

THE WAR OF THE RING: RISE OF ORTHANC

A MOD FOR WARHAMMER 40K: ONLY WAR RPG



BY VARDAEN @ BRENNOR'S RPG CORNER

CREDITS DUE

LORD OF THE RINGS

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WARHAMMER 40: ONLY WAR BY FANTASY FLIGHT GAMES

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SPECIAL THANKS TO

[HTTP://BRENNOR.DYNDNS.ORG](http://brennor.dyndns.org)

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INTRODUCTION

Rise of Orthanc is a system modification for the Warhammer 40K Only War RPG system and requires the Only War core book to play. This book is tailored to the current games being played on Brennor's RPG Corner set in the Third Age during the War of the Ring and is not designed to be all inclusive of Middle-earth.

In the following sections you will find the alternate rules to create characters and changes to the combat system.

CHAPTER II: REGIMENT CREATION

"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

STAGE 1: GENERATE CHARACTERISTICS

Characters start with 140 points to buy characteristics with. No one stat may have more than 30 points assigned to it at this point.

STAGE 2: CHOOSE SPECIALTY

In place of a starting regiment characters choose a starting race which generally includes a starting homeland as well.

ELVES

The Elves were the first of the races of the Children of Ilúvatar, known also as the Firstborn for that reason. The Elves are distinguished from the other two races, the Men and the Dwarves, especially by the fact of their near immortality.

Elves may choose any of the starting locations as their homeland: Lorien, Mirkwood, Imladris or the Grey Havens.

* Starting Characteristics: +3 Intelligence or Will Power, +3 Agility, +3 Perception

* Starting Skills: Common Lore (Elves), and the following linguistic skills; Linguistics (Quenya), Linguistics (Sindarin), Linguistics (Westron)

* Starting Talents: Ambidextrous, Heightened Senses: Sight, Heightened Senses: Sound, Resistance: Poison, Resistance: Disease, Weapon Training (Bows), Weapon Training (Light Blades)

* Starting Aptitude: Magic or Agility

* Starting Traits: Immortal: Elves do not die of old age, but may be slain through violence or despair.

* Starting Traits: Each homeland grants additional starting skills as listed below.

Of Lorien: Animal Husbandry, Stealth, Survival

Of Mirkwood: Stealth, Survival and Forbidden Lore (Necromancer)

Of Rivendell: Performer (Any), Scholastic Lore (Any) and Linguistics (Any non-Khuzdul)

Of the Grey Havens: Trade (Shipwright), Operate (Seagoing Vessel), Navigate (Oceanic)

* Starting Wounds: Elves start play with normal Wounds.



DWARVES

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 had been that of the Longbeards.

Dwarves may choose any of the starting locations as their homeland: Erebor, Moria, the Blue Mountains, or the Iron Hills

* Starting Characteristics: -3 Agility, +3 Strength, +3 Toughness, +3 Weapon Skill

* Starting Skills: Common Lore (Dwarf), Trade (Armourer, Brewer, Gem Cutter, Goldsmith, Merchant, Miner, Prospector, Smith, Stoneworker, Tinker or Weaponsmith), and the following linguistic skills: Linguistics (Khuzdul), Linguistics (Westron)

* Starting Talents: Enemy: Orcs, Hatred: Orcs, Resistance: Magic, Weapon Training (Axes or Hammers)

* Starting Trait: Dwarfcraft: Members of your race are natural craftsmen. You gain a +10% bonus on tests with the following Trade skills: Armourer, Brewer, Gem Cutter, Goldsmith, Miner, Smith, Stoneworker, and Weaponsmith.

* Starting Traits: Each homeland grants additional starting skills as listed below.

Of Erebor: Commerce

Of Moria: Forbidden Lore (Durin's Bane)

Of the Blue Mountains: Common Lore (Eriador)

Of the Iron Mountains: Common Lore (Wilderland)

* Starting Wounds: Dwarves start play with +2 starting Wounds.

DUNEDAIN

The Dúnedain were the the Men of Númenor and their descendants who peopled Arnor and Gondor in the Second and Third Ages. Some of them fled Númenor just before its destruction with Elendil and his sons, while others had settled around the haven of Pelargir before the Downfall. This name was reserved to those Númenóreans who were friendly to the Elves: the other, hostile survivors of the Downfall were known as the Black Númenóreans.

Dunedain may choose any of the starting locations as their homeland: Arnor or Gondor



A RANGER OF THE NORTH

* Starting Characteristic Modifiers: +3 Will Power, +3 Fellowship, +3 Any one other characteristic

* Starting Skill: Common Lore (Dunedain), Common Lore (Arnor or Gondor), and the following linguistic skills: Linguistics (Westron), Linguistics (Adûnaic), Linguistics (Sindarin)

* Starting Talents: Air of Authority, Any two tier 1 talents, even if you do not meet the prerequisites for them.

* Starting Adaptation: Leadership

* Starting Traits: Long Life: Dunedain live two or three times the length of normal men.

* Starting Traits: Each homeland grants additional starting skills as listed below..

Of Arnor: Healing, Navigate: Surface, Secret Signs, and Survival

Of Gondor: Command, Common Lore (War), Forbidden Lore (Mordor), Scholastic Lore (Any)

* Starting Wounds: Dunedain start play with +1 starting Wounds

HOBBITS

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.

* Starting Characteristic Modifiers: WS -3, BS +3, Ag +3, Fel +3

* Starting Skills: Scholastic Lore (Genealogy/Heraldry), Common Knowledge (Shire or Bree), Commerce or Trade (Any other than Amourer or Weaponsmith) and the following linguistic skills: Linguistics (Westron), Linguistics (Hobbit)

* Starting Talents: Heightened Senses: Sight, Resistance: The Shadow, Weapon Training (Thrown), any one tier 1 talent you meet the prerequisites for.

* Starting Trait: Size (3) Weedy

* Starting Wounds: Hobbits start play with -2 starting Wounds.

MEN

Men were one of the Kindred of the Children of Ilúvatar. Men were called the Secondborn by the Elves, their Elder brethren, because they were the last of all the incarnate races to come into being. Though they were born after the other sentient races, Men were destined to inherit and rule Middle-earth.

Men may choose any of the starting locations as their homeland: Anduin Vale, Bree, Dale & Lake-town, Dunland, Eriador, Gondor, Harad, Rhun/Khand, Rohan

* Starting Characteristic Modifiers: +3 to any two characteristics or +6 to one characteristic

* Starting Skills: Common Lore (Of Homeland) (ie, Bree-land, Rohan, Gondor, Etc...), and the following linguistic skills: Linguistics (Westron), Linguistics (Of Homeland)

* Starting Talents: Any two tier 1 talents you meet the prerequisites for.

* Starting Traits: Each homeland of man grants additional starting skills as listed below.

Of Anduin Vale (Woodmen): Animal Husbandry or Trade (Any), and Common Lore (Beornings)

Of Bree: Commerce and Trade (Any)

Of Dale and Lake-town: Commerce and Operate (Boat)

Of Dunland: Athletics and Intimidate

Of Eriador: Navigate (Surface) and Survival

Of Gondor: Scholastic Lore (Any) and Trade (Any)

Of Harad: Forbidden Lore (The Shadow) and Navigate (Surface or Oceanic)

Of Rhun/Khand (Easterlings) Operate (Wheeled) and Linguistics (Black Speech)

Of Rohan: Animal Husbandry and Ride

* Starting Wounds: Men start play with normal Wounds.



A BLACK NUMENORIAN

CHAPTER III: CHARACTER CREATION

"Lonely men are we, Rangers of the wild, hunters - but hunters ever of the servants of the Enemy; for they are found in many places, not in Mordor only. If Gondor, Boromir, has been a stalwart tower, we have played another part. Many evil things there are that your strong walls and bright swords do not stay. You know little of the lands beyond your bounds. "

— Aragorn son of Arathorn

This section players will choose one of the following specialties in place of those in the book. Characters also skip Stage 5: Generate Comrade, as that aspect is not used in War of the Ring.

STAGE 2: CHOOSE SPECIALTY

BURGLAR

Burglars are nimble rogues apt at skullduggery such as Bilbo Baggins.

* Characteristic Bonus: +5 Ag or +5 Perception

* Starting Aptitudes: Agility, BS, Perception, Burglar, Finesse, Fieldcraft

* Starting Skills: Awareness, Logic, Stealth, Security, Slight of Hand

* Starting Talents: Catfall, Lightning Reflexes or Light Sleeper, Weapon Training (Light Blades, Bows, Close, or Thrown)

* Wounds 8+1d5

LORE-MASTER

Lore-masters are great scholars of history and the world at large such as Daeron.

* Characteristic Bonus: +5 Intelligence or +5 WP

- * Starting Aptitudes: Intelligence, Fellowship, Will Power, Social, Knowledge, Leadership
- * Starting Skills: Common Lore (Any), Forbidden Lore (Any), Inquiry, Scholastic Lore (Any), Linguistics (Any)

* Starting Talents: Polyglot, Peer, Total Recall

* Wounds 8+1d5

MINSTREL

Minstrels are musicians or artists of great skill and social graces such as Gleowine or Luthien.

* Characteristic Bonus: +5 Ag or +5 Fellowship

* Starting Aptitudes: Fellowship, Agility, Intelligence, Finesse, Social, Knowledge

* Starting Skills: Acrobatics, Charm, Deceive, Performer (Any), Scrutiny

* Starting Talents: Mimic, Quick Draw, Radiant Presence

* Wounds 8+1d5

RANGER

Rangers are woodsmen skilled in the ways of the wild such as Aragorn or Faramir.

* Characteristic Bonus: +5 WS or +5 BS or +5 Perception

* Starting Aptitudes: WS or BS, Perception, Toughness, Fieldcraft, Finesse, Leadership

* Starting Skills: Animal Husbandry, Athletics, Awareness, Stealth, Survival

* Starting Talents: Deadeye Shot or Rapid Reload, Lightning Reflexes, Weapon Training (Light Blades, Bows, Close, or Thrown)

* Wounds 10+1d5

SAGE

Sages are attuned to the world and the lingers effects of the Valar in Middle-earth. Men might call what they do magic, like the acts of Elrond or Galadriel.

* Characteristic Bonus: +5 WP

* Starting Aptitudes: Will Power, Intelligence, Perception, Finesse, Magic, Knowledge

* Starting Skills: Common Lore (Any), Forbidden Lore (Any), Logic, Magical Sense, Healing

* Starting Talents: Light of Valinor, Magic Sense, Meditation

* Wounds 8+1d5

TRADESMAN

Trades men are the common men who dedicate themselves to crafts and professions such as as Gaffer Gamgee.

* Characteristic Bonus: +5 Intelligence

* Starting Aptitudes: Intelligence, Agility, Strength, Knowledge, Social, Fieldcraft

* Starting Skills: Charm, Commerce, Trade (Any Two), Trade Mastery +10 (Any), Operate (Any)

* Starting Talents: Peer, Unremarkable

* Special: Starts with double starting wealth

* Wounds 6+1d5

WARRIOR

Warriors are students of war and combat such as Boromir or Legolas.

* Characteristic Bonus: +5 WS or +5 BS or +5 Toughness

* Starting Aptitudes: WS, BS, Strength or Agility, Offense, Defense, Fieldcraft

* Starting Skills: Athletics, Dodge, Intimidate, Parry, Ride or Trade (Armour or Weaponsmith)

* Starting Talents: Die Hard, Street Fighting or Iron Jaw, Weapon Training (Any Two)

* Wounds 10+1d5



LORE-MASTER OF GONDOR

STAGE 3: WOUNDS, FATE, AND SPENDING EXPERIENCE

The following information replaces the various Aptitudes found in this section of the book.

Starting characters may choose any one Aptitude in addition to those they already known and add it to their characters.

GENERAL

Those Skills and Talents with the General Aptitude represent Advances that are simple to learn, regardless of the background or aptitude of the character gaining them. To represent this, all characters count as having the General Aptitude.

CHARACTERISTIC-BASED APTITUDES

There are nine Aptitudes that share a name with the nine Characteristics each character possesses: Weapon Skill, Ballistic Skill, Strength, Toughness, Agility, Intelligence, Perception, Willpower, and Fellowship. These represent the character's ability to learn and improve the matching Characteristic, as well as all the Skills and Talents related to it.

OFFENCE

Characters with the Offence Aptitude are those who prefer an all-out assault of brute force over a more careful, strategic approach. These characters may charge into melee in a bloodcrazed frenzy, or hang back and use machines of war on their foes.

FINESSE

While Skills and Talents with the Offence Aptitude focus on sheer, brute force, those with the Finesse Aptitude rely instead on precise skill and careful planning. Characters with the Finesse Aptitude easily pick up firing precise weapons from long distances, or wielding exotic weapons with deadly precision in melee.

DEFENSE

Those with the Defence Aptitude quickly learn how to keep themselves alive amongst the deadly chaos of combat. Whether through skilful deterrence or sheer toughness, they weather the battlefield, and live to tell the tale.

KNOWLEDGE

Amongst the cultures and ages of Middle-earth, there is more information than could be amassed

in a single lifetime. While the majority of people remain ignorant of things outside their own borders, characters with the Knowledge Aptitude find it simple to acquire this information.

LEADERSHIP

Those characters with the Leadership Aptitude naturally step into the role of command, fearlessly leading their troops into battle.

FIELD CRAFT

Staying alive in the varied environments of the Middle-earth can be as difficult as surviving battle. Characters with the Fieldcraft Aptitude easily adjust to, and thrive in the wild. Whether sneaking through a dense forests or navigating constantly shifting terrain, they easily adjust to any condition.

SOCIAL

Characters with the Social Aptitude easily adapt to the societal structures of any culture, using honeyed words or harsh intimidation to get their way.

MAGIC

Representing affinity with the natural world and the Songs of Ilu, only individuals with the rare ability to wield magic gain the Magic Aptitude.

BURGLAR

Any good expert treasure hunter will tell you that they have a certain set of skills that makes them invaluable to any expedition. Characters with the Burglar Aptitude excel with traps and stealth.

SKILL ADVANCES

The following table updates Table 3-17

Skill	Aptitude 1	Aptitude 2
Acrobatics	Agility	General
Animal Husbandry	Fellowship	General
Athletics	Strength	General
Awareness	Perception	Fieldcraft
Charm	Fellowship	Social
Command	Fellowship	Leadership
Commerce	Intelligence	Knowledge
Common Lore*	Intelligence	Knowledge
Deceive	Fellowship	Social
Dodge	Agility	Defence
Forbidden Lore*	Intelligence	Knowledge
		Fieldcraft
Healing	Intelligence	or Knowledge
Inquiry	Fellowship	Social
Interrogation	Willpower	Social
Intimidate	Strength	Social
Linguistics*	Intelligence	General
Logic	Intelligence	Knowledge
Magical Sense	Willpower	Magic
Navigate	Intelligence	Fieldcraft
Operate	Agility	Fieldcraft
Parry	Weapon Skill	Defence
Performer	Fellowship	Social
Ride	Agility	General
Scholastic Lore*	Intelligence	Knowledge
Scrutiny	Perception	General
Secret Signs	Intelligence	Knowledge
Security	Agility	Burglar
Sleight of Hand	Agility	Knowledge
		Fieldcraft
Stealth	Agility	or Buglar
Survival	Perception	Fieldcraft
Trade*	Intelligence	General

* *Specialist Skill*

CHAPTER IV: SKILLS

"The Fallohides, the least numerous, were a northerly branch. They were more friendly with Elves than the other Hobbits were, and more skill in language and song than in handicrafts; and of old they preferred hunting to tilling."

— *Fellowship of the Ring*

SKILL DESCRIPTIONS

Animal Husbandry (Fellowship)

Aptitudes: Fellowship, General

Animal Husbandry covers all the skills associated with the raising and handling of animals, both wild and domesticated. Use this skill to take care of farm and domestic animals, like horses, cattle, pigs, oxen and the like. Routine care and feeding require no Skill Test. Tests are most commonly made to spot developing illnesses or signs of discomfort, or for special grooming (preparing a mount for a parade, for instance).

This skill also can be used to train animals to perform tricks and obey skimpy commands. The most commonly trained animals are dogs, horses and hawks, though more unusual animals may be trained with the GM's permission. Properly training an animal takes some time. Skill Tests should be made once a week during training. A simple trick can be learned with one successful test, a moderately difficult trick can be learned with three successful tests, and a difficult trick can be learned with ten successful tests.

This skill also can be used to befriend animals. Domestic animals are always friendly to you. Wild animals or those trained to be hostile (like attack dogs) can be calmed with a successful test. This skill does not work on monsters such as Wargs or Fell Beasts.

EXAMPLE MODIFIERS

+30	Animal feels a great bond to the character from a past event
+20	Subject is friendly or the character adds incentive such as food or play toys
+10	Animal is already friendly or loyal
+0	Animal has never seen the character before
-10	Animal doesn't want to be bothered, or the character is aggressive
-20	Animal is protecting its territory
-30	Animal is actively hostile, protecting its young or the character has wronged it previously

Skill Use: Full Action or Longer

Common Lore (Intelligence)

Aptitudes: Intelligence, General

All Common Lore Skills represent the common knowledge an individual might know about the general information, traditions, famed individuals, and superstitions of a particular people, group, organisation, or race. This Skill differs from Scholastic Lore, which represents scholarly learning one might gain through study and research, and Forbidden Lore, which involves hidden or proscribed knowledge. Common Lore deals with basic information gained from prolonged exposure to a culture or area. Unlike other Skills, Common Lore has multiple Specialisations. See page 113 for more information on how these Specialisations work. Example Specialisations for this Skill are as follows (but are not limited to):

Elves, Dunedain, Dwarves, Hobbits, Men, Bree, The Shire, Erebor, Moria, Blue Mountains, Iron Mountains, Lorien, Mirkwood, Rivendel, Grey

Havens, Arnor, Gondor, Anduin Vale, Dale & Lake-town, Dunland, Eirador, Gondor, Harad, Rhun, Rohan, etc...

EXAMPLE MODIFIERS

+30	Remember the name of a broad region
+20	Remember generally known facts about a region
+10	Learning general information about a specific culture
+0	Remember specific information about a specific culture or well-known location
-10	Learning information about a large city
-20	Learning information about a small settlement
-30	Remember information learned about a specific individual relatively unknown to most people

Skill Use: Free Action

Forbidden Lore (Intelligence)

Aptitudes: Intelligence, Knowledge

All Forbidden Lore Skills represent knowledge forbidden or hidden to the average person of Middle-earth. In many cases, knowing such information could lead to a dark path if one is not careful.

Forbidden Lore has several different Specialisations. Specialisations are described in greater detail on page 113. The Specialisations are as follows (but not limited to):

Orcs, Nazgul, Barrow Wights, The Shadow, Mirkwood Spiders, Sauron, Rings of Power, Mordor, Trolls, Balrogs, etc...

Skill Use: Free Action

Linguistics (Intelligence)

Aptitudes: Intelligence, General

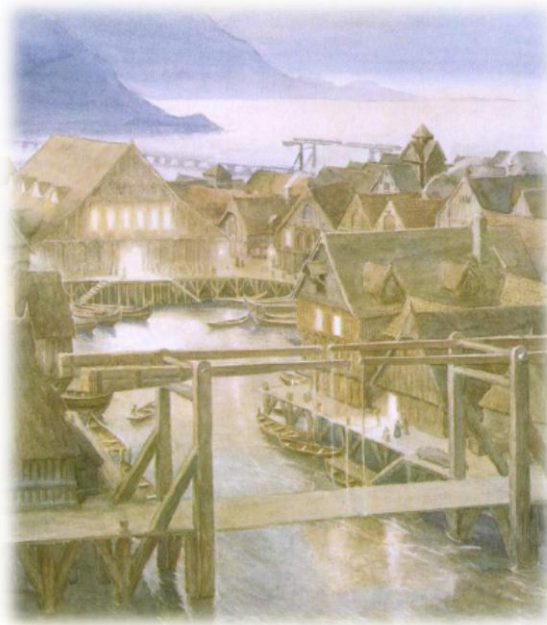
Linguistics covers all kinds of spoken and written languages. A character with the Linguistics Skill has learned to speak, read, and write (if it has a written form) a particular language, code, or cipher. No test is normally required to use Linguistics as it pertains to normal speaking, reading, or writing.

Linguistics is a Specialist Skill (see page 113) and requires a player to choose a speciality when first taken. The Linguistics Skill may be taken more than once, each time with a new speciality.

Languages in Middle-earth include:

Westron, Hobbit, Khuzdul, Iglismek, Avarin, Quenya, Vanyarin, Noldorin Quenya, Telerin of Valinor, Telerin, Sindarin, Nandorin, Valarin, Black Speech, Entish, Etc...

Skill Use: Free Action



ESGAROTH ON THE LONG LAKE

Navigate (Intelligence)

Aptitudes: Intelligence, Fieldcraft

Navigate is the ability to plot a course from one point to another, either on the surface of the ocean or overland. A character with the Navigate Skill is able to find their way quickly and efficiently even when far from familiar landmarks; this could mean successfully navigating through a dense swamp or a crowded city. Navigate can also be used to guide a ship from port to sport.

Surface

Navigate (Surface) covers the ability to Navigate across terrestrial environments from frozen tundra to sweltering jungles as well as navigating man made environments such as cities or subterranean complexes.

Oceanic

Navigate (Oceanic) is the ability to plot a course across the seas using stars, planets, and other celestial phenomena. This ability is primarily used aboard sailing ships.

Skill Use: 1 minute for simple locations, 1d5 hours for plotting courses or routes.

Operate (Agility)

Aptitudes: Agility, Fieldcraft

Operate encompasses the ability to control and direct all manner of vehicles and heavy equipment. This can include everything from wagons, to river boats to sea going vessels. A character with this Skill is adept at piloting, driving, or operating a particular type of vehicle or machine. No Test is normally required to pilot or drive a vehicle unless it is in a combat situation or other unusual circumstances (i.e. extremely rough terrain, high speed, etc.).

Wheeled

Operate (Wheeled) covers the ability to drive any vehicle that primarily operates on the land such as wagons, wains, carts or other wheeled vehicles.

Boats

Operate (Boats) covers the ability to pilot such boats that travel on lakes and rivers like the row boats of lake town.

Sea Going Vessels

Operate (Sea Going) covers the ability to captain great sea going ships across the open waters far from land.

Skill Use: Half Action

Performer (Fellowship)

Aptitudes: Fellowship, Social

Performer is used to entertain crowds of spectators and to make works of art. It can be used to soothe crowds with oration, or to impress a king.

Performer has several different Specialisations. Specialisations are described in greater detail on page 113. The Specialisations are as follows (but not limited to):

Actor, Comedian, Dancer, Musician, Singer and Storyteller

Skill Use: Various

Scholastic Lore (Intelligence)

Aptitudes: Intelligence, Knowledge

All Scholastic Lore Skills represent information that a person would need to learn in a formal setting or institution of learning, whether from a knowledgeable mentor, an organisation, or even the careful study of rare tomes. Unlike Common Lore, this information is not readily available to the average inhabitant of Middle-earth, while unlike Forbidden Lore, it is not forbidden or proscribed.

Scholastic Lore has several Specialisations (see page 113). These Specialisations are as follows (but not limited to):

Arts, Astronomy, Beasts, Engineering, Genealogy/Heraldry, History, Law, Legend,

Magic, Philosophy, Ring Lore, Science, Strategy/Tactics, Theology

Skill Use: Free Action

Secret Signs (Intelligence)

Aptitudes: Intelligence, Knowledge

Use this skill to read or leave coded messages. Several common sets of signs are in use in Middle-earth. Secret signs are not very sophisticated, mostly being used to warn of danger, mark a target, indicate protection, and so on. Skill tests are not required to read basic messages but may be necessary to decipher complicated messages or worn or damaged signs.

Secret Signs has several Specialisations (see page 113). These Specialisations are as follows (but not limited to):

Burglar, Rangers of the North, Rangers of Ithilien, Elves of Mirkwood, Etc...

Skill Use: Half Action

Security (Agility)

Aptitude: Agility, Burglar

The Security Skill deals with overcoming locks and safeguards, breaking into secure places or protecting them from intrusion. A character with the Security Skill is trained to bypass locks or traps whether using picks or innate skill. Characters with Security are also able to safeguard locales by making their passive defences more secure, even setting traps for unwary intruders and thieves.

Skill Use: 1 minute, reduced by 10 seconds for each Degree of Success

Stealth (Agility)

Aptitudes: Agility, Fieldcraft or Burglar

Stealth is the ability to remain unseen, while moving through a crowd, the open croplands of the Shire, or the craters of Mordor. A character

with the Stealth Skill can move silently or conceal themselves from others, either to escape from their foes or take them by surprise. Stealth also allows a character to conceal their actions when in plain sight, such as hiding weapons from someone searching their person. When Stealth is used against an opponent (such as to hide from a foe or shadow a target) it is an Opposed Test (see page 31). Stealth opposes and is opposed by Awareness.

Trade (Intelligence)

Aptitudes: Intelligence, General

This skill is used to practice a trade or profession. It is most common among the simple folk of Middle-earth.

Trade has several different Specialisations. Specialisations are described in greater detail on page 113. The Specialisations are as follows (but not limited to):

Apothecary, Armourer, Artist, Bowyer, Brewer, Calligrapher, Candlemaker, Carpenter, Cartographer, Cook, Cooper, Embalmer, Farmer, Gem Cutter, Goldsmith, Herbalist, Merchant, Miller, Miner, Prospector, Shipwright, Shoemaker, Smith, Stoneworker, Tailor, Tanner, Tinker, Wainwright and Weaponsmith



DWARVEN STONEMASON OF EREBOR

CHAPTER V: TALENTS AND TRAITS

"It does not do to leave a live dragon out of your calculations, if you live near him."

-- *The Hobbit*

TALENTS

Below is a listing of the Talents with significant changes. Or it may list the changes to the Talent including those from the Hammer of the Emperor book.

Armor Monger

Remove Tech Use Prerequisite

Bombardier

Remove from the game, not relevant

Bulging Biceps

Remove from the game, not relevant

Chain Weapon Expertise

Remove from the game, not relevant

Cleanse and Purify

Remove from the game, not relevant

Cybernetic Boost

Remove from the game, not relevant

Cybernetic Calibrations

Remove from the game, not relevant

Cold Hearted

Tier: 1

Prerequisite: None

Aptitudes: Willpower, Defense

Either long training or a harsh lifestyle or sheer will has rendered the character immune to most mundane temptations. Seduction attempts against him automatically fail and Charm Tests increase their Difficulty by one level. Taking this Talent causes one Shadow Point.

Combat Formation

Change Squad to Fellowship

Deflect Shot

Tier: 2

Prerequisite: Agility 50

Aptitudes: Weapon Skill, Defence

The character's weapons move with such speed that they can deflect thrown weapons and shots fired from non-seige weapons. When the character is armed with a readied melee weapon, they add their Weapon Skill Bonus to their Armour Points on all locations (even unarmoured locations) when calculating Damage from hits from non-siege ranged weapons or Thrown weapons.

Don't You Die on Me!

Tier: 3

Prerequisite: Master Healer, Methodical Care

Aptitudes: Intelligence, Knowledge

The character is an accomplished healer, refusing to accept the loss of a comrade-in-arms. Whenever an ally dies from Blood Loss or due to a failed Characteristic Test, this character has a chance to bring the fallen comrade back from the brink for a number of Rounds equal to his Intelligence Bonus. During this time, if he is close enough to treat his "dead" ally, this character may spend a Fate Point make a Very Hard (-30) Medicae Test in an attempt to revive him. This Test requires a Full Action, and he must spend a Fate Point each time he wishes to attempt it. If he succeeds on one of these Tests within a number of Rounds equal to his Intelligence Bonus, he manages to bring the fallen ally back from the edge. Resuscitating a character in this way does not reverse any other consequences of the injury that "killed" the character, such as lost limbs or Characteristic Damage.

Drop Trooper

Remove from the game, not relevant

Enemy

Tier: 1

Prerequisite: None

Specializations: Any Cultural Group such as Orc, Elf, Rohirrim, Etc...

Favored by the Warp

Removed from the game, not relevant

Feat of Strength

Remove Bulging Biceps Prerequisite

Ferric Summons

Removed from the game, not relevant

Final Judgement

Tier: 3

Prerequisite: Fellowship 45, Air of Authority, Deadeye Shot

Aptitudes: Ballistic Skill, Leadership

The character is experienced in both ways to motivate his allies and dishearten the enemy. Once per Combat Encounter after killing a target with a Ranged Attack, this character may spend a Fate Point and make a **Challenging (+0)**

Command Test. If he succeeds, each of his allies within 10 metres gains a bonus equal to 5 times his Degrees of Success to the next Ballistic Skill or Weapon Skill Test he makes before the end of the encounter and each of his foes within 10 metres suffers a penalty equal to 5 times his Degrees of Success to the next Ballistic Skill or Weapon Skill Test he makes before the end of the encounter.

Fortress of Iron Will

Tier: 3

Prerequisite: Strong Minded, Willpower 40

Aptitudes: Willpower, Magic

The character's sheer willpower and affinity with the universe have become one and the same over years of practice and training, such that their combined use is second nature. The character adds 5 x his Willpower Bonus to any Opposed Test involving defending against the Enemy's dark powers.

Gunslinger

Removed from the game, not relevant

Hatred

Tier: 2

Prerequisite: None

Specializations: Any Cultural Group such as Orc, Elf, Rohirrim, Etc...

Hotshot Pilot

Tier: 2

Prerequisite: Agility 40, Operate (any one)

Aptitudes: Agility, Fieldcraft

The character can pilot or drive vehicles as if they were extensions of his own body and has a

natural understanding of anything that needs steering. The character counts as having all Operate Skills at Rank 1 (Known) (basically they can drive or sail anything). If they wish to later improve their Operate Skills, these Advances must be bought using Experience Points (from Rank 1) as normal. Such is their skill they also add one Degree of Success to any successful Operate Tests.

Into the Jaws of Hell

Change reference to the Emperor to something else.

Jaded

Tier: 1

Prerequisite: Willpower 40

Aptitudes: Willpower, Defence

The character's wide travels have shown them both wonders and horrors beyond the ken of most. Middel-earth has thrown its worst at the character and they have yet to flinch. Mundane events, from death's horrific visage to Mordor's abominations, do not force the character to gain Shadow Points or make Fear Tests. Terrors from beyond still affect the character normally.

Lasgun Barrage

Remove from the game, not relevant

Lasgun Volley

Remove from the game, not relevant

Las Weapon Expertise

Rename Bow Expertise

Tier: 2

Prerequisite: Ballistic Skill 35, Weapon Training (Bow)

Aptitudes: Ballistic Skill, General

Whenever this character attacks with a bow, he imposes a -5 penalty on Dodge Tests to avoid the attack for every Degree of Success he scores beyond the first (to a maximum of -30).

Las Weapon Mastery

Rename Bow Weapon Mastery

Tier: 3

Prerequisite: Ballistic Skill 45, Bow Expertise

Aptitudes: Ballistic Skill, General

Whenever this character makes an attack with a bow he deals +1 additional Damage for every

two Degrees of Success he scores on the Ballistic Skill Test beyond the first.

Luminen Blast

Remove from the game, not relevant

Luminen Shock

Remove from the game, not relevant



A FELL BEAST

Maglev Transcendence

Remove from the game, not relevant

Master Chirurgeon

Rename Master Healer

Tier: 3

Prerequisite: Medicae +10

Aptitudes: Intelligence, Fieldcraft

The character's advanced healing skills enable him to knit flesh with deft mastery. The character's exceptional education in use of herbs, treatments, and the needle give their patients an enormous advantage. The character gains a +10 bonus on all Heal Skill Tests. If the character fails his Heal Test while performing Extended Care, he reduces the amount of Damage suffered by his patient due to his failure by an amount equal to his Intelligence Bonus. If their patient is in danger of losing a limb from a Critical Hit (see **Chapter VIII: Combat**), the character provides the patient with a +20 bonus to the Toughness Test to prevent limb loss.

Master Engineer

Remove from the game, not relevant

Mechadendrite Use

Remove from the game, not relevant

Melta Weapon Expertise

Rename Crossbow Expertise

Tier: 2

Prerequisite: Ballistic Skill 40, Weapon Training (Crossbow)

Aptitudes: Ballistic Skill, Offence

When firing any crossbow this character counts its Range as being increased by a number of metres equal to two times his Ballistic Skill Bonus.

Melta Weapon Mastery

Rename Crossbow Mastery

Tier: 3

Prerequisite: Ballistic Skill 50, Crossbow Expertise

Aptitudes: Ballistic Skill, Offence

Whenever this character makes an attack with a crossbow he deals +2 additional Penetration for every two Degrees of Success he scores on the Ballistic Skill Test beyond the first.

Mental Maze

Change Psychic Power to Shadow Power

Mimic

Remove from the game, not relevant

Modify Payload

Remove from the game, not relevant

Munitorum Influence

Remove from the game, not relevant

Never Die

Remove reference to the Emperor

Orthoproxy

Rename Light of Valinor

Tier: 1

Prerequisite: None, Noldor Elf

Aptitudes: Willpower, Magic

Having seen the Light of Valinor over the sea has gifted the character with a strength of hope unparalleled. The character receives a +20 bonus to Willpower Tests made to resist mind control

or interrogation. However, he tends not to get jokes.

Overkill

Remove the Prerequisite Bulging Biceps

Peer

Tier: 1

Prerequisite: Fellowship 30

Specializations: Any Cultural Group such as Orc, Elf, Rohirrim, Etc...

Persuasive Charm

Remove from the game, not relevant

Plasma Weapon Expertise

Remove from the game, not relevant

Plasma Weapon Mastery

Remove from the game, not relevant

Prosanguine

Remove from the game, not relevant

Psychic Power

Remove from the game, not relevant

Replaced with a version of Magic

Push the Limit

Remove from the game, not relevant

Rapid Reload

Tier: 1

Prerequisite: None

Aptitudes: Agility, Fieldcraft

The firing ranges and weapon drills are the character's constant abode. The character halves all reload times, rounding down. Thus, a Half Action reload becomes a Free Action, a Full Action reload becomes a Half Action, and so on.

Resistance

Tier: 1

Prerequisite: None

Specialisations: Cold, Fear, Heat, Poisons, Magic, The Shadow, Others

Rite of Static Overload

Remove from the game, not relevant

Sacred Flame

Remove from the game, not relevant

Sidearm

Remove from the game, not relevant

Skilled Rider

Prerequisite: Ride +10

Solid Projectile Weapon Expertise

Remove from the game, not relevant

Solid Projectile Weapon Mastery

Remove from the game, not relevant

Stealth Sniper

Aptitudes: Ballistic Skill, Fieldcraft or Burglar\

Strong Minded

Tier: 2

Prerequisite: Willpower 30, Resistance (The Shadow)

Aptitudes: Willpower, Defence

The character's mind acts as a fortress against

the Shadow. He may re-roll failed Willpower

Tests to resist any Shadow powers that affect his mind. Shadow powers that have a physical effect are unaffected by this Talent.

Storm of Iron

Rename to Storm of Arrows

Tier: 2

Prerequisite: Ballistic Skill 45, Weapon Training (any ranged)

Aptitudes: Ballistic Skill, Offence

When facing massed enemies on the battlefield, the character lays down a storm of arrows that even the most foolhardy cannot push through.

When the character deals Damage to a target with the Swift Shot action, the character may allocate his extra hits to any other target within five metres, instead of the usual two metres.

Swift Shot

Tier: 2

Prerequisite: Ballistic Skill 30, Rapid Reload

Aptitudes: Ballistic Skill, Finesse

The character's ability with bows is legendary, allowing him to attack with amazing speed at

ranged. A Player Character with this Talent may make the Swift Shot Combat Action.

Swift Suture

Prerequisite: Healing

Technical Knock

Remove from the game, not relevant

The Flesh is Weak

Remove from the game, not relevant

Two-Weapon Wielder

Tier: 2

Category: Melee

Aptitudes: Weapon Skill, Finesse

Intensive training allows the character to use a weapon in each hand when needed. When armed with two one-handed weapons, after making a Half Action Attack (this can be a Single Attack, a Swift Attack, or a Lightning Attack with a melee weapon, he may make a single additional Half Action Attack following the same restrictions with the other weapon. (In effect, this allows the character to attack twice in a Round; once from each of their weapons). Both of these Attacks count as being part of the same Half Action, and both Tests made to attack with the weapons suffer a –20 penalty.

Unstoppable Charge

Prerequisite: Weapon Skill 40, Ride +10

Versatile Shooter

Remove from the game, not relevant

Veteran Comrade

Remove from the game, not relevant

Warp Conduit

Remove from the game, not relevant

Warp Lock

Remove from the game, not relevant

Warp Sense

Rename to Magic Sense

Tier: 1

Prerequisite: Magic Sense, Perception 30

Aptitudes: Perception, Magic

The character's senses have evolved to perceive the magic in parallel with the physical world. After gaining this Talent, using the Magic Sense Skill requires a Free Action instead of a Half Action. In addition, the character can passively detect magical effects and entities without the need to actively seek them out. Whenever the character could detect such a thing or a creature, the GM may allow him to make a Magic Sense Skill Test to detect it, in the same way he might use Awareness to spot an ambush without knowing it is there.

Weapon-Tech

Remove from the game, not relevant

Weapon Training

Tier: 1

Prerequisite: None

Specializations: Axes, Heavy Blades, Light Blades, Bows, Close, Crossbows, Flails, Hammers, Natural, Polearms/Spears, Siege, Thrown

Aptitudes: General, Finesse or Offense

The character can use all weapons within the group he has selected with this Talent. When a character attempts to use a weapon he does not have the correct Weapon Training Talent for, he suffers a –20 penalty to any relevant Weapon Skill or Ballistic Skill Test. This Talent may be taken more than once, each time with a different specialisation.



GANDALF THE GREY WIZARD

CHAPTER VI: ARMOURY

"Great engines crawled across the field; and in the midst was a huge ram, great as a forest-tree a hundred feet in length, swinging on mighty chains. Long had it been forging in the dark smithies of Mordor, and its hideous head, founded of black steel, was shaped in the likeness of a ravening wolf; on it spells of ruin lay. Grond they named it, in memory of the Hammer of the Underworld of old. Great beasts

drew it, orcs surrounded it, and behind walked mountain-trolls to wield it."

—The Return of the King

RANGED WEAPONS TABLE 6-9

Name	Class	Range	RoF	Dam	Pen	Rld	Special	Wt.
Short Bow	Bow	30	S	1d10 R	0	Half	Reliable	2
Long Bow	Bow	60	S	1d10+3 R	0	Half	Reliable	3
Sylvan Bow	Bow	60	S	1d10+3 R	1	Half	Reliable, Accurate	3
Light Crossbow	Crossbow	30	S	1d10 R	0	2Full		3
Heavy Crossbow	Crossbow	60	S	1d10+2 R	2	2Full		4
Repeating Crossbow	Crossbow	30	S	1d10 R	0	Full		4
Sling	Thrown	15	S	1d10-2 I	0	Half	Inaccurate	.5
Spear	Thrown	SBx3	S	1d10 R	0	-		1
Throwing Axe	Thrown	SBx2	S	1d5+3 R	1	-		1
Throwing Knife	Thrown	SBx2	S	1d5+3 R	0	-	Accurate	.5

MELEE WEAPONS

Name	Class	Range	Dam	Pen	Special	Wt.
Battle Axe	Axe	-	1d10+2 R	0	Unbalanced	5
Cavalry Spear	Polearm	-	1d10 R	0	Proven (2), Unbalanced	7
Club	Close	-	1d5 I	0		1
Dagger	Light Blade	-	1d5+1R	0		2
Dwarven Battle Axe	Axe	-	1d10+2 R	0		5
Elven Long Knife	Light Blade	SB	1d10 R	0		2
Flail	Flail	-	1d10+2 I	0	Flexible, Unbalanced	5
Gauntlet	Close	-	1d5 I	0		1
Great Axe	Heavy Blade	-	1d10+2 R	0	Tearing, Unwieldy	7
Great Flail	Flail	-	1d10+2 I	0	Impact, Tiring, Flexible, Unwieldy	7
Great Maul	Hammer	-	1d10+2 I	0	Impact, Tiring, Unwieldy	7
Great Sword	Heavy Blade	-	1d10+2 R	0	Tearing, Unbalanced	7
Halberd	Polearm	-	1d10+1	0	Reach	7
Hand Axe	Axe	-	1d10 R	0		3
Improvised	Close	-	1d5-2 I	0	Unbalanced	-

Knife	Light Blade	SB	1d5 R	0		1
Lance	Polearm	-	1d10+2 R	1	Impact, Unwieldy	7
Longsword	Light Blade	-	1d10 R	0	Balanced	3
Main Gauche	Close	-	1d5 R	0	Balanced, Defensive	1
Morningstar	Flail	-	1d10 R	0		3
Rapier	Light Blade	-	1d10 R	0	Fast	
Scimitar	Light Blade	-	1d10 R	0		3
Shield	Close	-	1d5 I	0	Defensive	3
Short Broadsword	Light Blade	-	1d10 R	0		2
Spear	Polearm	SBx3	1d10 R	0		3
Staff	Polearm	-	1d10 I	0	Balanced	3
Unarmed	Untrained		1d5 I	0		-
Warhammer	Hammer	-	1d10+2 I	1	Unbalanced	4.5

SPECIAL QUALITIES

Fast

Weapons with this quality strike quickly because they are especially nimble or long. Enemies suffer a -10% penalty when trying to parry or dodge a Fast weapon.

Impact

Weapons with this quality hit with tremendous force. If you hit with an Impact weapon, you may roll two d10 for damage and pick the higher result.

Tiring

Weapons with this quality are fatiguing to use. Their Impact or Tearing quality thus only applies during the first use of the weapon.

SPECIAL WEAPONS

Cavalry Spear

A heavy weapon designed for use as part of a mounted charge, these weapons are used by certain Rohan Eoreds, preferring something they can use multiple times over the course of an extended encounter. This is a one-handed melee weapon. When it is used for an attack as part of a mounted character's Crushing Charge Mounted Special Action (see **Mounted Combat** on page 132), a cavalry spear gains the Proven (4) Quality.



BOROMIR OF GONDOR

ARMOUR

Name	Class	Cost	AP	Locations Covered	Wt.
Leather Skullcap	Light	3	1	Head	1
Leather Jerkin	Light	6	1	Body	1
Leather Jack	Light	12	1	Body, Arms	1
Leather Leggings	Light	10	1	Legs	1
Full Leather Armour	Light	25	1	All	5
Mail Coif	Medium	20	2	Head	3
Mail Shirt	Medium	60	2	Body	10
Sleeved Mail Shirt	Medium	95	2	Body, Arms	10
Mail Coat	Medium	75	2	Body, Legs	10
Sleeved Mail Coat	Medium	130	2	Body, Arms, Legs	15
Mail Leggings	Medium	20	2	Legs	10
Full Mail Armour	Medium	170	3	All	15
Helmet	Heavy	30	3	Head	4
Breastplate	Heavy	70	3	Body	15
Plate Bracers	Heavy	60	3	Arms	5
Plate Leggings	Heavy	70	3	Legs	15
Full Plate Armour	Heavy	400	5	All	30

CHAPTER VIII: COMBAT

"Is it not a strange fate that we should suffer so much fear and doubt for so small a thing? So small a thing! And I have seen it only for an instant in the house of Elrond! Could I not have a sight of it again?"
-- Boromir

Rapid Shot

Type: Full Action

Subtype: Attack, Ranged

The character grips his weapon tightly and fires off a furious volley of shots at his enemies.

The attacker may make two attacks during the round with any ranged weapon for which he is trained in and has a reload time of Free. The targets of the two attacks must be within 2 meters of one another, each attack is resolved separately.

Swift Shot

Type: Half Action

Subtype: Attack, Ranged

With precision and discipline, the active character fires off several shots at his enemies. The attacker must be wielding a ranged weapon

capable of reloading as a Free Action and have Swift Shot Talent to take this Action.

The attacker makes a Challenging (+0) Ballistic Skill Test. A dice result of 94 to 00 indicates the weapon has Jammed (see Weapon Jams, page 255). If he hits, he scores a hit for the initial Degree of Success plus an additional hit for every two additional Degrees of Success. The number of extra hits scored in this manner cannot exceed the attacker's Ballistic Skill Bonus. Extra hits can either be allocated to the original target or any other targets within two meters, provided none of the new targets would have been harder to hit than the original target. If extra hits are allocated to the same target, use Table 8-2: Multiple Hits to determine the extra Hit Locations. Remember, the first hit is always determined by reversing the numbers of the dice result made to perform the Test (see The Attack, page 249).