

The Hobbit Roleplay Explained

The novel study is made up of three parts: part one focuses on studying literary elements and events from the novel; part two focuses on studying the novel's setting (the history of Middle-earth's setting as it relates to the concepts of a secondary world); and part three is a roleplaying element (enabling students to enter into a state of secondary belief). Parts one and two are explained in the main novel study booklet. Part three, the roleplaying element, is explained in detail below.

Objective: create and develop a player-character (PC). Development, or progress, is measured in levels. PCs go up in levels by acquiring experience through completing tasks like quests, projects, assignments, quizzes, etc.

Procedure

1. Complete two quizzes to determine both your PC's alignment¹ and attributes.²

Alignment Quiz: www.wizards.com/default.asp?x=dnd%2Fdnd%2F20001222b

Attributes Quiz: www.kevinhaw.com/add_quiz.php

Enter the results of both quizzes into the appropriate fields on the **Character Profile Sheet**.

2. Following the viewing of several Tolkien Lore videos students will develop the backstory for their player characters.

3. PC's earn experience and level up by completing the tasks listed in the table below.

Tasks	Exp	Tasks	Exp
Complete chapter end questions/tasks (19) 2 points per	38	Score 80% or higher on a vocabulary test (3) .5 points per	1.5
Read a chapter from the novel (19) 2 points per	38	Score 80% or higher on a lore quiz (4) 1 point per	4
Watch a Tolkien Lore video (10) .5 points per	5	Complete a map task (4) 1 point per	4
Score 80% or higher on a spelling test (3) .5 points per	1.5	*Ask an exceptionally insightful question during class discussion (x) 1 point per	x
Solve either a riddle or a puzzle (10) .5 points per	5	*Express an exceptionally thoughtful response to a question (x) 1 point per	x
Complete a quest (3) 3 points per	9	Watch an entire movie (6) 3 points per	18
Wear your costume to class (45) .25 points per	11	Create a timeline (1) 2 points per	2
Complete the alignment and attribute quizzes (2) .5 points per	1	TOTAL AVAILABLE EXPERIENCE	~ 139 points
-Numbers in brackets indicate how many opportunities there are to complete a specific task, e.g. there are a total of 19 chapter in the book; therefore, if a player character completes all chapter end questions/tasks, etc. they can earn a total of 38 points experience -The phrase 2 points per or .5 points per represents how much experience is earned by completing a task once *These specific tasks have no limits on either the frequency or amount of earnable experience			

¹ **Alignment** represents a PC's ethics and morals. For example a player-character who is lawful good always does the right thing, no matter what (even if it leads them to harm). However, if a PC is chaotic evil they only act in their own self-interest (even if it hurts people they love). The available alignments are lawful good, neutral good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, chaotic evil and unaligned.

² **Attributes** are a measure of a player-character's physical and mental strengths and weaknesses. There are six attributes: Strength (physical power), Constitution (endurance, stamina and health), Dexterity (agility, balance, reflexes), Intelligence (knowledge, memory, logic and deductive reasoning), Wisdom (self-awareness, perception, insight), and Charisma (personality, persuasiveness, and leadership).

Levels

The chart below shows the number of experience points to achieve a specific level along with the associated title for each class. When a PC goes up in levels receive bonuses making them more competitive and stronger.

Level	Exp	Bonus	Classes & Titles				
			Fighter	Wizard/Cleric	Elf/Ranger	Dwarf	Hobbit/Thief
1	1	None	Veteran	Medium	Runner	Miner	Apprentice
2	3	None	Warrior	Seer	Strider	Prospector	Footpad
3	6	None	Swordmaster	Conjurer	Scout	Excavator	Robber
4	10	None	Hero	Theurgist	Courser	Dredger	Burglar
5	15	+1 to any attribute	Swashbuckler	Magician	Camper	Sapper	Cutpurse
6	21	None	Myrmidon	Enchanter	Tracker	Collier	Sharper
7	28	+2 min to solve puzzles/riddles	Champion	Warlock	Searcher	Hunter	Pilferer
8	36	None	Sentinel	Sorcerer	Guide	Blue Beard	Quester
9	45	None	Guardian	Trickster	Pathfinder	Iron Beard	Homefellow
10	55	Resistance to wraith touches	Defender	Necromancer	Ranger	Long Beard	Thief
11	66	None	Warder	Wizard	Dúnedain	Fire Beard	Drifter
12	77	None	Chevalier	Cabalist	Horizon Walker	Broadbeam	Sheriff
13	89	Can retake vocabulary and spelling tests for new mark	Keeper	Visionist	Adventurer	Ironfist	Filcher
14	102	+1 to any attribute	Gallant	Spellbinder	Wanderer	Stiffbeard	Magsman
15	116	None	Lord	Mage	Excursionist	Stonefoot	Bullroarer
16	130	Can retake lore tests for new mark	Supreme Lord	Arch Mage	Elesar	Blacklock	Master Thief

Attributes

Attributes are used for completing different tasks while questing: for example if a door is locked a thief can open it using their dexterity (picking the lock) or a fighter can open it by bashing it down using their strength attribute. The higher the PC's attribute the greater the odds of successfully completing the task. A 20 sided dice is used to determine whether or not a task is completed successfully. Here's a possible scenario:

The party is walking down a torch lit dungeon tunnel. They come upon a locked door. The party's tries breaking the door down. The fighter's strength attribute is 13. The fighter player-character rolls a 14. Since the roll (14) exceeds the attribute (13), the attempt fails. Failure is followed by an effect. The fighter is knocked unconscious. If the roll is equal to or lower (3-13) than the attribute score, the attempt is successful. Success is followed by an effect: the door opens. Additionally, a thief in the group attempts to pick the door's lock. They must use their dexterity attribute to test whether or not they're successful. Their dexterity is 17. The thief rolls a 10 easily opening the door.

In this way, player characters use attributes to navigate the world, solve problems, and complete quests. It is desirable to have the highest possible attribute score. Attributes can increase with an increase in levels and if the affected player is wearing or wielding a magic item.

Skills & Spells

Each class is naturally proficient at certain skills. For example clerics are capable of healing, but can't bash down doors like dwarves or fighters. Wizards can cast spells but can't pick locks or disarm traps like thieves. Class specific spells and skills are all explored further in the class descriptions below.

Explanation of the Classes

FIGHTER

Type: Melee & Ranged

Skills: Door Bash

The primary attribute for a fighter is their physical **strength**. Fighters are capable of using any kind of weapon—swords, axes, hammers, daggers, bows, crossbows. They cannot cast spells, but they are durable, tough and most often found at the front of their party protecting physically weaker members. Fighters are natural born leaders.



WIZARD

Type: Spellcaster

Skills: capable of reading magic scrolls and spell books.

Spells: Freeze, Sleep, Fireball

The primary attribute of a wizard is **intelligence**. Wizards can use bladed weapons like swords but typically use either a stave or dagger for melee (hand to hand) fighting. Their main strength is they can cast spells. Freeze and sleep are spells used to temporarily incapacitate an enemy. Fireball is a more lethal spell and actually causes damage. Wizards are typically older and vulnerable to physical attacks. For this reason they are naturally found at the back of a party. In order to cast a spell, wizards must first learn them by reading a scroll or spell book. Once a spell is cast it must be recharged; that is, spells can only be cast a limited number of times. They are recharged naturally over time as a wizard's mana regenerates or by reading scrolls or spell books.



CLERIC

Type: Melee & Spellcaster

Skills: resistant to wraith touch

Spells: Heal, Group Astral Walk

The primary attribute of a cleric is **wisdom**. Clerics are capable of casting spells while also being formidable warriors. They follow a moral code preventing them from using bladed weapons. They typically use hammers and maces. Their spell heal is used to resuscitate fellow party members. Heal can also be used to rescue a party member from the wraith world; that is, if a party member is touched by a wraith they become a wraith themselves. Clerics can restore the player back to their original state by touching them with their hand without any limit. Clerics also possess the ability to astral walk their entire group (group members must be within 30 feet of the casting cleric) 200

feet. Clerics have no limit on their ability to heal; however, they can only cast group astral walk once in any given 24 hour period (and this spell is limited to outdoor use only). Clerics can be found anywhere in a party's walking order.



ELF/RANGER**Type:** Melee & Ranged**Skills:** can create and heal using herbal remedies, can sense danger, path-finding, scouting, talking to animals

The primary attribute of an elf or ranger is **wisdom**. Rangers are associated with knowledge of nature; they tend to be wise, hardy, cunning, and perceptive in addition to being skilled woodsmen. Many are skilled in stealth, wilderness survival, beast-mastery, herbalism, tracking and are resistant to certain types of magic. Their primary weapon is the bow; however, they are proficient swordsmen, as well. Rangers typically remain at the back of the party so they can make effective use of their ranged weapons.

**DWARF****Type:** Melee**Skills:** Door Bash; can see in the dark and sense danger in tunnels and mines

The primary attribute of a dwarf is **strength**. They are a fighting class proficient in all weapon types, but tend to prefer using either axes or hammers. They thrive in underground situations: when they're in tunnels or mines they receive a +2 bonus to their strength attribute; they can see in the dark and sense danger in tunnels and mines. Dwarves are natural born leaders and typically found at the front of a party.

HOBBIT/THIEF**Type:** Melee**Skills:** pick pockets, sneak, hide, open locked doors, disarm traps, open locked chests

The primary attribute of a thief class is their **dexterity**. They are competent fighters, yet tend to pick and choose when to attack or avoid fighting altogether if possible. Thieves (hobbits) are used primarily to solve problems and get parties out of trouble. Due to their small stature their primary role is stealing and stealth. They can sneak past guards without being detected, gather information, and return to the group.

