Eä RPG
basic system

Role-Playing Gaming

in

J.R.R.
Tolkien's

Middle-earth

and Beyond...

www.earpg.com

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CONTENTS SUMMARY

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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?

PLAYERS' GUIDE

1   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 Rings*, *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.

1.1   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.

1.1.1 A BRIEF EXAMPLE OF A ROLE-PLAYING SESSION.

The GM and the players meet in a comfortable setting around a table. The GM and players have created "character sheets" with information about the various "characters" they will be using. The Game Master typically provides some background story, and then some opportunity for choice and action declarations by the players. Here is an example of a what a Game Master might describe to the players as a short "scene":

"You and your friends have just walked into the courtyard of an ancient building. The courtyard is approximately forty feet square. The walls, built of a tan colored stone material apparently indigenous to the area, appear to be constructed in alignment with the four points of the compass.

They are about thirty feet high. You entered from an opening in the south wall. You see the north wall has some stairs going up, and the east wall on your right has what appears to be a solid metal door hanging open on rusted hinges. The walls are crumbling in places, and much is overgrown with ivy and weeds. In the center is a large fountain about fifteen feet high in what appears to be the form of a series of three flower-like terraces. Surprisingly, the fountain is currently spouting clear and cool looking water on this hot, dry, dusty day. Looking at the water, you are more acutely aware of how dry you mouths are after the long day's hike to arrive here, with no water previously in sight.

The wind is beginning to pick up as a storm from the south, with lightning and dark clouds gathering, quickly approaches. It is getting cooler and windier by the minute...

What do you do?"

At this point, those players each take turns verbally describing to the GM and the other players what actions they take. Some will have mundane actions and results, other action attempts could have surprising consequences.

Dice are frequently used to simulate the random events that can occur in life, and make it unknown in advance, even to the GM, what exactly will happen next. For example, someone may decide to climb the stairs, where there are some loose steps, and depending on how agile the player's made-up "character" is, with a roll of the dice, that character may leap to the top unscathed, or may have a bit of a fall to deal with. Of course, there also could be trouble in the form of "ill-intentioned bandits" lurking behind the entrance of the door....

1.2 how is the eä rpg system different from other role-playing game systems?

Many game systems are designed for "generic" campaign locations, intentionally leaving the rules open and broad so that the system can be used in a very wide variety of settings. Some systems focus on a specific genre such as Fantasy "sword and sorcery", science fiction, etc, but without being limited to a specific "world" or campaign setting. Still others focus on specific campaign/universe settings such as Star Trek, Star Wars, King Arthur-ian, Call of Cthulu (Horror), Wheel of Time (Fantasy), etc. Eä RPGS fits into the last category, a system designed specifically to fit into a Tolkien-based campaign setting, with rules that attempt to enhance that experience.

There have been other attempts at game systems adapted to J.R.R. Tolkien's Middle-earth since the mid 1970's. The original Dungeons & Dragons was originally heavily based on Tolkien's setting, but also fit any other setting desired. In each case of the commercial Tolkien-based role playing game systems, the commercial ventures were actually just modified versions of their more generic systems roughly adapted to fit into the Tolkien setting. This has ended up a bit like pounding a square peg into a round hole. You *can* make it fit with enough pounding, but it leaves something to be desired in the fit.

Ea RPG is designed every step of the way as an attempt to enhance the experience of role playing specifically in J.R.R. Tolkien's imaginary universe in which Middle-earth geographically is but a small (though significant) piece. Every attempt is made to develop the mechanics to improve the "suspension of disbelief" and enhance the Tolkien-ish feel many experience from reading the books. The system is available in three versions to attempt to cover the gamut of gamers and their tastes.

The *Eä RPG* is NOT based on any of the movies' interpretations of Tolkien's works, only his written works published while J.R.R. Tolkien lived, and posthumously by Christopher Tolkien. Every attempt is made to follow these resources in as consistent a manner as possible, though this often presents challenges in some of the many contradictions between different versions of Tolkien's works, though generally it is not an issue in helping to enhance the "feeling" of playing in Middle-earth and the surrounding areas. In areas where "Tolkien canon" (a heavily argued topic unto itself in the Tolkien community) directly conflicts, efforts will be made to offer a "default" approach, but also include an "optional" approach to the same topic (usually in the *Eä RPG Advanced System*) for GM's and players who do not prefer the "default" primary approach.

2   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 a 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".

2.1   NO "SPELL CASTERS" FOR PCS

PCs (Player Characters) in the basic system will not be "spell casters". Magic in Middle-earth in the basic system is very abstract and generally not "implemented" by the Player Characters. Generally manifestations of "magic" in Middle-earth will be seen as natural/supernatural manifestations,

exhibited by NPCs (Non-Player Characters), or "embedded" in items such as runes, swords, armor, buildings, special locations, herbs, wildlife, weather, etc. Since Magic in Middle-earth is both subtly simple and terribly complex in its ramifications for use, magic rules do not not fit well into such a basic system intended for beginning players. If a player really wishes to "use magic", then generally that person should be steered towards learning the Standard or Advanced versions of the Eä RPG after they have "learned the basics" with the basic version first, sans magic user type player character.

The topic of magic in Middle-earth is extremely complex, and can not (arguably) be appropriately addressed without adding significant complexity to the system. If the players really wish to be spell caster type characters, then the GM should review the rules for "Magic in Middle-earth" from the *Eä RPG Standard System* and may attempt to integrate those rules as best as possible. However, if all the game participants (including the GM) are new to role playing, it is best to avoid the topic as best as possible, and introduce it slowly as they migrate to the standard system.

<mark>Find more "Tolkienesque" terms for these chapter titles.....</mark>

3   Character Creation

For those new to role playing gaming, and maybe those with a little shorter attention span, in the interest of getting you started playing your first character as quickly as possible (and if you are a new Game Master, preparing your first adventure scenario as quickly as possible), the basic system makes the rules as simple as possible to get you started creating your first basic character right away, so that you and your friends can enjoy the fun by just following these step by step instructions for character creation.

For more experienced role playing gamers, and those with a little more patience, you my wish to go ahead and read the other sections that provide more background information in preparing a little more detailed character. Remember, this books describes the *Eä RPG **Basic** System,* whereas the *Eä RPG **Standard** System* and the *Eä RPG **Advanced** System* have far more options for significantly more detail.

3.1   Overview

The steps for creating a character using the *Eä RPG Basic System* are:
1. Choose creation method: *Self-determination or Song of Arda.*
2. Generate/Allocate *Attribute values: Hröa, Agility, Intellect, and Fëa*.
3. Calculate Health
4. Roll/Select race: *Dwarf, Elf, Hobbit, or Human.*
5. Roll or select *Character Path*
6. Fill out physical description, homeland, and other details
7. Get campaign information from Gamemaster (Ea Age, year, etc.
8. Write background story (with approval from Game Master).
9. Purchase equipment, weapons, armor, food, etc.
10. Begin playing!

3.2　Choose Song of Arda or Self-determination

The first decision you need to make is the approach to creation, Self-determination (points allocation) or Song of Arda (fate/roll-the-dice generation).

As a fan of J.R.R. Tolkien and his works, you may already have an idea of the type of character you wish to play. Players with more experience from other RPG systems may have very detailed ideas of the character they wish to create. If this description fits you, then choose the "Self-determination" method of character creation.

If you are not that familiar with Tolkien, Role-playing games in general, or do not have any, or only have a vague idea of what you would like to play, then maybe let the Song of Arda (fate, aka dice rolling) help you develop your character.

The *Eä RPG Basic System* is designed to help you create as quickly as possible, so that you can begin playing right away. A typical character creation process should only take about 15-30 minutes to be ready for play (assuming you do not just use a pre-generated character provided to you by your game master).

The basic system is exactly that, basic. Every attempt is made to make character generation very simple and quick, at the expense of added detail in fleshing out the character in game statistic terms. Instead of many attribute scores, the basic version uses only 4. Instead of a long list of skills trying to cover every conceivable action or skill imaginable, one just uses these 4 attributes in conjunction with a die roll, to determine success or failure (when needed) for certain challenges or even for combat.

3.3　Attributes

Your character has certain attributes that provide a high level of detail about his/her features and abilities. Concepts such as physique, intellect, etc. with the self-determination approach, you are provided with a set number of "points" used as a representation of your character's attributes.

Find best Tolkienesque names for these:

For the basic system there are 4 basic attributes (there are far more in the standard & advanced versions). The 4 attributes are:

Hröa (body)
The physical body and a rough measure of the character's hardiness and strength and how well the character can resist disease, injury, and death.

Agility (Better Tolkienish name?)

The nimbleness and manual dexterity of the character. How well the character can balance on a narrow ledge, or dodge to avoid being hit.

Intellect (<mark>Better Tolkienish name?</mark>)

The characters intellectual prowess. How quickly the character can learn and recall information, and solve complex analytical problems.

Fëa (spirit)

The non-physical aspect that makes up the person's "being". Represents how in tune the character is with the Song of Arda, and general intuition.

Each attribute is ranked on a scale of 1 to 10. 1 being the lowest or "weakest", 10 being the highest or "strongest", and 5 considered "average".

3.3.1 SELF-DETERMINATION METHOD [POINTS]

Sketching an Outline (story trumps system,) - Character Development Points

The self-determination approach uses a point system for creating your character, rather than rolling dice for random results. This gives you more control over the creation process of your character.

When using the self-determination method of character generation, you being with a character that is "average" in all attributes. This means all four attributes; Hröa, Agility, Intellect, and Fëa each begin at a 5. You will now want to adjust those attributes to better fit the strengths and weaknesses of how you see your character being. You are provided with 4 "attribute points" to add to any of the attributes that you wish. You may add all 5 points to one attribute to raise it as high as 9, and leave the rest at 5, or you may distribute the 5 points across the attributes as you wish.

While the average PC stats are around 5+, most "regular" characters (Non Player Characters – NPCs), that PC's meet will average more around 2-3 for each of their Attributes. PC's begin with higher than average attributes.

Additionally, you may subtract points from the existing base of 5, and allocate those points to another attribute instead. During this initial character generation, and using the basic system, you may ***not*** allocate points that would raise any of your attributes higher than 9, nor subtract from any attribute so much that it falls below 2.

3.3.2 SONG OF ARDA METHOD [ROLLS]

Fate decides – Dice rolling method

If you don't really know, or If you only have a general sense, of what kind of character you wish to play, then using the Song of Arda creation approach might be the path you want to take for generating your character. This method uses dice instead of points allocation to randomly create the aspects of your character. You still get to make many choices along the path, but "fate" will be much more a determining factor.

Instead of using points to adjust the attributes, this method has the player roll dice to determine what the scores are for each attribute. A beginning character using the Dice roll method of character generation begins with all attributes beginning at 2.

Example:

Hröa	2
Agility	2
Intellect	2
Fëa	2

The player will then roll 1d6 (one six sided die) four times, writing the result of each roll, in order, on a piece of scratch paper.

Roll example:
1
6
2
4

Now the player adds each roll to the base attribute score, and this is now the total attribute to write on the character sheet. The GM may offer to let the player assign the rolls to attributes as they wish, but generally, using this Song of Arda (fate) approach, one should just accept "fate" and allocate the rolls in order.

Example:

Hröa	3	(2 +1 = 3)
Agility	8	(2 +6 = 8)
Intellect	4	(2 +2 = 4)
Fëa	6	(2 +4 = 6)

4   RACE/CULTURE

One of the major defining characteristics of Tolkien's Middle-earth (and beyond) is the richly developed races and cultures described in his works. Though there are only a handful of "Free Peoples" as distinctive "races", there are many cultural differences within those races.

The Ea Basic RPGS only defines the "races", and leaves the subdivision of "cultures" for the Standard and Advanced versions of the Ea RPGS for simplicity sake. The races are:

- Dwarf
- Elf
- Hobbit
- Human

Though there are many other races and cultures available in Tolkien's world for players to encounter as non-player characters, as an introductory system, just these 4 races are available to player characters.

4.1   SELECT OR ROLL RACE

If you are using self-determination approach simply select which race you prefer your character to be. If you are using the Song of Arda "fate" approach, then simply roll your die to determine which race your character is:

Die Roll (1d6)	Result
1	Dwarf
2	Hobbit
3-5	Man
6	Elf

If you wish to choose from the much broader list of races/cultures, feel free to do so using the Ea Standard RPGS rules.

4.2 DWARVES

Picture of Dwarf/dwarves

The Dwarves are descendants of the Seven Fathers, the original lords crafted from the earth by the Vala Aule. He is the Smith of the Valar, the giver of mountains and master of crafts, and the Dwarves call him Mahal (Kh. "Maker"). They were created first, but Eru forced his servant Aule to delay their awakening until after the coming of Elves and Men. Following their birth, the Seven Kings formed tibes based on their lines and separated. Although these Seven Tribes have since spread across Middle-earth, they have remained close and spawned a universal reputation for ruggedness, practicality, and unwavering loyalty. Most groups favor the rocky highlands and deep caverns of the mountains, for the Dwarves, perhaps more than any race, remember their origin and heritage.

Dwarves tend to be short, stock, strong, with exceptionally strong limbs. They have tremendouns endurance and can carry great burdens over long distances with little rest. Males average 4' 9" and 150 pounds, while females average 4'5" and 135 pounds. Hair color tends to be black, red, or dark brown, and grow long beards. They usually have a fair to ruddy complexion. Dwarves usually live around 200-400 years.

Because of their extensive underground life, Dwarves can see exceptionally well in dim light, though they cannot see in total darkness.

4.3   Elves

Picture of Elf/Elves

The Eldar (first born) were the first to awaken and venture into Middle-earth. They are a graceful and noble race of immortal beings who resemble Men, but "shine" with an inner glow (grace) which betrays the spirit of unique thoughts and gifts. No race has been blessed more, or cursed so much, by the Hand of Fate.

Though basically similar to mortal Men, Elves have several important, if subtle differences. As a race they are taller than humans (except the Numenoreans?)

4.4　HOBBITS

Picture of Hobbit/Hobbits

Hobbits are a diminutive folk, standing a little less than four feet on average. Hobbit men tend towards a robust build; Hobbit women are more often than not curvaceous. Their complexions are similar to those of the Eriadoran Men who live outside the Shire, with tanned faces and hair ranging from dark blonde to black. Hobbits are generally cheerful; though often wary of 'big folk' they aren't familiar with. On the whole, Hobbits are perhaps the most peacefully ignorant People within the bounds of Middle-Earth, easy to cheer and with little understanding of the dangerous world outside the borders of the Shire.

4.5   MEN

Picture of various different types of Men/Women

Men were the Secondborn, and first arose in Utter East during the First Age. There, in a land called Hildórien, they awoke to find a wild continent, and it was some time before they firs encountered the Firstborn (the Elves). The Eldar (Elves) gave men the name of Hildor (E. "Followers"), although they are now more commonly called Atani (Quenya) or Edain (Sindarin) which both mean "Second People".

　　Men differ from the Elves in many ways, the least subtle of which is their "Gift of Death". Men are mortal and live their brief lives with a fire and passion unlike any other race. They are also more varied in nature and often flawed and vulnerable. Unlike the Firstborn, they are quite susceptible to disease and temperature extremes. In the First, Second, and Third Ages, however, they rarely weary of life.

5 CHARACTER PATH (PROFESSIONS/CLASSES)

Picture of a 4-way crossroad here.

There are many paths to choose from as one travels through life. There are many branches in these paths. One can always choose another path when the opportunity presents itself, or remain on the one path they have been given.

In the basic system, a player can roll or choose any path/profession/class they like from what would exist in a normal European-like setting spanning around 400 A.D. To around 1200 A.D. No "spell casters" are allowed, but there could certainly be those knowledgeable about herbs and healing, or history and lore. However, in the basic system this doesn't really change any of the character's statistics, only how the player will shape and play the character based on choices from equipment, back story, and motivations, throughout the course of adventures. To keep the Ea RPG Basic System as simple as possible, professions/classes are not fully defined. There are approximate categories, with some examples of more specific titles. If you choose the "Song of Arda" approach to character creation, you simply roll from the list presented. If you are using the self determination character generation method, then simply choose from the list, or make one up for approval by your Game Master.

Your character can choose at any time to follow other paths as opportunities or whims present of course. Initially however, all character begin with only one Character Path.

5.1 CHARACTER PATH LIST

This section does provide a lengthy list of possible paths (professions/classes) that the players can pick from, or the players can make up what they want (with GM's approval of course) withing the confines of appropriate for a Middle-earth setting.

<mark>Is this path list is too lengthy for basic version? Should I trim and simplify, and put the more detailed version in the Standard Rules?</mark>

Character Path Categories

Category	Title	Category	Title	Category	Title
Arts & Entertainment		*Lore*		*Nautical*	
	Acrobat Artist Minstrel Painter Playwright Sculptor Storyteller		Apothecarist ? Astrologer ?? Barrister ??? Cartographer Fortune-Teller Herbalist Interpreter / Linquist Scribe Physician		Captain (ship) Navigator Sailor Shipwright
Craftsman		*Merchant*		*Noble circles*	
	Architect Baker Bookbinder Bowyer Brewer Candlemaker Cartwright Clothier Cook Dyer Engineer Engraver Glassblower Jeweler Lampwrights Leatherworker Potter Shoemaker Stonecarver Weaver Wheelwright		Fishmonger Grain Innkeeper Moneychanger Meats Moneylender		Courtier Nobility Royalty Diplomat Herald Jester Politician Spy
Laborer		*Military*		*Outlaw*	
	Animal Handler Bricklayer Carpenter Farmer Fisherman Forester Furrier Gardener Gravedigger Hunter Messenger Miner Peddler Rancher (quasi) Rat Catcher Woodsman/Lumberjack Servant		Guard (city watch) Officer Soldier		Bandit Deserter Ruffian

6   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.

The Game Master does have information on how to use Attributes in lieu of skills, and some optional rules to introduce skills in later character development (optional rules). As a Player, you only need to understand the basic concept of how to use your character's Attribute to accomplish tasks. Your Game Master can help clarify this if you have any questions, but generally you will learn how to do this in the course of game play, through the guidance of the GM.

7   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. The GM will determine 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.

7.1   Starting Equipment

All character begin with the following equipment already included on their person:
1 Set clothing appropriate to weather in character's campaign starting place. 1 set of shoes, sandles, or boots of a style approprite to the character and setting (the player may be specific, if they wish, for example "high soft doeskin boots"), 1 set of tools appropriate to their "Character Path" (for example a scribe might have quills, ink, and parchments, whereas a locksmith would have lockpicks and keymaking equipment), 1 weapon of choice (again appropriate to their character path, a scribe at most only likely has a small knife, whereas a soldier might have a spear).

All PC's begin with _____ in ____ (moneys) in addition to the following starting equipment:
1 set clothes
1 cloak for cold/wet weather
1 pair shoes or boots
1 set personal effects (comb/brush, …......)
1 Money pouch
1 set underwear

7.2   ADDITIONAL EQUIPMENT

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.

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.

7.3   MONEY, COMMERCE, AND BARTER IN MIDDLE-EARTH

Different lands in Middle-earth have differing monetary systems. However, for the sake of the Ea RPG Basic System, a very (overly) simplified universal monetary system will be used so that players do not get hung up on the complexities of monetary exchange rates and similar challenges. Please note the Standard and Advanced systems offer much more "accurate" and detailed monetary listings.

Using typical RPG cliches, the following monies with their equivalent values are:

Farthing (fp)	=	1/4 Copper Piece	=		= .25 p
Halfpenny (hp)	=	1/2 Copper piece	= 2 farthings	= .5 p
Penny (p)	=	1 Copper Piece	= 4 farthings	= 1 p
Two Pence (2p)	=	Tin Piece	=	2 cp	= 2 p
Bronze =	Bronze piece (bp)	=	10 p		= 10 p
Crown	=	Silver piece (sp)	=	100 bp	= 1000 p
Royal	=	Gold piece (gp)	=	100 sp	= 100,000 p

8 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.

9 CHARACTER GROWTH

By design, there is no mechanism for character advancement included in the regular *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.

*If the Players and the Game Master really decide they wish to stick with the basic system rules for a while, then the GM **does** have a couple of optional rules available that could be implemented to provide some amount of character development.*
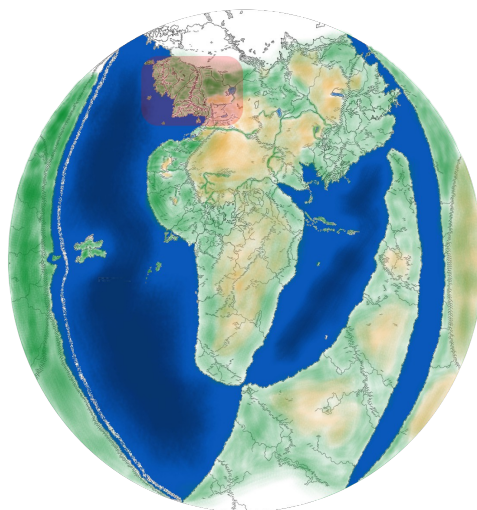
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