

	Dwarves	Elm	Noldor Elves	Sindar Elves	Silvan Elves	Half-elves	Hobbits	Beornings	Black Númenoreans	Lorsairs	Dorwinrim	Dúnedain	Dunlendings	Easterlings	Haradrim	Lossoth	Rohirrim	Rural-men	Urban-men	Dariags	Woodmen	Moses	Orcs	Uruk-hai	Half-orcs	Trolls	Ulog-hai	Half-trolls
<b>Movement and Maneuver:</b>																												
No Armour	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Soft Leather	0	3	0	0	0	0	0	0	0	0	0	0	0	0	1	3	0	1	0	1	1	3	1	1	1	0	0	1
Rigid Leather	1	3	0	0	0	1	0	0	0	2	1	1	1	0	0	0	1	1	0	0	0	0	3	3	3	0	0	2
Chain	3	0	0	0	0	1	0	0	2	0	0	2	0	0	0	0	2	1	0	0	0	0	2	3	1	0	0	3
<b>Weapon Skills:</b>																												
1-h Edged	0	0	1	1	1	1	0	0	1	2	0	2	0	1	1	0	2	1	1	2	1	2	0	4	0	0	0	0
1-h Concussion	4	3	0	0	0	0	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0	0	3	1	3	0	0	0
2-handed	0	1	0	0	0	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	3	5	4
Pole-arms	0	0	0	0	0	0	0	2	0	0	1	1	2	2	2	2	1	1	0	1	1	1	1	1	0	0	0	0
Missile	0	0	1	2	3	2	2	0	1	1	1	1	1	2	0	0	1	1	1	1	1	1	0	1	1	0	0	0
Thrown	1	1	0	0	0	0	2	1	1	1	1	0	2	1	1	3	0	1	0	1	1	4	1	1	1	1	2	2
<b>General Skills:</b>																												
Climb	1	0	0	1	2	1	2	2	0	0	0	0	5	0	0	0	0	0	0	0	3	3	1	1	1	1	1	1
Ride	0	0	1	1	1	1	0	0	1	0	2	1	0	5	7	0	8	1	0	4	0	0	0	1	0	0	0	0
Swim	0	1	2	2	3	1	0	2	3	5	1	1	1	0	0	2	1	1	1	0	1	2	0	0	0	0	0	0
Track	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
<b>Subterfuge Skills:</b>																												
Disarm Trap	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Pick Lock	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Stalk/Hide	0	1	2	3	4	2	5	4	0	0	0	0	2	0	0	4	0	1	0	1	4	4	0	0	0	0	0	0
Ambush	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	1	1	1	0	0	0
<b>Magical Skills:</b>																												
Directed Spells	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Read Runes	0	0	2	1	1	1	0	0	1	0	0	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
Use Items	0	0	1	1	0	0	0	0	1	0	0	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
<b>Miscellaneous:</b>																												
Body Development	3	2	1	1	1	1	2	3	2	2	1	3	3	2	2	3	2	2	1	2	2	0	2	3	2	5	5	4
Perception	2	1	3	3	3	1	4	1	0	0	0	0	1	1	1	1	1	1	1	1	1	0	0	1	0	0	1	0
<b>% Chance of getting a Spell list (1 -100)</b>	03	05	40	30	20	10	0	03	10	05	10	10	02	02	02	05	03	03	15	05	03	05	0	0	0	0	0	0
<b>#of additional Language ranks</b>	4	3	10	8	6	4	3	3	6	5	5	6	2	2	3	1	4	4	5	3	2	2	2	2	2	2	2	2
<b>#background points</b>	4	4	2	3	4	3	5	5	3	5	5	3	4	4	5	4	5	5	5	4	5	5	2	2	3	1	1	2

Profession	Alchemist	Barbarian	Bard	Burglar	Conjurer	Civilian	Explorer	Magie	Monk	Ranger	Rogue	Scholar	Scout	Shape - Changer	Warrior	Warrior - Monk	Wizard
<b>Movement and Maneuver:</b>	1	1	0	2	0	0	2	0	0	2	2	1	1	1	3	0	0
<b>Weapon Skills:</b>	1	5	2	1	1	1	2	0	1	3	4	1	3	1	5	1	0
<b>General Skills:</b>	2	5	2	2	1	2	5	2	2	4	3	3	3	1	2	1	2
<b>Subterfuge Skills:</b>	1	1	2	8	4	0	4	0	2	2	3	0	5	1	2	2	0
<b>Magical Skills:</b>	2	0	3	0	3	0	0	5	1	0	1	0	0	0	0	0	5
<b>Body Development</b>	1	3	1	1	1	1	1	1	1	2	2	1	2	3	3	3	1
<b>Language</b>	2	0	3	0	1	0	1	2	1	1	0	4	1	1	0	0	2
<b>Spell list</b>	5	0	2	0	4	0	0	5	2	1	0	0	0	0	0	0	5
<b>Martial Arts Skills</b>	0	0	0	0	0	0	0	0	3	0	0	0	0	3	0	5	0
<b>Adrenal Defense</b>	0	0	0	0	0	0	0	0	2	0	0	0	0	3	0	3	0
<b>Secondary Skills</b>	0	0	0	0	0	1	0	0	0	0	0	5	0	0	0	0	0

Stat Bonus Table		
Stat	Bonus	P.Points
102+	+35	4
101	+30	3
100	+25	3
98-99	+20	2
95-97	+15	2
90-94	+10	1
75-89	+5	1
25-74	0	0
10-24	-5	0
5-9	-10	0
3-4	-15	0
2	-20	0
1	-25	0

Race / Culture Table			
1st Roll	Race	2nd Roll	Race/Culture
01-03	Hobbit	01-05	Dúnadan
04-08	Umli	06-10	Rohir
09-21	Dwarf	11-15	Beorning
22-25	Wose	16-20	Woodman
26-75	Man**	21-25	Dorwindan
76-78	Half-elf	26-30	Lossadan
79-91	Silvan Elf	31-54	Rural Man
92-97	Sindar Elf	55-78	Urban Man
98-00	Noldor Elf	79-83	Dunlending
		84-86	Easterling
		87-89	Haradan
		90-92	Corsair
		93-95	Variag
		96-00	Black Númenorean

\*\* Roll a second time to determine the specific specific race or culture

Special Racila Modifications Table										
Race	Stat Bonus						Resistance Roll			
	St	Ag	Co	Ig	It	Pr	Essence	Channeling	Poison	Disease
Hobbits	-20	+15	+15	0	-5	-5	+50	+20	+30	+15
Umil	+5	0	+10	0	-5	-5	+20	0	+5	+5
Dwarves	+5	-5	+15	0	-5	-5	+40	0	+10	+10
Woses	0	0	+5	0	0	-5	+20	0	0	0
Man	+5	0	0	0	0	0	0	0	0	0
Dúnedain	+5	0	+10	0	0	+5	0	0	+5	+5
Half-elves	+5	+5	+5	0	0	+5	0	0	+5	+50
Silvan Elves	0	+10	0	0	+5	+5	0	0	+10	+100
Sindar Elves	0	+10	+5	0	+5	+10	0	0	+10	+100
Noldor Elves	0	+15	+10	+5	+5	+15	0	0	+10	+100
Half-orcs	+5	0	+5	0	0	+5	0	0	+10	0
Orcs	+5	-5	+15	-10	-10	-10	0	0	+20	+5
Uruk-hai	+10	0	+20	0	-5	-10	0	0	+20	+5
Half-trolls	+10	-5	+10	-5	-5	-5	0	0	+15	+5
Trolls	+15	-10	+15	-15	-15	-10	0	0	+15	+10
Olog-hai	+20	-5	+15	-5	-10	-10	0	0	+20	+10

Professions	
<b>Animist</b>	
Prime Stat:	Intuition
Bonus per Level:	+1 on general skills, +1 on reading runes, +1 on using item, +2 on directed spell attacks, +2 on base spell attack, +1 on perception
Spell restrictions:	May learn open Channeling spell lists and Animist spell lists
<b>Barbarian</b>	
Prime Stat:	Strength
Bonus per Level:	+2 on weapon skills, +3 on general skills, +2 on body development
Spell restrictions:	May not learn any spells
<b>Bard</b>	
Prime Stat:	Prescene
Bonus per Level:	+3 on weapon skills, +1 on general skills, +1 subterfuge skills, +1 on magic skills, +2 on base spell attack, +1 on perception
Spell restrictions:	May learn open Essence spells lists up to spell level 5 and Bard spell lists

## Professions

Professions	
<b>Burglar</b>	
<b>Prime Stat:</b> Agility <b>Bonus per Level:</b> +1 on general skills, +3 on subterfuge skills, +3 on perception <b>Spell restrictions:</b> May learn open spells lists from one realm up to spell level 3	
<b>Conjurer</b>	
<b>Prime Stat:</b> Intelligence and Intuition <b>Bonus per Level:</b> +1 on magical skills, +1 on subterfuge skills, +1 on base spell OB, +1 on perception <b>Spell restrictions:</b> May learn spells up to spell level 5 from both realms. Average IG and IC stats to calculate Power Points	
<b>Explorer</b>	
<b>Prime Stat:</b> Constitution <b>Bonus per Level:</b> +1 on weapon skills, +3 on general skills, +2 on subterfuge skills, +2 on perception <b>Spell restrictions:</b> May learn open spells lists from one realm up to spell level 3	
<b>Mage</b>	
<b>Prime Stat:</b> Intelligence <b>Bonus per Level:</b> +2 on reading runes, +2 on using item, +3 on directed spell attacks, +2 on base spell attack <b>Spell restrictions:</b> May learn open Essence spells lists and Mage spell lists	
<b>Monk</b>	
<b>Prime Stat:</b> Agility <b>Bonus per Level:</b> +1 on general skills, +1 on subterfuge skills, +1 on magical skills, +2 on Martial art skills, +1 on perception <b>Spell restrictions:</b> May learn spells up to spell level 3 from both realms. Average IG and IC stats to calculate Power Points	
<b>Ranger</b>	
<b>Prime Stat:</b> Constitution <b>Bonus per Level:</b> +2 on weapon skills, +3 on general skills, +2 on perception, +2 on stalking/hiding <b>Spell restrictions:</b> May learn open Channeling spells lists up to spell level 5 and Ranger spell lists	
<b>Rogue</b>	
<b>Prime Stat:</b> Strength <b>Bonus per Level:</b> +2 on weapon skills, +2 on general skills, +2 on subterfuge skills <b>Spell restrictions:</b> May learn open spells lists from one realm up to spell level 3	
<b>Scholar</b>	
<b>Prime Stat:</b> Intelligence <b>Bonus per Level:</b> +2 on perception, +4 on lore secondary skills, +1 on secondary skills <b>Spell restrictions:</b> May not learn any spells	
<b>Scout</b>	
<b>Prime Stat:</b> Agility <b>Bonus per Level:</b> +1 on weapon skills, +1 on general skills, +1 on subterfuge skills, +2 on perception <b>Spell restrictions:</b> May learn open spells lists from one realm up to spell level 5	
<b>Warrior</b>	
<b>Prime Stat:</b> Strength <b>Bonus per Level:</b> +3 on weapon skills, +1 on general skills, +2 on body development <b>Spell restrictions:</b> May learn open spells lists from one realm up to spell level 3	
<b>Warrior Monk</b>	
<b>Prime Stat:</b> Agility <b>Bonus per Level:</b> +1 on general skills, +3 on Martial art skills, +2 on body development <b>Spell restrictions:</b> May learn open spells lists from one realm up to spell level 3	
<b>Wizard</b>	
<b>Prime Stat:</b> Intelligence and Intuition <b>Bonus per Level:</b> +2 on magical skills, +2 on base spell OB <b>Spell restrictions:</b> May learn open spell lists from both realms. Average IG and IC stats to calculate Power Points	