STUN EFFECTS/NON-LETHAL DAMAGE

Stun effects or non-lethal damage may result from any blunt type attack or unarmed combat. A player must announce the option that they wish to only cause non-lethal damage or to try and stun their opponent.

Characters in Lord of the Rings Roleplaying Game have Health points to determine the amount of lethal damage that they can take in each wound level. The character's Stamina x2 will determine the amount of non-lethal damage that they can sustain, which I will refer to as Stun points. As with Health points, a character has this number of Stun points in each wound level and will accrue the penalties as non-lethal damage is taken, per level, just as they would with lethal wounds.

Even though non-lethal damage or trying to knock someone out is the goal, physical damage will still occur but will not be as dangerous as if the attacker was using the *sharp end of the blade*. For each non-lethal blow landed, a character will sustain the damage caused in Stun points and half of the damage in Health points.

If a character sustains enough Stun points in non-lethal damage to check off the boxes in all six wound levels, they will fall unconscious. Should they take an equal amount or greater than their Health points could sustain (i.e. they had been wounded prior), they could be slain.

Stun points can be taken from the following type of attacks:

Armed Combat
Blunt Attack – damage is rolled as normal and treated as Stun damage. It is also divided by two and Health points are reduced accordingly.

Unarmed Combat
Grab – damage is rolled if the attacker is attempting a Squeeze/Throttle or a Throw as stated in the Core Rule Book and applied in full as both lethal and non-lethal damage.
Punch/Kick – damage is rolled as stated in the Core Rule Book and applied in full as lethal and halved for non-lethal damage.

Armor will reduce the effects of lethal and non-lethal damage as normal.

Sometimes a player wants to incapacitate a potential victim quickly and hopefully quietly, or they just need to stop the individual so that they can deal with another threat; this requires a much more decisive blow of non-lethal damage. To do so will require a called-shot to the neck or head and the called-shot modifiers below are applied. Understand that non-lethal knock out damage can only be applied to a target that is a maximum of 1 size larger than the attacker. *For example, a dragon could not be subdued in this way by a whack from the blunt of a warrior's blade.*

Called Shot Modifier
Wary victim +12 to Defence TN
Unwary* victim +4 to Defence TN
*victim must fail at opposed Stealth/Observe test

If the called-shot is successful, the victim will make a Stamina test versus the following TN based on the Degree of Success of the attack. If the Stamina test is failed, the victim suffers the duration period unconscious; if it is successful, she suffers the penalty to all tests for the same duration period.

Degree of Success	TN	Duration	Effect
Complete	8	3d6x3	Unconscious / -5 penalty to all tests
Superior	12	2d6+3	Unconscious / -9 penalty to all tests
Extraordinary	16	1d6x10	Unconscious / -12 penalty to all tests

Example of Stun Effects or Non-lethal combat:
Arahael is attacked by a Dunman of the Misty Mountains but realizes the man has been told lies as to who his real enemy. Arahael has no desire to kill his opponent but at the same time does not wish to die from him – he chooses to use Blunt attacks to subdue his enemy. With a successful attack, the Dunman is struck by Arahael's sword and the damage is rolled: 2d6+5+1 resulting in a 14.

The Dunman is reduced by 14 stun points and also suffers 7 lethal damage points. Because the Dunman's Stamina is 3, he has 6 (3x2) Stun points and so is reduced to his Injured -3 wound level.

This could result in the Dunman's death if he had been injured before and the 7 points of lethal damage would reduce him to his last Health Point in his Near Death wound level.

If Arahael were to perform a Punch/Kick or Squeeze/Throttle/Throw, damage would be rolled and applied as lethal damage, because it is the intent of the attacker to harm the opponent. Still, the opponent would take Stun points equal to the damage; this may result in the victim being knocked unconscious before he is slain.

Finally, let's assume that Arahael has snuck into the Dunman's camp and wishes to subdue him quickly – here is where are last rule is used.

Arahael makes a normal attack and the victim, if surprised, cannot defend and thus must make the appropriate test based upon the Degree of Success of the attack.