+3	−2	−2	−2	+20	−1	−2
Rohirrim/Éothéod/Northmen	±0	±0	±0	±0	±0	+3	±0	+1	+2
Woodmen	±0	±0	±0	±0	±0	±0	±0	±0	±0
Creature Type									
Eagles of the Misty Mountains	−4	−2	+2	±30	+3	+25	−3	+30	−1
Horses	−3	−3	±0	+25	−3	−2	+25	+30	−4
Spiders of Mirkwood[3]	±0	−3	+4	−3	−3	−3	+5[4]	−3	−3

(2020-05-18)

[1] The Siz SLs are given in a separate table, because they do not only depend on your Char's People but also on his/her Siz BL.
[2] The PT SLs given below can in some extreme cases result in perfectly functionable PT Ls of 0 or even less.
[3] Existed Third Age 1050–3019 in Mirkwood.
[4] Spider of Mirkwood Chars can only smell things they touch.

| | | | | Siz SLs | | | | | |
Siz BL	Beor-nings	Dwarves	Easter-lings	Elves of Green-wood/ Mirkwood, Rohirrim/ Éothéod/ Northmen	Hobbits (Fallo-hides, Stoors)	Hobbits (Har-foots), Spiders of Mirk-wood	Eagles of the Misty Moun-tains, Horses	Orcs	Wood-men
3	+15	+5	+9	+11	+4	+3	+23	+5	+10
4	+15	+4	+9	+11	+3	+3	+23	+4	+10
5	+14	+4	+8	+10	+3	+2	+23	+3	+9
6	+14	+4	+8	+10	+2	+2	+23	+3	+9
7	+13	+4	+7	+9	+1	+1	+23	+3	+8
8	+13	+4	+7	+9	+1	±0	+23	+3	+8
9	+12	+4	+6	+8	±0	±0	+23	+3	+7
10	+12	+3	+5	+7	−1	−1	+23	+3	+6
11	+11	+3	+5	+7	−2	−2	+23	+3	+6
12	+11	+2	+4	+6	−2	−3	+22	+2	+5
13	+10	+1	+3	+5	−3	−3	+22	+1	+4
14	+10	±0	+2	+4	−4	−4	+22	+1	+3
15	+9	−1	+1	+3	−5	−5	+22	+1	+2
16	+8	−2	+1	+3	−5	−6	+22	+1	+2
17	+7	−3	+1	+3	−6	−6	+22	+1	+2
18	+6	−4	+1	+3	−7	−7	+22	+1	+2
19	+5	−5	+1	+3	−7	−8	+22	+1	+2
20	+4	−6	±0	+2	−8	−8	+22	+1	+1
21	+3	−7	±0	+2	−9	−9	+22	+1	+1
22	+3	−7	±0	+2	−9	−10	+22	+1	+1

(2020-05-21)

People	Personality Trait SLs					
	Foo L	Dil L	Goo L	Gre L	Pri L	LfP L
Beornings	+3	±0	+2	−1	+1	−1
Dwarves (Longbeards)	+3	+2	+2	+5	+3	±0
Dwarves (others)	+3	+2	+1	+5	+1	±0
Easterlings	+4	±0	−2	+2	+2	+3
Elves of Greenwood/Mirkwood	−2	−2	+3	+3	±0	±0
Hobbits (Fallohides)	−3	−2	+6	−3	−3	−4
Hobbits (Harfoots)	−5	−2	+6	−3	−3	−5
Hobbits (Stoors)	−5	−2	+5	−3	−3	−5
Orcs	−4	−2	−3	+3	−2	+2
Rohirrim/Éothéod/Northmen	+3	±0	+2	−3	+3	±0
Woodmen	+3	±0	+3	±0	±0	±0
Creature Type						
Eagles of the Misty Mountains	±0	−2	+4	−2	+3	−2
Horses	−6	±0	±0	±0	+2	±0
Spiders of Mirkwood	+2	±0	−3	+2	+4	+1

(2020-05-12)

Also, descriptions of each People are given further below. In order to help you to choose, you can also take a look at section 4.9 Occupation, p. 121 which give the Occupations – and Skills to perform in order to increase your PC's XLs – available to each People.

You may also decide randomly what People to pick, as long as your pick meets all the requirements. In that case, roll **D50**. The numbers following the headings below denote the die numbers for which the resp. People is decided to be your Char's People. After your Char's People has been decided, note down his/her correct At, PT and Se SLs given in the tables above on your Char Sheet.

4.2.1   Beornings (1–6) (2020-03-28)
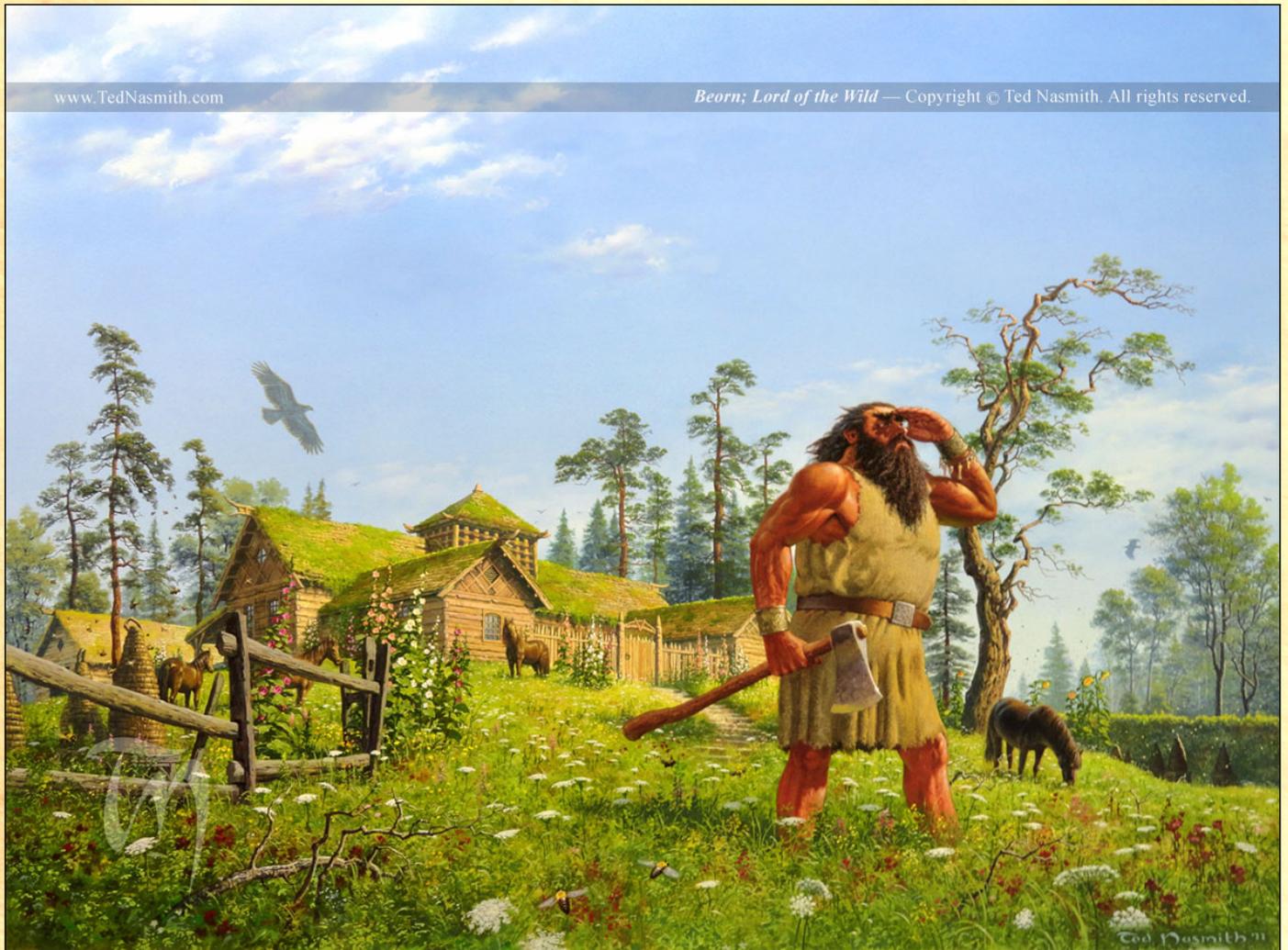
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Beornings were a people of the upper Vales of Anduin, between Mirkwood and the Misty Mountains. As other Northmen, the Beornings descended from Men of the First Age who were related to the Edain, perhaps akin to the Third House. As such, the Beornings were close kin of the Éothéod, the Woodmen of Mirkwood and the Bardings. Through many generations, the descendants of Beorn were like him skin-changers, able to take the shape of a bear. They were known as great bakers, famous for their honey-cakes (which could feed travellers similarly to the lembas) although they were reluctant to share them with travelers around the time of the War of the Ring.

— Read more about Beornings at http://tolkiengateway.net/wiki/Beornings.

4.2.2 Dwarves (7–13)[1] (2020-03-28)

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[1] Blacklocks 7, Broadbeams 8, Firebeards 9, Ironfists 10, Longbeards 11, Stiffbeards 12, Stonefoots 13

The Dwarves, or Khazâd in their own tongue, were beings of short stature, often friendly with Hobbits although long suspicious of Elves. They were typically blacksmiths and stoneworkers by profession, unrivaled in some of their arts even by the Elves. While there were several tribes (Houses) of the Dwarves, the most prominent was that of the Longbeards.

4.2.2.1   Nature

They were 4.5 – 5 feet (1.35 – 1.52 m) tall and their more distinctive characteristic was their beard which they have from the beginning of their lives, male and females alike; and which they shave only in shame. As creations of Aulë, they were attracted to the substances of Arda and crafts. They mined and worked precious metals throughout the mountains of Middle-earth, but had a tendency toward gold lust, and committed their share of rash and greedy acts. Among these was the dispute over the Nauglamír, which led to the slaying of Elu Thingol and stirred up the initial suspicion between Elves and Dwarves to open hatred. Dwarves generally lived far from the sea and avoided getting on boats, as they disliked the sound of the ocean and were afraid of it.

4.2.2.2   Hardiness

The Dwarves were created by Aulë to be strong, resistant to fire and the evils of Morgoth. They were hardier than any other race, secretive, stubborn, and steadfast in enmity or loyalty.

Despite their short stature, they were known for their strength and endurance in battle, as well as their fury, particularly when avenging their fallen kin, and for being some of the greatest warriors in all of Middle-earth. They fought valiantly in many wars and battles over the Ages holding axes.

Sickness was almost unknown to the Dwarves, as they were immune to human diseases, and they were generally less corruptible than Men. When Sauron attempted to enslave the Free Folk of Middle-earth using the Rings of Power, the Elves completely resisted his power (indeed, his hand had never sullied the Three Rings), while the Nine Rings utterly corrupted the Men who bore them into the Ringwraiths. In contrast, the Dwarves were sturdy and resistant enough that Sauron was not able to dominate them using the Seven Rings. At most, the Seven Rings sowed strife among the Dwarves and filled their wearers with an insatiable greed for gold, but they did not turn them into wraiths subservient to the Dark Lord, and he considered his plan to have failed. Sauron was furious at the Dwarves' resistance, spurring his drive to recapture the Seven Rings from them. Another example was Gimli, who, while Saruman used the power in his voice and the Rohirrim were spell-bound by his magic, Gimli was unmoved and commented that Saruman's words cannot be trusted, causing Saruman to be angered enough to lose his charm.

4.2.2.3   Lifespan

The lifespan of Dwarves was varied depending on their ancestry. The Longbeards were particularly long-lived, but by the Third Age their lifespan was diminished and they lived, on average, 250 years. Until they were around 30 years of age, Dwarves were considered too young for heavy labor or war (hence the slaying of Azog by Dain Ironfoot at age 32 was a great feat). By the age of 40, Dwarves were hardened into the appearance that they would keep for most of their lives. Between the approximate ages of 40 and 240, most Dwarves were equally hale and able to work and fight with vigor. They took on the appearance of age only about ten years before their death, wrinkling and greying rapidly, but never going bald. Occasionally they would live up to 300 years of age, and Dwalin reached the rare lifespan of 340 years (comparable to a Middle Man living to 100).

Although Dwarves did not suffer from diseases, corpulence could affect them. In prosperous circumstances, many grew fat by the age of 200 and became physically inept.

4.2.2.4 Culture and family

The Dwarves' numbers, although they sometimes flourished, often faced periods of decline, especially in periods of war. The slow increase of their population was due to the rarity of Dwarf-women, who made up only about a third of the total population. Dwarves seldom wedded before the age of ninety or more, and rarely had so many as four children. They took only one husband or wife in their lifetime, and were jealous, as in all matters of their rights. The number of Dwarf-men that married was actually less than a third, for not all the Dwarf-women took husbands; some desired none, some wanted one they could not have and would have no other. Many Dwarf-men did not desire marriage because they were absorbed in their work.

Dwarf-women seldom walked abroad, and that only in great need. When they did travel, they were so alike Dwarf-men in voice, appearance, and garb that it was hard for other races to tell them apart. They were likewise seldom named in genealogies, joining their husbands' families. The only Dwarf-woman named in Tolkien's legendarium is Dís, sister of Thorin Oakenshield, who was given a place in the records because of the gallant deaths of her sons, Fíli and Kíli. The scarcity of women, their rare mention, and their identical looks with the males, coupled with the Dwarves' secretive culture, led many to mistakenly believe that Dwarves were born out of stone, and upon death they returned to that stone.

Dwarves are fiercely devoted to their parents and children. In their desire for their children to grow up hardy and enduring, they may treat them harshly, but they will protect them at all costs. Dwarves resent injuries to their children and to their parents more than injuries to themselves.

4.2.2.5 Religion

The Dwarves loved and revered the Vala Aulë.

4.2.2.6 Language

The Dwarven language was created by Aulë, and was called Khuzdul. It was a strange language to Elves and Men, and few non-Dwarves learned it, because it was difficult, and the Dwarves kept it secret, preferring to communicate in the languages of their neighbors. Only one Khuzdul phrase was well known to outsiders: the ancient battle cry, going back to at least the First Age: "Baruk Khazâd! Khazâd ai-mênu!", which means "Axes of the Dwarves! The Dwarves are upon you!". The Dwarves taught Khuzdul carefully to their children, as a learned language, not a cradle-tongue, and thus the language changed very little over the ages, unlike those of other races. The Dwarves also devised a secret language of gestures to communicate between themselves in silence, the iglishmêk.

In their dealings with people of other races, the Dwarves did not reveal their true names, rather adopting new names in other languages (the petty-dwarves were an exception). During the Third Age, the Longbeards used northern Mannish names in public.

Read more about Dwarves at `http://tolkiengateway.net/wiki/Dwarves`.

4.2.3 Easterlings (14–19) ₍₂₀₂₀₋₀₃₋₂₈₎

The Easterlings were Men who lived in the East of Middle-earth, and were enemies of the Free peoples. They were motivated by Sauron to hate Gondor and seek its riches, and were in general more primitive.

4.2.3.1 History

In the First Age, Men awoke in Hildórien in the East. Some of them were early corrupted by Morgoth, prompting others (the Edain) to migrate westwards.

In the Second Age Sauron escaped the judgment of the Valar and continued his former master's work, turning the Men of the East and South to evil and dominating them. Under the authority of the Dark Lord, many towns and walls of stone were built, and those under his influence became numerous and armed with iron. To these men, Sauron was feared as a king and god. During the Dark Years Sauron dominated most of

the Westlands, and when Sauron was driven back to Mordor, he continued his expansions eastwards gaining servants and worshippers.

After Sauron's defeat in the War of the Last Alliance, these "Wild Men" were released by his tyranny but they still had darkness in their hearts. Evil and restless, they battled against each other and some withdrew to the hated west. Thus they encountered the lands of Gondor and since then, tribes brought trouble periodically with several attacks and migrations.

Easterlings first enter the records of Gondor in T.A. 490 and Tarostar managed a first victory against them in T.A. 500. In T.A. 541 they invaded Ithilien but Turambar of Gondor destroyed the horde and conquered a new territory in Rhûn for Gondor.

In the following centuries the Easterlings cease, while Gondor was free to extend its borders to the south. That was until the days of Narmacil I when the Easterlings resumed their attacks. In T.A. 1248 an Easterling army marched in the lands between Rhovanion and the Sea of Rhûn. Forces from Gondor - aided by Northmen of Rhovanion - defeated them and destroyed their camps and settlements east of the Inland Sea.

Easterlings serving Mordor fought in the War of the Ring alongside the Haradrim and Variags. They appeared in the Battle of the Pelennor Fields and the Battle of Dale. During the Battle of the Pelennor Fields, Easterlings were bearded and used axes. In the Fourth Age some were subdued by King Elessar and King Éomer.

Read more about Easterlings at http://tolkiengateway.net/wiki/Easterlings.

4.2.4 Elves of Greenwood/Mirkwood (20–25) (2020-05-23)

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The Elves of Mirkwood were Silvan Elves that lived in the Woodland Realm in Mirkwood, under the rule of Thranduil.

4.2.4.1 First Age

During the First Age, the Valar summoned the first Elves to move with them to Valinor. There were three hosts that first set out to answer the call of the Valar. Of these, the largest host was that of the Teleri. They advanced very slowly, and would often lose sight of the other two, smaller hosts.[1] There was a time, when they reached the river Anduin, one smaller leader of that host, Lenwë, wished to go no further, and he and his people began to live in the forests surrounding the Anduin Vale as the remaining Teleri continued their journey to Valinor. Their descendants were the Silvan elves of Lothlórien and Greenwood the Great.

4.2.4.2   Second Age

During the Second Age, many Sindar survivors, who did not sail to the West, did not wish to stay with the Noldor in Lindon and be dominated by them. They travelled eastward from Lindon and eventually ended up in Greenwood the Great, where the Silvan Elves of Nandorin descent lived. The Silvan Elves were morbin, but they shared the same Telerin ancestry. The Sindar longed to experience a more "rustic" and "natural" way of life and fully embraced and adopted their culture and language. Oropher, a Sinda, was taken by them as lord and founded the Woodland Realm in S.A. 750 with the capital at Amon Lanc.

The Silvan Elves originally lived in the south of Greenwood, but over the course of the Age, Sauron came to Mordor and started building Barad-dûr in S.A. 1000 while the Dwarves of Moria increased their power, and later, Galadriel, who forsook Eregion due to the revolt of Gwaith-i-Mírdain, followed by Celeborn, who defended that realm until its fall, retreated to Lórien with the refugees of that land. The Silvan Elves across the Anduin gradually moved north to live around the Mountains of Mirkwood.

Oropher joined the Last Alliance by summoning a great army which joined with Amdír's smaller force of Lórien Elves to create one large host of Silvan Elves; the Silvan Elves were strong and brave, but they had poor armour and weapons in comparison with the Noldor. Amdír and Oropher were unwilling to submit to the supreme command of Gil-galad, as such they suffered heavier losses in the War of the Last Alliance.[2] In the first assault upon Mordor, Oropher and other brave and hasty Silvan Elves rushed forward before Gil-galad gave the signal to charge. Oropher charged to the fore of his men and was slain.

Over the course of the war, which ended with the Siege of Barad-dûr in S.A. 3441, two-thirds of the Silvan army had been lost. The remnants of the army returned to Greenwood under the command of Oropher's son, Thranduil, and he was crowned king.

4.2.4.3   Third Age

With the return of Sauron around T.A. 1050 southern Greenwood became dangerous and was renamed Mirkwood. Creatures like great spiders came to dwell in Mirkwood and Thranduil's folk retreated to the north-eastern corner of Mirkwood, where they fortified themselves near the Forest River.

Read more about the Elves of Greenwood/Mirkwood at http://tolkiengateway.net/wiki/Elves_of_Mirkwood.

4.2.5 Hobbits (26–31) (2020-03-28)[1]

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Hobbits were a small race that typically dwelt underground, believed to be related to Men. They played little role in history, save during the War of the Ring.

4.2.5.1 Description and culture

"There is more in you of good than you know, child of the kindly West. Some courage and some wisdom, blended in measure. If more of us valued food and cheer and song above hoarded gold, it would be a merrier world." – Thorin Oakenshield

Hobbits were between three to four feet tall, the average height being 3 feet 6 inches, with short legs, slightly pointed ears and furry feet with leathery soles, resulting in most never wearing shoes. Early in their recorded history, Hobbits were divided in three kinds with different customs and temperament. The Stoors grew facial hair and had an affinity for water, boats and swimming and wore boots; the Fallohides were fair, tall and slim, an adventurous people, friendlier and more open to outsiders. Finally, the Harfoots were the most numerous and instituted the living in burrows. In later days the Harfoot traits became the "norm".

Hobbits had a life span somewhat longer than Men of non-Númenórean descent, averaging between 90 and 100 years. The time at which a young hobbit "came of age" was 33. The two oldest-living recorded hobbits (except Gollum) were The Old Took (who reached the age of 130) and Bilbo Baggins (who surpassed him at 131).

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[1] Fallohides 26–27, Harfoots 28–29, Stoors 30–31

Throughout their history Hobbits had showed unparelleled skill, courage and also endurance and resistance in times of danger and terror. During their Wandering Days Hobbits demostrated an easiness to adapt to the environments they visited and adopted the customs and languages of the peoples they were in contact with. In the Shire, they had settled with a closed and comfort-loving lifestyle; they were fond of an unadventurous bucolic life of farming, eating, smoking pipe-weed, socializing and talking about genealogies. Hobbits also liked to drink ale in inns, and ate at least six meals a day when they could get them. Every Highday and after noon, Hobbits celebrated a small holiday with evening feasts.

However, their hidden potentials resurfaced in difficult times; in the Long Winter, Gandalf admired their uncomplaining courage and pity one for another, thanks to which they survived. Another example of Hobbitish hardiness and resistant nature, was Gollum, who despite using the One Ring for years, did not transform into a Wraith under the Ring's evil power (unlike the nine Mannish Kings). These surprising Hobbit traits also were tested and proven during the Quest of Erebor and, most notably, the War of the Ring.

4.2.5.2   Origin

Hobbits were considered Men. Nearly all scholars agree that Men were closely related to Hobbits, far more closely than Men were to either Elves or Dwarves. It was thus commonly assumed that Hobbits were among the Younger Children of Ilúvatar and were the result of the same act of creation as Men. This would imply that Hobbits had the Gift of Men to pass entirely beyond Arda.

It is supposed that Hobbits branched out from Men as a race in the Elder Days. Their exact origin is unknown and they come into the records not earlier than the early Third Age where they were living in the Vales of Anduin in Wilderland, between Mirkwood and the Misty Mountains. They have lost the genealogical details of how they are related to the rest of mankind. While they stayed there, the Northmen knew them. Their descendants, the Rohirrim, had that memory of the holbytlan and they remained an object of lore until they contacted them during the War of the Ring. Many old words and names in "Hobbitish" are cognates of words in Rohirric, so much so that even someone without linguistic training could make out the relation (Meriadoc Brandybuck would later write an entire book devoted to the relationship, Old Place Names in the Shire).

4.2.5.3   History

While situated in the Valley of the Anduin River the Hobbits lived close by the Northmen. Some time near the beginning of the Third Age, they undertook, for reasons unknown, but possibly having to do with the rising evil power in Mirkwood, the arduous task of crossing the Misty Mountains, beginning thus their Wandering Days. Some of the Stoors, however, stayed behind, and it is from these people that Gollum would come many years later. The Hobbits took different routes in their journey westward, but eventually came to a land between the River Baranduin (which they renamed Brandywine) and the Weather Hills. There they founded many settlements, and the divisions between the Hobbit-kinds began to blur.

In the year T.A. 1601, two Fallohide brothers decided to cross the River Brandywine and settle on the other side. Large numbers of Hobbits followed them, and most of their former territory was depopulated. Only Bree and a few surrounding villages lasted to the end of the Third Age. The new land that they found on the west bank of the Brandywine is called The Shire.

Read more about Hobbits at `http://tolkiengateway.net/wiki/Hobbits`.

4.2.6   Orcs (32–38) (2020-03-28)

Orcs (also called Goblins) were the footsoldiers of evil overlords - Morgoth, Sauron and Saruman.

4.2.6.1   History

Origins and early years

While Tolkien originally saw all Orcs as descended from tortured Elves, later comments of his indicate, according to Christopher Tolkien in *Morgoth's Ring* ("Myths Transformed, text X"), that he began to feel uncomfortable with the theory that orcs were descending from Elves. However, Tolkien died before he could complete his upheaval of the cosmology, and in the published version of *The Silmarillion*, the Elf origin of Orcs was adopted. It does not appear that the elder Tolkien ever decided on a definitive answer. Different origins proposed were: animals that Morgoth infused with reason (Myths Transformed, text VIII), Elves and (later) Men (M.T.,text IX) and "probably" Men (text X).

The origin of Orcs is an open question. In Tolkien's writings, evil is not capable of independent creation, making it unlikely that the Vala Melkor, who was obviously the first to produce them, could do that *ex nihilo*. In *The Silmarillion* is mentioned that the Orcs were transformed from Elves — the purest form of life on Arda (the Earth) — by means of torture and mutilation; and this "theory" would then become the most popular. There are hints in the *History of Middle-earth* series of books, (especially in *Morgoth's Ring* in the section "Myths Transformed"), that some Orc leaders, such as the First Age's Boldog, or the Great Goblin encountered by Bilbo and the Dwarves, may in fact have been fallen Maiar which had taken Orc form.

It is unclear exactly when Orcs were created, but it certainly happened before the War for Sake of the Elves in his stronghold of Utumno. Whether the Orcs were at this time a capable fighting force against the host of Valinor is not known. But at least some of them survived this war, probably hidden in the deep vaults of Angband, and multiplied, waiting for their master.

When Melkor (now known as Morgoth) returned to Middle-earth, he created new hordes of Orcs and invaded Beleriand, where the First Battle of Beleriand took place. Orcs also fought in Dagor-nuin-Giliath.

First Age

Orcs appear in the First Age as the core force of Morgoth. Hundreds of thousands of Orcs were bred in Angband to participate in the Battles of Beleriand, which lasted 587 years.

Orcs first appear in the First Age in the Battle of the Lammoth, where they were defeated by Fingolfin and his Noldor. Orcs participated in battles such as the Dagor Aglareb, Dagor Bragollach, Nirnaeth Arnoediad, Fall of the Falas, and finally in the War of Wrath, where they were almost extinguished. Those that survived the defeat fled eastwards and hid probably in the Mountains of Angmar and the Ered Mithrin.

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Second Age

Around the year S.A. 1000 Sauron reappeared, took the land of Mordor as his realm and started the construction of Barad-dûr. It is likely that most of his servants were Orcs at this time that he had gathered under his command. Still for a long time Sauron's foul servants did not play an important role, for the Dark Lord had chosen a more subtle way to overthrow the free people by creating the Rings of Power.

During the War of the Elves and Sauron, in S.A. 1700 Orcs formed the main power of Sauron's host. Despite the immeasurable number of Orcs, Sauron was defeated by the united hosts of Elves and Númenóreans. Still Sauron was powerful east of the Misty Mountains and the Orcs that inhabited the mountains and the eastern lands multiplied.

The Orcs of the Misty Mountains started a war against the Dwarves, resulting in the First Sack of Gundabad and its occupation by the Orcs. Finally, Orcs were the core force of Sauron during the War of the Last Alliance, and fought in great battles such as the Battle of Dagorlad and the Siege of Barad-dûr.

Third Age

During the Third Age, Orcs were the standard troops of the Witch-king of Angmar and Sauron (both in Mordor and in Dol Guldur). In Angmar, Orcs fought in the Angmar War. Years later, they invaded Eriador under the leadership of the Necromancer.

The Orcs of the Misty Mountains, one of the few (more or less) independent Orcish societies, and their leader Azog started out the War of the Dwarves and Orcs, and after their defeat they retreated in their caves. They appeared again in T.A. 2941, when the Battle of Five Armies took place.

The Orcs of Mordor fought in major battles during the War of the Ring, such as the Battle of the Pelennor Fields, but the majority of Mordor's forces were destroyed or scattered at the Battle of the Morannon. Sporadic fighting in the following weeks led to the Orcs finally being driven out of the western end of Mordor, though it is unclear how many Orcs Sauron had in his armies, and it is also unclear how many survived after his defeat. The Orcs in Dol Guldur remained in Mirkwood until the Fall of Dol Guldur, one of the last battles of the War of the Ring.

Fourth Age and beyond

The fate of the Orcs after the Third Age is unknown. Though many of Sauron's Orcs fought on and were slain in the weeks following the Battle of the Morannon, the true number of Sauron's hosts is unclear, as are the numbers of Orcs not within Mordor that may still inhabit the rest of Middle-earth. It is at least known that the Orcs of Moria either fled or were slain by the Fourth Age, as it is mentioned that the Dwarves managed to retake Moria and the mines within it.

4.2.6.2   Characteristics

Culture

It is certain all Orcs were dependent on the Dark Lord in various ways: after their leader was defeated, the Orcs were confused and dismayed, and easily scattered by their enemies. In the millennia after Morgoth's defeat and banishment from Arda, they were without a leader and they degenerated to small, quarrelsome tribes hiding in the Misty Mountains. Only when Sauron returned to power did they begin to reclaim some of their old power. The same happened after Sauron's defeat by the Last Alliance of Elves and Men: only when Sauron returned as the Necromancer of Mirkwood did the Orcs become a real danger for Middle-earth again. Orcs were warlike and enjoyed the slaughter of their foes, though many had a cowardly nature and were often regarded as inferior, though far more expendable, than the soldiers of Men, Elves, and Dwarves.

Lifespan

Orcs were shortlived compared to Men. There is, in any case, a hint for a long lifespan in the story of two of the most famous Orc-chieftains: Azog and Bolg. Bolg, being the son of Azog, was the chieftain of the Orcs who attacked Erebor in the Battle of Five Armies in T.A. 2941. Azog himself was killed in the Battle of Azanulbizar in T.A. 2799, so Bolg was at least 150 years old.

Appearance

In Tolkien's writing, Orcs are smaller in stature than Men. One "huge orc-chieftain" is "almost Man-high", but others must have been of a similar size to Hobbits (Frodo and Sam succeeded in disguising themselves as Orcs in Mordor). They had long arms and fanged mouths. Some had black skin. Some had short, crooked legs. They had black blood.

Kinds of Orcs

The Fellowship usually encountered the large soldier-Orcs bred for war, and sometimes the "snaga" variety which were more geared towards being labourers. Another type is referred to as "snufflers", smaller, black-skinned Orcs with wide nostrils, who excelled in tracking. Despite the smaller size, one snuffler was able to skillfully kill a soldier-orc when they got into a disagreement.

- Snaga

- Snufflers

- Orcs of Mordor

- Orcs of the Misty Mountains

4.2.6.3   Etymology

"The word as far as I am concerned actually derived from Old English orc, demon, but only because of its phonetic suitability."
— J.R.R. Tolkien

Orc

The word **Orc** is said to be the "*form of the name that other races had for this foul people as it was in the language of Rohan*". In his late, post-Lord of the Rings writings, Tolkien preferred the spelling **Ork**. It is also possible that the word is a Common Tongue Version of 'orch', the Sindarin word for Orc. The original sense of the word seems to be "bogey", "bogeyman", that is, something that provokes fear, as seen in the Quenya cognate *urko*, pl. *urqui*. Tolkien derived the word *orc* from Old English believing it refers to a kind of evil spirits.

"Orcs" in Tolkien's languages

Tolkien said that one of the reason of choosing "Orc" over "Goblin" was the similarity with his fictional languages. Indeed most Elvish, Mannish and other words for Orc, are similar to the English word.

The basic Primitive Quendian root, from which the words for Orc derive, is RUKU (said to refer to any "bogey" that scared the Elves):

- Quenya *orco* (pl. **Orkor**); Exilic Quenya **urko** (pl. **orkor** and **orqui**)

- Sindarin: *orch*/**Orch** (pl. **yrch**/**Yrch**, class pl. **Orchoth**/**orchoth**); *glamhoth*

- Nandorin: *ūri∫*

- Adûnaic: *urku*, *urkhu*

- Westron: *orka*

- Black Speech: *uruk*

- Khuzdul: *Rukhs* (pl. *Rakhās*), possibly derived from an unknown Avarin word of the same meaning

- Drúadan language: *gorgûn* ("orc-folk"; the form *gorgûn* is perhaps plural of an unknown singular form)

Read more about Orcs at `http://tolkiengateway.net/wiki/Orcs`.

4.2.7   Rohirrim/Éothéod/Northmen (39–44)[1] (2020-03-28)

The Rohirrim, or the Horse-lords, were a horse people, settling in the land of Rohan, named after them. The name Rohirrim was mostly used by outsiders: the name they had for themselves was Eorlingas, after their king Eorl the Young who had first brought them to Rohan.

4.2.7.1   History

The ancestors of the Rohirrim were known as the Éothéod. Those were descendants of the Edain of the First Age. They did not go to Beleriand like the Edain who were later rewarded with the island of Númenor by the Valar. According to some views in Gondor however, the Rohirrim were perhaps directly descented from the House of Hador, perhaps Hador or his sons.

   The Éothéod were a race of Men that lived in the vales of the Great River Anduin, but that removed to Calenardhon which was granted them in perpetuity by the Ruling Steward of Gondor, Cirion in reward for the assistance that they offered Gondor at a time of great need, the Battle of the Field of Celebrant.

   Later Calenardhon was renamed Rohan (Horse-land) by the Steward Hallas after their many horses. By the Rohirrim themselves Rohan was usually called The Mark.

4.2.7.2   Description

The Rohirrim were tall, blond, and mostly had blue eyes. They prized their horses more than anything, and their entire culture was based around these. They had few cities, but lived in many villages on the plains of Rohan.

   "They are proud and wilful, but they are true-hearted, generous in thought and deed; bold but not cruel; wise but unlearned, writing no books but singing many songs, after the manner of the children of Men before the Dark Years." – The Lord of the Rings: The Two Towers

4.2.7.3   Culture

The Rohirrim had had contacts with Elves in their ancient history, and knew of Eru, but like the Dúnedain they did not worship him in any temples. They seem to have valued the Vala Oromë the Hunter highly, whom they called Béma.

   They measured time with a calendar that came from the Men of the Vales of Anduin and had apparent similarities to the Calendars of the Shire and Bree, and to that of the Dale. These similarities were noted by Meriadoc Brandybuck in his work Reckoning of Years.

   They were ruled by a line of kings descended from Eorl the Young, who had first brought them to Rohan, and in time of war all able men rode to meet the Muster of Rohan.

[1] Before Third Age 1977 these were the Northmen of Rhovanion, 1977–2510 the Éothéod and 2510– the Rohirrim or Eorlings. The female equivalent of "Northman" is "Northwoman".

4.2.7.4   Horses

The Rohirrim are famous as skilled horsemen, masters and breeders. Among the horses of the Rohirrim are the famed Mearas, the noblest and fastest horses who have ever roamed Arda; Shadowfax was the greatest of all Mearas. There were very few Mearas left in Middle-earth at this point, but there were enough that a breeding population was present. The armies of Rohan are almost exclusively cavalry, divided into irregular units termed éoreds. Rohan's armies were more of a very well trained militia called upon in times of war, with the actual standing army relatively small. The professional career-soldiers of Rohan may have been limited to the royal bodyguard at Edoras.

It was because of this close affiliation with horses, both in war and peace, that they received their now famous name. Rohirrim (or more properly Rochirrim) is Sindarin for "Horse-lords," and Rohan (or Rochand) meant "Land of the Horse-lords." These names were devised by Hallas, son of Cirion the Steward.

4.2.7.5   Language

The Rohirrim spoke a language descended from that of the Éothéod, related to that of the Northmen of Rhovanion. In comparison to Westron, it was mostly archaic and was not easily understood by the speakers of Westron.

The lords of the this people used Westron freely, in the gracious, noble and antique manner of the Gondorians. The Rohirrim wrote with a Mannish version of the cirth, although they did not have a literature, preferring oral tradition.

Read more about Rohirrim/Éothéod/Northmen at `http://tolkiengateway.net/wiki/Rohirrim`.

4.2.8   Woodmen (45–50) ₍₂₀₁₈₋₀₃₋₂₈₎

The Woodmen were those Northmen who dwelt in the forests of Middle-earth, and especially Greenwood the Great in the Third and Fourth Ages. They were descended from the Men of the First Age who migrated to the West, therefore being related to the Edain and their descendants, the Dúnedain. The Eagles used to feed on men's sheep of the north, who defended them with their bows of yew; thus they were afraid to fly anywhere near where men lived. Around T.A. 2941 some bold woodmen and their families were attempting to make their way back to the north from the South, cutting down trees, and building settlements among the woods in the valleys and along the river-shores. The Wargs and the Orcs of the Misty Mountains usually did not dare to approach as they were brave and well-armed, until they started planning a joint raid against them to capture slaves. After the cleansing of the forest, they and the Beornings were given the central portion of Eryn Lasgalen, between the Narrows of the Forest and the Mountains.

Read more about Woodmen at `http://tolkiengateway.net/wiki/Woodmen`.

4.3   Attribute, Personality Trait and Sense Levels ₍₂₀₁₉₋₀₈₋₂₄₎

Each of your Char's At Ls are at all times[1] determined by the following calculation:

> Attribute Level (At L)
> = Attribute Base Level (At BL)
> + Attribute Experience Level (At XL)
> + Attribute Specialty Level (At SL)

Each of any Char's PT Ls are at all times[1] determined by the following:

---

[1] That is, if any term changes, the L in question should be calculated anew.

> Personality Trait Level (PT L)
> = Personality Trait Base Level (PT BL)
> + Personality Trait Specialty Level (PT SL)

Each of any Char's Se Ls are at all times[1] determined by the following:

> Sense Level (Se L)
> = Sense Base Level (Se BL)
> + Sense Specialty Level (Se SL)

At this point all At XLs are 0; an At XL shows much experience the Char has in the Attribute associated with it (this is further covered in section 7.2 Experience in Everyday Life, p. 200), and the At, PT and Se SLs of each People and Creature Type were given in section 4.2 People, p. 101. You have recently also determined the At and PT BLs, in section 4.1 Base Levels, p. 101. They represent the rest of what forms the At and PT Ls and their values will often be modified; how will always be described when needed. All of these values should always be recorded on your Char Sheet.

4.4   Age (2019-08-22)

Determine the Age of your Character by making a certain Roll a certain number of times and out of those, picking the **lowest** result, according to the table below.

People/Creature Type	Roll	Number of Times Rolled
Beornings, Rohirrim/Éothéod/Northmen, Woodmen	D100	3[1]
Dwarves (Longbeards)	D400[2]	2[3]
Dwarves (others)	D300	2[3]
Easterlings	D75	3[1]
Eagles of the Misty Mountains, Elves of Greenwood/Mirkwood	D10000	2[1]
Hobbits	D100 + 20	3
Horses	D40	3[4]
Orcs	D50 + 10	3[1]
Spiders of Mirkwood	D4000	2[1]

(2020-08-22)

4.5   Waning (2020-08-31)

In Tolkien's works, characters who are born early in the timeline are more powerful than those born later. The GM can tell you what year it is when your PC will be having his/her first Adventure, so now that you have determined his/her Age, you can calculate his/her Birth Year. Then, add a number to his/her At BLs (except Siz BL) and Se BLs depending on his/her Birth Year according to the table below. For the rest of this rulebook,

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[1] Roll again any rolls of 15 or less.
[2] For each centennial year from and including Third Age 100 until the year of the Char's first Adventure (the GM can tell you the year), reduce the die by 5. Minimum is 300. For example, if the Char's first adventure takes place in Third Age 1000, use D350 instead. Ignore this if the adventure takes place before Third Age 100.
[3] Roll again any rolls of 25 or less.
[4] Roll again any rolls of 2 or less.

these abbreviations will apply: I = First Age, II = Second Age, III = Third Age, IV = Fourth Age and YT = Years of the Trees.

	Birth Year			Number
III	2001	–		0
III	1001	–	2000	1
III	1	–	1000	2
II	2001	–	3441	3
II	1001	–	2000	4
II	1	–	1000	5
I	1	–	590	6
YT[1]	1401	–	1500	7
YT	1301	–	1400	8
etc.				

(2020-08-27)

4.6 Gender (2019-08-22)

When choosing the Gender for your Char, you may choose either Female or Male. Depending on your choice and the People you chose for your Char, some of your Char's At BLs and PT BLs will **later** be modified according to the table in section 4.8 Gender Modifiers, p. 121 below. Alternatively, you may determine your Char's Gender randomly. Depending on his/her People, roll the appropriate die and look up in the following table:

People		Gender
Dwarves – D3	Others – D2	
1	1	Female
2–3	2	Male

(2020-04-16)

4.7 Social Class and Earnings (2020-04-02)

Roll D10 for your Character's Social Class (SC), according to the table below. The Players should keep in mind that it may be that the GM sets restrictions on which Social Classes each Char can belong to. Moreover, some Peoples can only belong to certain Social Classes. Even if a Player wants his/her Char to have a certain Occupation (see section 4.9 Occupation, p. 121), there may be some Social Classes he/she cannot belong to. Roll again until you get a Social Class your Char can belong to.

The Social Class may well have an important cultural and practical impact on your Char in his/her Adventures, but it is much up to the GM and the Players to decide what implications a Char's Social Class has.

Also, to simulate that people in the past most often were more capable of great deeds the higher the social class they belonged to, your Character's At BLs and Se BLs are modified depending on which Social Class he/she belongs to. Apply these modifiers; see the table below. If your Char's Siz BL increases, see the Siz SL table in section 4.2 People, p. 101 again and check whether your Char's Siz SL has changed. Str BL is now independent of Siz BL so it only increases by itself.

Also depending on which Social Class your Char ends up belonging to, he/she will have certain *Earnings*. If your Char's Gender is **Male**, look up his Earnings in the table, but if it is **Female**, multiply also by 0.8 and

[1] Years of the Trees

round up. The monetary units are covered in section 5.1 Money, p. 154, and how Earnings work in the game is explained in section 7.7 Earnings, p. 215.

D10	Social Class	At BL & Se BL Mod.	Earnings, Male		
			Dwarves	Elves of Green-wood/Mirkwood	Others
1 – 4	Lower Class	±0	4 cd	1 cf	10 cd
5 – 7	Middle Class	+2	8 cd	2 cf	25 cd
8 – 9	Upper Class	+4	15 cd	4 cf	50 cd
10	Nobility[1]	+6	30 cd	8 cf	100 cd

(2020-08-07)

4.8   Gender Modifiers (2019-08-02)

Some of your Char's At BLs and PT BLs are now modified according to the following table, depending on the Gender and the People you have chosen for him/her:

At BL / PT BL	Modifier			
	Dwarves and Elves of Greenwood/Mirkwood		Other Peoples	
	Female	Male	Female	Male
Agi BL	±0	−1	±0	−1
Cha BL	±0	−1	±0	−1
Har BL	−1	±0	−3	±0
Psy BL	±0	−1	±0	−1
Siz BL	−2	±0	−4	±0
Str BL	−2	±0	−4	±0
Dil BL	±0	±0	+1	±0
Foo BL	±0	±0	−1	±0
LfP BL	±0	±0	−1	±0
Pri BL	±0	±0	−1	±0

(2020-04-16)

Note! If any BL drops below 3, it becomes 3. If your Char's Siz BL decreases, see the Siz SL table in section 4.2 People, p. 101 again and check whether your Char's Siz SL has changed.

4.9   Occupation (2020-04-02)

You shall now choose an Occupation for your PC. It will be the Occupation of his/hers at least at the start of his/her life, but it may be possible to switch later on.

   Below is a table that shows which Occupations are available to each *Community*[2], Gender and Social Class. "•" indicates that the Occupation in question is available for the Community/Gender/Social Class in question. In order for your PC to qualify for a particular Occupation, the Occupation must be available for your PC's Community, Gender **and** Social Class.

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   [1]   Hobbits whose Place of Abode is in the Bree-land cannot be Nobility.
   [2]   Now that you are creating your Char, his/her Commmunity is the same as his/her People, but this table might come into use later too; at some point(s) in his/her life he/she might start living among a different People and then her Community is counted as that People. An example of this is Bilbo's stay in Rivendell.

Community/Gender/SC	Minstrel	Messenger	Miner	Craftsman/-woman	Soldier	Trader	Scholar	Mariner	Ruffian	Gardener	Ranger
Community											
Beornings			•		•					•	
Dwarves	•	•	•		•	•					
Easterlings		•			•	•			•		
Elves of Greenwood/Mirkwood	•	•			•	•	•				•
Hobbits (Fallohides)	•	•[1]			•	•	•			•	
Hobbits (Harfoots)		•[1]	•	•		•					
Hobbits (Stoors)		•[1]		•		•		•		•	
Orcs		•	•		•						•
Rohirrim/Éothéod/Northmen	•	•			•	•	•		•		
Woodmen	•	•		•	•	•	•		•		•
Gender											
Female	•	•			•	•	•		•	•	
Male	•	•	•	•	•	•	•	•	•	•	•
Social Class											
Lower Class	•	•	•		•				•	•	•
Middle Class	•	•	•	•	•	•	•	•		•	•
Nobility	•	•			•	•		•	•		•
Upper Class	•	•	•	•	•	•	•	•			•

(2020-04-04)

4.10   Place of Abode (2020-05-21)

Depending on which People you have chosen your Char to belong to, determine his/her Place of Abode using the table for his/her People below. The time periods during which it was possible to live at resp. Place of Abode are mentioned within parentheses.

The time during which a PC's first Adventure takes place can have a significant impact on which Places of Abode are possible for him/her. The GM should tell you the Year of the Adventure. The Places of Abode that are available may also be limited by the GM with respect to the *location* of a PC's first Adventure.

If according to the table an *area* (not a village, town or other specific dwelling) is determined to be your Char's Place of Abode, it must be determined more specifically by the GM, for example as a nameless village, because in such cases the information in Tolkien's works about the area in question is unfortunately insufficient. You may use a suitable term for it, for example "Village A", in order to distinguish it from other

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[1] Member of the Messenger Service

imaginary villages in the area. An approximate location for the final Place of Abode should also be randomly determined.

4.10.1 Beornings

D100	Place of Abode
1–50	Somewhere between the Misty Mountains and Mirkwood near the Carrock
51–100	Central Mirkwood (III 3020–)

4.10.2 Dwarves

D100	Place of Abode
1–2	Northern Blue Mountains (III 2802–3000)
3–8	Southern Blue Mountains
9–12	Dunland (III 2775–2789, 2799–2800)
13–16	Glittering Caves (III 3021–)
17–28	Grey Mountains (III 2210–2590)
29–37	Iron Hills (III 2590–3000)
38–49	Lonely Mountain (III 1999–2210, 2590–2770, 2941–)
50–100	Moria (–III 1981, IV 300–)

4.10.3 Eagles of the Misty Mountains

D100	Place of Abode
–	The eastern edge of the northern Misty Mountains

4.10.4 Easterlings

D100	Place of Abode
1–32	Mirkwood (III 1000–1248)
33–48	The Vale of Anduin (III 1000–1248)
49–100	Village east of the Sea of Rhûn

4.10.5 Elves of Greenwood/Mirkwood

D100	Place of Abode
1–15	The forests surrounding the Anduin Vale to the west (–II 750)
16–30	The forests surrounding the Anduin Vale to the east (–II 750)
31–35	Amon Lanc (II 750–1500)
36–40	Southern Greenwood except Amon Lanc[1] (II 750–1500)
41–45	Central Greenwood[2] (II 750–3000)
46–50	Northern Greenwood[3] (II 750–3000)
51–65	Greenwood/Mirkwood west of the Dark Mountains /Mountains of Mirkwood[3] (II 3000–III 1500)
66–75	Between Greenwood/Mirkwood and Anduin[3] (II 3000–III 1500)
76–90	The region around Thranduil's halls (III 1450–)
91–94	The village of the raft-Elves (III 1450–)
95–100	Ithilien (III 3021–)

4.10.6 Éothéod

D100	Place of Abode
–	Framsburg

4.10.7 Hobbits of Bree[4]

D100	Place of Abode
1–37	Bree
38–50	Combe
51–100	Staddle

[1] South of the Gladden Fields.
[2] North of the Gladden Fields and south of the Dwarf-Road.
[3] North of the Dwarf-Road.
[4] If Place of Abode is in the Bree-land

4.10.8 Hobbits of the Shire[1]

D100	Place of Abode
1	Brandy Hall (in Bucklebury)
2–3	Brockenbores
4–5	Bucklebury
6–7	Budgeford
8–11	Bywater
12–13	Chivery
14	Crickhollow
15–16	Deephallow
17–18	Dwaling
19–21	Frogmorton
22–23	Goatacre
24–25	Greenholm
26	Great Smials (in Tuckborough)
27–28	Grubb's Spinney
29–30	Ham Burrows
31–32	Ham's Barton
33–34	Hardbottle
35–36	Hays-end
37–38	Hobbiton
39–40	Little Delving
41–42	Longbottom
43–44	Long Cleeve
45–46	The Marish
47–52	Michel Delving
53–54	Needlehole
55–56	Newbury
57–58	Nobottle
59–60	Oatbarton
61–62	Overhill
63–64	Pincup
65–66	Ravenbeams
67–68	Rushey
69–70	Sackville
71–72	Sandy Cleeve
73–74	Scary
75–76	Standelf
77–80	Stock
81–82	The Yale
83–84	Tighfield
85–86	Tookbank
87–90	Tuckborough
91–92	Waymeet
93–94	Whitfurrows
95–96	Whitwell
97–98	Willowbottom
99–100	Woodhall

4.10.9 Hobbits (Fallohides) of Wilderland

D100	Place of Abode
–	The western eaves of Greenwood north of the Carrock (–III 1150)

[1] If Place of Abode is in the Shire

4.10.10 Hobbits (Harfoots) of Wilderland

D100	Place of Abode
–	The eastern foothills of the Misty Mountains between the Old Forest Road and the Gladden River (–III 1050)

4.10.11 Hobbits (Stoors) of Wilderland

D100	Place of Abode
–	Along the Anduin near the Gladden Fields (–III 1150, III 1356–2800)

4.10.12 Horses

D100	Place of Abode
–	Owner's Place of Abode

4.10.13 Northmen

D100	Place of Abode
1–50	Small city in the East Bight
51–75	Village in the East Bight
76–100	Village in the eastern eaves of Mirkwood

4.10.14 Orcs

D100	Place of Abode
1–13	Barad-dûr (II 1600–III 3019)
14–20	Carn Dûm (III 1300–1975)
21–27	Dol Guldur (III 1025–2063, III 2460–2941, III 2951–3019)
28–30	Durthang (III 1640–3019)
31–33	Goblin-town (III 2480–2946)
34–39	Somewhere in Gorgoroth (II 1000–III 3019)
40–46	Isengard (III 3006–3019)
47–52	Somewhere in Lithlad (II 1000–III 3019)
53–55	Elsewhere in Angmar (III 1300–III 1975)
56–58	The Gladden River pass (III 2480–2946)
59–71	Gundabad (II 1700–III 2793, III 2870–)
72–78	Minas Ithil/Morgul (II 3429–3434, III 2002–3019)
79–81	Moria (III 2480–)
82–86	Mount Gram (III 2480–2747)
87–89	The Redhorn Gate (III 2480–2946)
90–92	The Tower of Cirith Ungol (III 1640–3019)
93–95	Towers of the Teeth (III 1640–3019)
96–100	Hide-out in the White Mountains (III 2800–2864)

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4.10.15 Rohirrim

D100	Place of Abode
1–5	Aldburg
6–25	Edoras
26–35	Eastemnet
36–45	Eastfold
46–55	The Folde
56–60	Underharrow
61–65	Upbourn
66–75	Westemnet
76–90	Westfold
91–95	Westmarch
96–100	The Wold

4.10.16 Spiders of Mirkwood

D100	Place of Abode
–	Glade in northern Mirkwood

4.10.17 Woodmen

D100	Place of Abode
1–33	Eastern Greenwood (–III 1000)
34–66	Western Greenwood/Mirkwood
67–72	The eastern valleys of the Misty Mountains (–II 1701, III 2935–)
73–76	Along the eastern shore of Anduin (–II 1701, III 2935–)
77–80	Along the western shore of Anduin (–II 1701, III 2935–)
81–100	Central Mirkwood (III 3020–)
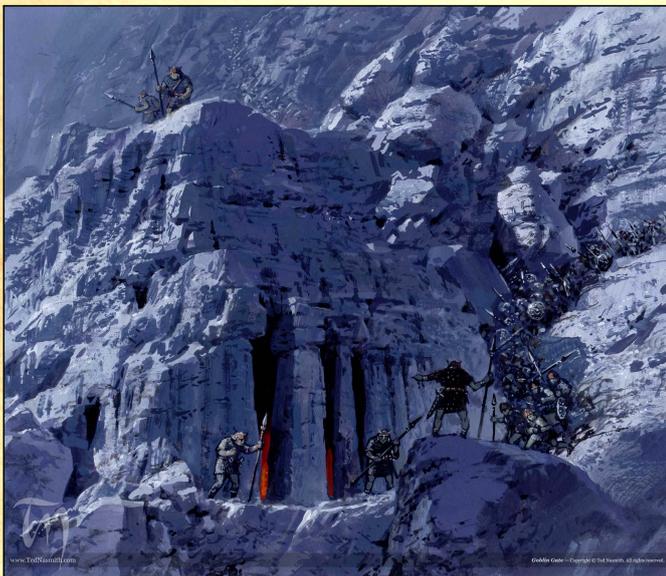
4.11   Handedness (2020-03-11)

Which hand that will be your Character's preferred hand is determined by rolling D100 (see the following table), **except if his/her People is Elves of Greenwood/Mirkwood; in that case he/she is always** *Ambidextrous*.

D100		
Female	**Male**	**Handedness**
1–87	1–85	Right
88–98	86–98	Left
99	99	Mixed-handed[1]
100	100	Ambidextrous[2]

4.12   Need for Sleep

Enter your Char's *Need for Sleep* on your Char Sheet depending on what his/her People is:

People/Creature Type	Need for Sleep, Hours per 24 Hours
Eagles of the Misty Mountains	12
Elves of Greenwood/Mirkwood	6[3]
Horses	1 (3 if sleeping while standing)
Spiders of Mirkwood	12
Others	8

(2019-08-23)

4.13   Special Characteristics (2020-03-26)

Note down the Special Characteristics of your Char on your Char Sheet, depending on what People he/she belongs to according to the table below.

People/ Creature Type	Special Characteristics
Eagles of the Misty Mountains	• Is able to look at the sun unblinking if Social Class is Nobility.

[1] The Char's preferred hand is normally the right, but roll D2; if the result is 1, it is the left when performing the Action Hand-to-Hand Combat (see subsubsection 3.3.6.1 Hand-to-Hand Combat, p. 37). If the result is 2, it is the left when performing the Action Throwing (see subsubsection 3.3.6.6 Throwing, p. 47).

[2] Both of the Char's hands are his/her "preferred" one; he/she can use both hands simultaneously for various things without any problems. He/she can for example write with both hands simultaneously.

[3] 12 if sleeping while not lying down, see subsection 2.6.5 Sleepiness, p. 22. Note also this down on your Char Sheet.

People/ Creature Type	Special Characteristics
Elves of Greenwood/ Mirkwood	• Can walk and run on thick snow without sinking in. • Does not leave any footprints. • Cannot get any sicknesses. • Can determine from another Char's eyes and/or voice whether he/she is married or not (if his/her People is Elves of Greenwood/Mirkwood). • Can achieve the effects of Sleep by walking in a particularly fine forest.
Hobbits	• Does not need shoes.[1] • The Body Areas Lower Left Leg and Lower Right Leg have both an inherent Heating L of 1.
Orcs	• Whenever the Char finds him/herself in moonlight, his/her Sle and Wear Ls immediately increase by 1. When he/she leaves moonlight, his/her Sle and Wear Ls decrease by 1. • Whenever the Char finds him/herself in sunlight, his/her Sle and Wear Ls immediately increase by 2. When he/she leaves sunlight, his/her Sle and Wear Ls decrease by 2.
Spiders of Mirkwood	• Can create spiders webs (see subsection 3.3.39 Web-weaving, p. 93).

(2020-05-12)

4.14 Further Background (2013-08-19)

In the following, you will determine some further Background information for your Char (you have already determined his/her Place of Abode). It is this information that really creates *role-playing* – not a lot of numbers on a piece of paper. When you are role-playing, you are supposed to *be* your Char; speak and act as *him or her* – not as yourself. Therefore it is obviously very important that you really can imagine him/her in front of you, although this usually happens gradually after a few Sessions. The GM should also take into account the Char's Background in the Adventures he/she will expose him/her to.

4.14.1 Marital Status and Number of Children (2017-08-15)

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[1] Though Stoors in the Shire wear dwarf-boots in muddy weather.

Determine your Char's Marital Status and Number of Children; see the following table:

D4	Marital Status	Number of Children
1	Unattached	0
2	Attached and unmarried	0
3–4	Attached and married[1]	$D6-2$[2]

(2020-03-16)

4.14.2 Family (2020-03-17)

Roll to determine the characteristics of your Char's Family, see the following table (if your Char's People is **Dwarves** or **Elves of Greenwood/Mirkwood**, subtract the number of siblings by 1).

1D68	Family
1–2	Orphan
3–9	Both parents alive, no siblings
10–12	One parent alive, no siblings
13–14	No parents alive, no siblings
15–22	Both parents alive, one sibling
23–29	Both parents alive, two siblings
30–35	Both parents alive, three siblings
36–40	Both parents alive, four siblings
41–44	One parent alive, one sibling
45–47	One parent alive, two siblings
48–49	One parent alive, three siblings
50	One parent alive, four siblings
51–53	No parents alive, one sibling
54–55	No parents alive, two siblings
56	No parents alive, three siblings
57	No parents alive, four siblings
58–61	Both parents alive, 2D4 siblings
62–64	Both parents alive, 2D6 siblings
65–66	Both parents alive, 2D8 siblings
67–68	Family and background unknown

4.14.3 Friends and Acquaintances

Roll D20 for each of the categories of Friends and Acquaintances (Close Friends, Friends, and Acquaintances) to determine the number your Character has of each of them respectively.

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[1] Horses, Orcs and Spiders of Mirwood do not marry; they are always unmarried but can still have children. The children of Spiders of Mirwood are ordinary spiders.

[2] Further decrease by 1 if the Char's People is Dwarves or Elves of Greenwood/Mirkwood. If the result is less than 0, it is counted as 0.

| | D20 | | |
Close Friends	Friends	Acquaintances	Number
1–9	1–2	1	0
10–15	3–4	2–3	1
16–20	5–10	4–7	D6
	11–17	8–15	D10
	18–20	16–20	D100

(2012-12-13)

4.15   Birthday

The Date (month and day) of your Character's *Birthday* is determined by using the Random Date Generator in section 6.3 Calendars and Random Date Generator, p. 192.

4.16   The Player Character's Life Until His or Her First Adventure (2014-07-18)

Your Char can now be considered to have just been born – he/she is 0 years old. You shall now simulate his/her Everyday Life until his/her first Adventure, see chapter 6 Timing, p. 189.

4.17   Burden Limits (2020-03-11)

Depending on his/her Str L and which People he/she belongs to, your Char has certain *Burden Limits* according to the tables below (either in lbs or kilograms). **Note!** If your Char's People is **Dwarves**, multiply the Burden Limits by 2.

Burden Levels & Corresponding Burden Limits, lbs											
Str L	0	1	2	3	4	5	6	7	8	9	10
1	0	1	2	3	4	5	6	7	8	9	10
2	1	2	4	6	8	10	12	14	16	18	20
3	1	3	6	9	12	15	18	21	24	27	30
4	2	4	8	12	16	20	24	28	32	36	40
5	2	5	10	15	20	25	30	35	40	45	50
6	3	6	12	18	24	30	36	42	48	54	60
7	3	7	14	21	28	35	42	49	56	63	70
8	4	8	16	24	32	40	48	56	64	72	80
9	4	9	18	27	36	45	54	63	72	81	90
10	5	10	20	30	40	50	60	70	80	90	100
11	5	11	22	33	44	55	66	77	88	99	110
12	6	12	24	36	48	60	72	84	96	108	120
13	6	13	26	39	52	65	78	91	104	117	130
14	7	14	28	42	56	70	84	98	112	126	140
15	7	15	30	45	60	75	90	105	120	135	150
16	8	16	32	48	64	80	96	112	128	144	160
17	8	17	34	51	68	85	102	119	136	153	170

Burden Levels & Corresponding Burden Limits, lbs

Str L	0	1	2	3	4	5	6	7	8	9	10
18	9	18	36	54	72	90	108	126	144	162	180
19	9	19	38	57	76	95	114	133	152	171	190
20	10	20	40	60	80	100	120	140	160	180	200
21	10	21	42	63	84	105	126	147	168	189	210
22	11	22	44	66	88	110	132	154	176	198	220
23	11	23	46	69	92	115	138	161	184	207	230
24	12	24	48	72	96	120	144	168	192	216	240
≥ 25	Str L / 2[1]	Str L	Str L × 2	Str L × 3	Str L × 4	Str L × 5	Str L × 6	Str L × 7	Str L × 8	Str L × 9	Str L × 10

Burden Levels & Corresponding Burden Limits, kg

Str L	0	1	2	3	4	5	6	7	8	9	10
1	0	0	1	1	2	2	3	3	4	4	5
2	0	1	2	3	4	5	6	7	8	9	10
3	0	1	3	4	6	7	9	10	12	13	15
4	1	2	4	6	8	10	12	14	16	18	20
5	1	2	5	7	10	12	15	17	20	22	25
6	1	3	6	9	12	15	18	21	24	27	30
7	1	3	7	10	14	17	21	24	28	31	35
8	2	4	8	12	16	20	24	28	32	36	40
9	2	4	9	13	18	22	27	31	36	40	45
10	2	5	10	15	20	25	30	35	40	45	50
11	2	5	11	16	22	27	33	38	44	49	55
12	3	6	12	18	24	30	36	42	48	54	60
13	3	6	13	19	26	32	39	45	52	58	65
14	3	7	14	21	28	35	42	49	56	63	70
15	3	7	15	22	30	37	45	52	60	67	75
16	4	8	16	24	32	40	48	56	64	72	80
17	4	8	17	25	34	42	51	59	68	76	85
18	4	9	18	27	36	45	54	63	72	81	90
19	4	9	19	28	38	47	57	66	76	85	95
20	5	10	20	30	40	50	60	70	80	90	100
21	5	10	21	31	42	52	63	73	84	94	105
22	5	11	22	33	44	55	66	77	88	99	110
23	5	11	23	34	46	57	69	80	92	103	115
24	6	12	24	36	48	60	72	84	96	108	120

[1] Round down to the nearest integer.

Burden Levels & Corresponding Burden Limits, kg										
Str L	0	1	2	3	4	5	6	7	8	9	10
$\geq 25^1$	Str L / 4	Str L / 2	Str L	Str L × 1.5	Str L × 2	Str L × 2.5	Str L × 3	Str L × 3.5	Str L × 4	Str L × 4.5	Str L × 5

(2019-08-21)

[1] Round down each Burden Limit to the nearest integer.

4.18 Height and Weight (2019-07-31)

Now that you have determined the Siz L your Char has at his/her determined Age, you can determine his/her Height and Weight, see the table below.

Siz L	Weight, lbs		Weight, kg		Height, imperial[1][2]				Height, cm[3][2]	
1		+ D2		+ 1		2	+ D6	in.	5	+ D16
2	2	+ D2		+ 2		6	+ D6	in.	15	+ D16
3	4	+ D2		+ 3		10	+ D6	in.	25	+ D16
4	5	+ D3		+ 4	1 ft.	2	+ D6	in.	36	+ D16
5	8	+ D4		+ 5	1 ft.	6	+ D6	in.	46	+ D16
6	12	+ D4	5	+ D2	1 ft.	10	+ D6	in.	56	+ D16
7	16	+ D10	7	+ D4	2 ft.	2	+ D6	in.	66	+ D16
8	26	+ D10	11	+ D5	2 ft.	6	+ D6	in.	76	+ D16
9	36	+ D12	16	+ D5	2 ft.	10	+ D6	in.	86	+ D16
10	48	+ D12	21	+ D6	3 ft.	2	+ D6	in.	97	+ D16
11	60	+ D12	27	+ D6	3 ft.	6	+ D6	in.	107	+ D16
12	72	+ D12	33	+ D6	3 ft.	10	+ D6	in.	117	+ D16
13	84	+ D12	39	+ D6	4 ft.	2	+ D6	in.	127	+ D16
14	96	+ D12	45	+ D6	4 ft.	6	+ D6	in.	137	+ D16
15	108	+ D16	51	+ D6	4 ft.	10	+ D6	in.	147	+ D16
16	124	+ D16	57	+ D7	5 ft.	2	+ D6	in.	157	+ D16
17	140	+ D16	64	+ D7	5 ft.	6	+ D6	in.	168	+ D16
18	156	+ D16	71	+ D7	5 ft.	10	+ D6	in.	178	+ D16
19	172	+ D16	78	+ D7	6 ft.	2	+ D6	in.	188	+ D16
20	188	+ D16	85	+ D8	6 ft.	6	+ D6	in.	198	+ D16
21	204	+ D30	93	+ D12	6 ft.	10	+ D6	in.	208	+ D16
22	234	+ D40	105	+ D20	7 ft.	2	+ D6	in.	218	+ D16
23	274	+ D100	125	+ D50	7 ft.	6	+ D6	in.	228	+ D16
24	374	+ D100	175	+ D50	7 ft.	10	+ D6	in.	238	+ D16
25	474	+ D100	225	+ D50	8 ft.	2	+ D3	in.	248	+ D8
26	574	+ D100	275	+ D50	8 ft.	4	+ D3	in.	253	+ D8
27	674	+ D100	325	+ D50	8 ft.	6	+ D3	in.	258	+ D8
28	774	+ D100	375	+ D50	8 ft.	8	+ D3	in.	263	+ D8
29	874	+ D100	425	+ D50	8 ft.	10	+ D3	in.	268	+ D8
30	974	+ D100	475	+ D50	9 ft.	0	+ D3	in.	273	+ D8
31	1074	+ D100	525	+ D50	9 ft.	2	+ D3	in.	278	+ D8
32	1174	+ D100	575	+ D50	9 ft.	4	+ D3	in.	284	+ D8
≥ 33	Siz L × 150 − 3676	+ D150	Siz L × 50 − 1025	+ D50	Siz L × 2 + 48		+ D3	in.[4]	Siz L × 6 + 92	+ D8

(2020-05-21)

4.19 Need for Food and Drink (2019-07-31)

Chars' Need for Food and Drink, both 1 L and 3/6 Ls, are determined by calculating the following (round to nearest tenth):

---

[1] 2 in are substracted if the Char's People is Hobbits (Stoors).
[2] If the Char's People is Horses or Spiders or Mirkwood, his/her Height is the height reached when standing on his/her rearmost legs.
[3] 5 cm are substracted if the Char's People is Hobbits (Stoors).
[4] Convert to feet and inches.

$$
\begin{aligned}
&\text{NfF, 1 L}^1 && = \text{Siz L/10 lbs} \\
&&& \text{(or Siz L/20 kg)} \\[1em]
&\text{NfF, 3 Ls} && = \text{NfF, 1 L (rounded)} \times 3 \\[1em]
&\text{NfD, 1 L}^2 && = \text{Siz L/15 lbs} \\
&&& \text{(or Siz L/30 kg)} \\[1em]
&\text{NfD, 6 Ls} && = \text{NfD, 1 L (rounded)} \times 6
\end{aligned}
$$

   [1] Further multiply by 1.5 if the Char's People is Hobbits or Orcs.
   [2] Further multiply by 1.5 if the Char's People is Hobbits.

4.20   Name (2019-07-23)

Your Char has of course a name.[5] The reason that you will determine his/her Name and its Meaning last of all is that you should take into account all information you now know about your Character when determining a suitable Name for him/her. You roll to determine it by using the Name Table below. Look up the People that your Character belongs to (some Peoples can be found multiple times in the Table) and follow the corresponding instructions. The footnotes give additional instructions, and conditions for when a certain section in the Table can be used to determine the Name. For example, some sections, depending on the People, only apply to a certain period of time; the PC's first Adventure must take place within this period in order for the Section to be valid. If needed, determine the number of Elements there are in the Name. If the Name is to consist of two Elements, determine a First and a Final Element. If the Name is to consist of three Elements, determine a First, a Middle and a Final Element. At each heading, the dice combination that shall be used is given. The leftmost column always shows any possible results of the dice rolls, and by looking at the corresponding cell containing a Number of Elements, Name or Element in the column where the section you are using is, you get the corresponding Number of Elements, Name or Element of the Name. (Approximate) meanings of most of the possible Names or Name Elements are given. The Notes columns give additional conditions and information. Some of the possible Elements in the Table contain parentheses, which indicate that a part of the Elements may be removed in order to get a well-sounding Name. But common sense and a feeling or knowledge of the various languages involved is good to have – the Table does not automatically conform to all the possible grammatical rules that exist for the languages. The GM may ask you to determine the Name again if it has only one Element, or ask you to re-roll the Middle or the Final Element of the Name immediately once they have been determined if these make the Name sound bad, if the Name has a strange meaning that does not fit with your Character or if it is identical to a famous name from ancient times (identical names occurred, however, to some extent).

   [5] Does not apply to Chars whose People is Spiders of Mirkwood. For Easterlings there is not enough information in Tolkien's writings available about their names.

	Eagles of the Misty Mountains, Elves of Greenwood/Mirkwood [6]		Dúnedain of the North,[1] Dúnedain of Númenor,[2] Dúnedain of the South[3] [7]		Dúnedain of Númenor,[4] Men of Dol Amroth		Beornings, Hobbits[5], Rohirrim/Éothéod, Woodmen [8]	
	Number of elements in the Name – D6		Number of elements in the Name – D6		1st Element – D11	Approximate Meaning	1st Element – D31	Approximate Meaning
1	2		2		Abat-	Arda, "the Realm, the world"	Ald-	"old"
2	2		2		Adûn(a)-	"west, westward"	Bald-	"bold, brave"
3	2		2		Az-	"sea"	Beorn-	"man, warrior, (bear)"
4	2		2		Bel-	"shine"	Brand-	"sword"
5	2		2		Gimil-	"stars"	Dún-	"hill"
6	3		3		Imra-	unknown	Éo-	"horse"
7					Indil-	unknown	Elf-	"Elf"
8	1st Element – D59 + 8	Approximate Meaning / Notes	1st Element – D70 + 8	Approximate Meaning / Notes	Inzil-	"flower"	Erken-	"precious"
9	Aeg-/Eg-/Ec-	"point, pointed, thorn"	Ailin-	"lake, pool"	Pharaz-	"gold"	Fast-	"fixed, firm"
10	An-	"long"	Alcar-	"glory, brilliance"	Sakal-	unknown	Fela-	"much, many"
11	Am-	"up, top"	Alda(r)-	"tree"	Zimra-	"jewel"	Folc-	"folk, people, nation, public"
12	Ang-	"iron"	Almar-	"blessings, good fortune, bliss"			Fram-	"strenuous, active, bold, strong"

[1] –III 861, only Nobility

[2] Only Nobility, II 2737– also only Faithful

[3] –III 2080, only Nobility

[4] Not Place of Abode: Almaida, Andúnië, Andustar, –II 2737 not Nobility

[5] If Place of Abode is in Wilderland

[6] If your PC is Male, roll D30; if the result is 1, determine one more Name in the same way as the first, and combine both Names you have determined and add *ion*. For example "Gildor Inglorion", which consists of "Gildor" + "Inglor" + *ion* ("son of").

[7] If your PC's People is Dúnedain, roll D20; if the result is 1, your PC's parents have or had a nickname for him/her consisting of his/her Name + "ya", which is a suffix denoting endearment – for example *Anardilya*, "my *Anardil*".

[8] If your PC is Male: roll D10; if the result is 1, determine one more Name and add the ending -son. This will be your PC's Surname.

#	Prefix	Meaning	Notes	Element	Meaning	Notes	Final Element (Female) – D3 + 13	Approximate Meaning	Notes	Element	Meaning
13	Bal-	"mighty"		Almiel-	"blessedness, blessings, good fortune, bliss"		**Final Element (Female) – D3 + 13**	**Approximate Meaning**		Frum-	"original, first, beginning"
14	Baran-	"naked, bare"		Aman-	Aman, "blessed, free from evil"	Only Nobility	-bêth	"expression, saying, word" or "sayer"		Gál-	"proud"
15	Beleg-/Belec-	"mighty"		Ancalim(a)-	"brightest"		-phel	unknown		Gár-	"spear"
16	Ben-/Pen-	"without, -less"		Anar- or Anár-	"the Sun"		Only one element: Zamîn	unknown		Gléo-	"music, mirth"
17	Bere-	"valiant"	Only Dúnedain of Númenor	Andu-	"west"					Gold-	"gold"
18	Bre-	"lively"		Arda-	Arda, "the Realm, the World"	Only Nobility	**Final Element (Male) – D13 + 18**	**Approximate Meaning**	**Notes**	Gram-	"angry, cruel, fierce"
19	Caran-	"red"		Atan(a)-	"Man, Men (humans)"		-adûn	"west, westward"		Grim-	"fierce"
20	Celeb-/Celeph-	"silver"		Aule-	Aulë	Only Nobility	-hil	unknown		Gúth-	"battle, war"
21	Celeg-	"fast"		Axan-	"law, rule, commandment"		-khâd	unknown		Hasu-	"grey"
22	Cir-/Cír-	"ship, cut, cleave"	Only Dúnedain of Númenor, the South, Elves from Belfalas, Edhellond, Lindon	Cal(i)-	"to shine, light"		-khôr	"lord"	Only Nobility	Helm-	"protector, defender"
23	Cú-	"bow (weapon)"		Cemen-	"earth, soil"		-ôn	Adjectival ending		Hild-	"war, combat"
24	Daer-	"large, great"		Cirya-	"ship"		-rubêl	"lover"		Horn-	"horn"
25	Dene-	"thin and strong, pliant, lithe"		Curu-	"skillful, skill, cunning"		-târik	"pillar"		Medu-	"mead"
26	Edra-	"to open"		Eär(e)-	"sea"		-thon	"to gather, collect"		Mund-	"guardian, protector"
27	El-	"star" or "Elf"		El-	"star"		-thôr	unknown		Simbel-	"ever"
28	Eres-	"helper, aide"		Elda(r)-	"Elf, Elves, Eldar, the People of the Stars"		-zagar	"sword"		Wald-	"might"
29	Fae-	"spirit"		Eled-	"Elf, star"		-zar	unknown		Wíd-	"widely, far and wide" or "wide, vast, broad, long"

#	Element	Meaning	Notes	Element	Meaning	Notes			Final Element	Approximate Meaning
30	Fala-	"shore"		Ele(n)-	"star"		-zôr	unknown	Wind-	"wind"
31	Fang-	"beard"	Not Elves in 1st or 2nd cycle, Female (except Dwarves), young Chars	Eles-	"star, Elf"		Only one element: Îbal, Ulbar	unknown	Wulf-	"wolf"
32	Fim-	"slender, slim"		Emer-	"shepherd, sheep"					
33	Gaer(en)-	"sea"		Er-	"one, alone"		**Dwarves**		**Final Element (Female) – D2 + 33**	**Approximate Meaning**
34	Gal-	"to shine"		Estel-	"hope"		**Female**	**Meaning**	-hild	"war, combat"
35	Galad-	"light"		Falass-	"shore, line of surf"		Dís	"female guardian spirit"	-wyn	"joy, delight"
36	Galadh-	"tree"		Fëa-	"spirit"					
37	Gil-	"spark, star, eye"		Fin-	unknown		**Male – D97 + 37**	**Meaning** / **Notes**	**Final Element (Male) – D27 + 37**	**Approximate Meaning**
38	Glor-	"gold, golden"		Halla-	"tall"		Ai	"great grandfather"	-bald	"bold, brave"
39	Gwai-	"wind"		Heru-	"lord"	Only Nobility	Án	"without"	-beorn	"man, warrior, (bear)"
40	Gwin-	"young"		Hosta-	"to gather, collect"		Ánar	"other"	-bold	"house, dwelling"
41	Hal-	"veiled, hidden" or "exalted, high"	"exalted, high": Only Nobility	Írim-	"lovely"		Austri	"eastern"	-brand	"sword"
42	Hathol-	"axe, axe blade" or "broadsword blade"		Isil-	"the moon"		Balin	unknown	-brytta	"giver"
43	Hen(d)-	"eye"	Only Dúnedain of Númenor	Ita-	"sparkle"		Bari	"feisty"	-bytla	"builder, hammerer"
44	In-	"heart, mood"		Linde-	"singing, song"		Barri	"clumsy"	-fara	"to travel, wander"
45	Ithil-	"moon"		Lóm-	"dusk, twilight"		Bifur	"trembler"	-fast	"fixed, firm"
46	Ivor-	"crystal"		Mai-	"well (good)"		Bafur	"grumbler"	-gal	"proud"

#	Prefix	Meaning	Note	Prefix	Meaning	Note	Name	Meaning	Suffix	Meaning
47	Laeg-	"green"	Elves of Belfalas, Lórien, Greenwood/Mirkwood: Leg-	Mala-	"gold"		Blafur	"tubby, swollen"	-gar	"spear"
48	Lin-	"to sing"		Máma-	"sheep"		Bofur	"grumbler"	-gold	"gold"
49	Lúth-	"blossom, inflorescence, flower(s)"	Only Female	Manwe-	Manwë	Only Nobility	Bombur	"tubby, swollen"	-grim	"fierce"
50	Mab-	"hand"		Menel-	"sky, the Heavens"		Bumbur	"tubby, swollen"	-háma	"home, dwelling"
51	Maed-/Maedh-	"shapely, well-formed"		Minas-	"tower"		Borin	"born"	-helm	"protector, defender"
52	Maeg-	"sharp, piercing"	Elves of Belfalas, Lórien, Greenwood/Mirkwood: Meg-	Mír-	"jewel"		Bruni	"brown"	-here	"host, army"
53	Mag-	"forger, forge, forging"		Nalta-/Ñalta-	"radiance, sparkling reflection"		Búin	"laid out"	-láf	"what is left, remnant, survivors"
54	Mal-	"gold"		Ner-	"man (male)"		Buri	"son"	-léofa	"loved"
55	Mír-	"jewel"		Nessa-	Nessa, "young"	Only Nobility	Burin	"son"	-mer	"famous, renowned"
56	Mith(re)-	"grey"		Nóli-/Nolo-	"study, lore, knowledge"		Dáin	"dead"	-mód	"heart, mind"
57	Nim-	"white"		Númen-	"west"		Dáni	"dead"	-mund	"guardian, protector"
58	Nún-	"west"		Orome-	Oromë	Only Nobility	Darri	"spearman"	-red	"advice, counsel, wisdom"
59	Orchal-	"tall" or "superior, eminent"	"superior, eminent": Only Nobility	Osto-	"fortress"		Dori	"borer"	-róf	"valiant, strong"
60	Oro-	"high"		Palan-	"far, distant, wide"		Dorri	"spearman"	-spell	"news"
61	Sae-	"bitter"		Parma-	"book"		Dulin	"sleepy"	-thain	"warrior in service to the king"
62	Thin-	"grey"		Rómen-	"east"		Duri	"sleepy"	-wald	"might"

D	First Element	Meaning	Second Element	Meaning	Dwarf Name	Meaning	Hobbit (Female)	Hobbit (Male)
63	Thor-	"tall (or long) and slender"	Silma-	substance of which the Silmarils were made	Dwalin	"dawdler"	-wine	"friend" or "retainer"
64	Thoron-	"eagle"	Sirion-	"great river"	Eitri	"poisonous"	-(w)ulf	"wolf"
65	Th(a)ran-	"vigorous"	Soron-	"eagle"	Fáin	"stained"		
66	Tur-	"might, control"	Súr(e)-	"wind"	Fár	"stained"	**Hobbits**[1]	

Row 67 — first element: The Name consists only of one element, roll D8 to determine it:

D8	Name	Approximate Meaning
1	Beleg	"mighty"
2	Celeb	"silver"
3	Dior	"successor"
4	Eöl	unknown
5	Megil	"sword"
6	Nóm	"wisdom"
7	Rúmil	something related to "secret", uncertain
8	Thalion	"strong"

D	First Element	Meaning	Notes	Second Element	Meaning	Notes	Dwarf Name	Meaning	Hobbit (Female)	Hobbit (Male)
67	*(see D8 table above)*			Telem-	"silver"		Farin	"travelled"	First Name (Female) – D63 + 67 [2]	First Name (Male) – D137 + 67 [2]
68				Telpe-	"silver"		Farli	"wanderer"	Adaldrida	Adalbert
69	**Middle Element – D21 + 69**	**Approximate Meaning**	**Notes**	Telpin-	"like silver"		Fíli	"file (tool)"	Adamanta	Adalgar
70	-bor-	"fist"		Tin-	"star"		Flói	"bog, swamp"	Alfrida	Adalgrim
71	-dan-	"to make, fashion, build"		Tinta-	"to kindle (stars)"		Frár	"swift"	Amaranth	Adelard
72	-dir-/-dír-	"man (male)"	Only Male	Tur-	"lord, ruler, power, mastery"		Frerin	"frozen"	Amethyst	Andwise ("Andy")
73	-dor-	"king, lord, high, noble, lofty"	Only Male, only Nobility	Yáv(e)-	"fruit"		Frór	"calm, quiet"	Angelica	Balbo
74	-fin-	"hair"		Uinen-/Uinén-	Uinen	Only Nobility	Frosti	"little frost"	Asphodel	Bandobras
75	-galad-	"light"		Vala-	"the Valar"	Only Nobility	Fundin	"found"	Belba	Basso
76	-glor-	"golden"		Vanima-/Vanime-	"beauty"		Galar	"chanter"	Bell	Bilbo

[1] Roll D10; if the result is 1, your PC's Surname has two elements; determine one more
[2] Only if Place of Abode is in the Shire or Buckland

No	Element	Approximate Meaning	Notes	Element	Approximate Meaning	Notes	Name	Meaning	Notes	Female	Male
77	-go-	"quantity, amount"		Varda-	Varda, "the Exalted, the Lofty"	Only Nobility	Gimli	"little fire, spark"		Belladonna	Bill
78	-gon-	"valour"		The Name consists only of one element:	Roll D2; 1: Ingoldo, "the Noldo", 2: Voronda, "the Faithful"		Ginnar	"seducer"		Berylla	Bingo
79	-mir-	"jewel"					Glói	"glowing"		Camellia	Blanco
80	-orn-	"uprising, tall" or "(tall) tree"		**Middle Element – D8 + 80**	**Approximate Meaning**		Glóin	"glowing"		Celandine	Bodo
81	-ran-	"wandering"		-cal-	"shine, light"		Grér	"grey"		Chica	Bosco
82	-ri-	"to twine, wreathe"		-dóm(e)-	"twilight"		Gróin	"overgrown"		Cora	Bowman
83	-rin-/-rim-	"-like, like …, as …"		-ri-	"to twine, wreathe"		Grór	unknown		Daisy	Briffo
84	-rod-	"cave, grotto", "exalted, lofty, noble" or "copper, metal"	"exalted, lofty, noble": Only Nobility	-ril-	"brilliance"		Hánar	unknown		Diamond	Bruno
85	-rohir-	"horse lord"	Only Male, only Nobility	-tir-	"watch, guard"		Hannar	"skilful"		Dina	Bucca
86	-roth-	"to climb, climber"	Only Elves of Lórien, Greenwood/ Mirkwood	-meld(a)-	"beloved"		Hár	"high"		Donnamira	Buffo
87	-thel-	"intend, mean, purpose, resolve, will"		-óre-	"rising"		Hepti	"grip"		Dora	Bungo
88	-thon-	"kindler, to kindle, light up, fire, light" (transitive)		-tirn-	"brow"		Heri	"hare"		Druda	Carl
89	-tor-	"high, noble, lofty"	Only Nobility				Hór	"pot hook"		Eglantine	Cotman
90	-ved-	"end"		**Final Element (Female) – D16 + 90**	**Approximate Meaning**	**Notes**	Ingi	"lordly"	Only Nobility	Esmeralda	Cottar
91				-(e)llë	Feminine ending		Iri	"rumour, gossip"		Estella	Daddy
92	**Final Element (Female) – D9 + 92**	**Approximate Meaning**	**Notes**	-(e)ldë	Feminine ending		Jari	"fighter"		Gerda	Dinodas

#	Final Element (Male)	Approximate Meaning	Notes	Final Element (Female)	Approximate Meaning	Notes	Name	Meaning	Female Name	Male Name
93	-brethil	"birch tree"	Only Ents	-(e)ndë	Feminine ending		Kíli	"wedge"	Gilly	Doderic
94	-(i)el	Feminine ending		-ian	Feminine ending		Lofar	"praiser"	Goldilocks	Dodinas
95	-ien	Feminine ending		-ien	Feminine ending		Lóin	"dawdler"	Hanna	Drogo
96	-eth	Feminine ending		-(i)ë	"one" (feminine ending)		Lóni	"fighter"	Hilda	Dudo
97	-las	"leaf"		-(i)el	Feminine ending		Móin	"mown"	Jessamine	Everard
98	-loth	"bloom"		-indis/-endis	"wife, bride"		Nabbi	"hill"	Lalia	Falco
99	-raen	"adorned with a tressure set, enlaced"		-issë	Feminine ending		Náin	"corpse"	Laura	Fastolph
100	-rían	"queen"	Only Nobility	-më	something abstract or intangible (for example Isilmë "moon-light")		Náli	"corpse"	Lily	Fastred
101	-wen	"maiden"		-(n)dilmë	"to love, be devoted to, lover, (selfless) love, devotion, friend"	Only Dúnedain	Nár	"corpse"	Linda	Ferdibrand
102				-nië	"woman"		Narvi	unknown	Lobelia	Ferdinand
103	**Final Element (Male) – D65 + 103**	**Approximate Meaning**	**Notes**	-ren	"recall, have in mind"		Nefi	"nephew"	Malva	Ferumbras
104	-arth	"noble"	Only Nobility	-rien	unknown, feminine ending		Nidi	"kinsman"	Marigold	Filibert
105	-barad	"tower"		-ril	"brilliance"		Nori	"little scrap"	May	Flambard
106	-baran	"naked, bare"		-wen	"maiden"		Norri	"little scrap"	Melilot	Folco
107	-beth	"word"					Nordri	"northern"	Menegilda	Fortinbras
108	-bor	"fist"		**Final Element (Male) – D29 + 108**	**Approximate Meaning**	**Notes**	Núr	unknown	Mentha	Fosco
109	-dan	"to make, fashion, build"		-alcar	"glory, brilliance"		Nýi	"growing"	Mimosa	Fredegar "Fatty"
110	-dor or -tor	"high, noble, lofty, lord"	Only Nobility	-atan	"Man (human)"		Nýr	"new"	Mirabella	Frodo

#									
111	-duil	"spring (water)"		-cal	"shine, light"		Oi	unknown		Myrtle	Gerontius "The Old"
112	-erch	unknown	Only Dúnedain of Númenor	-car	"helm, helmet"		Óin	"shy"		Nina	Gorbadoc "Broadbelt"
113	-fin	"hair"		-cil	"Man (human), to follow"	Only Dúnedain	Ónar	"gawper"		Nora	Gorbulas
114	-findel	"(lock of) hair"		-ion	"son of" (masculine ending)		Onni	"shy"		Pansy	Gorhendad
115	-galad	"light"		-macil	"sword"		Ór	"raving, delirious"		Pearl	Gormadoc
116	-gar	unknown	Only Dúnedain of Númenor	-maitë	"handed"		Ori	"raving, delirious"		Peony	Griffo
117	-geleb	"silver"		-melda	"beloved"		Ottar	"utter"		Pervinca	Gruffo
118	-gil	"spark, star, eye"		-min	"lofty tower, pillar"		Patti	"little scrap"		Pimpernel	Gundabald
119	-glas	"joy"		-mir	"jewel"		Regin	"mighty"		Poppy	Gundahar
120	-glor	"golden"		-mo	ending used in names and titles	Only Dúnedain	Sindri	"sparky"		Primrose	Gundahad
121	-gol	"cloak"		-mon	"one" (masculine ending)		Sudri	"southern"		Primula	Gundolpho
122	-gon	"valour, valorous, hero"		-nar	"flame"		Thorin	"daring"		Prisca	Halfast
123	-gorm	"riser"		-náro	"fire"		Thráin	"craver, persistent, resolute"		Rosa	Halfred
124	-gost	"dread"		-(n)dil	"to love, be devoted to, lover, (selfless) love, devotion, friend"	Only Dúnedain	Thrór	"burgeoning"		Rosamunda	Hamfast "Ham"
125	-had	"hurl, throw"		-(n)dur	"to serve"		Thrym	"uproar"		Rose "Rosie"	Hamson "Ham"
126	-hael	"wise"	Only Dúnedain of the North	-(n)goldo	"Noldo"	Only Noldor	Thulin	"chanter"		Rowan	Harding
127	-hil	unknown		-(n)tur	"lord, ruler, power, mastery"	Only Nobility	Toki	"fool"		Ruby	Hending
128	-hir/-hîr	"lord"	Only Nobility	-númen	"west"		Uni	"calm"		Salvia	Heribald
129	-ion	"son of", masculine ending		-ondo	"rock"		Uri	"smith"		Sapphira	Herugar

D	Element	Meaning	Notes	Element	Meaning	1st Element	Approximate Meaning	Notes	Surname	First Name (Male)
130	-laith	"to loose, release", "swift" or "keen, sharp, acute"		-ondor	"stone"	Vali	"foreign"		Tanta	Hildibrand
131	-las	"leaf"		-quar	"fist"	Vár	"careful"			Hildifons
132	-lin	unknown		-rin	adjectival ending	Vestri	"western"		**Surname – D43 + 132**[2]	Hildigard
133	-lor	"gold"		-rossë	"foam"	Víli	"drudge"		Baggins	Hildigrim
134	-lung	"heavy"		-tan	"to make, to fashion"	Yngvi	"lordly"	Only Nobility	Banks	Hob
135	-minas	"tower"		-tir	"watch, guard"				Boffin	Hobson "Hob"
136	-mo	"liked, beloved"		-to	masculine ending	**Men of the Outlands of Gondor (not including Dúnedain and Men of Dol Amroth)[1]**			Bolger	Holfast
137	-moth	unknown		-tur	"power, mastery, victory"	**1st Element – D28 + 137**	**Approximate Meaning**	**Notes**	Bracegirdle	Holman "Hom"
138	-(n)dir el. -(n)dír	masculine ending, "man"				Aga-	unknown		Brandybuck	Hugo
139	-(n)gorn	"revered"	Only Dúnedain of the North	**Men of Bree**		Ang-	"doom"		Brockhouse	Ilberic
140	-nil	"friend"		**First Name (Male) – D6 + 140**		Bul-	unknown		Brown	Isembard
141	-nor	"fire"		Barliman		Dar-	'mastery, lordship"		Brownlock	Isembold
142	-on	"of...", masculine agental ending		Bill		Der-	unknown		Bunce	Isengar
143	-orn	"uprising, tall" or "(tall) tree"		Harry		Dui-	unknown		Burrows	Isengrim
144	-phant	"full, complete"		Mat		Duin-	unknown		Butcher	Isumbras
145	-pharn	"stone"		Rowlie		E-	unknown		Chubb	Jack
146	-pher	"beech tree"		Tom		El-	unknown		Clayhanger	Jago
147	-phin	"skill"				En-	unknown		Cotton	Largo

[1] If your PC is Male, roll D20; if the result is 1, your PC's Name will have the prefix "Tal-".

No.	Element	Approximate Meaning	Notes	Surname – D8 + 148		1st Element	Meaning	Notes	Surname	First Name
148	-phor	"right-hand"		**Surname – D8 + 148**		For-	"straw"		Diggle	Longo
149	-rín	"remembrance"		Appledore		Fui-	unknown		Gamgee	Lotho
150	-rod	"cave, grotto", "exalted, lofty, noble" or "copper, metal"	"exalted, lofty, noble": Only Nobility	Butterbur		Gal-	unknown		Gammidge	Madoc
151	-rohir	"horse lord"		Ferny		Glir-	unknown		Gamwich	Marcho
152	-rond	"vault, dome"	Only Nobility	Goatleaf		Golas-	unknown		Gardner	Marmadas
153	-ros	"rain" or "foam"		Heathertoes		Hal(a)-	"leader, chieftain"	Only Nobility	Goldworthy	Marmadoc
154	-roth	"to climb, climber"	Only Elves of Lórien, Greenwood/Mirkwood	Pickthorn		Har-	"woman, lady"	Only Female	Goodbody	Marroc
155	-suil	"greeting"	Only Dúnedain of the North	Rushlight		Hara-	unknown		Goodchild	Meriadoc "Merry"
156	-thalion	"strong, dauntless"		Thistlewool		Hir-	unknown		Goold	Merimac
157	-thar	"across, beyond"				Hun-	unknown		Greenhand	Merimas
158	-thir	"face"		**Northmen**		Lar-	unknown		Grubb	Milo
159	-thor	"tall (or long) and slender"		**1st Element – D4 + 159**	**Approximate Meaning** — **Notes**	Lor-	unknown		Hayward	Minto
160	-thorn	"steadfast"	Only Dúnedain of the North	Forth-	"forth"	Man-	unknown		Headstrong	Moro
161	-ui	adjectival ending	Only Dúnedain of the North	Marh-	"horse"	Mog-	unknown		Hogg	Mosco
162	-uir	"eternity"	Only Dúnedain of the North	Vidu-	"wood"	Sag-	unknown		Hornblower	Mungo
163	-val	"gold"	Only Dúnedain of the North	Vinit-	"Northman/woman living in Gondor" — III 1248–, only Chars who will live in Gondor	Tal-	"standing"		Lightfoot	Nob
164	-ved	"end"	Only Dúnedain of the North			Brodda	unknown	Only Male, the Name consists of only one element	Maggot	Odo

#	Element	Meaning	Notes	2nd Element	Meaning		2nd Element	Meaning	Notes	Name	Name
165	-vegil	"sword"	Only Dúnedain of the North	**2nd Element (Male) – D4 + 165**			Hazad	unknown	Only Male, the Name consists of only one element	Pott	Odovacar
166	-veleg	"mighty"	Only Dúnedain of the North	-gavia	"dweller"					Proudfoot	Olo
167	-vir	"jewel"	Only Dúnedain of the North	-hari	"armyman, warrior"	III 1500–	**2nd Element (Female) – D2 + 167**	**Approximate Meaning**		Puddifoot	Orgulas
168	-vorn	"black"	Only Dúnedain of the North	-harya	"armyman, warrior"	–III 1500	-(l)eth	unknown		Roper	Otho
169				-wini	"friend"		-mar	unknown		Rumble	Otto
170	**Orcs**									Sackville	Paladin
171	**1st and 2nd Elements – D32 + 171**	**Approximate Meaning**	**Notes**	**2nd Element (Female) – D2 + 171**			**2nd Element (Male) – D22 + 171**	**Approximate Meaning**		Sandyman	Peregrin "Pippin"
172	a	unknown	Not applicable as 2nd element	-mavi	"maiden"		-bar	"man (male)"		Smallburrow	Perry
173	bag	"torture"		-wini	"friend"		-bor	"rock, stone"		Took	Polo
174	bol	unknown					-dad	"dog"		Twofoot	Ponto
175	búb	"dung"					-dan	unknown		Whitfoot	Porto
176	bug	unknown					-dang	unknown			Posco
177	dog	unknown					-hir	unknown		**First Name (Male)[1]**	Reginard
178	duf	unknown					-hend	unknown		Willie	Robin "Cock-robin"
179	dug	unknown					-huin	unknown			Rollo
180	dush	unknown					-las	unknown		**Surname – D6 + 180[1]**	Rorimac "Rory"
181	gash	"fire"					-lin	unknown		Banks	Rudigar
182	glob	"filth"					-luin	unknown		Brockhouse	Rudibert
183	gor	unknown					-gil	unknown		Longholes	Rudolph
184	grish	unknown					-long	unknown		Sandheaver	Rufus

[1] Only if Place of Abode is in the Bree-land

4.20. NAME

No.	Element	Meaning	Note	Suffix	Meaning	Nickname or Title	Name
185	gul	"phantom, shadow of dark magic, necromancer, (evil) spirit"		-mar	unknown	Tunnelly	Sadoc
186	hosh	"heap"		-mir	unknown	Underhill	Samwise "Sam"
187	húr	unknown		-nach	unknown		Sancho
188	lag	unknown		-roth	unknown	**Nickname or Title – D13 + 188**	Saradas
189	lug	"fortress, lock-up, prison"		-ru	unknown	"Muddy-feet"	Saradoc
190	lúk	unknown		-thor	unknown	"the greenhanded" (specially for Gardener)	Seredic
191	mau	unknown	Not applicable as 2nd element	-ufin	unknown	"the Fair" (specially for Female)	Sigismond
192	muz	unknown		-uin	unknown	"Nibs"	Ted
193	nákh	unknown		-vorin	unknown	"Deepdelver"	Theobald
194	push	"to stink"		-vorin	unknown	"Gaffer" (specially for old Chars)	Tobold "Toby"
195	rad	unknown				"Roper"	Togo
196	rat	unknown				"Proudneck"	Tolman "Tom"
197	ronk	unknown				"Masterful"	Tosto
198	shag	unknown				"the Magnificent"	Uffo
199	shar	"old"				"the Fat"	Vigo
200	thak	unknown				"Jolly"	Wilcome "Will"
201	uf	unknown				"the Winkle"	Wilibald
202	ug	unknown					Wilimar
203	zog	unknown					Will
204							Wiseman

4.21 Gamemaster Character and Object Creation (2014-05-27)

4.21.1 Gamemaster Character Creation (2020-06-07)

In order for the GM to determine a certain characteristic of a GMC, look it up in the table below and follow the instructions given in the third column. Most of the characteristics are determined in the same way as for PC's, but this has been simplified for some, in order to make the process quicker. The second column gives the prerequisite(s) for each characteristic: the characteristic(s) that need(s) to be determined before it is possible to determine resp. characteristic. The table can be used both when the GM quickly needs to create an GMC, or certain characteristics of an GMC, on-the-fly during gameplay, or when the GM needs to create GMCs for one or several Adventures he/she is prepairing.

Every individual GMC does not necessarily have to be created – using the table below, also an ***Average Character***, representing an average of any number of GMCs grouped together, can be created. For example, you can create a host of Elves of Greenwood/Mirkwood archers by creating one archer and then suppose that he/she represents the average Char in the host by deciding that there are 5000 "copies" of him/her. When the host takes part in a Action, this Average Char can then conveniently be used to represent a particular Char, see .

The GMC's characteristics are noted down on a Char Sheet. "GM" is noted down for "Player". If an Average Char has been created, a suitable denotation is noted down instead of a Name, and "(Avg. Char)" may be added.

It is often not necessary to note down all characteristics – by intuition, the GM decides which ones are (probably going to be) needed.

Characteristic	Prerequisite(s)	How to Determine
Attribute Level (except Siz L)	Approx. Age, approx. Birth Year, approx. Current Date, Gender, People/Creature Type, Social Class	D12 + At SL (see below) + Age Mod. ("young": +3, "of age": +4, "middle aged": ±0, "old": −3)[1] + Waning Mod. (see below) + Social Class Mod. (Lower Class: ±0, Middle Class: +2, Nobility: +6, Upper Class: +4) + Mod. for Female (Har L: −2, Str L: −3) + Fading of the Elves Mod. (only Elves of Greenwood/Mirkwood, see below)

- At SL: depends on People/Creature Type, see the table below.

People	Agi	Cha	Har	Hea	Psy	Sig	SoS	Str	Wit
Beornings	±0	−1	±0	±0	±0	±0	±0	+4	−1
Dwarves (Longbeards)	−1	−1	+4	±0	+4	−2	±0	+2	+1
Dwarves (others)	−1	−1	+4	±0	+4	−2	±0	+2	−1
Easterlings	−1	−1	+1	−1	−1	−1	−1	−1	−1
Elves of Greenwood/Mirkwood	+5	+5	+5	+9	−1	+20	+15	+1	+5
Hobbits (Fallohides)	+3	−1	+1	+4	+3	+4	±0	−3	−1
Hobbits (Harfoots)	+4	−2	+1	+4	+3	+4	±0	−3	−1
Hobbits (Stoors)	+2	−2	+1	+4	+3	+4	±0	−3	−1
Orcs	−2	−3	+3	−2	−2	−2	+20	−1	−2
Rohirrim/Éothéod/Northmen	±0	±0	±0	±0	±0	+3	±0	+1	+2
Woodmen	±0	±0	±0	±0	±0	±0	±0	±0	±0
Creature Type									
Eagles of the Misty Mountains	−4	−2	+2	±30	+3	+25	−3	+30	−1
Horses	−3	−3	±0	+25	−3	−2	+25	+30	−4
Spiders of Mirkwood[2]	±0	−3	+4	−3	−3	−3	+5[3]	−3	−3

- Waning Mod.: 1 for every approximate millennium (every centennium during YT) from the GMC's Birth Year until III 3018. See exact table in .
- Fading of the Elves Mod.: −1 for every other millennial year (III 3000, III 1000 etc., though every other centennial year during YT) from the GMC's Birth Year and onward

Birthday	–	According to
Family	–	According to
Friends and Acquaintances	–	Roll D20 for each category (Close Friends, Friends, Acquaintances) to determine the resp. number of each.

D20			Number
Close Friends	Friends	Acquaintances	
1−9	1−2	1	0
10−15	3−4	2−3	1
16−20	5−10	4−7	D6
	11−17	8−15	D10
	18−20	16−20	D100

(2012-12-13)

Characteristic	Prerequisite(s)	How to Determine
Gender	–	Choose from or roll on the following table:

People

Dwarves – D3	Others – D2	Gender
1	1	Female
2–3	2	Male

(2020-04-16)

Characteristic	Prerequisite(s)	How to Determine
Handedness	Gender, People/Creature Type	According to the following table:[1]

D100

Female	Male	Handedness
1–87	1–85	Right
88–98	86–98	Left
99	99	Mixed-handed[2]
100	100	Ambidextrous[3]

Characteristic	Prerequisite(s)	How to Determine
Height	People/Creature Type, Siz L	According to section 4.18 Height and Weight, p. 132.
Marital Status[4]	People/Creature Type	According to the following table:

D4	Marital Status
1	Unattached
2	Attached and unmarried
3–4	Attached and married

Characteristic	Prerequisite(s)	How to Determine
Name	Gender, People, (Age), (Social Class)	According to section 4.20 Name, p. 133
Need for Sleep	People/Creature Type	According to the following table:

People/Creature Type	Need for Sleep, Hours per 24 Hours
Eagles of the Misty Mountains	12
Elves of Greenwood/Mirkwood	6[5]
Horses	1 (3 if sleeping while standing)
Spiders of Mirkwood	12
Others	8

Characteristic	Prerequisite(s)	How to Determine
Number of Children	People/Creature Type	According to the following table:

Marital Status	Number of Children
Unattached	0
Attached and unmarried	0[6]
Attached and married	D6−2[7]

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[4] Horses, Orcs and Spiders of Mirkwood do not marry; they are always unmarried.

Characteristic	Prerequisite(s)	How to Determine
Place of Abode	People/Creature Type, (Current Year)	According to section 4.10 Place of Abode, p. 122
Personality Trait Level	Gender, People/Creature Type	D16 + 1 + PT SL (depends on People/Creature Type, see below)

Personality Trait SLs

People

People	Foo L	Dil L	Goo L	Gre L	Pri L	LfP L
Beornings	+3	±0	+2	−1	+1	−1
Dwarves (Longbeards)	+3	+2	+2	+5	+3	±0
Dwarves (others)	+3	+2	+1	+5	+1	±0
Easterlings	+4	±0	−2	+2	+2	+3
Elves of Greenwood/Mirkwood	−2	−2	+3	+3	±0	±0
Hobbits (Fallohides)	−3	−2	+6	−3	−3	−4
Hobbits (Harfoots)	−5	−2	+6	−3	−3	−5
Hobbits (Stoors)	−5	−2	+5	−3	−3	−5
Orcs	−4	−2	−3	+3	−2	+2
Rohirrim/Éothéod/Northmen	+3	±0	+2	−3	+3	±0
Woodmen	+3	±0	+3	±0	±0	±0

Creature Type

Creature Type	Foo L	Dil L	Goo L	Gre L	Pri L	LfP L
Eagles of the Misty Mountains	±0	−2	+4	−2	+3	−2
Horses	−6	±0	±0	±0	+2	±0
Spiders of Mirkwood	+2	±0	−3	+2	+4	+1

Characteristic	Prerequisite(s)	How to Determine
Sense Level	Approx. Age, approx. Birth Year, approx. Current Date, Gender, People/Creature Type, Social Class	D12 + Se SL (see below) + Age Mod. ("young": +1, "of age": +2, "middle aged": −2, "old": −5)[1] + Waning Mod. (see below) + Social Class Mod. (Lower Class: ±0, Middle Class: +2, Nobility: +6, Upper Class: +4) + Fading of the Elves Mod. (only Elves of Greenwood/Mirkwood, see below)

- Se SL: depends on People/Creature Type, see the table below.

People	Agi	Cha	Har	Hea	Psy	Sig	SoS	Str	Wit
Beornings	±0	−1	±0	±0	±0	±0	±0	+4	−1
Dwarves (Longbeards)	−1	−1	+4	±0	+4	−2	±0	+2	+1
Dwarves (others)	−1	−1	+4	±0	+4	−2	±0	+2	−1
Easterlings	−1	−1	+1	−1	−1	−1	−1	−1	−1
Elves of Greenwood/Mirkwood	+5	+5	+5	+9	−1	+20	+15	+1	+5
Hobbits (Fallohides)	+3	−1	+1	+4	+3	+4	±0	−3	−1
Hobbits (Harfoots)	+4	−2	+1	+4	+3	+4	±0	−3	−1
Hobbits (Stoors)	+2	−2	+1	+4	+3	+4	±0	−3	−1
Orcs	−2	−3	+3	−2	−2	−2	+20	−1	−2
Rohirrim/Éothéod/Northmen	±0	±0	±0	±0	±0	+3	±0	+1	+2
Woodmen	±0	±0	±0	±0	±0	±0	±0	±0	±0

Creature Type	Agi	Cha	Har	Hea	Psy	Sig	SoS	Str	Wit
Eagles of the Misty Mountains	−4	−2	+2	±30	+3	+25	−3	+30	−1
Horses	−3	−3	±0	+25	−3	−2	+25	+30	−4
Spiders of Mirkwood[2]	±0	−3	+4	−3	−3	−3	+5[3]	−3	−3

- Waning Mod.: 1 for every approximate millennium (every centennium during YT) from the GMC's Birth Year until III 3018. See exact table in section 4.5 Waning, p. 119.
- Fading of the Elves Mod.: −1 for every other millennial year (III 3000, III 1000 etc., though every other centennial year during YT) from the GMC's Birth Year and onward

Characteristic	Prerequisite(s)	How to Determine
Siz L	Approx. Age, Gender, People/Creature Type, Social Class	Siz BL + Siz SL • Siz BL: D12 + Age Mod. ("young": +3, "of age", "middle aged" or "old": +4) + Social Class Mod. (Lower Class: ±0, Middle Class: +2, Nobility: +6, Upper Class: +4) − 4 (If Gender is Female) • Siz SL: depends on People/Creature Type and Siz BL, see the table below.

Siz SLs

Siz BL	Beornings	Dwarves	Easterlings	Elves of Greenwood/Mirkwood/Rohirrim/Éothéod/Northmen	Hobbit (Fallohides, Stoors)	Hobbit (Harfoot)/Spiders of Mirkwood	Eagles of the Misty Mountains, Horses	Orcs	Woodmen
3	+15	+5	+9	+11	+4	+3	+23	+5	+10
4	+15	+4	+9	+11	+3	+3	+23	+4	+10
5	+14	+4	+8	+10	+3	+2	+23	+3	+9
6	+14	+4	+8	+10	+2	+2	+23	+3	+9
7	+13	+4	+7	+9	+1	+1	+23	+3	+8
8	+13	+4	+7	+9	+1	±0	+23	+3	+8
9	+12	+4	+6	+8	±0	±0	+23	+3	+7
10	+12	+3	+5	+7	−1	−1	+23	+3	+6
11	+11	+3	+5	+7	−2	−2	+23	+3	+6
12	+11	+2	+4	+6	−2	−3	+22	+2	+5
13	+10	+1	+3	+5	−3	−3	+22	+1	+4
14	+10	±0	+2	+4	−4	−4	+22	+1	+3
15	+9	−1	+1	+3	−5	−5	+22	+1	+2
16	+8	−2	+1	+3	−5	−6	+22	+1	+2
17	+7	−3	+1	+3	−6	−6	+22	+1	+2
18	+6	−4	+1	+3	−7	−7	+22	+1	+2
19	+5	−5	+1	+3	−7	−8	+22	+1	+2
20	+4	−6	±0	+2	−8	−8	+22	+1	+1
21	+3	−7	±0	+2	−9	−9	+22	+1	+1
22	+3	−7	±0	+2	−9	−10	+22	+1	+1

Characteristic	Prerequisite(s)	How to Determine
Skill Level	Approx. Age, Gender, Occupation, People/ Creature Type, Social Class	• Check your GMC's XL Limit for the Skill in section 7.2 Experience in Everyday Life, p. 200.[1] • If the Skill is a Lore Skill (**not** listed in the table in section 7.1 Skill Levels, p. 199): XL Limit + 1 − D20 (if the Skill is available, otherwise 0). • If the Skill is a Talent Skill (listed in the table in section 7.1 Skill Levels, p. 199): XL Limit (if the Skill is available, otherwise 0) + Age Mod. ("young": −8, "of age": −6, "middle aged": −8, "old": −11)[2] + D16. Minimum is 3.

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[1] If the Char has a Creature Type rather than a People, the Occupation term is always +5 if the Skill is a Lore Skill (**not** listed in the table in section 7.1 Skill Levels, p. 199) and and always +2 if the Skill is a Talent one (it is listed in that table).

[2] If the GMC's People/Creature Type is Elves of Greenwood/Mirkwood or Spiders of Mirkwood, only "young" and "of age" are available.

Characteristic	Prerequisite(s)	How to Determine
Social Class	People/Creature Type	Choose from or roll on the following table:
Weight	Siz L	According to section 4.18 Height and Weight, p. 132.

D10	Social Class
1 – 4	Lower Class
5 – 7	Middle Class
8 – 9	Upper Class
10	Nobility[1]

(2020-08-25)

4.21.2   Object Creation (2020-04-28)

The Siz L of any Body Area of any Char is counted as 3. In general, **an Obj's Siz L can be calculated as** (round to nearest integer):

> ([length in yards or meters] + [height in yards or meters] + [width in yards or meters]) x 7

A Pr L of an Obj is always decided directly by the GM. For this he/she may use the tables in chapter 3 Actions, p. 25 as a guideline.

In a similar way as for GMCs, an Ob's Siz L or Pr L can be supposed to represent the average for multiple similar Objs (for example the average sturdiness of many doors), and thus an ***Average Object*** can be created.

Chapter 5

Goods, Items and Services <small>(2020-07-30)</small>

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"'Look, my friends!' [Aragorn] called. 'Here's a pretty hobbit-skin to wrap an elven-princeling in! If it were known that hobbits had such hides, all the hunters of Middle-earth would be riding to the Shire.'

'And all the arrows of all the hunters in the world would be in vain,' said Gimli, gazing at the mail in wonder. 'It is a mithril-coat. Mithril! I have never seen or heard tell of one so fair. Is this the coat that Gandalf spoke of? Then he undervalued it.'"

– *The Lord of the Rings*, "Lothlórien"

Below (see section 5.8 Tables of Goods, Items and Services, p. 157) are listed a number of goods, items and services for various purposes, as well as their prices, weights and/or volumes and other characteristics. Some goods and items have special characteristics that provide certain Property Ls amongst other things; the characteristics are given in the Characteristics column. If an item is listed as a plural, such as Boots, the characteristics given apply to them as a whole. The table also mentions even some magical goods and items, mostly of Elvish origin, which existed in the distant past.

5.1 Money

Arda Marred takes place in ancient times when currency and the monetary system were not very well developed. Here are, however, the monetary units available as well as their relative values:

4	Copper Farthings (cf)	=	1	Copper Penny (cd)					
100	Copper Pennies (cd)	=	1	Silver Penny (sd)					
4	Silver Pennies (sd)	=	1	Silver Piece (spc)	=	1	Gold Penny (gd)		
4	Gold Pennies (gd)	=	1	Gold Piece (gpc)					

So: 1 gpc = 4 gd = 4 spcs = 16 sd = 1600 cd = 6400 cf.

5.2 Availability (2020-12-28)

Prices and whether the items are available at all vary greatly depending on the environment in which the acquisition is to be made. Every location where it is possible for Characters to make purchases is in a certain kind of *Environment*: Cities, Towns, or Villages/Rural, and an Environment is also listed for each item in the tables below. "All" is the default and means that the goods, item or service in question have all three (Cities, Towns, Villages/Rural) as Availability at once.

When a Participant wants to have his/her Char make a purchase **in Everyday Life** (see chapter 6 Timing, p. 189), the desired goods or item will always be available, for the Price[1] given in the tables below, except for those that are only available in a certain Area/Community.

If, however, a Participant wants to have his/her Char buy an item **during an Adventure**, and the Area/Community where the Char is located in at the moment allows it, the GM should decide what kind of Environment the Char is located in, and then D10 is rolled and the following table is used to determine whether the goods or item are available and if so, for what percentage of the Price[1] given in the tables (the price can also still be modified by the quality of the item(s) and random variety, see section 5.3 Quality, p. 155 and section 5.4 Random Prices, p. 155 below).

"Distance" between Char and Item's Environments	D10 Result Required to be Available	% of Price given
0 (the same)	1 – 9	100
1	1 – 6	150
2	1 – 3	200

(2020-12-28)

If multiple copies of an item are to be purchased, determine whether all of them are available at once, not whether each of them is available.

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[1] See the column Price.

5.3   Quality (2020-12-28)

The quality of the items can also vary, ie. their Quality Ls. An item of average quality has a Quality L of 0 and the information and values given in the tables below apply to such items unless otherwise stated, but items with a different Quality L ranging from −5 to 5 can be bought. If an item is associated with any Property L (these are mentioned in the tables below), such as Con L or Weapon L, the **final** Pr L will be [Pr L + Quality L]. **Note!** If the item has a Darkness L, the final one will be [Darkness L − Quality L] and the final range will also be [range + Quality L]). Also, these Property Ls are **not** affected by the Quality L:

- Heating Ls

- Footwear Ls

- Riding Footwear Ls

- Walking Stick L

Items with a high Quality L are usually also more decorated and thus suit Chars of a high Social Class. **If an item's Quality L is 1 or higher**, multiply its price by (Quality L + 1). **If its Quality L is −1 or lower**, divide its price by −[Quality L] + 1 (first take into account the effect of the item's availability on its price, see section 5.2 Availability, p. 154 above). Round to nearest integer within the used monetary unit. See the Price column in the tables below for default prices. However, the price can also still be modified by random variety, see section 5.4 Random Prices, p. 155 below.

5.4   Random Prices (2020-12-28)

If one or more items of the same kind are purchased **during an Adventure**, the price may somewhat vary randomly in addition to being affected by the item's availability and quality (see section 5.3 Quality, p. 155 and section 5.4 Random Prices, p. 155 above), so the already established price per piece changes (furthermore) by (D6 − D6) × 10 % (round to nearest integer within the used monetary unit). See the Price column in the tables below for default prices.

5.5   Negligible Weights (2017-12-10)

If "−" is specified as the Weight[1] for an item, the Weight is negligible at least as long as it only concerns one (1) copy of the item in question. If the number is, say, 100, the GM must use his/her common sense.

5.6   Condition (2020-12-28)

Many items have a certain Condition L (Con L) that signifies how fresh, sturdy and robust it is and how much wear and use it can take before it breaks. An item's Con L decreases normally by 1 every year and when it reaches 0, the item breaks and can no longer be used. **Note!** When an item's Con L decreases, its Quality L or any other Pr Ls do **not** decrease (though Quality L affects Con L and any other Pr Ls, see section 5.3 Quality, p. 155). Also, when an item with a Con L of 1 is used in an Action, there is a risk that it will break; this is explained further in chapter 3 Actions, p. 25.

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[1] See the Weight columns.

5.7 Size (2020-08-19)

Unless otherwise stated in the Characteristics columns in the tables below, every piece of **clothing** and **armour** fits only a certain Siz Tier and can only be worn by Chars with the correct Siz Tier. The weights given apply to clothing and armour that fits **Siz Tier 3**; in order to determine the weight of a piece of clothing or armour for a different Siz Tier, multiply the weight given by (Siz Tier / 3). Round up to the nearest tenth. Note down on your Char Sheet which Siz Tier each piece of your Char's clothing and armour fits.

5.8 Tables of Goods, Items and Services ₍₂₀₁₄₋₀₈₋₁₀₎

5.8.1 Clothing[1] (2020-06-13)

		Price	Price (cd)	Weight (lbs)	Weight (kg)	Environment	Production Time	Characteristics
	Riding **boots**	1 sd 20 cd	120 cd	3	1.5	towns	5 days	Heating L: 1 for Feet. Wearing a pair causes Footwear L: $1^2/2^3$ and Riding Footwear L: 0. Con L: 9
	Brass **buckle**	25 cd	25 cd	–	–	all	2 days	Fits all Siz Tiers
	Copper **buckle**	3 cd	3 cd	–	–	all	2 days	Fits all Siz Tiers
	Gold **buckle**	6 gpcs	9,600 cd	–	–	all	5 days	Fits all Siz Tiers
	Iron **buckle**	2 cf	0.5 cd	–	–	all	2 days	Fits all Siz Tiers
	Silver **buckle**	2 spcs	800 cd	–	–	all	5 days	Fits all Siz Tiers
	Hooded **cloak**	60 cd	60 cd	3.5	1.6	all	1 day	Heating L: 2 for all Body Areas except Feet and Lower Legs
	Coat	1 sd	100 cd	3.3	1.5	all	2 days	Heating L: 2 for Hands, Arms, Trunk
	Coif	15 cd	15 cd	0.5	0.2	all	1 day	Heating L: 1 for Head
	Girdle	50 cd	50 cd	2	0.9	all	2 days	
	Gloves	20 cd	20 cd	0.4	0.2	all	1 day	Heating L: 1 for Hands
	Hood	15 cd	15 cd	1	0.5	all	1 day	Heating L: 1 for Head
	Pattens	30 cd	30 cd	2	1	all	2 days	Wearing a pair causes Footwear L: $2^2/1^3$ and Riding Footwear L: 1. Con L: 10

[1] For armour, see subsubsection 5.8.2.2 Armour, p. 167 below.
[2] On paved and unpaved roads, paths, grass and pasture
[3] On other types of terrain

		Price	Price (cd)	Weight (lbs)	Weight (kg)	Environment	Production Time	Characteristics
	Large belt **pouch**	1 cd	1 cd	–	–	all	1 day	Fits all Siz Tiers. Holds up to 1,000 coins
	Small belt **pouch**	2 cf	0.5 cd	–	–	all	1 day	Fits all Siz Tiers. Holds up to 500 coins
	Shoes	30 cd	30 cd	1	0.4	all	1 day	Wearing a pair causes Footwear L: $0^2/2^3$ and Riding Footwear L: 1. Con L: 8

5.8.1.1 Clothing for Men (2020-06-12)

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Description	Environment	Area/Community	Production Time	Characteristics
Lower Class Pack	75 cd	75 cd			Pack of clothes usually worn by Lower Class Chars, listed below	all			
Boots	25 cd	25 cd	4	2		all		2 days	Quality L: −1. Heating L: 1 for Feet. Wearing a pair causes Footwear L: 1 and Riding Footwear L: 1. Con L: 8
Cloak	25 cd	25 cd	3	1.5		all		1 day	Quality L: −1. Heating L: 2 for Arms, Hands, Upper Legs, Trunk

		Price	Price (cd)	Weight (lbs)	Weight (kg)	Description	Environment	Area/Community	Production Time	Characteristics
	Leggings	13 cd	13 cd	1	0.5	Footed tights	all		1 day	Quality L: −1. Heating L: 1 for Feet and Legs
	Shirt	8 cd	8 cd	1	0.5		all		2 days	Quality L: −1
	Tunic	10 cd	10 cd	2	1		all		1 day	Quality L: −1. Heating L: 1 for Lower and Upper Arms, Trunk
	Middle Class Pack	1 sd 50 cd	150 cd			Pack of clothes usually worn by Middle Class Chars, listed below	towns			
	Boots	50 cd	50 cd	4	2		all		2 days	Heating L: 1 for Feet. Wearing a pair causes Footwear L: 1 and Riding Footwear L: 1. Con L: 9
	Breeches	25 cd	25 cd	1	0.5	Knee-length trousers	all		1 day	Heating L: 1 for Upper Legs
	Cloak	50 cd	50 cd	3	1.5		all		1 day	Heating L: 2 for Arms, Hands, Upper Legs, Trunk

		Price	Price (cd)	Weight (lbs)	Weight (kg)	Description	Environment	Area/Community	Production Time	Characteristics
	Shirt	15 cd	15 cd	1	0.5		all		2 days	
	Tunic	20 cd	20 cd	2	1		all		1 day	Heating L: 1 for Lower and Upper Arms, Trunk
	Upper Class Pack	3 sd	300 cd			Pack of clothes usually worn by Upper Class Chars, listed below	towns			
	Boots	1 sd	100 cd	4	2		towns		2 days	Quality L: 1. Heating L: 1 for Feet. Wearing a pair causes Footwear L: 1 and Riding Footwear L: 1. Con L: 10
	Breeches	50 cd	50 cd	1	0.5	Knee-length trousers	all		1 day	Quality L: 1. Heating L: 1 for Upper Legs
	Cloak	1 sd	100 cd	3	1.5		all		1 day	Quality L: 1. Heating L: 2 for Arms, Hands, Upper Legs, Trunk
	Shirt	30 cd	30 cd	1	0.5		all		2 days	Quality L: 1

		Price	Price (cd)	Weight (lbs)	Weight (kg)	Description	Environment	Area/Community	Production Time	Characteristics
	Tunic	40 cd	40 cd	2	1		all		1 day	Quality L: 1. Heating L: 1 for Lower and Upper Arms, Trunk.
	Nobility Pack	5 sd	500 cd			Pack of clothes usually worn by Nobility Chars, listed below	towns			
	Boots	1 sd 50 cd	150 cd	4	2		towns		2 days	Quality L: 2. Heating L: 1 for Feet. Wearing a pair causes Footwear L: 1 and Riding Footwear L: 1. Con L: 11
	Breeches	75 cd	75 cd	1	0.5	Knee-length trousers	all		1 day	Quality L: 2. Heating L: 1 for Upper Legs
	Cloak	1 sd 50 cd	150 cd	3	1.5		all		1 day	Quality L: 2. Heating L: 2 for Arms, Hands, Upper Legs, Trunk
	Shirt	45 cd	45 cd	1	0.5		all		2 days	Quality L: 2

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Description	Environment	Area/Community	Production Time	Characteristics
Surcoat	1 sd 50 cd	150 cd	2	1	Sleeveless garment worn often over armour, bearing heraldic arms	all		1 day	Quality L: 2. Heating L: 1 for Upper Legs, Trunk
Other									
Apron	4 cd	4 cd	1	0.5		all		2 days	
Baldric	8 cd	8 cd	1.5	0.7	Belt worn over the shoulder	all		3 days	Fits all Siz Tiers. Provides better support for a scabbard
Belt	5 cd	5 cd	0.5	0.2		all		1 day	Fits all Siz Tiers
Sword**belt**	7 cd	7 cd	1	0.5		all		2 days	Fits all Siz Tiers
Hat	30 cd	30 cd	0.2	0.1		all		1 day	Heating L: 1 for Head
Slipper	8 cd	8 cd	0.2	0.1		towns	Bree-land	12 hours	
Vest	20 cd	20 cd	1	0.5		all		1 day	Heating L: 1 for Trunk

5.8.1.2   Clothing for Women (2020-06-12)

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Description	Environ-ment	Production Time	Characteristics
Lower Class Pack	1 sd	100 cd			Pack of clothes usually worn by Lower Class Chars, listed below	all		
Cloak	25 cd	25 cd	3.5	1.6		all	1 day	Quality L: −1. Heating L: 2 for Arms, Hands, Legs, Trunk
Dress	40 cd	40 cd	1.5	0.7		all	2 days	Quality L: −1
Garters	3 cd	3 cd	0.6	0.3		all	1 day	Quality L: −1
Shift	25 cd	25 cd	1.5	0.7		towns	2 days	Quality L: −1. Heating L: 1 for Arms, Trunk
Shoes	15 cd	15 cd	1	0.4		all	1 day	Quality L: −1. Wearing a pair causes Footwear L: 0[1]/2[2] and Riding Footwear L: 1. Con L: 7
Stockings	3 cd	3 cd	0.6	0.3		all	1 day	Quality L: −1. Heating L: 1 for Legs
Middle Class Pack	2 sd	200 cd			Pack of clothes usually worn by Middle Class Chars, listed below	all		
Cloak	50 cd	50 cd	3.5	1.6		all	1 day	Heating L: 2 for Arms, Hands, Legs, Trunk

[1] On paved and unpaved roads, paths, grass and pasture
[2] On other types of terrain

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Description	Environment	Production Time	Characteristics
Dress	80 cd	80 cd	1.5	0.7		all	2 days	
Garters	6 cd	6 cd	0.6	0.3		all	1 day	
Shift	50 cd	50 cd	1.5	0.7		towns	2 days	Heating L: 1 for Arms, Trunk
Shoes	30 cd	30 cd	1	0.4		all	1 day	Wearing a pair causes Footwear L: 0^1/2^2 and Riding Footwear L: 1. Con L: 8
Stockings	6 cd	6 cd	0.6	0.3		all	1 day	Heating L: 1 for Legs
Upper Class Pack	4 sd	400 cd			Pack of clothes usually worn by Upper Class Chars, listed below	all		
Cloak	1 sd	100 cd	3.5	1.6		all	1 day	Quality L: 1. Heating L: 2 for Arms, Hands, Legs, Trunk
Dress	1 sd 60 cd	160 cd	1.5	0.7		all	2 days	Quality L: 1
Garters	12 cd	12 cd	0.6	0.3		all	1 day	Quality L: 1
Shift	1 sd	100 cd	1.5	0.7		towns	2 days	Quality L: 1. Heating L: 1 for Arms, Trunk
Shoes	60 cd	60 cd	1	0.4		all	1 day	Quality L: 1. Wearing a pair causes Footwear L: 0^1/2^2 and Riding Footwear L: 1. Con L: 9
Stockings	12 cd	12 cd	0.6	0.3		all	1 day	Quality L: 1. Heating L: 1 for Legs

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Description	Environment	Production Time	Characteristics
Nobility Pack	5 sd	500 cd			Pack of clothes usually worn by Nobility Chars, listed below	towns		
Caul	1 sd 20 cd	120 cd	0.5	0.2	Netted cap	all	1 day	Quality L: 2
Cloak	1 sd 50 cd	150 cd	3.5	1.6		all	1 day	Quality L: 2. Heating L: 2 for Arms, Hands, Legs, Trunk
Dress	2 sd 40 cd	240 cd	1.5	0.7		all	2 days	Quality L: 2
Garters	18 cd	18 cd	0.6	0.3		all	1 day	Quality L: 2
Shift	1 sd 50 cd	150 cd	1.5	0.7		towns	2 days	Quality L: 2. Heating L: 1 for Arms, Trunk
Shoes	90 cd	90 cd	1	0.4		all	1 day	Quality L: 2. Wearing a pair causes Footwear L: $0^1/2^2$ and Riding Footwear L: 1. Con L: 10
Stockings	18 cd	18 cd	0.6	0.3		all	1 day	Quality L: 2. Heating L: 1 for Legs
Other								
Headwraps	60 cd	60 cd	2	1		all	1 day	
Wimple	20 cd	20 cd	1	0.5		towns	1.5 days	Heating L: 1 for Head
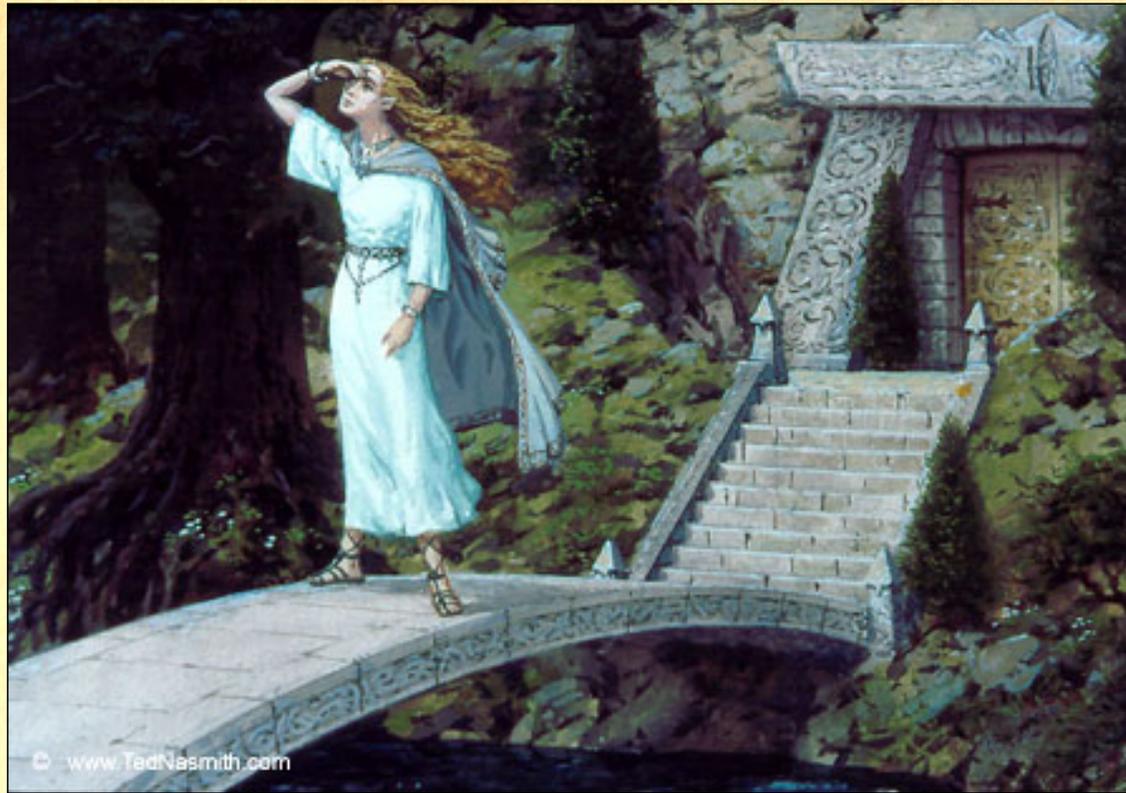
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5.8.2 Combat (2020-06-07)

5.8.2.1 Ammunition (2020-08-02)

	Price	Weight (lbs)	Weight (kg)	Volume/ Dimensions	Production Time	Carried in/ on/over	Harmfulness L
Heavy **arrows** (20 pieces)	20 cd	2 (0.1 per piece)	1 (0.5 per 10 pieces)	30 in (75 cm) per piece	1 day	Quiver	17
Light **arrows** (20 pieces)	15 cd	1 (0.5 per 10 pieces)	0.5	25 in (60 cm) per piece	1 day	Quiver	14
Clay sling**bullets** (3 pieces)	1 cd	0.2	0.1	1.4 in × 0.8 in (35 mm × 20 mm)	7 days	Bullet bag	2
Leaden sling**bullets** (3 pieces)	2 cd	0.2	0.1	1.4 in × 0.8 in (35 mm × 20 mm)	1 hour	Bullet bag	3

	Price	Price (cd)	Description	Weight (lbs)	Weight (kg)	Environment	Area/Community	Production Time	Body Area(s) protected	Armour L[1]	Con L
Mail **byrnie**	2 spc	800 cd	Short-sleeved, waist-length	12	6	towns		3 weeks	Trunk, Upper Arms	8	6
Scale **byrnie**	1 spc 2 sd	600 cd	Short-sleeved, waist-length	15	7	towns	Dwarven and Elven dwellings, Harad, Rhûn	3 weeks	Trunk, Upper Arms	9	6
Iron **cap**	1 sd 75 cd	175 cd	Protects the skull	1	0.5	towns		1.5 days	Head	4	6
Leather **cap**	75 cd	75 cd	Protects the skull	0.2	0.1	all		1 day	Head	3	3
Leather and iron **cap**	1 sd 25 cd	125 cd	Protects the skull	0.7	0.3	all		1.5 days	Head	4	4
Mail **corslet**	1 spc 2 sd	600 cd	Sleeveless, waist-length	9	4	towns		2 weeks	Trunk	8	6
Scale **corslet**	1 spc	400 cd	Sleeveless, waist-length	10	5	towns	Dwarven and Elven dwellings, Harad, Rhûn	2 weeks	Trunk	9	6
Steel **greave**[2]	2 sd 50 cd	250 cd	Armour for the shin	1	0.5	towns		2 days	Lower Leg	11	7
Mail **hauberk**	1 gpc	1600 cd	Long-sleeved, knee-length	20	10	towns		5 weeks	Lower Arms, Trunk, Upper Arms, Upper Legs	8	6
Iron **helmet**	2 sd	200 cd	Has cheek-guards	2	1	towns		1.5 days	Head	4	7

[2] Does not protect against attacks from behind

		Price	Price (cd)	Description	Weight (lbs)	Weight (kg)	Environment	Area/Community	Production Time	Body Area(s) protected	Armour L[1]	Con L
	Leather **jerkin**	50 cd	50 cd	Sleeveless, waist-length	4	2	all		1 day	Trunk	3	4
[1]	Iron **solleret**	2 sd 50 cd	250 cd	Armour for the foot	0.7	0.3	towns	Dwarven and Orcish dwellings	5 days	Feet	11	7
	Leather **vambrace**	50 cd	50 cd	Armour for the forearm	0.4	0.2	towns		1 day	Lower Arm	3	4
	Steel **vambrace**	2 sd	200 cd	Armour for the forearm	1	0.5	towns		2 days	Lower Arm	11	7

[1] From https://en.wikipedia.org/wiki/File:Sabatons_evolution_by_Wendelin_Boeheim.jpg

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"Sam hurried to the house. By the large round door at the top of the steps from the wide yard stood Mrs. Cotton and Rosie, and Nibs in front of them grasping a hay-fork.

'It's me!' shouted Sam as he trotted up. 'Sam Gamgee! So don't try prodding me, Nibs. Anyway, I've a mail-shirt on me.'

He jumped down from his pony and went up the steps. They stared at him in silence. 'Good evening, Mrs. Cotton!' he said. 'Hullo Rosie!'

'Hullo, Sam!' said Rosie. 'Where've you been? They said you were dead; but I've been expecting you since the spring. You haven't hurried have you?'"

– *The Lord of the Rings*, "The Scouring of the Shire"

5.8.2.3 Hand-to-Hand Combat Weapons (2021-01-07)

The column "Hand-to-Hand Combat Skill" lists the Hand-to-Hand Combat Skill used when a Char uses the weapon in question in the Action Hand-to-Hand Combat, see subsubsection 3.3.6.1 Hand-to-Hand Combat, p. 37.

		Price	Price (cd)	Weight (lbs)	Weight (kg)	Environment	Area/ Community	Production Time	Carried in/over	Hand-to-Hand Combat Skill	Weapon L	Harmfulness L	Con L
	Battle **axe**	1 spc	400 cd	3	1.5	all		1 day	Sword-belt	Axes	4	2	6
	Great battle **axe**	1 spc 2 sd	600 cd	5	2.5	all		2 days	Shoulder	Axes	7	3	6
	Great wooden **club**	50 cd	50 cd	4	2	all		1 day[1]	Shoulder	Clubs	6	3	6
	Wooden **club**	25 cd	25 cd	2	1	all		1 day[1]	Sword-belt	Clubs	3	0	6
	Dagger	1 sd 50 cd	150 cd	1	0.5	all		1 day	Dagger sheath	Knives	1	−3	6
	Falchion	3 sd	300 cd	2.5	1	towns		3 days	Falchion scabbard	Swords	4	0	8
	War**hammer**	2 spc	800 cd	3	1.5	towns	Mordor	2 days	Sword-belt	Clubs	4	4	7
	Javelin[2]	1 sd 50 cd	150 cd	2	1	all		1 day	Shoulder	Spears	8	1	6
	Knife	1 sd	100 cd	0.7	0.3	all		1 day	Knife sheath	Knives	0	−4	6
	Mace	2 sd	200 cd	3	1.5	towns	Mordor	2 days	Sword-belt	Clubs	3	3	8

[1] Can be made using the Action Crafting – Woodcarving, see subsection 3.3.7 Crafting Actions, p. 50.
[2] Can also be used as a ranged weapon, see subsubsection 5.8.2.4 Ranged Weapons, p. 174.

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Environ-ment	Area/ Community	Pro-duction Time	Carried in/over	Hand-to-Hand Combat Skill	Weapon L	Harm-fulness L	Con L
Great war **mattock**	2 spc	800 cd	6	3	towns	Dwarven dwellings	2 days	Shoulder	Clubs	6	5	6
Pike	2 spc	800 cd	6	3	towns	Isengard (III 2955−)	2.5 days	Shoulder	Spears	12	2	6
Scimitar	3 sd	300 cd	1.5	0.7	towns	Orc dwellings	3 days	Scimitar scabbard	Swords	2	0	8
Long **spear**	1 sd 20 cd	120 cd	4	2	all		1 day	Shoulder	Spears	11	2	6
Short **spear**	1 sd	100 cd	3	1.5	all		1 day	Shoulder	Spears	10	2	6
Quarter**staff**	2 cd 2 cf	2.5 cd	2	1	all		2 days	Hand	Quarter-staff	9	1	6
Sword	1 spc	400 cd	2.5	1	towns		3.5 days	Sword scabbard	Swords	5	−1	8
Short**sword**	3 sd 50 cd	350 cd	1.5	0.7	towns		2 days	Short-sword scabbard	Swords	3	−2	8

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"[Elrond] looked at the swords they had brought from the trolls' lair, and he said: 'These are not troll-make. They are old swords, very old swords of the High Elves of the West, my kin. They were made in Gondolin for the Goblin-wars. They must have come from a dragon's hoard or goblin plunder, for dragons and goblins destroyed that city many ages ago. This, Thorin, the runes name Orcrist, the Goblin-cleaver in the ancient tongue of Gondolin; it was a famous blade. This, Gandalf, was Glamdring, Foe-hammer that the king of Gondolin once wore. Keep them well!'"

– *The Hobbit*, "A Short Rest"

5.8.2.4 Ranged Weapons (2021-01-07)

The column "Action" lists the Action to be performed when a Char uses the weapon in question.

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Production Time	Carried in/on/over	Action	Weapon L	Harm-fulness L	Con L
Great **bow**	1 spc 2 sd	600 cd	2.5	1	10 days	Back over shoulder	Shooting a Bow	17	–	8
Short **bow**	3 sd	300 cd	1.5	0.7	3 days	Back over shoulder	Shooting a Bow	14	–	8
Small **bow**	1 sd	100 cd	1	0.5	2 days	Back over shoulder	Shooting a Bow	10	–	8
Javelin[1]	1 sd 50 cd	150 cd	2	1	1 day	Shoulder	Throwing	12	7	6
Sling	50 cd	50 cd	0.1	–	6 hours	Swordbelt	Slinging	3	–	7
Staff **sling**	1 sd	100 cd	3	1.5	2 days	Shoulder	Slinging	0	–	7

5.8.2.5 Shields (2021-01-08)

The column "Hand-to-Hand Combat Skill" lists the Hand-to-Hand Combat Skill used when a Char uses the shield in question in the Action Hand-to-Hand Combat, see subsubsection 3.3.6.1 Hand-to-Hand Combat, p. 37.

		Price	Price (cd)	Weight (lbs)	Weight (kg)	Environment	Production Time	Carried in/over	Hand-to-Hand Combat Skill	Weapon L	Con L
	Buckler	1 sd 50 cd	150 cd	1	0.5	towns	1 day	Baldric/Swordbelt	Shields	3	8
	Kite **shield**	3 sd	300 cd	3	1.5	towns	5 days	Back with guige over shoulder	Shields	7	5
	Round **shield**	2 sd	200 cd	2	1	towns	3 days	Back with guige over shoulder	Shields	5	4

[1] Can also be used as a hand-to-hand combat weapon, see subsubsection 5.8.2.3 Hand-to-Hand Combat Weapons, p. 171.

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Environment	Production Time	Carried in/over	Hand-to-Hand Combat Skill	Weapon L	Con L
Great round **shield**	3 sd	300 cd	5	2.5	towns	8 days	Back with guige over shoulder	Shields	9	5

5.8.2.6 Weapon Accessories (2020-04-06)

Item	Price	Weight (lbs)	Weight (kg)	Production Time	Carried in/over	Characteristics
Bullet **bag**	7 cd	0.5	0.2	1 day	Shoulder	Holds 10 bullets
Quiver	60 cd	1.5	0.7	1 day	Back over shoulder	Holds 20 arrows

5.8.3 Containers (2018-04-05)

Container	Price	Price (cd)	Weight (lbs)	Weight (kg)	Volume/Dimensions	Environment	Production Time
Amphora	10 cd	10 cd	25	10	10 gal (40 l)	towns	1 day
Barrel	2 sd	200 cd	50	25	200 l	all	3 days
Large **barrel**	1 spc	400 cd	125	60	400 l	towns	3 days
Small **barrel**	1 sd	100 cd	30	15	100 l	all	2 days
Tiny **barrel**	60 cd	60 cd	10	5	50 l	all	1.5 days
Large canvas **bucket**	1 sd 50 cd	150 cd	1	0.5	20 l	all	1 day

Container	Price	Price (cd)	Weight (lbs)	Weight (kg)	Volume/Dimensions	Environment	Production Time
Large leather **bucket**	25 cd	25 cd	2	1	20 l	all	1 day
Large wooden **bucket**	1 cd 2 cf	1.5 cd	4	2	20 l	all	1 day
Small canvas **bucket**	50 cd	50 cd	0.5	0.2	4 l	all	1 day
Small leather **bucket**	2 cd 2 cf	2.5 cd	1	0.5	4 l	all	1 day
Small wooden **bucket**	1 cd	1 cd	3	1.5	4 l	all	1 day
Wood and iron **chest**	2 sd	200 cd	30	15	0.5 m × 0.5 m × 0.6 m	towns	10 days
Wood and leather **chest**	1 sd	100 cd	20	10	0.5 m × 0.5 m × 0.6 m	towns	1 week
Large wood and iron **chest**	3 sd	300 cd	40	20	0.6 m × 0.6 m × 0.9 m	towns	2 weeks
Large wood and leather **chest**	1 sd 50 cd	150 cd	30	15	0.6 m × 0.6 m × 0.9 m	towns	10 days
Small wood and iron **chest**	1 sd 50 cd	150 cd	25	10	0.3 m × 0.3 m × 0.6 m	towns	1 week
Small wood and leather **chest**	50 cd	50 cd	15	7	0.3 m × 0.3 m × 0.6 m	towns	4 days
Pottery **crock**	2 cd	2 cd	4	2	20 l	all	12 hours
Glass **jar**	40 cd	40 cd	0.5	0.2	1 l	towns	6 hours
Potter **jar**	1 cf	0.25 cd	0.5	0.2	1 l	all	12 hours
Large glass **jar**	2 sd	200 cd	2	1	4 l	towns	6 hours
Large pottery **jar**	1 cd	1 cd	2	1	4 l	all	12 hours
Small glass **jar**	20 cd	20 cd	–	–	0.5 l	towns	6 hours
Small pottery **jar**	1 cf	0.25 cd	–	–	0.5 l	all	12 hours

5.8.4 Cooking and eating (2018-04-05)

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Volume	Environment	Production Time
Large wooden **bowl**	2 cf	0.5 cd	1	0.5	1 l	all	1 day

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Volume	Environment	Production Time
Small wooden **bowl**	1 cf	0.25 cd	0.4	0.2	0.5 l	all	1 day
Drinking **horn**	2 cd	2 cd	–	–	0.5 l	all	2 days

5.8.5 Food (2018-04-05)

5.8.5.1 Field rations (2018-04-05)

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Environment	Area/Community	Production Time	Characteristics
Jerked **beef**	1 cd	1 cd	1	0.5	rural		1 day	
Salted **beef**	10 cd	10 cd	1	0.5	towns		2 days	
Smoked **beef**	3 cd 2 cf	3.5 cd	1	0.5	rural		5 days	
Travel **biscuits**	1 cf	0.5 cd	5	2.5	all		2 hours	Will survive rough handling and temperature extremes and stay intact for years if kept dry. Made from flour and water and baked hard.
Black **bread**	3 cf	0.75 cd	5	2.5	all		2 hours	Simple rye bread with long keeping time.
Salted **butter**	7 cd 2 cf	7.5 cd	1	0.5	rural		1 hr	
Honey-**cake** of the Beornings	Cannot be purchased	Cannot be purchased	1	0.5	rural	Beorning dwellings	3 hours	When eaten, causes Thi L to **increase** by 1 and its weight counts as multiplied by 5. Can be eaten while performing the Actions Riding and Travelling (see subsection 3.3.29 Riding, p. 82 and subsection 3.3.38 Travelling, p. 91). Twice-baked, contains honey, is good to eat and keeps good a long time.

		Price	Price (cd)	Weight (lbs)	Weight (kg)	Environment	Area/Community	Production Time	Characteristics
	Dried **fish**	1 cf	0.75 cd	1	0.5	towns	Near water	4 days	
	Salted **fish**	1 cd	1 cd	1	0.5	towns	Near water	2 days	
	lembas/*coimas*	Cannot be purchased	Cannot be purchased	–	–	rural	Elven dwellings	5 hours	When eaten, causes Wear L to decrease by 10 and provides nourishment for 24 hours of hard work. Can be eaten while performing the Actions Riding and Travelling (see subsection 3.3.29 Riding, p. 82 and subsection 3.3.38 Travelling, p. 91).
	Salted **pork**	6 cd	6 cd	1	0.5	towns		2 days	
	Smoked **pork**	3 cd 2 cf	3.5 cd	1	0.5	rural		5 days	
	Smoked **salmon**	1 cd 2 cf	1.5 cd	1	0.5	towns	Near water	3 days	

5.8.5.2   Flour (2017-09-14)

		Price	Price (cd)	Weight (lbs)	Weight (kg)	Environment	Production Time
	Barley **flour**	5 cd	5 cd	30	15	all	1 day
	Oat **flour**	5 cd	5 cd	30	15	all	1 day
	Rye **flour**	4 cd	4 cd	30	15	all	1 day
	Wheat **flour**	7 cd 2 cf	7.5 cd	30	15	all	1 day

5.8.5.3 Herbs, spices and flavourings (2017-09-20)

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Environment	Production Time
Cloves	2 sd	200 cd	0.5	0.2	rural	2 hours
Garlic	50 cd	50 cd	0.5	0.2	rural	2 hours
Honey	5 gpc	8,000 cd	1	0.5	rural	1 day
Mint	30 cd	30 cd	0.5	0.2	rural	2 hours
Mustard seed	50 cd	50 cd	0.5	0.2	rural	2 hours
Nutmeg	2 sd	200 cd	0.5	0.2	rural	2 hours
Parsley	10 cd	10 cd	0.5	0.2	rural	2 hours
Pepper	10 gpc	16,000 cd	0.5	0.2	towns	2 days
Rosemary	3 sd	300 cd	0.5	0.2	rural	2 days
Saffron	3 gpc	4,800 cd	0.5	0.2	rural	2 days
Sage	10 gpc	16,000 cd	0.5	0.2	rural	2 days
Salt	25 cd	25 cd	1	0.5	towns	1 hour
Sugar	2 sd 50 cd	250 cd	1	0.5	cities	1 day
Thyme	7 cd	7 cd	0.5	0.2	rural	2 hours

5.8.5.4 Sea Food (2018-01-07)

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Environment	Production Time
Carp	2 cf	0.5 cd	2	1	towns	1 hour
Clams/crabs	1 cd	1 cd	2	1	towns	1 hour
Eel	2 cf	0.5 cd	2	1	towns	1 hour
Fresh river	2 cf	0.5 cd	2	1	rural	1 hour
Pickled **herring**	2 cf	0.5 cd	2	1	towns	1 hour
Salted **herring**	1 cd	1 cd	2	1	towns	1 hour
Pike	2 cf	0.5 cd	2	1	towns	1 hour
Shrimp	1 cd	1 cd	2	1	towns	1 hour

5.8.5.5 Vegetables (2014-08-08)

		Price	Price (cd)	Weight (lbs)	Weight (kg)	Environment	Production Time
	Dried **beans**	1 cd	1 cd	100	50	rural	3 days
	Fresh **beans**	1 cd 2 cf	1.5 cd	100	50	rural	1 hour
	Beets	2 cd	2 cd	100	50	rural	1 hour
	Cabbage	1 cd 2 cf	1.5 cd	100	50	rural	1 hour
	Carrots	1 cd 2 cf	1.5 cd	100	50	rural	1 hour
	Leeks	1 cd 2 cf	1.5 cd	100	50	rural	1 hour
	Lentils	1 cd	1 cd	100	50	rural	1 hour
	Lettuce	2 cd	2 cd	100	50	rural	1 hour
	Onions	1 cd	1 cd	100	50	rural	1 hour
	Parsnips	1 cd 2 cf	1.5 cd	100	50	rural	1 hour
	Fresh **peas**	1 cd	1 cd	100	50	rural	1 hour
	Radishes	1 cd 2 cf	1.5 cd	100	50	rural	1 hour
	Angelica **root**	2 cd 2 cf	2.5 cd	100	50	rural	1 hour
	Turnips	2 cd	2 cd	100	50	rural	1 hour

5.8.6 Musical Instruments (2018-01-07)

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Environment	Production Time
Drum	7 cd 2 cf	7.5 cd	5.5	2.5	all	4 days
Harp	1 spc	400 cd	9	4	towns	20 days

Large **harp**	2 spcs	800 cd	30	15	towns	35 days
Hunting **horn**	1 sd	100 cd	2	1	all	5 days
Lyre	1 spc 50 cd	450 cd	5	2.5	towns	16 days
Fanfare **trumpet**	3 sd	300 cd	4	2	towns	15 days
Violin	1 spc 3 sd	700 cd	3	1.5	towns	25 days

5.8.7 Outdoor Survival (2020-10-04)

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Volume/ Dimensions	Environment	Production Time	Characteristics
Canvas **backpack**	35 cd	35 cd	1	0.5	2 cu. ft (0.05 m³)	all	1 day	
Leather **backpack**	20 cd	20 cd	1.5	0.7	2 cu. ft (0.05 m³)	all	1 day	
Large canvas **backpack**	50 cd	50 cd	2	1	4 cu. ft (0.1 m³)	all	1 day	
Large leather **backpack**	35 cd	35 cd	3	1.5	3.5 cu. ft (0.1 m³)	all	1 day	
Small canvas **backpack**	25 cd	25 cd	0.7	0.3	1 cu. ft (0.03 m³)	all	1 day	
Small leather **backpack**	10 cd	10 cd	1	0.5	1 cu. ft (0.03 m³)	all	1 day	
Cloth and wood camp **bed**	2 spc	800 cd	15	7	3 ft × 6 ft (1 m × 2 m)	all	1 day	
Leather and wood camp **bed**	1 gpc	1,600 cd	25	10	3 ft × 6 ft (1 m × 2 m)	all	1 day	
Heavy **blanket**	15 cd	15 cd	6	3		all	1 day	Heating L: 2 for all Body Areas except Head

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Volume/ Dimensions	Environment	Production Time	Characteristics
Light **blanket**	5 cd	5 cd	2.5	1		all	1 day	Heating L: 1 for all Body Areas except Head
Saddle **blanket**	25 cd	25 cd	1	0.5		all	1 day	Saddle Blanket L: 0 (see subsubsection 3.3.3.3 Maximal Movement, p. 30 and subsection 3.3.38 Travelling, p. 91)
Tinder**box** (incl. tinder)	1 cd 2 cf	1.5 cd	0.1	–		towns	2 hours	Firelighting Tool L: 7 (together with Flint and steel, see below). Con L: 8. **Note! Area/Community:** Bree-land, Buckland and the Shire
Tallow **candle**	1 cf	1 cf	–	–		all	1 day	Darkness L: −1 (within 1 yard or metre), burns for 2 hours
Wax **candle**	50 cd	50 cd	–	–		towns	1 day	Darkness L: −2 (within 2 yards or metres), burns for 4 hours
Canteen	2 cd 2 cf	2.5 cd	0.5	0.2	2 pts (1 l)	rural	1 day	Holds 2 lbs (1 kg) of water
Large **canteen**	5 cd	5 cd	1	0.5	2 qt (2 l)	rural	1 day	Holds 4 lbs (2 kg) of water
Small **canteen**	1 cd 2 cf	1.5 cd	0.3	0.1	1 pt (0.5 l)	rural	1 day	Holds 1 lbs (0.5 kg) of water
Bow **drill**	25 cd	25 cd	1	0.5		all	1 day	Firelighting Tool L: 3. Con L: 6
Flint and steel	50 cd	50 cd	0.1	–		towns	1 day	Firelighting Tool L: 4. Con L: 9
Heavy sleeping **furs**	40 cd+	40 cd	15	7		all	10 days	Heating L: 4 for all Body Areas except Head
Light sleeping **furs**	25 cd+	25 cd	10	4.5		all	1 week	Heating L: 3 for all Body Areas except Head

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Volume/ Dimensions	Environment	Production Time	Characteristics
Canvas **hammock**	45 cd	45 cd	2	1	4 ft × 8 ft (1.25 m × 2.5 m)	all	1 day	
Leather **hammock**	30 cd	30 cd	3	1.5	4 ft × 8 ft (1.25 m × 2.5 m)	all	1 day	
Fish **hook and line**	1 cf	0.25 cd	25	10	25 yds or m	rural	1 day	
Horse	2 gpc	3,200 cd	Use GMC creation[1]	Use GMC creation[1]	Use GMC creation[1]	all		Use GMC creation[1]
Lamp	25 cd	25 cd	1	0.5	1 pt (0.5 l)	towns	1 day	Darkness L: −4 (within 4 yards or metres), requires lamp oil
Lantern	60 cd	60 cd	2	1	2 pts (1 l)	towns	1 day	Darkness L: −8 (within 8 yards or metres), requires lamp oil
Large fishing **net**	1 spc	400 cd	10	4.5	12 ft × 12 ft (3.5 m × 3.5 m)	all	5 days	
Small fishing **net**	2 sd 50 cd	250 cd	4	2	6 ft × 6 ft (2 m × 2 m)	all	3 days	
Lamp **oil**	5 cd	5 cd	0.5	0.2	1 pt (0.5 l)	towns	2 days	
Pavillion	3 gpc	4,800 cd	150	70	15 ft × 20 ft × 10 ft (5 m × 6 m × 3 m)	towns	30 days	Heating L: 1 for all Body Areas
Large **sack**	25 cd	25 cd	0.2	0.1	5 cu. ft (0.15 m³)	all	1 day	
Small **sack**	15 cd	15 cd	0.1	–	3 cu. ft (0.1 m³)	all	1 day	

[1] See subsection 4.21.1 Gamemaster Character Creation, p. 146.

		Price	Price (cd)	Weight (lbs)	Weight (kg)	Volume/ Dimensions	Environment	Production Time	Characteristics
	Large water**skin**	35 cd	35 cd	0.1	–	5 gals (20 l)	rural	2 days	Holds 40 lbs (20 kg) of water
	Small water**skin**	15 cd	15 cd	–	–	1 gal (4 l)	rural	2 days	Holds 8 lbs (4 kg) of water
	Walking **stick**	1 cd 2 cf	1.5 cd	1	0.5	5 ft (1.5 m)	all	2 days	Walking Stick L: 1 (used in the Action Travelling, in terrain other than paved or unpaved roads, paths, grass or pasture; see subsection 3.3.38 Travelling, p. 91). Can be enchanted by using the Action Magic – Finding and Returning (see subsubsection 3.3.21.2 Finding and Returning, p. 73). Con L: 6
	Large canvas **tent**	1 gpc 2 spc	2,400 cd	90	40	15 ft × 17 ft × 6 ft (4 m × 5 m × 2 m)	all	3 weeks	Heating L: 2 for all Body Areas, for 8 Chars
	Large leather **tent**	3 spc	1,200 cd	200	100	15 ft × 17 ft × 6 ft (4 m × 5 m × 2 m)	all	3 weeks	Heating L: 1 for all Body Areas, for 8 Chars
	Canvas **tent**	3 spc	1,200 cd	60	30	8 ft × 10 ft × 5 ft (2 m × 3 m × 1.5 m)	all	2 weeks	Heating L: 2 for all Body Areas, for 4 Chars
	Leather **tent**	2 spc	800 cd	120	50	8 ft × 10 ft × 5 ft (2 m × 3 m × 1.5 m)	all	2 weeks	Heating L: 1 for all Body Areas, for 4 Chars
	Small canvas **tent**	1 spc 2 sd	600 cd	45	20	5 ft × 6 ft × 4 ft (1.5 m × 2 m × 1 m)	all	10 days	Heating L: 2 for all Body Areas, for 2 Chars
	Small leather **tent**	3 sd 50 cd	350 cd	60	30	5 ft × 6 ft × 4 ft (1.5 m × 2 m × 1 m)	all	10 days	Heating L: 1 for all Body Areas, for 2 Chars
	Torch	1 cd	1 cd	1	0.5		all	5 minutes	Darkness L: −4 (within 4 yards or metres), Heating L: 1 for all Body Areas, burns for 2 hours
	Fish **trap**	15 cd	15 cd	1	0.5		all	2 hours	

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Volume/ Dimensions	Environment	Production Time	Characteristics
Balance	1 spc 2 sd	600 cd	10	5		towns	2 days	
Balance weights	1 sd	100 cd	5	2.5		towns	5 days	
Book covers	7 cd 2 cf	7.5 cd	6	3		towns	1 day	
Arcane **book**	15 gpc	24,000 cd	8–15	4–7		cities	3–6 months	Knowledge Base L: 15
Scholarly **book**	6 gpc	9,600 cd	8–15	4–7		cities	3–6 months	Knowledge Base L: 15. Various subjects
Religious **book**	3 gpc	4,800 cd	8–15	4–7		towns	3–6 months	Knowledge Base L: 15
Fine paint**brush**	2 cf	0.5 cd	0.1	–		towns	1 day	
Medium paint**brush**	1 cd	1 cd	0.1	–		towns	1 day	
Wide paint**brush**	10 cf	2.5 cd	0.1	–		towns	1 day	
Writing **brush**	2 cf	0.5 cd	–	–		towns	1 day	
Chalk (20 pcs)	1 cf	0.25 cd	0.1	–		all	2 days	
Counter boards	7 cd 2 cf	7.5 cd	5	2.5		towns	3 days	
Jettons (5 pcs)	1 cf	0.25 cd	–	–		towns	12 hours	
Hour**glass**	1 gpc 1 spc	2,000 cd	6	3		cities	6 days	
Minute**glass**	2 spc 2 sd	1,000 cd	1.5	0.7		cities	6 days	
Bindery **glue**	1 cd 2 cf	1.5 cd	–	–	1 pt (0.5 l)	towns	2 days	
Black **ink**	7 cd 2 cf	7.5 cd	–	–	1 pt (0.5 l)	towns	2 days	
Coloured **ink**	75 cd	75 cd	–	–	1 pt (0.5 l)	towns	2 days	
Horn **inkwell**	3 cd	3 cd	–	–	1 pt (0.5 l)	towns	3 days	
Silver **inkwell**	1 spc 1 sd	500 cd	–	–	1 pt (0.5 l)	towns	5 days	
Tin **inkwell**	50 cd	50 cd	–	–	1 pt (0.5 l)	towns	5 days	

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Volume/ Dimensions	Environment	Production Time	Characteristics
Gold **leaf**	1 sd 25 cd	125 cd	–	–	6 in × 6 in (0.15 m × 0.15 m)	cities	7 days	
Paint	3 cd 2 cf	3.5 cd	–	–	1 pt (0.5 l)	towns	2 days	
Quill	4 cd	4 cd	–	–		towns	1 hour	
Sealing **ribbon**	25 cd	25 cd	–	–	8 in (0.20 m)	cities	1 day	
Papyrus **scrolls**	5 gpc	8,000 cd	1.5	0.7		cities	1–2 months	Various subjects
Parchment **scrolls**	3 gpc	4,800 cd	3	1.5		cities	1–2 months	Various subjects
Personal bronze **seal**	40 cd	40 cd	0.5	0.2		cities	8 days	
Personal gold **seal**	15 gpc	24,000 cd	0.5	0.2		cities	10 days	
Personal silver **seal**	1 gpc	1,600 cd	0.5	0.2		cities	8 days	
Paper **sheet**	45 cd	45 cd	–	–	30 in × 40 in (0.75 m × 1 m)	towns	2 weeks	
Parchment **sheet**	30 cd	30 cd	–	–	30 in × 40 in (0.75 m × 1 m)	towns	3 weeks	
Vellum **sheet**	40 cd	40 cd	–	–	30 in × 40 in (0.75 m × 1 m)	towns	7 days	
Stylus	1 cf	0.25 cd	0.3	0.1		towns	1 hour	For Wax writing tablet
Sealing **wax**	2 spc	800 cd	0.3	0.1		cities	1 day	
Portable **writing case**	3 spc	1,200 cd	8	4		cities	4 days	

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Volume/ Dimensions	Environment	Production Time	Characteristics
Wax **writing tablet**	1 gpc	1,600 cd	0.5	0.2		towns	6 days	Requires Stylus
Slate **writing tablet**	3 sd	300 cd	1	0.5		towns	1 day	

5.8.9 Services (2018-04-05)

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Description	Environment	Duration
Barber	1 cd 2 cf	1.5 cd	–	–		towns	1 hour
Private **bath**	2 cf	0.5 cd	–	–		towns	–
Public **bath**	1 cf	0.25 cd	–	–	No separation of gender	towns	–
Doctor	1 cd	1 cd	–	–	Per visit	towns	–
Herald/Town crier	1 cf	0.25 cd	–	–	1 message/hour	towns	4 hours
Laundry	1 cf	0.25 cd	–	–		towns	2–5 hours
Legal services	1 sd 50 cd	150 cd	–	–	Per legal appearance	towns	3 hours
Acess to **library**	50 cd	50 cd	–	–		cities	–
Lodgings	1 cd	1 cd	–	–	Separate bedding, per day	all	–
Good **lodgings**	1 cd 1 cf	1.25 cd	–	–	Private room, per day	all	–
Poor **lodgings**	2 cf	0.5 cd	–	–	Communal sleeping, per day	all	–
Meal	2 cf	0.5 cd	Food 1, drink 0.5	Food 0.5, drink 0.2		all	1 hour
Heavy **meal**	3 cf	0.75 cd	Food 1.6, drink 0.8	Food 0.7, drink 0.4		all	1 hour
Light **meal**	1 cf	0.25 cd	Food 0.6, drink 0.3	Food 0.3, drink 0.1		all	1 hour
Midwife	3 cd	3 cd	–	–	Per visit	all	–
Sage	50 cd	50 cd	–	–	Per simple topic	towns	1–10 hours
Scribe	2 cf	0.5 cd	–	–	Per page of simple text	towns	–

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Description	Environment	Duration
Stabling	1 cf	0.25 cd	–	–	Per animal and day	all	–
Whore	1 cd 2 cf	1.5 cd	–	–		all	1 hour

5.8.10 Tools and Machines (2020-05-20)

	Price	Price (cd)	Weight (lbs)	Weight (kg)	Environment	Production Time	Characteristics
Axe	1 sd	100 cd	2.5	1.2	all	1 day	Hand-to-Hand Combat L: Axes, Harmfulness L: 9, Weapon L: 6, Con L: 6
Crowbar	30 cd	30 cd	3	1.5	towns	2 days	Con L: 10
Forge	1 gpc	1,600 cd	1,000	500	towns	15 days	
Portable **forge**	3 spc	1,200 cd	300	150	towns	7 days	
Lock	2 sd	200 cd	3	1.5	towns	2–3 days	
Pad**lock**	60 cd	60 cd	1	0.5	towns	2 days	
Lockpicks (10 pieces)	50 cd	50 cd	0.5	0.2	towns	2 days	
Metal file	60 cd	60 cd	1.5	0.7	towns	8 days	
Rope	3 cd per 50 in (or 1 m)	3 cd per 50 in (or 1 m)	8 per 50 in	3 per m	towns	3 days	
Hawser **rope**	15 cd per 50 in (or 1 m)	15 cd per 50 in (or 1 m)	30 per 50 in	10 per m	towns	7 days	
Heavy **rope**	5 cd per 50 in (or 1 m)	5 cd per 50 in (or 1 m)	15 per 50 in	5 per m	towns	4 days	
Light **rope**	2 cd per 50 in (or 1 m)	2 cd per 50 in (or 1 m)	6 per 50 in	2 per m	towns	3 days	

Chapter 6

Timing (2020-08-22)

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"…the Elves cared for the infant son of Huor, and Tuor grew up among them; and he was fair of face, and golden-haired after the manner of his father's kin, and he became strong and tall and valiant, and being fostered by the Elves he had lore and skill no less than the princes of the Edain, ere ruin came upon the North."

– *Unfinished Tales*, "Of Tuor and his Coming to Gondolin"

In Arda Marred, time goes on and on, and the PCs' lives with it. They grow up, live their lives, and then grow old and die (unless their People is Elves of Greenwood/Mirkwood, but they will always be at risk of growing tired of Middle-earth and leave, see section 7.6 Fading of the Elves, p. 214).

There are two kinds of occasions that can happen in or have an effect on a PC's life: *Adventures* and *Events*. Adventures are always played out as actual role-playing game sessions, which are described in section 1.3 Gameplay, p. 11. The rest of the occasions – those that are not played out as role-playing game sessions — are called Events. Still, these should be important in a PC's life; they are all the events in Tolkien's writings that are deemed important enough for the PC, but Events can also be determined in one way or another (they can be life-forming events that were determined in section 4.14 Further Background, p. 127), also partly randomly. One such way is *Mythic Game Master Emulator*[1], but MGME is perhaps needlessly advanced for such a task; therefore, one may use a simplied variant of it – see section 6.4 Simplified Variant of Mythic Game Master Emulator, p. 192 below.

Short summaries of each of a PC's Adventures and Events are noted down on his/her Character Sheet at "Annals", along with the Dates (years at least) in the history of Arda during which they happened. All Adventures and Events noted down should be taken into account when you are playing your PC; they may be of great importance to his/her behaviour and deeds, and it is the GM's task to check that this is done. The first Event to note down for a PC is his/her birth (the PC's Birthplace should be mentioned in the Annal).

Each Adventure is considered to begin and end on certain dates for each PC involved in it, and the time between years when Adventures happen is called *Everyday Life* for him/her. During Everyday Life, PCs get increased Attribute and Skill Experience Levels, gain *Earnings* and their As BLs might be modified due to *Ageing*, see chapter 7 Ageing, Experience and Earnings, p. 198. Also, they can at any time purchase goods and items (see section 5.8 Tables of Goods, Items and Services, p. 157), which also "grow older" year by year, see section 5.6 Condition, p. 155.

Each campaign has its *Current Date*, which denotes the date at which the campaign currently is at in the history of Arda. During the PCs' Everyday Life it is sufficient to keep track only of the year (though at the end of each year PCs gain Earnings, and the asterisks on the their Char Sheets signifying which Attributes and Skills have been practised that year are removed, see section 7.3 Experience in Adventures, p. 212 and section 7.7 Earnings, p. 215), but during Adventures time must be counted as closely as needed. The complete Current Date is noted down on the Char Sheets of all PCs who participate in the campaign. You may also note down the number of the day for convenience; for example 14 Nórui is 165th day of the year (see section 6.3 Calendars and Random Date Generator, p. 192 below).

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[1] See http://www.wordmillgames.com/mythic-game-master-emulator.html.

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6.1　Time Between Adventures and Events (2020-06-17)

When an Adventure or Event has happened in a PC's life, the time until the next Adventure or Event should be determined according to the table below:

People	Number of years to next Adventure/Event
Dwarves	D32−1
Easterlings	D10−1
Elves of Greenwood/Mirkwood	D1600−1
Hobbits	D16−1
Orcs	D8−1
Rohirrim/Éothéod/Northmen, Woodmen	D12−1

(2020-06-17)

If several or all PCs will have Adventures or Events during the same year, that year is suitable to play an Adventure in. But if not enough PCs will have Adventures or Events during the same years, the GM may roll **D12−1** once in order to determine how many years will pass until all PCs' next mutual Adventure takes place.

　　Each Adventure always starts at a specific date, which can be chosen by the GM, or determined randomly, see section 6.3 Calendars and Random Date Generator, p. 192 below. A PC's first Adventure will occur some time during the 12 month period that will start when he/she reaches his/her Age determined as described in section 4.4 Age, p. 119.

6.2 Names of Personal Relations (2020-03-11)

Whenever a PC's number of Parents, Siblings, Children, Close Friends, Friends or Acquaintances changes or a name or identity of any of these are determined, either in Adventures or in conjunction with Events, it is noted down on the PC's Char Sheet, below "Parents", "Siblings", "Children" etc.

6.3 Calendars and Random Date Generator (2013-08-19)

By rolling D366 and looking up in the table below, the GM and the Players can determine a random date when they need one. The date can for example be the start date of an Adventure or a PC's Birthday. The table can also be used as an all-in-one-calendar for the various calendars used in ancient days. Dates are different for different People (for example Ivanneth 9, III 2 in King's Reckoning if your PC's People is Dúnedain of Númenor).

D366			*Asta*[1]				
1			–	–		–	*yestarë*
2	–	31	*Narwain*	*Narvinyë*	[Die roll result]	–	1
32	–	61	*Nínui*	*Nénimë*	[Die roll result]	–	31
62	–	91	*Gwaeron*	*Súlimë*	[Die roll result]	–	61
92	–	121	*Gwirith*	*Víressë*	[Die roll result]	–	91
122	–	151	*Lothron*	*Lótessë*	[Die roll result]	–	121
152	–	182	*Nórui*	*Nárië*	[Die roll result]	–	151
183			–	–		–	*loëndë* (in leap years: *ender*)[2]
184			–	–		–	*ender* (only in leap years)[2]
185	–	215	*Cerveth*	*Cermië*	[Die roll result]	–	184
216	–	245	*Urui*	*Urimë*	[Die roll result]	–	215
246	–	275	*Ivanneth*	*Yavannië*	[Die roll result]	–	245
276	–	305	*Narbeleth*	*Narquelië*	[Die roll result]	–	275
306	–	335	*Hithui*	*Hísimë*	[Die roll result]	–	305
336	–	365	*Girithron*	*Ringarë*	[Die roll result]	–	335
366			–	–		–	*yestarë*

6.4 Simplified Variant of Mythic Game Master Emulator (2020-03-18)

What will be described below is a simplified variant of *Mythic Game Master Emulator* (see http://www.wordmillgames.com/mythic-game-master-emulator.html) that is a convenient and quick way to use your brain power more effectively and introduce more randomness when making any design elements as a GM (or even without a GM) such as in an Adventure (even on the fly while playing) and Events that happen in PC's lives.

Imagine that you are gamemastering an Adventure and have to come up with what will happen next. First, ask yourself a basic question – this kind of questions should be asked fairly quickly without much consideration – for example "Will the PCs meet anyone?". Then, evaluate the chance that this will happen;

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[1] Month

[2] The year that would have been the last in a century is always a "normal" year, not a leap year. In such years there are no *enderi* instead of *loëndë*.

choose either 25, 50 or 75 %. Then roll D4; if you chose 25 % as the chance, then the result must be 1 in order for the answer to your question to be "yes"; otherwise it will be "no". If you chose 50 % as the result must be 2 or less for the answer to be "yes", and if you chose 75 % it must be 3 or less.

By asking further questions, you gain more knowledge about the situation and that will help you to ask more specific questions, until you have all the information you find necessary. One follow-up question to the example question above, if the answer to it were "yes", could be "Will they meet one or more Orcs?".

Another way to use the D4 is to let it decide the amount of something, for example the number of Orcs encountered. You can also let it more directly choose one of several alternatives. As possible answers to the example question, the results of 1 and 2 could imply "No, they won't meet anyone.". 3 could imply "Yes, they will meet Orcs." 4 could mean "Yes, they will meet Elves.". You can basically come up with a whole Adventure in this way.

6.5   Beat-based Timing (2014-07-05)

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"Then Boromir had come leaping through the trees. He had made [the Orcs] fight. He slew many of them and the rest fled. But [Boromir, Merry and Pippin] had not gone far on the way back when they were attacked again, by a hundred Orcs at least, some of them very large, and they shot a rain of arrows: always at Boromir. Boromir had blown his great horn till the woods rang, and at first the Orcs had been dismayed and had drawn back; but when no answer but the echoes came, they had attacked more fierce than ever. Pippin did not re-member much more. His last memory was of Boromir leaning against a tree, plucking out an arrow; then darkness fell suddenly."

– *The Lord of the Rings*, "The Uruk-Hai"

Beat-based Timing (BBT) is a mode of the game that is appropriate to use when a situation happens in an Adventure where it is important to keep track closely of what each Char (or group of Chars) is doing at any moment ßand exactly how long it takes. Examples of such a situation are athletic feats and combat.

6.5.1   Beat-based Timing Basics (2020-04-26)

BBT is often a muddle of events that require quick decisions and nobody has full control over what happens. To make order out of this mess it is necessary to regulate the sequence of events.

BBT rolls forward in units of one Second. Chars operate in BBT by performing Actions, see chapter 3 Actions, p. 25). All Actions that the Chars participating in BBT perform always take a certain number of exact Seconds. When a Char is finished with an Action, he/she may immediately start performing the next. Eg. if a Char performs an Action that lasts two Seconds and then one that lasts three Seconds, the two Actions take a total of 2 + 3 = 5 Seconds. The GM keeps track of the Chars' Actions. As a tool he/she can use the *Beat-based Timing Sequence Scheme*, where he/she writes down the names or designations of all the involved Chars, and notes down the points at which all the Chars' actions begin and end. Actions that are especially important to keep in mind in BBT are the Basic Beat-based Timing Actions (see subsection 3.3.3 Basic Beat-based Timing Actions, p. 29) and Perceiving (see subsection 3.3.23 Perceiving, p. 79).

The order in which the Players of the participating Chars must declare their resp. Chars' very first Actions is randomly decided, and also at any time in BBT if multiple Players are to declare what their Chars are going to do at the same time.

6.5.1.1   Sketch of the Situation (2017-12-24)

In BBT, it is often convenient for the GM to use a *Sketch* of the situation, especially if the involved Chars are moving. For very small-scale situations this might not be necessary – one can carry out such a scenario without any aids at all – but it makes it easier for the GM to get an overview of the situation. **The Players are not allowed to see the Sketch; it acts as an aid only for the GM, who describes the situation for the Players verbally.** The Sketch should show the exact positions of the participants in the BBT, buildings, walls, trees, shrubs and other objects that may affect the sequence of events, and the right proportional distances between them. This can be done on paper, with pencil and ruler (eg. half a centimetre may represent one yard or metre) or by using appropriate computer graphics software.

6.5.2   Information about the Situation by the Gamemaster and Interruptions (2019-08-21)

When a PC is finished performing an Action and/or is ready to start performing one, the GM should inform the PC's Player about this and the PC's situation in the BBT: everything the PC is aware of that may be relevant to how he/she continues the BBT. Also, when the GM believes that something has happened in BBT when a Second has ended that one or more Players should know about, he tells the Player(s) this.

A Char's field of view is considered to be 180 degrees (if he/she is not wearing a helmet or the like that makes the field of view narrower) in the direction he/she is facing or going. At the point in time between two Seconds, a Char is only able to perceive:

- Ongoing Actions

- Instantaneous Actions occurring at that point in time

Chars cannot perceive Actions that were finished or are started at points of time between two Seconds. It is important that the GM is attentive and convey all relevant information that the Chars perceive to the Players, for it is by using this information that the Players decide how they should control their Chars in BBT. If a Char is performing an Action, its controlling Participant has the chance to interrupt the Action and have the Char start performing another one instead.

"'Did the verses apply to you then?' asked Frodo. 'I could not make out what they were about. But how did you know that they were in Gandalf's letter, if you have never seen it?'

'I did not know,' he answered. 'But I am Aragorn, and those verses go with that name.' He drew out his sword, and they saw that the blade was indeed broken a foot below the hilt."

– *The Lord of the Rings*, "Strider"

Chapter 7

Ageing, Experience and Earnings (2020-06-16)

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"...[Morwen] cast back her tattered hood and lifted up her face slowly, haggard and hungry as a long-hunted wolf. Grey she was, sharp-nosed with broken teeth, and with a lean hand she clawed at the cloak upon her breast. But suddenly her eyes looked into his, and then Húrin knew her; for though they were wild now and full of fear, a light still gleamed in them hard to endure: the elven-light that long ago had earned her her name, Eledhwen, proudest of mortal women in the days of old.

'Eledhwen! Eledhwen!' Húrin cried; and she rose and stumbled forward, and he caught her in his arms.

'You come at last,' she said. 'I have waited too long.'

'It was a dark road. I have come as I could,' he answered.

'But you are late,' she said, 'too late. They are lost.'

'I know,' he said. 'But you are not.'

'Almost,' she said. 'I am spent utterly. I shall go with the sun. They are lost.' She clutched at his cloak. 'Little time is left,' she said. 'If you know, tell me! How did she find him?'

But Húrin did not answer, and he sat beside the stone with Morwen in his arms; and they did not speak again. The sun went down, and Morwen sighed and clasped his hand and was still; and Húrin knew that she had died."

– *The Children of Húrin*, "The Death of Túrin"

During Everyday Life (see chapter 6 Timing, p. 189), the PCs make their living by practising Occupations. While doing this, their Aspect Ls increase and they gain *Earnings*. But they also grow older, which might (depending on the Char's People) eventually have a negative effect on their Aspect Ls. PCs' Aspect Ls also increase when they use their Attributes and Skills in Adventures (for more about Adventures, see chapter 6 Timing, p. 189).

7.1   Skill Levels (2020-05-12)

Firstly, let us take a look at how PCs' Skill Ls are calculated, since Skill Ls, along with At Ls, PT Ls and Se Ls[1], will change when PCs practise Occupations and/or grow older (depending on the PC's People). The Skills listed below are mostly physical skills and belong to the type of Skills called *Talent Skills*. Each of a PC's Talent Skill Ls are at all times[2] calculated according to the following table (GMCs' Skill Ls are determined according to the table in subsection 4.21.1 Gamemaster Character Creation, p. 146).

Skill L	Formula
Acting L	Cha Tier $\times$ 3 + Acting XL + 1
Burglary L	Agi Tier $\times$ 2 + Str Tier + Burglary XL + 1
Climbing L	Agi Tier $\times$ 2 + Siz Tier + Climbing XL + 1
Crafting Ls (group I)[3]	Agi Tier $\times$ 3 + approp. Crafting XL + 1
Crafting Ls (group II)[4]	Str Tier $\times$ 3 + approp. Crafting XL + 1
Disguising L	Wit Tier $\times$ 3 + Disguising XL + 1
Dodging L	Agi Tier $\times$ 2 − Siz Tier + Dodging XL + 6
Firelighting L	Agi Tier $\times$ 3 + Firelighting XL + 1
Hand-to-Hand Combat Ls[5]	Agi Tier $\times$ 2 + Siz Tier + approp. Hand-to-hand Combat XL + 1
Hiding L	Wit Tier $\times$ 3 + Hiding XL + 1
Interrogation L	Psy Tier $\times$ 2 + Wit Tier + Interrogation XL + 1
Lying L	Cha Tier $\times$ 2 + Wit Tier + Lying XL + 1
Maximal Movement L	Agi Tier + Siz Tier + Str Tier + Maximal Movement XL + 1
Orienteering L	Wit Tier $\times$ 3 + Orienteering XL + 1
Perceiving L	Wit Tier $\times$ 3 + Perceiving XL + 1
Persuading L	Cha Tier + Psy Tier $\times$ 2 + Persuading XL + 1
Resisting Poison L	Har Tier + Siz Tier $\times$ 2 + Resisting Poison XL + 1
Riding L	Har Tier $\times$ 3 + Riding XL + 1
Shooting a Bow L	Agi Tier $\times$ 3 + Shooting a Bow XL + 1
Slinging L	Agi Tier $\times$ 3 + Slinging XL + 1
Swimming L	Agi Tier − Siz Tier + Str Tier + Swimming XL + 6
Sneaking L	Agi Tier $\times$ 3 + Sneaking XL + 1
Throwing L	Agi Tier $\times$ 3 + Throwing XL + 1
Trading L	Cha Tier + Psy Tier + Maths Tier + Trading XL + 1

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[1] How to calculate a PC's At, PT and Se Ls is explained in section 4.3 Attribute, Personality Trait and Sense Levels, p. 118.

[2] That is, if any term changes, the Skill L in question should be calculated anew.

[3] Armoursmithying L, Blacksmithying L, Carpentry L, Farriery L, Goldsmithying L, Leatherworking L, Mithrilsmithying L, Ship & Boat Building L, Silversmithying L, Stonecarving L, Textile Craft L, Weaponsmithying L and Woodcarving L.

[4] Earth-working L and Stone-working L.

[5] Does not include Dodging L.

Skill L	Formula
Travelling L	Har Tier $\times$ 2 + Siz Tier + Travelling XL + 1

(2020-08-16)

All of the formulas above contain *Tiers* and *Skill Experience Levels* (Sk XL, Sk XLs). **The Tier of one of a Char's Attributes or Skills is its Level divided by 6, rounded down.** A Skill XL shows how much experience the PC has in the Skill associated with it, while the Tiers constitute his/her talent in the Skill.

All Skills **not** listed in the table above are called *Lore Skills*. In order to know these Skills, PCs have to learn them from scratch; it is impossible to possess any talent in them (for example Geography Skills), so their Skill Ls are the same as the associated Skill XLs. Any Skill Ls lower than 0 are considered to be 0 and their associated Skills cannot be used to perform Actions (see also chapter 3 Actions, p. 25).

7.2   Experience in Everyday Life (2020-08-05)

During your PC's Everyday Life, you get to choose which to practise and improve among his/her Ats and Skills.[1] Practising an At or Skill takes a certain number of years depending on how good your PC already is at the At or Skill, and how good you want him/her to become. You can pick one At or Skill a year (every three years if your PC's People is **Dwarves** and every 100 years if it is **Elves of Greenwood/Mirkwood**), but **the first three years** (Dwarves: first 9, Elves of Greenwood/Mirkwood: first 300) of your PC's life are exceptions; they are reserved for three essential Skills, which are the **Culture Lore** and **Language** Skills for your PC's own People and language respectively and the **Local Knowledge** Skill for your PC's own Place of Abode – these have to be picked for a minimum of 1/3/100 year(s) each, in the order of your own choosing. Without these Skills, your PC would be unrealistic and would not be able to function properly in Adventures. But under normal circumstances, after this period you get to make the choices.

Whenever you choose an At, skip ahead and follow the instructions in section 7.4 Level Increase, p. 212. **Note!** Siz and Wit are not available, because there are no XLs associated with them.

For Skills, there are more complex restrictions for which you may choose. Pick one of the Skills listed in the table below. However, check whether terms for both your PC's Occupation, Community[2], Gender, **and** Social Class are given for the Skill. A blank cell means that the Skill is unavailable to the Occupation/Community/Gender/Social Class in question; then you have to pick another Skill (or an At).

Some Skills require the PC to be in possession of one or more items, which are given in the "Prequisite Item" column. This usually means that the PC has to buy the item(s) before the Skill in question can be chosen, but sometimes he/she can also acquire it/them in some other way in Adventures or Events. However, items don't last forever; as is explained in section 5.6 Condition, p. 155, an item's Con L decreases normally by 1 every year and when it reaches 0, the item breaks and can no longer be used. At that point the PC has to acquire a new item of the same sort if the PC's Player wants to pick a Skill for which the item is prerequisite. Also, some footnotes in the table give conditions for the terms, such as ranges of years; then the Current Date of your Char must fall within such a range.

If the chosen Skill is eligible, then determine its *Experience Level Limit* **(XL Limit)** by adding each of the resp. Occupation, Community, Gender and Social Class terms together – the higher the result, the better. **Note!** If the Char has a Creature Type rather than a People, the Occupation term is always +5 if the Skill picked is a Lore Skill (**not** listed in the table in section 7.1 Skill Levels, p. 199) and always +2 if the Skill is a Talent one (it is listed in that table). Then proceed to section 7.4 Level Increase, p. 212 below.

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[1] During slavery and similar work, the GM may make this choice.

[2] As was explained in section 4.9 Occupation, p. 121, your Char's Community is usually the same as his/her People. However, if your Char has started living among a different People, her Community is counted as that People. An example of this is Bilbo's stay in Rivendell.

Skill	Prerequisite Item	Occupation											Community													Gender		Social Class			
		Craftsman/Craftswoman	Gardener	Mariner	Messenger	Miner	Minstrel	Ranger	Ruffian	Scholar	Soldier	Trader	Beornings	Dwarves	Eagles of the Misty Mountains	Easterlings	Elves of Greenwood/Mirkwood	Rohirrim/Eothéod/Northmen	Hobbits – Fallohides	Hobbits – Harfoots	Hobbits – Stoors	Horses	Orcs	Spiders of Mirkwood	Woodmen	Female	Male	Lower Class	Middle Class	Nobility	Upper Class
Acting					±0		±0						−3	+1	−3	−1	+7	+3	+3	+3	+3		−3		+3	+3	+3	−4	−2	+2	±0
Administration and Law	Scholarly book on A. and L.	+1[1]		+1[1]	+1[1]		+1[1]	+1[1]		+5	+1[1]		+5	+5	+5	−1	+5	+1	+5	+5	+5		−3		+5	+3	+5	+1	+3	+5	+3
Alchemy	Scholarly book on Alchemy									+5			−3			+1	−3	+1	−3	−3	−3		−3		−3	+3	+5	−1	+1	+5	+5
Animal Training Skills	Scholarly book on A. T.							−3					+13	−1	−3	+5	+9[2]	+13[3]	+5	+5	+7[4]		−3		+5	+5	+3	+5	+5	+1	+3
Botany Skills	Scholarly book on Botany		+1							+5			+5	+1	+5	+1	+17	+1	+5	+5	+5		−3		+5	+5	+3	+1	+3	+5	+5
Burglary	Crowbar or Lockpicks								−2							−1	+3		+3						+3	−3	+3	+2			
Climbing					−6								+3	+3	−7	+3	+3	+3	−5	−3	−5	+3	+15	+3	+3	+3	+3	+2	+2	−2	±0
Crafting – Armour-smithying	Forge or Portable forge	+2											−5	+13		+3	−5	+3	−5	−5	−5		+3		+3	−5	+3	+2	+2	−2	±0
Crafting – Black-smithying	Forge or Portable forge	+2											−5	+13		+3	−5	+3	+7	+9	+7		+11		+3	−5	+3	+2	+2	−2	±0
Crafting – Carpentry		+2											+3	−3		+3	+3	+3	+3	+9	+9		−3		+9	−5	+3	+2	+2	−2	±0
Crafting – Casting		+5											−3	+13		+5	−3	+1	+5	+11	+11		−1		+5	−3	+5	+5	+5	+1	+3
Crafting – Earth-working		+2											−5	+11		−3	+9	+3	+3	+13	+9		−3		+3	−5	+3	+2	+2	−2	±0
Crafting – Farriery		+2											−5	−5		+3	+3	+9	+1	+9	+9		−5		+3	−5	+3	+2	+2	−2	±0
Crafting – Gold-smithying		+2											−5	+13		+3	−5	+3	−5	−3	−3		−3		+3	−5	+3	+2	+2	−2	±0

[1] Only Nobility

[2] Only Dogs. Others: +5

[3] Only Horses. Dogs: +7, others: +1

[4] Only Dogs. Others: +5

Skill	Prerequisite Item	Occupation											Community													Gender		Social Class			
		Craftsman/Craftswoman	Gardener	Mariner	Messenger	Miner	Minstrel	Ranger	Ruffian	Scholar	Soldier	Trader	Beornings	Dwarves	Eagles of the Misty Mountains	Easterlings	Elves of Greenwood/Mirkwood	Rohirrim/Eothéod/Northmen	Hobbits – Fallohides	Hobbits – Harfoots	Hobbits – Stoors	Horses	Orcs	Spiders of Mirkwood	Woodmen	Female	Male	Lower Class	Middle Class	Nobility	Upper Class
Crafting – Leather-working		+2											+3	−3		+3	+3	+3	+3	+9	+9		−3		+3	+3	+1	+2	+2	−2	±0
Crafting – Mithrils-mithying		+2												+9												−5	+3	+2	+2	−2	±0
Crafting – Ship & Boat Building		+2											−5	−5		+1	+7	−1	−5	−5	+9		−5		+1	−5	+3	+2	+2	−2	±0
Crafting – Silver-smithying		+2											−5	+11		+3	−5	+3	−5	−3	−3		−3		+3	−5	+3	+2	+2	−2	±0
Crafting – Stone-carving		+2											−5	+11		+3	−5	+3	+3	+9	+9		−3		+3	−5	+3	+2	+2	−2	±0
Crafting – Stone-working		+2											−5	+13		−3	+7	+3	−5	+11	−5		+13		−3	−5	+3	+2	+2	−2	±0
Crafting – Textile Craft		+2											+3	−3		+3	+3	+3	+3	+9	+9		−3		+3	+3	−5	+2	+2	−2	±0
Crafting – Weapon-smithying	Forge or Portable forge	+2											−5	+13		+3	−5	+3	−5	−5	−5		+11		+3	−5	+3	+2	+2	−2	±0
Crafting – Wood-carving		+2											+3	−3		+3	+3	+3	−5	+9	+1		−3		+3	−5	+3	+2	+2	−2	±0
Culture Lore – Beornings		−3	−3	+1	+3	−3	−1	+1	−3	+5	+1	+1	+5	−1[1]	+3	−3[2]	+1[2]	−1[3]	−1[2]	−1[2]	+3[2]		[4]		+3	+3	+5	+5	+5	+5	+5
Culture Lore – Dwarves		−3	−3	+1	+3	−3	−1	+1	−3	+5	+1	+1	+1	+5	+1	−3[5]	+1	−1[6]	−1	+3	−1		[4]		+1	+3	+5	+5	+5	+5	+5

[1] If Place of Abode is Moria or in Wilderland
[2] If Place of Abode is in Wilderland
[3] III 2510−: −3
[4] See Culture Lore Skills
[5] II 3434−3441, III 1000−1248 or if Place of Abode is east of the Sea of Rhûn
[6] −III 2510 and Place of Abode is Wilderland, or III 3020− and Place of Abode is Glittering Caves or in Rohan

Skill	Prerequisite Item	Craftsman/Craftswoman	Gardener	Mariner	Messenger	Miner	Minstrel	Ranger	Ruffian	Scholar	Soldier	Trader	Beornings	Dwarves	Eagles of the Misty Mountains	Easterlings	Elves of Greenwood/Mirkwood	Rohirrim/Éothéod/Northmen	Hobbits – Fallohides	Hobbits – Harfoots	Hobbits – Stoors	Horses	Orcs	Spiders of Mirkwood	Woodmen	Female	Male	Lower Class	Middle Class	Nobility	Upper Class
Culture Lore – Easterlings		−3	−3	+1	+3	−3	−1	+1	−3	+5	+1	+1	+1[1]	+1[5]	+1[1]	+5	+1[2]	−3[1]	−1[3]	−1[4]	+1[3]		[4]		+1[1]	+3	+5	+5	+5	+5	+5
Culture Lore – Elves of Greenwood/Mirkwood		−3	−3	+1	+3	−3	−1	+1	−3	+5	+1	+1	+1	+1[2]	+1	−1[2]	+5	−3[6]	+3[2]	−1[2]	−1[2]		[4]	−1	+3	+3	+5	+5	+5	+5	+5
Culture Lore – Hobbits (Fallohides)		−3	−3	+1	+3	−3	−1	+1	−3	+5	+1	+1	−1[5]	−1	+1[5]	−1[3]	+3[5]	−7	+5	+3	+3		[4]		−1[5]	+3	+5	+5	+5	+5	+5
Culture Lore – Hobbits (Harfoots)		−3	−3	+1	+3	−3	−1	+1	−3	+5	+1	+1	−1[6]	+3	+3[6]	−1[4]	−1[6]	−7	+3	+5	+3		[4]		−1[6]	+3	+5	+5	+5	+5	+5
Culture Lore – Hobbits (Stoors)		−3	−3	+1	+3	−3	−1	+1	−3	+5	+1	+1	+3[7]	−1	+1[7]	+1[3]	−1[7]	−3	+3	+3	+5		[4]		+3[7]	+3	+5	+5	+5	+5	+5
Culture Lore – Orcs		−3	−3	+1	+3	−3	−1	+1	−3	+5	+1	+1	+3	−1	+3	−1[8]	+1	−3	−1[9]	−1[9]	−1[9]	+5			+1	+3	+5	+5	+5	+5	+5
Culture Lore – Rohirrim/Éothéod/Northmen		−3	−3	+1	+3	−3	−1	+1	−3	+5	+1	+1	+3[6]	+3[6]	+3[10]	−1[2]	+1[6]	+1	−1[2]	−1[2]	+3[6]		[4]		+3[6]	+3	+5	+5	+5	+5	+5
Culture Lore – Spiders of Mirkwood		−3	−3	+1	+3	−3	−1	+1	−3	+5	+1	+1	−1		+1		+1						[4]	+5	+1	+3	+5	+5	+5	+5	+5
Culture Lore – Woodmen		−3	−3	+1	+3	−3	−1	+1	−3	+5	+1	+1	+5	−1[1]	+3	−1[2]	+1[2]	−1[3]	−1[2]	−1[2]	+3[2]		[4]	−3	+5	+3	+5	+5	+5	+5	+5
Culture Lore Skills[11]		−3	−3	+1	+3	−3	−1	+1	−3	+5	+1	+1											+3			+3	+5	+5	+5	+5	+5
Disguising	Clothing			−6									−3	+1	−3	+3	+3	−1	+3	+3	+3		−3		+3	+3	+1	+2	+2	+2	+2

[1] III 1000–1248

[2] III 1000–1248 and Place of Abode is in Wilderland, or II 1695–1795

[3] III 1000–1150 and Place of Abode is in Wilderland

[4] III 1000–1050 and Place of Abode is in Wilderland

[5] −III 1150

[6] −III 1050

[7] −III 1150 or III 1356–2800

[8] II 3434–3441, III 1050–1248 or III 3018–3019

[9] III 2747– and Place of Abode is in the Shire or III 1356– and Place of Abode is in Wilderland

[10] III 2510–: +1

[11] For Peoples living within 100 miles from the Char's Place of Abode

Skill	Prerequisite Item	Occupation											Community													Gender		Social Class			
		Craftsman/Craftswoman	Gardener	Mariner	Messenger	Miner	Minstrel	Ranger	Ruffian	Scholar	Soldier	Trader	Beornings	Dwarves	Eagles of the Misty Mountains	Easterlings	Elves of Greenwood/Mirkwood	Rohirrim/Éothéod/Northmen	Hobbits – Fallohides	Hobbits – Harfoots	Hobbits – Stoors	Horses	Orcs	Spiders of Mirkwood	Woodmen	Female	Male	Lower Class	Middle Class	Nobility	Upper Class
Dodging[1]											+2		+3	+3	−1	+3	+3	+3	−1				+1	−3	+3		+3	+2	+2	+2	+2
Firelighting						−6		+2			−6		+3	+15	−1	+3	+3	+3	+3	+3	+3		+11		+3	+3	+3	+2	+2	−2	±0
Flying															+5											+5	+3	−1	+1	+5	+3
Geography – own region				−1	+3	−1	+1			+5	+1	+1	+5	+5	+5	+5	+5	+3	+5	+5	+5	+5	+5		+5	+3	+5	−1	+1	+5	+3
Geography – regions within 100 miles from the Char's Place of Abode [2]				−1	+3	−1	+1			+5	+1	+1						+5					+3			+3	+5	−1	+1	+5	+3
Geography – regions within 100–200 miles from the Char's Place of Abode[2]				−1	+3	−1	+1			+5	+1	+1						+3					+1			+3	+5	−1	+1	+5	+3
Geography – regions within 200–300 miles from the Char's Place of Abode[2]				−1	+3	−1	+1			+5	+1	+1						+1					−1			+3	+5	−1	+1	+5	+3
Geography – regions within 300–400 miles from the Char's Place of Abode[2]				−1	+3	−1	+1			+5	+1	+1						−1					−1			+3	+5	−1	+1	+5	+3
Geography – regions farther than 400 miles from the Char's Place of Abode[2]				−1	+3	−1	+1			+5	+1	+1						−3								+3	+5	−1	+1	+5	+3
Geography – Anórien				−1	+3	−1	+1			+5	+1	+1	+1[3]				+1[3]	−3[3]								+3	+5	−1	+1	+5	+3
Geography – The Barrow-downs and the Old Forest				−1	+3	−1	+1			+5	+1	+1							−3[4]	−3[4]	−3[4]					+3	+5	−1	+1	+5	+3

[1] Used in the Action Hand-to-Hand Combat,

[2] Does not include regions across the Anduin and the White Mountains into Gondor.

[3] If Place of Abode is Glittering Caves, Ithilien or in Rohan

[4] If Place of Abode is in Buckland, the Marish or the Bree-land

Skill	Prerequisite Item	Occupation											Community													Gender		Social Class			
		Craftsman/Craftswoman	Gardener	Mariner	Messenger	Miner	Minstrel	Ranger	Ruffian	Scholar	Soldier	Trader	Beornings	Dwarves	Eagles of the Misty Mountains	Easterlings	Elves of Greenwood/Mirkwood	Rohirrim/Eothéod/Northmen	Hobbits – Fallohides	Hobbits – Harfoots	Hobbits – Stoors	Horses	Orcs	Spiders of Mirkwood	Woodmen	Female	Male	Lower Class	Middle Class	Nobility	Upper Class
Geography – Bree-land, the South Downs and the Weather Hills				−1	+3		−1	+1		+5	+1	+1		−1[1]					+5[2]	+5[2]	+5[2]					+3	+5	−1	+1	+5	+3
Geography – The Brown Lands and Dagorlad				−1	+3		−1	+1		+5	+1	+1				−3		−1[3]								+3	+5	−1	+1	+5	+3
Geography – The region of Dale, Erebor and Esgaroth				−1	+3		−1	+1		+5	+1	+1	+5[3]				+1[4]								+3[5]	+3	+5	−1	+1	+5	+3
Geography – The Dead Marshes, Emyn Muil and Wetwang				−1	+3		−1	+1		+5	+1	+1					+1[6]	−1[6]								+3	+5	−1	+1	+5	+3
Geography – Dunland and Enedwaith				−1	+3		−1	+1		+5	+1	+1		+5[7]							+5[7]					+3	+5	−1	+1	+5	+3
Geography – Ered Luin				−1	+3		−1	+1		+5	+1	+1		+5[8]												+3	+5	−1	+1	+5	+3
Geography – Ered Mithrin and the Withered Heath				−1	+3		−1	+1		+5	+1	+1	−1	+5[9]			−1[4]	−1[4]							−3	+3	+5	−1	+1	+5	+3
Geography – northern Eriador				−1	+3		−1	+1		+5	+1	+1		−1[8]												+3	+5	−1	+1	+5	+3
Geography – Fangorn				−1	+3		−1	+1		+5	+1	+1						−1[6]								+3	+5	−1	+1	+5	+3

[1] If Place of Abode is Northern Blue Mountains or Southern Blue Mountains

[2] If Place of Abode is in the Bree-land. Buckland or the Shire and Foo L ≥ 12: −5

[3] If Place of Abode is the Lonely Mountain. Grey Mountains or Iron Hills: +1

[4] If Place of Abode is in Wilderland

[5] If Place of Abode is Eastern Greenwood. Western Greenwood/Mirkwood or The region between the Mountains of Eryn Lasgalen and the Narrows: +1, The eastern valleys of the Misty Mountains or in the Vale of Anduin: −1

[6] If Place of Abode is Glittering Caves, Ithilien or in Rohan

[7] If Place of Abode is Dunland, Enedwaith or Moria

[8] If Place of Abode is Northern Blue Mountains or Southern Blue Mountains

[9] If Place of Abode is Grey Mountains. Lonely Mountain: +1, Iron Hills: −1

Skill	Prerequisite Item	Occupation											Community													Gender		Social Class			
		Craftsman/Craftswoman	Gardener	Mariner	Messenger	Miner	Minstrel	Ranger	Ruffian	Scholar	Soldier	Trader	Beornings	Dwarves	Eagles of the Misty Mountains	Easterlings	Elves of Greenwood/Mirkwood	Rohirrim/Eothéod/Northmen	Hobbits – Fallohides	Hobbits – Harfoots	Hobbits – Stoors	Horses	Orcs	Spiders of Mirkwood	Woodmen	Female	Male	Lower Class	Middle Class	Nobility	Upper Class
Geography – Forodwaith				−1	+3		−1	+1		+5	+1	+1		−1[1]													+3	+5	−1	+1	+5	+3
Geography – eastern Gondor				−1	+3		−1	+1		+5	+1	+1					+1[6]									+3	+5	−1	+1	+5	+3
Geography – Greenwood/Mirkwood				−1	+3		−1	+1		+5	+1	+1	+3	−1[2]		+5[4]	+5[4]	−1[4]	+3[4]						+5[3]	+3	+5	−1	+1	+5	+3
Geography – Harondor				−1	+3		−1	+1		+5	+1	+1					−1[6]									+3	+5	−1	+1	+5	+3
Geography – Hollin				−1	+3		−1	+1		+5	+1	+1		+3[7]												+3	+5	−1	+1	+5	+3
Geography – Iron Hills				−1	+3		−1	+1		+5	+1	+1		+5[4]												+3	+5	−1	+1	+5	+3
Geography – Minhiriath				−1	+3		−1	+1		+5	+1	+1		+1[5]												+3	+5	−1	+1	+5	+3
Geography – northern Misty Mountains				−1	+3		−1	+1		+5	+1	+1	+3	+3[6]				−1[7]	+3[7]						+1[8]	+3	+5	−1	+1	+5	+3
Geography – southern Misty Mountains				−1	+3		−1	+1		+5	+1	+1		+3[9]				−1[10]							−1[11]	+3	+5	−1	+1	+5	+3

[1] If Place of Abode is Grey Mountains

[2] If Place of Abode is Grey Mountains or Lonely Mountain

[3] If Place of Abode is in Greenwood/Mirkwood or The region between the Mountains of Eryn Lasgalen and the Narrows. In the Vale of Anduin: +3. The eastern valleys of the Misty Mountains: +1

[4] If Place of Abode is Iron Hills. Lonely Mountain: +1, Grey Mountains: −1

[5] If Place of Abode is Dunland, Enedwaith or Moria

[6] If Place of Abode is Grey Mountains. Dunland, Lonely Mountain or Moria: +1, Iron Hills, Northern Blue Mountains or Southern Blue Mountains: −1

[7] If Place of Abode is in Wilderland

[8] If Place of Abode is The eastern valleys of the Misty Mountains. In the Vale of Anduin: −1, Western Greenwood/Mirkwood: −3

[9] If Place of Abode is Dunland or Moria. Glittering Caves: +1, Iron Hills, Lonely Mountain, Northern Blue Mountains or Southern Blue Mountains: −1

[10] If Place of Abode is Glittering Caves, Ithilien or in Rohan

[11] If Place of Abode is The eastern valleys of the Misty Mountains, in The Vale of Anduin or Western Greenwood/Mirkwood

Skill	Prerequisite Item	Occupation											Community													Gender		Social Class			
		Craftsman/Craftswoman	Gardener	Mariner	Messenger	Miner	Minstrel	Ranger	Ruffian	Scholar	Soldier	Trader	Beornings	Dwarves	Eagles of the Misty Mountains	Easterlings	Elves of Greenwood/Mirkwood	Rohirrim/Eothéod/Northmen	Hobbits – Fallohides	Hobbits – Harfoots	Hobbits – Stoors	Horses	Orcs	Spiders of Mirkwood	Woodmen	Female	Male	Lower Class	Middle Class	Nobility	Upper Class
Geography – the plain between Greenwood/Mirkwood, Mordor and the Sea of Rhûn				−1	+3		−1	+1		+5	+1	+1		−1				+3[1]								+3	+5	−1	+1	+5	+3
Geography – Rhovanion east of Greenwood/Mirkwood				−1	+3		−1	+1		+5	+1	+1		−1				+3[2]								+3	+5	−1	+1	+5	+3
Geography – Rhûn				−1	+3		−1	+1		+5	+1	+1		−1[3]		+5										+3	+5	−1	+1	+5	+3
Geography – Rivendell and Rhudaur				−1	+3		−1	+1		+5	+1	+1		−1[4]												+3	+5	−1	+1	+5	+3
Geography – Rohan				−1	+3		−1	+1		+5	+1	+1		+3[10]				+3[10]								+3	+5	−1	+1	+5	+3
Geography – The Shire and Buckland				−1	+3		−1	+1		+5	+1	+1		+1[4]					+5[5]	+5[5]	+5[5]					+3	+5	−1	+1	+5	+3
Geography – The Vale of Anduin				−1	+3		−1	+1		+5	+1	+1	+5	+1[6]		+5[7]	+5[8]	+5[7]	+5[7]	+5[7]					+5[9]	+3	+5	−1	+1	+5	+3

[1] If Place of Abode is the Plain between Greenwood/Mirkwood, Mordor and the Sea of Rhûn

[2] If Place of Abode is in Rhovanion east of Greenwood/Mirkwood

[3] If Place of Abode is Iron Hills. Grey Mountains or Lonely Mountain: −3

[4] If Place of Abode is Northern Blue Mountains or Southern Blue Mountains

[5] If Place of Abode is in the Shire or Buckland. In the Bree-land: −1

[6] If Place of Abode is Grey Mountains, Lonely Mountain or Moria. Dunland or Iron Hills: −1

[7] If Place of Abode is in The Vale of Anduin

[8] If Place of Abode is Between Greenwood and Anduin north of the Dwarf-Road. In Greenwood/Mirkwood: ±0

[9] If Place of Abode is The eastern valleys of the Misty Mountains or in the Vale of Anduin. Western Greenwood/Mirkwood: +3, The region between the Mountains of Eryn Lasgalen and the Narrows: +1, Eastern Greenwood: −1

Skill	Prerequisite Item	Occupation											Community													Gender		Social Class			
		Craftsman/Craftswoman	Gardener	Mariner	Messenger	Miner	Minstrel	Ranger	Ruffian	Scholar	Soldier	Trader	Beornings	Dwarves	Eagles of the Misty Mountains	Easterlings	Elves of Greenwood/Mirkwood	Rohirrim/Eothéod/Northmen	Hobbits – Fallohides	Hobbits – Harfoots	Hobbits – Stoors	Horses	Orcs	Spiders of Mirkwood	Woodmen	Female	Male	Lower Class	Middle Class	Nobility	Upper Class
Hand-to-Hand Combat Skills	Approp. Hand-to-hand Combat Weapon							±0	±0[1]		+2		+3[2]	+7[3]	+9[4]	+5[5]	+3	+3	−1			+5[4]	+1	−5[4]	+3		+3	+2	+2	+2[6]	+2[7]
Healing										+5			+5	+5	−3	+1	+11	+1	+5	+5	+5		−1		+5	+5	+1	−1	+1	+5	+3
Herb-lore	Scholarly book on Herb-lore		−1					−3		+5			+5	−1	+5	+5	+17	+7	+7	+7	+7	−3	−3		+5	+5	+3	+1	+3	+3	+5
Hiding								−6					+3	+3	−1	+3	+3	+3	+15	+15	+15	+1	+3		+3	+3	+1	+2	+2	+2	+2
Interrogation								−6	−6		−6		+3	+3	+3	+3	+3	+3	−1	−1	−1	+5			+3	−3	+3	+2	+2	+2	+2
Language – Black Speech		−3	−3	−1	+3	−3	+1	−1	−3	+5	−1	+3											+1[8]			+5	+5	+1	+3	+5	+5
Language – Easterling		−3	−3	−1	+3	−3	+1	−1	−3	+5	−1	+3						−1								+5	+5	+1	+3	+5	+5
Language – variant of Iglishmêk[9]		−3	−3	−1	+3	−3	+1	−1	−3	+5	−1	+3		+5												+5	+5	+1	+3	+5	+5
Language – Khuzdul		−3	−3	−1	+3	−3	+1	−1	−3	+5	−1	+3		+5												+5	+5	+1	+3	+5	+5
Language – of the Northmen		−3	−3	−1	+3	−3	+1	−1	−3	+5	−1	+3	+1[10]	+1[10]	+1[10]		−3[10]	+1[10]	−7[10]	−5[10]	−1[10]				+1[10]	+5	+5	+1	+3	+5	+5
Language – Orkish dialect[11]		−3	−3	−1	+3	−3	+1	−1	−3	+5	−1	+3											+1			+5	+5	+1	+3	+5	+5

[1] Unarmed. Knives: −2, Axes, Clubs, Quarterstaff and Swords: −6

[2] Axes. Others: −9

[3] Axes. Others: +3

[4] Unarmed

[5] Axes (III 2900−). −III 2900 or others: +3

[6] Axes, Shields, Swords and Unarmed. Clubs, Knives and Spears: ±0, Quarterstaff: −2

[7] Axes, Knives, Shields, Spears, Swords and Unarmed. Clubs and Quarterstaff: ±0

[8] II 1000−3441 or III 2951−3019 and Place of Abode is Barad-dûr (or Minas Ithil/Morgul, the Tower of Cirith Ungol, the Towers of the Teeth or in Mordor and Social Class is Nobility or Upper Class)

[9] Sign language only useful within own community

[10] −III 2000 and Place of Abode is in Wilderland

[11] Only useful within own tribe

7.2. EXPERIENCE IN EVERYDAY LIFE

Skill	Prerequisite Item	Craftsman/Craftswoman	Gardener	Mariner	Messenger	Miner	Minstrel	Ranger	Ruffian	Scholar	Soldier	Trader	Beornings	Dwarves	Eagles of the Misty Mountains	Easterlings	Elves of Greenwood/Mirkwood	Rohirrim/Éothéod/Northmen	Hobbits – Fallohides	Hobbits – Harfoots	Hobbits – Stoors	Horses	Orcs	Spiders of Mirkwood	Woodmen	Female	Male	Lower Class	Middle Class	Nobility	Upper Class
Language – Rohirric		−3	−3	−1	+3	−3	+1	−1	−3	+5	−1	+3	+1[1]	+1[2]	+1[1]		−3[1]	+1[3]							+1[1]	+5	+5	+1	+3	+5	+5
Language – dialect of Rohirric		−3	−3	−1	+3	−3	+1	−1	−3	+5	−1	+3	+5	+1[4]	+5		−3	−3[5]	+5[4]	+5[4]	+5[4]				+5	+5	+5	+1	+3	+5	+5
Language – Silvan		−3	−3	−1	+3	−3	+1	−1	−3	+5	−1	+3	−3	−3[4]	−3		+5	−7[6]	−3[4]	−7[4]	−7[4]				−3	+5	+5	+1	+3	+5	+5
Language – Westron		−3	−3	−1	+3	−3	+1	−1	−3	+5	−1	+3	+5[7]	+5[7]	+5[7]		−1[7]	+1[8]	+5[9]	+5[10]	+5[9]		+1[11]	+1[11]	+5[7]	+5	+5	+1	+3	+5	+5
Language – local[12]																							−3			+5	+5	+1	+3	+5	+5
Local Knowledge Skills – close places[13]		−1	−1	+1[14]	+3	−1	+1	+1	−1	+5	+1	+1	+5	+5	+5	+3	+5	+1	+5	+5	+5	−3	+3	−3	+5	+5	+5	+5	+5	+5	+5
Local Knowledge Skills – far places[15]				+1[16]	+3		+1	+1		+5	+1	+1	+5	+5	+5	+3	+5	+1	+1	+1	+1		+3		+5	+3	+5	−1	+1	+5	+3
Lying					−2								±0	+3	+3	+3	+3[17]	+1	+3	+3	+3		+3		+3	+3	+1	+2	+2	+2	+2
Magic – Bane	Arcane book	+3												+5			+5									+5	+5	−1	+1	+5	+3
Magic – Finding and Returning	Arcane book	+3					−3										+5									+5	+5	−1	+1	+5	+3

[1] III 1977–2510

[2] If Place of Abode is Glittering Caves, or III 1977–2510 and Place of Abode is in Wilderland

[3] III 1977–

[4] If Place of Abode is in Wilderland

[5] −III 2510

[6] −III 2510 or IV 1–

[7] III 1500–

[8] III 1500– and Nobility. Others: −5

[9] III 1250– and Place of Abode is in Eriador. In Wilderland and III 1500–: +1

[10] III 1150–

[11] III 1–

[12] Which ones is at the GM's discretion.

[13] Places in your Char's own region at most 50 mi (80 km) away as the crow flies from your Char's Place of Abode. Includes your Char's Place of Abode.

[14] Coastal dwellings. Others: −1

[15] Places in your Char's own region farther than 50 mi (80 km) as the crow flies from your Char's Place of Abode

[16] Only coastal dwellings

[17] Female: −1

Skill	Prerequisite Item	Craftsman/Craftswoman	Gardener	Mariner	Messenger	Miner	Minstrel	Ranger	Ruffian	Scholar	Soldier	Trader	Beornings	Dwarves	Eagles of the Misty Mountains	Easterlings	Elves of Greenwood/Mirkwood	Rohirrim/Eothéod/Northmen	Hobbits – Fallohides	Hobbits – Harfoots	Hobbits – Stoors	Horses	Orcs	Spiders of Mirkwood	Woodmen	Female	Male	Lower Class	Middle Class	Nobility	Upper Class
		Occupation											Community													Gender		Social Class			
Magic – Fire and Light	Arcane book							−3		+5							+5									+5	+5	−1	+1	+5	+3
Magic – Girdle	Arcane book		+5					−3									+5									+5	+3	−1	+1	+5	+3
Magic – Opening	Arcane book									+5				+5			+3									+5	+5	−1	+1	+5	+3
Maths	Scholarly book on Maths									+5		−3	+3	+5	+5	−1	+5	+1	+5	+5	+5		−3	−3	+5	+3	+5	−1	+1	+5	+3
Maximal Movement					+2									+3	−1	+3	+3	+3	+3	+3	+3	+1	+3	+1	+3	+1	+3	+2	±0	−4	−2
Orienteering					+2			±0					+3	+3	+3	+3	+3	−1	+3	−1	−1	+3	+1	−5	+3	+1	+3	+2	+2	−2	±0
Perceiving								−2		−6			+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+1	+3	+3	+3	+3	+2	+2	+2	+2
Persuading					−6								+3	+3	+3	+3	+3	+3	+3	+3	+3		+1	+3	+3	−1	+3	+2	+2	+2	+2
Reading and Writing – Cirth	Scholarly book on R. & W. – C.	−1	−1	−1	+3	−1	+3	−1	−3	+5	−1	+1	+5	+5	−3		−3	+1	+5[1]	+5[1]	+5[1]		−1		+5	+3	+5	−3	+1	+5	+3
Reading and Writing – Easterling	Scholarly book on R. & W. – E.	−1	−1	−1	+3	−1	+3	−1	−3	+5	−1	+1				+5										+3	+5	−3	+1	+5	+3
Reading and Writing – Tengwar	Scholarly book on R. & W. – R.	−1	−1	−1	+3	−1	+3	−1	−3	+5	−1	+1	−1	+1	+5		+5	−5	+5[2]	+5[2]	+5[2]				−1	+3	+5	−3	+1	+5	+3
Resisting Poison										+1				+3			+3		+3	+3	+3				+3	+3	+1		±0	±0	+2
Riding	Horse				+2			−2			−2	−6	+3	−3		+3	+3	+13	−1	−1	−1		+1		+3	+1	+3	+2	+2	+2	+2
Shooting a Bow	Heavy or Light Arrows and Great, Short or Small bow							±0		+2			+3	+3		+3	+7	+3	+7				+1		+9	+3	+3	+2	+2	−2	±0

[1] If Place of Abode is in Wilderland. Else: −1
[2] If Place of Abode is in Eriador. Else: −1

Skill	Prerequisite Item	Occupation											Community													Gender		Social Class			
		Craftsman/Craftswoman	Gardener	Mariner	Messenger	Miner	Minstrel	Ranger	Ruffian	Scholar	Soldier	Trader	Beornings	Dwarves	Eagles of the Misty Mountains	Easterlings	Elves of Greenwood/Mirkwood	Rohirrim/Eothéod/Northmen	Hobbits – Fallohides	Hobbits – Harfoots	Hobbits – Stoors	Horses	Orcs	Spiders of Mirkwood	Woodmen	Female	Male	Lower Class	Middle Class	Nobility	Upper Class
Slinging	Sling or Staff sling and Clay or Leaden slingbullets							±0			+2		−1	+3		+3	+3	+3	−1				+1		+3	+3	+3	+2	+2	−2	±0
Sneaking								−6					+3	+3	−1	+3	+15	+3	+11	+11	+11		+1	+3	+3	+3	+3	+2	+2	+2	+2
Swimming				±0									+1	−3	+5	−1	+3	+3	−3	−3	+7	+3	−3		+3	+3	+3	−2	±0	+2	+2
Throwing						+2							+3	+3		+3	+3	+3	+13				+1		+3	+3	+3	+2	+2	+2	+2
Tracking								+5								+3	+5						+9		+5	+1	+5	+5	+5	+1	+3
Trading												+2		+7		+3	−3	+3	+3	+3	+3				+3	+3	+3		+2		+2
Travelling					+2			+2			+2	−6	+3	+9	−1	+3	+9	+3	+3	+3	+3	+7	+11	−3	+5	+3	+3	−4	−2	+2	±0

(2021-01-18)

If your Char happens to start living among a different People and thus **his/her Community changes**, from that point until your Char's Commmunity happens to change again, you have the option to choose a new Occupation for him/her, see section 4.9 Occupation, p. 121.

7.3 Experience in Adventures (2020-06-22)

Whenever your PC uses an Attribute or Skill when taking part in an Action in an Adventure, it will then be considered to have been practised in the current year. This means that in Adventures, PCs cannot practise Lore Skills (see section 7.1 Skill Levels, p. 199 above) whose Levels are 0, because Chars cannot perform Actions in which any of their Skills that have a Level of 0 are used (see also chapter 3 Actions, p. 25). Note down on your Char Sheet how many years the At and Sk has now been practised (if your PC's People is Dwarves, treat the current year as three years, and if your PC's People is Elves of Greenwood/Mirkwood, treat it as 100 years) and also mark that it has been so in the current year with an asterisk, then go to section 7.4 Level Increase, p. 212 below. These asterisks are removed only when the current year has passed; each At and Sk can only be practised once a year, but more than one At or Sk can be practised every year in this way.

7.4 Level Increase (2020-06-18)

You may now have the XL of the Attribute or Skill that was practised increase by a certain number of steps if it has been practised for sufficient number of years according to the following table. The table shows how many years it takes for the XL to increase one step (and sometimes even more than one) depending on its current value. If an XL increase occurs, reset the number of years the At or Sk has been practised on your Char Sheet, but if the number of years the At or Sk has been practised is not enough for an increase to happen, keep track of the number on your Char Sheet.

If the At or Skill was chosen to be practised in Everyday Life (see section 7.2 Experience in Everyday Life, p. 200 above) and if your PC's People is **Dwarves** or **Elves of Greenwood/Mirkwood**, multiply the numbers of years listed in the table by 3 and 100 respectively. Also, **in Everyday Life, no Skill XL can go higher than the XL Limit** associated with it (how to calculate the Limit was described in section 7.2 Experience in Everyday Life, p. 200 above), or increase further if it had already passed the Limit, but if an increase happens, you may again choose an At or Skill to improve. **If the At or Skill was practised in an Adventure**, you do not need to take into account whether it is eligible in Everyday Life, or any XL Limit (refer to section 7.2 Experience in Everyday Life, p. 200).

Current XL			No. of Years Until XL Increases	New XL		
At	Lore Sk	Talent Sk		At	Lore Sk	Talent Sk
	0		1		4	
	4		1		8	
	8		1		11	
	11	0	1		13	3
	13	3	1		14	5
0	14	5	2	1	15	6
	15	6	3		16	7
	16	7	4		17	8
	17	8	5		18	9
	18	9	6		19	10
1	19	10	7	2	20	11

20	11	8	21	12
21	12	9	22	13
22	13	10	23	14
23	14	11	24	15
24	15	12	25	16
25	16	13	26	17
26	17	14	27	18
27	18	15	28	19
2	etc.	etc.	26	3	etc.	etc.
3		90	4	

(2020-04-10)

Whenever one of your PC's XLs increases, you should check whether that has any further consequences; see section 7.8 Consequences of Level Changes, below.

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"Gimli stood leaning against the breastwork upon the wall. Legolas sat above on the parapet, fingering his bow, and peering out into the gloom."

– *The Lord of the Rings*, "Helm's Deep"

7.5   Ageing (2019-07-22)

The following table shows the rises and drops that are applied to all your PC's At and Se BLs, depending on which Birthday he/she reaches and his/her People. *Starting Age* means the age at which, when your PC reaches it, the GM should determine at what age the 1st rise/drop will occur according to *No. of Years Between Rises*. When your PC reaches that age, the GM determines when the next rise/drope will occur, and so on. The

No. of Increases column shows how many times the rises/drops happen, ie. how many times the GM should determine when they occur. He/she should note down this information and not reveal it until the changes happen. If your PC is mortal (his/her People is anything else than Elves of Greenwood/Mirkwood), the drops will eventually lead to your PC's demise (when his/her Har L reaches 0).

	Changes to Attribute and Sense BLs					
	Agi, Cha, Har, Psy, Siz, Str and Wit BL Increases			**Agi, Cha, Har, Psy, Str, Wit, Hea and Sig BL Decreases**		
People/ Creature Type	**Starting Age**	**No. of Years Between Rises**	**No. of Rises**	**Starting Age**	**No. of Years Between Drops**	**No. of Drops**
Beornings, Rohirrim/ Éothéod/ Northmen, Woodmen	16	D3	2	30	D3 + 2	unlimited
Dwarves (Longbeards)	30	D4 + 1	2	337[1]	1	unlimited[2]
Dwarves (others)	30	D4 + 1	2	237	1	unlimited[2]
Easterlings	16	D3	2	26	D3 + 1	unlimited
Elves of Greenwood/ Mirkwood	16	D3	2	–	–	–
Hobbits	21	D5 + 1	2	40	D2 + 2	unlimited
Orcs	16	D3	2	30	D2	unlimited

(2020-08-22)

You should check whether the changes have any further consequences; see section 7.8 Consequences of Level Changes, p. 215 below.

7.6 Fading of the Elves ₍₂₀₂₀₋₀₈₋₂₃₎

If your PC's People is **Elves of Greenwood/Mirkwood**, his/her At BLs (except Siz BL) and Se BLs decrease by 1 **every other millennial year** (every other centennial year during the Years of the Trees) according to:

III 3000
III 1000
II 3000
II 1000
I 1
YT[3] 1300
YT 1100
etc.

[1] For each centennial year from and including III 100 until the year of your PC's first Adventure, substract 5. Minimum is 237. Ignore this if the adventure takes place before III 100.
[2] Agi, Cha, Har, Psy, Str, Wit, Hea and Sig BLs decrease by D4 − 1 instead of 1.
[3] Years of the Trees

You should then check whether the changes have any further consequences; see section 7.8 Consequences of Level Changes, p. 215 below, but after your PC's BLs have been decreased, he/she performs a Psyche-related Action (see subsection 3.3.44 Other Psyche-related Actions, p. 97) where Duration is 1, TWL is 0 and the Obj L (Opposing) is 5 (10 if your PC has ever heard gulls, 15 if he/she has ever seen the Great Sea). If he/she loses, he/she will at some point during the years up until the next millennial year (in the table above) grow tired of Middle-earth and cross the Great Sea – the GM decides randomly the exact year. After leaving Middle-earth, your PC won't be playable anymore.

7.7   Earnings (2020-06-22)

At the end of every year, your PC gains as much money as is stated by his/her Earnings[1] (if he/she happens to be in an Adventure then, he/she gains the money right after the Adventure ends). This is a **net income**, which means that you do not have to take into account any of your PC's regular expenses such as for taxes, food etc. You may exchange this amount to as great or small monetary units as possible.

7.8   Consequences of Level Changes (2019-09-02)

When a PC's At BL, At XL, Se BL or Sk XL changes, it may have any of these further consequences:

- **If an At BL (incl. Siz BL) or At XL increases/decreases:**
  The associated At L increases/decreases by as many levels (see section 4.3 Attribute, Personality Trait and Sense Levels, p. 118).
  One or more Skill Ls might increase/decrease, see section 7.1 Skill Levels, p. 199. All Skill Ls that have the At L in question in their formulas will increase/decrease if the At L rises to or drops below a value divisible by 6 (6, 12, 18, 24 etc.).

- **If Siz BL increases:**
  Siz SL might increase (and if so, Siz L), see section 4.3 Attribute, Personality Trait and Sense Levels, p. 118.
  Height and Weight (see section 4.18 Height and Weight, p. 132) should be determined again, but roll again if the Char's new Height becomes smaller than his/her previous one.

- **If Siz L increases:**
  The Char's NfF and DfD values increase, see section 4.19 Need for Food and Drink, p. 132.

- **If Str L increases/decreases:**
  Burden Limits increase/decrease, see section 4.17 Burden Limits, p. 129).

- **If an Se BL decreases:**
  The associated Se L decreases by as many levels (see section 4.3 Attribute, Personality Trait and Sense Levels, p. 118).

- **If a Skill XL increases:**
  The associated Skill L will increase (see section 7.1 Skill Levels, p. 199).

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[1] During slavery and similar work your PC does not gain Earnings.

Chapter 8

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