

# THE LORD OF THE RINGS - SKILLS AND ACTIONS

## Actions per round

Most characters have two actions per six-second action round. Some Edges and Order abilities modify this. A character may use all of their actions at once or perform one and delay the other(s) until later in the round.

Most movement actions (crawling, walking, running, swimming, climbing, etc.) take a single action to complete. Some actions are free (speech, dropping an object, observing, acquiring a new target in combat, or shouting a warning). Most combat actions take a single action to complete. More complex actions (hiding, giving a speech, searching an area, sprinting, etc.) take a full round (or longer) to complete.

## Skill or Attribute Tests

A skill or attribute test involves rolling 2d6, adding relevant modifiers (attribute bonus; skill ranks; bonuses from race, Order, Edges, Order abilities; etc.), and comparing it to a Target Number (TN). If two 6s are rolled on the 2d6, another die is rolled and added to the total. If that dice is also a 6, it is rolled again and added until a number other than a 6 comes up - the results of all dice are totaled. If the skill attempted is specialized, add +2 to the skill test result. Other skills of aid to a skill test are called Affinities, and each adds +1 to the skill test result.

The TN is established by the Narrator before the test is attempted. Skill tests are classified into three categories - Physical, Social, and Academic, each with their own types of modifiers.

Characters attempting skills they are untrained in (that is, they do not have skill ranks in), do so at a -2 to their skill test result. Attribute bonuses, Affinities, and other modifiers apply as per usual. If the skill is such that it does not allow untrained use, the skill test attempt is assumed to automatically fail, at the Narrator's discretion.

Standard TNs are as follows:

Difficulty	Base TN
Simple	5
Routine	10
Challenging	15
Difficult	20
Virtually Impossible	25

The total the test check succeeds or falls short of the Target Number (TN) determines the overall degree of success or failure of the attempted skill use.

## Test Result Degree of Success or Failure

11+ below TN	Disastrous Failure: Attempt makes matters worse, if possible or applicable. Attempt takes x 1.5 times longer.
6-10 below TN	Complete Failure: Skill fails, may prevent further attempts.
1-5 below TN	Failure: Attempt fails, but character may try again with cumulative -2 test result penalty, if appropriate.
Result = TN	Marginal Success: Character achieves basic objective with, at worst, only minor setbacks or complications.
1-5 above TN	Complete Success: Character achieves objective(s) with no setbacks. Time is modified by x 0.75.
6-10 above TN	Superior Success: Character performs beyond expectations, possibly gaining an additional advantage such as reduced test duration. Action takes x 0.5 times as long to complete.
11+ above TN	Extraordinary Success: Character performs far beyond expectations, possibly gaining additional advantage such as an positive initiative modifier in the next round or ability to perform additional action at x 0.5 time cost.

## Opposed Skills

When a skill is being contested against another character's skill, each character (or the character and an NPC) roll their relevant skills and compare results. The high roll is the winner, with the degree of success or failure being determined as per normal skill usage.

## Combined Skill Tests

Combined tests are when more than one character is attempting to work together to accomplish a single task. One character is the leader (usually the character with the highest relevant skill or attribute level). They make their skill or attribute check normally. Every additional character makes the same check at a -5 TN. The following is the amount their contribution adds to the test result:

Test Result	Modifier to leader's test result
Disastrous Failure	-2 penalty
Complete Failure	-1 penalty
Failure	no penalty
Marginal Success	+1 bonus
Complete Success	+1 bonus
Superior Success	+2 bonus
Extraordinary Success	+3 bonus

# MAGIC

## WEARINESS

Weariness test per casting:	2d6 + Stamina bonus vs. spell weariness TN (results as per degree of failure described above)
Success:	No weariness loss, spell takes effect
Failure:	-1 weariness level, no spell effect
Complete Failure:	-2 weariness levels, no spell effect
Disastrous Failure:	-3 weariness levels, no spell effect

## Weariness Test Conditions

Each additional spell cast within 1 minute:	-3 cumulative test penalty
Casting while another spell's duration is active:	-3 cumulative test penalty
Casting a spell without using commands or gestures:	-3 test penalty each
Increasing spell duration, range, area of effect or damage by 25%:	-3 cumulative test penalty for each desired effect (-6 for 50% bonus)
Combining two spells in a single cast:	-3 test penalty for the higher TN spell (-1 per additional spell effect over two)
Casting an innately learned spell for the first time:	-10 test penalty, remaining for at least one week, following which a superior success is required
Casting innately learned spell after previous requirements are met:	-5 test penalty, remaining for at least one week, following which a superior success is required to remove any further penalties.