



A Collection of  
Additional Character Options  
Compiled By  
Richard Harrison  
for  
The One Ring  
Role-playing Game



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## Artwork and Author Credits

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This supplement to The One Ring game has been put together over a number of years of play from my own ideas and those shared and discussed over on Cubicle 7's discussion board/forum. The people that have contributed to this are therefore too numerous to mention here but you all have my thanks for making my gaming, and that of my players, extremely enjoyable; thank you!

# - BELIEF -

A Belief is an ethical or moral statement that encompasses how the character views his world. It is also a way for the player to explore Middle-earth.

A Belief is a code or ethical stance. Sometimes you'll act in accordance with your Belief, sometimes you'll act against it. Beliefs should speak to some higher purpose. They shouldn't be goals you can accomplish; they're ideals your character lives up to. A character's belief is a brief statement that gives a snapshot of their mindset. It could be a strong motivation, a long-term goal or desire, or perhaps an important opinion or philosophy. What matters is that it shows something important to the character and how he views the world around him.



## WRITING BELIEFS

You get to decide what your character believes. Your Belief tells everyone at the table what you're interested in and what you want to explore in the game. Beliefs can be about your fellowship, your parents, your friend, your enemy, The Battle of Five Armies, peace or a particular moral code.

At character creation, a player will devise one such Belief for his character. Inspiration should be drawn from his culture, calling, background and personality. Think about what drives your character. What is his higher purpose? Try to distil that higher purpose into a slogan or statement of belief.

Some examples of beliefs are:

- I will protect the borders of my homeland for the good of all Free Peoples
- I am good for naught save blood and steel
- Don't look for a Took to do much on an empty stomach (second breakfast included)
- I will prove myself worthy to my companions, no matter the cost
- My kin will one day reclaim the forest as their own, and rid it from the taint of shadow
- Elves are not to be trusted as they care little for the perils men face
- A good person needs to be able to think with their head but act with their heart
- It's not what you fight, but what you fight for
- The best solution is always found at the point of my sword
- Never give-up, no matter the danger
- A threat can come from anyone
- The greater good must be served above the individual
- Reason is the best guide to right action
- All possibilities should be explored for the well-being of my folk
- I must embody the true ideals of my Calling
- Wilderland belongs not to the free peoples; we only own what we can safely hold

## PLAYING BELIEFS

Your Belief is a powerful tool. It tells everyone at the table what your character is about, and it acts as a helpful reminder for you, too. It's a short, simple guide for the direction of your character. If you're lost in play, if you don't know what to do in a situation, read over your Belief. Think about what a character with this Belief would do in the situation to hand.

## FULFILLING AND CHANGING BELIEFS

Sometimes, you will reach a point with your character and his Belief where you feel it's not important anymore. It doesn't mean quite so much. Or the character has just changed. He's moved on. He believes different things now.

A player may use a Fellowship Phase Undertaking to change their character's Belief (just like swapping a Trait). This shows his changing outlook of the world around him.



## EFFECTS OF BELIEFS

In actual play beliefs have two mechanical effects:

### Acting on Your Belief

If your character's actions in the adventure at some point strongly reflect their Belief, you may regain one Hope point at its conclusion.

### Playing Against a Belief

If you play against your character's Belief in a dramatic fashion, making a decision in the adventure that is counter to what you believe, and it is apparent through your performance of your character, you gain one additional XP at the end of the adventure.

## CHALLENGING BELIEFS

It is one of the responsibilities of the Loremaster to challenge the Belief of each player-hero during play. They should present the player-heroes with situations that say, "You believe that? How about now? Do you still believe that when pushed?", placing characters in situations where their reputation is at stake and they must make difficult choices. That is precisely the point of a Belief. It makes the situations in the game more gripping. For deeper, richer play, bring other characters into your Beliefs.



# - LANGUAGES -

The following rules provide a more detailed subsystem for detailing and developing the languages of Middle-Earth in keeping with the spirit of Tolkien's material.

Languages are rated on a scale from 1 to 6, like any other skill. After character creation, languages can only be learned and/or increased during the Fellowship Phase using a combination of Undertakings and spending experience points.

## LEARNING LANGUAGES

In order to learn a new language, a player must spend one Fellowship Phase utilising the **Learn Language** undertaking.

### NEW UNDERTAKING: LEARN LANGUAGE

Each such undertaking allows the character to acquire a new language at the first rank, provided that the sanctuary and/or patrons have means by which to learn it.

## IMPROVING LANGUAGES

A language may be increased by spending two experience points for every one level the rank of the language is improved. Usually a language may only be increased by one rank during a Fellowship Phase but longer durations may allow greater improvements.

### LANGUAGE RANKS

The following points detail the capabilities in communication for each rank held in a language:

- **Rank 1:** Rudimentary verbal communication skills and topics: "Must have water!" "What cost?"
- **Rank 2:** Mediocre verbal communication, using complete if simple sentences
- **Rank 3:** Conversational language skills with some beginning literacy. Strong accent, dialects or slang
- **Rank 4:** The skill level at which the average individual can speak the native language
- **Rank 5:** Mastery with a strong literacy foundation
- **Rank 6:** Complete understanding of a language and its nuances


## OBSCURE LANGUAGES

More obscure languages may exist that can be learned throughout the campaign, providing the character has the opportunity to learn such languages.

Obscure languages are harder to learn. They represent languages where concepts, grammar, or obscurity make them difficult to understand and develop or languages that require almost completely different vocalisations in order to speak (eg, such as the language of Ents or Eagles).

- The Language difficulty rating is the target number that a prospective student must make a skill roll against in order to increase their language by 1 rank. The skills to be used are generally either "Lore" or "Riddle", although the Loremaster may apply other skills and examples for the TN for such a test can be found in the table below.

LANGUAGE	TN
Easterling	12
Black Númenórean	14
Orcish	16
Black Speech	18
Entish	20

- Anyone who even attempts to study Orcish earns a Shadow Point if they roll an  on their Language test, and anyone who attempts to learn Black Speech earns a Shadow Point regardless of success. This shadow point is earned each time they utilise an undertaking to do so, as these languages expose the learner, spiritually, to the Shadow

## ENCOUNTERS AND LANGUAGES

During Encounters, characters are limited in their interactions by their competency within the language being used within the encounter. Any Common Skill being used has its available Success Dice capped at the rank of the language being used. So, for example, Malden the Lakeman's Persuade skill of 3 is reduced to 2, when conversing with a Wood Elf scout, because his language rank in Silvan (Bethteur) is only 2.

## STARTING LANGUAGES BY CULTURE - HEROES OF WILDERLAND

LANGUAGE	BARDINGS	BEORNINGS	DWARVES OF THE LONELY MTN	DWARVES OF THE GREY MTNS	DWARVES OF THE IRON HILLS	ELVES OF MIRKWOOD	LEOFRINGS	MEN OF DORWINION	MEN OF LAKETOWN	WANDERING ELVES	WILD HOBBITS	WOODMEN
<b>Adunaic</b> Westernesse	-	-	-	-	-	-	-	-	-	-	-	-
<b>Afliduk</b> Anduin Vale Tongue	2	4	2	2	-	1	3	-	3	2	4	4
<b>Dalish</b>	4	2	3	2	3	2	2	3	3	1	-	2
<b>Dunish</b>	-	-	-	-	-	-	-	-	-	-	-	-
<b>Rohirric</b>	-	-	-	-	-	-	3	-	-	-	-	-
<b>Khuzdul</b> Dwarvish	-	-	4	4	4	-	-	-	-	-	-	-
<b>Logthig</b> Dorwinion	-	-	-	-	-	2	-	4	2	-	-	-
<b>Quenya</b> High Elven	-	-	-	-	-	-	-	-	-	-	-	-
<b>Bethteur (Silvan)</b> Woodland Elvish	-	-	-	1	-	4	-	3	2	4	-	-
<b>Sindarin</b> Grey Elven	-	-	-	-	-	2	-	-	-	2	-	-
<b>Westron</b> Common	4	4	3	3	3	3	4	4	4	3	4	4
TOTAL LANGUAGE RANKS	10	10	12	12	10	14	12	14	14	12	8	10

STARTING LANGUAGES BY CULTURE - HEROES OF ERIADOR AND BEYOND

LANGUAGE	BREE-FOLK	DUNEDENING	DWARVES OF THE BLUE MTNS	ELVES OF LONDON	ELVES OF LORIEN	HIGH ELVES OF RIVENDELL	HOBBITS OF THE SHIRE	MEN OF MINAS THRITH	RANGERS OF THE NORTH	RIDERS OF ROHAN
<b>Adunaic</b> Westernesse	-	-	-	1	-	2	-	3	3	-
<b>Atliduk</b> Anduin Vale Tongue	-	-	-	-	1	-	-	-	1	-
<b>Dalish</b>	-	-	-	-	-	-	-	-	1	-
<b>Dunish</b>	1	4	-	-	-	-	-	-	-	-
<b>Rohirric</b>	-	-	-	-	1	-	-	2	-	4
<b>Khuzdul</b> Dwarvish	1	-	4	1	-	-	-	-	-	-
<b>Logthig</b> Dorwinion	-	-	-	-	-	-	-	-	-	-
<b>Quenya</b> High Elven	-	-	-	3	3	3	-	-	-	-
<b>Bethteur (Silvan)</b> Woodland Elvish	-	-	-	1	2	1	-	-	-	-
<b>Sindarin</b> Grey Elven	-	-	2	4	4	4	-	3	3	2
<b>Westron</b> Common	4	4	4	4	3	4	4	4	4	4
TOTAL LANGUAGE RANKS	6	8	10	14	14	14	4	12	12	10

# - New Callings -

This chapter presents to new Callings as options for players to select for their characters; the Companion and the Leader. Each of these also have a new Shadow Weakness; Forsworn Pledge and the Curse of Doubt respectively.



## COMPANION

*"We are coming with you; or following you like hounds."*

You have pledged your service to another, and will fulfil your duty until its completion. Whether you are a soldier, or a kinsman, or only a servant, it is the province of your leader to decide a course; your task is to see the errand through.

**Favoured Skill Groups:** Custom, Vocation

**Trait:** Provisioner

**Shadow Weakness:** Forsworn Pledge

### NEW TRAIT - PROVISIONER

"Better to have and not want, than to want and not have", is your motto. Your fellow travellers can usually rely on you to produce a useful item at need, or small tokens of comfort to keep spirits lifted.

## FORSWORN PLEDGE

*"Let him not vow to walk in the dark who has not seen the nightfall."*

### 1. Sullen

A sullen hero follows the lead of others grudgingly and with many complaints.

### 2. Wayward

A wayward hero chafes under his duty. He may be prone to pick and choose the commands he obeys, or to fulfil them in ways other than as instructed.

### 3. Unruly

An unruly hero is openly resentful of his bonds of service. He rarely submits to authority, choosing instead the ways that seem best to him.

### 4. Faithless

A faithless hero has forsaken the pledge he once took or the duty that was laid on him. Others revile him as an oath-breaker.

## LEADER

*'He stood up, and seemed suddenly to grow taller. In his eyes gleamed a light, keen and commanding.'*

The Wise know that advice is a dangerous gift, as all courses may run ill. Worse is the case of a leader of men, as when his actions go amiss, many suffer as a consequence. But when the world is on the brink of ruin, it is the duty of all men of worth to rise and take the lead, whatever the risk of making the wrong choices. You have decided to put your judgement to the service of others, to guide them in this dark hour. But you don't want others to heed your commands out of fear or obedience – you want them to follow you because they trust in your counsel.

**Favoured Skill Groups:** Personality, Vocation

**Trait:** Leadership

**Shadow Weakness:** Curse of Doubt

### NEW TRAIT - LEADERSHIP

You possess the capability to win the trust of others and push them to action. When under pressure, other men naturally turn to you for guidance, as ducklings follow their mother, or wolf pups heed their father.

## CURSE OF DOUBT

*"An ill fate is on me this day, and all that I do goes amiss."*

In time even the most sensible of individuals can begin to lose their sense of being. They begin to doubt themselves and others and as the corruptions spreads in the hero's spirit, that which was good and decent about the hero is slowly lost.

### 1. Worrying

A worrying hero is loath to let anything they care about go without their personal protection, believing that some ill luck is sure to befall it.

### 2. Fickle

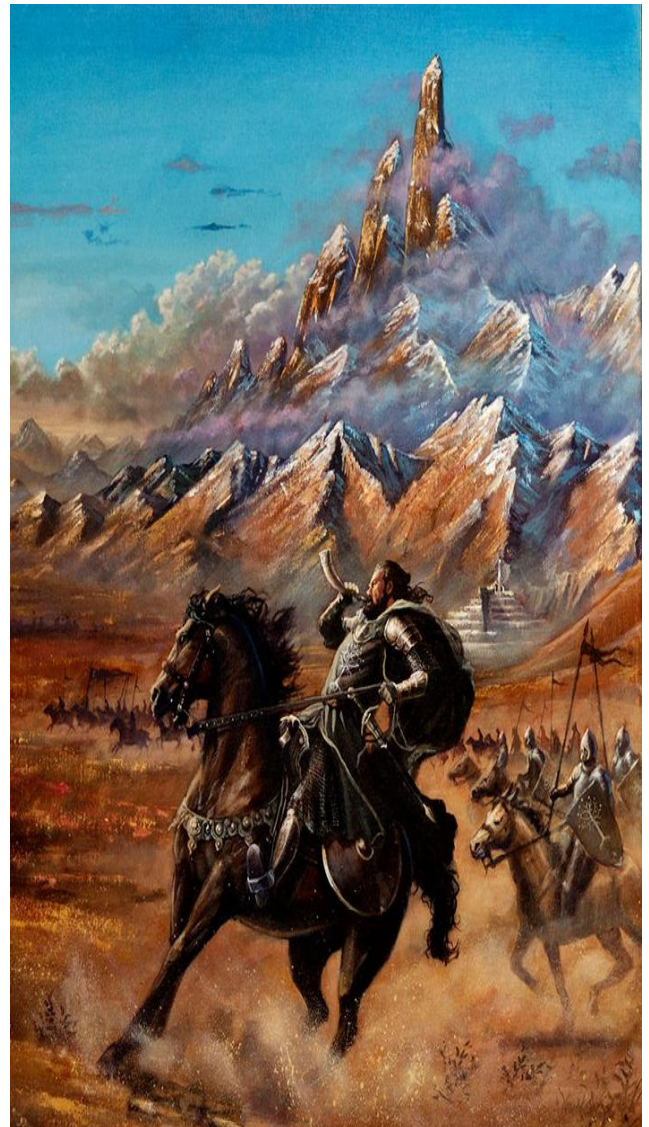
A fickle hero is susceptible to erratic changes in behaviour, outlook and beliefs. They lack any form of steadfastness and are unpredictable.

### 3. Anxious

An anxious hero finds it difficult to let their guard down, even if there is no danger, or if others perceive their guarded nature as being rude.

### 4. Craven

A craven hero is contemptuously lacking in courage and will look for the easiest option to keep themselves safe; and likely at the expense of others.



# - WISDOM, VALOUR & VIGOUR -

As Wisdom and Valour are to Heart, so is Vigour. Vigour represents one's physical power, fortitude, resistance to disease and poison and other defences against that which may assail a character physically. It is adjudicated in all the same ways as Wisdom and Valour, with the exceptions noted below. The selections that come about from increasing one's Vigour score are called *Talents* and *Boons*.

## STARTING VALUES

Upon creating a character, a player now decides on one of the three characteristics to set at a value of 2 with the remaining two characteristics at 1. Players are still limited to increasing only one of these by one per Fellowship Phase.

## MASTRIES, QUALITIES AND TALENTS

The main rules allow for players to select from generic options for their characters called Masteries and Qualities.

With the additional Vigour characteristic, a new generic set of options has been added called *Talents*. The following table lists the options that can be selected under each characteristic:

MASTRIES	QUALITIES	TALENTS
Confidence	Cunning Make	Dour Handed
Expertise	Close Fitting	Fell Handed
Gifted	Reinforced	Resilience
Skill Mastery*	Grievous	Thwarting*
	Keen	
	Fell	
* Identifies a new Mastery or Talent		

## NEW MASTERY

### Skill Mastery

Tireless application and dedication to your preferred craft is finally bearing its fruits.

Add 1 Mastery die to a favoured skill (Common or Weapon skill). The same skill cannot be chosen twice. A Mastery die is a regular Success die that is added to the number of dice a player is rolling when attempting a test or task.

It is not necessary for a Mastery die to be of a different colour than the other dice used in the same roll, but their addition may bring the total of Success dice rolled beyond the normal limit of six dice.

When making a die roll including one or more Mastery dice, the rolling player considers the results obtained and then adds up the values of a number of Success dice equal to the character's appropriate rating, ignoring the dice in excess.

*For example, Trotter acquired a Skill Mastery for his Travel ♦♦ ability. When making a roll using Travel, he now rolls the Feat die and four Success dice, keeping the three best results.*

## NEW TALENT

### Thwarting

You have become an expert at avoiding your opponents' attacks. Raise your Parry rating by one.

## VIRTUES, REWARDS AND BOONS

Each culture was previously able to select from five Cultural Virtues and three Cultural Rewards (in addition to the generic Masteries and Qualities). With the addition of the Vigour characteristic each culture will have access to Virtues, Rewards, and a new set of options referred to collectively as *Boons*.

For a list of the Cultures and their applicable Virtues, Rewards and Boons see the tables below.

## THE USES OF VIGOUR

Vigour may be applied to the following Might tests:

- Non-travel related Weariness
- Forced Marches
- Resisting poison and disease
- Coping with extremes of temperature
- Resisting pain and torture

Vigour can, occasionally, also be used within a social encounter, but is generally only used when the parties involved are beginning with a negative view of the heroes; such as an Orc or brigand being questioned for information and where a player-heroes overt physical might and appearance becomes a determining factor.



## VIRTUES, REWARDS AND BOONS BY CULTURE - HEROES OF WILDERLAND

	- VIRTUES -			- REWARDS -			- BOONS -		
CULTURE	1ST VIRTUE	2ND VIRTUE	3RD VIRTUE	1ST REWARD	2ND REWARD	3RD REWARD	1ST BOON	2ND BOON	3RD BOON
<b>Bardings</b>	Birthright	With One Voice <sup>1</sup>	Woeful Foresight	Dalish Longbow	Sword of King Bard <sup>1</sup>	Tower Shield	Fierce Shot*	King's Men*	Swordmaster*
<b>Beornings</b>	Night Goer	Redeemed Through Blood <sup>1</sup>	Twice Baked Honeycakes	Giant Slaying Spear	Noble Armour	Splitting Axe	Brother to Bears*	Great Strength*	Skin-coat*
<b>Dwarves of the Lonely Mtn</b>	Broken Spells	Ravens of Mountain	Stiff Neck of the Dwarves	Axe of Azanulbizar	Dwarf-wrought Hauberk	Helm of Awe	Durin's Way*	Old Hatred*	Second Skin <sup>1</sup>
<b>Dwarves of the Grey Mtns</b>	Broken Spells	Dark for Dark Business	Stiff Neck of the Dwarves	Worm Axe	Dwarf-wrought Hauberk	Helm of Awe	Durin's Way*	Old Hatred*	Second Skin <sup>1</sup>
<b>Dwarves of the Iron Hills</b>	Broken Spells	Sworn Allegiance	Stiff Neck of the Dwarves	Axe of Azanulbizar	Ironfoot Hauberk	Helm of Awe	Durin's Way*	Old Hatred*	Second Skin <sup>1</sup>
<b>Elves of Mirkwood</b>	Elvish Dreams	The Speakers	Wood Elf Magic	Bitter Spear	Spearman's Shield	Woodland Bow	Deadly Archery*	Shadow Bane*	Terrible to Behold <sup>1</sup>
<b>Leofrings</b>	Horse Whisperer	Trusty Steed	Vidugavia's Honour	Charger	Horn of Battle	Horsehair Plume	Blood of the Wyrmslayer	Iron Clad	Horse Lord
<b>Men of Dorwinion</b>	A Merchant's Eye	Gift of the Earth Maidens	Wine of Dorwinion	Sailor's Armour	Kine Bow	Guarding Shield	A Traveller's Legs	Valorous Words	Well-Travelled
<b>Men of Laketown</b>	Bowman of the Guild	Merchant Prince	Trader's Savvy	Brazen Armour	Gift of the Woodland Elves <sup>1</sup>	Serpent Scimitar	Shield Fighting*	To Journey's End <sup>1</sup>	Water Legs*
<b>Wandering Elves</b>	Elvish Dreams	The Speakers	Wood Elf Magic	Silver Harp <sup>1</sup>	Wine of the Dark Mountains	Woodland Bow	Call of Mirkwood <sup>1</sup>	Eerie Laughter <sup>1</sup>	Feast Clearing*
<b>Wild Hobbits</b>	Art of Disappearing	Bold Beyond Reckoning <sup>1</sup>	Vexing Riddler	Barbed Fishing Spear	Lucky Armour	Sling of Accuracy <sup>1</sup>	Fair Shot*	Small Folk*	Tough in the Fibre*
<b>Woodmen</b>	Herbal Remedies	Hound of Mirkwood	Natural Watchfulness	Bearded Axe	Feathered Armour	Shepherd's Bow	Hunter's Resolve*	Staunching Song*	Undaunted by The Shadow <sup>1</sup>

\* Previously these Boons were listed as Virtues

<sup>1</sup> Denotes new Boon, Reward or Virtue

## VIRTUES, REWARDS AND BOONS BY CULTURE - HEROES OF ERIADOR AND BEYOND

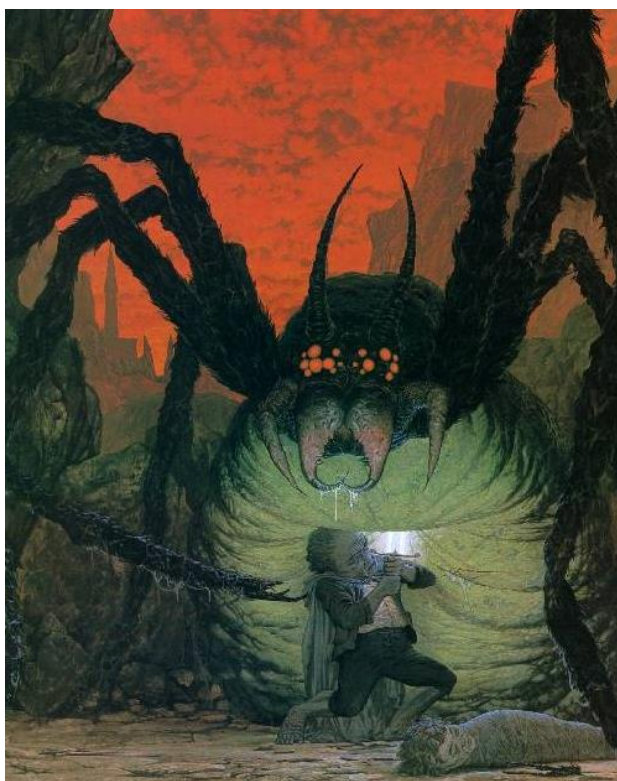
	- VIRTUES -			- REWARDS -			- BOONS -		
CULTURE	1ST VIRTUE	2ND VIRTUE	3RD VIRTUE	1ST REWARD	2ND REWARD	3RD REWARD	1ST BOON	2ND BOON	3RD BOON
<b>Bree-folk</b>	Friendly and Inquisitive	Out of Memory and Old Tales	The Big and the Little	Gatekeeper's Lantern	Pipe of the Prancing Pony	Shield of the First Men	Desperate Courage*	Militia Spearmen <sup>1</sup>	Traveller's Blessing*
<b>Dunlending</b>	A Secret Folk	Grim of Aspect	Ill Omen	Great Forest Axe	Heart-seeker	Spiral Armour	Champion of the Hillmen*	Wild Onset*	Blessed of the Spirits <sup>1</sup>
<b>Dwarves of the Blue Mtns</b>	Broken Spells	Deep Songs	Stiff Neck of the Dwarves	Dwarf-wrought Hauberk	Harp of the Halls	Helm of Awe	Durin's Way*	Old Hatred*	Second Skin <sup>1</sup>
<b>Elves of Lorien</b>	Elvish Dreams	The Speakers	Waybread of the Elves	Bow of the Galadhrim	Elven-brooch	Elven Cloak	Deadly Archery*	Favour of the Lady*	Terrible to Behold <sup>1</sup>
<b>High Elves of Rivendell</b>	Artificer of Eregion	Beauty of the Stars	Elbereth Gilthoniel	Books and Maps of Shadow Lore	Lesser Ring	Spear of the Last Alliance	Might of the Firstborn*	Skill of the Eldar*	Raiment of Arda <sup>1</sup>
<b>Hobbits of the Shire</b>	Art of Disappearing	Bold Beyond Reckoning <sup>1</sup>	Brave at a Pinch	Bow of the North Downs	King's Blade	Lucky Armour	Small Folk*	Sudden Attack <sup>1</sup>	Tough in the Fibre*
<b>Men of Minas Tirith</b>	Guard of the Tower	Piercing Sight	Strong-willed <sup>1</sup>	Horn of Minas Anor	Shield of the Citadel	Weapon of Great Lineage	Captain of Gondor*	Onward into Battle*	Over Dangerous Leagues*
<b>Rangers of the North</b>	Dauntless Guardians	Foresight of their Kindred <sup>2</sup>	Royalty Revealed	Blade of Númenor <sup>1</sup>	Númenórean Arrows	The Star of the Dúnedain	Endurance of the Ranger*	Noble Lineage*	Rumour of the Earth*
<b>Riders of Rohan</b>	Household Esquire	Master of Doom	Old Songs and Children's Tales	Ancient Mail from Gondor	Glinting Spear	Horse-tailed Helm	Horse-herd of the Riddermark*	King's Guard*	Rider of the Mark <sup>1</sup>

\* Previously these Boons were listed as Virtues

<sup>1</sup> Denotes new Boon, Reward or Virtue; <sup>2</sup> Previously the race's Cultural Blessing

# - VIRTUES & BOONS OF CALLING -

The following elements are additional options to those detailed in the main rulebook and are tied to specific character Callings and may be picked when increasing Wisdom or Vigour. For each entry the trait increase used to gain the Virtue or Boon is highlighted in parentheses.



## COMPANION

### LOYAL RESOLVE (VIGOUR)

Companions have deep reserves of strength that may not always be obvious to those who do not know them well. Stirred, they can be unassailable.

When attempting any Valour based test in order to aid your Fellowship Focus you may add your **Vigour** rating as a bonus to your total.

### STALWART PRESENCE (WISDOM)

Loyal to the friends, a companion provides support and aide in the darkest of places.

When making a Corruption test due to a Blighted Area, on a Great Success you may allow a companion to pass their test, and on an Extraordinary Success you may do so for two companions.

## LEADER

### LIGHT-BEARER (VIGOUR)

Maintaining spirits is a vital component to an adventuring company, something more easily accomplished amongst friends than strangers.

If in their company during a Fellowship phase, add your **Vigour** rating as a bonus to any Cure Corruption roll that you and your companion's attempt.

### TACTICAL ACUMEN (WISDOM)

Calling upon their own battle experience and observation a Captain may provide his companions with timely assistance and advice.

While in Defensive or Rearward Stance the player-hero may, at the expense of their attack, roll **Battle** to determine combat advantage, just as is normally done at the onset of a conflict. They may then distribute these additional Success Dice as they see fit between their companions.

## SCHOLAR

### DARKER SECRETS (WISDOM)

Exposure and experience have imparted hard-learned secrets, things the likes of which Men should not know.

Add your current **Shadow** score to all Lore and Riddle rolls.

### LEARNED INSIGHT (WISDOM)

Knowledge is far more valuable than gold, and wisdom is a kingly gift. As such, a learned presence is an oft requested thing.

Add one to the player-hero's **Standing**. In addition, add your **Wisdom** score to your preliminary roll during all Encounters.

## SLAYER

### TWO-WEAPON FIGHTING (VIGOUR)

Forgoing a shield drastically lowers defence, but it does free the hand for other tasks, like using another weapon. In untrained hands, such abandon oft proves fatal, but for the adroit or talented, it can be a vicious combination.

You wield two, one-handed weapons with lethal grace and potent skill. This 'off-hand' weapon is limited to weapons of Encumbrance Rating of 0 or 1. One weapon must be designated the primary; the other is the secondary. The bonus of dual wielding depends on the Combat Stance of the character:

- **Forward:** Reduce the Edge of the primary weapon by one
- **Open:** Increase the Injury TN of the primary weapon by two
- **Defensive:** Add a parry value equal to the Encumbrance of your secondary weapon +1 (ie, not the paired total, just a single weapon, so a dagger has +1 to parry while a short-sword adds +2 to parry).

In all cases, only a single attack roll is ever made and no more than a single target can be attacked per turn.

### FOE-SLAYER (VIGOUR)

Whether hatred-bred or vengeance-fuelled, dealing death to true enemies is, by some measure, an art.

Add your weapon's **Encumbrance** rating to the Endurance damage caused on a successful hit against your specified enemy/enemies (ie, those defined within your Enemy-Lore trait).

## TREASURE HUNTER

### ACUTE APPRAISAL (WISDOM)

The value of coin and treasure is an art to those who know; stretching its use is not unlike scraping the last pigment from a paint jar.

When increasing Standing, the Wealth Cost is reduced by your **Wisdom** score plus any permanent **Shadow** (to a minimum of the cost of the previous level of Standing). Furthermore, when maintaining higher standards of living, your Wealth expenditure counts for three years at a time instead of one.

### SLY FINGERS (VIGOUR)

A proper and skilled burglar can wrest finery from the deepest pocket and prise the stoutest lock.

When picking locks (Craft) or pockets (Stealth), add your current permanent **Shadow** score to your rolls.



## WANDERER

### HARD MARCH (VIGOUR)

Travel is a difficult prospect and rarely does the terrain agree with one's expectations, however, and the road oft grows wearing and rough. Fellowship, however, can alleviate many trials, either through a helping hand or uplifting presence.

Great and Extraordinary success levels during a journey's fatigue Travel test(s) grant successes equal to your **Vigour** score which may be divided between your companions as you see fit.

*For example, Galadhil the Ranger is travelling with three companions through Eriador and succeeds at his Fatigue test with an extraordinary success. His Vigour score is 4 and he decides to assign one success level to two of his companions and two successes to his other companion, Garfield the Hobbit who is struggling with the tough conditions.*

### WORLDLY (WISDOM)

Knowing how to plan an intended journey, what route to take and when to take it, frequently determines success or failure before the first step is even taken.

Add your **Wisdom** score to any Lore roll when determining your Success Dice for 'Journey Advantage'.

## WARDEN

### DEFENDER (VIGOUR)

Defence of kin against the growing Shadow is of paramount importance. Without a home to return home to, there is little hope left in the world.

When fighting to directly protect your folk or lands, add your **Vigour** score as a modifier when attacking.

### Other Lands and Folk

Where appropriate a player-hero may, for 1 XP and as a Fellowship Undertaking, expand the use of the Defender boon to other lands. Each expansion of this trait will mean the bonus can be applied to a different region to that of their homelands and there must be a strong character-driven justification for this.

Regions include: Beorn's Lands, Lands of the Woodmen, Dalelands, the Iron Hills, the Greydelve, Laketown, Lands of the Elf King of Mirkwood, the Shire, Bree-lands, etc.

### GUARDIAN (WISDOM)

Preparedness and knowledge are vital in defending one's land from age old enemies.

In any battle involving servants of the Shadow you may add your **Wisdom** score when determining Combat Advantage.



## - RENOWN & STANDING -

These rules expand upon the Standing rules presented in the main rules for those wishing to add granularity to the reputation of the player-heroes allowing them to gain renown in other cultures that is not directly tied to monetary wealth and status.

### RENOWN IN OTHER CULTURES

Renown is recorded separately for each culture the characters encounter. The levels of Renown are:

RATING	RENOWN COMPARABLE TO...
0	Wanderer
1	One of the free peoples
2	Protector of the Wilderlands
3	Respected adventurer
4	Ally and/or hero
5	Valued counsellor and/or friend
6	Great friend and/or 'honourary kinsman'

#### Beginning Renown Levels

For starting player characters this rating begins at 0.

### RENOWN IN A HOME CULTURE

Renown can also contribute to a character's Standing within their own home culture in addition to the usual way of increasing it through spending treasure.

### GAINING RENOWN

Characters increase their Renown rating, whether in their own culture or a foreign one, by undertaking and completing deeds or actions of varying degrees of heroic magnitude. The Loremaster will determine the appropriate increases based upon the events taking place in the campaign and the actions performed by the player characters.



# - STANDING & STANDARDS OF LIVING -

The following chapter establishes rules connecting a character's Standing, Standard of Living and any Holdings they may acquire.

## STANDING

The following table represent the various levels of Standing that a character may acquire:

RATING	STANDING COMPARABLE TO...
0	Homeless vagrants, refugees
1 *	Average Citizens
2	Respectable Citizens
3	Officers, Shirriffs
4	Counsellors, Deputies, Marshals, Prominent personalities
5	Alderman, Chieftain, Master, Mayor, Thain, Steward
6	King
* This is the rating that starting characters begin at	

## RAISING STANDING

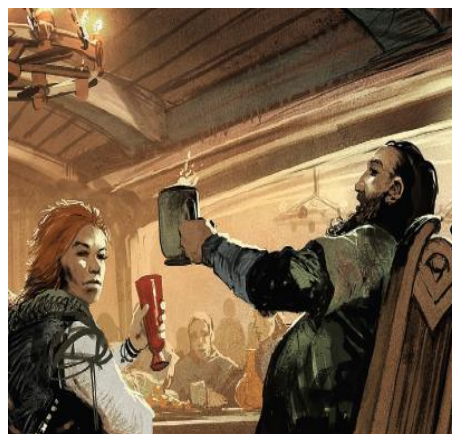
The most direct, and costly mechanism for raising a character's status is by the conspicuous consumption of treasure within the Fellowship Phase as per the following table:

STANDING TO ATTAIN	TREASURE POINTS
1	6
2	12
3	18
4	24
5	30
6	36

## MAINTAINING STANDING

When a companion passes a year's end Fellowship phase away from home (see Year's End below), he must reduce his Standing rating by one point, unless he spends a number of Treasure points equal to his current Standing rating.

This upkeep cost represents what a hero does to ensure that his efforts in taking care of his own folk are widely recognised. Heroes with no Standing don't need to maintain it.



## Holdings and Standing

Characters may acquire a Holding through various means. Explained in more detail within the next chapter, Holdings directly reflect a character's Standing within their own culture and direct improvements to them create wealth within the associated culture and may be used to increase a character's Standing.

## STANDARDS OF LIVING

The following table represent the various levels of living standards that a character may acquire:

RATING	STANDARDS OF LIVING
0	Poor
1	Frugal
2	Martial
3	Prosperous
4	Rich
5	Opulent
6	Resplendent

### Opulent and Resplendent

These Standards of Living are reserved for the greatest lords and kings. Their wealth is obtained from many avenues and resources, shaping and influencing whole nations and the lands beyond such borders. Such Standards of Living cannot be obtained through consumption of wealth alone and are (usually) beyond the scope of player characters within any TOR campaign.

### Maintaining and Increasing Standards of Living

In order to increase or maintain any Standard of Living above 'Martial' a character must spend treasure either through direct consumption or through the productivity of their Holding, should a character hold one.

*This applies even if their culture's base standard of living is described as Prosperous or Rich.*

The following table shows the treasure that is required to spend in order to maintain or increase a character's Standard of Living to the specified amount.

TPs	STANDARD OF LIVING
1	Enough for one adventurer to spend one year at a <b>Prosperous</b> standard of living
2	Enough for one adventurer to spend one year at a <b>Rich</b> standard of living



# - Prices & Equipment -

In the North, a form of currency is starting to circulate once again, especially in Lake-town, Dale and along their main trading routes. The coins that are exchanged are mainly gold pieces, silver pennies and copper coins.

Gold pieces are very valuable and rare - the majority of those that are seen in Dale, Erebor or Lake-town come from the treasure of Smaug, and most people show some propensity to hoard them and put them away. Silver pennies are more common - a gold piece is worth about 20 silver pennies. Copper coins are those of the least worth, with 1 Silver penny being the equivalent of 12 copper coins.

## TREASURE AND MONEY

The One Ring uses an abstract system for money, with a Treasure rating corresponding to broad improvements in standing and wealth. But some players prefer a way to gauge their accumulated riches in more familiar terms. So, how much wealth does Treasure really represent?

- In broad terms, 1 Treasure can be considered to be the equivalent of 12 Gold pieces.

## Conversion Rate

12 gold pieces = 1 Treasure

1 gold piece = 20 silver pennies, 240 copper coins

1 silver penny = 12 copper coins

## Standard of Living Upkeep

The following are the rough upkeeps for 1 year in order to support one person at the given standard of livings.

Poor	1g
Frugal	3g
Martial	6g
Prosperous	12g
Rich	24g

Upkeep costs indicated are minimums, and include household costs for more affluent individuals.

## TRADE AND STANDARDS OF LIVING

All goods are assigned a standard of living threshold, which is the basic standard of living required to afford such an item. For any given adventuring year, when players come to areas which have such items available for sale or trade, characters can make a number of transactions up to or equal to their Courtesy or Persuade skill rating (whichever is higher) plus their Standing rating.

Players with higher standards of living are not at liberty to "buy" items for other members of their fellowship; the abstract nature of transactions assumes that such efforts are going on anyways. Besides, the merchants of Wilderland are not agreeable to having their wares fall in the hands of those they do not feel worthy to bare them.



## THE MARKET

Most towns have a weekly market (usually little more than a meeting of itinerant peddlers, really) that operates during the warmer seasons if not throughout the year. Every town, though, has a permanent market. This economic nucleus, in fact, defines the term "town" — a place where you can buy whatever you need at any time.

Every item listed herein has a standard cost; this cost applies whenever a character purchases that item in a town or a local market. Certain items simply cannot be obtained at local or town markets, as denoted by n/a.



All costs given are the minimum for any major town in Middle-earth, and may be increased according to the economic demand. The Loremaster must also adjust the base prices as needed, based on common sense.

### PURCHASING ITEMS (ADVENTURING PHASE)

Characters can of course attempt to purchase or trade for items above their standard of living as well, however doing this requires a Persuade or Courtesy roll.

The base TN starts at 12 and increases by two for every standard of living rating lower than required for the item. It also increases by one if the buyer and seller are of different cultures, or by two if they share a prejudice. The TN drops by one point for every point of Standing that the buyer has.

- For example, a Beorning with a "Martial" Standard of Living and Standing of two, purchasing a Mule (Prosperous) from a Barding merchant would have a TN of 13; a base of 12 plus two (one Standard of Living increment higher) plus one (different cultures) minus two (Standing)

If vendors and merchants are available, all such transactions should take place between half a day and a day at most. These transactions are purposely kept vague in nature, as they can represent anything from the actual exchange of money, to bartered service (chopping wood), to the promise of future payment or in some cases gifts given to the group.

### PURCHASING ITEMS (FELLOWSHIP PHASE)

To purchase gear and items in the Fellowship Phase, a character must select at least one **Outfitting** Undertaking.

#### NEW UNDERTAKING: OUTFITTING

Available during any Fellowship Phase, a character who selects this is at liberty to make purchases for himself or on behalf of his party members.

Each buyer uses his own Standard of Living rating to acquire goods, but there is no limit to the number of transactions that may occur. Instead, the Sanctuary and/or Patron that the characters are resting at will determine what goods are available, and how much they cost.



### PRICE LIST

The following price list is by no means complete, but it can be used to give players a good idea of typical costs. The price is given in Treasure or as a basic Standard of Living; as previously stated, this is the minimum living standard that a character must hold in order to purchase such an item.

\* - indicates limited or rare availability, or an item or service that is only available in large towns or cities.

#### Converting Prices into Coin

Should a player wish to know the actual price of an item in gold pieces, silver pennies and/or copper coins use the following as a **very rough** rule of thumb:

- **Poor:** prices for such items range from 1 to 20 copper coins
- **Frugal:** prices for such items range from 20 to 60 copper coins (5 silver pennies)
- **Martial:** prices for such items range from 60 (5 silver pennies) to 120 copper coins (10 silver pennies)
- **Prosperous:** prices for such items range from 10 silver pennies to 20 silver pennies (1 gold piece)
- **Rich:** prices for such items range from 20 silver pennies (1 gold piece) to 40 silver pennies (2 gold pieces) or more



## INNS

Price includes staying in the common room, with a fire in cold weather, and a meal of common food.

Per person per night	(Frugal)
Per horse, hay feed	(Poor)

## Luxuries

Private room, with door	(Prosperous)
Noble-quality dinner	(Rich)
Wine, 1 serving, local	(Prosperous)
Oats for horse	(Martial)
Pipeweed, one pouch *	(Martial)

## THE FOOD MARKET

### Supplies

Preserved rations, per week.

Common rations, good for 1 week	(Martial)
Superior rations, good for 1 week	(Prosperous)
Cram rations, good for 2 weeks *	(Rich)

### Food Stalls

Price shown is for Good quality. Reduce base price accordingly for poorer or higher quality items.

One common meal	(Martial)
One superior meal	(Prosperous)
One noble meal *	(Rich)

Boiled ham, per whole ham	(Frugal)
Bread, per loaf	(Poor)
Cheese, hunk of	(Poor)
Eggs, per three fresh hen's eggs	(Poor)
Gruel, per bowl	(Poor)
Honey, per jar	(Martial)
Milk, per mug	(Poor)
Roast chicken, per whole animal	(Frugal)
Roast haunch of beef	(Prosperous)
Roast mutton, per portion	(Martial)
Roast suckling pig, per whole animal *	(Prosperous)
Smoked salmon, per whole animal *	(Rich)

Ale/beer, per pint	(Frugal)
Cider, per pint	(Frugal)
Mead, per pint	(Frugal)
Local wine, per jug	(Martial)
Foreign wine, per jug *	(Prosperous)
Dorwinion wine, per jug *	(Rich)
Local wine, per barrel	(Prosperous)
Foreign wine, per barrel *	(Rich)
Dorwinion wine, per barrel *	1TP

## FEASTS

Includes all edibles and drinkables, delivery, cooking, clean up, and service.

Prices are for 20 people.

Ordinary feast *	(Rich)
Quality feast *	1TP
Superb feast *	2TPs
Grand feast *	3TPs
Regal feast *	4TPs

## THE HORSE MARKET

All animals are trained for their station. None are trained to attack.

The standard, average-quality horse is some shade of brown; a black or white horse, or one of some other unusual quality, costs at least twice the base amount.

Old, or half-starved, pony	(Frugal)
Healthy pony	(Martial)
Draught horse	(Martial)
Riding horse *	(Prosperous)
War horse *	(Rich)
Mule	(Prosperous)

## CARTER'S MARKET

Wagon (4-wheeled) *	(Prosperous)
Cart (2-wheeled)	(Martial)

## STOCK YARDS

Price shown is for a Good quality breed. Reduce base price accordingly for poorer or higher quality items.

Sheep, goat, pig / sow	(Frugal)
Lamb	(Frugal)
Ram	(Martial)
Milk cow	(Prosperous)
Ox	(Prosperous)
Rabbit	(Poor)
Chicken	(Poor)
Goose	(Frugal)
Partridge	(Martial)
Carrier Pigeon	(Martial)
Hawk, young *	(Prosperous)
Hawk, trained *	(Rich)
Cat, common	(Poor)
Dog, sheepdog	(Frugal)
Dog, hunting	(Martial)

## CLOTHING

Price is for an entire set of current good quality fashionable clothing.

Also available are old fashion clothes cost halved, winter clothes cost double.

For men, lowly materials	(Martial)
For women, lowly materials	(Martial)
For children, lowly materials	(Frugal)
For men, noble materials *	(Prosperous)
For women, noble materials *	(Prosperous)
For children, noble materials *	(Martial)
For men, regal materials *	(Rich)
For women, regal materials *	(Rich)
For children, regal materials *	(Prosperous)

## THE GOLD AND SILVER SMITHS

The standard item is of typical quality; very fancy or cunningly crafted items may cost up to twice the usual price or, if unique and beautiful, even more.

In Dale, one can find stunning works of royal quality that easily fetch up to three times the standard value.

Brooch or medallion, gold *	2TPs
Brooch or medallion, silver *	1TP
Earrings, common	(Prosperous)
Earrings, gold *	1TP
Earrings, silver *	(Rich)
Ring, gold *	1TP
Ring, silver *	(Rich)
Ring, signet *	(Rich)
Dish, gold *	1TP
Dish, silver *	(Rich)
Goblet, golden *	1TP
Silver ring with diamond *	7TPs
Gold ring with emerald *	5TPs
Silver medallion with diamond *	8TPs
Gold medallion with diamond and 6 pearls *	10TPs

Finished silver and gold pieces that combine fine craftsmanship with valuable stones can be worth much more than the standard accessories listed above; those prices are given only as a baseline. Only the wealthiest nobles of the land can afford such opulence, and these items can generally only be produced on commission from a celebrated artisan.

## COMMON SERVICES

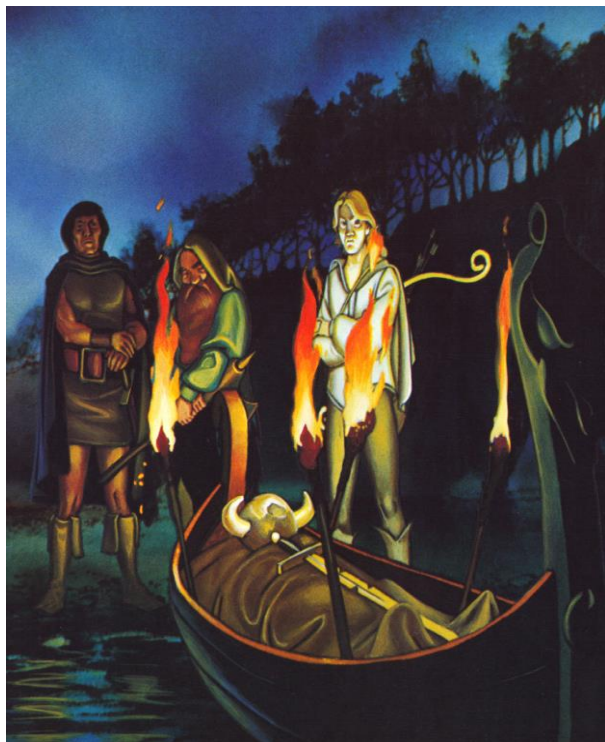
Composition, heroic lay *	(Prosperous)
Composition, love poem *	(Prosperous)
Composition, mocking poem *	(Prosperous)
Harpist (per festival or event) *	(Rich)
Jongleur (per night)	(Prosperous)
Lute player (per festival or event)	(Prosperous)
Singer (per festival or event) *	(Prosperous)
Copy a book (per page) *	(Prosperous)
Read a letter *	(Martial)
Write a letter *	(Prosperous)
Haircut or shave	(Martial)
Messenger *	
Short journey (up to 3 days)	(Martial)
Medium journey (up to a week)	(Prosperous)
Long journey (1 to 3 weeks)	(Rich)
Professional herald (per day) *	(Prosperous)
Professional Women (per night or service)	
Low-class	(Frugal)
Common	(Martial)
Courtesan *	(Prosperous)
Foreign courtesan *	(Rich)
Chirurgeon (per day)	(Prosperous)
Funeral	
Low-class	(Frugal)
Noble	(Prosperous)
Regal	(Rich)
Mercenaries (per month)	
Bandit	(Martial)
Footmen *	(Prosperous)
Armoured footmen *	(Rich)



## WEREGILD

Customary Weregild for the Dead under the laws of Dale

Weregild for a common man	1TP
Weregild for a landless noble	6TPs
Weregild for a thane	12TPs



## MISCELLANEOUS AND ADVENTURING ITEMS

These extra items can be added to a character's travelling gear and therefore affect and increase the fatigue they may receive due to failed tests when travelling.

### Winter and Autumn Light Gear

Encumbrance Fatigue 3;  
Used in the cold months of the year:

Thick warm clothes  
Fur-lined cloak  
Blankets  
A small, light tent  
Lantern or a couple of torches  
Flint and Tinder  
Fuel wood  
Lumps of fat  
Waterskin  
Food (for 1 week)

### Summer and Spring Light Gear

Encumbrance Fatigue 2;  
Used in the warm months of the year:

Light clothes and cloaks  
Blanket  
Lantern or a couple of torches  
Flint and Tinder  
Waterskin  
Food (for 1 week)

### Other Items

Axe, wood	(Frugal)
Backpack *	(Frugal)
Bronze skillet	(Frugal)
Burglar's Kit *	(Martial)
Required for locks above TN: 14; +1 to die roll for any locks TN 14 or less	
Candle, per 6 hours	(Poor)
Fish hooks, five pieces	(Poor)
Flint and steel	(Poor)
Grapple hook *	(Martial)
Required in order to ascend certain cliffs/walls with a rope	
Hammer	(Frugal)
Harp *	(Rich)
Regal harp *	3TPs
Healing balm and bandages (6)	(Frugal)
Required to treat wounds	
Hoe	(Frugal)
Iron stew pot	(Frugal)
Lute	(Martial)
Knife	(Poor)
Lantern	(Martial)
Lights 90' arc	
Lantern oil	(Frugal)
Each flask lasts for 12 hours	
Mirror *	(Martial)
Reed pen	(Frugal)
Ink, per vial	(Martial)
Rope, 60'	(Frugal)
Lowers TN by 2 for climbing up or down walls, etc	
Sack	(Poor)
Sewing needles	(Poor)
Two man tent	(Martial)
Torch	(Poor)
Each torch lasts for three hours; Lights 30' diameter	
Waterskin	(Frugal)
Whetstone	(Poor)



## - Weapons & Armour -

### BOAR SPEAR

The crosspiece on this stout spear's head prevents a boar (or any other creature) from driving itself up the shaft to kill the wielder.

### CUDGEL

A stout club, branch or walking stick makes a useful weapon in a pinch. Any weapon skill can be used to attack with a club (except Bows), as they are so easy to use. Like improvised weapons, they have no additional effect on a called shot, and only ever grant the wielder's damage bonus once, even on an exceptional success.

### GREAT SWORD (REWARD ONLY)

The true two-handed sword is a relatively rare weapon developed in Gondor to hack through the strongest armour and the thickest troll-hide; Isildur carried a great sword at the Disaster of the Gladden Fields.

A great sword cannot be used by a mounted rider and is generally carried slung across the back or shoulders, or hung from the saddle of a mount, as it is too long to wear at the hip. Wielders often use a specialised stringed soft scabbard or holster that allows the weapon to be easily drawn from behind the back.

### HEAVING SPEAR (REWARD ONLY)

Used by the Elves of Mirkwood, the wide 'leaf-shaped' blade on this spear allows it to be swung as well as thrust and may be used to great effect when wield in one or two hands.

### MACE

Heavy-headed and flanged to better penetrate armour, the advantage of a mace is it can strike from any side just as effectively.

### MAUL

A two-handed version of the hammer or mace, often incorporating a spike on top. The long shaft allows wielders to deliver devastating blows.

### MORNING STAR

A spiked mace (not a ball and chain), using the weight of the head to thrust the spikes through heavy armour.

### NET

Used to capture or disable enemy, nets are meshes of heavy rope or leather weighted so they can be swung.

The net does not cause Wounds. Instead, on either a successful called shot or rolling the net's Edge of 9+ on the feat die, the target must make a TN14 Athletics roll to avoid becoming Entangled. Once Entangled, the target is swathed in net and must either use a dagger to cut himself free or roll a successful Athletics or Craft check to escape.

### QUARTERSTAFF

The Quarterstaff is a stout, wooden stave about six to eight feet long which may be shod at one or both ends. It is a simple, but effective close-combat weapon for travellers and common folk. Due to their reduced size, Hobbits and Dwarves are unable to wield the Quarterstaff effectively. An unskilled wielder would have to make a Brawling attack as though using an improvised weapon.

### SHORT STAVE

Short staves are the preferred weapons of the Hobbits called Bounders (the Shirriffs who patrol the borders of the Shire), allowing them to subdue or drive off troublemakers with less chance of killing them. The Short stave is a stout, wooden staff that is approximately four to five feet long and shod at both ends. An unskilled wielder would have to make a Brawling attack as though using an improvised weapon.

### SHORT SPEAR

Lighter and shorter than most spears, this weapon is easily stowed and can be serpent-quick in the hands of a practiced user.

### SLING

Favoured by hobbits, this weapon uses a length of hide or gut, ending in a small pouch, to accelerate a stone to high speed before letting it fly.



### THROWING AXE

Smaller than the axes normally carried into battle, this weapon can be thrown as well as wielded in melee.

### THROWING KNIFE

A light, well-balanced knife, designed to be hurled at short ranges.

### TORCH

Torches are clubs with burning embers at the tip. While they do little damage of themselves, the true danger is in being burned.

If a torch's edge is rolled and the victim fails his protection test, he risks being burned. On his next action, he can either choose to withdraw from the torch wielder in which case he takes no further damage, or he can remain adjacent to the wielder. If he remains adjacent, he takes an additional 1d6 endurance damage. If the **G** appears on this damage, he is also wounded.

### WAR HAMMER

A heavy head on a stout shaft, the hammer delivers focussed concussive force to a target, smashing them down regardless of armour.





## WEAPONS TABLE

Weapon	Dmg	Edge	Injury	Enc	Cost	Group	Notes
<b>- Miscellaneous Weapons -</b>							
Cudgel	2	♂	12	1	Poor	Cudgel	
Dagger	2	10	12	0	Poor	Dagger	
Net	1	9	-	2	Poor	Net	Entangles
Quarterstaff	4	♂	14	2	Poor	Staff	Two-handed
Short Stave	3	♂	12	1	Poor	Stave	
Torch	2	9	12	1	Poor	Torch	Special damage
<b>- Hammers -</b>							
Mace	8	10	14	2	Martial	Hammer	
Morning Star	6	10	16	2	Martial	Hammer	
War Hammer	6 (1h) 8 (2h)	♂	16 (1h) 18 (2h)	3	Martial	Hammer	Can be used one or two-handed
Maul	8	10	18	4	Martial	Hammer	Two-handed
<b>- Axes and Mattocks -</b>							
Axe	6	♂	18	2	Frugal	Axe	
Long-hafted Axe	6 (1h) 8 (2h)	♂	18 (1h) 20 (2h)	3	Frugal	Axe	Can be used one or two-handed
Great Axe	10	♂	20	4	Martial	Axe	Two-handed
Mattock	8	10	18	3	Martial	Axe	Two-handed
<b>- Spears -</b>							
Short Spear	4	9	12	1	Frugal	Spear	Can be thrown
Spear	4	9	14	2	Frugal	Spear	Can be thrown
Boar Spear	6	9	16	3	Frugal	Spear	Two-handed, Cannot be thrown
Hewing Spear *	4 (1h) 6 (2h)	9	14 (1h) 16 (2h)	3	Martial	Spear	Can be used one or two-handed, Cannot be thrown
Great Spear	8	9	16	4	Martial	Spear	Two-handed, Cannot be thrown
<b>- Swords -</b>							
Short Sword	4	10	14	1	Martial	Sword	
Sword	5	10	16	2	Martial	Sword	
Long Sword	5 (1h) 7 (2h)	10	16 (1h) 18 (2h)	3	Prosperous	Sword	Can be used one or two-handed
Great Sword *	9	10	18	4	Prosperous	Sword	Two-handed
<b>- Slings &amp; Thrown Weapons -</b>							
Sling	3	♂	14	0	Poor	Sling	Ranged weapon
Throwing Knife	3	♂	12	0	Frugal	Thrown	Ranged weapon
Throwing Axe	5	♂	14	1	Frugal	Thrown	Ranged weapon
Javelin	4	10	14	1	Frugal	Thrown	Ranged weapon
<b>- Bows -</b>							
Bow	5	10	14	1	Frugal	Bow	Ranged weapon
Great Bow	7	♂	18	3	Martial	Bow	Ranged weapon

\* Reward Only



## RANGES

Weapon	Short Range	Medium Range	Long Range
Short Spear	5 + Body	10 + Body	20 + Body
Spear	5 + Body	10 + Body	20 + Body
Sling	5 + Body	10 + Body	20 + Body
Throwing Knife	3 + Body	6 + Body	12 + Body
Throwing Axe	3 + Body	6 + Body	12 + Body
Javelin	8 + Body	16 + Body	24 + Body
Bow	10 + Body	20 + Body	30 + Body
Great Bow	20 + Body	30 + Body	40 + Body

## CALLED SHOTS

Weapon Group	Called Shot(s)
Cudgel	-
Dagger	Pierce
Net	Snare
Staff and Stave	Stun
Torch	-
Hammers	Break Armour, Break Shield
Axes	Break Armour, Break Shield
Mattock	Break Armour, Break Shield
Spears	Pierce, Stun
Swords	Disarm, Maiming Strike
Sling	Pierce, Stun
Bows	Pierce, Rain of Arrows (not Great Bow)



## ARMOUR TABLE

Armour	Enc	Protection	Parry	Cost	Type	Notes
Buckler	1	-	+ 1	Frugal	Shields	
Shield	2	-	+ 2	Martial	Shields	May drop to lower fatigue by 1
Great Shield	4	-	+ 3	Prosperous	Shields	May drop to lower fatigue by 2
Cap of Iron / Leather	2	+ 1	-	Frugal	Head Gear	
Full Helm	6	+ 4	-	Martial	Head Gear	May be removed to lower fatigue by 3 Awareness TN Modifier: +2 Awe TN Modifier: -2
Leather Greaves	2	+ 1	-	Frugal	Leather Armour	Worn on lower legs
Metal Greaves	3	+ 2	-	Martial	Metal Armour	Worn on lower legs
Leather Vambraces	2	+ 1	-	Frugal	Leather Armour	Worn on forearms
Metal Vambraces	3	+ 2	-	Martial	Metal Armour	Worn on forearms
Leather Shirt	4	1d	-	Frugal	Leather Armour	
Leather Corselet	8	2d	-	Frugal	Leather Armour	
Mail Shirt	12	3d	-	Martial	Metal Armour	Damage Reduction: 1 Travel Fatigue: +1
Coat of Mail	16	4d	-	Prosperous	Metal Armour	Damage Reduction: 2 Travel Fatigue: +2
Mail Hauberk	20	5d	-	Rich	Metal Armour	Damage Reduction: 3 Travel Fatigue: +3

Full Helm - provides a penalty to Awareness and bonus to Awe tests respectively

Damage Reduction - amount of damage to the wearer of the armour that a successful attack is reduced by

Travel Fatigue - amount of additional encumbering travel fatigue the character receives when failing a travel fatigue test

