Eä RPG
basic system

Role-Playing Gaming

in

J.R.R.

Tolkien's

Middle-earth

and Beyond...

www.earpg.com

by Hawke
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NOTE: See if, when in final prinatable format, with columns, and artwork, etc, if the players guide can be kept to no more than 24 pages printed. Or less? Could it be scaled down to only 10-12 pages (not counting artwork)? The shorter and simpler, the quicker and easier for new players and GM's to be able to jump in and begin playing with a minimum of having to read everything. Alternatively, just work on the layout so that it gets them started with a character right away. Then have the action and combat rules fall on the GM to learn and explain separately?

GAME MASTER'S GUIDEBOOK

INTRODUCTION

Welcome to the world of J.R.R. Tolkien's imagination. If you have enjoyed the books or movies based on his works including *The Hobbit*, *The Lord of the Ring*s, *The Silmarillion*, *Unfinished Tales*, *The Book(s) of Lost Tales*, *The History of Middle-earth*, and other works, and wished you could delve further and enjoy adventuring in those richly created lands, then you will find the Eä RPGS (Role-playing Game System) your gateway to enjoying many more hours and years of fun exploring this vast realm of imagination.

This guidebook is the second half of the Ea Role Playing Game Basic System. The first book, the Players' Guide is only for those who will act as players, and only includes the information necessary for the players to create their characters as quickly as possible to begin game play.. This second book is for the Game Master's eyes only. It includes more technical rules and information necessary for playing the game. The greater share of learning does fall on the shoulders of the Game Master, but it is a very rewarding and worthwhile effort for those willing to take on the added challenge.

WHAT IS A ROLE-PLAYING GAME?

Role-playing gaming (RPGing) is a cooperative, non-competitive, recreational activity summed up as "interactive storytelling". Role playing games (RPGs) are cooperative, improvisational, somewhat structured but free form "interactive stories" that take place in the participants' imagination, usually seated around a table and using paper and pencil to track events, locations, and persons of note.   Typically one of the participants is chosen to act as the referee, known variously as the Game Master (GM), Dungeon Master (DM), Narrator, or other titles. The GM creates or modifies the settings in which the other participants, the Player Characters (PCs), will interact with each other and various Non-Player Characters (NPCs) under the control of the GM. The group of participants then dynamically unfold a series of social interactions and events for an improvisational-theater-like experience, without physically acting out any the activities of their characters.

The participants create on paper imaginary characters in a story run by the GM who acts as writer, director and referee of this imaginary, verbal-only play. The activity is similar to childhood "let's pretend" games, but with some key differences. The players are sitting around a table using their imagination and verbally describing their character's actions to each other, and there are clearly defined rules with the GM acting as moderator and facilitator to keep the game play flowing.

As Game Master, you will want to first read the Players' Guidebook, and sufficiently understand the process for creating a Player Character (PC). After you have worked out those initial mechanics, read this book to understand how create and guide your group through adventures in Middle-earth and beyond...

This book also includes a simple beginning adventure that you can take you group through as your first adventure scenario. Other sample scenarios will be available on the website, and through other communities to help you along the learning path of Game Master. Eventually, you will gain enough experience and expertise to begin creating your own adventures.

THREE VERSIONS OF THE EÄ RPG SYSTEM

One of the most difficult challenges to meet with any role playing game system, but certainly with as richly developed a setting as J.R.R. Tolkien's Middle-earth (and beyond), is fitting the system mechanics to the

audience and the setting. Some participants prefer very minimally detailed rules that are openly and loosely defined and allow for speedy action resolution, others enjoy much more detailed systems, and of course there are many in-between. Though I have no delusions about succeeding in making everyone happy (especially in the Tolkien communities), I hope to offer a single overall system but in variation, that can meet the preferences of the broadest audience of Tolkien role-playing gamers possible.

It is not unusual to offer more than one version of RPG systems. Many systems offer 2 versions of their game, an introductory or "basic" version, and a "full" version. Systems such as D&D 3.5 & 4.0, GURPS, and others have basic/lite/beginner editions to get folks used to the overall idea of role-playing, and then work them up to the more complex complete systems over time. Also, most systems have "optional" rules to modify or extend the core rules, allowing GM's and Players to pick and choose the variants they like best. Finally, most experienced gaming groups have "house rules", these are rules created by the GM (and players) themselves because they found the core and optional rules didn't quite fit the style of their group's game play. Many of these house rules can end up years later as published optional rules, or even included in later revisions of core rules. The *Eä RPG* will of course have such changes over the years (likely published in Other Minds Magazine http://www.omzine.org or elsewhere).

Eä RPGS takes the offering of beginner and standard versions a step further by offering *three* variants of the same overall system. The first version is just a *very* "basic" version of the rules. This allows participants to "get their feet wet" in the shortest time possible, without the significant amount of time investment typical for making characters, and learning a new system. After folks are "hooked" on role playing in Tolkien's universe, then generally they will be more than happy to invest the extra time for a more detailed system so they have more "features", depth, and detail available to enhance their gaming experience. The basic version is usable for several game sessions, but is not designed for any lengthy campaigns, so it will certainly be found to be lacking, even outright flawed, by anyone attempting to stretch it beyond the original design of a few short adventures.

EÄ RPG STANDARD SYSTEM

The second variant of the *Eä RPG* is the "standard" system. This is what most people will be happy to play for many years on end. It *attempts* to provide just the right balance of detail, speed, and "playability". The *Eä RPG Standard System (Eä RPGSS)* takes more time to create a character and longer to learn the nuances of the rules than the basic system, but allows for a broader and deeper offering of ideas, rules, and options that increase the depth of experience from role-playing. Characters created with the standard system can adventure in campaigns spanning many years (or decades).

EÄ RPG ADVANCED SYSTEM

Finally, the third variant is the "advanced" system. The *Eä RPG Advanced System (Eä RPGAS)* is for those gamers who really enjoy a high level of detail in their RPG systems, enjoy "number crunching", lots of rolls, and plenty of tables to reference. This has a more detailed character development and combat system, more complex magic system, healing, and nearly every mechanical aspect of the system is more involved, adding additional dice rolls, math calculations, chart look-ups, etc. This is certainly not for everyone, but there are definitely those gamers out there who love getting into the nitty-gritty of a detailed system. For those who like the extra detail and complexity, this system variant is for you. Of course, those playing the standard system are welcomed (and many will likely do so) to adopt portions of the advanced system into the standard rules to tweak the parts they prefer to enhance. Every effort is made while developing the standard and advanced systems to make it as easy as possible to "plug in" portions of the advanced rules into the standard rules whenever possible.

UPGRADING CHARACTERS FROM THE EÄ RPG BASIC SYSTEM

Characters created using the *Eä RPG Basic System* (Eä RPGBS)will not be able to easily "upgrade" to the *Eä RPG Standard System* (Eä RPGSS) or *Eä RPG Advanced System* (Eä RPGAS). Though it is certainly possible to loosely "convert" a favorite character from the basic to standard system, the conversion will not be exact by any means. Conversion from standard to advanced on the other hand will not be too difficult.

Eä RPG Basic System Overview

The *Eä RPG Basic System* uses a single six sided die. This is to make it as simple as possible for someone to get playing right away without having to find any specialized dice. Most homes have six sided dice from board games and other resources. The *Eä RPG Basic System* is geared for beginner players, and is not intended for lengthy campaigns so does not include many important features of a Role Playing Game system designed for lengthy use. After completing one or two full adventures, most players and GM's (Game Masters) will want to begin using the *Eä RPGS Standard System* and maybe even eventually work up to the *Eä RPGS Advanced System*.

The *Eä RPGS Basic System* uses 1d6 (one six sided die) for all rolls, using a rating scale of 1-10 to express difficulty in accomplishing tasks. The system does not have "classes" ("professions"), and does not have "skills", instead only using the appropriate attributes for any given task. The *Eä RPGS Basic System a*voids using tables and charts as much as possible for action resolution, and uses very simple math. There are only four attributes to define a character. In the interest of starting with the "bare bones" needed for beginning role players, here are also no rules for character development over time, nor any rules for player characters to be "spell casters".

Find more "Tolkienesque" terms for these chapter titles.....

Skills

The basic version of the Eä RPGS does not use any skills. Any time a character needs to attempt to overcome a challenge, they simply use the appropriate attribute and a 1d6 roll to see if they succeed at the task. The GM determines how difficult a task is to overcome based on a rating between 1 to 10, with 10 the most difficult.

This section does provide a brief list of different activities that might be attempted, and the appropriate attribute(s) to combine with that roll to determine success or failure at the attempted activity.

The standard systems has a moderate skills system. The advanced system has an extremely detailed and lengthy list of skills, including gradients of success or failure, rather than just simple succeed/fail results.

Where multiple attributes are listed, select the character's highest attribute to use.

TODO: Add examples using Hroa and Fea too.

List of activities and related attribute(s) to use and suggested difficulty ratings:

Activity	Attribute(s)	Difficulty example	Notes
Jumping over a 2' wide puddle	Agility	2	
Jumping over a 3' stream	Agility	5	
Jumping across a 5' ravine	Agility	7	
Jumping across a 15' chasm wearing chain mail armor	Agility	10	
Reading a sign in native language	Intellect	1	The basic system assumes all PC's are fairly literate at least in their own language.
Reading a "wanted" poster	Intellect	2	
Accurately reading and using a map in native language	Intellect	4	
Reading a tome of history (native language)	Intellect	5	

Reading a tome in ancient version of native language	Intellect	7	
Reading an ancient tome of forgotten lore in only slightly related language.	Intellect	8	
Reading an ancient tome of forgotten lore in a completely alien language.	Intellect	10	

EQUIPMENT

The equipment list is the same for all three versions of the Eä RPG System. Only the detail included on for each item and tracked on the character sheet varies in detail.

Every PC begins with a little bit of money and some basic necessities as listed in the Players Guidebook.. The GM also determines if the characters have an opportunity to purchase additional equipment beyond the basics, depending on the character"s background story and the campaign.

For example Bilbo left his comfy hobbit hole very unprepared for such a lengthy journey and the rough climates he would encounter. Fortunately Gandalf and the dwarves provided him with the necessities he needed to survive the journey, but Bilbo did NOT get to stop at the local mercantile first to stock up on equipment and gear.
If the GM allows the PC's to prepare for an adventure, then they may spend some amount of their beginning money to purchase supplies and equipment from the equipment list. The GM may also automatically provide some additional equipment (weapons, armor, food, etc.) to help the PC's get a better start depending on the campaign situation.

EQUIPMENT LIST

There are many different areas that fit under the category of "equipment" from weapons and armor, clothing, food supplies, rope, and beasts to herbs and exotic items from afar. The following lists are not meant to be all inclusive (leave that for the Ea RPG Advanced System) but should be a useful guide to GM's and players alike on the approximate costs of different items. The GM can change availability and pricing as desired to fit the campaign most effectively.
The GM may opt to provide, either before beginning the campaign, or through roleplay within the campaign, additional equipment to the characters as deemed necessary.
An example from Tolkien's works would be in The Hobbit. Bilbo did not begin his adventure stocked, and ready to go as a warrior bristling with weapons and bearing armor and all the gear necessary for a long travel, instead Bilbo
"found himself outside, without a hat, a walking-stick, or any money, or anything that he usually took when he went out;" -The Hobbit
Fortunately for Bilibo though, The Dwarves and Gandalf (Deus Ex Machina) provided some of the necessities for him, including:
"a very small pony, apparently for Bilbo.", "a dark-green hood (a little weather-stained) and a dark-green cloak

borrowed from Dwalin. They were too large for him, and he looked rather comic." -The Hobbit.

Gandalf caught up and brought additionally for Bilbo: "a lot of pocket-handkerchiefs, and Bilbo's pipe and tobacco." Additionally the contract provided covering Bilbo's traveling expenses.

Some GM's and player may prefer to have all of their character's equipment predefined and ready to go before game play, but others might choose the above example as an approach to gathering the needed equipment during the course of play, and can be done so in a fun and productive fashion. Which approach you take is between the players and GM.

At some point, the characters may need to purchase or trade for additional equipment. The following lists attempt to provide a basic summary of those items most commonly needed. A more detailed list is found in the Ea RPG Standard Rules. If a GM wishes, the equipment list from the Standard Rules could be used in lieu of these basic lists.

Clothing & Personal Items

Item Price Notes

Item	Price	Notes
Boots		
Cloak		
Coat		
Pants		
Shirt		
Surcoat		
Backpack		
Bandage		
Bedroll		
Belt pouch		
Cooking pot		
Fire-starting bow		
Flint & Steel		
Backpack		
Lantern (hooded)		
Lantern (bullseye)		
Oil flask		
Pegs (10 wood)		
Pitons (10 iron)		
Rope (50' regular)		
Rope (50' high quality)		
Sack (small 10 lb capacity 1 cubic foot)		
Sack (large 50 lb capacity or 3 cubic feet)		
Tobacco Pipe		

Item		
Tarp (5'x8')		
Tent		
Torch		
Water/wine skin (2 pint capacity)		

FOOD & DRINK

Item	Price	Notes
Beer/Ale		
Brandy		
Cider		
Mead		
Wine		
Normal rations 1 week unpreserved		
Trail rations 1 week, preserved		
Greatbread ??? 1 week		
Waybread ??? 1 month		
Tobacco, average 1 ounce		
Tobacco, high quality (South Farthing?) 1 ounce		

ROOM & BOARD

Item	Price	Notes
Meal, Light		
Meal, Medium		
Meal, Heavy		
Lodging, poor, communal		
Lodging, poor, private		
Lodging, average, communal		
Lodging, averaage, private		
Lodging, quality, private		
Stable		

Weapons

Item	Price	Notes
Arrows (12)		
Battle-axe		
Bola		
Bolts, Crossbow (20)		
Bow, short		
Bow, long		
Bow, composite ???		
Caltrops		
Broadsword		
Club		
Crossbow (hand)		
Crossbow (light)		
Crossbow (heavy)		
Crossbow / Balista (siege weapon)		
Dagger		
Flail (footman's)		
Flail (horseman's)		
Halberd		
Handaxe		
Javelin		
Knife (hunting)		
Mace		
Morning Star		
Mounted Lance		
Net (combat, not fishing)		
Quarterstaff		
Quiver (arrows capacity 12)		
Quiver (crossbow bolts capacity 20)		
Scabbard (sword, dagger, or similar)		
Scimitar		
Short Sword		
Sling		
Sling bullets/stones (30)		
Spear		
Two-handed Sword		
War Hammer		
War Mattock		
Whip		
Weapons Belt		

PROTECTIVE GEAR (ARMOR & SHIELDS)

Item	Price	Notes
Leather helm		
Leather hauberk		
Leather arm greaves		
Leather leg greaves		
Leather bracer		
Studded/Rigid leather hauberk		
Metal helm (partial)		
Metal helm (full)		
Chain mail, hauberk		
Chain mail, full suit		
Metal Breastplate (only)		
Metal arm greaves (chain mail)		
Metal leg greaves (chain mail)		
Metal bracer		
Shield, small, wooden, buckler		
Shield, small, steel, buckler		
Shield, medium, wooden		
Shield, medium, metal		
Shield, large, wooden, wall		
Shield, large, metal, wall		
Rigid leather codpiece		
Metal codpiece		
Rigid leather gloves/guantlets		
Chainmail gloves/guantlets		

PROFESSIONAL TOOLS

Item	Price	Notes

TRANSPORT

Item	Price	Notes

MISCELLANEOUS

Item	Price	Notes

herbs, medicines, & poisons

This is based on the MERP herbs list, but will be detailed even more from the Hands of the Healer module, when listed in the Standard/Advanced rules.

Maybe leave the whole herbs thing out of the basic system, keep it in the standard system instead?

Or maybe keep the herbs, only in the GM Guide, because it adds some richness to the setting, and since none of the PC's can be spellcasters or "healers", these herbs could literally be lifesavers for the players.

Category/Name	Form	Preparation	Market Value	Effect	Notes
Bone Repair					
Arfandas	Stem	applied			Verified?
Bursthelas	Stalk	brewed			Verified?
Edram	Moss	Ingested			Verified?
Burn & Exposure Relief					
Aloe	Leaf	Applied			
Culkas	Leaf	Appllied			

character growth

By design, there is no mechanism for character advancement included in the *Eä RPG Basic System*. This means no method to increase skills (there aren't any separate "skills" in the basic system), increase stats (though certainly magic items, herbs, and other devices may increase the PC's attributes during game play),

class/profession development (there is no "class" or "profession" per se in the basic system), or otherwise "improve" the statistical information of the character.

Characters can accumulate wealth, reputation, equipment, and other tangible assets, but they remain basically "flat" in their development of attributes and other abilities. In the standard and advanced system however, there are extensive rules for character development. Again, the goal with the Ea RPG Basic System is to help introduce players (and GM's) to the bare minimum needed for a classical paper and dice role playing game experience, for a few sessions, then if they enjoy it enough, they can learn the standard system now that they have the minimum basics under their belt. This should also make jumping into the standard system less overwhelming for new players, once they have played with the basic system for a few sessions.

<mark>Maybe put these optional rules in the GM handbook? No point cluttering Player handbook with all these "options"?</mark>

Character Growth (optional rules)

If for some reason the GM and players decide to stay with the Basic system, and do not feel the Standard system is their "cup of tea", here is some guidance to advance characters in the basic system. Keep in mind that over time there could be some "balance" issues.

Option 1 – Attribute increases

The basic system generally does not keep track of skills outside of just trying different tasks with the various Attributes. The GM could use the "chit" method, where each time a character succeeds with an Attribute check, they ad a mark next to that attribute. When the character has succeed a set number of times, that attribute is increased slightly. For example, for every 10 "successes" it might increase the state by $1/10^{th}$. Eventually, after this happens 10 times, they would have a full attribute increase of 1 point.

Option 2 – Skill development

Option 1 over time will certainly become "out of balance" as the character's attributes all begin to "max out" at 10, becoming less and less challenging. A more involved alternative, that would keep better balance, would be to integrate just the skills option from the Standard Rules, but slimmed down to just use the categories (rather than all the subsets that get so detailed). Then the GM/Player can use the "chit" method by the skill category, and slowly increase that, rather than the attribute. This would slow down the imbalance issue considerably, though again, given enough time, eventually the characters would become 10's in each skill category, but this would take longer.

Health and Injury

A character begins the game in peak health with no injury or illness. The health status of a character is determined by his/her "Health" points on the character sheet. The character begins with a Health rating equal to their Hroa plus their Fea.

When a character's Health drops to 0, they pass out. When their Health drops below the negative of their total maximum possible health, the character dies.

Example:
Hrongar the Bold has a Hroa of 5 and a Fea of 3 for a total Health of 8.
Hrongar would fall unconscious if an injury caused his Health to drop to 0 or lower.
Hrongar would be dead if his Health dropped below -8.

TIME

REAL TIME

GAME TIME

SENSE OF TIME

COMBAT TIME

ACTION SEQUENCE

Resolving Actions

The approach a game system and GM's take for action and combat resolution can sometimes make or break a game campaign. Sometimes the game system may be very well designed and well balanced between level of details and speed of play, but the GM's lack of experience or mis-implementation of those rules may be lacking and the game play suffers. Other times, the system may be less than ideally balanced to fit the group's style of play, but the GM's abilities compensate for any issues lacking with the system, and everyone is able to enjoy the game play *in spite* of the rules' shortcomings.

Non-Combat Actions

Any action not typically used in a combat situation, say jumping, running, climbing, smithing, etc, is a non-combat action. Though many of these actions could be used in a combat situation, that is not necessarily their primary function. Action resolution in many game systems is pretty standardized these days. There is typically some level of difficulty to overcome using a combination of a dice roll (chance/luck), and some ability or skill of the character's added to that roll to attempt to "beat" the difficulty rating. This is often listed as a "Difficulty Check", "Challenge Rating", or similar term. For the Ea RPG System, we call it a _____ (use a Tolkienish name for overcoming a challenge)....

Dice Required

All actions needing tests for success or failure in the basic version, use a single six sided die.

Jumping and Falling

Combat

For the Ea RPG Basic System, combat is extremely simplified compared to the standard and advanced versions. The attack just determines if a hit was successful, and how much overall damage. "Hit points" are based solely on "Hroa" attribute.

The GM simply sets the level of difficulty for a target to be hit, and then the attacker rolls to see if they can equal or exceed that number. This difficulty number is usually based on the target's Agility attribute. If the target has an Agility Attribute of 5, then the attacker needs to roll a combined score of 5 or more for a successful hit.

In the Basic system, obviously combat details are kept to a minimum from a game system perspective. The GM and players can use their imaginations and fill in as much details as they want based on the very simple mechanics that basically just determine a success or failure in action attempt, and the severity of that action.

Combat is typically resolved in "rounds". A round I is typically the time it takes for an attacker to attack, and the attacked to take a reactive action such as attacking back or fleeing.

INITIATIVE

(find better Tolkien-ish name?)

In the Basic version of Ea RPGS it is the person with the highest Agility that takes action first. If there are any characters or creatures that have the same Agility number, then those who are tied will roll 1d6, to determine who goes before the other. The highest rolls going first, and lowest rolls last. If the roll is a tie, simply re-roll until the tie is broken.

MELEE COMBAT HIT DETERMINATION

In the Basic Version of Ea RPGS, determining if you hit a target in combat is generally the same as any other action. As with other actions, there is a challenge number to meet or beat to determine a successful hit. The difficulty to hit in combat is determined by the target's Agility Attribute, and the attacker's Body Attribute plus 1d6. If armor is worn, it "absorbs" some damage.

For example:

Hrongar the Bold weilds an axe to attack the goblin.
The goblin has an Agility of 3 and wears leather armor, and has a Hroa of 3 (so a health of 3).
Hrongar has a Hroa of 5 and wears no armor.
Hrongar has an Agility of 6, so when the orc attacks it will need a total of 6 or higher to successfully hit Hrongar.
Since the orc only has an Agility of 3, Hrongar only needs to roll a 3 or higher to successfully hit the orc.

Hrongar swings his axe at the orc (rolls 1d6 for a rolled result of 4 adding that to his Hroa of 5 for a total of 9) and hits.
Hrongar rolls 1d6 (for damage) for a result of 3. The orc is wearing leather armor, so 1 point is deducted from the damage of 3, and so the orc receives 2 hit points of damage reducing his health by 2 points, leaving only 1 health point left for the orc.
The orc now enraged, attacks Hrongar with his spear, attempting to impale him.
The orc attacks (GM rolls 1d6 for a rolled result of 2, adding that to his Hroa of 3 for a total result of 5) but narrowly misses Hrongar.
Hrongar swings back with his ax (rolls a 1, added to his hroa of 5 for a total of 6 and successfully hits the orc again (pretty much impossible for Hrongar to miss)), Hrongar rolls 1d6 for a result of 4. The orc's armor absorbs 1 point of damage, but the orc still takes 3.

Alternative Damage Rule - Hit Difference Calculation

If the defendant is successfully struck, the defendant received an injury equal to the difference between attack target number and the actual total attack roll. If the attack roll total is equal to the attack target number, for a difference of zero, then the attack successfully hit, but was only a glancing blow and did not cause any significant damage other than damaging armor, clothing, etc. and some minor pain to the defendant. Damage is subtracted from the defendant's Hröa.

Should playtest to see which option works better. And make any tweaks to either/both for better play balance and fun.

Attack Procedure

1. Attacker declares intent to attack a target, and what will be used to attack with.

2. If the Defendant is aware of the attacker, the defendant declares any intent to take any defensive actions to reduce the attackers chance of success. This is not an option is the defendant is attacked unaware.

3. Attacker rolls 1d6 attack die and adds that to the attackers Hröa.

4. If Defender is actively defending, then the defendant rolls, which will raise the defendant's defense total that the attacker must meet or exceed.

5. If the total modified attack roll is equal to or exceeds the defendants Agility (or Agility plus Hröa plus 1d6 if actively defending), the attack was a successful strike. If the total attack roll is below the success number, then the attack missed.

6. If a successful hit, the defendant loses hit points equal to the difference between the attack number and the defense number. If the difference is zero, the strike was only a glancing blow for no actual damage (except to clothing and/or equipment and some discomfort to the character).

Example:
Defender has Agility of 7, this means the attacker needs to have a combined attack roll of 7 or higher to actually hit the defender.
The attacker has a Hroa of 5, and rolls 1d6 with a roll of 3 for a total of 8. This means a successful hit!

Example:
Defendant Agility 8
Attacker Hröa 4 and 1d6 roll result of 4 for a total attack roll of 8.
Attacker needed to roll an 8 or better to successfully hit.
Attacker successfully hit the defendant, but does 0 damage.

Example:
Defendant Agility 5
Attacker Hröa 5 and 1d6 roll result of 2 for a total of 7.
Attacker needed a 5 or better to successfully hit.
Attacker successfully strikes defendant for 2 points damage (5 – 7 = 2).
The defendant subtracts 2 from his/her Hröa points.

OPTIONAL RULES – CONTESTED ROLL - DEFEND/PARRY

The Basic rules of the Ea RPGS are meant to be kept as simple as possible, and with as few "optional" rules as possible (of course any GM is free to customize to their heart's content), however, one common addition that many may wish is the option to defend themselves against an attack. This is done by "using up" the defender's attack roll as a parry or other defensive action to try to make it more difficult for the defender to be hit by the attacker. This is done by using the defender's Hroa and 1d6 roll to add to the defender's Agility total to make them potentially much more difficult to hit. However, the defender will have to remain on the defensive, because they will give up the option to counter-attack by using this defensive improvement. If the defendant has a weapon capable of parrying, then the defendant can declare this as a parry style action. If the defendant is unarmed, then the defender can declare a more evasive action such as dodging or leaping aside at the last moment. However, the action can NOT be any kind of attack.

Example:
Attacker has Hröa of 7.
Defender has Agility of 4 and Hröa of 5.
Defender informs GM that defender is going to use up what would have been defender's counter-attack to instead attempt to parry the attacker's blow. This MUST be declared BEFORE the defender knows the result of the attacker's roll.
Before the defender's attempt at parrying, the attacker needed only a 4 or higher to successfully hit the defendant. However, the defendant combines the Agility of 4 with Hroa of 5 for a total of 9, PLUS adds the roll of 1d6 rolled as a 3 for a total of 12. Now the attacker needs to have a total attack roll of 12 or higher to actually injure the defender. This is not impossible, with a Hroa of 7, the attacker needs to roll a 5 or 6 to still succeed in injuring the defender.

Morwinsky Map of entire world of Arda with square around Middle-earth area... then map zoomed into Middle-earth area.

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