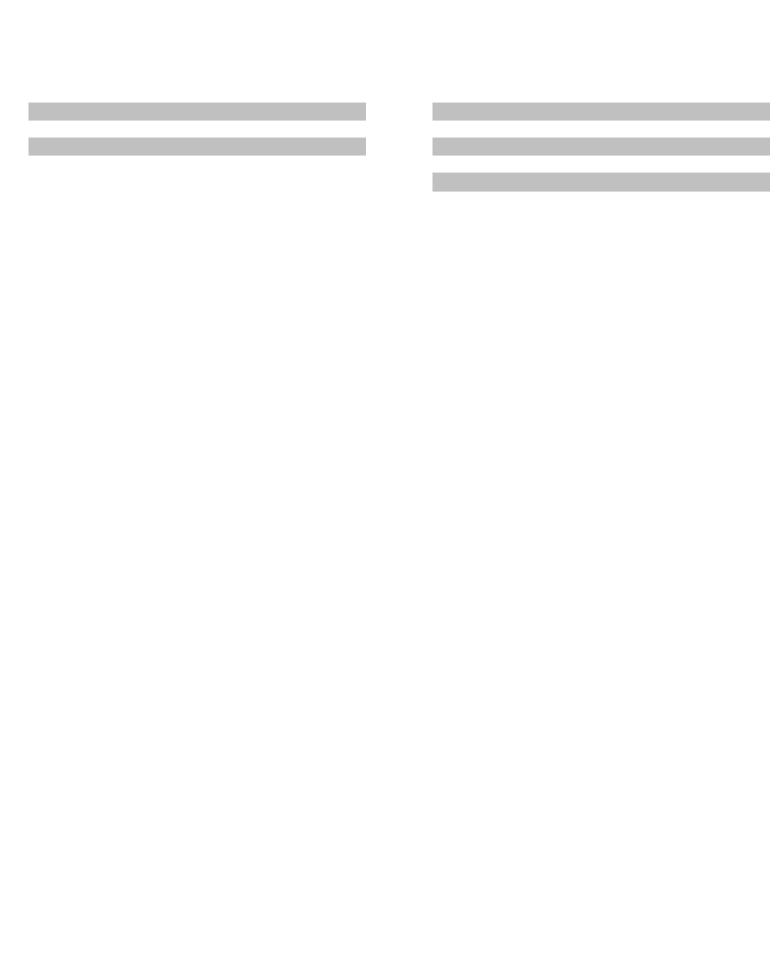


Drowning.	Effects Falling
	_

Cover Protection		Corruption Difficulty
Cover Type	Absorb	•
<b>31</b>		



## **Degree of Success**

Test Result 11+ below TN	<b>Degree of Success or Failure</b> Disastrous Failure: Attempt makes matters worse if possible.	<b>Time Mod.</b> x1.5
_		

Weariness and Spellcasting		
Spellcasting Action	Weariness Test	Modifier
Casting a spell	Stamina	-

<b>Attribute Modifiers</b>		Recognition Tests
Attribute Level	Modifier	

## **Money Changing & Price Conversion**

100 copper pennies (cp) = 1 silver penny (sp)

4 silver pennies (sp) = 1 silver piece (SP) = 1 gold penny (gp)

4 gold pennies (gp) = 1 gold piece (GP)

Thus: 1 gp = 4 SP = 16 sp = 1,600 cp

Item	Cost in Shire/Bree	Cost in Dale	Cost in Minas Tirith
Weapon	x3	x2	x2
Armour	<b>x</b> 5	<b>x</b> 3	<b>x</b> 1

#### **Weapons**

Armed Combat Weapons	Damage*	Parry Bonus	Size	Weight (lbs.)	Price
Axe, Battle	2d6+ 4	+ 1	M	8	3 SP, 1 sp
Axe, Great	3d6+ 2	+ 1	L	17	3 SP, 3 sp
Club	1d6+ 1	+ 1	M	4	Free
Dagger	1d6+ 2	-2	S	1	2 SP, 2 sp
Dagger, Long Knife	1d6+ 3	+ 0	M	1.5	2 SP, 3 sp
Dagger, Orc	1d6+ 3	+ 03 SP, 3 sp			

# **Armour and Shields**

Armour Type	Weight (lbs.)	Damage Absorbed*	Price**



Spell	Cast Time	Range	Duration	TN	Cost#	Requisite	Method	Specialty
Reading the Heart	1 min	10 feet*	Instant	9	1	Special**	St, Ab	None
Resist Fear	1	Self	1 round*	8	1		St, Ab	Secret Fire
Ruin [S]	2	Touch	1 round*	12	2	Shatter	St, Rn	Sorcery
Scribe Moon-letters	1 min/10	Self	Permanent	7	1		St, Rn, Ab	None

### **Master Skill List**

	<u>Waster Skin List</u>						
Skill	Attribute	Test	Untrained?	Groups and Specialties			
Acrobatics	Nimbleness	Physical	Y	Balance, Swing, Tumble			
Appraise	Wits	Academic	N	Gems, Gold, Silver, Weapons, Armour			
Armed Combat	Nimbleness	Physical	Y	Skill Group: Weapon Category (weapon)			
Climb	Strength	Physical	Y				
Wits							
App911se	Wits4-7061.2	2(Academic)-8109.8(N2	2-81ss)-04 2 Tone				