

MIDDLE-EARTH D20 CHARACTER CREATION RULES

To create characters for this campaign, players will use 25 points to purchase abilities according to the Purchase rules on pages 15-16 of the *Pathfinder Roleplaying Game Core Rulebook*. Then, character creation proceeds as described in the *Pathfinder Roleplaying Game Core Rulebook* and the *Pathfinder Roleplaying Game Advanced Player's Guide*, using the following rules modifications. Please note that these rules are subject to change at any time without prior notice ... dedication to the Tolkien genre outweighs game conventions!

RACES

Dwarves – as normal Dwarves, modified as follows:

- Replace Darkvision with Low-Light Vision.
- Languages: Khuzdul and Westron.
- Typical Character Classes: Mostly Fighters, but a lot of Experts – Smiths.

Elves, Wood – as normal Elves, modified as follows:

- Replace ability score modifications with +2 Dexterity, +2 Intelligence.
- +2 racial bonus on any Perform (Sing) checks.
- +2 racial bonus on Survival (Tracking) checks.
- +2 racial bonus to resist fire or heat.
- +2 racial bonus against poison.
- Immune to aging: Wood Elves are immortal unless killed.
- Immune to natural cold.
- Immune to disease, mundane or magical.
- Immune to scarring.
- Movement unimpeded by snow or wooded terrain.
- Immune to any fear effects caused by undead.
- Cannot be turned into undead.
- Can communicate silently by direct thought with other Elves, those with Elven blood, Maiar and Valar [Range: 25 ft. + 5 ft./2 levels]. Further, they may forge a permanent bond with a willing target (maximum number of forged bonds is 1/level). Once the bond is formed, this communication works over any distance.
- Language: Silvan, Sindarin and Westron.
- Typical Character Classes: Fighters, Rangers, Rogues.

- ECL+1. Effective Character Level (ECL) is a racial modifier applied to the character's *displayed* level and is used to determine the *actual* amount of XPs needed to advance to the next level. For example, a level 3 Wood Elf character has an ECL of 4 (character level of 3 plus an ECL modifier of 1). The character needs 15,000 XPs to reach 4th level instead of the normal 9,000 XPs needed.

Elves, Sindar – as normal Elves, modified as follows:

- Replace ability score modifications with +2 Dexterity, +2 Intelligence, +2 Wisdom, +2 Charisma.
- +2 racial bonus on Craft (Shipwright) checks.
- +4 racial bonus on any Perform (Sing) checks.
- +2 racial bonus to Profession (Sailor) checks.
- +2 racial bonus to resist fire or heat.
- +2 racial bonus against poison.
- Immune to aging: Sindar Elves are immortal unless killed.
- Immune to natural cold.
- Immune to disease, mundane or magical.
- Immune to scarring.
- Movement unimpeded by snow or wooded terrain.
- Immune to any fear effects caused by undead.
- Cannot be turned into undead.
- Can communicate silently by direct thought with other Elves, those with Elven blood, Maiar and Valar [Range: 25 ft. + 5 ft./2 levels]. Further, they may forge a permanent bond with a willing target (maximum number of forged bonds is 1/level). Once the bond is formed, this communication works over any distance.
- Languages: Silvan, Sindarin, Quenya and Westron.
- Typical Character Classes: Any. They seem to be the Elf race that is the most versatile in terms of profession. They are accounted the best singers in Middle-earth, so there could be more Bards among them than is normal for the other races.
- ECL+2. Effective Character Level (ECL) is a racial modifier applied to the character's *displayed* level and is used to determine the *actual* amount of XPs needed to advance to the next level. For example, a level 3 Sindar Elf character has an ECL of 5 (character level of 3 plus an ECL

modifier of 2). The character needs 23,000 XPs to reach 4th level instead of the normal 9,000 XPs needed.

Elves, Noldor – as normal Elves, modified as follows:

- Replace ability score modifications with +2 Strength, +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, +4 Charisma.
- +4 racial bonus on any Craft skill of the player's choice – it should be noted that Noldor were legendary for their work with precious metals and jewelry.
- +2 racial bonus on any Perform (Sing) checks.
- +2 racial bonus to resist fire or heat.
- +2 racial bonus against poison.
- Immune to aging: Noldor Elves are immortal unless killed.
- Immune to natural cold.
- Immune to disease, mundane or magical.
- Immune to scarring.
- Movement unimpeded by snow or wooded terrain.
- Immune to any fear effects caused by undead.
- Cannot be turned into undead.
- Can communicate silently by direct thought with other Elves, those with Elven blood, Maiar and Valar [Range: 25 ft. + 5 ft./2 levels]. Further, they may forge a permanent bond with a willing target (maximum number of forged bonds is 1/level). Once the bond is formed, this communication works over any distance.
- Noldor Elves glow with a faint luminescence.
- Languages: Silvan, Sindarin, Quenya, and Westron.
- Typical Character Classes: Any, but lots of Experts among them – Smiths and Artificers. They don't seem inclined to a life of crime or "troubleshooting" ... therefore, Rogue would be a rare class for them.
- ECL+3. Effective Character Level (ECL) is a racial modifier applied to the character's *displayed* level and is used to determine the *actual* amount of XPs needed to advance to the next level. For example: a level 3 Noldor Elf character has an ECL of 6 (character level of 3 plus an ECL modifier of 3). The character needs 35,000 XPs to reach 4th level instead of the normal 9,000 XPs needed.

Gnomes – as they do not exist in Middle-earth, this race is prohibited.

Half-elves – as normal Half-Elves, but only with GM approval (as they are *extremely* rare in Middle-earth).

Half-orcs – as normal Half-orcs, but only with GM approval.

Hobbits – as normal Halflings, modified as follows:

- Replace the +2 vs. Fear saves with +2 on Will saves.
- Thrown Weapons and the Sling are deadly in the hands of a Hobbit – treat damage from their use as if wielded by a Large creature.
- Language: Westron.
- Typical Character Classes: Probably start out as an NPC class, particularly Commoner and Aristocrat. Spellcasters are virtually nonexistent amongst them.

Humans (Beornings) – as normal Humans, modified as follows:

- The ruling class of the Beornings is 90% likely to be werebears.
- Languages: Waildyth and Westron.
- Typical Character Classes: Barbarian.

Humans (Dúnedain/Númenóreans) – as normal Humans, modified as follows:

- Free Racial Heritage: Elf feat.
- Languages: Sindarin, Quenya, and Westron.
- Typical Character Classes: Any. Since they generally make up the ruling class wherever they live, disreputable and/or "common" classes like Rogue, Adept, Commoner, and Warrior would be rare. Black Númenóreans are much like Dúnedain, but Wizards and Sorcerers would be more common, and Clerics would be a good choice for an evil Númenórean dabbling in necromancy – they still fear death and wish to find a way to avoid it. Probably few Druids, Rangers, Adepts, and Commoners, because they seem too urban and effete to take or belong to such classes.

Humans (Easterlings, Dunlendings, Gondorians, Haradrim, etc.) – as normal Humans, modified as follows.

- Languages: An appropriate Mannish language (for their native area) and Westron.

Humans (Rohirrim) – as normal Humans, modified as follows:

- Free Mounted Combat feat.
- +2 racial bonus on Ride checks, this skill is always considered a class skill for them.
- Languages: Rohirric and Westron.
- Typical Character Classes: Fighter, Ranger, Rogue, or most NPC classes (i.e., Adept, Commoner, Expert, or Warrior). Rohirrim, although they have nobles, don't have a culture as likely to produce characters that fit the Aristocrat class.

Humans (Woses) – as normal Humans, modified as follows:

- Woses are extremely primitive, and use no armor or metal weapons.
- +2 racial bonus on Survival (Tracking) checks, and this skill is always considered a class skill for them.
- Languages: Púkael and Westron.
- Typical Character Classes: Barbarian and Ranger.

CHARACTER CLASSES

- **Alchemists** – Alchemists are available as a character class only with GM approval. If approved, they are created as written in the *Pathfinder Roleplaying Game Advanced Player's Guide*.
- **Barbarians** – Barbarians are found in the wilder, untamed places in Middle-earth and are created as written in the *Pathfinder Roleplaying Game Core Rulebook*.
- **Bards** – Bards are pretty common, especially at low levels; this fits the musical nature of Middle-earth. The class, as written in the *Pathfinder Roleplaying Game Core Rulebook*, is available only to Valar, Maiar, Elves, or those with the blood of those races in their heritage, including the exceedingly rare Half-elves and the Dúnedain/Númenóreans (who have traces of both Maia and Elf in their bloodlines). For a non-spell casting variant, instead create a Rogue with skill in Perform.
- **Cavaliers** – Cavaliers are found exclusively in Gondor; Dol Amroth in particular seems a good home for Cavaliers. They are created as written

in the *Pathfinder Roleplaying Game Advanced Player's Guide*.

- **Clerics** – Clerics are found in Middle-earth – Elrond is quite evidently a cleric. However, these kinds of spellcasters seem to keep a low profile, and wouldn't think of themselves as priests or disciples of a deity – instead, think of them as "healers" or "white wizards." The class is available only to Valar, Maiar, Elves, or those with the blood of those races in their heritage, including the exceedingly rare Half-elves and the Dúnedain/Númenóreans (who have traces of both Maia and Elf in their bloodlines).
- **Druids** – Druids are present – Radagast the Brown is evidently a Druid. However, these kinds of spellcasters seem to keep a low profile, and wouldn't think of themselves as priests or disciples of a deity – instead, think of them as "healers" or "white wizards." The class is available only to Valar, Maiar, Elves, or those with the blood of those races in their heritage, including the exceedingly rare Half-elves and the Dúnedain/Númenóreans (who have traces of both Maia and Elf in their bloodlines).
- **Fighters** – Fighters are found everywhere in Middle-earth and are created as written in the *Pathfinder Roleplaying Game Core Rulebook*.
- **Inquisitors** – Inquisitors are prohibited as a character class!
- **Monks** – Monks are prohibited as a character class!
- **Oracles** – Oracles are available as a character class only with GM approval. If approved, they are created as written in the *Pathfinder Roleplaying Game Advanced Player's Guide*.
- **Paladins** – Paladins are found amongst the Noldor Elves and in Gondor. Dol Amroth in particular seems a good home for Paladins. As such, this class is limited to those of Valar, Maiar, Elven, Half-Elven, or Dúnedain/Númenórean (who have traces of both Maia and Elf in their bloodlines) descent.
- **Rangers** – Rangers are found anywhere in Middle-earth – from the Dúnedain of forgotten Rhudaur to Orcs in the Grey Mountains to Faramir's patrol area in Ithilien. Only Elves, Half-Elves, or those of Dúnedain/Númenórean descent may use the Ranger as written in the *Pathfinder Roleplaying Game Core Rulebook*. All other races must use the variant, Spell-less

- Ranger (see the *Middle-earth d20 Variant Classes* section below).
- **Rogues** – Rogues are found everywhere in Middle-earth and are created as written in the *Pathfinder Roleplaying Game Core Rulebook*
 - **Sorcerers** – Sorcerers are more common than Wizards, and do not have dragons as ancestors. Instead, the Sorcerer class in Middle-earth is comprised of individuals who are Valar, Maiar, Elves, or those with the blood of those races in their heritage, including the exceedingly rare Half-elves and the Númenóreans/Dúnedain (who have traces of both Maia and Elf in their bloodlines). Disallowed bloodlines include Aberrant, Abyssal, Draconic, Elemental, Infernal, and Undead.
 - **Summoner** – Summoners are prohibited as a character class!
 - **Witches** – Witches are available as a character class only with GM approval. If approved, they are created as written in the *Pathfinder Roleplaying Game Advanced Player's Guide*. Also, the Witch class in Middle-earth is comprised of individuals who are Valar, Maiar, Elves, or those with the blood of those races in their heritage, including the exceedingly rare Half-elves and the Númenóreans/Dúnedain (who have traces of both Maia and Elf in their bloodlines).
 - **Wizards** – Wizards are *incredibly* rare in Middle-earth, but can be found (Diviner and Illusionist specialists being the most common). Necromancer specialists would always be evil; the Númenóreans prior to the destruction of Numenor produced a number of Necromancers, and it can be surmised that the Black Númenóreans from Umbar favor this class. The class is available only to Valar, Maiar, Elves, or those with the blood of those races in their heritage, including the exceedingly rare Half-elves and the Dúnedain/Númenóreans (who have traces of both Maia and Elf in their bloodlines).
 - **Adepts** – Adepts are the most common spellcaster in Middle-earth and are much like the divine casters – low profile and more of a village “wise person” than a *typical* spellcaster. In addition, this is *only* spellcaster class available to those who are not of Valar, Maiar, Elven (including those with the blood of those races in their heritage which includes Half-elves and Dúnedain/Númenóreans) bloodlines.
 - **Aristocrats** – Aristocrats can be found most commonly amongst Hobbits and Númenóreans. The Haradrim and Easterlings may very well have an Aristocratic social class. The Elves also have Aristocrats, as do the Dwarves, but they don't seem as likely to adventure – adventurers from these races would be of the PC classes. Black Númenóreans are very likely to be Aristocrats, since they are the ruling class of Umbar, with a general populace of Haradrim and mixed Haradrim/Númenóreans.
 - **Mandatory Multiclassing** – All spellcasters must alternate each level between a spellcasting class and either a non-spellcasting class, one with secondary spellcasting abilities (Bard, Paladin, Ranger), or one that uses a magic type (Arcane or Divine) opposite to that used by the primary spellcasting class (that is, Divine spellcasters may multiclass into an Arcane spellcasting class, and vice-versa). This requirement limits high-level spells to characters of very high levels. It also limits the number of beings capable of creating magical items.

PRESTIGE CLASSES

Prestige classes from the *Pathfinder Roleplaying Game Core Rulebook* and the *Pathfinder Roleplaying Game Advanced Player's Guide* are only allowed only with GM approval! As always, dedication to the Tolkien genre outweighs game conventions.

LANGUAGES

- **Adúnaic** – Spoken in Numenor during the Second Age. Now spoken by the Black Númenóreans and the Corsairs of Umbar. It is the source of the many dialects known as Westron and is spoken in Umbar, Tharbad, Gondor, and points in between.
- **Apysaic** – Spoken by the Southern Haradrim (Humans that dwell in the great arid and semi-arid lands south of Harandor and Mordor).
- **Atliduk** – Spoken by the Beornings (Humans, largest of the Northmen).
- **Black Speech** – Spoken by Uruk-Hai Orcs, Olog-Hai trolls, and by Sauron (and may have been invented by him).
- **Dunael** – Spoken by the Dunlendings (Humans that live in the hills and highlands west of the

- Anduin valley). Written Dunael is rare, for a premium is placed on oration and the performing arts.
- Haradaic – Spoken by the Northern Haradrim (Humans that dwell in the great arid and semi-arid lands south of Harandor and Mordor).
 - Khuzdul (Dwarvish) – A private language, not thought to be known by anyone other than Dwarves, except for Gandalf, and amazingly enough, Galadriel.
 - Labba – Spoken by the Lossoth (Human dwellers of the Far North of western Middle-earth). There is no written version.
 - Logathig – Spoken by the Dorwinadan (Humans that dwell in the lands northeast of Mordor) and the Easterlings (Humans that dwell in north-central Middle-earth).
 - Nahaiduk – Spoken by the Woodmen of Mirkwood.
 - Orkish (Debased Black Speech) – Spoken among several groups of Orcs including those of Moria, Isengard, and Mordor. It is said to have many mutually unintelligible dialects, although they are not delineated.
 - Pûkael – The guttural tongue spoken by the Woses (Primitive Humans that live in remote Middle-earth woodlands). The "written" version is made up of pictographic signs, most quite simple, used for the most practical purposes – notably to mark paths or signal their brethren while out in the wood.
 - Quenya – Used as a high speech among Elves along the western coast, Rivendell, and Lorien. It is also used amongst the Dúnedain and certain educated Hobbits.
 - Rohirric – Spoken by the Rohirrim (Humans that live in the Lands of Rohan).
 - Silvan (Bethteur) – Spoken by the Elves of Lorien and Mirkwood; the speech of the Elves of Mirkwood is called Bethteur, the Wood-speech.
 - Sindarin – The usual speech of folk of Elrond's house, the Dúnedain in both Gondor and the north of Middle-earth, and the house language of Thranduil of Mirkwood.
 - Umitic – Spoken by the Umli (Half-dwarves that live in the Far North of north-central Middle-earth).
 - Varadja – Spoken by the Variags (Humans that dwell in the arid lands southeast of Mordor).
 - Wailyth – Nature Signals of the Beornings.

- Westron (Common Speech) – The common speech of mortals. Dialects are spoken in Gondor, Bree, and other places. It is the common language of Dwarves. A particularly "harsh" dialect is spoken by Orcs when necessary.

PROHIBITED SPELLS

Spells that create something from nothing, or which fundamentally alter the nature of something, go against Eru's will. Such spells are either unavailable, or are used only by those who either directly carry out the will of Eru (the Valar and Maiar) or who directly flout Eru's will (the renegade Vala Melkor, later named Morgoth, or renegade Maiar such as Sauron).

Spells such as *fireball* or *wall of stone* use surrounding matter or energy to create their effects. In the case of *fireball*, superheating the oxygen in the surrounding air creates the effect. Regardless, such spells are rarely used, because they skirt along the edges of going against the will of Eru.

Spells such as *bull's strength* or *cat's grace* simply enhance what is already in existence and which the recipient of the spell already possesses.

Spells that access other planes (except the Ethereal Plane, called the "Spirit World" or "the other side" in Middle-earth) do not function, since Middle-earth is not directly connected to any other planes of existence. Aman, or The Undying Lands, is not accessible because it was closed off from any except for those whom the Valar allow to find it. Aman is not exactly another plane; it was once physically part of the same plane as Middle-earth, but was cordoned off millennia ago.

Spells that have effects against Outsiders are either prohibited or rendered powerless, because there are technically no Outsiders in Middle-earth. The Balrog, for example, is a Maia, one of the spirits that initially carried out the will of Eru and helped create Middle-earth – so, while he is now a twisted, demonic figure, he is still considered a native of the world he played a part in creating.

Also, spells that are too "flashy" for Middle-earth are considered prohibited. Some "flashy" spells will not be prohibited because there is either evidence in the films (or books) of their existence, or a spell that was similar in description to a Pathfinder spell was actually used in the books. For example, *fireball* was not excluded because the assumption was made that since Gandalf used a number of fire-based effects in

the books (a *fire seeds* spell in The Hobbit, his fireworks, the sheet of flame which broke the bridge in Moria, etc.), he might well have had access to this spell. Even if he had access to it through his wearing of the Elven Ring Narya, the Ring of Fire, the spell still seems possible in Middle-earth, so it is not prohibited, however, it would be rarely used.

Acid Arrow
All "Chaos" spells
All "Law" spells
Animate Dead
Astral Projection
Banishment
Beast Shape I-IV
Blade Barrier
Clenched Fist
Clone
Contact Other Plane
Create Food and Water
Create Water
Crushing Hand
Dimensional Anchor
Dismissal
Elemental Body I-IV
Elemental Swarm
Enlarge Person
Enlarge Person, Mass
Flesh to Stone
Forceful Hand
Form of the Dragon I-III
Freezing Sphere
Gaseous Form
Gate
Giant Form I-II
Grasping Hand
Helping Hand
Hideous Laughter
Instant Summons
Interposing Hand
Irresistible Dance
Levitate
Limited Wish
Mage's Disjunction
Mage's Faithful Hound
Mage's Lucubration
Mage's Magnificent Mansion
Mage's Private Sanctum
Mage's Sword
Magic Jar
Major Creation
Mark of Justice

Maze
Meld Into Stone
Minor Creation
Miracle
Phantom Trap
Planar Ally
Planar Ally, Greater
Planar Ally, Lesser
Planar Binding
Planar Binding, Greater
Planar Binding, Lesser
Plant Shape I-III
Polymorph
Polymorph Any Object
Polymorph, Greater
Raise Dead
Reduce Animal
Reduce Person
Reduce Person, Mass
Refuge
Regenerate
Reincarnate
Resilient Sphere
Resurrection
Reverse Gravity
Righteous Might
Rope Trick
Secret Chest
Secure Shelter
Sepia Snake Sigil
Shadow Conjuration
Shadow Conjuration, Greater
Shadow Evocation
Shadow Evocation, Greater
Shadow Walk
Shapechange
Shrink Item
Soul Bind
Spectral Hand
Spider Climb
Statue
Stone to Flesh
Telekinesis
Teleport
Teleport Object
Teleport, Greater
Teleportation Circle
Time Stop
Tiny Hut
Transmute Metal to Wood
Transmute Metal to Wood
Transmute Mud to Rock
Transmute Rock to Mud

Trap the Soul
True Resurrection
Wall of Iron
Wind Walk
Wish
Word of Recall

Note: Some of the most powerful spellcasters in Middle-earth – the Wizards, Elves such as Galadriel – may have access to some of the spells intimated here. This is either due to meddling in types of magic that are normally forbidden or "taboo" due to their association with Sauron or Morgoth (as Saruman did), or due to a character being among the oldest and wisest people in Middle-earth (such as Galadriel).

RESTRICTED SPELLS

Blasphemy – There are no extraplanar creatures in Middle-earth. Creatures that would be considered extraplanar in standard Pathfinder – such as the Balrog – are, in fact, considered to be native to Middle-earth.

Create Undead and *Create Greater Undead* – These spells are available only to Sauron.

Dictum – See the explanation for *Blasphemy*.

NEW MAGIC WEAPON SPECIAL ABILITY

Sense: A sense weapon has the innate ability to detect certain types or subtypes of creatures. If there are creatures of the chosen type within 1000 ft., a sense weapon will emit a blue glow, which gets more intense the closer the creatures are. Sense weapons do not indicate number or direction, only relative distance. Only melee weapons may have this ability. This ability replaces the Ki Focus ability on the Melee Weapon Special Abilities table (Table 15-9) in the *Pathfinder Roleplaying Game Core Rulebook* (p. 469).

MAGIC WEAPONS

Examples of magic weapons from the books and movies:

- **Sting** – +1 Goblinoid-bane, Goblinoid-Sense short sword
- **Glamdring** – +3 Holy Goblinoid-bane, Goblinoid-Sense longsword

- **Legolas' Bow** – +1 Enhancement, +2 Mighty composite longbow
- **Bilbo's Mithril shirt** – +1 Mithril chain shirt, medium fortification
- **Narsil (Anduril)** – Holy Avenger
- **Sam's Elven Rope** – Rope of Climbing

Examples of other appropriate magic items:

- Nearly any Minor Potion
- Nearly any Scroll of 2nd level or less
- Any Minor Ring
- Any Minor Rod, except Metamagic Rods
- No Staves
- No Wands
- Most Minor Wondrous Items, except items like Pearls of Power that deal with spellcasting, or that duplicate inappropriate or flashy spells, like Necklace of Fireballs
- Some Medium and Major Wondrous Items – evaluated on an individual basis!

CHARACTER TRAITS

When you create your character for the Middle-earth d20 Campaign, a new PC may choose one character trait from the *Pathfinder Roleplaying Game Advanced Player's Guide* (pp. 326-333).

HERO POINTS

The hero points system, described in the *Pathfinder Roleplaying Game Advanced Player's Guide* (pp. 322-325), is included in the Middle-earth d20 Campaign to simulate the effects of fate on principal characters (the PCs and major NPCs) in Middle-earth. Fate can play a fickle role in the events of Middle-earth, allowing the most unassuming people the chance to accomplish great deeds.

Hero points are meant to represent the hidden reserves of luck, confidence, and determination a character possesses, as well as a measure of a person's place in the natural order of Middle-earth. A character's hero points will fluctuate over time, but all characters will have a chance to earn more by accomplishing goals in line with their moral philosophies. As a character gains hero points, he becomes more capable of handling difficult situations, but a shortage of hero points reflects that the character's time in Middle-earth might be drawing to an end.

All characters start the campaign with a number of hero points that is based upon their race and the age in which the character exists. By the Third Age, the Elves were a vanishing race, no longer concerning themselves with the affairs of men or, to a large degree, Middle-earth which is reflected as a smaller starting hero point pool. Conversely, humans are waxing in the Third Age and are allowed to have a larger number of hero points. Hobbits have a large number of hero points due to the simple fact that they are extraordinarily lucky, and have great reserves of determination to draw upon. The following table lists the racial starting values for hero points for each age in Middle-earth.

Race	First Age	Second Age	Third Age	Fourth Age
Dúnedain/Númenórean	5	4	4	4
Dwarf	3	3	3	3
Elf	5	3	2	2
Half-orc	4	3	3	2
Hobbit	—	5	5	5
Beornings, Easterlings, Dunlendings, Gondorians, Haradrim, Rohirrim, Woses, etc.	4	5	5	5

Once a hero point is spent, it is gone, and will not return on its own. In order to earn more hero points, a character must perform actions that are in agreement with his ethical and philosophical outlook. For example, a Ranger of the North might earn a hero point by helping a village fend off an orc attack that would have resulted in the destruction of the village. Likewise, a servant of Sauron might earn a hero point by slaying a particular champion of good, or causing great destruction and suffering. The GM should use his judgment for awarding hero points, but should not be too generous with them. Only one hero point may be earned per adventure. Hero points are powerful weapons in a character's arsenal, and should only be awarded for extraordinary deeds.

STARTING EQUIPMENT

All characters start out with the following Starting Equipment:

- 20 gold pieces (gp)
- 1 dagger
- 2 outfits of clothing (specify color, type, etc.)
- 1 pair of footwear

- 1 cloak (specify color)
- 1 bedroll
- Flint and steel
- Tinder box
- 7 days rations
- Canteen
- Back pack
- 1 to 3 small sack(s)
- 50 ft. rope
- Weapons maintenance tools (honing stone, oil, spare bowstring, etc.)

In addition to the items listed above, the following "special" equipment is granted (according to character race):

Starting "special" equipment for Dwarven PCs:

- MW greataxe or MW Dwarven urgrosh or MW battleaxe and heavy steel shield or MW Dwarven waraxe and heavy steel shield
- Chain shirt
- 100 gp worth of gems

Starting "special" equipment for Elven PCs:

- MW Elven curve blade or MW scimitar or MW longsword or MW shortsword or 2 MW daggers (latter replaces Starting Equipment dagger)
- MW longbow (with 20 arrows)
- Leather armor
- 50 ft. silk rope (replaces Starting Equipment 50 ft. rope)

Starting "special" equipment for Hobbit PCs:

- MW Quarterstaff and MW sling or shortsword or shortbow (with 20 arrows) or shortspear
- 100 gp of mundane equipment

Starting "special" equipment for Human (Beorning) PCs:

- Light horse (with riding saddle, tack & harness)
- Scimitar or shortsword
- Shortbow (with 20 arrows)
- Hide armor
- Heavy wooden shield

Starting "special" equipment for Human (Dúnedain/Númenórean) PCs:

- MW Mighty +2 composite longbow (with 20 arrows) or MW longsword
- MW dagger (replaces Starting Equipment dagger)

- Chain shirt

Starting "special" equipment for Human (Gondorian)
PCs:

- MW Mighty +1 composite longbow (with 20 arrows) or MW longsword and MW long spear
- MW dagger (replaces Starting Equipment dagger)
- Breastplate
- Heavy steel shield

Starting "special" equipment for Human (Rohirrim)
PCs:

- Light warhorse (with military saddle, tack & harness)
- MW composite shortbow (with 20 arrows)
- MW lance or MW spear
- Chainmail or leather armor
- Buckler

Starting "special" equipment for Human
(Woses/Dunlending) PCs:

- Shortsword
- Shortbow (with 20 arrows)
- Hide armor
- Heavy wooden shield

MIDDLE-EARTH D20 VARIANT CLASSES

SPELL-LESS RANGER

Alignment: Any

Hit Die: d10

Class Skills: The Spell-less Ranger's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis) and Swim (Str).

Skill Points at Each Level: 6 + Int modifier

Class Features

Weapons and Armor Proficiency: A Spell-less Ranger is proficient with all simple and martial weapons and with light armor and shields (except tower shields).

Favored Enemy (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Track (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Wild Empathy (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Stealth Attack: If a Spell-less Ranger can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The ranger's attack deal extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the ranger flanks his target. This extra damage is 1d6 at 2nd level, and increases by 1d6 every four levels thereafter. Should the ranger score a critical hit with a stealth attack, this extra damage is not multiplied. Ranged attacks can count as stealth attacks only if the target is within 30 ft. Stealth attacks are possible only when the ranger wears light or no armor. A ranger can only use this ability while in a favored terrain or against a favored enemy.

Combat Style Feat (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Endurance: See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Nature's Healing (Ex): Beginning at 3rd level, the Spell-less Ranger gains a +2 bonus to Heal skill

checks. If he can beat the appropriate Heal DC check, the ranger heals an additional 1d6 hit points of damage plus 1 for every 3 ranger levels. Nature's healing can only be used when a ranger is in one of his favored terrains. A ranger does not need a Healer's Kit in order to use this ability.

Favored Terrain (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Hunter's Bond (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Ranger Talent: As a Spell-less Ranger gains experience, he learns a number of talents that aid him in combat and help him survive in the in the wilds.

At 4th level, a ranger gains one ranger talent. He gains additional ranger talents as he increases in level. A ranger cannot select an individual talent more than once.

Additional Animal Companion (Ex): A Spell-less Ranger with this ability may select an additional animal companion. In addition, the ranger's effective druid level when selecting this companion is equal to his ranger level.

Low-Light Vision (Ex): A Spell-less Ranger with this ability gains low-light vision. If he already has low-light vision, this ability has no additional effect.

Favored Enemy Critical (Ex): When scoring a critical threat on one of your favored enemies, gain +4 bonus to the roll made to confirm the critical.

Trap Finding (Ex): When in a favored terrain, a ranger with this ability can use the Perception skill to locate traps (see rogue).

Trackless Step (Ex): When desired, a Spell-less Ranger with this ability leaves no trail in natural surroundings and cannot be tracked. A ranger can also track others possessing the Trackless Step ability when in one of his Favored Terrains, but suffers a -10 to the check.

Improved Nature's Healing (Ex): A Spell-less Ranger with this ability uses his total ranger levels to calculate additional hit points healed, instead of the standard one point per three ranger levels.

Improved Tracking (Ex): A Spell-less Ranger with this ability adds his ranger level to Survival skill checks made to follow or identify tracks. If he exceeds the DC by 10 or more, he can learn

additional information about his prey (including number and type of creatures tracked etc).

Ranger Feat: Instead of a talent, the Spell-less Ranger may choose a feat that he qualifies for from his chosen combat style or from the following list: Additional Favored Terrain*, Additional Favored Enemy*, Animal Affinity, Athletic, Dodge, Diehard, Favored Terrain Expert*, Nimble Moves, Run, Self-Sufficient, Stealthy, Toughness (an asterisk * indicates a new feat outlined in the *Middle-earth d20 New Feats* section below).

Fast Movement (Ex): When in a Favored Terrain, a ranger's base speed increases by +10 ft at 5th level. At 12th level, this bonus increases to +20 ft. These bonuses only apply when the ranger wears light or no armor.

Woodland Stride (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Swift Tracker (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Evasion (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Quarry (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Camouflage (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Improved Evasion (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Hide in Plain Sight (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Master Hunter (Ex): See the "Ranger" section in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*.

Table: Spell-less Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	1 st favored enemy, track, wild empathy
2 nd	+2	+3	+3	+0	Combat style feat, stealth attack 1d6
3 rd	+3	+3	+3	+1	1 st favored terrain, endurance, nature's healing
4 th	+4	+4	+4	+1	Hunter's bond, ranger talent
5 th	+5	+4	+4	+1	2 nd favored enemy, fast movement +10 ft
6 th	+6/+1	+5	+5	+2	Combat style feat, stealth attack 2d6
7 th	+7/+2	+5	+5	+2	Ranger talent, woodland stride
8 th	+8/+3	+6	+6	+2	2 nd favored terrain, swift tracker
9 th	+9/+4	+6	+6	+3	Evasion, ranger talent
10 th	+10/+5	+7	+7	+3	3 rd favored enemy, combat style feat, stealth attack 3d6
11 th	+11/+6/+1	+7	+7	+3	Quarry, ranger talent
12 th	+12/+7/+2	+8	+8	+4	Camouflage, fast movement +20 ft
13 th	+13/+8/+3	+8	+8	+4	3 rd favored terrain, ranger talent
14 th	+14/+9/+4	+9	+9	+4	Combat style feat, stealth attack 4d6
15 th	+15/+10/+5	+9	+9	+5	4 th favored enemy
16 th	+16/+11/+6/+1	+10	+10	+5	Improved evasion, ranger talent
17 th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight
18 th	+18/+13/+8/+3	+11	+11	+6	4 th favored terrain, combat style feat, stealth attack 5d6
19 th	+19/+14/+9/+4	+11	+11	+6	Improved quarry, ranger talent
20 th	+20/+15/+10/+5	+12	+12	+6	5 th favored enemy, master hunter

MIDDLE-EARTH D20 DEITIES

Religion pervades all society. Eru stands as the One True God, the All Father, with many lesser beings being worshipped as lesser gods/goddesses

known as Valar. Divine classes dedicate themselves to a Valar and act as their servants. Devotion to a Valar grants the indicated bonuses.

Name	Information
Aulë	<p>Title: The Smith Alignment: Lawful Good Domains: Artifice, Earth, Good, Protection, Rune Bonus: Devotion to him grants a +2 bonus to Appraise, Craft (Stonemasonry), Craft (Armor) and Craft (Weapons) skill checks. Notes: One of the Aratar, the eight greatest of the Valar, Aulë was the Vala concerned with the substance of Arda; rock and metal. As his name suggests, he was also the builder and inventor of the Valar. Among his greatest creations were the race of Dwarves and the vessels of the Sun and Moon.</p>
Elbereth	<p>Titles: The Queen of the Stars, Varda Alignment: Chaotic Good Domains: Charm, Community, Good, Magic, Sun Bonus: Devotion to her grants a +2 save bonus to spells cast by evil powers. Notes: Spouse of Manwë and great among the Queens of the Valar. She set the stars in the sky, for which the Eldar of Middle-earth revered her, calling her by the name of Elbereth.</p>
Estë	<p>Title: The Gentle Healer Alignment: Chaotic Good Domains: Community, Good, Healing, Liberation, Travel Bonus: Devotion to her grants a +4 to Constitution checks made to continue running and to avoid nonlethal damage from a forced march (as per the Endurance feat). Notes: A lady of the Valar, the spouse of Irmo, who dwells with him in the gardens of Lórien in Valinor.</p>
Irmo	<p>Title: The Master of Visions and Dreams Alignment: Lawful Neutral Domains: Liberation, Luck, Madness, Trickery, Travel Bonus: Devotion to him reduces by half the amount of complete rest needed to recover from being fatigued. Notes: More commonly called Lórien, from the gardens of Lórien in Valinor where he dwelt with his wife, Estë.</p>
Mandos	<p>Titles: The Judge of the Dead, Námo Alignment: Lawful Neutral Domains: Death, Liberation, Luck, Protection, Repose Bonus: Devotion to him grants 1 free Fate Point per gaming session. Note that this Fate Point may <i>not</i> be saved ... if it is not used during the game session in which it is granted, it is lost! Notes: The Doomsman of the Valar and keeper of the slain in his halls in the west of Valinor.</p>
Manwë	<p>Titles: King of the Valar; Lord of Air, Wind and Skies; King of Arda Alignment: Neutral Good Domains: Air, Good, Knowledge, Nobility, Weather Bonus: Devotion to him grants a +2 bonus to one Knowledge skill and to all weather-related skill checks. Notes: Greatest of the Valar, Manwë is the spouse of Elbereth. He dwells in his halls on Taniquetil, highest of mountains, governing all with an affinity to the winds and airs of Arda.</p>
Melkor	<p>Titles: The Dark Lord, Morgoth Alignment: Lawful Evil Domains: Darkness, Death, Destruction, Evil, War Bonus: None. Notes: Followers of evil cults throughout the ages have devoted themselves to Melkor, Sauron, and others powerful in the darkest of arts. These cults are savage and brutal, exacting bloody rites and sacrifices to these "gods" of darkness. Devotees of these faiths do not garner any bonuses as Melkor is beyond the reaches of the world to affect it in any way until the End of Days.</p>

Name	Information
Nessa	<p>Title: The Dancer Alignment: Chaotic Good Domains: Charm, Community, Glory, Good, Liberation Bonus: Devotion to her grants a +2 bonus to Perform skill checks. Notes: The spouse of Tulkas and sister to Oromë, she delights in dancing on the green lawns of Valimar.</p>
Nienna	<p>Title: The Lady of Mercy Alignment: Neutral Good Domains: Good, Knowledge, Luck, Nobility, Repose Bonus: Devotion to her grants a +2 bonus to Sense Motive and Diplomacy skill checks. Notes: A Queen of the Valar, the sister of Mandos and Irmo, who dwells alone on the western borders of the World. Nienna ranks as one of the eight Aratar, the most powerful of the Valar. Grief and mourning are Nienna's province; in her halls in the distant west, she weeps for the suffering of Arda. Her part in the Music of the Ainur was one of deep sadness, and from this grief entered the world in its beginning. The Maia Olórin, who was later to travel to Middle-earth as Gandalf, learned much from her.</p>
Oromë	<p>Title: The Huntsman Alignment: Chaotic Good Domains: Animal, Community, Good, Plant, Travel Bonus: Devotion to him grants a +2 bonus to Ride, Survival, and Combat skill checks when hunting animals. Notes: Oromë is one of the Aratar and the brother of Nessa. In ancient times, he rode often in the forests of Middle-earth, and it was he who first discovered the Eldar at Cuiviénen.</p>
Tulkas	<p>Title: The Champion Alignment: Chaotic Good Domains: Glory, Good, Nobility, Strength, War Bonus: Devotion to him grants a +2 bonus to unarmed strikes, Combat Maneuver Bonus, and Intimidate skill checks while in combat. Notes: The last of the Valar to descend into Arda, and the most warlike; he did battle with Melkor in the years when the World was young. It is said that he laughs more than anything, especially while in battle, instilling great fear into his enemies.</p>
Ulmo	<p>Title: The Lord of Waters (Seas) Alignment: True Neutral Domains: Animal, Nature, Plant, Water, Weather Bonus: Devotion to him grants a +2 bonus to skill checks related to the sea (i.e., sea-craft, weather, Survival, etc.). Notes: One of the greatest of the Valar. In the dark days of the First Age, he kept watch and lent indirect aid to both Elves and Men while the others of his order remained in Valinor.</p>
Vairë	<p>Title: The Weaver Alignment: Lawful Neutral Domains: Artifice, Community, Knowledge, Protection, Rune Bonus: Devotion to her grants a +2 bonus to Knowledge (History) skill checks. Notes: She is a Queen of the Valar, spouse of Mandos, and the one who weaves the tales of the history of Arda.</p>
Vána	<p>Title: The Ever-Young Alignment: Neutral Good Domains: Animal, Charm, Good, Plant, Trickery Bonus: Devotion to her grants a +2 bonus to Diplomacy skill checks. Notes: She is a lady of the Valar, sister of Yavanna, and spouse of Oromë. Flowers were said to open, and birds sing, at her passing.</p>
Yavanna	<p>Title: The Giver of Fruits Alignment: Lawful Good Domains: Animal, Good, Knowledge, Plant, Weather Bonus: Devotion to her grants a +2 bonus to Knowledge (Nature) skill checks. Notes: She is the Vala whose province was all growing things upon the earth. She was the spouse of Aulë the Smith.</p>

MIDDLE-EARTH D20 NEW PRESTIGE CLASSES

BOWMASTER (E.G., LEGOLAS)

Hit Die: d8.

Requirements: To qualify to become a Bow Master, a character must fulfill all the following criteria:

- **Base Attack Bonus:** +5.
- **Skills:** Craft (bowmaking) 5 ranks.
- **Feats:** Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow, shortbow, or the composite version of either).

Class Skills: The Bow Master's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Ride (Dex), Perception (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Bow Masters gain no proficiency with any weapon or armor.

Ranged Precision (Ex): As a standard action, a Bow Master may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, a Bow Master must be within 30 feet of his target. A Bow Master's ranged precision attack only works against living creatures with discernible anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification

special ability) also protects a creature from the extra damage. Unlike with a rogue's sneak attack, the Bow Master's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the Bow Master's extra precision damage stacks with sneak attack damage. Treat the Bow Master's ranged precision attack as a sneak attack in all other ways. The Bow Master's bonus to damage on ranged precision attacks increases by +1d8 every two levels. A Bow Master can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): At 2nd level, a Bow Master can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity. Further, the Bow Master is allowed to make Attacks of Opportunity using an arrow as a melee weapon.

Greater Weapon Focus (Ex): At 4th level, a Bow Master gains the Greater Weapon Focus feat with a single ranged weapon for which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.

Sharp-Shooting: At 6th level, a Bow Master gains the Sharp-Shooting feat (see below) even if he does not meet the prerequisites.

Extended Precision (Su): A 10th level Bow Master's senses and feel for "the shot" become so attuned that he may make ranged precision attacks (and sneak attacks, if he has the ability) at a range of up to 60 feet.

Table: The Bow Master

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+2	Ranged Precision +1d8
2 nd	+2	+0	+3	+3	Close Combat Shot
3 rd	+3	+1	+3	+3	Ranged Precision +2d8
4 th	+4	+1	+4	+4	Greater Weapon Focus
5 th	+5	+1	+4	+4	Ranged Precision +3d8
6 th	+6	+2	+5	+5	Sharp-Shooting
7 th	+7	+2	+5	+5	Ranged Precision +4d8
8 th	+8	+2	+6	+6	—
9 th	+9	+3	+6	+6	Ranged Precision +5d8
10 th	+10	+3	+7	+7	Extended Precision

DWARVEN DEFENDER (E.G., GIMLI)

Hit Die: d12.

Requirements: To qualify to become a defender, a character must fulfill all the following criteria:

- **Race:** Dwarf.
- **Alignment:** Any lawful.
- **Base Attack Bonus:** +7.
- **Feats:** Dodge, Endurance, Toughness.

Class Skills: The defender's class skills (and the key ability for each skill) are Craft (Int), Sense Motive (Wis), and Perception (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

AC Bonus (Ex): The Dwarven Defender receives a dodge bonus to Armor Class that starts at +1 and improves as the defender gains levels, until it reaches +4 at 10th level.

Weapon and Armor Proficiency: A Dwarven Defender is proficient with all simple and martial weapons, all types of armor, and shields.

Defensive Stance: When he adopts a defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. The increase in Constitution increases the defender's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the defender is winded and takes a -2 penalty to Strength for the duration of that encounter. A defender can only use his defensive stance a certain number of times per day

as determined by his level (see *Table: The Dwarven Defender*). Using the defensive stance takes no time itself, but a defender can only do so during his action.

Uncanny Dodge (Ex): Starting at 2nd level, a Dwarven Defender retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

Trap Sense (Ex): At 4th level, a Dwarven Defender gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 8th level, these bonuses rise to +2. These bonuses stack with trap sense bonuses gained from other classes.

Damage Reduction (Ex): At 6th level, a Dwarven Defender gains damage reduction. Subtract 3 points from the damage the Dwarven Defender takes each time he is dealt damage. At 10th level, this damage reduction rises to 6/-. Damage reduction can reduce damage to 0 but not below 0.

Improved Uncanny Dodge (Ex): At 6th level, a Dwarven Defender can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the Dwarven Defender.

The exception to this defense is that a rogue at least four levels higher than the Dwarven Defender can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Mobile Defense (Ex): At 8th level, a Dwarven Defender can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

Table: The Dwarven Defender

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1 st	+1	+2	+0	+2	+1	Defensive Stance 1/day
2 nd	+2	+3	+0	+3	+1	Uncanny Dodge
3 rd	+3	+3	+1	+3	+1	Defensive Stance 2/day
4 th	+4	+4	+1	+4	+2	Trap Sense +1
5 th	+5	+4	+1	+4	+2	Defensive Stance 3/day
6 th	+6	+5	+2	+5	+2	Damage Reduction 3/ – , Improved Uncanny dodge
7 th	+7	+5	+2	+5	+3	Defensive Stance 4/day
8 th	+8	+6	+2	+6	+3	Mobile Defense, Trap Sense +2
9 th	+9	+6	+3	+6	+3	Defensive Stance 5/day
10 th	+10	+7	+3	+7	+4	Damage Reduction 6/ –

MIDDLE-EARTH D20 NEW FEATS

ADDITIONAL FAVORED TERRAIN

You have additional Favored terrains.

Prerequisite: Favored terrain class ability.

Benefit: You may choose one additional favored terrain. All bonuses are at base amounts but may be increased following the favored terrain ability rules.

FAVORED TERRAIN EXPERT

You are especially at home in a specific favored terrain.

Prerequisite: Favored terrain class ability.

Benefit: You may specify one of your favored terrains. While in that terrain, you gain an additional +2 bonus to initiative and to Knowledge (geography), Perception, Stealth, and Survival skill checks.

SHARP-SHOOTING

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisite: Point Blank Shot, Precise Shot, base attack bonus +3.

Benefit: Your targets only receive a +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally gives a +4 bonus to AC.

Special: A fighter may select Sharp-Shooting as one of his fighter bonus feats.

MIDDLE-EARTH D20 RISKS OF SPELL USE

*“At last reluctantly Gandalf himself took a hand. Picking up a faggot he held it aloft for a moment, and then with a word of command, **naur an edraith amen!** he thrust the end of his staff into the midst of it. At once a great spout of green and blue flame sprang out, and the wood flared and sputtered.*

*‘If there are any to see, then I at least am revealed to them,’ he said. ‘I have written **Gandalf is here** in signs that all can read from Rivendell to the mouths of Anduin.’”*

– The Fellowship of the Ring

In Middle-earth, spells and magic items “broadcast” that magic is being used to other parties. Anyone who wields magic can sense that broadcast. The Maiar, being creatures of the Sacred Flame, could feel the use of magic; this was the case with Sauron, who could feel its use easily anywhere in the world. This sense functions similar to the spell, *detect magic*.

To sense a broadcasting spell or use of a magic item, a Perception skill check is made. Any spell or magic item used can be potentially noticed by spellcasters, Maiar, Istari, Elves, or those with Elven blood. Too, these folk are potentially able to tell the identity of the caster and in what direction they are from them, but not exactly where. Maiar, Istari, and Noldor Elves gain a +4 bonus to this check; Sindar Elves, Wood Elves, and Dúnedain/Númenóreans gain a +1 bonus to this check. Certain items (e.g., the Elven Rings) might dampen attempts to sense their use or their wearer’s use of magic, while others (e.g., the One Ring) might enhance them. The following formula is used to determine the Perception skill check DC:

Perception DC = 30 – Spell’s Functioning Spell Level or Item’s Caster Level + Distance Modifier

Distance	Modifier
100 yards	-4
200 yards	-3
¼ mile	-2
½ mile	-1
1 mile	+0

Distance	Modifier
2 miles	+1
5 miles	+2
10 miles	+3
15 miles	+4
25 miles	+5

Distance	Modifier
50 miles	+6
100 miles	+7*
250 miles	+8*
500 miles	+9*
1000 miles	+10*

* To sense for magic at distances over 50 miles, one must be actively sensing (a full round action), and the appropriate distance penalty still applies.

Thus, a relatively perceptive Elf (Perception 16) can sense a 1st level spell being cast a mile away on a roll of 13 or higher. The same Elf can sense a 4th level spell being cast automatically (by “taking 10”) at one mile. With sufficient time (by “taking 20”), the same Elf can automatically sense the same spell at a distance of over 1000 miles!