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.

NON-LETHAL DAMAGE AND ITS EFFECTS

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 also has a limited amount of non-lethal damage that they can sustain, which I will refer to as Stun points.

Stun effects use the same check boxes as Weariness and are determined as follows. When a victim is struck by a blunt attack, the damage of the weapon is rolled as normal and any adjustments due to armor or other protection is made. This modified number is now used as the TN for an opposed Stamina test, only if the damage is greater than or equal to the characters Vitality score; if it is less, than no tests need be made. If the Stamina test is successful, the character merely sustains the lethal damage (see below) that comes from the attack. If it is unsuccessful, the character is reduced one Weariness level. The stun effect is cumulative with any weariness that the character may have already suffered.

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 half of the damage caused in Health points.

If a character is reduced to the Exhausted level due to non-lethal damage, 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, only if stated by the attacker as the intent:

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 (Throw) – damage is rolled as normal and treated as Stun damage. It is also divided by two and Health points are reduced accordingly.

Punch/Kick – damage is rolled as normal and treated as Stun damage. It is also divided by two and Health points are reduced accordingly.

CALLED SHOTS

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 Defence TN 15
*victim must fail at opposed Stealth/Observe test
‡an Aim action will aid in the attacker's roll, as well as, Rogue's ability Treacherous Blow

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
Marginal	5	2d6 rnds	Unconscious / -3 penalty to all tests
Complete	10	3d6x3 rnds	Unconscious / -5 penalty to all tests
Superior	15	2d6+3 min	Unconscious / -9 penalty to all tests
Extraordinary	20	1d6x10 min	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 damage is reduced by 2 for the Dunman's armor and the new number 12 is used as the TN for the opposed Stamina test. He rolls 2d6 plus his Stamina modifier and achieves a 10. Spending a Courage he avoids the stunning effect, but would have been reduced to the Winded level had he failed and suffer those penalties. The Dunman still reduces his Hit Points by 6 (12 / 2).

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.