

# FOUNDRY VIRTUAL TABLETOP



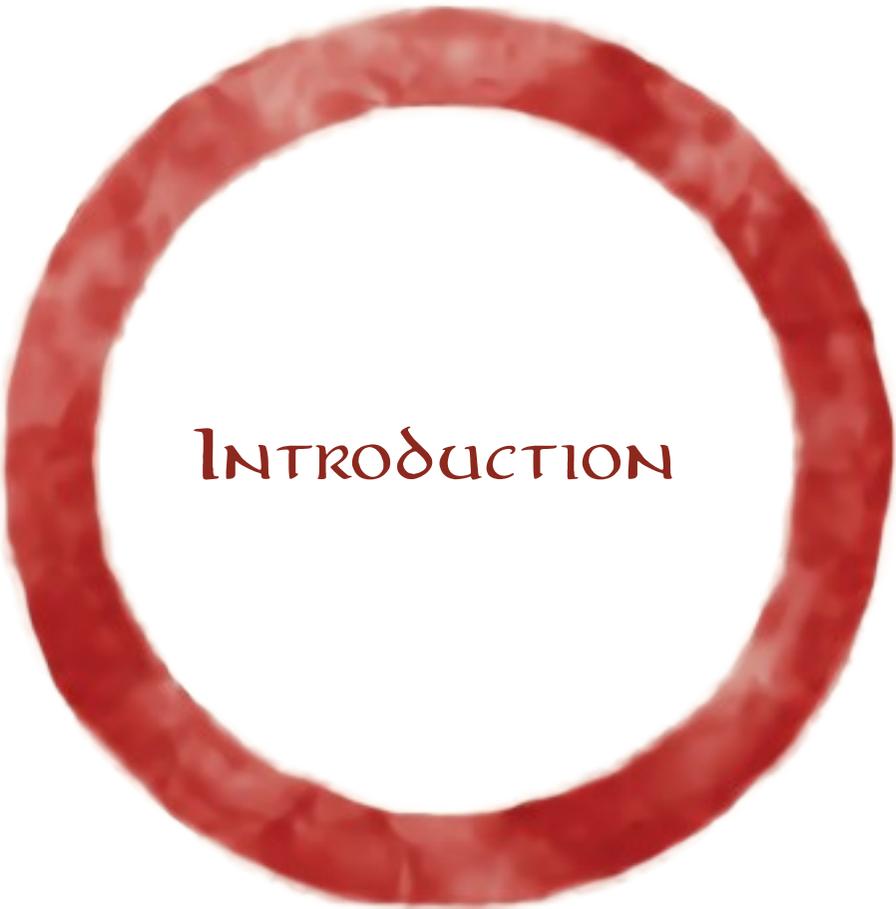
## COMMUNITY CONTENT

Play

# The ONE RING 2<sup>e</sup>

IN  
FOUNDRY VTT

The central graphic features a circular arrangement of white, stylized Elvish script (Tengwar) that forms a ring around the central text. The script is highly decorative and appears to be a form of the Elvish language used in Tolkien's works.

A thick, textured red circular ring, resembling a hand-drawn or watercolor-style border, centered on the page. The ring has a slightly irregular, organic feel with some darker and lighter red tones within its thickness.

# INTRODUCTION

# INTRODUCTION

## Objective of this document

### *Objective*

Give assistance on preparing a The One Ring 2<sup>e</sup> game in Foundry VTT.

### *Information*

- That document doesn't show how to install Foundry VTT.
- It focus on The One Ring 2nd edition
- It considers that you already have a Foundry VTT instance installed and ready to use.
- It considers that you have your own copy of The One Ring 2<sup>e</sup> books from Fria Ligans (paper or pdf).
- The current Foundry VTT version is v11. That document will be updated with future releases of Foundry VTT.

### *Important*

By respect of copyright and licence, no image or description text coming from Fria Ligans books are included here.

# INTRODUCTION

## Few links

### *Foundry VTT*

Foundry VTT

<https://foundryvtt.com/>

Modules library

<https://foundryvtt.com/packages/>

Discord

<https://discord.gg/foundryvtt>

### *Tutorial*

By Throdo Proudfoot

<https://outme.hervedarritchon.fr/en/>

### *Ressources*

Fria Ligans website

<https://freeleaguepublishing.com/games/the-one-ring/>

Fria Ligans forums

<https://forum.frialigan.se/viewforum.php?f=128>

The One Ring / LOTRRPG Discord

<https://discord.gg/the-one-ring-lotr-rpg-348254014598545408>

The One Ring Wiki

[https://theonering.miraheze.org/wiki/Main\\_Page](https://theonering.miraheze.org/wiki/Main_Page)

# INTRODUCTION

Foundry VTT features used by The One Ring 2<sup>e</sup> system

## *Actor : Character Sheets*

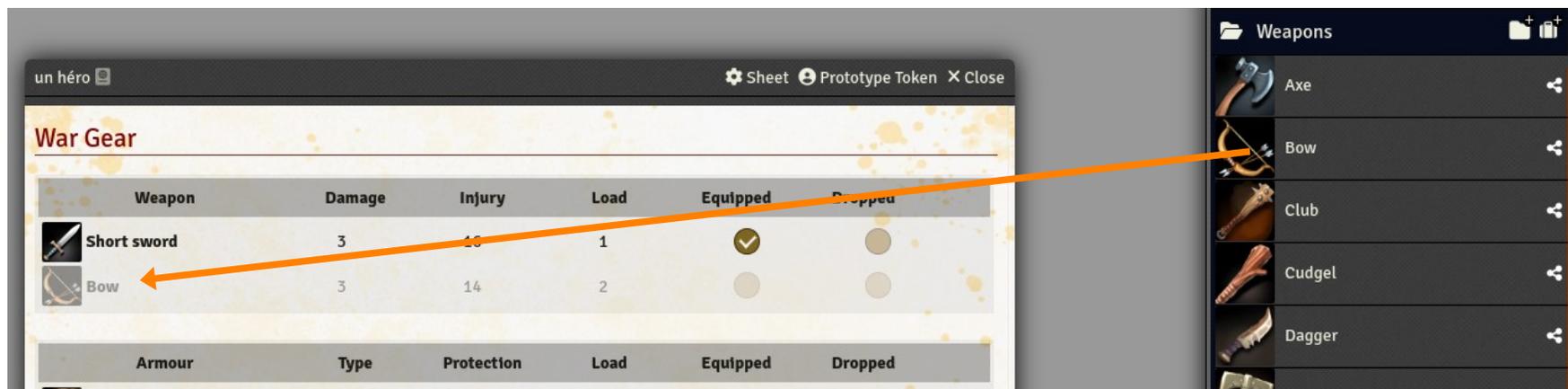
TOR2e system in Foundry allows to create different types of characters with specific informations and stats. Example: Character sheet (PC), NPC sheet, Lore sheet, Adversary sheet ...

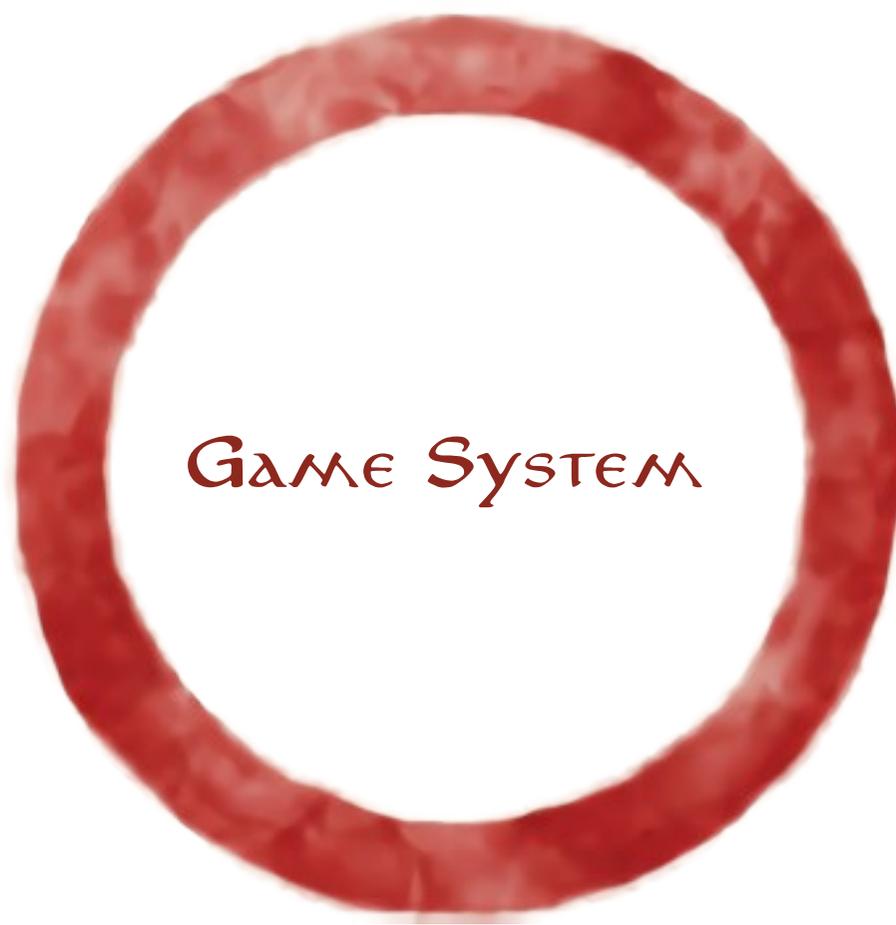
## *Item : Item sheets to insert in character sheets*

TOR2e system in Foundry gives possibility to create many different types of items with their own sheet and stats. Example : virtue sheet, distinctive feature sheet, weapon sheet ...

## *Drag&Drop*

In order to give a gear item or a characteristic item to a character, you have to drag&drop it from the Items tab into the character sheet.





GAME SYSTEM

# INSTALL TOR2E GAME SYSTEM

Mandatory

Author : Throdo Fierpied

## Description

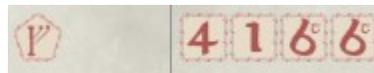
TOR2e system implements in Foundry VTT :

- Character sheets, Gear sheets, character characteristic sheets
- Sheets for Heros, Lore, NPCs, Adversaries
- Community sheet
- Sheets for virtues, traits, rewards, special abilities ...
- War gear and non-war gear

- Travel-log sheet



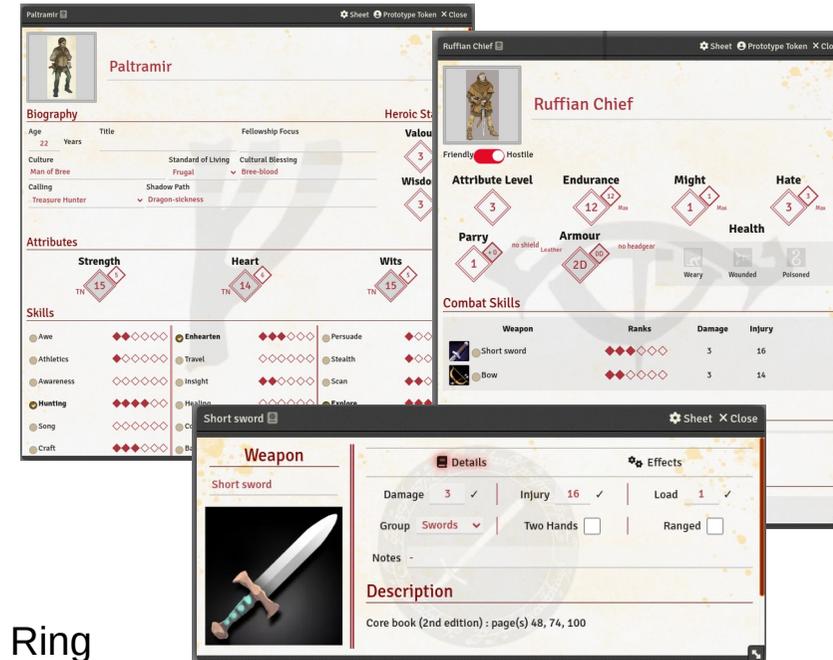
- Special dices (Gandalf rune, Sauron's eye, D6 succes) of The One Ring



- Combat sub-system with phases, engagement, stances, attack / protection / wound rolls, special damages...
- Use of Foundry Active Effects for automation of several bonus (or malus) given by virtues, rewards ...

## Important

- This System is NON-OFFICIAL : there is no support from Fria Ligans
- By respect of copyright and licence, this system doesn't contain any image of text description from Fria Ligans books.



# INSTALL TOR2E GAME SYSTEM

Mandatory

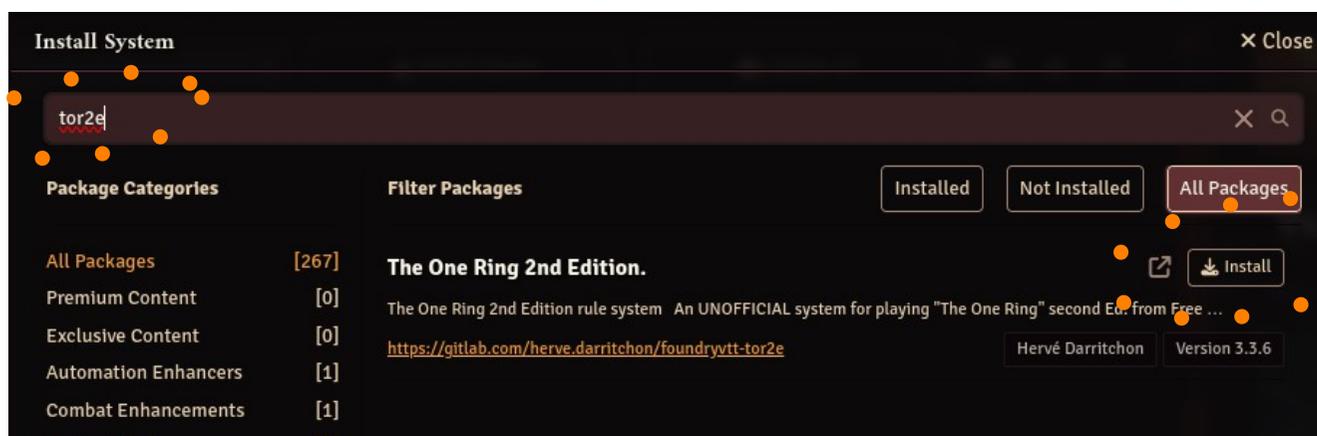
Author : Throdo Fierpied

## How to install

- In Foundry setup screen, go in the tab « Game Systems »



- Clic on button  a new window opens
- Type « tor2e » in the « Package name » field
- Foundry will automatically search for all systems related with « tor2e »
- Clic on button  on the right of « The One Ring 2nd Edition » line



- When it's done, you get this message on the top of Foundry :



- Close the Install System window, it's done : TOR2e system is installed.

# Use TOR2e system

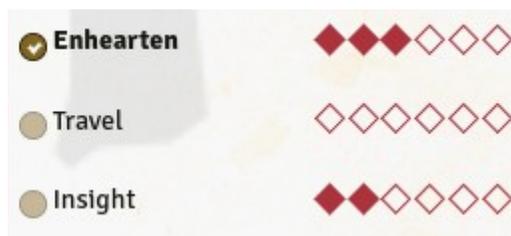
General principles of TOR2e system in Foundry VTT

Author : Throdo Fierpied

## Edit character sheets



Grey field : Auto calculated field, nothing to type here  
White field : Free entry



### Alt-clic / Alt-Shift-clic

- ⇒ Add or remove a rank to a skill
- ⇒ Mark (or unmark) a skill as Favoured
- ⇒ Activate (or deactivate) a Health state
- ⇒ Remove an item from a character sheet



### Clic

- ⇒ View the details of an item
- ⇒ Equip or unequip a war gear (no change on Load)
- ⇒ Mark or unmark a war gear as dropped (not in the Load)

### War Gear

Weapon	Damage	Injury	Load	Equipped	Dropped
Short sword	3	16	1	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Bow	3	14	2	<input type="checkbox"/>	<input type="checkbox"/>
Great spear	5	16	4	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Armour	Type	Protection	Load	Equipped	Dropped
Leather shirt	leather	1	3	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Buckler	shield	1	2	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Helm	head	1	4	<input type="checkbox"/>	<input type="checkbox"/>

### Equipped

The character should have only one equipped weapon at same time due to impacts of Active Effects.

### Unequipped

This is used, for example, for a gear item that you still own but have been left at home. This item isn't taken in account in the calculation for the Load.

# Use TOR2e system

## Hotbar & Settings

Author : Throdo Fierpied

### Character sheet & Hotbar

Several elements from character sheets may be put the Hotbar slots :

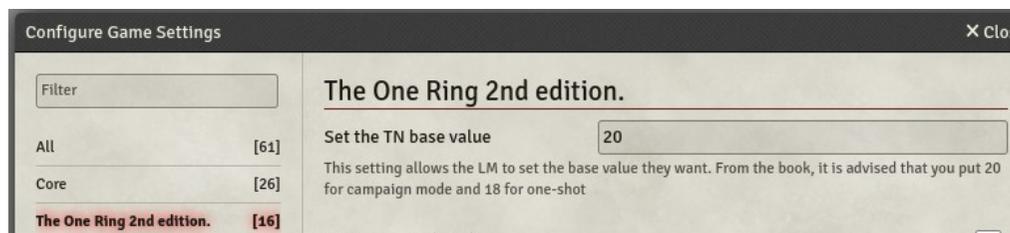
- Valour & Wisdom ⇒ Shadow rolls
- Skills ⇒ Skill roll
- Weapons ⇒ Attack roll
- Armour ⇒ Protection roll

### Settings

The TOR2e system provides several settings that the Loremaster/group of players may adjust to their taste and way of playing in Middle Earth.

Within those settings, one option has to be considered immediately after creating the World :

- TN base value ⇒ Default value is 20, which is appropriate for a campaign
- ⇒ 18 is the value advised with the Starter Set of if playing a standalone session with unexperimented characters.



# Use TOR2E SYSTEM

## Active Effects

Author : Throdo Fierpied

### *Active Effects*

In The One Ring 2<sup>e</sup>, a character may have bonus / malus with Virtues and Rewards and we have two ways to apply them in TOR2e system in Foundry :

1) Either the bonus or malus is permanent and impacts the character and there is a way in the character sheet to indicate it (eg : modify the value in a field)

⇒ in that case, we modify the character sheet



Example : Virtue Hardiness which provides a bonus on Max Endurance value  
Here we modify directly the Endurance Max value in the character sheet

2) The bonus or malus isn't permanent and is applied only if the character is carrying / using a specific gear item.

⇒ in that case, we add an Active Effect on the gear item

Example : Reinforced reward provides a bonus to the Parry roll. There is no field in the character sheet but an Active Effect can implement that bonus.

Important : An Active Effect should be modified only from the Items tab and before draggin&dropping into the character sheet. If you modify directly inside the item inside the character sheet, the change will probably not work fine.

# Use TOR2E SYSTEM

## Active Effects

Author : Throdo Fierpied

### Active Effects : implement Vertues

#### Important :

All Virtues impact the character and must always be active. Please keep the options as in the screenshot.

Effect Suspended	<input type="checkbox"/>
Apply Effect to Actor	<input checked="" type="checkbox"/>

Some effects of Virtues may also be applied directly in the character sheet by modifying the related value.

#### Confidence

Hope Max +2

Add active effect

or

Modify the Hope Max value in the character sheet

Attribute Key	Change Mode	Effect Value
Max Hope	Add	2

#### Prowess

TN-1 on an attribute (Strength, Heart or Wits)

Add active effect on chosen attribute

Attribute Key	Change Mode	Effect Value
Strength TN	Add	-1

#### Dour-handed

Strength+1 on Heavy Blow

Feat die +1 on a Pierce

Add active effect

Add active effect

Attribute Key	Change Mode	Effect Value
Heavy Blow Damage	Add	1

Attribute Key	Change Mode	Effect Value
Pierce	Add	1

#### Hardiness

Endurance Max +2

Add active effect

or

Modify the Endurance Max value in the character sheet

Attribute Key	Change Mode	Effect Value
Max Endurance	Add	1

#### Nimbleness

Parade +1

Add active effect

Attribute Key	Change Mode	Effect Value
Parry Modifier	Add	1

# Use TOR2E SYSTEM

## Active Effects

Author : Throdo Fierpied

### Active Effects : implement Rewards

**Important** : Rewards are applied on war-gear items (weapons, armours, shields) and their effect is active only when the related item is equipped by the character. It's important that only war-gear items actually used are equipped. If you have 2 weapons with a Reward on each, then if both are equipped in the character sheet, then both rewards would be taken in account and the combat action would use the effect of the used and of the unused items.

#### **Keen** (weapon)

⇒ Piercing Blow on a 9 with Feat die (instead of 10)

Add active effect

Attribute Key	Change Mode	Effect Value
Weapon Piercing Blow ▼	Add ▼	-1

#### **Fell** (weapon)

⇒ Injury rating +2

Add active effect

or

Modify the Injury value of the weapon

Attribute Key	Change Mode	Effect Value
Weapon Injury ▼	Add ▼	2

#### **Close-fitting** (armour or helm)

⇒ Bonus +2 on Protection roll result

Add active effect

Attribute Key	Change Mode	Effect Value
Armour Protection ▼	Add ▼	2

#### **Cunning-maker** (armour, helm or shield)

⇒ Load -2

No Active Effect

Modify the Load value of the item

#### **Grievous** (weapon)

⇒ Damage +1

No Active Effect

Modify the Damage value of the weapon

#### **Reinforced** (shield)

⇒ Bonus +1 on shield's Parry bonus

Add active effect

Attribute Key	Change Mode	Effect Value
Parry Modifier ▼	Add ▼	1

# Use TOR2E SYSTEM

Not for the moment...

*Author : Throdo Fierpied*

*What TOR2e system doesn't manage so far (but maybe later)*

- Magical Success
- Useful Items



ADDITIONALS  
Modules

# ADDITIONALS MODULES

How to install Modules that add extra functionalities to Foundry VTT or to the game

## Foundry library of modules

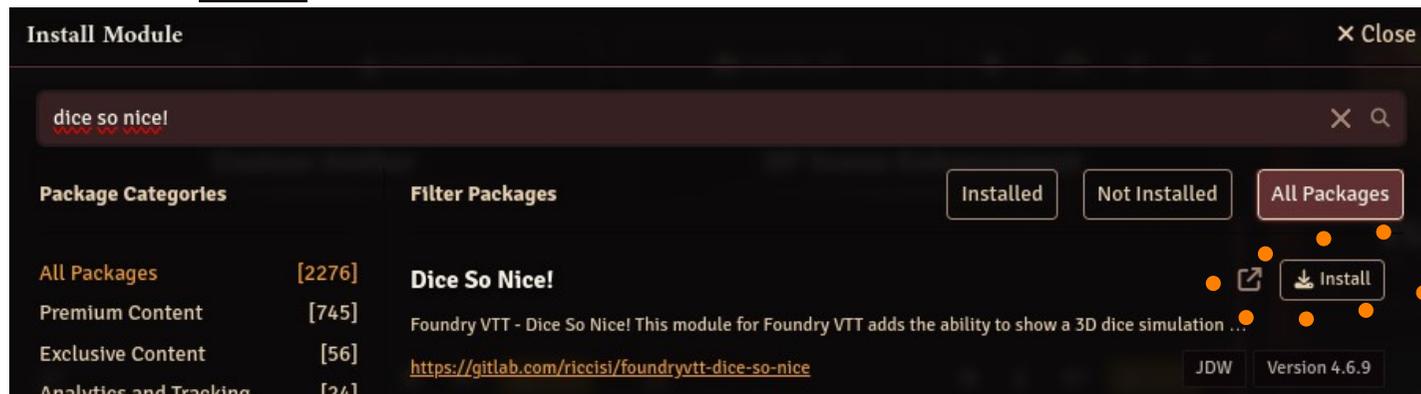
<https://foundryvtt.com/packages/>

## Instructions for module installation

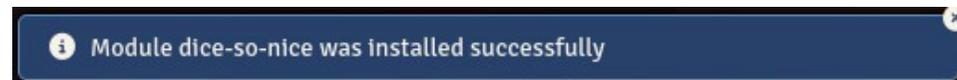
In Foundry VTT setup screen, go in « Add-on Modules » tab



- Clic on button  ⇒ a new window opens
- Type a part of the module name in « Package name » field
- Foundry automatically list and filter and display only modules that correspond to your keyword.
- Clic on button  on the right of the line of the searched module



- When the module installation is finished, you get below message

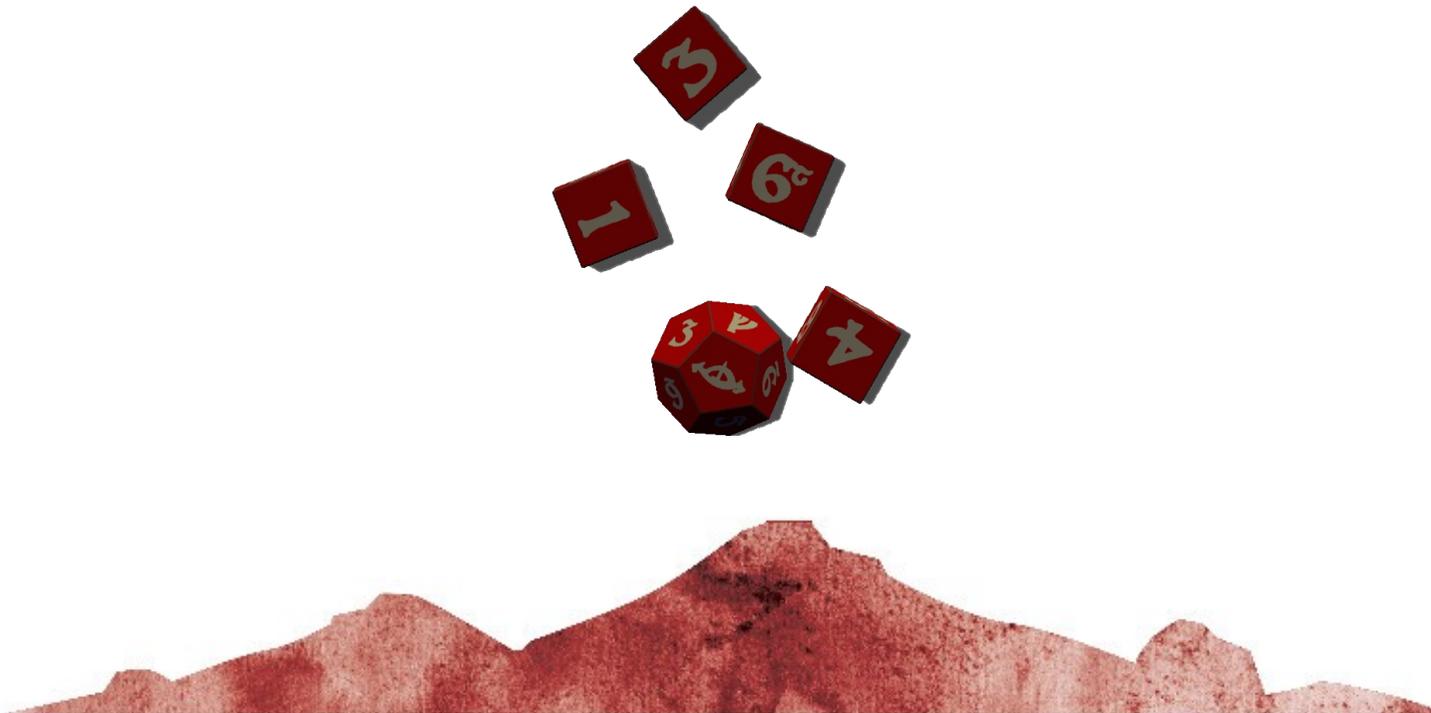


- Close the « Install Module » window, it's done.

*Module*

# DICE SO NICE !

*Animated and 3D Die for The One Ring*



# Module Dice so Nice !

Optional

Author : JDW

## Installation

In Foundry setup screen, in tab « Add-on Modules », search by keyword **Dice So Nice!** and install it.

## Activation of the module

- Connect to your World
- Go to tab « Game Settings », option Manage Modules, activate the module  **Dice So Nice!** and reload the world.

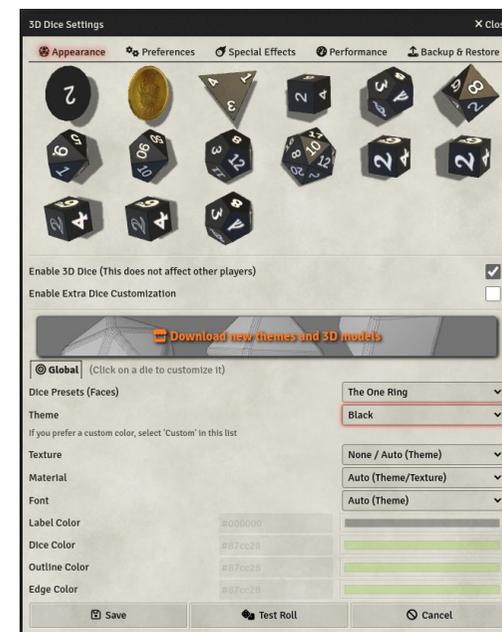
## Dice so Nice ! settings

- At first, a message will be displayed in the chat tab.



Clic on « 3D Dice Settings » in order to choose the dice theme that suits your taste and check other Dice so Nice ! settings.

Note : Dice so Nice ! Is automatically configured by TOR2e system to use The One Ring specific die.



## Use

- From character sheets : TOR2e system automatically use Dice so Nice !
- From chat tab, you can do a manual roll with the command /roll : /r <x>df + <y>ds with f= Feat Dice, s = Succes Die

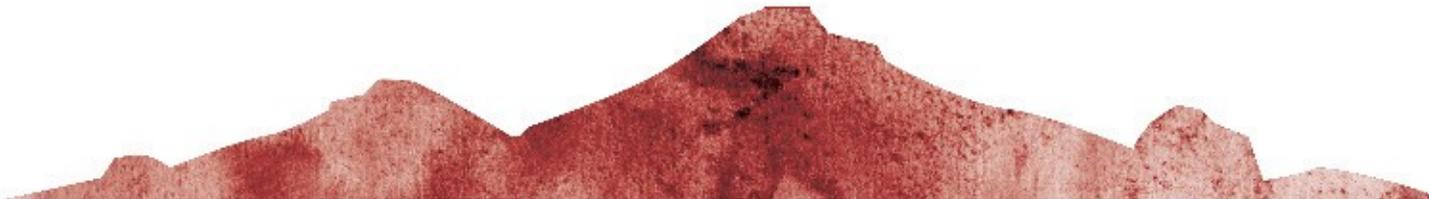
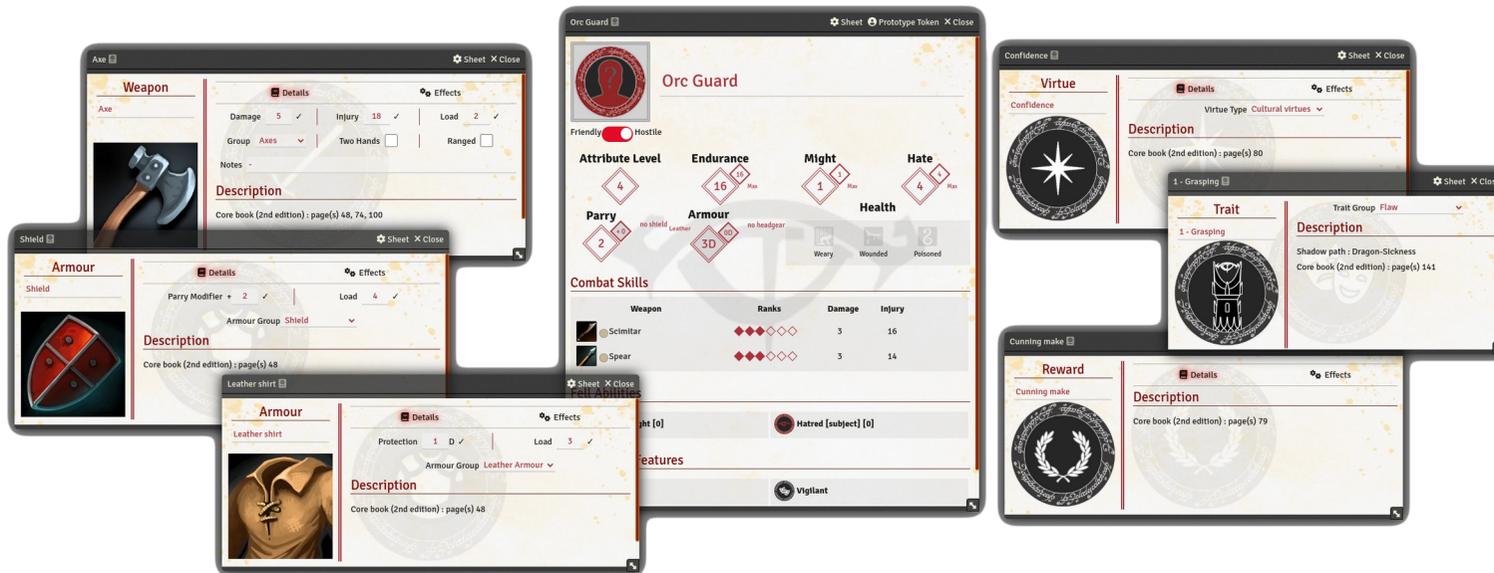
Module

# COMPENDIUM

Character characteristics

Adversaries

War gear



# Module Compendium

Optional

Author : Ghorin

## Installation

In Foundry setup screen, in tab « Add-on Modules », search by keyword « tor2e - un » and install it.

TOR2E - Unofficial compendium for tor2e system - english version

## Activation

- Connect to your World
- Go to the tab « Game Settings », option Manage Modules, activate the module and reload the world.

TOR2E - Unofficial compendium for tor2e system - english version

## Import the contents

- In Compendium Packs tab, you may see the 3 following compendium packs :



- Right clic on each and choose option « Import all content »
- In the popup window, indicate a name for the folder that will receive the compendium contents and then « Yes »

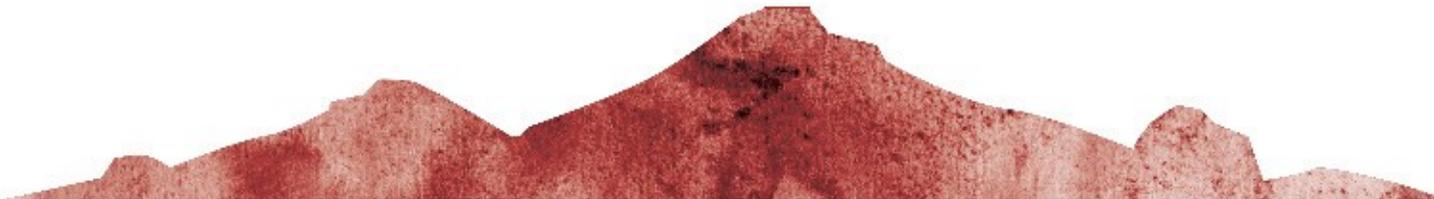
## Use

- Adversaries are now available in the Actors tab.
- Character characteristics and Equipment items are now available in the Items tab. You can open them, edit them, drag&drop them in character sheets.

Module

# MACROS, MACROBAR & COMMUNITYBAR

*Macros, bar of Macros and bar of Community and Heroes to help the Lore Master & Players*



# Module Macros, Macrobar & Communitybar

Optional

Author : Ghorin

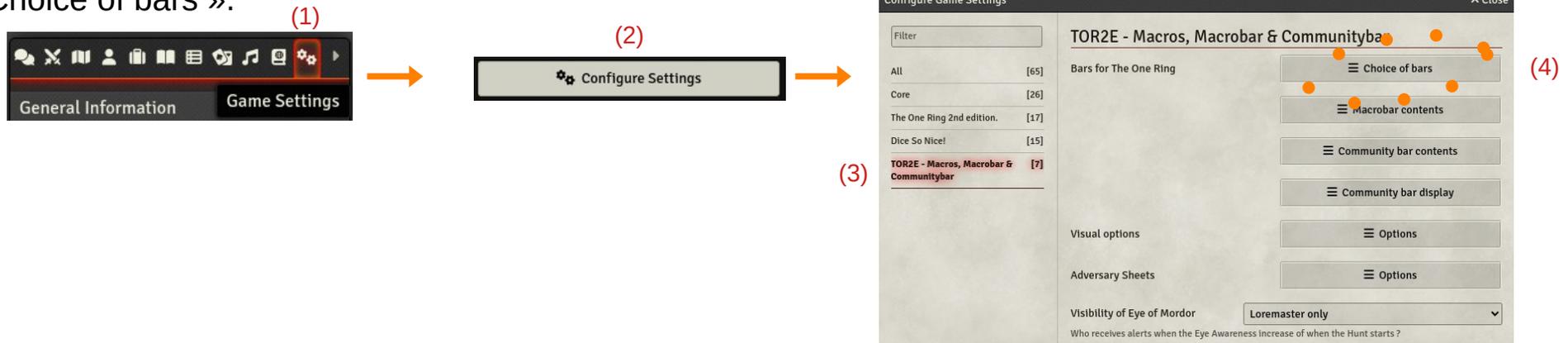
## Installation

In Foundry setup screen, in tab « Add-on Modules », search by keyword « tor2e - ma » and install it.

TOR2E - Macros, Macrobar & Communitybar for tor2e system

## Activation of the module

- Connect to your World
- Go to the tab « Game Settings », option Manage Modules, activate the module  TOR2E - Macros, Macrobar & Communitybar and reload the world
- By default, both Hotbar, Macrobar and Communitybar are activated and displayed. You can change and choose what bars to display by going into (1) « Game settings » tab and then in (2) « Configure Settings ». Then, in the popup window go in (3) « TOR2e – Macros, Macrobar & Communitybar » and then on (4) « Choice of bars ».



- Now you can choose what bars to display or not. Note : it will need a reload of Foundry to take in account the change of displayed bars.



# Module Macros, Macrobar & Communitybar

Optional

Author : Ghorin

## Use the Macrobar

Clic on a slot to execute the macro or open the Community / hero.

Move the Macrobar



Change Display mode

Maximal : All categories are opened  
Minimal : All categories are closed  
Normal : Categories opened as in last saved configuration

Community : the current active Community  
Heroes: all player characters members of the active community

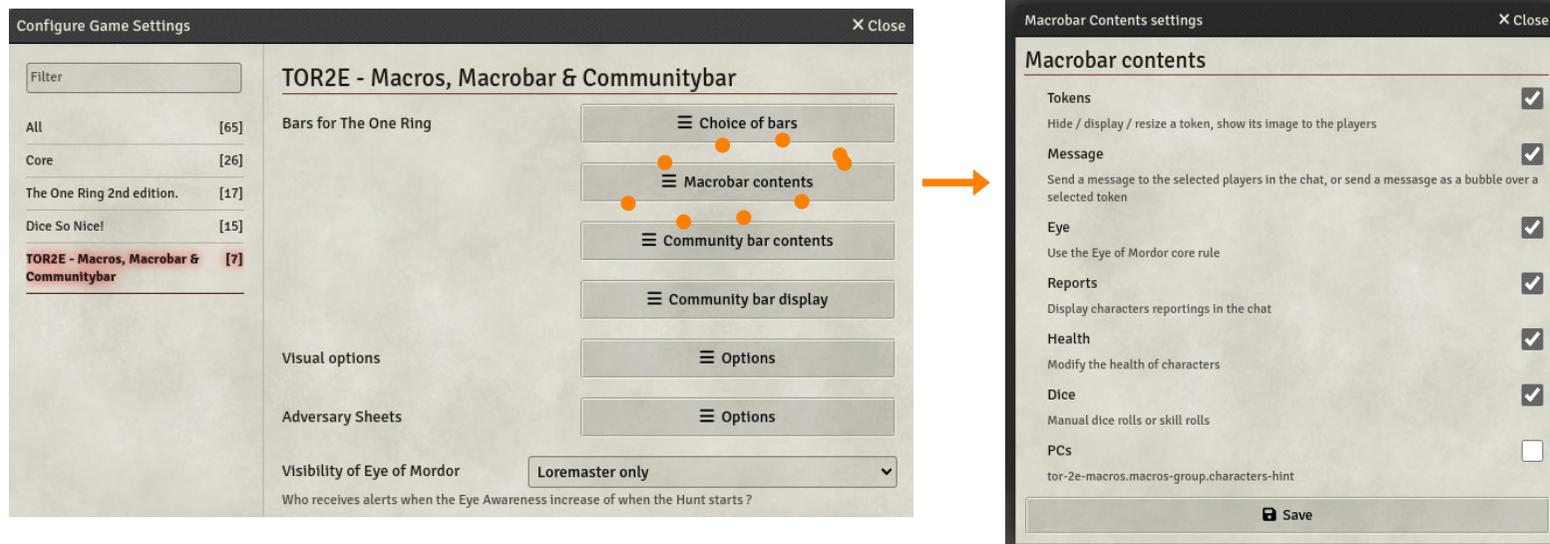
# Module Macros, Macrobar & Communitybar

Optional

Author : Ghorin

## Options of the Macrobar

The  options of Module Macros & Macrobar allow to define if categories are to be constantly hidden (as unuseful for the game). Even in going to Maximal Display mode, those categories will stay hidden.



All categories are displayed :



Message and Eye categories have been hidden :



Note : The category PCs is redundant with the Communitybar feature. It's suggested to deactivate this category if you use the Communitybar.

# Module Macros, Macrobar & Communitybar

Optionnel

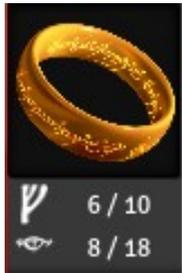
Auteur : Ghorin

## Use the Communitybar

To move the bar



## Community



### Fellowship points



Current / Max value

### Eye of Mordor



Eye Awareness / Hunt Threshold

## Player Characters



### Hope points



Current / Max hope

Shadow in red vertical line (option)

### Endurance & Total load



Current / Max Endurance

Total load : in red vertical line (option)

## Clic on the character picture

⇒ Opens its character sheet

## Drag & Drop the character picture on the canvas

⇒ Put its token on the canvas

## Clic on the Endurance or Hope bar

⇒ center the canvas on the related token

# Module Macros, Macrobar & Communitybar

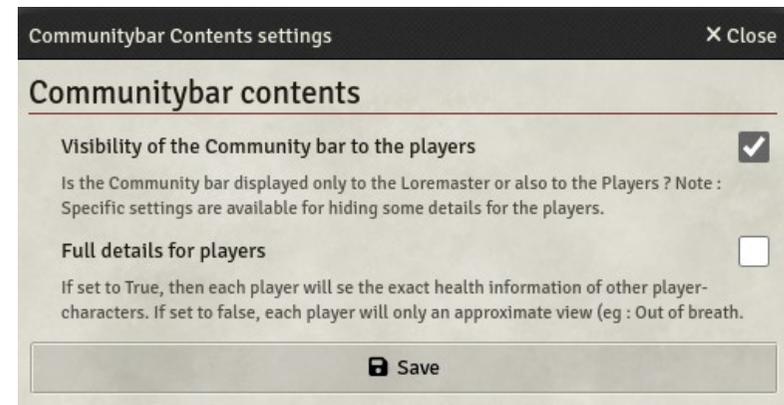
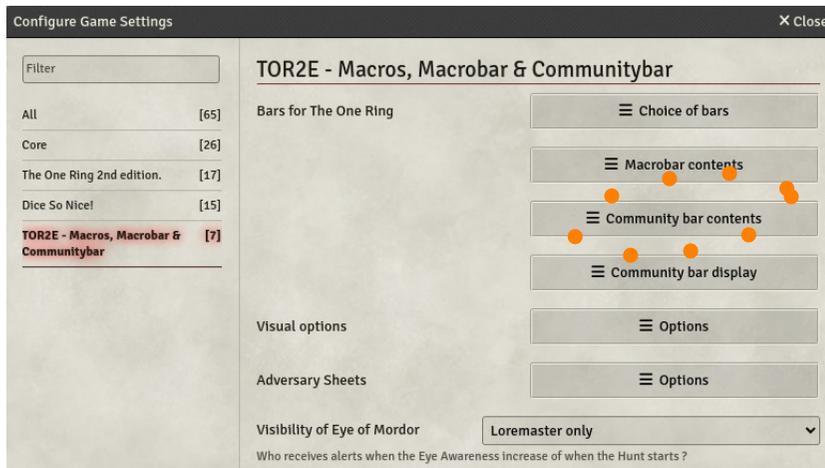
Optionnel

Auteur : Ghorin

## Options : Contents of the Communitybar

The options of the Communitybar allows to set

- Can players see and use the Communitybar ?
- If it's visible to players, do they see the exact health state or only an approximate state ?



## Approximate health state : based on Endurance

- at least 75 % ⇒ Good shape
- between 50 % and 75 % ⇒ Out of breath
- between 25 % and 50 % ⇒ Exhausted
- between 0 % and 25 % ⇒ Bruised
- 0 ⇒ Unconscious

### View with detailed health state



### View with approximate health state



# Module Macros, Macrobar & Communitybar

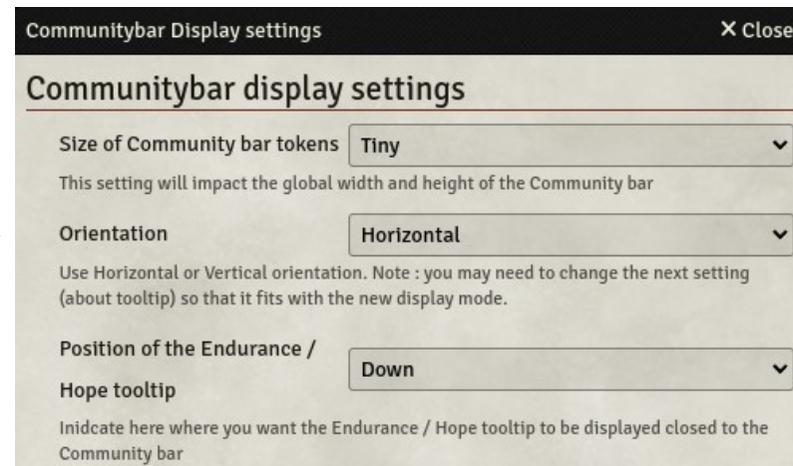
Optionnel

Auteur : Ghorin

## Options : Display mode of the Communitybar

The display of the Communitybar can be changed by 2 settings :

- Changing its size
- Changing its orientation horizontal / vertical
- Changing the position of the tooltip (when the cursor is moved over Endurance / Hope bars)



# Module Macros, Macrobar & Communitybar

Optional

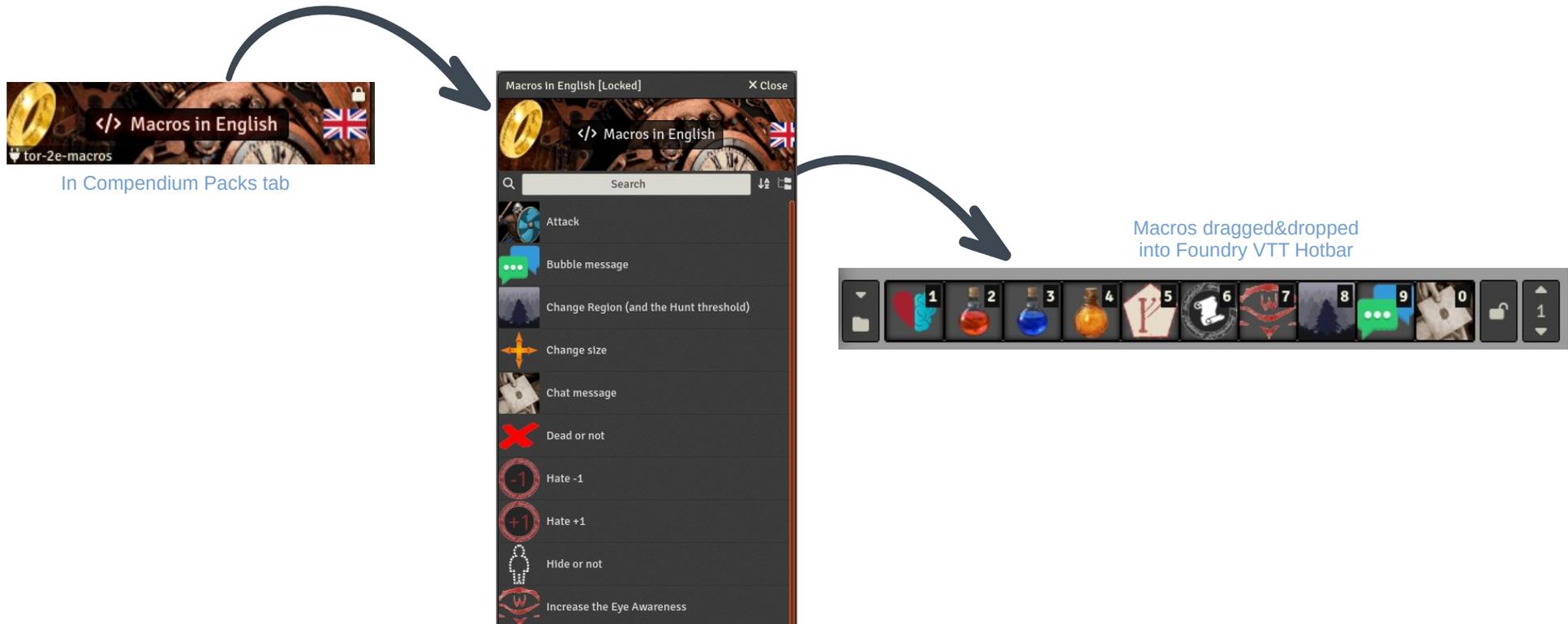
Author : Ghorin

## Use Macros

- There are 2 ways to use the macros of this module :
  - 1) If you use the Macrobar : all macros are available here



- 2) If you use the Foundry Hotbar : you can open the compendium pack containing the macros and drag&drop them in the Hotbar



# Module Macros, Macrobar & Communitybar

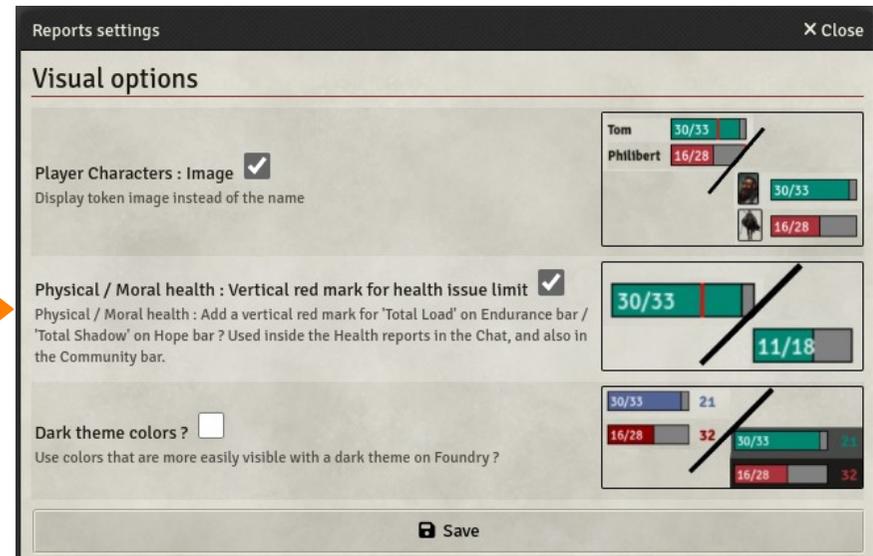
Optional

Author : Ghorin

## Options of Macros

The settings of the Macros & Macrobar module allow to customize ...

- Several visual options for the Report macros



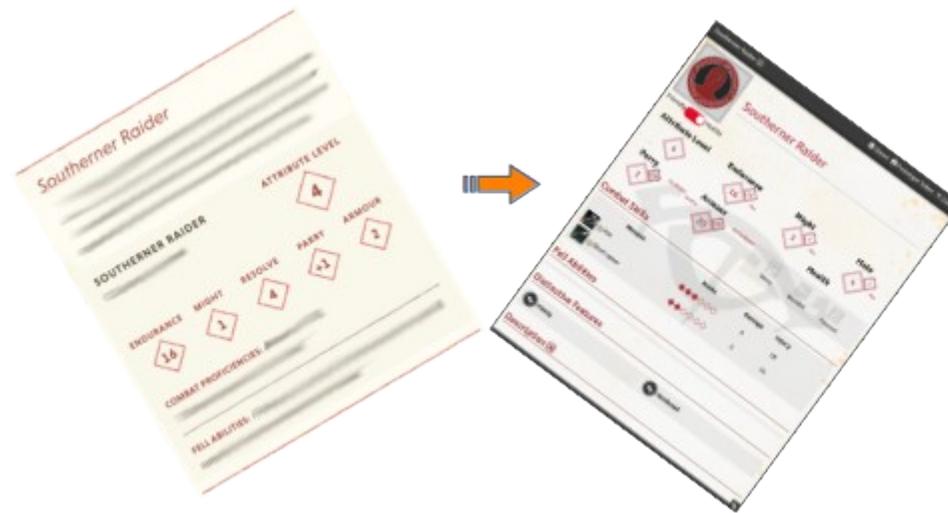
- ⇒ Identify heroes by their name or image (of character sheet, not from their token) ?
- ⇒ Add (or not) a vertical red mark that indicates the threshold for getting Weary of Miserable
- ⇒ Use colors easier to see with a dark theme

- The Eye of Mordor core rule
  - ⇒ When the Eye Awareness increase, do we show it to the players ?

Module

# NPC PARSER

*To create Adversaries by copy/paste of stats block from pdf book*



# Module NPC Parser

Optional

Author : JDW

## Installation

In Foundry setup screen, in tab « Add-on Modules », search by keyword « tor 2e NPC » and install it.

**TOR 2e NPC Parser**

## Activation

- Connect to your World
- Go to the tab « Game Settings », option Manage Modules, activate the module  **TOR 2e NPC Parser** and reload the world.

## Use

- Go in tab Actors and clic, at the bottom, on 
- Copy/paste a stats block in the book pdf + button « Go »



The image illustrates the process of parsing a statblock from a PDF into a Foundry VTT NPC token. It shows three stages: 1) The source PDF text for a 'Great Orc Chief' with attributes like Endurance 48, Might 2, Hate 7, Parry +3, and Armour 4. 2) The 'TOR 2e NPC Parser' dialog box where the text is pasted and the 'Go' button is clicked. 3) The resulting NPC token in Foundry VTT, which displays the parsed data in a structured format, including Attribute Level (7), Endurance (48), Might (2), Hate (7), Parry (3), and Armour (4), along with combat skills and fell abilities.

- The Adversary is now created and available in the tab Actors.
- Note : all stats blocks aren't structured in same way everywhere in the books. Due to that, the NPC parser doesn't always detect all the stats and texts. The Loremaster has to check and correct the result if needed.

# Other Modules

*A few other additional modules*

Package Categories	
227	Actor and Item Sheets
24	Analytics and Tracking
46	Audio Improvements
295	Automation Enhancers
100	Chat Log and Messaging
211	Combat Enhancements
61	Content Importers
903	Content Packs
126	Dice Rolling
78	External Integrations
207	Journals and Notes
144	Overhauls or Feature Suites
23	Patches or Bug Fixes
529	Tools and Controls
161	Translation and Localization
185	Visual Effects
709	Archived Packages



# ADDITIONALS MODULES

A few modules that might help

## **Tolkien UI (dark)**

Dark theme for Foundry VTT

<https://github.com/EddieEldridge/dark-tolkien-foundry-ui>

## **Tokenizer**

Token image editor

<https://foundryvtt.com/packages/vtta-tokenizer>

## **GM Screen**

Helps building your own Loremaster screen inside Foundry

<https://foundryvtt.com/packages/gm-screen>

## **DFreds Droppables**

To drag&drop on a scene canvas all characters from the same folder

<https://foundryvtt.com/packages/dfreds-droppables>

## **Ownership Viewer**

Allows to quickly view the players permissions on actors, items, ...

[https://foundryvtt.com/packages/permission\\_viewer](https://foundryvtt.com/packages/permission_viewer)

## **PopOut !**

Allows to put a window (character, article, ...) in a window seperated from Foundry own window.

<https://foundryvtt.com/packages/popout>

## **Advanced Drawing Tools**

More tools for quickly (or not) drawing or writing on the canvas (eg : a map)

<https://foundryvtt.com/packages/advanced-drawing-tools>

## **Drag Upload**

Quickly load an image from your computer and save it as a tile or Character

<https://foundryvtt.com/packages/dragupload>

## **GM Screen**

Create and display your Loremaster Screen inside Foundry

<https://foundryvtt.com/packages/gm-screen>