

Lord of the Rings Roleplaying Game Collected Rulings File

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Core Book

Collected rulings and clarifications of the material in the Lord of the Rings RPG Core Book

Page 44: Attributes cannot be higher than 12 + Racial Modifiers at any time, except for certain spells which may temporarily increase an Attribute. (NOTE: This ruling is modified by rules in the forthcoming Two Towers Sourcebook that allow attribute maximums to be exceeded on favoured attributes.)

Page 84: You must have 8+ skill ranks in the relevant Craft skill when making a masterwork item. Fewer skill ranks are insufficient. For example, a craftsman with the Masterwork order ability and the skills Craft: Tailor +10, Smithcraft +8, and Stonecraft +5 could make masterwork clothing and masterwork arms, but not masterwork fortifications.

Page 103: Swift Strike cannot be used for Ranged Combat actions.

Page 116: The maximum number of ranks for any given skill (which is 6 during creation or 12 after) refers only to actual skill ranks, not to any modifiers from Race, Order, Edges or Flaws.

Page 124: Guise can have specialties. Sample specialties for Guise include Specific Culture (Gondorians, Elves of Mirkwood, etc.) and Specific Profession (Laborers, Learned Folk, etc.).

Page 126: Insight and Inspire can have specialties. Sample specialties for both include Specific Culture (Dwarves of Erebor, Riders of Rohan, etc.) and Specific Profession (Fighting Folk, Craftworkers, etc.).

Page 143: It is possible to improve the edge Ally. Each additional pick provides one additional ally.

Page 162: The ground where Snowmane's body was buried grows lush and green. The place nearby where the Lord of the Nazgul's mount was buried remains black and burned.

Page 169: Spellcasting penalties from having multiple spells in effect expire each day at dawn for spells cast in the previous 24 hours whose durations are longer than one hour per point of Bearing. The exception is that penalties from Sorcery spells with durations longer than one hour per point of Bearing expire at dusk rather than at dawn. For clarity, spells with the duration 'concentration' are not affected by this ruling. Their penalties remain in effect until the spell runs its course.

Page 207, third column, last paragraph: The test penalty for attacking a character bearing a shield applies to ranged attacks only. (The rest bonus to parry/block attempts is not affected by this ruling.)

Page 219: Characters of different sizes do not get the +/- 2 test modifier to Parry combat actions. If they did, the test modifier based on the size difference would essentially be doubled, since it would apply once to the attack test, and again to the parry test.

Page 229: Punch/Kick should do 1d6 + Strength Modifier damage.

Page 235: Once a character gains Corruption equal to his Bearing and becomes a non-player character, his Corruption score is no longer tracked. Rather, his score becomes "Corrupt."

Page 237, under "Fighting From Horseback": Add the following text: "When making a mounted charge, the rider can substitute the horse's Strength for his own for the purposes of determining damage and the TN for the target's check to avoid being knocked prone."

Page 246: On Table 9.35, the fact that stages are random does not mean a poison varies in the number of onset stages it has, but rather means you should choose which type of roll you wish to make and then roll it to determine the number of stages.

Page 278: Like reactions, if your Vitality changes later in the game your health does not automatically change too. You can buy more health using advancement picks.

Page 278: There are limits to how much you can increase a skill with one Advancement. Order Skills: 2 Ranks, Non-Order Skills: 1 Rank.
(NOTE: this does not mean you get 2 Ranks for a chosen Order Skill when you spend an Advancement pick on it, merely that you can only improve any given Order Skill by a maximum of 2 Ranks per Advancement).

Page 278: When spending experience for advancements, Attributes cannot be raised higher than 12 + Racial Modifiers. Only certain spells may temporarily increase an Attribute above 12. There are no such limits to Reactions. (NOTE: This ruling is modified by a rule in the forthcoming Two Towers Sourcebook that allow attribute maximums to be exceeded on favoured attributes.)

Page 292: The text for the Uruk should be changed to indicate that they, like Orcs, prefer scimitars.

Fell Beasts & Wondrous Magic

Collected rulings and clarifications of the material from the Lord of the Rings RPG Fell Beasts & Wondrous Magic sourcebook.

Page 6: The text says "Defence is typically equal to the creature's Nimbleness +10." This should technically be "10 + the creature's Nimbleness modifier."