

The One Ring on One Page

Rolling the Dice

- For a skill test, or test of Wisdom or Valour, the GM announces the target number (TN). Roll a number of d6 equal to your rating, along with a single d12. Add them. If you hit the TN or better, you succeed.
- If you roll a 12 on the d12 (Gandalf Rune), you succeed regardless of your total.
- If you roll an 11 on the d12 (Eye of Sauron), the d12 counts as 0, and sometimes something bad happens.
- If one of the d6s shows 6, and you succeed, you score a *great success*. If two or more of the d6s show 6, you score an *extraordinary success*.

Specialities and Distinctive Features (Traits)

If appropriate to the task, you can name a speciality or distinctive feature, and succeed at a common skill test regardless of the TN. You do this before you roll, and don't get an Advancement Point. You can also name a speciality or distinctive feature to get a roll when you normally wouldn't. Shout out if I say you can't roll!

Marking Advancement Points

- When you successfully use a Common skill, you might get an Advancement point- a check mark in the circle next to the right of that row of skills.
- On an ordinary success, check the first circle.
- On a Great or Extraordinary Success check the second circle.
- When a speciality or distinctive feature applies, and you still roll a skill, check the third circle.
- You don't get more than three Advancement points at a time in a category.

Bonus Dice

Sometimes you have one or more bonus dice. This is an extra d6 you can use on a task before you roll (on any roll in that task), or give to someone else before they roll.

Hope and Fellowship Points

- You can spend one Hope, or one Fellowship point to add an Attribute to a failed roll. Fellowship comes back at the end of a game session; Hope does not.
- Add the Attribute above the skill. For Weapon skills and Armour tests, add Body. For Wisdom and Valour tests add Heart.
- If a skill is favoured (underlined), add the higher of the two Attribute scores.
- If your Hope goes below your Shadow, you are Miserable. Tell the GM. In this state, any 11 (Eye of Sauron) leads to a bout of madness.

Fatigue and Endurance

- If you suffer from Fatigue, *add* the amount to your Fatigue score.
- If you suffer from Endurance Damage, *subtract* the amount from your Endurance score.
- If your Endurance is below your Fatigue, you're *Weary*. In this state, any d6 roll of 1,2, or 3 counts as 0.
- At 0 Endurance, you're unconscious. If also wounded, you're dying. If the same blow wounds you and reduces you to 0 Endurance, you're dead. Sorry!

Dealing Damage

- In combat, if you hit the required TN with your weapon skill, you do your weapon's damage to your foe.
- On a great success, add your Body to damage. On an extraordinary success, add twice your Body. Use the higher Body score if your weapon skill is favoured.
- If the d12 is equal to or higher than the Edge of your weapon, you might deal a wound or instantly kill the enemy. The enemy must roll an armour check against your weapon's Injury number to avoid this.