

**FELLOWSHIP FOCUS**  
**FROM THE ONE RING RPG**  
**ADAPTED TO ADVENTURES**  
**IN MIDDLE-EARTH**

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## **overview**

Mae Govannen! One of the (many) great features of Cubicle 7's The One Ring Role-Playing Game (TOR RPG), is Fellowship Focus. Unfortunately, the authors of the D&D / d20 adaptation, Adventures in Middle-earth, for some reason left out those group-bonding-encouraging mechanics.

If you would like to include Fellowship Focus in AiMe with a minimum of changes, without having to add the Hope points system from TOR and overhaul the Inspiration rules, you can try these rules we have proposed and are game testing.

We welcome your feedback. Namarie!

## **fellowship focus**

Fellowship focuses represent the strong ties between brothers in arms, close kinsmen and compatriots. Fellowship focus has two effects in game play, as sources of Hope or as sources of Inspiration.

### **as a source of hope**

The presence of a Fellowship focus affects the way a character recovers Hope: A player-hero may attempt to remove 1 Shadow point at the end of a session if his Fellowship focus didn't become Wounded, Poisoned, Miserable, or was harmed in any other way the Loremaster considers serious (such as imprisoned by Orcs) during play, and is in the same location as them.

A Player-hero wishing to remove their corruption must make a DC 13 Wisdom (Insight) ability check. If successful, they remove 1 Shadow point. If their ability check results in a total of 25 or more, they remove 2 Shadow points. Permanent Shadow points gained when suffering from a bout of madness can never be healed.

A character gains 1 point of Shadow at the end of the session if his Fellowship focus was Wounded, or 3 points if the focus was killed.

### **as a source of inspiration**

Successfully keeping their Fellowship focus safe might inspire a character so much that it lets them recover spent Inspiration:

If a player spends an Inspiration point to gain Advantage to accomplish an action that can be considered to directly protect or favour his Fellowship focus and succeeds, that character immediately recovers the Inspiration point just spent.

In addition the player may spend an Inspiration point on their Fellowship focus to directly grant Advantage, or combat their Miserable condition, as if their Fellowship focus had spent their own.

Note: Inspiration points cannot be spent to trigger another player's special abilities.