

The Lord of the Rings

Racial Modifiers and Abilities

Race	Favoured Order	Attribute Bonus	Racial Abilities	Ability Description
Dwarf	Warrior	+2 Strength	Animal Aversion	-2 to Ride and any test dealing with animals
	Craftsmen	+2 Vitality	Craftmanship Firestarting Hardness of Body Hardness of Mind Healthy Stout	+2 bonus to Smithcraft and Stonecraft +2 bonus to Survival tests to get a fire started +2 bonus to Stamina rolls to resist Weariness +2 bonus to Willpower tests to withstand Intimidate or other types of domination. +6 bonus to Stamina tests or any other to resist disease. Though small (size), they still have 5 Wound Levels
Elf, Noldor	Craftsman	+2 Bearing	Noldorin Lore	+2 bonus to any one Lore or Smithcraft at Character Generation
	Loremaster	+2 Perception	Inner Light	+4 bonus to all tests to resist or oppose the powers of the Shadow. This does not include attack or defend. Any Noldo not born in Valinor does not receive this ability
	Noble	+1 Nimbleness +1 Wits		
Elf, Sindar	Minstrel	+1 Bearing	Musical Gifts	+2 bonus to Perform Tests
	Noble	+2 Perception +2 Nimbleness +1 Vitality		
Elf, Silvan	Warrior	+2 Perception +1 Nimbleness +1 Bearing	Woodsy	+2 bonus to any one of the following skills: Survival, Track, Weather Sense
Elves, All	Excel at all Orders		The Art	+2 bonus with all magic related tests, including Stamina to resist Weariness, and casting successfully. May imbue their crafts with 'magic' giving them special properties - automatically receive the Enchantment special ability (under craftsmen) but must have a 6+ Craft skill to use it.
			Beast-Skill Comfort Elven-Form Elven-Sense Elven-Sleep Farsightedness Ghost-Scorn Lightfootedness Swift Healing	+4 bonus to Ride or other animal related tests No discomfort in hot or cold weather automatically have the Fair edge receive Sense Power as a magical ability need no sleep, just simple relaxation can discern details up to 10 leagues away, if not blocked immune to Fear effects from ghosts of men +4 to Run, Stealth; -4 to any who try to Track them automatically have the Swift Recovery edge
Hobbit, Fallohide	Craftsmen	+1 Nimbleness +1 Perception -1 Strength	All Hobbits	all have the skill Craft:Cooking +3 Small (size), only four wound levels +4 bonus to Stealth; -2 to any who try to Track them +2 bonus to Ranged Combat +2 bonus to Willpower tests to resist Corruption
Hobbit, Harfoots	Craftsmen	+2 Nimbleness +1 Perception -1 Strength -1 Bearing		
Hobbit, Stoor	Craftsmen	+2 Nimbleness +1 Perception -1 Strength -1 Bearing		
Men, Dunedain	Warrior	+1 Bearing	All Men	+2 bonus to Stamina, Swiftmess, or Willpower; decided at Character Generation +1 Courage +2 points to add to any skill at Character Generation; +1 to 2 or +2 to 1
	Any	+1 Wits		
Men, Common	Warrior	+1 Strength	Adaptable	
	Any	+1 Vitality	Dominion of Man Skilled	
Men, Darkness	Warrior	+1 Strength		
	Any	+1 Nimbleness -1 Wits		
Men, Wild	Warrior Any	+1 Strength, +1 Vitality +1 Perception		

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Skills by Race and Order

Skill	Race				Order									Elite Order						
	Dwarves	Elves	Hobbits	Orcs	Barbarian	Craftsmen	Loxmaster	Magician	Miner	Discreet	Noble	Rogue	Warrior	Archer	Captain	Knight	Ranger	Spy	Wizard	
Acrobatics		Y	Y						Y	Y		Y								
Appraise	Y					Y	Y	Y				Y								
Armed Combat	Y	Y		Y	Y				Y		Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Climb		Y	Y	Y	Y				Y	Y		Y	Y	Y			Y			
Conceal	Y		Y	Y		Y						Y								Y
Craft	X	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y								
Debate	Y	Y	Y	Y		Y	Y	Y		Y	Y				Y					Y
Games	Y		Y	Y		Y	Y		Y	Y		Y		Y						
Guise												Y								Y
Healing		Y		Y			Y	Y					Y		Y	Y				Y
Inquire			Y	Y			Y	Y		Y	Y									Y
Insight	Y	Y	Y	Y			Y	Y												Y
Inspire	Y	Y		Y			Y			Y	Y		Y		Y	Y				Y
Intimidate	Y	Y		Y			Y				Y		Y	Y	Y	Y				Y
Jump		Y		Y	Y				Y			Y	Y	Y			Y			
Language	X	X	X	X		Y	Y	Y		Y	Y									Y
Legerdemain			Y							Y		Y								
Loie	X	X	X	X		Y	Y	Y		Y	Y				Y	Y				Y
Mimicry		Y			Y					Y										Y
Observe	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Perform	Y	Y	Y	Y		Y														
Persuade	Y	Y	Y	Y		Y	Y	Y		Y	Y	Y			Y				Y	Y
Ranged Combat	Y	Y	Y	Y	Y				Y		Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Ride		Y		Y	Y		Y				Y		Y			Y	Y			
Run		Y		Y	Y				Y	Y		Y	Y	Y			Y			
Sea-Craft		Y		Y					Y						Y					
Search	Y	Y	Y	Y			Y					Y							Y	Y
Siegecraft	Y												Y		Y	Y				
Smithcraft	Y	Y		Y		Y										Y				
Stealth	Y	Y		Y	Y					Y		Y	Y	Y	Y		Y	Y		
Stonecraft	Y			Y		Y														
Survival	Y	Y	Y	Y	Y							Y	Y				Y			Y
Swim		Y		Y	Y				Y											
Teamster	Y			Y																
Track	Y	Y	Y	Y	Y								Y				Y			
Unarmed Combat																				
Weather-Sense	Y	Y	Y	Y	Y		Y	Y	Y											

- Notes:
- Y = any of these skills chosen with the first 6 picks during character generation, each become a Racial Skill for purposes of Advancement. (Houses Rule)
 - X = DWARVES MUST START WITH AT LEAST 2 POINTS IN THIS SKILL; this skill is a Racial Skill for purposes of Advancement. (House Rule)
 - Y = This is a Racial Skill for purposes of Advancement.
 - Y = This is an Order Skill for purposes of Advancement.

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Edges and Flaws by Race

EDGES	Race				Requisite	Improve?
	Orcs	Elves	Hobbits	Dwarves		
Accurate		Y	Y	Y	Ranged Combat 4+	N
Ally	Y	Y		Y	--	N
Ambidextrous		Y	Y	Y	Nimbleness 6+	N
Armour of Heroes				Y	--	N
Bold				Y	Bearing 6+	N
Charmed Life			Y	Y	--	N
Command				Y	Special	Y
Craftsman	Y	Y	Y	Y	--	N
Curious		Y	Y	Y	Wits 6+	N
Dodge		Y	Y	Y	--	N
Doughty	Y			Y	Strength 9+	N
Elf-friend				Y	--	N
Eloquent		Y	Y	Y	--	N
Fair			Y	Y	Bearing 6+	N
Faithful	Y	Y	Y	Y	--	Y
Favour of Fortune			Y	Y	--	Y
Fell-handed	Y			Y	Armed Combat 6+	Y
Foresighted				Y	Wits 12+ Wisdom 5+	N
Friends	Y	Y	Y	Y	--	Y
Furtive			Y	Y	--	N
Gift of Tongues		Y		Y	--	N
Hammerhand				Y	Strength 8+	N
Hardy	Y			Y	Vitality 6+	N
Healing hands				Y	--	N
Hoard	Y	Y	Y	Y	--	Y
Honey-tongued		Y		Y	--	Y
Honour's Insight			Y	Y	--	Y
Incorruptible	Y	Y	Y	Y	--	Y
Indomitable	Y	Y	Y	Y	--	Y
Keen-eared		Y	Y	Y	--	N
Keen-eyed			Y	Y	--	N
Keen-nosed				Y	--	Y
Lion-hearted				Y	--	N
Night-eyed		Y		Y	--	Y
Quick-draw		Y		Y	Nimbleness 6+ Armed/Ranged Combat 1+	Y
Rank				Y	Special	Y
Resolute	Y	Y		Y	--	Y

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Edges and Flaws by Race

EDGES/FLAWS	Race				Requisite	Improve?
	Orcs	Elves	Hobbits	Dwarf		
Stoic	Y			Y	--	Y
Strong-willed	Y	Y		Y	Vitality 9+	Y
Swift Recovery	Y		Y	Y	--	N
Tireless	Y	Y		Y	--	Y
Travel-Sense		Y		Y	--	N
Two-Handed Fighting				Y	Nimbleness 6+	N
Valiant				Y	Bearing 9+	N
Valour	Y	Y	Y	Y	--	Y
Wakefulness	Y			Y	Vitality 6+	N
Warrior's heart				Y	--	Y
Warwise				Y	--	Y
Wary				Y	--	N
Weapon Mastery		Y		Y	Armed Combat 4+	N
Wise		Y		Y	--	Y
Woodcrafty		Y		Y	--	Y

FLAWS

Arrogant	Y	Y		Y	--	N
Battle-fury				Y	--	Y
Code of Honour	Y	Y	Y	Y	--	N
Craven				Y	--	N
Crippling Wound				Y	--	N
Dark Secret				Y	--	N
Dullard				Y	--	N
Dull-eared				Y	--	N
Dull-eyed				Y	--	N
Duty	Y	Y	Y	Y	--	N
Enemy				Y	--	Y
Faithy				Y	--	N
Fey				Y	--	N
Grasping	Y		Y	Y	--	N
Hatred				Y	--	N
Oath				Y	--	N
Proud	Y	Y		Y	--	N
Reckless				Y	--	N
Rival	Y	Y	Y	Y	--	Y
Slow Recovery				Y	--	N
Stiff-necked	Y	Y	Y	Y	--	N
Weak			Y	Y	--	N
Weak-willed			Y	Y	--	N

Note: characters may only select from the Edges and Flaws by race during Generation with their first six picks. They then may select their Order Edges/Flaws (not shown here). They may select any Edge or Flaw with an Advancement+A24.

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Order Packages, Edges and Abilities

BARBARIAN (NO DWARVES, ELVES, HOBBITS, OR DUNEDAIN)

Favoured Attributes and Reactions

(Required Attributes)	Packages	Skills	Edges
Vitality (must be 6 or up) Strength (must be 6 or up) Stamina	Basic Barbarian	Armed Combat +2, Climb +1, Observe +2, Run +1, Stealth +3, Survival +3, Track +3 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Doughty, Hardy, Tireless, Wary, Woodcrafty
	Druadan Tribesman	Armed Combat +1, Climb +1, Observe +1, Ranged Combat +2, Run +1, Stealth +3, Survival (Forest) +3, Track +3 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Accurate, Dodge, Night-eyed, Wary, Woodcrafty
	Southron Nomad	Armed Combat +2, Observe +2, Ranged Combat +2, Run +2, Stealth +2, Survival (Southern Wastes) +3, Track +2 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Hardy, Keen-eyed, Sense of Direction, Tireless, Woodcrafty
	Losson Tribesman	Armed Combat +2, Observe +2, Ranged Combat +2, Run +2, Stealth +2, Survival (Northern Wastes) +3, Track +2 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Accurate, Hardy, Travel Sense, Wakefulness, Woodcrafty
	Mountain Folk	Armed Combat +2, Climb +3, Observe +2, Ranged Combat +1, Stealth +2, Survival (Mountains) +3, Track +2 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Doughty, Hardy, Fell-handed (Mountain Orcs), Swift Recovery, Woodcrafty

Abilities

Ability	Description	Requisite	Improvement?
Brew Poison	Skilled with poisons, 1 hour to prepare a single dose	None	Yes
Champion	Pick a specific enemy when you choose this ability, +1 bonus to all attack tests and tests to dodge, parry, or block against this enemy.	Armed Combat 8+ or Ranged Combat 8+	Yes
Hard March	Choose a type of rough terrain (hills, mountains, etc.); you move through this terrain as if it were "average". Geography may not be ignored; impassable regions are still impassable.	None	No
Marking-Signs	Know the special signals and symbols of your people and can paint them or etch them on wood or stone.	None	Yes
Preferred Weapon	Define one combat skill (Armed or Ranged) and one specialty weapon for it; you receive a +4 instead of a +2	None	Yes
Walk without Trace	Define one type of terrain or land (plains, forests, mountains, etc.); when you move through it you leave very few traces - any that attempt to track you are at a -8 penalty to Track.	Survival 9+ or Track 6+	Yes

CRAFTSMAN

Favoured Attributes and Reactions

	Packages	Skills	Edges
Nimbleness Strength, Wits or Bearing Wisdom	Basic Craftsman	Appraise +3, any one Craft +3, any one other Craft +1, Debate (Bargain) +2, Observe +2 Persuade +2, Smithcraft +1, Stonecraft +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Ambidextrous, Craftmaster, Favour of Fortune, Friends, Hoard
	Gardener	Appraise (Fruits and Vegetables) +1, Craft: Gardening +3, any other Craft +2, Games +2, Lore (choose appropriate subject) +2, any other Lore +1, Observe +2, Persuade +2	Pick 1 Edge: Charmed Life, Craftmaster, Favour of Fortune, Friends, Wise

Pick 5 Bonuses: +1 to any Order skill

Innkeeper	Appraise +2, Craft: Innkeeping +3, Craft: Brewing (or Baking) +2, any one other Craft +1, Debate (Bargain) +2, Lore: Local Gossip and Lore +2, Observe +1, Persuade +2 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Craftmaster, Friends, Hoard, Honey-tongued, Wakefulness
Smith	Appraise +3, an appropriate Craft +2, Debate (Bargain) +2, Observe +2, Persuade +2, Smithcraft +3, Stonecraft +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Craftmaster, Doughty, Hardy, Friends, Hoard
Stonemason	Appraise+3, an appropriate Craft +2, Debate (Bargain) +2, Observe +2, Persuade +2, Smithcraft +1, Stonecraft +3 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Craftmaster, Doughty, Hardy, Friends, Hoard

Abilities

		Requisite	Improvement?
Enchantment	When you succeed in creating a masterwork item, you may add a low-powered magical effect to it (i.e. +2 test bonus to attack, parry or damage; +2 to Stealth (Sneak), etc.), depending on the type of item. Narrator must approve	Appropriate Craft 12+, Masterwork, Preservation	No
Masterwork	If you achieve an extraordinary success, you create an item of surpassing quality and beauty. +1 to damage, protection, etc.	Appropriate Craft 8+ and any one other craftsman order ability	No
Place of Trade	You own a business or place of commerce – inn, forge, tailor’s shop, etc. – each month you work there, you earn a minimum of 2d6 SP	Appropriate Craft 6+	Yes
Preservation	Any masterwork items you create suffer no harm from the cruelest ravages of time or weather – they can be destroyed by attacks.	Appropriate Craft 8+, Masterwork	No
Refuge	Through your skill, you create a refuge that any who rest within may recover lost Weariness Levels at twice the normal rate.	Appropriate Craft 6+	Yes
Speedy Work	By spending 1 Courage, you can create an item in half the time it would normally take without suffering any penalties or requiring any extra degrees of success.	Appropriate Craft 4+	No

LOREMASTER

Favoured Attributes and Reactions

Packages

Skills

Edges

Wits Bearing <i>or</i> Perception Wisdom	Basic Loremaster	Debate +3, Healing +1, Insight +1, any one Lore +3, any one Lore +2, any one Lore +1, Observe +2, Perform +1, Persuade +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Curious, Gift of Tongues, Healing Hands, Honour’s Insight, Wise
	Eriadorian Sage	Any one Craft +2, Debate +2, Healing +2, Insight +2, any one Lore +2, any one Lore +1, Observe +2, Perform +1, Persuade +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Curious, Elf-friend, Friends, Healing hands, Wise
	Gondorian Scholar	Debate +2, Insight +3, Lore:History (Gondor) +3, any one Lore +2, any one Lore +1, Observe +1, Perform +1, Persuade +2 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Hoard, Honey-tongued, Rank, Stern, Wise
	Minas Tirith Healer	Healing +3, Insight +1, Language:Quenya +2, Lore:History (Gondor) +2, Lore:Herbs +3, any one Lore +1, Observe +2, Persuade +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Friends, Gift of Tongues, Healing Hands, Resolute, Wise
	Rivendell Scholar	Debate +1, Healing +1, Insight +1, Language (any	Pick 1 Edge: Curious, Elf-Friend,

Elvish) +2, Lore:History (Elves) +3, any one Lore +2, any one Lore +1, Observe +2, Perform +1, Persuade +1
Pick 5 Bonuses: +1 to any Order skill

Wise-Woman

Debate +2, Healing +1, Insight +1, any one Lore +3, any one Lore +2, any one Lore +1, Observe +2, Persuade +1, Weather-sense +2
Pick 5 Bonuses: +1 to any Order skill

Pick 1 Edge: Ally, Eloquent, Hardy, Honey-tongued, Wise

Abilities

Abilities		Requisite	Improvement?
Ancient Scripts	You are able to decipher ancient writings on scrolls and in texts of languages that you do not know. See CRB for TN's	At least two language skills – other than the characters native tongue – at 4+	No
Expertise	Select on general subject – receive a +2 to any test regarding that topic	Any Lore skill in the subject 8+	Yes
Scroll Hoard	You have a huge collection of scrolls and books, +2 to any Language or Lore skill when you read them	None	Yes
Secretive	You are secretive about your Lore; add your Wits modifier to all Willpower tests (double your Wits modifier if you are being forced)	None	No
Spellcasting	Able to cast spells; receive two spell picks each time this ability is taken	Wits 10+, any two other Loremaster Abilities	Yes
Vala Virtue	Have an affinity for a specific Vala which you revere; if you invoke the power of words to heighten Courage - receive a +5; if he does so to provide inspiration, receive +3 bonus	None	No

MAGICIAN

Favoured Attributes and Reactions

	Packages	Skills	Edges
Wits Bearing <i>or</i> Perception Willpower	Basic Magician	Healing +1, Insight +1, Intimidate +2, any one Language +2, any one Language +1, any one Lore +, any one Lore +2, Observe +2, Persuade +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Armour of Heroes, Charmed Life, Curious, Strong-willed, Wise
	Wizard's Apprentice	Debate +1, Healing +1, Inquire +1, Insight +1, Inspire +1, Intimidate +2, any one Language +1, any one Language +1, any one Lore +3, any one Lore +1, Observe +1, Persuade +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Curious, Strong-willed, Valiant, Valour, Wise
	Student of the Secret Arts	Debate +2, Intimidate +2, any one Language +2, any one Language +1, any one Lore +3, any one Lore +2, Observe +1, Persuade +2 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Ally, Curious, Honey-Tongued, Rank, Strong-willed
	Traveling Magician	Healing +1, Insight +1, Intimidate +1, any one Language +2, any one Language +1, any one Lore +3, any one Lore +2, Observe +2, Persuade +2 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Armour of Heroes, Charmed Life, Curious, Friends, Wise
	Tribal Magician	Healing +1, Insight +1, Intimidate +2, any one Language +1, any one Lore +3, any one Lore +2, Observe +2, Persuade +2, Weather-sense +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Curious, Friends, Hardy, Wise, Woodcrafty

Abilities

Abilities		Requisite	Improvement?
Spellcasting	Must be taken first – ability to cast spells; each pick of this ability grants 5 spell picks	None	Yes

Dwimmer-Crafty	You practice and excel at a particular spell; you gain a +2 bonus to a particular effect of the spell that you must choose when you select this ability.	Spellcasting	Yes
Sanctum	You possess a place of refuge and power that covers no more than a ½ square mile for each point of bearing you possess	Spellcasting	Yes
Sanctum Power	You can exert powers of the lands within your sanctum	Spellcasting, Sanctum	Yes
Spellcasting Method	You have learned or developed a special way of casting spells either through runes or songs of power.	Spellcasting	Yes
Spell Specialty	You have focused your study of magic on a particular specialty; select one type of spell specialty and gain a +2 bonus to any test needed when casting that type of spell.	Spellcasting	Yes
Wizard's Heart	You possess great endurance and willpower; receive a +2 bonus on Stamina tests to resist Weariness	Sanctum	No

MARINER

Favoured Attributes and Reactions

	Packages	Skills	Edges
Strength Nimbleness <i>or</i> Wits Swiftiness	Basic Mariner	Acrobatics +1, Armed Combat +2, Climb +2, any one Craft +1, Games +1, Jump +1, Sea-craft +3, Swim +3, Weather-sense +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Ambidextrous, Doughty, Hardy, Keen-eyed, Travel-sense
	Fisherman	Armed Combat +1, Climb +1, Craft:Netmaking (or other) +3, Games +1, Jump +1, Run +1, Sea-craft (Boating) +3, swim +3, Weather-sense +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Craftmaster, Doughty, Hardy, Keen-eyed, Travel-sense
	Navy	Armed Combat +2, Climb +2, any one Craft +1, Jump +1, Ranged Combat +2, Run +1, Sea-craft +3, Swim +2, Weather-sense +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Ally, Command, Rank, Stern, Warwise
	Riverman	Armed Combat +2, Climb +1, any one Craft +2, Games +1, Jump +1, Ranged Combat +2, Sea-craft (Boating) +3, Swim +3 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Doughty, Hardy, Keen-eyed, Tireless, Woodcrafty
	Shipwright	Armed Combat +1, Climb +2, Craft:Sailmaking +2, Jump +1, Ranged Combat +1, Run +1, Sea-craft (Shipwright) +3, Swim +3, Weather-sense +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Craftmaster, Dodge, Elf-Friend, Friend, Keen-eyed

Abilities

		Requisite	Improvement?
Diver	+2 bonus to all swim tests and can hold your breath for +1 minutes before any drown damage	Strength or Vitality 6+	Yes
Rope-craft	+4 bonus to any rope tests or Nimbleness tests to tie something up	Nimbleness 6+	No
Sailor's Eye	+4 bonus to all Weather-sense tests made on or near water	Weather-sense +4	No
Sea Legs	On a rocking ship, you do not suffer the -2 (or greater) penalty to any Nimbleness-related tests and never have to make a Stamina test to resist seasickness	None	No
Ship	You possess a ship of your own and a crew to sail her; the ship should be in line to the character's wealth and power	Sea-craft +7, any other Mariner ability	Yes
Wind Mastery	You have mastered the use of wind while sailing; you enhance the ships speed by 25%	Sea-craft +8	Yes

MINSTREL

Favoured Attributes and Reactions

Packages

Skills

Edges

Bearing
Nimbleness *or* Wits
Wisdom

Basic Minstrel

Any one Craft +1, Debate +1, Games +1, Inspire +1, any one Language +2, any one Language +1, any one Lore +1, Mimicry +1, Perform +3, Persuade +2, Stealth +1
Pick 5 Bonuses: +1 to any Order skill

Pick 1 Edge: Favour of Fortune, Friends, Gift of Tongues, Honey-tongued, Keen-eyed

Gondorian Minstrel

Debate +1, Games +1, Inspire +2, Legerdemain +1, Lore:History (Gondor) +2, Mimicry +2, Perform +3, Persuade +2, Stealth +1
Pick 5 Bonuses: +1 to any Order skill

Pick 1 Edge: Curious, Dodge, Friends, Honey-tongued, Keen-eyed

Performer

Acrobatics +2, Games +2, Legerdemain +3, Mimicry +1, Perform +3, Persuade +2, Ranged Combat +1, Stealth +1
Pick 5 Bonuses: +1 to any Order skill

Pick 1 Edge: Charmed Life, Favour of Fortune, Friends, Honey-tongued, Keen-eyed

Rohiric Bard

Debate +1, Games +1, Inspire +3, Lore:History (Rohan) +3, Mimicry +1, Perform +3, Persuade +2, Stealth +1
Pick 5 Bonuses: +1 to any Order skill

Pick 1 Edge: Ally, Friends, Hardy, Honey-tongued, Keen-eyed

Tribal Chanter

Any one Craft +1, Inspire +2, Legerdemain +1, Lore:Tribal Lore +2, any one Lore +1, Mimicry +1, Perform +3, Persuade +2, Stealth +2
Pick 5 Bonuses: +1 to any Order skill

Pick 1 Edge: Ally, Friends, Hardy, honey-tongued, Keen-eyed

Abilities

Gladden

Make a Perform test TN 10; if successful those who hear you Perform regain Weariness Levels at twice the normal rate

Requisite

Perform +4

Improvement?

No

Inspiring
Performance

Make a Perform test TN 10; if successful, to those who hear you Perform you gain a +1 to your Inspire tests – increase the bonus for each level of success

Perform +6

No

Jugglery

+2 bonus to Acrobatics, Games, Legerdemain and Ranged Combat (Thrown item) tests

Nimbleness 6+

No

Natural Talent

You gain a +5 bonus to Debate, Persuade or Perform tests when you spend Courage

None

No

Voice of Power

When you use Power of Words rules, you achieve a 50% greater effect

Gladden, Inspiring Performance, Bearing 8+

No

Woven Words

Make a Perform test TN 15; depending on level of success, you create an illusion or image of that which you describe

Gladden, Inspiring Performance, Perform +8

No

NOBLE

Favoured Attributes and Reactions

Packages

Skills

Edges

Bearing
Perception *or* Wits
Willpower

Basic Noble

Armed Combat +2, Debate +2, Inquire +1, Inspire +2, Intimidate +2, any one Lore +1, Observe +2, Persuade +1, Ride +2
Pick 5 Bonuses: +1 to any Order skill

Pick 1 Edge: Command, Healing Hands, Hoard, Rank, Stern

Gondorian Lord

Armed Combat +3, Debate +2, Inspire +2, Intimidate +2, Language: Quenya or Sindarin +1, Lore: History (Gondor) +1, Observe +1, Persuade +1, Ride +2
Pick 5 Bonuses: +1 to any Order skill

Pick 1 Edge: Command, Healing Hands, Hoard, Rank, Stern

Eriadorian Gentry	Debate +2, Inquire +1, Inspire +2, Intimidate +1, any one Language +2, any one Lore +2, Observe +2, Persuade +3 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Charmed Life, Friends, Hoard, Honey-tongued, Rank
Leader of Folk	Armed Combat +3, Inspire +2, Intimidate +2, any one Lore +1, Observe +2, Persuade +1, Ranged Combat +2, Ride +2 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Armour of Heroes, Command, Hoard, Rank, Stern
Tribal Chieftain	Armed Combat +2, Debate +2, Inquire +1, Inspire +2, Intimidate +2, any one Lore +1, Observe +2, Persuade +1, Ride +2 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Ally, Command, Hoard, Rank, Woodcrafty

Abilities

		Requisite	Improvement?
Courtier	+2 bonus to all Persuade and Debate tests made when trying to convince someone of greater rank	None	No
Cross-Order Skill	You may choose a non-order skill and treat it as an order skill for purposes of acquisition and advancement	None	No
Deference	+2 bonus to all social tests (except Inspire or Intimidate) used with or against their own people, +1 bonus with or against other people	Bearing 6+, appropriate Rank edge and Duty flaw	No
Domain	You rule over or have great authority within a particular keep, city, kingdom or other realm; Narrator to determine	Appropriate Rank edge and Duty flaw	No
Noble Mien	+2 bonus to all Inspire and Intimidate tests made with your people	Bearing 6+	No

ROGUE

Favoured Attributes and Reactions

	Packages	Skills	Edges
Nimbleness Perception or Wits Swiftness	Basic Rogue	Appraise +1, Armed Combat +2, Climb +2, Conceal +2, Inquire +1, Jump +2, Legerdemain +1, Observe +1, Stealth +3 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Dodge, Friends, Furtive, Night-eyed, Wary
	Burglar	Acrobatics +1, Appraise +3, Armed Combat +1, Climb +3, Jump +1, Legerdemain +1, Observe +1, Search +1, Stealth +3 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Ambidextrous, Dodge, Furtive, Keen-eyed, Wary
	Outlaw	Armed Combat +3, Climb +2, Conceal +2, Observe +2, Ranged Combat +2, Stealth +3, Survival +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Dodge, Friends, Hardy, Strong-willed, Tireless
	Lurker	Appraise +1, Conceal +2, Guise +2, Inquire +2, Legerdemain +1, Observe +3, Persuade +1, Stealth +3 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Dodge, Friends, Furtive, Honey-tongued, Wary
	Pickpocket	Appraise +2, Armed Combat +1, Conceal +2, Inquire +1, Legerdemain +3, Observe +2, Run +1, Stealth +3 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Ambidextrous, Dodge, Friends, Furtive, Wary

Abilities

		Requisite	Improvement?
Fleet-Footed	+2 bonus to all Run tests and reduce any physical penalties on your movement tests by one half	Nimbleness 6+	No
Lockpicking	You are skilled at the art of picking a lock; make a Nimbleness or Legerdemain test (whichever you prefer) against a difficulty set by	Nimbleness 6+ or Legerdemain +6	No

	the Narrator		
Lurking in Shadows	+5 bonus to all Stealth tests when you spend a courage	None	No
Scoundrel's Fortune	Once per games session, you can re-roll one test with any order skill adding a +2 bonus to the second roll; you may use the better of the two results	None	Yes
Sanctuary	You have a hidden sanctuary that you may hide in and is very difficult to find	None	Yes
Treacherous Blow	You gain a +5 bonus to all armed combat attacks from behind; only applies to the first attack	Nimbleness 8+, any one other Rogue ability	No

WARRIOR

Favoured Attributes and Reactions

	Packages	Skills	Edges
Strength Nimbleness or Vitality Stamina	Basic Warrior	Armed Combat +3, Healing +1, Inspire +1, Intimidate +1, Observe +2, Ranged Combat +3, Ride +2, Siegecraft +2 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Bold, Command, Valiant, Warrior's Heart, Warwise
	Bowman	Armed Combat +1, Healing +1, Jump +1, Observe +3, Ranged Combat +3, Ride +2, Run +1, Siegecraft +1, Survival +1, Track +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Accurate, Armour of Heroes, Quick Draw, Valiant, Warwise
	Horseman	Armed Combat +3, Healing +1, Inspire +2, Intimidate +2, Observe +2, Ranged Combat +1, Ride +3, Siegecraft +1 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Bold, Fell-handed, Honour's Insight, Warrior's heart, Warwise
	Scout	Armed Combat +2, Healing +1, Observe +3, Ranged Combat +2, Ride +2, Stealth +3, Track +2 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Command, Resolute, Warrior's heart, Warwise, Woodcrafty
	Sentinel	Armed Combat +3, Intimidate +2, Observe +3, Ranged Combat +2, Ride +1, Run +1, Siegecraft +3 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Keen-eared, Keen-eyed, Night-eyed, Wakefulness, Wary
	Shirriff <i>must be a Hobbit</i>	Armed Combat +2, Intimidate +1, Observe +3, Ranged Combat +3, Run +3, Stealth +3 Pick 5 Bonuses: +1 to any Order skill	Pick 1 Edge: Accurate, Dodge, Friends, Keen-eared, Keen-eyed

Abilities

		Requisite	Improvement?
Battle-Hardened	+5 bonus on any Siegecraft test whenever you spend a point of Courage	None	No
Evasion	You may roll an extra die (3d6) on a dodge action for your Swiftmess test, keeping the highest two; the normal rules apply for double 6's	Nimbleness 6+	No
Favoured Weapon	Choose a combat (Armed or Ranged) and specialty; each advancement pick you devote to that skill improves it by two skill ranks; you do receive a -4 penalty to any other specialty within that group	Strength 6+, Nimbleness 8+	Yes
Swift Strike	You gain an additional action round during combat, but the extra action must be combat related	Nimbleness 6+, Armed Combat +8	Yes
Warrior-born	+2 bonus to all Armed and Ranged combat tests in a single battle whenever you spend a point of Courage	Strength 8+, Nimbleness 9+	No