

Eä RP GS

*tolkien-based role-playing game system.
adventuring in J.R.R. Tolkien's Middle-earth and Beyond...*

By Hawke

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<http://www.earpog.com>



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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 I & II*, *The History of Middle-earth*, or many of his 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 imaginary realm.

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 and storyteller, 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 and the players who act as writers and directors, and the GM as 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 *the table of contents and the index*

One of the pet peeves I have had about role-playing game system books since the late 1990's and into the 2000's is they have had terrible organization for character creation, and weak or non-existent table of contents and/or index.

Hopefully you will find the organization (in the more final drafts) of this book logical for the process of creating a character step by step, and when you are looking for information you find the table of contents and index sufficiently detailed and useful. Remember, this is a community supported product, so any suggestions for improvement will be greatly appreciated and often incorporated.

1.2 *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 your 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....

1.3 how is the *Eä* RPG system different from other role-playing game systems?

Many game systems are designed for "generic" campaign settings, intentionally leaving the rules open and broad so that the system can be used in a very wide variety of campaigns. 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. 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.

1.4 *Eä* RPGs overview

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.

1.5 comparison of other systems for Tolkien gaming

The systems that have commercially been adapted to attempt to fit into Middle-earth-based gaming include the original TSR Dungeons & Dragons™ (until they had to make name and other

changes due to legal issues for not owning the rights), Iron Crown Enterprises' MERP (Middle-earth Role Playing) based on trimmed down Rolemaster system, a never published Wizards of the Coast D&D adaptation in the 90's, and Decipher's Lord of the Rings based on their Coda system.

In 2010 there was a new licensee announced for a new version of a Tolkien-based system that has not yet been published. While the publishers are highly regarded for their previous projects by many gamers, unfortunately all these commercial systems are hamstrung by the same issues. They are all limited to a very narrow license allowing them generally to only create game material in the periods around The Hobbit and the Lord of the Rings, though some argument can be made for the content in the Appendices of the LotR allowing a broader range, to date, other than ICE's pushing the limits of their license in the 1990's, the costs of the license have lead to each unfortunately being very limited in scope and duration. And they tend to always use a pre-existing system that was not actually designed from the ground-up for Tolkien gaming.

There are two other "open source" style Tolkien-inspired game systems available on the Internet at different times and in different stages of development and public access. Ambarquenta and Hither-lands, however both of these systems seem to be heavily based on existing Tolkien-inspired systems, though they certainly have possibilities, their development seems to have stalled out in the last few years. Hopefully that will change over time, and they can get their momentum going again. However, neither of them is much like Ea RPGS in many ways.

Finally, many people, including those working on the Ea RPGS, have endeavored to adapt existing systems as much as possible to attempt to loosely fit gaming in Middle-earth with various degrees of progress and success. These cover the gamut from d20 variants, GURPS, BRP, Rolemaster, HARP, to Harnmaster, Runequest, Hero, and others. While all of these can be made playable in Middle-earth, they do not really do anything from within the rules of the system to enhance the experience.

1.5.1 *d20 / D&D*

TODO

The first role-playing game was dungeons & dragons, and it was heavily based on J.R.R. Tolkien's Middle-earth (in addition to a number of other fantasy works from the 50's, 60's and early 70's). Originally they called Halflings, Hobbits, and Balor, Balrog, etc. And though there were Tolkien-ish ideas interspersed through D&D, it had a lot of other elements that did not fit a Tolkien setting. As the years progressed, D&D as d20 system increasingly diverged from the Tolkien influence as it established its own various settings (Greyhawke, Dragonlance, Forgotten Realms, Eberron, etc.). Though there was a concerted effort in the 1990's by Wizards of the Coast to create a Tolkien RPG, (John D. Rateliff, Tolkien Moot / MerpCon IV 2009), it never made it to production.

Though it is possible to shoehorn D&D and d20 derivative RPG systems into a Tolkien setting, as is attempted with Ea d20 RPG, it still doesn't address much of the feel of a Tolkien setting, and especially issues related to magic and spell casters.

1.5.2 *Ice merp*

Iron Crown Enterprise's Middle-earth Role-playing system (ICE MERP) was the first officially licensed product for role-playing gaming in J.R.R. Tolkien's Middle-earth.
The first edition....

The second edition....

Almost a third edition....

The demise of ICE MERP, but the legacy left by 18 years of product development has left a lasting impact, that to date no other product has been able to match in resource content. That being said, the system was just a scaled down Rolemaster, and as with d20 the magic system and some of the archetypes didn't really fit Middle-earth very well...

TODO

1.5.3 *decipher lotr*

TODO

1.5.4 *cubicle 7 lord of the rings rpg*

TODO

1.5.5 *ambarquenta*

TODO

1.5.6 *hither-lands*

TODO

1.5.7 *arda marred*

TODO

<http://ardamarred.merp.com>

1.5.8 *eä d20*

TODO

1.5.9 *eä rpgs*

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1.5.10 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 level of system mechanics to the audience and the setting. Some participants prefer very minimally detailed rules that are openly and loosely defined, others like enjoy much more detailed systems, and there are many in between. Though we have no delusions about making everyone happy, we hope to offer a single overall system that can meet the preferences of the broadest audience of Tolkien role-playing gamers possible. Also, many systems offer 2 versions of their systems, an introductory or "basic" version, and a "full" version. Systems such as D&D 3.5 & 4.0, GURPS, and many 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.

Eä RPGS takes this a step further by offering *three* variants of the same overall system. The first version, the Eä Role-playing Game System Basic Rules (Eä RPGS-BR), is just the typical "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 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.

The second variant, the Eä Role-playing Game System Standard Rules (Eä RPGS-SR), is the "standard" rules system. This is what most people will (hopefully) be happy to play for many years on end. It attempts to provide just the right balance of detail, speed, and "playability". It takes more time to create a character and a bit 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.

Finally, the third variant, the Eä Role-playing Game System Advanced Rules (Eä RPGS-AR), is the "advanced" rules system. This is for those gamers who really like a high level of detail in their RPG systems. This has a more detailed character development and combat system, more detail on magic, healing, and nearly every mechanical aspect of the system is more involved, adding more dice rolls, 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, and 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 may do so, to adopt portions of the advanced system into the standard rules to tweak the portions they prefer to enhance.

Characters created using the Eä RPG System basic version (Eä RPGS-BR) will not be able to easily convert/upgrade exactly to the "Eä RPG System Rules" (Eä RPGS-SR) or Eä RPG System Advanced Rules" (Eä RPGS-AR). Though it is certainly possible to switch a favorite character from the basic to standard system, the conversion will not be exact. Conversion from the standard to advanced rules on the other hand is fairly straight forward.

1.5.11 eä rpg Basic Rules Overview

The Eä RPGS Basic Rules are available for free to download at <http://earpg.com/documents/ea-rpg-system/ea-rpgs-basic-rules/>.

The *Eä RPGS Basic Rules* 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 dice from board games and other resources, and those dice are usually six sided. The *Eä RPGS basic rules (Eä RPGS-BR)* is geared for beginner players, and is not intended for lengthy campaigns. After completing one or two full adventures, generally most players and GM's (Game Masters) will want to begin using the *Eä RPGS standard rules (Eä RPGS-SR)* and maybe even eventually work up to the *Eä RPGS advanced rules (Eä RPGS-AR)*.

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, shown by NPCs (Non-Player Characters), or "embedded" in items such as runes, swords, armor, buildings, etc. Character's in the basic system will not be "spell casters" in the traditional (i.e. Dungeons & Dragons™) sense. Since Magic in Middle-earth is both subtly simple and terribly complex in it's ramifications for use, it is not does 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 RPGS after they have "learned the basics" with the basic version first, sans magic user type player character.

The *Eä RPGS Basic Rules* uses a 1d6 (one six sided die) for all rolls, using a scale of 1-10, and does not have "skills", instead only using the appropriate attributes. Avoids using tables and charts as much as possible for action resolution, using only simple math using just addition and subtraction. There are only four attributes.

1.5.12 eä rpg standard system Overview

The Eä RPGS Standard Rules are available for download at <http://earpg.com/documents/ea-rpg-system/ea-rpgs-standard-rules/>.

The *Eä RPG Standard Rules* uses a roughly percentage-based scale of difficulty and a variety of dice. There are many skills available to select and develop in moderate detail, though this list is attempted to be kept to a balanced number, rather than trying to list every skill imaginable. There are more (8) primary attributes, various derivative attributes, and somewhat detailed backgrounds for character creation and development.

1.5.13 eä rpg advanced rules Overview

The Eä RPGS Advanced Rules provide the most options and detail for those players and game masters who really enjoy that level of specificity. Many of the extra features listed in the advanced rules were originally part of the standard rules, but were "stripped" from the standard rules to try to better streamline gain play. This means that many GM's and players can pick and choose various rules sections to apply in part or in whole in their otherwise standard rules system. Or the can go "whole hog" and use all/most of the rules detailed in the Eä RPGS Advanced Rules books.

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

2 CREATING YOUR CHARACTER

The fundamental steps for creating a character are generally the same for all versions of the system (Basic, Standard, and Advanced), just the details of each step in the process vary.

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, we are going to hold off on all the detail and background information until later, and get you started creating your first basic character right away, so that you and your friends can enjoy the fun shortly.

For more experienced role playing gamers, and those with a little more patience, you can go ahead and read the other sections that provide far more background information, and more advanced game rules, in preparing a more detailed character.

The Eä RPG Standard Rules (SR) is far more detailed than the Basic Rules (BR), but not quite as rules, rolls, and charts heavy as the Ea RPG Advanced Rules (AR). It is hoped that a "happy medium" is reached in balancing sufficient detail with speedy "playability" with the Standard Rules.

The SR generally focus on races and cultures available during the late Third Age (T.A.) and early Fourth Age (4th.A.) of Middle-earth. The Advanced Rules provide compatible listings of races and cultures for other time periods and parts of the world (for example the First and Second Ages, or Beleriand and Númenor). If you GM is planning a game outside of the late T.A., then simply add the portion of the Advanced Rules that applies to the time period you will be playing in.

The standard rules focus on "heroic" characters. For those wishing to play characters of shadow such as Black Númenórean, Easterling, Haradrim, Orcs, Half-orcs, Half-trolls, Trolls, etc., the Advanced Rules provide details on those cultures and how to use them as player characters if the GM so allows.

Though the Standard Rules are significantly more detailed and complex than the basic system, it is created with the assumption that many of those trying out this system have never role played before, so every effort is made to clearly explain any role-playing gaming technical jargon in clear and concise plain (American) English. Experienced players of other RPG systems should be able to skim some sections, and quickly get to the "meat" of the mechanics in a relatively short time.

While the Basic system simply used a scale of 1 to 10, and a single six sided die, the standard system uses percentages (with the ability to "overload", go above 100%, and underload, go below 0%), and uses an array of dice, though primarily "percentile" dice, typically 2 ten sided dice, one with the "tens" and the other with the "ones", as pictured here:



In the above photo, the "tens" die rolled an 80 (eighty), and the "ones" die rolled a 1 (one), so the dice roll result would be read as 81 (eighty-one). If the "tens" die had rolled 00 (zero-zero, or oh-oh, or double-ought), then the result would have been a total of 1 (one). If both dice showed nothing but zeroes facing up "00" and "0", then it is counted as a 100.

Another difference between the basic rules and the standard rules is in action determination. The basic rules used only attributes and a single die roll for action and combat resolution. The standard rules use more attributes, sub-attributes, and a plethora of skill categories (though not quite as specific or as many as the advanced rules), combined with slightly more complex resolution calculations, though generally just simple addition and subtraction of percentage-based numbers (with the occasional simple multiplication or division). There are also some various tables and charts to cross-reference in the standard system (the basic system attempts to use as few charts and tables as possible), but attempts to not overload on having to flip through the pages trying to find those charts (the advanced system uses charts and tables heavily).

2.1 step 1

The first decision for you to make is which approach you wish to use to create your character, 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 familiar with Tolkien or Role-playing games in general, only have a vague idea of what character you would like to play, or no idea, then let the Song of Arda (fate, aka dice rolling) help you develop your character.

1.1.1 *character creation checklist • self-determination*

If you have a general sense of the type of character you want to play, then:

2. Select race & culture. pg.
3. Select Character Pursuit pg.
4. Allocate attributes pg.
5. Calculate derivative attributes. pg.
6. Character background pg.
7. Equip the character. pg.
8. Fill out the remaining details, physical description, back story, family, and any other details. pg.
9. Begin play! pg.

1.1.2 *character creation checklist • song of arda*

If you do not have a sense of the type of character you wish to play, choose this option and then:

2. Roll race & culture. pg.
3. Roll attributes. pg.
4. Calculate derivative attributes. pg.
5. Character Pursuit pg.
6. Character background pg.
7. Equip the character. pg.
8. Fill out the remaining details, physical description, back story, family, and any other details. pg.
9. Begin play! pg.

2.2 step 2 - Races and Cultures Overview

This section only provides the briefest summary of each race and culture in Middle-earth for use in the Eä RPGS Standard Rules. This section is provided in order to facilitate quick character generation in the correct order of character generation. Much more detailed information on each race and culture is found in [chapter ____](#).

The Free Peoples List

- | | |
|--|--|
| <p>01-10 Dwarves (Khazad)</p> <ul style="list-style-type: none">01-?? Firebeard ()Blacklock ()Broadbeam ()Ironfist ()Longbeard ()Stiffbeard ()??-00 Stonefoot () <p>11-20 Elves (Quendi / Eldar)</p> <ul style="list-style-type: none">01-?? Noldor (high)Silvan (wood)??-00 Sindar (gray) <p>21-30 Hobbits (Kudduk)</p> <ul style="list-style-type: none">01-?? FallohideHarfoot??-00 Stoor <p>31-00 Men (Edain)</p> <ul style="list-style-type: none">01-?? Beorning (rare?)Dorwinrim (rivermen?)Druedain (Wose)Dunedain (Faithful)Dunlending (hillman)EriadorianGondorianLake manMixed ManNorthmanRohirrim??-00 Woodman | |
|--|--|

2.2.1 *Dwarves (khazad)*

NEED ARTWORK HERE

(Plural: Khazād, singular: Khazad)

The Dwarves are descendants of the "Seven Fathers", the original lords crafted from the earth by the Vala Aulë. He is the "Smith of the Valar", the giver of mountains and master of crafts, and the Dwarves call him Mahal (Khuzdûl for "Maker"). Aulë defied Eru (Ilúvatar - "God") in his desire to create, but a merciful Lord merely placed the seven into a deep slumber, to awake sometime after the Firstborn of Eru (his favored children, the Elves) rather than destroy them. They were created first, but Eru Ilúvatar forced his servant Aulë to delay their awakening until after the coming of Elves and Men.

The Seven Dwarven Houses

Though for the most part, "Standard" Dwarves are much the same across the tribes, there are some variations in their specialized interests based on which of the "Seven Tribes" they were raised as part of their culture and upbringing. Below is a listing of each of the tribes, and the slight variations applicable to their sub-group.

These are optional, the GM may opt to only use the "Standard Dwarves", use of the Seven Tribes must be approved by the GM.

2.2.1.1 •standard dwarf•

If you do not wish to use different values for the different "houses" ("tribes") of the Dwarves, then below are the recommended modifiers for a "Standard Dwarf" in Middle-earth.

Following their birth, the Seven Kings formed tribes based on their lines and separated. Although these Seven Tribes have since spread across Middle-earth and Arda, they have remained close and have spawned a universal reputation for ruggedness, practicality, and unwavering loyalty. Most groups favor rocky highlands and deep caverns of the mountains, for the Dwarves, perhaps more than any other race, remember their origin and heritage intimately.

The craftsmanship of the Dwarves is proverbial, and many are the tales of heroism and villainy told by, and of, them. Their history is almost as long as that of the Elves, with as many tragedies as victories. But where the Elves never lost their otherworldly serenity, the Dwarves are a dour folk by nature.

In the north-west of Middle-Earth, during the Third Age, Dwarves are probably a more common sight than Elves, but this underlies the losses, both of people and of their homes, that the Elves had suffered.

Dwarves average about five feet tall, and are solidly built. Although hair and eyes vary between individuals and lineages, all Khazad wear long beards, often braided. Indeed, length of beard is a reflection of age, and seen as an indicator of wisdom and prestige. Dwarves see well in extreme darkness. In the dimmest light (candle, lantern, torch, or starlight) they can see 50' perfectly and fairly well up to 100'.

Standard Dwarves Modifiers

PHYSICAL CHARACTERISTICS

Build: Short, stocky, strong, with exceptionally strong limbs. Males average 150 pounds; females, 135 pounds.

Coloring: Black, red, or dark brown hair. Fair to ruddy complexion.

Endurance: Tremendous. They can carry great burdens over long distances with little rest.

Height: Males average 4'9"; females, 4'5".

Lifespan: 200-400 years.

Resistance: Resistance against flame and ice: +6 Saves versus heat and cold attacks.

Special Abilities: Dwarves see well in extreme darkness. In the dimmest light (candle/torch/lantern), they can see 20' perfectly and fairly well up to 100'. They can not see in total darkness.

OUTFITTING OPTIONS

Weapons: Dagger, handaxe, short sword, club, war hammer, mace, crossbow, battle-axe, spear, throwing axe, heavy crossbow, light crossbow, war mattock, poll-arm.

Armor: Any. Dwarves favor chain mail. Lamellar (treat as Chain - 1 vs. melee, +1 vs. missile) and Dwarven scale (treat as Plate) are also Available. Dwarven Target shields (+4 vs. melee, +2 vs. missile, half normal weight) and Dwarven Wall shields (+6 vs. melee, +8 vs. missile, 2x normal weight) are popular.

Money: 2 gold pieces or a gem (aquamarine, topaz, garnet, peridot, spine of comparable value).

Background Options (*optional rule*): 4

Special Abilities: Replace the range 56-60 with: ability to sense the presence mechanical traps 50% of the time (GM should have the player roll dice without telling the reason whenever he or she knows the character is proximate to a trap). Replace the range 71-75 with: superior orienting abilities underground; character always knows the direction of true north and the approximate elevation of his or her location.

Special Items: Any weapons will be of Masterwork workmanship and forged of steel.

Extra Money: 1-200 gold pieces or a gem (emerald, amethyst, ruby, sapphire, diamond) of comparable value.

Stat Increases: Only Constitution and Strength may be increased by 2. All other stats may be increased by 1 at most.

Extra Languages: In addition to the tongues listed above, a Dwarf might in unusual circumstances learn: Adunaic, Apysaic, Labba, or Umitic.

2.2.1.2 Blacklock ()

Blacklocks (Kh. Bundin-Narâg)

Var's Folk or Druin's folk (the Proud) or Khom's Folk (the Proud)

The extremely loyal Blacklocks or Jewel-Dwarfs are one of the two tribes of Eastern Middle-Earth. Awoken in the Red Mountains along with their fellow Tribe, the Stonefoots, the Blacklocks are the Clan of Khom the Proud.

The Blacklocks are especially known as great artists, skilled in the work with Marble, but they also are busy Merchants. After a Golden Fire Dragon drove the dwarfs away from their awakening Place, the great North-Hall near the Urulis Pass, the Blacklocks went Southwards and founded the Great City of Tumunamahâl in Akhuzdah, later they built the Overground religious centre, the Khalarazûm.

The Blacklocks, as their name implies are in general black haired and darker than other Dwarf-Kindreds. They are known to reach an Age of beyond 150 years.

Dwarf-holds: Awoken in the Red Mountains, in the far East of Middle-Earth Nargubraz (lost home) in the Far East Naragul (fastness of the travelling warriors of Var's folk in the Far South) City of Tumunamahâl in Akhuzdah The Khalarazûm, overground religious centre

2.2.1.3 BROADBEAM ()

Overview

The Broadbeams were one of the seven houses of the Dwarves. They lived in the city of Belegost in the Ered Luin during the First Age and later the southern Ered Luin.

The Broadbeams were paired with the Firebeards, when they were awakened by Eru Ilúvatar under Mount Dolmed before the First Age. They became prosperous in their great city of Belegost, trading with the Firebeards in the South, and also with the Sindar and Noldor of Beleriand, as well as the newly-appeared race of Men.

The Broadbeams were some of the greatest smiths and craftmans in Middle Earth second only to the Dwarves of Nogrod. They invented ringed mail, and also helped build the cities of Nargothrond and Menegroth for the Elves.

In the Battle of Unnumbered Tears, the heavily-armoured Broadbeams, with their fearsome iron masks (which was a customary thing to wear in battle for their House), held off the Dragon Glaurung, as the sons of Fëanor retreated south to Ossiriand.

The old kingdom of the Broadbeams came to a close in the War of Wrath with the breaking of the Ered Luin and the destruction of Beleriand, which sank beneath the waves. Belegost was ruined and the city of the Firebeards, Nogrod, was totally destroyed, sinking into the sea with much of the Ered Luin. Some of the Dwarves stayed to build or rebuild new halls and mines, but most left for Khazad-dûm, home of the Longbeards swelling its numbers and bringing much craft and lore.

In the Third Age it seems that the Broadbeams parted ways with Durin's folk with the Firebeards, after the awakening of the Durin's Bane, and headed back to the Ered Luin. Where some remnants of there people were still living working the mines, and where it was a safe and peaceful. During this age also the Broadbeams more than likely answered the call of Durin's folk in there great mustering for the eventual War of the Dwarves and Orcs.

After the Drowning of Beleriand the Broadbeams expanded into Northern Eriador and Forodwaith on the search for Riches and founded the City of Baraz-Dûm later called Carn-Dûm.

The Broadbeams, as their name implies in general are especially heavy and stout. They are known to achieve a common Age of beyond 170 years.

Dwarf-holds: Nogrod / Tumunzahar (Kh."Deep-Fortress") – Now destroyed Nogland (from the LotR MMO)

Broadbeams Modifiers Summary

(These modifiers are INSTEAD of the "generic Dwarves" modifiers, NOT in addition.)

2.2.1.4 ƒIREBEARD()

Need original art of the Firebeards here)
(Kh. Sigin-Baruzim)

Overview

Firebeards – Khuzdul: Dwalin / Úri

Region: Northwest

Awakening Place: (#2, See OM4 Dwaven Mansions).

(Decipher): The kindred of Úri are instantly recognizable by the fiery hue of their beards. Úri's folk take great pride in their beards, weighting them with silver ornaments that clink and chime as they walk, making themselves all the more conspicuous. The weighting of beards is a mark of status among this tribe, and strict rules of precedence and honour are observed in the matter of their comportment. Beardweights denote age, lineage, and deeds of renown, and they can only be bestowed by the king of the eldest living male of the household. Dwarves of Úri's folk whose beards are so weighted suffer a -2 to Stealth actions.

Mannerisms

Úri's people have a temper to match their appearance: quick, haughty.....

The Firebeards were one of the seven houses of the Dwarves who lived in Nogrod in the Ered Luin during the First Age. The Firebeards were most renowned for having the greatest crafters and smiths, even by Dwarf standards in Middle-earth. Of the two Dwarf houses of Beleriand, the Firebeards were the least friendly. They fought the Elves over the treasure of Nargothrond, and they also sacked the city of Menegroth which in the end the Dwarves that took part were all killed in the Battle of Sarn Athrad. They did however, help the Elves and Men in the Wars of Beleriand. In the War of Wrath their great city of Nogrod, was destroyed and sunk into the sea along with much of the Ered Luin. Some Firebeards stayed in the Ered Luin to help rebuild what they could with the remaining Broadbeams, from the also destroyed city of Belegost, while most went to the halls of Khazad-dum in the Misty Mountains, swelling its numbers and bringing much craft and lore with them.

After thousands of years it seems the Firebeards may have parted ways with Durin's folk after the awakening of Durin's Bane, and returned to the Ered Luin, where things were likely much better than after the sinking of Beleriand. Also during the Third Age it is likely that they answered the request for aid from Durin's folk in the eventual War of the Dwarves and Orcs.

After the Drowning of Beleriand and the destruction of Belegost they spread into southern Eriador and made successful trading connections with their Kinsmen of Moria and the Men of Eredwaith.

The Firebeards are known for their often fire-red Hair and their Horrible Mask-shaped Helmets. Unusual for Dwarfs they sometimes fight with short Stabbing-Swords. Firebeards are known to live beyond 150 years. Sometimes called "The Ore Dwarves."

Dwarf-holds: Belegost / Gabilgathol (Mighty Fortress) - Now destroyed Gondamon (From the LotR MMO)

Firebeards Modifiers Summary:

These modifiers are INSTEAD of the "generic Dwarves" modifiers, NOT in addition.

2.2.1.5 Ironfist ()

[Need original artwork here for the Ironfists.]

Ironfists (Kh. Abad-Mazûr)

(If you play one of these, maybe a reformed one would be best rather than an agent of Sauron)

They awoke in central Middle-earth, where they have contact with Easterlings. So injured had Sindri's folk grown to acting purely of self-interest, and sustained by no other principle than martial prowess, that they felt no shame in accepting gold from Mordor in payment for arming his minions to make war against the Westlands. When Sauron and Durin's heir summoned them for the battle of Dagorlad, few were willing to take the field against Durin's heir. Fewer still could conceive of alliance against Sauron as a matter of common honour to the Khazâd, so most of them remained aloof from the war. But their king and many warriors fight for Sauron.

In the aftermath of the Last Alliance, the Dwarves of the Westlands universally branded them as renegades and turncoats. The cataclysm of Númenor Downfall had ruined their chief city, and the exile of their king (which founded Nurunkhizdîn, near the Inland Sea of Rhûn) had left them leaderless

Actually, they live scattered in the East as shamans and fortune-tellers among the superstitious Easterlings. The Ironfists or Earth-Dwarves are an extremely war-like and xenophobic Tribe of Dwarfs from central Middle-earth. They are the Tribe of Mabûn the Rich and are even by dwarven standards extremely greedy and mistrustful. The Ironfist Tribe always suffered from terrible inner Strifes and enmities among the different Ironfist Lords. After the Dwarves forsake the Mirror-Halls of the Barl Synchron Mountains, the Place of Mabûn's awakening, they moved southwards and founded the Large City of Namagalûz.

The Ironfists are very broad and strong in built and by dwarven standards quite tall. They are known to reach an average Age of 150 years.

One of the most tragic tales. For a time they lived in Mount Gundabad (northern Misty Mountains) but a conflict with Durin's folk and repeated attacks by the Orcs of the North drove them eastward. They settled in the Mountains of Rhûn, where they prospered for almost 7 centuries. However, once again, intra-Dwarven strife ended their peace. An argument between King Thelor XIV and his brother Thulin resulted in a brief, bloody civil war. Thulin slew his overly-proud (even by Dwarven standards) lord and laid claim to the throne. He was, in turn, murdered by Thelor's daughter Thris, whose son Threlin became King. Threlin moved the remnants of Thelor's folk further south in early TA. He established a domain centered at the delving called Namagaluz. Located in the Ered Harmal, the gate to this rich hold opened eastward, above the waters of Heb Aaraan and not far from the Chey lands. It was the greatest Dwarf city in central Endor.

The bloody strife could happen because of the alliance with Sauron. Thulin could be the King who favoured the alliance with Sauron, and Thelor's last supporters would have to flee the followers of Thulin, more numerous.

Dwarf-holds: Awoken in the Mirror-Halls of the Barl Synchron Mountains, in central Middle-earth Large City

of Namagalûz (south of central Middle-earth) Gamil-nâla under Mt. Bundushar, in central Middle-earth (collapsed home at the Downfall of Númenor, S.A. 3319) Nurunkhizdîn (near the Inland Sea of Rhûn, funded after the Last Alliance. An unknown evil fall upon them in T.A. 58)

2.2.1.6 LongBEARD ()

[Need original artwork here for the Longbeards.]

Overview

Longbeards = Khuzdul: Sigin-Tarâg
Dúrin's Folk

The Longbeards, or Mountain-Dwarfs are Dúrin the Deathless' Folk. Their Ancestral Place of Awakening is the City of Gundabad , which long ago was sacked by the Orcs. After the Fall of Gundabad, the City of Khazad-dûm became their Chief Settlement, where they discovered the magical Ore Mithril. The Longbeards were great Merchants and Craftsmen and, which is seldom among Dwarfs, were relatively friendly with Elves, especially the Noldor of Eregion. After the Balrog Dúrin's Bane, appeared in Khazad-Dûm, or Moria, the Longbeards established several smaller Cities and Colonies, chief amongst was Erebor the Lonely Mountain.

The Longbeards are typical Dwarves, Strong and Stout and are especially known for their extremely long, often Forked Beards and their extraordinary (even for Dwarves) long lives. Several Longbeards lived beyond 220 years.

Dwarf-holds: Thorin's Gate in the Blue Mountains (From the LotR MMO) Erebor, the Lonely Mountain Barukkhizdîn in the Iron Hills The Mines of the Grey Mountains: Mahalkukhizdîn, Thakalgund, Zeleg-ubraz, and Danuk-khizdîn

2.2.1.7 stíffBEARD ()

[Need original artwork here for the Stiffbeards.]

Stiffbeards (Kh. Sigin-Mablâd)

Thúlin's Folk or Bávors Folk (the swift) or Khadín the Swift

They first established in Kibil-tarag, in the far north and they remained there until the invasion of Dragons, when they had to flee and their king was killed. The survivors went this way and that, seeking more modest hearths hidden as best as they can from Dragons. They live an stoic existence of hunting and weapon-crafting until the longing for dragonslaying overtook them. They keep some forgotten lore of their own race about carvings runes which they use against dragons.

The Stiffbeards are one of the two Dwarf-Tribes that awoke in Central Middle-Earth. The Unsteady Tribe is the people of Khadín the Swift, who along with his friend Mabûn of the Ironfists awoke at the Mirror Halls (Kh.: "Kheledkhizdin") in the Barl Synchron Mountains. The Stiffbeards or Cave-Dwarves are relatively peaceful and clever Merchants. After the Dwarves had to leave the Mirror-Halls because of the Invasions of Evil Humans into the surrounding Lands many Stiffbeards, after a great Wandering, founded the Cities of Mablâd-Dûm and Barazimabûl in the South. The Stiffbeards are known for their strange way of wearing their Beards as long and pointed thorn-like knots. The Stiffbeards are a long-lived Dwarf-kindred, Stiffbeards are known to commonly reach the 200th year of Life.

Bavor's folk were the first to leave the homelands. They went into the south and built their homes in the Yellow Mountains. Quickly sundering after the murder of Bavor, they split into three factions. The largest group constructed the vast delving at Baruzimabûl, the great hold that the Men of the South call Blackflame

In the far South, Dwarves have dwelt in the Mabûl Mountains since the early Third Age.

Nar's Folk – originally part of Bavor's people. Nar was the second son of Bavor, and left with a few followers and friends after the murder of his father. The first hold, Mablâd-dûm, was occupied by Bavor's people in the Second Age. Early in Third Age, strife & contention caused a rift among the Mablâd. One faction moved to the SW portion of the Yellow Mountains, and another founded Narad-dûm in the eastern peaks, the Tûr Betark.

The 'official' dwarvish name for the tribe living in the Ered Laranor is Stiffbeards, although today it is rarely used. Most people know them as Bávors Folk. Their tale is a sad one. First they arrived in the South around the middle of the First Age. Here they carved out the city of Mablâd-dûm in the central Yellow Mountains. In S.A. 1092 however, strife arose and the king was killed in the fray. After this, the main host of the Mablâd wandered south to settle in the city of Blackflame (Kh. Baruzimabûl), a mining colony founded three centuries earlier. Later, part of the remaining Dwarves of Mablâd-dûm left the city for the east, and they founded holds at Bar Falin and Nárad-dûm. The former was later taken by the forces of Darkness, and so three principal Dwarven holds in the Ered Laranor remain by the middle of the Third Age. Most Dwarves however live in the city of Blackflame and it is here that the High King of Bávors Folk resides. Mablâd-dûm is second in prestige and Nárad-dûm south of the Sára Bask in the eastern part of the Yellow Mountains comes third.

Drûhar's Folk are a branch of Bávors Folk, that before the First Age separated from their people travelling in the East, and settled in the Ered Engrin. They were eventually joined by a small group of Drûin's Folk, coming from Ruurik: they founded Kheledh-dûm, and in a few generation were absorbed by the locals.

Dwarf-holds: Kibil-tarag (ancient home). It is in the island in the Sea of Utum, in the north. Awoken at the Mirror Halls (Kh.: "Kheledkhizdin") in the Barl Synchron Mountains (central ME) Cities of Mablâd-Dûm and Barazimabûl in the South.

2.2.1.8 stonefoot ()

(Need original artwork here for the Stonefoots.)

Stonefoots (Kh. Azali-Dûraz)

Vigdi's Folk Barin's folk (the scarred) or Rúras' Folk (the scarred)

The Stonefoots, or Stone-Dwarfs, are the People of Rúras the Scarred and awoke along with the Blacklocks in the North-Hall, in the Red Mountains in the far East of Middle-Earth. After a long exile from their ancestral Home they founded the great City and kingdom of Radimbragaz, and later in the late second Age the even larger City of Khazad-Madûr (Kh.: "Dwarf-Womb").

The Stonefoots are very proud and Warlike, but circumspecting and not easily angered.

They managed to make incredible defences against the Dragons with the help of Saruman. The worms never could take their main Dwarf hold. The wizard also helped them to stop the feud between them and the Blacklocks. They developed together with the Istari some weapons he latter used when he turned to evil at what was called 'the fire of Orthanc'.

They are very heavy and strong and after many years of wandering have become quite reclusive and silent.

They are known to reach an Average Age of 180 years.

Dwarf-holds: Baraz-lagil (home of Vigdis's folk, the Stonefoots), in the Far East. North-Hall, in the Red Mountains in the far East of Middle-Earth City and kingdom of Radimbragaz City of Khazad-Madûr (Kh.: "Dwarf-Womb").

2.2.2 *elves (quenđi / elđar)*

[Need original artwork for the elves here, preferably a collage of at least the three major Elvish races – Noldor, Sindar, Silvan.]

Elves 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 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, but they are uniformly slender and have less body. Elven men have no beards. Fine features and fair, unmarred skin combine with sparkling eyes to give the Elf an enchanted aura. A strange deftness and ease of movement give them a graceful quality, and it is not surprising that they are very agile and so light afoot; they leave few traces of their passing and walk on the surface of freshly fallen snow. Their gentle physical appearance belies great strength, however, for they are highly resistant to the crippling effects of extreme temperatures, and are immune to disease and illness.

They are also immortal, and age in a graceful, nearly imperceptible manner. Elves commonly die from only two causes: through violence or as a result of a weariness of the world. In the latter case an Elf is simply overcome with grief over the course of time, thereby losing the will to live. All the Elves who pass away are gathered in the Halls of Mandos, the Place of Awaiting, in the far west of Aman (Valinor). There they await the End of the World, or are released back into the world to replace another of their line who has perished. In a sense, Elves are often reborn as descendants of themselves.

The Elves revere the Valar (Q. "Powers") and many know their nature well. Still, they have no formal religion; instead they show their respect through poetry and song and gather to celebrate life and the gifts from on high. This respect for the way of things is largely tied to their acceptance of their close ties to the Fate set down in the Song of Creation, although much of it also stems from an understanding and joy regarding the creations of nature which have been handed down and overseen by the Valar. Above all but Eru they worship Varda, Queen of the Valar and fairest of all in creation. She is the bringer of light, and they call her "lady of the Stars" (Elentári or Elbereth).

Elves do not need sleep. Instead they receive rest through "meditation" involving memories, past events they recall with remarkable vividness. normally they go into this trance-like state for approximately two hours each although, although they can function for many days with little or no relief. While in their meditative state, Elves are extremely difficult to awaken; they rise at a point previously decided. This manner of rest is in keeping with the Elven fondness for the night. Men have often referred to them as people of the stars with good reason, for Elves see as well on a star-lit evening as a man would at the height of day. Elven sight is ideal for the partial darkness of the shadowy forest or cloudy sky, and allows them a mobility unlike that of any other race. in absolute darkness, however, they suffer as others do; they can not see at all.

Their sense of hearing is also superb, and no doubt accounts for the Elven skills with music. Their reverence for song is unparalleled and has affected their language and way of keeping precious records. The Elves were first to use spoken words and have taught the other races of the gift of speech; thus their own name for their kind: "Quendi" - the "Speakers". All of their speech has a musical quality when spoken properly, lending itself well to verse. Elven Bards, then, have had little trouble in maintaining the histories and epics of their race as a collection of wondrous songs and spoken poetry

There are two major groupings of Elves in Middle-earth. Their split in the early First Age formed the basis for the development of two separate Elven cultures. The most exalted group is the Eldar, the three kindreds (Noldor, Vanyar, and Teleri) which made the Great Journey across Middle-earth during the First Age. Most settled for a time in Aman (the Undying Lands), or along the shores of now-sunken Beleriand. Only the Noldor (High-elves) and Sindar (Grey-elves who are a group of Teleri) remained in Middle-earth following the War of Wrath that ended the First Age. All other Elven kindreds are counted as Avari or Silvan Elves. They are commonly called Wood-elves.

From these cultures came the three main groups, which a few other branches, which form the Elven races of Middle-earth:

1. Noldor
2. Sindar
3. Silvan

OVERVIEW

The Noldor (sing. Noldo), the 'Wise' or 'Deep' Elves. The Noldor were the second Kindred of the Eldar, following their Vanyar cousins over the sea to Valinor. There, they learned much from the Valar and the Maiar, particularly from Aulë, the Smith of the Valar. It was Fëanor, the most gifted of the Elven-smiths, the creator of the Silmarils and many other wonders, who led the Noldor back into Middle-Earth, seeking vengeance upon Morgoth. The tale of Fëanor's ill-fated pursuit, and of the exile of the Noldor is a tale to long for this space, but many deeds, great and base, were performed by those of this Kindred ere the First Age closed.

In the Second Age, the Noldor who remained played a pivotal part in the events of the day. Gil-Galad was the High King of Lindon, who refused the early advances of Sauron in his guise as Annatar. The Noldor city of Ost-in-Edhil in Eregion was the home of the Elven-smiths who, with Annatar's assistance, created the Rings of Power. It was the revealed Sauron who destroyed their home when they refused to bow to him. In the Third Age the Noldor are a rarer sight, most having died in battle or having taken passage to Valinor. Still, they number amongst them figures such as Galadriel and Glorfindel, and the sons of Elrond.

Noldor are taller than their Sindar and Sylvan cousins, darker of hair, but fairer of skin. However, the descendants of Finarfin and Fingolfin, sons of the Noldor High-King Finwë by his second wife, Indis of the Vanyar, are golden haired.

Like all elves, the Noldor possess excellent eyesight, and can see as well under starlight as a human in daylight, and by the sun may see much better than humans; however, complete darkness robs them of sight just as easily. They also share the trait common to the Firstborn of immunity to all natural disease.

The Noldor are often called "High Elves" or "Deep Elves", ostensibly because they are considered to be the most noble of the Quendi in Middle-earth. In reality, they are so named because they are the only Elves living in Endor who have ever resided in the Blessed Realm of Aman across the sea. This exalted status is accentuated by their close ties to the Valar, a relationship which accounts for their unique cultural and linguistic roots. Other names for the Noldor include Deep-elves, Golodhrim or Gelydh (Sindarin labels), and Nómin (Edain label). Finwë was the first King of the Noldor, which is counted among the Eldar as the Second Kindred. Finwë's sons - Fëanor, Fingolfin, and Finarfin - produced the three traditional lines, which compose the whole of the Noldor.

PHYSICAL CHARACTERISTICS

Build: Of all the Elves, the Noldor are the strongest and sturdiest of build, although they are still slimmer than Men. Males average 215 lbs; females, 175 lbs.

Coloring: Most are dark haired and have grayish eyes which betray a proud demeanor. Descendants of the Fingolfin and Finarfin are often fair haired and blue eyed, for their blood contains Vanyar influences.

Endurance: They do not carry great burdens, but they are capable of traveling 16 – 20 hours a day. The Noldor do not sleep; instead they rest in a trance for 3 hours a day (this restores any Spell Points used Casting spells.)

Height: Males average 6'7"; females 6'3"

Lifespan: They are immortal and will only die due to violence or if they weary of life and lose the will to live.

Resistance: They can not become sick or scared and are virtually immune to disease.

Special Abilities: No race sees better outside during the darkness of night than the Elves. Noldo vision under moonlight or starlight is as good as a Man's during the height of day. In other situations when there is any light source, Noldor can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, however, they are no better than Men (i.e., they can't see at all). Their hearing range is three times the norm. Noldor are unparalleled at understanding and working with crafts.

CULTURE

Clothing and Decoration: They favor rich clothing and fine craftsmanship, and often have the appearance of great wealth.

Fears & Inabilities: None.

Lifestyle: Of all the Elves of Middle-earth they are the most ordered. While their brethren are content to wander or mark time in quiet diffusion, the Noldor seek to build communities and states in beautiful, guarded places.

Marriage Pattern: Monogamous and for life. They sometimes marry Men. Such unions produce Half-Elves.

Religion: Informal and centered around communal celebration and personal meditation. Like the Dwarves, the Noldor are fiery craftsmen who are fast friends of Aulë. The Smith imbued them with a heightened respect for physical objects. It is not surprising then, to find that the Noldor revere Aulë more than any other Vala, save Varda herself. Like all Elves, they worship Varda as giver of Light and maker of the stars.

OTHER FACTORS

Demeanor: Regardless of the line, all Noldor are noble of bearing and carry them-selves with assurance. They are haughty and often appear arrogant. Of all the Elves, they are the most inquisitive and passionate, being full of a desire for experience and expertise in the arts and the ways of the world. Because of this thirst for knowledge, the Noldor have often fallen prey to lust, corruption, and strife.

Starting Language: Quenya, Silvan, Sindarin, Westron and Adunaic.

Bonus Language: Atliduk, Logathig, Nahaiduk, Black Speech, Apysaic, Haradaic, Orkish or Rohirric.

Prejudices: The Noldor hate Orcs, Trolls, and Dragons above all creatures. Due to their pride they tend to look down upon non-Dúnedain Men.

Restrictions on Character Classes: None.

Money: 1 – 200 gp's.

OUTFITTING OPTIONS

Weapons: Dagger, broadsword, mace, composite bow, long bow, flail, two-handed sword, quarterstaff, javelin, lance, falchion, foil, main gauche, rapier, bastard sword, irgaak, kynac, and long kynac.

Armor: Any. Noldor prefer to derive the protection given by armor from magical items (rings, bracelets, tiaras) where such are available rather than from encumbering leather or metal.

Attire:

Males: fine linen, cotton, or silk shirt or blouse often pure white in color; jewel-hued velvet or silk tunic (sapphire, emerald, ruby, amethyst, topaz), sometimes with slashed sleeves revealing the shirt beneath, sometimes sleeveless, usually embroidered or appliquéd with geometric or weapon-inspired motifs; velvet or brocade mantle with wide sleeves, cape-like body, and varying in length from the hip to the ankles; close-fitting hose; soft boots rising only to the ankles or as high as the knee.

Females: fine linen, cotton, or silk shift often pure white in color; jewel-hued silk or velvet gown, sometimes with slashed sleeves to reveal the sleeves of the shift underneath, sometimes sleeveless, often embroidered or appliquéd at the neck, hem, sleeves; belt of silk, velvet, or decorative cord that encircles the waist and the hips to be knotted or otherwise secured in front; soft slippers or ankle boots; velvet or brocade mantle with wide sleeves, cape-like body, and hanging to the ankles. Females who leave the Elven havens to go adventuring often don garb similar to that worn by males.

Money: Gems (peridot, aquamarine, beryl, citrine, tourmaline) worth a total of 2 gold pieces.

BACKGROUND OPTIONS

Background Options (optional): 2 Since the Noldor are Elves and tied by their immortality to the Song of Creation, they are strongly bound to Fate

Special Abilities: All available. Replace range 61-65 with: sensitive to the Magic, the way it pools and flows; this sensitivity causes the character to be immediately aware of the presence of any enchantments or spells (cast by Arcane only, not Divine) within 50 feet.

Special Items: All available. Most should be constructed from fine or rare materials: ardarcer, arborang (high steel), arheled (high glass), borang (low steel), silver, galvorn, gold, mithril, gems.

Extra Money: Gems (amethyst, diamond, emerald, opal, sapphire) worth a total of 1-200 gold pieces.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Noldo might in unusual circumstances learn: Black Speech, Logathig, or Rohirric.

2.2.2.2 sílvan (wood)

OVERVIEW

The Sylvan Elves are the 'common' citizens of the Elven communities of north-west Middle-Earth. They are descended from the Sindar and the Nandor, and though less of the Light of Valinor flows through this people, still they are of the Eldar (Q. "people of the stars").

Sylvan Elves inherit the Nandorin love of forests and all green growing things. Unlike the Sindar, they do not feel the call of the sea, and fewer of these folk have passed into the Undying Lands. Most elves encountered in the Second and Third Ages will be Sylvan Elves, as they are the majority in Lórien, Mirkwood, Hollin, Imladris, and Lindon. Only in Ost-in-Edhil (until its destruction) and the Havens do the Sindar or Noldor outnumber their Sylvan cousins. Sylvan Elves are much like the Sindar in appearance, sandy haired and clear eyed, but typically shorter than the Grey Elves. Like all Elves, their features are often considered fey by men unfamiliar with them. Like all elves, the Sylvan Elves possess excellent eyesight, and can see as well under starlight as a human in daylight, and by the sun may see much better than humans; however, complete darkness robs them of sight just as easily. They also share

the near immunity to all forms of disease common to the Firstborn, and resist diseases

PHYSICAL CHARACTERISTICS

Build: Most are slight of build, and all are thin by mannish standards. Males average 150 lbs; females, 125 lbs.

Coloring: Ruddy of complexion, with sandy hair and blue or green eyes. Other variations are not unheard of.

Endurance: Cannot carry great burdens, but can travel 16-20 hours/day. They do not sleep, but rest in a trance 3 hours a day (which restores Spell Points).

Height: Males average 6'0"; females, 5'9".

Lifespan: Immortal; die only from violence or weariness of life.

Resistance: Cannot become sick or scarred and are virtually immune to disease.

Special Abilities: Their vision under moonlight or starlight is as good as a Man's during the height of day. In other situations when there is any light source, Silvan Elves can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, however, they are no better than Men (i.e., they can't see at all). The Silvan folk are superb musicians and have tremendous hearing, even for Elves. +2 to DC for Bardic spells. They are also elusive: +2 for Sleight and Move Silently & Hide Skills.

CULTURE

Clothing and Decoration: Their preferred clothes are usually forest green, grey, or brown. And range from functional designs to fanciful expressions of individual creativity. Their garments lack the formality and pomp typical of Noldo garb.

Fears & Inabilities: none

Lifestyle: The culture of the Silvan Elves is best characterized as unstructured and rustic by Elven standards, but rich and relatively advanced when compared to the ways of Men. They have always been independent, but as of late many have settled in kingdoms ruled by the Noldor or Sindar. Still, all the Silvan folk enjoy a good journey or adventure and most look at life much as a game to be played. Music and trickery are their favorite pastimes. The Silvan Elves are also masters of the wood and know much of wood-craft and wood-lore.

Marriage Pattern: Monogamous and for life. They sometimes marry Men. Such unions produce Half-Elves

Religion: Informal and centered around communal celebration and personal meditation. Like all Elves, they worship Varda as giver of Light and maker of the stars. The principal difference is their strong attachment to the Vala Oromë, the "Huntsman and Tamer of Beasts".

OTHER FACTORS

Demeanor: They are a fun-loving but guarded folk.

Starting Language: Silvan, Sindarin, and Westron.

Bonus Language: Adunaic, Atliduk, Logathig, Nahaiduk, Apysaic, Black Speech, Varadja, or Waildyth.

Prejudices: The Silvan Elves seclude themselves more readily than the Eldar, for they have a less friendly history of relations with Men. They despise Orcs, dislike Dwarves, and are suspicious of Men.

Restrictions on Character Classes: None

Money: 1-200 gp's.

OUTFITTING OPTIONS

Weapons: Dagger, handaxe, broadsword, short sword, whip, bola, long bow, short bow, quarterstaff, two-handed sword, javelin, spear, main gauche, shang, rapier, kynac, boomer dag, net, boar spear, throwing stars.

Armor: Any. Silvan Elves are a varied group. Some prefer enchanted leather armor, while others favor no protective garb, and guard themselves instead with Shield spells.

Attire:

Weapon-users: Silk or cotton blouse (white, beige, pale green, or pale grey); trim-fitting tunic (length varies from mid- calf to mid-thigh) of heavy silk/cotton or leather worked so finely as to drape like fabric (bark brown, leaf green, storm grey); bandoliers crossing the chest, belt around the waist, straps around the limbs to accommodate weapon sheaths; leggings of sturdy canvas or supple leather; sandals or soft boots.

Non-weapon-users: flowing gauze blouse or smock (white, beige, pale green, or pale grey fabric with embroidery from a similar color spectrum), sometimes restrained by a gauze or silk sash, otherwise hanging free; silk leggings, flowing gauze pants similar to a divided skirt, or a many-gored gauze skirt (matching the blouse/smock or bark brown, leaf green, storm grey); heavy silk or gauze mantle fashioned like a cloak with sleeves or elongated (shoulder to waist) arm openings, usually falling to the ankles, often embroidered all over to create a leaf texture; sandals ornamented with gems or carved wood.

Money: Possessions to be bartered or sold: Elven rope (100' worth 20 sp; holds up 500 lbs., weighs only 3 lbs.), Elven silk (length of 3 yards worth 2 gp's), or an assortment of precious stones (lapis lazuli, malachite, agate, turquoise, onyx, amber) worth 2 gp's.

BACKGROUND OPTIONS

Background Options (*optional*): 4

Special Abilities: All available. Replace range 6 1-65 with: special affinity with trees and woodland foliage; all physical activities performed by the character are at a + 3 bonus when in forested terrain.

Special Items: All available. Due to the Silvan fondness for woodland, many items should be fashioned from fine or enchanted wood, even weaponry typically metal in other cultures. Steel, silver, white gold, tasarang, and bronze are also possible materials,

Extra Money: Gems (aquamarine, black opal, bloodstone, came han, garnet, fire opal, blue topaz, jade, star sapphire) worth a total of 1-200 gp.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Silvan Elf might in unusual circumstances learn: Apysaic, Black Speech, Varadja, or Waildyth.

2.2.2.3

SINDAR (GRAY)

OVERVIEW

The Sindar (sing. Sinda), or 'Grey Elves', are Eldar (Q. "people of the stars"). As part of the Teleri, the Third Kindred of the Eldar, they began the journey to Valinor, but they fell by the way for various reasons. The elves who would become the Sindar settled in the wide lands west of the Ered Luin ("Blue Mountains"), where Elwë, high king of the Teleri, established the kingdom of Beleriand with his queen, the Maia Melian. Although the Sindar did not dwell under the light of Valinor, still they lived under the rule of two from whose eyes that light shone forth, and long did they benefit from the benevolence of Ulmo, Vala of the Seas.

Many Teleri, lead by Olwe, moved to the mouths of river Sirion, where they were instructed by Osse and Uinen. During this time the Teleri developed their love of the sea. When Ulmo took them to Aman, some of the Teleri, at the request of Osse, remained in the Falas; together with the Teleri who still wandered inland in search of Elwë, these became the Sindar. The majority of the Teleri, though, went west on the second voyage of Tol Eressea, but at the request of Osse, Ulmo anchored the island in the bay of Eldamar. There, surrounded by the beloved sea, but within sight of Aman and the light of the Two Trees, the Teleri lived for a long time. Finally their desire for the light of Aman grew so great that Osse taught the Teleri the art of shipbuilding. Their wide ships drawn by swans carried them to the coast of Eldamar where they built the beautiful city of Alqualonde. In Alqualonde the Teleri lived somewhat apart from the Valar and the rest of the Eldar, since their hearts still turned towards the sea. Yet during the revolt of the Noldor they were forced to heed the affairs of Valinor, for Feanor demanded their swan ships to sail to Middle Earth. When Olwe refused, Feanor took the ships by force in the kinslaying at Alqualonde; many of the likely armed Teleri were slain. At the end of the first age the Teleri befriended Eilwë when she and Earendil came to Aman, and for her sake and that of the Sindar they sailed the host of Valinor to the Great Battle, although their hate of the Noldor prevented them from actually fighting. In later ages the Teleri lived in Alqualonde. The Teleri were the fairest singers of the Eldar, Ulmo, who was the dearest of the Valar to them, instructed them in music. They called themselves Lindar (the Singers). Also called the Falmari, the Foam riders, and the Sea Elves.

In the Second Age, with the fall of Beleriand into the sea, the surviving Sindar settled in Lindon (the only small sliver of Beleriand to survive the War of Wrath) and Mithlond (the "Grey Havens"), where they built their magnificent ships; at Edhellond ("Elf Haven") and Dol Amroth on the Bay of Belfalas; and amongst the Nandor and Sylvan Elves of Greenwood the Great and Lórien.

Although they had never been to the Undying Lands, the Sindar still felt the pull of that place in their hearts, and when they tired of the world, many took the fine white ships out of Mithlond on that final voyage. So it is that the numbers of the Sindar in Middle-Earth eventually dwindled.

The hair of the Sindar is typically sandy, their eyes green, blue or grey. They are ruddy of complexion, and like all Elves, possessed of a beauty that is sometimes frightening to Men. Like all elves, the Sindar possess excellent eyesight, and can see as well under starlight as a human in daylight, and by the sun may see much better than humans; however, complete darkness robs them of sight just as easily. They also share the near immunity to all forms of disease common to the Firstborn, and resist diseases

PHYSICAL CHARACTERISTICS

Build: Thin when compared to Men, the Sindar are nearly as tall as the Noldor but are generally slighter of build. They are more muscular than the Silvan folk. Males average 190 lbs; females, 155 lbs.

Coloring: Most have fair hair and pale blue or grey eyes. Like the Noldor, they have light skin

Endurance: They do not carry great burdens, but they are capable of traveling 16 – 20 hours a day. The Sindar do not sleep; instead they rest in a trance for 3 hours a day (this restores any Spell Points used Casting spells.)

Height: Males average 6'5"; females, 6'1".

Lifespan: They are immortal and will only die due to violence or if they weary of life and lose the will to live.

Resistance: They can not become sick or scared and are virtually immune to disease.

Special Abilities: Sinda vision under moonlight or starlight is as good as a Man's during the height of day. In other situations when there is any light source, Sindar can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, however, they are no better than Men (i.e., they can't see at all). The Sindar are less musical than the Vanyar or Silvan Elves, and are less skilled in forging or crafts than the Noldor. Nonetheless, they are adept at all the arts and excel in their special provinces. No race builds better boats or ships.

CULTURE

Clothing and Decoration: Sindar clothing is exceedingly well made, yet subtle and utilitarian. They do not favor the rich grab of their Noldor cousins. Grey and silvers are their chosen colors.

Fears & Inabilities: None.

Lifestyle: The Sindar are the most open and cooperative of Middle-earth's Elves. They are great teachers and barrowers and have an interest in the works of all races. This is in contrast to the more inquisitive Noldor, who are quick to scoff at things which are subtle or modest in appearance or utility. Grey-Elves are a settled people and enjoy the company of others. Unlike the Silvan Elves, they build towns and havens and gather in close-knit communities. Many of the Sindar feel a kinship to the sea. They build superb ships and are renowned sailors.

Marriage Pattern: Monogamous and for life. They sometimes marry Men. Such unions produce Half-Elves.

Religion: Informal and centered around communal celebration and personal meditation. Like all Elves, they worship Varda as giver of Light and maker of the stars. Given their love for sailing and the sea, they also have a special respect for Ulmo, the "Lord of Waters".

OTHER FACTORS

Demeanor: Of all of the Elves, the Sindar are the quietest and calmest, and appear to be the most content. They are less frivolous and playful than the Silvan Elves and are less fiery and passionate than the Noldor. Sindar feelings are deep and not easily aroused, but when they are they cannot be stayed. This is the root of their Sea-Longing.

Starting Language: Quenya, Silvan, Sindarin, Westron

Bonus Language: Adunaic, Atliduk, Logathig, Nahaiduk, Black Speech, Apysaic, Haradaic, Orkish or Rohirric.

Prejudices: The Sindar are great friends of most races and have remained particularly close to Dwarves. Their chief enemies are Orcs, Wargs, and Dragons.

Restrictions on Character Classes: None.

Money: 1 – 100 gp's.

OUTFITTING OPTIONS

Weapons: Dagger, broadsword, composite bow, long bow, flail, quarterstaff, two-handed sword, javelin, spear, kynac, falchion, foil, dag, main gauche, rapier, bastard sword, gé, yarkbalka.

Armor: Any. Sindar prefer to derive the protection given by armor from magical clothing (robes, capes, gauntlets, belts, veils) where such is available rather than from encumbering leather or metal suits.

Attire: Smock of gauze or light silk; close-fitting vest or tunic of fine linen, cotton, or heavy silk—tunics vary in length from short garments barely extending below the waist to long ones slit up the sides for freedom of movement; leather or metal belt or a sash of linen or silk; close-fitting hose or a sarong skirt of lucent organdy or

heavy silk reaching from mid-calf to the ankles; boots or decorative open sandals; hip-length cape. The colors of the garments are all variations on white and grey: cream, eggshell, ivory, pearl, lemon, charcoal, taupe, blue-grey, rose-grey, green- grey, smoke, silver, beige, etc. Embroidery and appliqué are used sparingly, usually to create texture or pattern (as with white on white or cream on lemon) rather than for contrast (white on charcoal or blue-grey on ivory).

Money: Gems (clear quartz, blond chalcedony, zircon, mother-of- pearl, white spinel) worth a total of 2 gold pieces.

BACKGROUND OPTIONS

Background Options (*optional*): 3 (Since the Sindar are Elves in general are tied by their immortality to the Song of Creation, Sindar are more strongly bound to Fate and get only three

Special Abilities: All available. Replace range 61-65 with: proficient at learning languages; character receives an additional 3 languages of his or her choice (subject to GM approval).

Special Items: All available. Most should be beautifully crafted, bearing floral or leaf motifs, and constructed from fine or relatively rare materials: steel, silver, mithril, crystal, close grained wood, marble, agate, amber.

Extra Money: Gems (fire opal, diamond, pearl, moonstone) worth a total of 1-200 gold pieces.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Sinda might in unusual circumstances learn: Apysaic, Black Speech, Haradaic, or Orkish.

2.2.3 *hobbits (kuduk)*

OVERVIEW

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.

Hobbits have an unclear origin, although it appears they arose in the East in the First Age, at about the same time as Men. Indeed they are said to be related to Men. Their habits however, are unique: they burrow and dig and reside in "holes": thus their name Kuduk, which means "hole-dweller" (from the ancient Rhovanion Hobbitish *kûd-dûkan*).

The Hobbits migrated out of Rhovanion over the Misty Mountains into Eriador sometime early in the Third Age. They came into the Kingdom of Arthedain, one of the Arnorian successor states, and gave their allegiance to the King in exchange for autonomy within their home, which in time they came to call the Shire. When Arthedain fell, the Hobbits were left to their own devices, but as one of the few civilized places in Eriador, the Shire and the surrounding farming lands were never really alone.

In the late Third Age, the Hobbits are only known in the Shire and some other parts of Eriador, though legends of them remain amongst the Riders of Rohan. However, it is possible that a small population of Stoors

remain by the banks of the Anduin, hiding still in their holes.

PHYSICAL CHARACTERISTICS

Build: Smallest of the speaking people, Hobbits average between 2 and 4 feet in height, and tend to be fat or pudgy. They have large and hairy feet—to the point of being furry.

There are three principal varieties, or tribes, of Hobbits: the Harfoots, Stoors, and Fallohides.

Endurance: Hobbits have a subtle ruggedness which is akin to that of Dwarves and Orcs. When pushed, they can travel long distances over tough terrain, despite the fact that their normal routine requires frequent meals and relaxation.

Lifespan: 90-120 years. They become adults at 30.

Resistance: Their feet and hands are almost immune to heat and cold. Accordingly, they are almost always barefoot. Their innate simplicity and innocence gives them heightened resistance to magical attacks.

Special Abilities: Dexterous, they move nimbly and quietly. Their long, strangely slender fingers allow them to craft fine handiwork and help explain their fine reputation as thieves.

CULTURE

Clothing & Decoration: They wear linen or wool garb—shirts, pants which fall to the upper ankle, and brightly colored vests. They occasionally don hats, but rarely wear shoes or gloves.

Fears & Inabilities: Hobbits shy away from the bizarre or unusual, but otherwise have normal dispositions.

Lifestyle: They are capable craftsmen, but are not friends of complex machines or magic. Their vices are few: six hefty meals a day, pipe-weed smoking, and bright apparel. Still, regardless of this dull and insular lifestyle, the Hobbits' steady approach to life has proved successful; in the face of wars, plagues, and famines, they have survived relatively undisturbed.

Some Hobbits are curious enough to travel or adventure a bit, and the Fallohides have produced a considerable number of rather bold individuals. Each Hobbit tribe has its own favorite locale: Fallohides enjoy the woodlands found in cool northern climes; Harfoots favor hillsides and highlands; and Stoors prefer riversides and flatlands. Accordingly, their preferences have had an effect on their living patterns. The conservative Harfoots, for instance, have always had sites for their traditional smials or Hobbit-hole houses, while the Stoors and Fallohides have begun relying on surface dwellings of wood, brick, or stone.

All the Hobbits enjoy the simple life of farmers, millers, and craftsmen. Workshops and sheds dot their territories, uniformly low structures, for the Halflings hate towers and rarely build above the first story.

In the Shire (K. "SCiza") the traditional office of the ruling Thain is hereditary.

Marriage Pattern: Monogamous. Harfoots and Fallohides trace their lines through either the male or female. Stoors trace theirs through the female.

Religion: Hobbit religion is without exception low-key and in for mal. It is actually a series of joyful celebrations centering on the gifts of Nature. Mid-years (midsummer's) is the time for the summer festival, while the two Yule days at the beginning and end of the year mark the beginning of the return of the Sun and the march toward Spring. Harvest times, of course, are always of special note.

OTHER FACTORS

Demeanor: Hobbits are basically cheery, conservative, unassuming, and peaceful folk. Ambition is not part of

their makeup. Most are conformists who avoid the unknown and shun adventure, preferring instead to stay within the comforts of neat, humble villages.

Language: Starting Languages: Hobbits speak their own subtle variant of Westron which is modern Hobbitish. This adoption of the Common Speech is indicative of their subtle adapt ability, for the whole of the tribes abandoned the original Kuduk tongue when they migrated out of Rhovanion in the 13th and 14th centuries of the Third Age. The traditional Westron name for Hobbits is Banakil (W. "Halfling"). Hobbits also have the opportunity to learn: Adunaic, Kuduk.

Prejudices: Fallohides are the most prone to mingle with Big People. Stoors rarely deal with other races, and the Harfoots, for the most part, prefer to interact with the grim Dwarves. All Hobbits share in hating Wargs and Orcs.

Restrictions on Character Classes: Hobbits produce no Spell Caster or Psionic Users, other than Druids.

OUTFITTING OPTIONS

Weapons: dagger, handaxe, short sword, club, short bow, sling, blackjack, jo, pilum, throwing stars.

Armor: None or soft or rigid leather. Only in rare circumstances will a Hobbit acquire something like Bilbo's shirt of Elven chain mail.

Attire:

Males: white or cream linen shirt; colorful (royal blue, scarlet, grass green) waistcoat or vest, often embellished with embroidery or made from an ornate brocade; leather belt with a pewter, gold, or brass buckle; loose woolen trousers with legs that reach anywhere from just below the knee to just above the ankle, often stripped (bright yellow, green, blue, orange), always vibrantly dyed.

Females: white or cream linen blouse and petticoat; dirndl- styled woolen jumper in a bright hue (lemon yellow, fuchsia pink, sky blue, apple green, turkey red), reaching to mid-calf; bodice (in a contrasting color) that laces up the front; lace or crocheted shawl knotted around the top of the shoulders; white or cream linen apron.

Money: 20 silver pieces of Arnorian mint.

BACKGROUND OPTIONS

Background Options (optional): 5 Those Hobbits who dare venture away from home are assumed to be extraordinary.

Special Abilities: Range 71-75 not available (re-roll).

Special Items: Spell adders and items that cast spells not available. Only items that perform a natural task in a superior way (weapon, saddle, rope, lockpick, etc.) would be present in Hobbitish society.

Extra Money 1-200 gold pieces of Arnorian mint.

Stat Increases: Strength and Charisma may be increased by 1 at most. All other stats available for normal background option increase.

Extra Languages: In addition to the tongues listed above, a Hobbit might in unusual circumstances learn: Atliduk, Dunael, Nahaiduk, Orkish, Rohirric, Silvan Elvish, or Bethteur.

2.2.3.1 *fallohide*

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The Fallohides are the tallest (average: males, 3'9", 65 pounds; females, 3'7", 62 pounds). They have fair skin and, of all the groups, resemble Men the most. Their numbers are small, however, and some observers have confused them with nearby mannish groups.

2.2.3.2 *harfoot*

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The most common Hobbits are Harfoots. They are the smallest in size (average: males, 3'5", 54 pounds; females 3'3", 51 pounds) and the darkest in color, having brown skin and hair. Neat and uniformly beardless, they are in many ways the picture of the average Hobbit.

2.2.3.3 *stoor*

[Need original artwork here instead]

The Stoors are the stockiest Hobbit folk and often appear shorter than some of the Harfoots because of their wide profile. Generally, however, they are taller than Harfoots and shorter than Fallohides (average: males, 3'7", 66 pounds; females 3'5", 62 pounds). Their coloration is also somewhat of a compromise, although they have curly brown hair which resembles that of their shorter cousins. Nonetheless, the most distinguishing features of Stoors are their huge hands and feet (large even by Hobbit standards) and frequent beard growth.

2.2.4 *men (eḍaín)*

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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 first encountered the Firstborn (the Elves). The Eldar (Elves) gave men the name of Hildor (Ē. "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.

There are two greater groupings of Men: the High Men, who are commonly called Edain; and the Common Men, those who did not ally themselves with the Elves in the wars against Morgoth. Some speak of the Northmen as a third group, Middle Men, who are racially close to the Edain, but did not benefit from any contact or alliance with the Elves.

Blessed by their faith in Eru and his Vala servants, the Adan line is special. High Men are exceptionally large, averaging 6'3" to 6'7" and weighing 200-275 pounds. Their great bones and musculature gives them a grand appearance; only the Noldo Elves rival their strength. They are not as nimble or resilient as the Elves however. The hair of High Men is dark-brown or coal-black – their eyes blue, grey, or black – and they tend toward fair skin. Those of pure blood live as long as 250-300 years.

Common Men are more numerous and less blessed. Stocky and relatively short (5' to 6'4"), they have produced a wide variety of types. Their hair and skin colors vary from the deepest brown and blacks to the lightest shades of blond and cream. Unlike the High Men, many wear beards and mustaches. From their ranks come the vast majority of Middle-earth's mannish lines.

2.2.4.1 *Beorning (Rare?)*

OVERVIEW

Also called Beijabar or Bajaegahar, this dispersed group of large men has a confused origin. They are a Northmen branch related to the Woodmen, Lake-men, and Dale-men of Rhovanion, although they apparently become distinct in eldar times, probably before the Northman migrations out of Eriador. Their numbers are few, and some have distinguished them as a clan rather than a separate people. Culturally, and to some degree physically, however, they are unique. Wild animals will not attack a Beorning unless actively provoked.

PHYSICAL CHARACTERISTICS

Build: Physically, the Beornings are the largest of the Northmen, and all are strong of build and bone structure. Men are exceedingly hairy; they average 215 pounds. Women average 145 pounds.

Coloring: Their complexions are fair, but unlike most Northmen (who usually are blond), the majority have reddish hair.

Endurance: Beornings need sleep only twice every three days.

Height: Men average 6'4"; women, 5'7".

Lifespan: 80-100 years.

Resistance: Average.

Special Abilities: Wild animals will not attack a Beorning unless actively provoked.

CULTURE

Clothing & Decoration: They are extremely hairy, and their tendency to wear furs gives them an “animal-like” appearance. Favoring rugged tunics, capes, and woolen pants with leggings, they rarely wear any traditional armor.

Fears & Inabilities: They shy away from civilized areas.

Lifestyle: Beornings have traditionally lived in small groups or single families on well-tended “manors.” Some, like Beorn’s line, have favored relative lowlands, while the majority resides in the passes and foothills of the Misty Mountains or Grey Mountains, in each case, their presence is extremely subtle. Beorning families tend both themselves and their surrounding manors with the aid of a wide variety of friendly animals, members of the household which appear tame to the outsider. Males leave their manors for extended periods in order to conduct military, religious, or social affairs.

Marriage Pattern: Monogamous. The line is traced through the male.

Religion: Centers on the ancient Cult of the Bear (Rh. “Bairakyn”). The head of the Cult, or Waildanbair (Rh. “Ruling Bear”), is also the hereditary lord of the whole Beorning clan and is the foremost of the famous Shape-changers. During their secluded ceremonies, these Men take the form of bears and recreate their ancient legends and epics using complex dance rituals. These gatherings occur at specific holy places which have some connection to their patron Vala Oromë (whom they call Araw).

Demeanor: Beornings are loners by nature, but enjoy their rare moments with others. Generous and normally quiet and intro spective, they can become jovial and explosive when in social situations. Their deep, thundering laughter is legend. As warriors, Beornings are fierce and often uncontrollable. This is particularly true of the rare Shape-changers, for they have a tendency to transform into Bears when outraged or overly stimulated. Once Bears, they can attack with tremendous force, but they have little more than single-minded instinct to work upon.

Language: Starting Languages: Beornings generally use two forms of communication: their standard language Atliduk and the system of Nature-signals called Waildyth. The latter can be used to speak over long distances without betraying one’s presence, since the sounds are merely variations on the noises of the wild—beasts, the wind, and the like. Most Beornings also know Westron and the Woodman tongue Nahaiduk.

Prejudices: Beornings hate Orcs, Wargs, Trolls, Giants, and Dragons.

Restrictions on Character Classes: Beornings produce no Spell Caster or Psionic Users other than Ranger, Druids, however, a few are Shape-changers who can change from Man to Bear- form, but have limited control over this process.

OUTFITTING OPTIONS

Weapons: dagger, handaxe, broadsword, club, mace, whip, bola, short bow, sling, quarterstaff, woodsman's axe, cud gel, jo, cabis.

Armor: None or soft or rigid leather.

Attire: Males: soft or suede leather tunic (with sleeves reaching from mid-forearm to the wrist) trimmed with fur (rabbit, beaver, mink, marten, sable) at the neck, waist, and hem; leggings of soft or suede leather; stout leather boots; cloak made from a dear, bear, or cougar pelt.

Females: the same garments described above with the addition of a full suede skirt (falling to mid-calf or the ankles) trimmed with furs at its hem; or a caftan-styled gown of soft leather with its pleats hanging from a yoke and possessing long wide sleeves. Varying shades of tan, brown, and red are the favored colors for Beorning garments. Small spots of yellow, white, or sky blue occasionally are used ornamentally in a yoke at neck or waist. Women who go adventuring often wear leggings without a skirt if they must be prepared for combat.

Money: Goods to be bartered or exchanged for coinage: 10 deerskins, finely worked, worth 2sp each; 5 otter pelts worth 4 sp each; 4 beaver pelts worth 5 sp each.

BACKGROUND OPTIONS

Background Options (optional): 5 Those Beornings who leave their tight society are assumed to be special.

Special Abilities (B.O. - optional): All available. Modification to range 71-75: the spellcasting learned must be within one of the Divine spell casting classes not Arcane.

Special Items: No items casting Arcane spells or Arcane enhancing Essence-using abilities are available. Divine spells, although rare, may be present, as may the enhancement of Divine spellcasting abilities. Beorning craftsmanship is excellent, although their work is rustic and lacks the refinement typical of Elvish crafts.

Extra Money: A selection of pelts worth 1-200 gp's (black fox, 5 gp's; marten, 8 gp's; black sable, 10 gp's; ermine, 13 gp's; golden sable, 15 gp's; mink, 11 gp's; red sable, 12 gp's; white fox, 7 gp's).

Hobbies: Primary Skills: _____

Secondary Skills: _____

Artistic Skills: _____

Craft Skills: _____

Influence Skills: _____

. Lore Skills: _____

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Beorning might in unusual circumstances learn: Labba, & Orkish.

2.2.4.2

DORWINRIM (Rivermen?)

OVERVIEW

The Dorwinrim occupy the lower Carnen valley and the region running south from the river to the northwest shore of the sea of Rhun - the land called Dorwinion. They are a mixture of Northman and Easterling stock.

PHYSICAL CHARACTERISTICS

Build: Dorwinrim are slightly larger than most groups labeled as “Common Men.” Males average 155 pounds; females, 110 pounds. Overall, they are somewhat stocky and have wide features; narrow noses and eye slits are the only exception.

Coloring: Their fair, slightly yellowish complexion is unique. They have subdued eyes which are usually brown (like their straight hair), although some are blue or green.

Endurance: Average.

Height: Men average 5'9"; women, 5'2'.

Lifespan: 60-80 years.

Resistance: Normal.

Special Abilities: +6 bonus to save versus poisons. + 3 for situations involving acting or public speaking.

CULTURE

Clothing & Decoration: A wide variety of wools and linens. They wear shirts and pants and adorn themselves modestly.

Fears & Inabilities: None.

Lifestyle: They are traders and river-men who abandoned their nomadic past in favor of an urban, albeit rustic life. Dorwinion is known for its fine wines and strong oils. Hardy vines cover the land and provide the principal sources of income: grapes and wine. Trees produce olives and olive oil. Additional revenue comes from the Sea of Rhûn: shellfish products, food, and dyes bring good money to the Dorwinrim.

Marriage Pattern: Monogamous. The line is traced through the male or female.

Religion: Dorwinadan religion is a prominent and stable element. It is a unifying force among a people who have no formal law and equate authority with power, Donu, a local manifestation of Yavanna, is the Queen of their pantheon. She is their one “Mother Goddess.”

Worship centers on tribal and clannish totems (L. “Izana”), holy symbols which represent deified heroes blessed by Donu. The heroes are believed to have power over the places they influenced during life and hold sway over their descendants. Therefore, a family or clan guards its territory religiously. The totems are also crucial, since they are believed to have real power and are the sole means of communication with the hero they represent.

Demeanor: The Dorwinrim are known for their hardy, hospitable character. Most favor strong drink and storytelling and never shy away from a celebration, their distinct rolling laughter and physical closeness (e.g., hugging) adds to their reputation of friendliness, although it is somewhat deceiving; a Dorwinadan may appear closer than he really is. The Dorwinrim are amazingly loyal to friends, and distinctly short or cruel with enemies,

Language: Starting Languages: The Dorwinrim are well-versed in the commercial tongues of northwest and

north-central Middle-earth, They speak fluent Westron and Logathig, the latter their own home tongue. Since they frequently deal with the Silvan Elves, many have acquainted themselves with Silvan speech or Sindarin. Atliduk, Haradaic, Labba, Nahaiduk, Varadja

Prejudices: Renowned as explorers, traders, and travelers, they have learned much of the spirit of others and enjoy dealing with a wide variety of Elves and Men alike.

Restrictions on Character Classes: None.

OUTFITTING OPTIONS

Weapons: Battle-axe, broadsword, club, dagger, halberd, javelin, long bow, quarterstaff, scimitar, short bow, sling, two-handed sword, irgaak, jo, katana, long sword, no-dachi, throwing stars,

Armor: Any. Dorwinrim prefer the lighter types of armor, although a warrior garbed in a full suit of chain or plate mail is not unknown.

Clothing

Males: linen shirt or blouse, usually cream or white; short woolen vest, sometimes with decorative points at the hem, sometimes cut straight, usually with panels of fabric in contrasting earthy hues (rust and black, soft brown and dull yellow, brick and dark brown, etc.); loose woolen trousers in subdued colors (black, dark grey, tan, sienna, bone, taupe, umber, etc.); linen sash or leather belt; wooden clogs or sturdy leather boots; long, full coat, often with quilting and trap unto to provide protection in the severe weather that visits the area in winter.

Females: linen shirt or blouse, usually cream or white; woolen vest, usually more form-fitting on women of marriageable age, looser on children and matrons, with panels of fabric in contrasting earthy shades (orange and charcoal, black and bone, taupe and dark brown, etc.); full woolen skirt in subdued colors (rust, dark grey, tan, sienna, brick, dull yellow, umber, etc.); linen sash or leather belt; wooden clogs or sturdy leather boots; long, full coat, with elaborate quilting and trap unto.

Money: 20 silver pieces or 10 kys the unique ivory coinage of the Dorwinrim.

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: All available.

Special Items: All available. The Dorwinadan aesthetic sense prefers exquisite simplicity over elaborate ornamentation. Their weapons and tools are beautifully made and possess graceful lines, but little carving or engraving. They do employ gems for insets, however.

Extra Money: 10-2,000 silver pieces or 5-1,000 kyriiri.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Dorwinadan might in unusual circumstances learn: Apysaic, Black Speech, Orkish, Rohirric or Umitic.

2.2.4.3

DRUEÐAÍN (WOSE)

OVERVIEW

Of all Men, none surpass the Woses in the arts of wood-lore and wood-craft. This very ancient and diminutive race has long been tied to the forests and has remained the greatest lot of woodland warriors ever produced by the Secondborn. Their skills have in fact guarded their narrow survival, for they are considered ugly by Men and Elves alike and have been hunted and persecuted since the days of the First Age. The Woses have many names. They call themselves Drughu. Drúedain (sing. Drúedain) is the label given them by the Elves, while Men use various terms: Pukel-men, Wild Men, Drugs, or Woses, the latter a Westron construction. Orcs fear the Woses and have named them Oghor-hai.

PHYSICAL CHARACTERISTICS

[Need original artwork here instead]

Build: Woses generally have a broad, stumpy profile marked by wide faces, flat features, and deep-set eyes. Short, thick legs, heavy lower bodies, and pronounced brows help give them an eerie character—unlike any other Men. This uniqueness is accentuated by their peculiar hair growth, for few of the Wose Men have any hair below their eye level. Those that do are revered, although even they have no more than a slender patch of black chin hair which lies well below their wide mouths. Nearly all Wose Men are bald from the forehead to the back center of their squat skulls, but take pride in the hair they have along the flanks of the head. Men average 145 pounds; women, 135 pounds.

Coloring: Ruddy skin, black hair, and black eyes. Because the Woses have guarded eyes which are dark and set with black pupils, they appear to gaze from shadowy pools which might be mistaken at a distance for a pair of cavities. One must get quite close to a Wose to notice any eye movement at all, much less any of the subtle distinctions in the eyes themselves. This haunting feature is made even more unsettling when a Wose is angry; then the pupils glow with a fiery red hue.

Endurance: Average.

Height: Men average 4'9"; women, 4'4".

Lifespan: 30-50 years.

Resistance: Average.

Special Abilities: The wide noses of the Woses are the most sensitive found in Man. Even in an open field, they can smell an Orc before another Man can see him. Together with their strong eyesight, they can track better than almost any hunting hound. Only running water will stay their pursuit. This is even true at night, since Woses are blessed with superb night-vision. Even in the dark forest of the night they can see 1000 feet as if it were daylight. +5 bonus to tracking, +3 bonus for survival.

They have the ability to sit for days on end without movement. With legs crossed, hands on their laps or knees, and eyes closed or facing ground ward, they can remain silent as a statue. This affords them peace and allows for recall or meditation. Unfortunately, it apparently does nothing to lengthen their years, for the Woses generally die at a young age.

CULTURE

Clothing & Decoration: They often braid their hair, pulling it back to join behind in multiple tails. Woses wear little or no clothing or adornments; instead, they prefer to go about relying on their rugged bodies, using pigments to create imagery. Those that are most acquainted with other Men occasionally don hide leggings and a breechcloth, and in rugged terrain they employ a distinct high, thick-soled laced shoe. Beyond these trappings, they have little use for the costumes of other Men.

Fears & Inabilities: Woses do not like towns and cities.

Lifestyle: Wose culture revolves around the forests and plants they hold so dear. They are frugal and eat little, even in the best of times, and they partake of no drink but water. Being exclusively vegetarian, they live on the gifts of the woodlands and are quick to acquire an understanding of the nature and location of nearly every plant in an area—regardless of its size. Only the Elves and Ents exceed their skills in carving and plant-lore.

It is for their stone sculpture that the Woses are best known. They carve a variety of motifs and beasts, and employ a particular form in the making of life-like “watch-stones” (Pukel-men) are guardian statues which they place to protect paths, entries, crossroads, and the like. Legends surround the watch stones, most of which are true. It is clear that they are enchanted. Orcs fear them most of all, and with good cause, since the Woses can communicate with watch-stones of their making and can derive knowledge from the carvings’ “experiences.” Some very powerful watch-stones actually come to life in order to guard their posts—acting instead of their creators—although in such a case, the Wose sculptor will feel all the pain of his creation. They place these watch-stones and hideous statues around the borders of their lands and at various sensitive sites. Some are used to do no more than dishearten their foes.

Marriage Pattern: Monogamous, producing few young. The line is traced through the female.

Religion: Many of the watch-stones stand over the Wose holy sites. Unlike many of the other Men, particularly the Dunlendings with whom the Woses are often associated, the Woses have a strong tradition of organized worship. This is a pronounced animism which revolves around a reverence for Nature. They hold Eru and the Valar in proper awe, although they have their own view of the nature of the masters of the world. Of all the Valar, they worship none more than Yavanna, the Giver of Fruits and Queen of the Earth, whom they call “Mam-ugu-Mam.” It is she who presides over the Kelvar (plants), and it is the plants which breathe life into the world of the Woses.

OTHER FACTORS

Demeanor: Woses generally seclude themselves from other folk and do not take on friends easily, but when they do, they are unwaveringly loyal. Those that do get to know them will be impressed by their frequent bouts of laughter, since the Woses will laugh when others sing. Their rich and unrestrained joviality forms quite a contrast to their usual demeanor; normally they appear unemotional and slow to speak.

Language: Starting Languages: When they do talk, the Woses use the guttural Pûkael tongue which is ideally suited to their deep voices and is alien to that of other Men. Some also speak a little Westron or Dunael. Having no use for traditional runes or script, the Woses have developed their own system of pictographic signs—most quite simple—which they utilize for the most practical purposes, notably to mark paths or signal their brethren while out in the wood. Woses also have the opportunity to learn more of the Westron and Dunael tongues.

Prejudices: Woses hate Orcs, Wargs, and Rohírrim. The latter group has occasionally made sport of hunting the Wild Men.

Restrictions on Character Classes: There are no Wose Socrers, Psionic Users or Bards.

OUTFITTING OPTIONS

Weapons: club, dagger, handaxe, mace, quarterstaff, spear, war mattock, blowgun, jo, throwing darts, pipebow (a 3' long blowgun; treat as a light crossbow delivering a dart coated with Púra, 2nd lvl conversion poison). Most weapons possess stone blades or tips or attack surfaces and wooden hafts.

Armor: None or soft or rigid leather. Woses rarely wear armor, but tortoise shell, eel hide, and bark strips are the favored types when it is required.

Attire: Hide leggings; suede breechcloth; suede collar covering the shoulders and falling to the lower ribs; swirling designs in body paint on the face, arms, thighs, and stomach; knee-high shoe with thong fasteners along the outer side of the leg.

Money: Herbs worth 20 sp (Rewk, 9 sp; Thurl, 1 sp).

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: All available. The spell list learned in range 71- 75 must be a cleric, Ranger, or Druid list. Replace range 61-65 with: character gifted at birth with an enchanted Tattoo of Wildness that camouflages his or her skin (+10 to stalk/hide) in a forest environment; the tattoo covers the whole body, but is Invisible until its power is desired.

Special Items: All available, but spell adders and daily spell items. Stone, wood, bark, and bright pigments are the materials used by Wose craftsmen.

Extra Money: Herbs worth 1-200 gp's (Terbas, 2 gp's; Berterin, 19 gp's; Pcira, 28 gp's).

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Wose might in unusual circumstances learn: Rohirric.

- Medium-size (4' to 5' tall)
- Base speed 45 feet
- Low-light vision
- Proficient with blowgun and shortbow.
- Primitive: The Drúedain are a simple people. A character of this race may not start play with any of the following feats: Martial Weapon Proficiency, Medium Armor Proficiency, and Heavy Armor Proficiency. (If one of the character's classes provides any of these feats, he or she does not receive them.) If a Drúedain character wishes to learn how to use a martial weapon, he or she must buy the Exotic Weapon proficiency in that weapon. Likewise, Drúedain are never comfortable in medium or heavy armor and always suffer the Armor Check penalty even if they do possess the appropriate feat. (The penalties are doubled if they don't possess the feat.)

2.2.4.4

dunedain (faithful)

PHYSICAL CHARACTERISTICS

Build: Tall and strong. Men average 225 pounds; women, 150 pounds.

Coloring: Fair skin and black or dark brown hair. They have gray, hazel, blue, or green eyes.

Height: Men average 6' 5"; women, 5' 10".

Endurance: Considerable.

Lifespan: 100-300 years.

Resistance: Normal.

Special Abilities: Diplomacy is a class skill

CULTURE

Clothing & Decoration: Traditionally simple and elegant among the Arthedain, while the Dúnedain of Gondor favor more elaborate dress, especially large embroidered collars. Cardolani and Rhudaurian Dúnedain favor more functional clothing. Leggings and tunics are the norm.

Fears & Inabilities: The Dúnedain do not so much fear death as dread the ending of their works upon Arda, but their obsession with burial rites is seen by most other peoples as a fear of death.

Lifestyle: To some degree militaristic in all cases, though the Gondorians are more prone to this than the others. The Arthedain are fairly contemplative, and value intellectual work highly, while their brethren in Cardolan and Rhudaur live lives of intrigue, warfare, and subsistence.

Marriage Pattern: Invariably monogamous; unions with other mannish races are common, Patrilineal.

Religion: Dúnedain know the true nature of the world, and do not worship the Valar (though they do revere them). Some hold a special reverence for Uinen, servant of Ulmo, which is a remnant of their days in Númenor. The Kings, who function as intermediaries to Eru and the Valar, perform religious functions.

OTHER FACTORS

Demeanor: Noble, confident, and proud. Many Dúnedain see themselves as teachers and guides to the "lesser" men of Middle-earth.

Prejudices: All Dúnedain hate the Kings Men (Black Númenoreans) who betrayed their trust resulting in the Downfall of Númenor. Orcs and Trolls also engender hatred in the Dúnedain.

Restrictions on Character Classes: None

OUTFITTING OPTIONS

Weapons: Battle-axe, broadsword, composite bow, dagger, flail, halbard, lance, long bow, mace, morning star, quarterstaff, short sword, spear, two-handed sword, war hammer, armored fist, bastard sword, boar spear, dag, falchion, foil, kynac, long kynac, main gauche, rapier, war mattock.

Armor: Any. Dúnedain warriors have access to some of the best armor made, as well as the powerful physique necessary to feel comfortable in the heavier types.

Attire: *Arnorian males:* linen, silk, or woolen undershirt, in a rich color (maroon, Celestial blue, purple, navy blue), with close fitting sleeves; woolen under-hose; silk or woolen outer hose; flowing silk or woolen tunic (rich hues) with wide, flowing sleeves ornamented with fine embroidery and appliqué; decorative leather belt often set with precious stones; silk or woolen collar covering the shoulders and often the neck, decorative bands of embroidery at the top and bottom edges; soft slippers; stout outer boots; quilted cape with generous hood and wide sleeves; fur over-cloak.

Arnorian females: linen, silk, or woolen undershirt, in a rich color (royal blue, deep red, sky blue, violet, midnight blue), with close fitting sleeves; woolen hose; flowing silk or woolen gown (rich hues) with wide, flowing sleeves ornamented with fine embroidery and appliqué; decorative leather belt or girdle often Set with precious stones; silk or woolen collar covering the shoulders and often the neck, decorative bands of embroidery at the top and bottom edges; headpiece of lace or embroidered fabric, crescent- shaped, with one point hanging onto the forehead; soft slippers; leather ankle boots; quilted cape with generous hood and wide Sleeves; fur over-cloak.

Gondorian males: silk or cotton undershirt, usually white or a pastel; rich-hued silk or cotton waistcoat with elaborate sleeves (gathered, slashed, multiple puffs), close-fitting bodice, and wide skirt pieces; belt of finely dyed leather and gold or silver links; decorative collar, elaborately embroidered, covering the shoulders but revealing the neck; sandals or soft shoes; quilted cape with generous hood and wide sleeves.

Gondorian females: silk or cotton undershirt, usually white or a pastel, often sleeveless; rich-hued silk or cotton gown with elaborate sleeves (gathered, slashed, multiple puffs) and close fitting bodice; silk sash or girdle; decorative collar, elaborately embroidered, covering the shoulders but often revealing the neck and chest; ornamental headpiece; sandals or soft shoes; quilted cape with generous hood and wide sleeves.

Money: 20 silver pieces.

BACKGROUND OPTIONS

Background Options (optional): 3, The Dúnedain are traditional and well-educated. They have a well organized society. This, combined with the fact that their early days are so filled with learning

Special Abilities: All available.

Special Items: All available to Arnorian Dúnedain Gondorian Dúnedain should not have spell adders or daily spell items (range 61-89).

Extra Money: 1-200 gold pieces. Lower sums (1-10 gp's) are more likely to be in the form of silver pieces (10-100 sp).

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Dúnadan might in unusual circumstances learn: Atliduk, Labba, Logathig, or Nahaiduk.

2.2.4.5

Dunlending (hillman)

OVERVIEW

The Daen Coentis, or Dunlendings as they are called by their neighbors, are the descendants of the Daen Coentis, the people that once inhabited the lands now known as Gondor and Rohan. Now they survive in Dunland, in Enedwaith, at the southern end of the Misty Mountains. Considered backward barbarians by their

neighbors (especially the Rohirrim), the Dunlendings have a rich, traditional culture that they fear, perhaps rightly, is under threat. They hate the Rohirrim and their Gondorian allies, and fear Elves and their fey magic. The Dunlendings are distant cousins of the Hill Men of the northern Misty Mountains, who conquered Rhudaur for the Witch King of Angmar, but whose kingdom fell before Glorfindel's avenging army in 1974 TA.

Dunlendings are typically shorter than their Northmen neighbors, with a darker, almost swarthy complexion. Hair colors range from blonde to black, though darker colors are more common; red hair is considered particularly favorable. Some Gondorim, such as the swarthy shepherds of hilly Lamedon, retain more than a hint of Dunish blood, but are culturally men of Gondor.

Also called "Hillmen", this group of Common Men traditionally lives in the hills and highlands west of the Anduin valley. Most have become settled farmers and herders and make up majority populations in Eriador. Others remain pure and live in the foothills and mountain vales.

PHYSICAL CHARACTERISTICS

Build: They are of medium to stocky build and rugged, with little body hair, Men average 175 pounds; women, 135 pounds.

Coloring: They have a tanned or ruddy complexion and brown hair.

Endurance: They are superb mountaineers and handle tough terrain with little additional effort.

Height: Men average 5'10"; women, 5'6".

Lifespan: Short; about 50-80 years.

Resistance: Normal.

Special Abilities: +4 for tumbling. +4 for public speaking and acting activity.

CULTURE

Clothing & Decoration: Crude wool and hide tunics with leggings. They also wear rough over-coats, short cloaks, and fur hats. The woolens are woven in bright plaids, the colors indicating the wearer's family lines and clan. Ritual tattooing is widespread.

Fears & Inabilities: Numerous superstitions, notably a fear of Darkness centering on the spirits in the earth and plants (which come forth at night).

Lifestyle: Dunlendings are herders, hunters, and gatherers who live in extended families and reside in villages and fortified clan-holds. They use chariots. Extremely theatric, they are gifted poets, musicians, singers, and storytellers. Pugnacious, they often settle disputes by raiding, fighting, or even warring on one another (and of course others).

Marriage Pattern: Monogamous, but one must marry outside the family. Political marriages are very common. Line traced through the female.

Religion: Superstitious rituals devoted to a complex grouping of vengeful petty deities. Many are vaguely based on the Dunlendings' peculiar interpretations of the Valar. Oral traditions are crucial to the keeping of histories and law, Sacrifices are widespread and the clergy are both revered and feared.

OTHER FACTORS

Demeanor: Suspicious and self-centered, yet vocal and animated. They love to talk, laugh, sing, and scream.

Language: Starting Languages: They speak their native tongue Dunael and Westron. Written Dunael is rare, for a premium is placed on oration and the performing arts. Dunlendings also have the opportunity to learn: Rohirric.

Prejudices: Dunlendings generally hate the Rohirrim and Woses above all, although many also despise the Dunadain, Dwarves, and Orcs.

Restrictions on Character Classes:None

BACKGROUND OPTIONS

Background Options (optional): 4

Special Abilities: All available.

Special Items: All available. Dunnish workmanship is rather crude, although it has aesthetic appeal to those with rustic tastes; it is usually of materials that do not long endure (bronze, copper, tin, leather, yarn, wood).

Extra Money: A selection of pelts (black fox, 5 gp's; marten, 8 gp's; black sable, 10 gp's; ermine, 13 gp's; golden sable, 15 gp's; mink, 11 gp's; red sable, 12 gp's; white fox, 7 gp's) or a selection of herbs worth 1-200 gp's (arkasu, burstheles, aloe, kelventari, rewk, thurl, attanar, arnuminas, arpsusar terbas, berterin, yaran, suranie). Hobbies: Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Dunlending might in unusual circumstances learn: Pükael.

Weapons: Broadsword, club, dagger, handaxe, javelin, short bow, spear, cudgel, baw, cabis.

Armor: None or soft leather. Some elite warriors fight naked.

Attire:

Males: woolen (vibrant plaid in a variety of colors: forest green, scarlet, royal blue, white, yellow, dark blue, orange, etc.) or hide tunic; breeches or a short skirt of wool or hide; short woolen jacket or cape worn over one shoulder; stout leather belt; decorative torque around the neck; hide leggings; soft leather footgear permitting superb maneuvering in rough terrain; fur over-coat and hat; hair worn in a braid or many small braids or bleached with a lime-wash causing it to clump in spikes standing away from the scalp like a fistful of daggers.

Females: linen or wool shirt (usually white or cream); full woolen skirt (vibrant stripes or plaid); woolen bodice (sometimes a solid color); woolen jacket or cape worn over one shoulder; soft leather footgear or stout boots; fur over-coat and hat; hair worn long, usually in multiple braids which are then woven together to form Part VII elaborate buns or twists. Appendices Money: Goods to be bartered or exchanged for coin - , age: 10 deerskins, finely worked, worth 2 sp each; 5 skunk pelts worth 4 sp each; 4 red fox pelts worth 5 sp each; a bale of carded wool worth 20 sp.

OVERVIEW

Eriadorans are the common rural folk of Eriador, the region between the Ered Luin (S. "Blue Mountains") in the west, the Misty Mountains in the east, and the Greyflood River in the south. Included in this area is the lost kingdom of Arnor, as well as more prosperous places, such as the Shire and Bree. The folk are mostly honest farmers, with a strong town-centered culture much affected by contact with the Hobbits (witness the popularity of pipe weed throughout the region). Although there are plenty of dark places within Eriador's natural boundaries, Rivendell is also lies within this land, and Lindon and the Grey Havens are just over it's western border. The Men of Eriador are a mixed lot, descended from Edain, Dunlendings, Hillmen, and Northmen. Hair and eye colors vary wildly, but whatever their natural complexion, faces tend to be tanned from a life in the sun.

PHYSICAL CHARACTERISTICS

Build: All types, but normally medium. Men average 160 pounds; women, 125 pounds.

Coloring: Variations of fair to tan or olive skin. All colors of hair and eyes.

Endurance: Average.

Height: Males average 5'10", women 5'4".

Lifespan: Moderate, averaging 60-80 years.

Resistance: Normal.

Special Abilities: None.

CULTURE

Clothing & Decoration: Practical wool and linen garb, including cloaks, boots, etc. Tunics are worn in warmer areas; shirts belted over pants or skirts and leggings predominate in cooler locales.

Fears & Inabilities: None, aside from local superstitions.

Lifestyle: These rural folk are mostly farmers and herders with little contact areas outside their village or region.

Marriage Pattern: Monogamous. The line is traced through either the male or female.

Religion: Variations of subdued rituals. Most have reverence for local spirits, although the principal worship focuses on Eru and the Valar. Araw (the Vala Oromë) is the patron spirit of Common Men. As farmers, they often pray to Yavanna, the Queen of the Earth. They call her "Dalam" or "Ardalam."

OTHER FACTORS

Demeanor: Practical, hard-working, quiet, loyal, and often shy.

Language: Starting Languages: The Common Speech, Westron, is their chief tongue, although local dialects abound. Eriadorans also have the opportunity to learn: Kuduk.

Prejudices: Eriadorans are suspicious of most outsiders and might be in awe of some, they hate no race, aside from the Orcs and Wargs.

Restrictions on Character Classes: Eriadorans produce no true Spell Caster or Psionic Users. Bards, Druids, and Rangers are exceedingly rare.

OUTFITTING OPTIONS

Weapons: Dagger, handaxe, club, throwing dagger, sling, quarterstaff, fishing spear (treat as -1 javelin).

Armor: Soft leather or no armor.

Attire: Warm locale: knee-length linen tunic and wide leather belt or short tunic belted over a full, linen skirt; boots; short wool cape. Cool locale: linen shirt under a woolen tunic; wide leather belt; Woolen breeches or full woolen skirt over wool leggings; boots; long, hooded, wool cloak. Linens are undyed, unbleached soft white, Woolens are subdued green, grey, or brown.

Money: Livestock which may be sold for coinage: a milk cow (20 sp), a pair of sheep (10 sp each), four goats (5 sp each), or ten geese (2 sp each).

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: All available except range 71-75 (re-roll).

Special Items: Spell adders and daily spell items not available. Weapons and tools made by these rural folk are usually crude, but serviceable. Wood, bronze, iron, leather, wool, and linen are the most abundant materials.

Extra Money: 2-200 bronze pieces roll 1d100

Stat Increases: Any stat except Charisma eligible for increase.

Extra Languages: In addition to the tongues listed above, a rural Eriadoran might in unusual circumstances learn: Adunaic and Dunael, more commonly encountered in southeastern Eriador.

2.2.4.7

gondorian

OVERVIEW

The common folk of the broad provinces of Gondor bear varying degrees of Eriadoran, Dunael,

Northmen, and Edain blood; a number may even have Elven ancestors. They are a civilized people living in the towns and cities of Gondor's provinces. In brighter times, the people of the cities of Arnor may also have been described in such ways.

The features of the Gondorim vary widely, from the fair skinned folk of Pelargir and Lebennin, to the swarthy farmers of Lamedon and the foothills of the Ered Nimrais (Sind. "White Mountains"). Shorter than the Edain lords of Minas Tirith, Dol Amroth, and Pelargir, they still have a noble bearing that some see as arrogance.

PHYSICAL CHARACTERISTICS

Build: All types, but normally medium. Males average 155 pounds; women, 125 pounds.

Coloring: Variations of fair to tan or olive skin. All colors of hair and eyes.

Endurance: Average.

Height: Males average 5'10"; women, 5'4".

Lifespan: Moderate, averaging 65-85 years.

Resistance: Normal.

Special Abilities: None.

CULTURE

Clothing & Decoration: Various types of elaborate or practical wool and linen garb, including cloaks, boots, etc. Tunics are worn in warmer areas; shirts and pants or leggings are worn in cooler locales. Some imported silks and fine cottons are in evidence.

Fears & Inabilities: None, aside from local superstitions.

Lifestyle: Urban folk are a varied, rather cosmopolitan lot. Many are from mercantile or guild backgrounds and some have dealt with enchantments.

Marriage Pattern: Monogamous. The line is traced through either the male or female.

Religion: Variations of subdued rituals with some organized cults and shrines. Most have reverence for local or community spirits, although the principal worship focuses on Eru and the Valar. Araw (Oromë) is the patron spirit of Common Men. Many of the elite revere Varda. People from ports honor both Varda and Manwë.

OTHER FACTORS

Demeanor: Practical, aggressive, hard-working, and inquisitive.

Language: Starting Languages: The Common Speech Westron is their chief tongue, although local dialects abound.

Prejudices: Urban folk are worldly enough to deal with most outsiders. They hate no race, aside from the Orcs and Wargs.

Restrictions on Character Classes: None, although Spell Caster or Psionic Users, Bards, Druids, and Rangers are rather rare—particularly outside of the largest cities.

OUTFITTING OPTIONS

Weapons: Battle-axe, broadsword, composite bow, dagger, halberd, javelin, long bow, mace, morning star, quarterstaff, short sword, spear, two-handed sword, bastard sword, foil, main gauche, rapier.

Armor: Any. Inhabitants of the larger cities (Minas Tirith, Tharbad, and Fornost) have more reliable access to chain and plate mail than do those in towns or small cities.

Attire:

Warm locale: knee-length tunic (linen, fine cotton, or silk, often finely embroidered) and wide leather belt or short tunic belted over a silk skirt (linen, fine cotton, or silk); boots; short wool cape.

Cool locale: shirt (linen or silk) under a tunic (wool or silk); leather belt; woolen breeches or silk skirt (wool or silk over a wool petticoat) over wool or silk leggings; boots; long, hooded, wool cloak.

Colors depend on the wealth of the wearer. Poorer folk wear linens an un-dyed, unbleached soft white and woolens a subdued green, grey, or brown. Wealthier individuals display snow-white linens and woolens and silks tinted with expensive dyes—maroon, purple, forest green, deep brown, indigo.

Money: 20 silver pieces of Gondorian or Arnorian mint,

BACKGROUND OPTIONS

Background Options (optional): 4

Special Abilities: All available except range 71-75 (re-roll).

Special Items: All available. Items made by urban Mixed Men and urban Eriadorans display high quality craftsmanship and include durable materials often unavailable in more rural societies (steel being a prime example). Enchanted metals (mithril, eog, etc.) are not available, however.

Extra Money: 1-200 silver pieces.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Mixed Men might in unusual circumstances learn: Dunael, Kuduk, Logathig, Quenya, Adûnaic, Haradaic, or Sindarin.

2.2.4.8 *lake man*

(? is that just a northman?) only available from ... to ...

2.2.4.9 *mixed man*

[Need original artwork here instead]

OVERVIEW

The common folk of the broad provinces of Gondor bear varying degrees of Eriadoran, Dunael, Northmen, and Edain blood; a number may even have Elven ancestors. They are a civilized people living in the towns and cities of Gondor's provinces. In brighter times, the people of the cities of Arnor may also have been described in such ways.

The features of the Gondorim vary widely, from the fair skinned folk of Pelargir and Lebennin, to the swarthy farmers of Lamedon and the foothills of the Ered Nimrais (Sind. "White Mountains"). Shorter than the Edain lords of Minas Tirith, Dol Amroth, and Pelargir, they still have a noble bearing that some see as arrogance.

PHYSICAL CHARACTERISTICS

Build: All types, but normally medium. Males average 155 pounds; women, 125 pounds.

Coloring: Variations of fair to tan or olive skin. All colors of hair and eyes.

Endurance: Average.

Height: Males average 5'10"; women, 5'4".

Lifespan: Moderate, averaging 65-85 years.

Resistance: Normal.

Special Abilities: None.

CULTURE

Clothing & Decoration: Various types of elaborate or practical wool and linen garb, including cloaks, boots, etc. Tunics are worn in warmer areas; shirts and pants or leggings are worn in cooler locales. Some imported silks and fine cottons are in evidence.

Fears & Inabilities: None, aside from local superstitions.

Lifestyle: Urban folk are a varied, rather cosmopolitan lot. Many are from mercantile or guild backgrounds and some have dealt with enchantments.

Marriage Pattern: Monogamous. The line is traced through either the male or female.

Religion: Variations of subdued rituals with some organized cults and shrines. Most have reverence for local or community spirits, although the principal worship focuses on Eru and the Valar. Araw (Oromë) is the patron spirit of Common Men. Many of the elite revere Varda. People from ports honor both Varda and Manwë.

OTHER FACTORS

Demeanor: Practical, aggressive, hard-working, and inquisitive.

Language: Starting Languages: The Common Speech Westron is their chief tongue, although local dialects abound.

Prejudices: Urban folk are worldly enough to deal with most outsiders. They hate no race, aside from the Orcs and Wargs.

Restrictions on Character Classes: None, although Spell Caster or Psionic Users, Bards, Druids, and Rangers are rather rare—particularly outside of the largest cities.

OUTFITTING OPTIONS

Weapons: Battle-axe, broadsword, composite bow, dagger, halberd, javelin, long bow, mace, morning star, quarterstaff, short sword, spear, two-handed sword, bastard sword, foil, main gauche, rapier.

Armor: Any. Inhabitants of the larger cities (Minas Tirith, Tharbad, and Fornost) have more reliable access to chain and plate mail than do those in towns or small cities.

Attire: Warm locale: knee-length tunic (linen, fine cotton, or silk, often finely embroidered) and wide leather belt or short tunic belted over a silk skirt (linen, fine cotton, or silk); boots; short wool cape. Cool locale: shirt (linen or silk) under a tunic (wool or silk); leather belt; woolen breeches or silk skirt (wool or silk over a wool petticoat) over wool or silk leggings; boots; long, hooded, wool cloak. Colors depend on the wealth of the wearer. Poorer folk wear linens an un-dyed, unbleached soft white and woolens a subdued green, grey, or brown. Wealthier individuals display snow-white linens and woolens and silks tinted with expensive dyes—maroon, purple, forest green, deep brown, indigo.

Money: 20 silver pieces of Gondorian or Arnorian mint,

BACKGROUND OPTIONS

Background Options (optional): 4

Special Abilities: All available except range 71-75 (re-roll).

Special Items: All available. Items made by urban Mixed Men and urban Eriadorans display high quality craftsmanship and include durable materials often unavailable in more rural societies (steel being a prime example). Enchanted metals (mithril, eog, etc.) are not available, however.

Extra Money: 1-200 silver pieces.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Mixed Men might in unusual circumstances learn: Dunael, Kuduk, Logathig, Quenya, Adunaic, Haradaic, or Sindarin.

2.2.4.10

northman

OVERVIEW

Northmen (The Men of Dale and Laketown in Rhovanion)

Dale is an ancient city-kingdom of the Northmen, lying in the shadow of Erebor, the Lonely Mountain. Its origins stretch back beyond memory, its prosperity ensured by commerce with the Dwarves of Erebor at the Elves of Thranduil's realm. However, Dale was destroyed and its surviving people driven into exile when Smaug the Golden sacked Erebor in 2770 TA, taking the Dwarf halls as his abode. Smaug was slain by Bard, heir to the kings of Dale, while the dragon attacks Lake Town in 2941. After the Battle of Five Armies, Bard began rebuilding Dale, which once more prospered. Lake Town, or Esgaroth, was built on the waters of the Long Lake, just east of Mirkwood. Lake Town grew very wealthy on trade from Thranduil's kingdom and from Erebor. Even while Smaug was in the Lonely Mountain, the Lakemen managed to prosper. With Erebor restored, their riches were ensured.

While related to the Rohirrim through ancient ancestors, they are darker of hair and eye. Like all Northmen, they tend towards certain tallness.

PHYSICAL CHARACTERISTICS

Build: Average to stocky and strong. Men average 190 pounds; women, 130 pounds. The men have considerable facial hair.

Coloring: Blond, with fair skin and blue eyes.

Endurance: Average, although they can ride as long as their mounts can endure, and as long as they can stay awake.

Height: Men average 6'1"; women: 5'5".

Lifespan: 60-85 years.

Resistance: Average.

Special Abilities: +1 bonus to Attack Bonus when fighting from horseback.

CULTURE

Clothing & Decoration: Linen and/or woolen shirts, medium length pants, and leggings. Warriors commonly wear chain mail and carry shields bearing the symbol of their folk, a white horse on a green field.

Fears & Inabilities: None.

Lifestyle: Herders and horse-masters, they spend much of their year living in various semi-permanent camps set out on a circuit of pastures. They return to their permanent homes for the winter. Some garden or farm, Most Northmen are also accomplished hunters and fishermen.

Marriage Pattern: Monogamous. Line is traced through the male.

Religion: Somewhat formal. Rituals celebrate life, fertility, and the cycles of the seasons. Most are held atop hills in mountain vales or at the base of the peaks. They revere Eru and the Valar and, in particular, Araw (Oromé). The ancient Cult of the Stag and Cult of the Earth are maintained.

OTHER FACTORS

Demeanor: Practical, rugged, straightforward, and somewhat loud, They enjoy song, celebration, physical games, and battle.

Language: Starting Languages: They speak Eothri, the descendant of the older Eothrik tongue of Rhovanion. Most also speak Westron and a little Dunael. Northmen have a chance to learn: Adunaic, Rohirrim, Atliduk, Logathig, or Nahaiduk.

Prejudices: The Northmen hate the Dunlendings and consider the Woses to be lesser beings. They also have an age-old hatred of Orcs, Wargs, Easterlings, and Dragons.

Restrictions on Character Classes:None, although the Northmen rarely produce Spell Caster or Psionic Users.

OUTFITTING OPTIONS

Weapons: Broadsword, dagger, lance, composite bow, long knife, light lance, heavy lance, long sword.

Armor: Chain mail with helmet and shield.

Attire: Males: long-sleeved cotton shirt (dark grey or blue); wool jerkin (maroon, brown, grey, blue) falling to mid-thigh, embroidered bands at its hem and neck; wool trousers wrapped with linen strips around the calves to keep the fabric snug; high boots or shoes; woolen cloak or surcoat (charcoal grey, dark blue, forest green, black).

Females: wear the shirt, jerkin, trousers, and boots typical of male garb when they ride, preferring lighter hues (pale grey, sky blue, sea-green) and more ornate embroidery; at home they don low shoes and cotton or woolen gowns (white or pale grey favored) with simple, form-fitting lines and extensive embroidery on the sleeves, shoulders, skirt hem, bodice, and about the neck; their outer capes are also richly embroidered and usually bright blue or light green.

Other Gear: Since most Northmen may spend the summer away from their homes, traveling with their horses and herds, every adult has at least one small tent, a bedroll, and mess kit.

Money: 20 silver pieces of Gondorian mint or the rarer celebratory Rohirric pen ing (equivalent in value to Gondor's silver piece).

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: All available except range 7 1-75 (re-roll).

Special Items: Spell adders and daily spell items not available. Weapons and tools are usually ornamented elaborately—gold and silver engraving and settings of ruby or amber are popular.

Extra Money: 1-200 gold pieces of Gondorian mint or a number of riding horses worth an equivalent amount (light horse, 45 sp; medium horse, 60 sp; heavy horse, 80 sp; lesser warhorse, 20 gp's; greater warhorse, 75 gp's).

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Rohir might in time learn: Sindarin

2.2.4.11 ROHIRRÍM

– Only available from ... to ...

OVERVIEW

The Rohirrim, the Riders of Rohan, are a golden-haired people, one of the peoples of Rhovanion, where they migrated from in 2510 TA. Eorl the Young was King of the Éothraim, the Horse Masters of Rhovanion. He claimed descent from the Kings of Rhovanion of old, and therefore a distant link to the Kings of Gondor. They lived on the plains near the source of the River Anduin, until they came to the aid of Gondor during the invasion of 2510. That war had left the province of Calcardhon empty of Gondor's people, and Cirion, steward of Gondor, granted that land to Eorl. So it became Rohan, the land of horses, and Eorl became first king of the Rohirrim.

The Rohirrim are accounted the best riders and most knowledgeable breeders of horses in north-west Middle-Earth. As the most potent cavalry in the western world, they have been loyal and potent allies of Gondor since the time of Eorl and Cirion.

The Rohirrim are uniformly fair of complexion, pale haired (red at the darkest), and pale eyed. Like all Northmen, the Rohirrim are a tall people. Many walk with a bow-legged gait, from a life in the saddle.

PHYSICAL CHARACTERISTICS

Build: Average to stocky and strong. Men average 190 pounds; women, 130 pounds. The men have considerable facial hair.

Coloring: Blond, with fair skin and blue eyes.

Endurance: Average, although they can ride as long as their mounts can endure, and as long as they can stay awake.

Height: Men average 6'1"; women, 5'5".

Lifespan: 60-85 years.

Resistance: Average.

Special Abilities: +4 bonus to Attack Bonus when fighting from horseback.

CULTURE

Clothing & Decoration: Linen and/or woolen shirts, medium length pants, and leggings. Warriors commonly wear chain mail and carry shields bearing the symbol of their folk, a white horse on a green field.

Fears & Inabilities: None.

Lifestyle: Herders and horse-masters, they spend much of their year living in various semi-permanent camps set out on a circuit of pastures. They return to their permanent homes for the winter. Some garden or farm, Most Rohirrim are also accomplished hunters and fishermen.

Marriage Pattern: Monogamous. Line is traced through the male.

Religion: Somewhat formal. Rituals celebrate life, fertility, and the cycles of the seasons. Most are held atop hills in mountain vales or at the base of the peaks. They revere Eru and the Valar and, in particular, Araw (Oromé). The ancient Cult of the Stag and Cult of the Earth are maintained.

OTHER FACTORS

Demeanor: Practical, rugged, straightforward, and somewhat loud, they enjoy song, celebration, physical games, and battle.

Language: Starting Languages: They speak Rohirric, the descendant of the older Eothrik tongue of Rhovanion. Most also speak Westron and a little Dunael. Rohirrim have a chance to learn: Adunaic, Atliduk, Logathig, or Nahaiduk.

Prejudices: The Rohirrim hate the Dunlendings and consider the Woses to be lesser beings. They also have an age-old hatred of Orcs, Wargs, Easterlings, and Dragons.

Restrictions on Character Classes: None, although the Rohirrim rarely produce Spell Caster or Psionic Users.

OUTFITTING OPTIONS

Weapons: Broadsword, dagger, lance, composite bow, long knife, light lance, heavy lance, long sword.

Armor: Chain mail with helmet and shield.

Attire: Males: long-sleeved cotton shirt (dark grey or blue); wool jerkin (maroon, brown, grey, blue) falling to mid-thigh, embroidered bands at its hem and neck; wool trousers wrapped with linen strips around the calves to keep the fabric snug; high boots or shoes; woolen cloak or surcoat (charcoal grey, dark blue, forest green, black).

Females: wear the shirt, jerkin, trousers, and boots typical of male garb when they ride, preferring lighter hues (pale grey, sky blue, sea-green) and more ornate embroidery; at home they don low shoes and cotton or woolen gowns (white or pale grey favored) with simple, form-fitting lines and extensive embroidery on the sleeves, shoulders, skirt hem, bodice, and about the neck; their outer capes are also richly embroidered and usually bright blue or light green.

Other Gear: Since most Rohirrim spend the summer away from their homes, traveling with their horses and herds, every adult has at least one small tent, a bedroll, and mess kit.

Money: 20 silver pieces of Gondorian mint or the rarer celebratory Rohirric penning (equivalent in value to Gondor's silver piece).

BACKGROUND OPTIONS

Background Options (optional): 4

Special Abilities: All available except range 7 1-75 (re-roll).

Special Items: Spell adders and daily spell items not available. Weapons and tools are usually ornamented elaborately—gold and silver engraving and settings of ruby or amber are popular.

Extra Money: 1-200 gold pieces of Gondorian mint or a number of riding horses worth an equivalent amount (light horse, 45 sp; medium horse, 60 sp; heavy horse, 80 sp; lesser warhorse, 20 gp's; greater warhorse, 75 gp's).

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Rohir might learn: Pükael or Sindarin.

OVERVIEW

The Woodmen have long dwelt in Mirkwood, the great forest in Rhovanion. They are a loose tribe of hunter/gatherers who live in or below the trees as extended families, bands, or clans. They are Northmen and thus related to the Beornings in the nearby Anduin Vales and the foothills of the Grey Mountains. The Rohirrim are their distant kin.

PHYSICAL CHARACTERISTICS

Build: Average to stocky, with strong but angular features. The men possess large amounts of facial hair. Men average 195 pounds; women, 135 pounds.

Coloring: Fair skin with reddish highlights. They have blond hair and blue or green eyes.

Endurance: Average.

Height: Men average 6'1"; women, 5',5"

Lifespan: 65-85 years.

Resistance: Average.

Special Abilities: They can climb and move along tree limbs exceedingly well: +4 to climbing and tumbling. +2 to Survival.

CULTURE

Clothing & Decoration: They wear crude woolen tunics and short pants with leggings. Most favor coats, cloaks, and fur hats.

Fears & Inabilities: None.

Lifestyle: They are an independent lot who have no formal political structure. Living off the gifts of the forest, they reside in small, close groups secluded from other races. They interact with few other than the Beornings and Silvan Elves. Utterly at home in the woodlands, their tracking, climbing, hiding, hunting, and foraging techniques are superb.

Marriage Pattern: Monogamous. The line is traced through the male.

Religion: Mostly personal and within the family or band. Female Wuitan ("Knowing Ones") serve as shamans—Druids who act as seers, healers, and spiritual leaders. They manage the ancient Cult of Growing which meets for rare tribal ceremonies. The Vala Araw (Oromé) is revered above all others.

OTHER FACTORS

Demeanor: Quiet, independent, reclusive.

Language: They speak the Rhovanion tongue called Nahaiduk, a little Westron, and a little Sindarin. Woodmen also have the opportunity to learn: Atliduk, Logathig.

Prejudices: Woodmen hate Orcs, Wargs, Trolls, and Giant Spiders.

Restrictions on Character Classes: No restrictions.

OUTFITTING OPTIONS

Weapons: Club, dagger, handaxe, long bow, quarterstaff, short sword, sling, woodman's axe, throwing darts, knife.

Armor: None or soft leather.

Attire: Smock of beige or soft white wool; short tunic of buff, moss green, or grey wool, ornamented with contrasting crewel work across the shoulders, chest, and at the lower hem; woolen leggings and full trousers ending at the knee, gather into a cuff or flill trousers gathered at the knee into a narrow sheath extending to the ankle; short woolen coat in subdued colors; long woolen cloak with hood; fur hat; fur boots, soft and unobstructed for excellent traction on tree limbs.

Money: Herbs worth 20 sp (Rewk, 9 sp; Thurl, 1 sp).

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: *Replace range 71-75 with: character may merge his or her body into the bole of any tree with a trunk at least 1 foot in diameter for up to 1 hour; his or her presence cannot be detected while merged; after 1 hour, the character is automatically expelled from the tree.*

Special Items: All available. Woodmen create items of wood, bark, fur, leather, and feathers.

Extra Money: Herbs worth 1-200 gp's (Terbas, 2 gp's; Berterin, 19 gp's; Slota, 36 gp's).

Stat Increases: Any stat except Presence may be increased.

Extra Languages: In addition to the tongues listed above, a Woodman might in unusual circumstances learn: Orkish (4), Silvan Elvish (6), or Waildyth (6).

Any other race/cultures appropriate to late 3rd, early 4th age missing?

2.3 step 3 - attributes

Your character has various attributes that provide a general level of detail about his/her features and abilities. Concepts such as physique, intellect, agility, etc. The standard rules use 8 primary attributes. These eight attributes are divided into tangible and intangible categories, 4 tangible attributes and 4 intangible attributes.

The components that attempt to define a "person" can be many and varied, but some attempt must be made at "summing up" the most critical aspects that make sense to place numerical values to. Other aspects can just be listed, such as hair color, eye color, etc, or height and weight have pretty standard numerical representations such as pounds, inches, centimeters, etc. What is tricky is attempting to define what makes up a person in less clearly and broadly accepted terms. How do you measure how strong someone is? How about how attractive or charismatic? What about klutzy or very coordinated? All of these factors, and many more, need to be clarified in defining your character. This is attempted in several stages. The first is defining the primary, secondary, and tertiary attributes.

There are 5 primary attributes, 21 secondary attributes, and 3 tertiary attributes.

Include attributes/abilities/skills for:

Will (one's self control / self discipline)

Will over others, ability to lead, inspire, and drive others to keep going in the face of adversity (Gimli and the paths of the dead, only kept going because of Aragorn's will, and Gimli's love for him).

Love of others, even if undesired (Éowyn for Aragorn), driving one to do things against one's better judgment.

Will dominations, forcing others against their will to do things they would not otherwise want to do.

Battle of Wills, Gandalf vs. Denethor, vs. Saruman, Aragorn vs. Sauron via the Palantir, Sauron over Denethor via the Palantir, Sauron vs. Pippin via Palantir, Frodo vs. the Ring, Bilbo vs. the Ring, Boromir vs. the Ring, etc.

Use all those examples (and more) as possible outcomes to Will contests.

The five primary attributes are Hröa, Fëa, Mind, Façade, & Agility.

What about Will vs. Mind, vs. Intelligence?

What about fatigue?

What about something related to magic aptitude?

Hröa has 2 secondary attributes; strength and heartiness.

Fëa has 6 secondary attributes; heroism, intuition, wisdom, luck, compassion, shadow/light

Mind has 4 secondary attributes; intellect, lore, psyche, and obsessiveness.

Facade has 4 secondary attributes; bearing, humility, comeliness, & charisma.

Agility has 5 secondary attributes; gracefulness, balance, (manual) dexterity, speed, & reflexes.

And 3 tertiary attributes; reputation/legend, corruption, & sanity.

There is an inter-relationship between the various tiers of primary, secondary, and tertiary attributes. One's Hröa, strength, and heartiness are interlinked to each other. The primary attribute represents an accumulation of the secondary, and sometimes tertiary attributes.

When creating a character, one rolls (or assigns points) for each of the secondary attributes. Then the primary and tertiary attributes are calculated from these rolls.

All rolls are percentile based (1-100).

Hröa = (Strength + Heartiness) / 2.

Fëa = (Heroism + Intuition + Wisdom + Luck + Compassion + Shadow & Light) / 6.

Mind = (Intellect + Lore + Psyche + Obsessiveness) / 4.

Facade = (Bearing + Humility + Comeliness + Charisma) / 4.

Agility = (Gracefulness + Balance + Dexterity (manual) + Speed + Reflexes) / 5.

Hröa is determined by adding the Strength and Heartiness scores together, then dividing by 2.

Pronounced "Hrow-ah" (body - pl. hröar) – how strong, hearty, healthy, resistance to physical disease, how much injury and pain you can survive... Hroa total = (STR + HRT) / 2

secondary attribute - strength • BRUTE force, how much you can lift for short distances, how hard you can hit, etc.

*secondary attribute • heartiness **hærdþeod***

- health, constitution – your physical resistance to disease, illness, exhaustion, dying, the elements, endurance. **This combined with “mind secondary” helps determine resistance to other things too...**

*2.3.1.1.1 primary attribute - **fēa***

Heroism

how brave in the face of terror (not stupid, you can be scared, but not let it stop you), this can also inspire and encourage others as well.

Intuition

this has much to do with that indefinable something that some people have, they just “know” without knowing.

Wisdom – This is often, but not necessarily, based on age. Usually, if one is open to learning, one slowly grows in wisdom. There are “old souls” that often seem to have started out with more wisdom than others...

Luck – some people just are “luckier” than others. Whether it is something in their tie with the Song of Arda, a Vala finding favor or disfavor, or just random chance, this represents that variable.

Compassion – how caring and empathic one is for others. Intuition could be related, but this is more about caring and understanding others. **Have quote about dealing out death and judgment from Gandalf to Frodo regarding killing Gollum.**

Shadow & Light – the lower this score, the closer to “shadow” the character is slipping. The higher the score, the closer to the “light” they are aspiring. Some choices and actions taken will directly affect this score, also exposure to certain locations, items, and people will impact it as well.

Mind – a mixture of intelligence, knowledge, and sanity.

Intellect – ability to use logic and reason, and speed of thought.

Lore – ability to store and retrieve useful (and un-useful) information on topics, learning & memory recall.

Psyche (pronounced “psy-kee”) – general mental health and ability to mentally endure hardship without “cracking” (willpower), related to one’s “sanity” and the ability to hang on to it in the face of overwhelming duress or horror.

Obsessiveness – how focused or fixated the character can be. Entire kingdoms have risen (and fallen) due to the ongoing obsession of one person never giving up in the face of impossible odds or seeming futility, some might call it stubbornness. Of course many tragedies have occurred for the same unrelenting drive...

Affect? Semblance? Veneer? Mantle?

Appearance Façade

- the external physical appearance and bearing.

Bearing – how one appears to carry oneself externally, with confidence a higher score or timidly a lower score. “A noble bearing”, or “cowered cravenly”.

Humility – a higher score means the character is more truly humble, a lower score tends to lead to more braggart types.

Comeliness – how physically attractive one is perceived to be before speaking. This can change drastically depending on how how behaves and speaks in the eyes of many.

Charisma – how likable, persuasive, witty, inspiring, and non-physically attractive the character is perceived by other's to be.

Agility

- How physically quick, nimble, flexible, and coordinated the character is.

Gracefulness – smoothness and control, such as a dancer.

Balance – ability to maintain balance

Dexterity (manual) – fine motor skills such as threading a needle.

Speed – how fast the person can run, swim, climb, etc.

Reflexes – how quickly the person can react, draw a sword, dodge a thrown object, etc.

Reputation

A character's reputation has a significant impact on how others treat the character. If one has a reputation for being a liar and a thief, folks are less likely to trust the character. If the character has a reputation of being a “stand up” person, they are much more likely to trust what the character says. A lower score means the character has a more negative reputation (untrustworthy), a higher score means a more positive reputation (trustworthy, admired by the good people). Every character starts out initially with a base 50 (average) reputation. This is then modified depending on the character's Heroism and Light & Shadow added together, then divided by this is then added/subtracted to/from the 50 for the initial starting reputation.

Throughout the character's adventures, the character's choices and actions will add or subtract from the Heroism and Light/Shadow score, and also sometime directly to/from the Reputation score.

Legend

Related to Reputation is “Legend”. Over time, if the character becomes known for his/her adventures, exploits, etc, the “legend” of the character will go beyond mere reputation. Stories will begin to be made up exaggerating the aspects of the character, “I thought you'd be taller”, “he smote 11 orcs with a single stone”, etc. This score is not really a “good” or “bad” legend rating. Initially, every character starts out with a zero legend.

Corruption

Corruption indicates how much closer the character is to falling under the mannerisms, plans, and sway of The Shadow ("Morgoth essence"). The "Base Corruption" is derived directly from the character's "Light & Shadow Attribute."

If the Light & Shadow Attribute is 50 or higher, the character has a Base Corruption of 0 (zero). An L&S of 49 = 1 Base Corruption, an L&S of 20 = 30 Base Corruption, an L&S of 1 = 50 Base Corruption.

Characters with an L&S of 1, and a Base Corruption of 50 easily give into aspects of the Shadow. At this point, it becomes exceedingly difficult for the character to turn around the "downward spiral" even if they want to. But they have not yet "hit bottom" fully, the character still has a chance to "redeem" him/her-self. But it can get worse. At this point, as long as their L&S score is below 50, the character begins earning additional Corruption points. If the character is not actively attempting to "undo the harm they have done", they will gain another corruption point each day. If they are actively attempting to fight their "darker side" through appropriate actions each day they can roll to stave off "giving in" to their darker side. Each day they succeed in that roll, they do not gain a corruption point. They do not lose any corruption points either though. The only way to turn it around is to daily stave off gaining corruption points, while at the same time increasing their L&S score. Once they reach 50, they no longer have to roll "checks" to resist gaining points (they no longer automatically gain points), and they can now begin reducing

What to use to represent the power/temptation/control of The One Ring? Bilbo's enslavement to the ring. Does this fit under Corruption, Shadow & Light sufficiently? Or something else? Bilbo wasn't evil, but was definitely bit by bit fallig under sway? But this took many years of ownership, and was very gradual, though I believe Gandalf commented that Hobbits seem better able to resist the Ring's power than other's might have (Men and such). Hmmm.

Sanity

Pretty much the Cthulhu rules, but without the modernized terms, use more "classical" terminology instead.

Tragedy

Vengefulness/Vendetta.

Maybe subset/based partially on Obsessiveness? Can't let go.

Fate, Destiny, Autonomy.

Word/Honor

2.3.1.2 primary tangible attributes:

Hröa (body)

A measure of the characters physical body and its stamina and hardiness determining how well the character can resist disease, injury, and death.

Brute (strength)

The characters raw physical strength, how much the character can lift for short distances, bend objects, strike objects with force, arm wrestling, and other brute force.

Celegê (agility)

The body-kinesthetic-intelligence, nimbleness, reflexes, and manual dexterity of the character. How well the character can balance on a narrow ledge, or dodge to avoid being hit. How quickly and accurately the character can strike a target with a missile weapon or a light blade using finesse instead of brute strength.

Form (appearance)

The character's physical attractiveness, comeliness, and general physical beauty.

2.3.1.3 *primary intangible attributes*

Handê (intellect)

The character's intellectual prowess. Speed and accuracy of logical processing, mathematics, reasoning, and memory. How quickly the character can learn and understand new information, retention duration, and speed to recall information, and solve complex analytical problems.

Intuition

The character's level of empathy, awareness and trust of "gut feel", hunches, ability to read others', sense motive, detect lies, and inspirational wisdom.

Fëa (spirit)

Pronounced "Fay-ah" (spirit (pl. fëar, pronounced "Fay-ar)) - how in tune the character is with the Song of Arda. The non-physical aspect that makes up the person's "being". Represents how in tune the character is with the Song of Arda which can sometimes guide the character in direct contrast to what the character's normal intuition or intellect might others suggest. How in tune with nature and animals the character is (ouch, clean up grammar). The character's "mana", willpower to resist giving up or giving in to others. A factor in resisting shadow. Fëa can be used to dominate others of weaker spirit, though this is considered something on the side of shadow and will corrupt the character the more often this form of dominance is used, rather than using a softer form of persuasion such as charm.

Charm (charisma)

The character's general appeal when speaking and interacting with others. This is used for public speaking, leadership, persuasion, bluff, and many other important interactive situations.

Advanced System has ?? primary attributes with ?? secondary attributes

Howard Gardner minimum 8 intelligences: musical, bodily kinesthetic, logical-mathematical, linguistic, spatial, interpersonal, intrapersonal, and naturalist.

Others to consider: emotional intelligence (EQ).

How many secondary Attributes and what are the?

Each attribute is ranked on a scale of 1 to 100. 1 being the lowest or "weakest", 100 being the highest or "strongest", and 50 considered "average".

2.3.2 *song of arda method*

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

With the self-determination approach, you are provided with a set number of "points" used as a representation of your character's attributes. 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.

2.3.2.1 *attribute development*

When using the self-determination method of character generation, you begin with a character that is "average" in all attributes. This means all four attributes; Hrôa, Agility, Intellect, and Fëa are each 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 5 "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 10, and leave the rest at 5, or you may distribute the 5 points across the attributes as you wish.

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 10, nor subtract from any attribute so much that it falls below 1.

2.3.2.2 *song of arda attribute generation*

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.

2.3.2.3 *roll attributes*

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 4.

Example:
Hröa 4
Agility 4
Intellect 4
Fëa 4

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 5 (4 +1 = 5)
Agility 10 (4 +6 = 10)
Intellect 6 (4 +2 = 6)
Fëa 8 (4 +4 = 8)

2.3.3 secondary attributes

.....
TODO

3 PURSUIT (PROFESSIONS/CLASSES)

"The Road goes ever on and on
Down from the door where it began.
Now far ahead the Road has gone,
And I must follow, if I can,
Pursuing it with eager feet,
Until it joins some larger way,
Where many paths and errands meet."
– J.R.R. Tolkien, *The Lord of the Rings*

You now choose what your character's current pursuit will be. These can be clearly defined "professions" or trades, as well as more abstract vocations or callings.

4 SKILLS

4.1 BASIC VERSION

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.

Standard Version

The standard rules offer a fair number of skills to choose and develop at a moderate level of detail. Many of the skills are meant to cover a broad range of areas. A balance is attempted between covering many areas that could be further specialized, and not trying to overly detail every skill imaginable. If you prefer that level of detail for skills, then consider using the advanced version of the

rules for skill selection and development.

Advanced Version

The advanced version of the Eä RPGS attempts to create the most comprehensive list of skills possible, with as much detail as possible. Skills are generally still developed and used in the same way as the standard version, but with more detail in attempting to acquire opportunities to learn the skill (such as someone to teach it to the character), and developing the skill over time with different success rates at attempted development.

Just because your character wishes to learn Sindarin, does not mean the character has an automatic knack for learning language, and may indeed struggle some times more than others. So at the end of different times periods, rolls will be made to see if the character did indeed develop that skill and/or improve upon it, or if the character will have to spend more time, or begin anew, to develop that skill.

5 SOCIAL STANDING & REPUTATION

Though Aragorn was indeed descended from kings, he was considered by many who only knew him as Strider to be a "wild Ranger of the North", someone to be feared and dealt with carefully, but generally treated warily as no more than a vagrant. Bilbo was of the upper crust in Hobbiton social standing, whereas Samwise was more in the honest hard working, but lower classes, especially in the eyes of those more haughty in social castes like the Sackville Bagginses.

Prior to the events in *The Hobbit*, Bilbo had a "very respectable" reputation of being a solid and reliable gentle-hobbit. Though there were those who whispered about some "queer" traits inherited from one of his parents. This was much more strongly pointed out after he went on his "adventure". Though he was still considered high in Social Status, his Reputation was not what it once was, and many whisperings and rumors were spread about him in the years after his "disappearance".

These are examples of Social Standing and Reputation. These are clearly important aspects in Tolkien's works, likely very much a reflection of his own cultural upbringing in late 19th and early 20th century England. Because he often refers to such matters in his books, this is an area that should not be underplayed in a role playing situation. Social standing and reputation can have a very significant impact on characters during their adventures working both for or against them, depending on where they are, and what kind of reputation they have developed over time.

6 BOONS & FLAWS

Those familiar with other game systems would classify this as "feats", positive and negative traits. Other systems consider them as "traits". These are special strengths and weaknesses the character has under specific circumstances that provides additional detail and uniqueness to the character. Examples would include a minor flaw like a mild limp or irregular gait, or more serious such as a blind eye, poor hearing, or allergies to some plants or animals. On the positive side one might have exceptionally fast reflexes or above average resistance to certain climates. These boons and flaws help in shaping the background of the character. In the standard rules, they can be chosen as desired, however in the advanced version there must be a back story explaining how they acquired these special traits. These are not used in the basic version at all.

7 EQUIPMENT

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

7.1 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 Rules, 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.

Basic Rules Money			
Penny	Copper piece	1/10 silver crown	1/100 gold royal
Crown	Silver piece	10 pennies	1/10 gold royal
Royal	Gold piece	100 pennies	10 silver

Basic Rules Money:
 Penny (copper piece) = 1/10 silver = 1/100 gold.
 Crown (silver piece) = 10 pennies.
 Royal (gold piece) = 10 crowns = 100 pennies.

More detailed monetary system for Standard and Advanced Rules (to be removed from Basic Rules rulebook):

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

This is based on a mix of the old British and Roman monies. Not sure if it is even close to Middle-earth. Overhaul this if necessary, if anyone can provide feedback on more accurate approach. TODO: change this to have more Tolkienish names. Find information on actual monetary systems that were used in Middle-earth.

Also, for Basic Rules, trim this down to something much simpler, this is too complex for Basic Rules. Move more detailed system to Standard Rules. Make even more complex economics rules for Advanced Rules, adjusted for Age, and location, and exchange rates, etc.

8 RACE & CULTURE DETAILS

While the second step of Chapter 2 Character Creation provided brief summaries of each race and culture, this section provides far more detail on each.

8.1.1 *Ḍwarves (khazad)*

NEED ARTWORK HERE

(Plural: Khazād, singular: Khazad)

The Dwarves are descendants of the "Seven Fathers", the original lords crafted from the earth by the Vala Aulë. He is the "Smith of the Valar", the giver of mountains and master of crafts, and the Dwarves call him Mahal (Khuzdûl for "Maker"). Aulë defied Eru (Ilúvatar - "God") in his desire to create, but a merciful Lord merely placed the seven into a deep slumber, to awake sometime after the Firstborn of Eru (his favored children, the Elves) rather than destroy them. They were created first, but Eru Ilúvatar forced his servant Aulë to delay their awakening until after the coming of Elves and Men.

The Seven Dwarven Houses

Though for the most part, "Standard" Dwarves are much the same across the tribes, there are some variations in their specialized interests based on which of the "Seven Tribes" they were raised as part of their culture and upbringing. Below is a listing of each of the tribes, and the slight variations applicable to their sub-group.

These are optional, the GM may opt to only use the "Standard Dwarves", use of the Seven Tribes must be approved by the GM.

8.1.1.1 •standard dwarf•

If you do not wish to use different values for the different "houses" ("tribes") of the Dwarves, then below are the recommended modifiers for a "Standard Dwarf" in Middle-earth.

Following their birth, the Seven Kings formed tribes based on their lines and separated. Although these Seven Tribes have since spread across Middle-earth and Arda, they have remained close and have spawned a universal reputation for ruggedness, practicality, and unwavering loyalty. Most groups favor rocky highlands and deep caverns of the mountains, for the Dwarves, perhaps more than any other race, remember their origin and heritage intimately.

The craftsmanship of the Dwarves is proverbial, and many are the tales of heroism and villainy told by, and of, them. Their history is almost as long as that of the Elves, with as many tragedies as victories. But where the Elves never lost their otherworldly serenity, the Dwarves are a dour folk by nature.

In the north-west of Middle-Earth, during the Third Age, Dwarves are probably a more common sight than Elves, but this underlies the losses, both of people and of their homes, that the Elves had suffered.

Dwarves average about five feet tall, and are solidly built. Although hair and eyes vary between individuals and lineages, all Khazad wear long beards, often braided. Indeed, length of beard is a reflection of age, and seen as an indicator of wisdom and prestige. Dwarves see well in extreme darkness. In the dimmest light (candle, lantern, torch, or starlight) they can see 50' perfectly and fairly well up to 100'.

Standard Dwarves Modifiers

PHYSICAL CHARACTERISTICS

Build: Short, stocky, strong, with exceptionally strong limbs. Males average 150 pounds; females, 135 pounds.

Coloring: Black, red, or dark brown hair. Fair to ruddy complexion.

Endurance: Tremendous. They can carry great burdens over long distances with little rest.

Height: Males average 4'9"; females, 4'5".

Lifespan: 200-400 years.

Resistance: Resistance against flame and ice: +6 Saves versus heat and cold attacks.

Special Abilities: Dwarves see well in extreme darkness. In the dimmest light (candle/torch/lantern), they can see 20' perfectly and fairly well up to 100'. They can not see in total darkness.

CULTURE

Clothing & Decoration: Beards, sometimes braided, long hair. Heavy garb with color full hooded cloaks. Crenelated trim work is popular.

Fears & Inabilities: Open water and the Vala Ulmo (Lord of Waters). They do not normally swim (-10 to Swimming).

Lifestyle: Dwarves are superb miners and craftsmen, and unsurpassed stoneworkers. They live in tightly-knit groups and favor underground Cities which are usually cut into rugged hills or mountains.

Marriage Pattern: Monogamous. Only a third of the race is female. The line is traced through the male.

Religion: Dwarves believe that each lineage has a common spirit which permeates them all and ties them together. They revere their ancestors above all other things but Aulë their maker, and believe that in each King exists a part of his predecessors. Those of "Durin's Folk," the Dwarves of Mona and the highlands of Wilderland, believe their Kings to all be one Dwarf—Durin the Deathless.

OTHER FACTORS

Demeanor: Sober, quiet, possessive, suspicious, pugnacious, introspective, and often very greedy. Tenacious warriors, they fight without quarter and never retreat. Each Dwarf treats his kind as brothers and non-Dwarves as lesser beings who, one way or another, are a constant threat. Their blood is thick and their bonds are deep. They enter into agreements with extreme care but, once made, honor them to the letter. The old adage is true: "no friend ever did a Dwarf a favor, no enemy a wrong, without being repaid in full."

Language: Starting Languages: Among themselves, Dwarves speak Khuzdul, a guarded tongue known by virtually no one but themselves. 'When in public or about in the wild, Dwarves speak Westron, the Common Speech, or one of the Elvish tongues: Bethteur or Sindarin. Dwarves also have the opportunity to learn: Atliduk, Dunael, Logathig, or Nahaiduk.

Prejudices: Orcs, Wargs, and Dragons are the sworn enemies of all Dwarven-kind. Above all other races, they despise these the most, although they are extremely suspicious of mages and Elves. They have suffered too much as a result of magic. No Dwarf will ever forget the sly words of Sauron, one whose conjuring enslaved many of their great lords.

Fears & Inabilities: Open water and the Vala Ulmo (Lord of Waters). They do not normally swim (-10 to Swimming).

Lifestyle: Dwarves are superb miners and craftsmen, and unsurpassed stoneworkers. They live in tightly-knit groups and favor underground Cities which are usually cut into rugged hills or mountains.

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Dwarf—Durin the Deathless.

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Restrictions on Character Classes: No Dwarven True Sorcerer or Psionic Users, Bards are extremely rare. Taught and blessed by the Vala Smith Aulé, Dwarves practice a plain, practical Earth-magic. They know of spells and enchantments, but generally scoff at the ways of Elves or other conjurers, preferring instead to use such power in the making of permanent physical items. Traditional Sorcerer or Psionic Users and Bards are unheard-of; instead they produce alchemists and engineers.

OUTFITTING OPTIONS

Weapons: Dagger, handaxe, short sword, club, war hammer, mace, crossbow, battle-axe, spear, throwing axe, heavy crossbow, light crossbow, war mattock, poll-arm.

Armor: Any. Dwarves favor chain mail. Lamellar (treat as Chain - 1 vs. melee, +1 vs. missile) and Dwarven scale (treat as Plate) are also Available. Dwarven Target shields (+4 vs. melee, +2 vs. missile, half normal weight) and Dwarven Wall shields (+6 vs. melee, +8 vs. missile, 2x normal weight) are popular.

Clothing Outer garb: detachable hood with flaps sewn into it, permitting the face to be covered; heavy cloak fastened with a decorated brooch; tall boots of heavy leather; these garments are bright solid colors—scarlet, forest green, indigo blue, golden yellow, royal purple. Inner garb: a leather jerkin or woolen tunic of a deep hue (maroon, pine green, navy blue, brownish black); a wool or linen shirt (usually a deep hue, sometimes white); close fitting trousers of deep-hued leather or wool; shoes or inner-boots of soft leather.

Money: 2 gold pieces or a gem (aquamarine, topaz, garnet, peridot, spine of comparable value).

Background Options (*optional rule*): 4

Special Abilities: Replace the range 56-60 with: ability to sense the presence mechanical traps 50% of the time (GM should have the player roll dice without telling the reason whenever he or she knows the character is proximate to a trap). Replace the range 71-75 with: superior orienting abilities underground; character always knows the direction of true north and the approximate elevation of his or her location.

Special Items: Any weapons will be of Masterwork workmanship and forged of steel.

Extra Money: 1-200 gold pieces or a gem (emerald, amethyst, ruby, sapphire, diamond) of comparable value.

Stat Increases: Only Constitution and Strength may be increased by 2. All other stats may be increased by 1 at most.

Extra Languages: In addition to the tongues listed above, a Dwarf might in unusual circumstances learn: Adunaic, Apysaic, Labba, or Umitic.

8.1.1.2 Blacklock ()

Blacklocks (Kh. *Bundin-Narâg*)

Var's Folk or Druin's folk (the Proud) or Khom's Folk (the Proud)

The last two tribes settled in easternmost Endor. There, after being apart for over 7 centuries, they came together once again and laid claim to the guarded, seaward land they named Ruuriik. The Dwarves of Druin's tribe founded the Kingdom of Ruuriik in SA 700. Led by Balli the Rash, the Naugrim established their capital in the caverns of Akhuzdah (Ahulë) in the rim of the mountains on the SW side of the Great Vale. It was called Tumanahal after Mahal (Aulë). Only 7 years after the founding of Tumanahal, a second Dwarven tribe came to Ruuriik. They arrived in hope of settling in the northern part of the Walled Land, with their lord, the aged Barin, Northern King. Barin's folk received all the lands north of the Faliodukûm. The two tribes had little trouble in prospering, despite the occasional forays from the Fale tribes and the servants of the Kank of Ruartar. 453 after the founding of Ruuriik, Muar – former warlord in Uab and Uax appeared in Ralian, and conquered Ruuriik in SA 1157. The tragic tale of Ruuriik ended centuries later, in SA 2742 (Fulla VII crowned as King of Ruuriik, heir of Druin's line). The city Khazad-madûr is theirs. They speak Khuzdul, and when they write use Certhar, adapted to their language (Certhar Ered, Mountain Runes).

Notes: The extremely loyal Blacklocks or Jewel-Dwarfs are one of the two tribes of Eastern Middle-Earth. Awoken in the Red Mountains along with their fellow Tribe, the Stonefoots, the Blacklocks are the Clan of Khom the Proud.

The Blacklocks are especially known as great artists, skilled in the work with Marble, but they also are busy Merchants. After a Golden Fire Dragon drove the dwarfs away from their awakening Place, the great North-Hall near the Urulis Pass, the Blacklocks went Southwards and founded the Great City of Tumunamahâl in Akhuzdah, later they built the Overground religious centre, the Khalarazûm.

The Blacklocks, as their name implies are in general black haired and darker than other Dwarf-Kindreds. They are known to reach an Age of beyond 150 years.

Dwarf-holds: Awoken in the Red Mountains, in the far East of Middle-Earth Nargubraz (lost home) in the Far East Naragul (fastness of the travelling warriors of Var's folk in the Far South) City of Tumunamahâl in Akhuzdah The Khalarazûm, overground religious centre

8.1.1.3

BROADBEAM ()

Overview

The Broadbeams were one of the seven houses of the Dwarves. They lived in the city of Belegost in the Ered Luin during the First Age and later the southern Ered Luin.

The Broadbeams were paired with the Firebeards, when they were awakened by Eru Ilúvatar under Mount Dolmed before the First Age. They became prosperous in their great city of Belegost, trading with the Firebeards in the South, and also with the Sindar and Noldor of Beleriand, as well as the newly-appeared race of Men.

The Broadbeams were some of the greatest smiths and craftsmen in Middle Earth second only to the Dwarves of Nogrod. They invented ringed mail, and also helped build the cities of Nargothrond and Menegroth for the Elves.

In the Battle of Unnumbered Tears, the heavily-armoured Broadbeams, with their fearsome iron masks (which was a customary thing to wear in battle for their House), held off the Dragon Glaurung, as the sons of Fëanor retreated south to Ossiriand. During the battle, their Lord, King Azaghâl was killed by Glaurung. But not before wounding the dragon with a dagger in the stomach. Glaurung screamed in pain and fled, with many of the forces of Morgoth following him. Forgetting the battle, the Broadbeams then picked up their fallen ruler and taking slow steps marched home singing in a low dirge with no enemy daring to come near.

The old kingdom of the Broadbeams came to a close in the War of Wrath with the breaking of the Ered Luin and the destruction of Beleriand, which sank beneath the waves. Belegost was ruined and the city of the Firebeards, Nogrod, was totally destroyed, sinking into the sea with much of the Ered Luin. Some of the Dwarves stayed to build or rebuild new halls and mines, but most left for Khazad-dûm, home of the Longbeards swelling its numbers and bringing much craft and lore.

In the Third Age it seems that the Broadbeams parted ways with Durin's folk with the Firebeards, after the awakening of the Durin's Bane, and headed back to the Ered Luin. Where some remnants of these people were still living working the mines, and where it was a safe and peaceful. During this age also the Broadbeams more than likely answered the call of Durin's folk in their great mustering for the eventual War of the Dwarves and Orcs.

Broadbeams (Kh. Findu-Nahâb)

Telphor's Folk

The Proud and Warlike Broadbeams or Anvil-Dwarves are the Clan of Telphor the Cold. Telphor awoke along with his friend Bighâl at Mallost, in the northern Ered Luin. Later his Clan founded the great cities of Nogrod and Gabilgathol (Mighty Fortress). The Broadbeams were great Artisans and even greater smiths than their Brothers from Belegost. Two of the Greatest Dwarf Smiths of all times, Telchar and Gamil Zirak (Kh.: "Silver the Old") were Broadbeams. However the Broadbeams for all times are branded for their cruel and cowardly murder of Thingol and their ravenging of the Elven City of Menegroth. After the Drowning of Beleriand the Broadbeams expanded into Northern Eriador and Forodwaith on the search for Riches and founded the City of Baraz-Dûm later called Carn-Dûm.

The Broadbeams, as their name implies in general are especially heavy and stout. They are known to achieve a common Age of beyond 170 years.

Dwarf-holds: Nogrod / Tumunzahar (Kh. "Deep-Fortress") – Now destroyed Nogland (from the LotR MMO)

Mannerisms

Realms and Knowledge

Outer Tongue

Honored Fathers

Broadbeams Modifiers Summary

(These modifiers are INSTEAD of the "generic Dwarves" modifiers, NOT in addition.)

8.1.1.4 ƒIREBEARD()

Need original art of the Firebeards here)
(Kh. Sigin-Baruzim)

Overview

Firebeards – Khuzdul: Dwalin / Úri

Region: Northwest

Awakening Place: (#2, See OM4 Dwaven Mansions).

(Decipher): The kindred of Úri are instantly recognizable by the fiery hue of their beards. Úri's folk take great pride in their beards, weighting them with silver ornaments that clink and chime as they walk, making themselves all the more conspicuous. The weighting of beards is a mark of status among this tribe, and strict rules of precedence and honour are observed in the matter of their comportment. Beardweights denote age, lineage, and deeds of renown, and they can only bestowed by the king of the eldest living male of the household. Dwarves of Úri's folk whose beards are so weighted suffer a -2 to Stealth actions.

Mannerisms

Úri's people have a temper to match their appearance: quick, haughty.....

The Firebeards were one of the seven houses of the Dwarves who lived in Nogrod in the Ered Luin during the First Age. The Firebeards were most renowned for having the greatest crafters and smiths, even by Dwarf standards in Middle-earth. Of the two Dwarf houses of Beleriand, the Firebeards were the least friendly. They fought the Elves over the treasure of Nargothrond, and they also sacked the city of Menegroth which in the end the Dwarves that took part were all killed in the Battle of Sarn Athrad. They did however, help the Elves and Men in the Wars of Beleriand. In the War of Wrath their great city of Nogrod, was destroyed and sunk into the sea along with much of the Ered Luin. Some Firebeards stayed in the Ered Luin to help rebuild what they could with the remaining Broadbeams, from the also destroyed city of Belegost, while most went to the halls of Khazad-dum in the Misty Mountains, swelling its numbers and bringing much craft and lore with them.

After thousands of years it seems the Firebeards may have parted ways with Durin's folk after the awakening of Durin's Bane, and returned to the Ered Luin, where things were likely much better than after the sinking of Beleriand. Also during the Third Age it is likely that they answered the request for aid from Durin's folk in the eventual War of the Dwarves and Orcs.

Bighal's Folk

(In the game Dwalin is a Longbeard. I would play that Dwalin is the Longbeard King of Thorins gate, while Asaghal (VI?) is King of Belegost.)

They awoke together with their Kinsmen the Broadbeams at Mallost in the Northern Blue Mountains and soon after founded the large City of Tumunzahar (Kh."Deep-Fortress"). They were famous Dragon-Warriors and fine Smiths. Most prominent among the Firebeards was King Azaghâl who wounded Glaurung the Dragon.

After the Drowning of Beleriand and the destruction of Belegost they spread into southern Eriador and made successful trading connections with their Kinsmen of Moria and the Men of Enedhwaith.

The Firebeards are known for their often fire-red Hair and their Horrible Mask-shaped Helmets. Unusual for Dwarfs they sometimes fight with short Stabbing-Swords. Firebeards are known to live beyond 150 years. Sometimes called "The Ore Dwarves."

Dwarf-holds: Belegost / Gabilgathol (Mighty Fortress) - Now destroyed Gondamon (From the LotR MMO)

Realms and Knowledge

Outer Tongue

Honored Fathers

Firebeards Modifiers Summary:

These modifiers are INSTEAD of the "generic Dwarves" modifiers, NOT in addition.

8.1.1.5 Ironfist ()

[Need original artwork here for the Ironfists.]

Ironfists (Kh. Abad-Mazûr)

Sindri's Folk or Thelor's folk or Mabûn's Folk

(If you play one of these, maybe a reformed one would be best rather than an agent of Sauron)

They awoke in central Middle-earth, where they have contact with Easterlings. So injured had Sindri's folk grown to acting purely of self-interest, and sustained by no other principle than martial prowess, that they felt no shame in accepting gold from Mordor in payment for arming his minions to make war against the Westlands. When Sauron and Durin's heir summoned them for the battle of Dagorlard, few were willing to take the field against Durin's heir. Fewer still could conceive of alliance against Sauron as a matter of common honour to the Khazâd, so most of them remained aloof from the war. But their king and many warriors fight for Sauron.

In the aftermath of the Last Alliance, the Dwarves of the Westlands universally branded them as renegades and turncoats. The cataclysm of Númenor Downfall had ruined their chief city, and the exile of their king (which founded Nurunkhizdîn, near the Inland Sea of Rhûn) had left them leaderless

Actually, they live scattered in the East as shamans and fortune-tellers among the superstitious Easterlings. The Ironfists or Earth-Dwarves are an extremely war-like and xenophobic Tribe of Dwarfs from central Middle-Earth. They are the Tribe of Mabûn the Rich and are even by dwarfen standarts extremely greedy and mistrustful. The Ironfist Tribe always suffered from terrible inner Strifes and

enemies among the different Ironfist Lords. After the Dwarves forsake the Mirror-Halls of the Barl Sýrnac Mountains, the Place of Mabûn's awakening, they moved southwards and founded the Large City of Namagalûz.

The Ironfists are very broad and strong in built and by dwarfen standarts quite tall. They are known to reach an average Age of 150 years.

One of the most tragic tales. For a time they lived in Mount Gundabad (northern Misty Mountains) but a conflict with Durin's folk and repeated attacks by the Orcs of the North drove them eastward. They settled in the Mountains of Rhûn, where they prospered for almost 7 centuries. However, once again, intra-Dwarven strife ended their peace. An argument between King Thelor XIV and his brother Thulin resulted in a brief, bloody civil war. Thulin slew his overly-proud (even by Dwarven standards) lord and laid claim to the throne. He was, in turn, murdered by Thelor's daughter Thris, whose son Threlin became King. Threlin moved the remnants of Thelor's folk further south in early TA. He established a domain centered at the delving called Namagaluz. Located in the Ered Harmal, the gate to this rich hold opened eastward, above the waters of Heb Aaraan and not far from the Chey lands. It was the greatest Dwarf city in central Endor.

The bloody strife could happen because of the alliance with Sauron. Thulin could be the King who favoured the alliance with Sauron, and Thelor's last supporters would have to flee the followers of Thulin, more numerous.

Dwarf-holds: Awoken in the Mirror-Halls of the Barl Sýrnac Mountains, in central Middle-earth Large City of Namagalûz (south of central Middle-earth) Gamil-nâla under Mt. Bundushar, in central Middle-earth (collapsed home at the Downfall of Númenor, S.A. 3319) Nurunkhizdîn (near the Inland Sea of Rhûn, funded after the Last Alliance. An unknown evil fall upon them in T.A. 58)

8.1.1.6 LongBEARD ()

[Need original artwork here for the Longbeards.]

Overview

Longbeards = Khuzdul: Sigin-Tarâg
Durin's Folk

The Longbeards, or Mountain-Dwarves are Dúrin the Deathless' Folk. Their Ancestral Place of Awakening is the City of Gundabad, which long ago was sacked by the Orcs. After the Fall of Gundabad, the City of Khazad-dûm became their Chief Settlement, where they discovered the magical Ore Mithril. The Longbeards were great Merchants and Craftsmen and, which is seldom among Dwarves, were relatively friendly with Elves, especially the Noldor of Eregion. After the Balrog Dúrin's Bane, appeared in Khazad-Dûm, or Moria, the Longbeards established several smaller Cities and Colonies, chief amongst was Erebor the Lonely Mountain.

The Longbeards are typical Dwarves, Strong and Stout and are especially known for their extremely long, often Forked Beards and their extraordinary (even for Dwarves) long lives. Several Longbeards lived beyond 220 years.

Dwarf-holds: Thorin's Gate in the Blue Mountains (From the LotR MMO) Erebor, the Lonely Mountain Barukkhizdîn in the Iron Hills The Mines of the Grey Mountains: Mahalkukhizdîn, Thakalgund, Zeleg-ubraz, and Danuk-khizdîn

8.1.1.7 stíffBEARD ()

(Need original artwork here for the Stiffbeards.)

Stiffbeards (Kh. Sigin-Mablád)

Thúlin's Folk or Bávör's Folk (the swift) or Khadín the Swift

They first established in Kibil-tarag, in the far north and they remained there until the invasion of Dragons, when they had to flee and their king was killed. The survivors went this way and that, seeking more modest hearths hidden as best as they can from Dragons. They live an stoic existence of hunting and weapon-crafting until the longing for dragonslaying overtook them. They keep some forgotten lore of their own race about carvings runes which they use against dragons.

The Stiffbeards are one of the two Dwarf-Tribes that awoke in Central Middle-Earth. The Unsteady Tribe is the people of Khadín the Swift, who along with his friend Mabûn of the Ironfists awoke at the Mirror Halls (Kh.: "Kheledkhizdin") in the Barl Sýnac Mountains. The Stiffbeards or Cave-Dwarves are relatively peaceful and clever Merchants. After the Dwarves had to leave the Mirror-Halls because of the Invasions of Evil Humans into the surrounding Lands many Stiffbeards, after a great Wandering, founded the Cities of Mablád-Dûm and Barazimabûl in the South. The Stiffbeards are known for their strange way of wearing their Beards as long and pointed thorn-like knots. The Stiffbeards are a long-lived Dwarf-kindred, Stiffbeards are known to commonly reach the 200th year of Life.

Bávör's folk were the first to leave the homelands. They went into the south and built their homes in the Yellow Mountains. Quickly sundering after the murder of Bávör, they split into three factions. The largest group constructed the vast delving at Baruzimabûl, the great hold that the Men of the South call Blackflame

In the far South, Dwarves have dwelt in the Mabûl Mountains since the early Third Age.

Nar's Folk – originally part of Bávör's people. Nar was the second son of Bávör, and left with a few followers and friends after the murder of his father. The first hold, Mablád-dûm, was occupied by Bávör's people in the Second Age. Early in Third Age, strife & contention caused a rift among the Mablád. One faction moved to the SW portion of the Yellow Mountains, and another founded Narad-dûm in the eastern peaks, the Tur Betark.

The 'official' dwarvish name for the tribe living in the Ered Laranor is Stiffbeards, although today it is rarely used. Most people know them as Bávör's Folk. Their tale is a sad one. First they arrived in the South around the middle of the First Age. Here they carved out the city of Mablád-dûm in the central Yellow Mountains. In S.A. 1092 however, strife arose and the king was killed in the fray. After this, the main host of the Mablád wandered south to settle in the city of Blackflame (Kh. Baruzimabûl), a mining colony founded three centuries earlier. Later, part of the remaining Dwarves of Mablád-dûm left the city for the east, and they founded holds at Bar Falin and Nárád-dûm. The former was later taken by the forces of Darkness, and so three principal Dwarven holds in the Ered Laranor remain by the middle of the Third Age. Most Dwarves however live in the city of Blackflame and it is here that the High King of Bávör's Folk resides. Mablád-dûm is second in prestige and Nár's Folk in Nárád-dûm south of the Sára Bask in the eastern part of the Yellow Mountains comes third.

Drúhar's Folk are a branch of Bávör's Folk, that before the First Age separated from their people travelling in the East, and settled in the Ered Engrin. They were eventually joined by a small group of Drúin's Folk, coming from Ruurik: they founded Kheledh-dûm, and in a few generation were absorbed by the locals.

Dwarf-holds: Kibil-tarag (ancient home). It is in the island in the Sea of Utum, in the north. Awoken at the Mirror Halls (Kh.: "Kheledkhizdin") in the Barl Synchron Mountains (central ME) Cities of Mablād-Dūm and Barazimabūl in the South.

8.1.1.8 stonefoot ()

[Need original artwork here for the Stonefoots.]

Stonefoots (Kh. Azali-Dūraz)

Vigdi's Folk Barin's folk (the scarred) or Rúras' Folk (the scarred)

The Stonefoots, or Stone-Dwarfs, are the People of Rúras the Scarred and awoke along with the Blacklocks in the North-Hall, in the Red Mountains in the far East of Middle-Earth. After a long exile from their ancestral Home they founded the great City and kingdom of Radimbragaz, and later in the late second Age the even larger City of Khazad-Madūr (Kh.: "Dwarf-Womb").

The Stonefoots are very proud and Warlike, but circumspecting and not easily angered.

They managed to make incredible defences against the Dragons with the help of Saruman. The worms never could take their main Dwarf hold. The wizard also helped them to stop the feud between them and the Blacklocks. They developed together with the Istari some weapons he later used when he turned to evil at what was called 'the fire of Orthanc'.

They are very heavy and strong and after many years of wandering have become quite reclusive and silent.

They are known to reach an Average Age of 180 years.

Dwarf-holds: Baraz-lagil (home of Vigdis's folk, the Stonefoots), in the Far East. North-Hall, in the Red Mountains in the far East of Middle-Earth City and kingdom of Radimbragaz City of Khazad-Madūr (Kh.: "Dwarf-Womb").

8.1.2 *elves (quendi / eldar)*

[Need original artwork for the elves here, preferably a collage of at least the three major Elvish races – Noldor, Sindar, Silvan.]

Elves 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 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, but they are uniformly slender and have less body. Elven men have no beards. Fine features and fair, unmarred skin combine with sparkling eyes to give the Elf an enchanted aura. A strange deftness and ease of movement give them a graceful quality, and it is not surprising that they are very agile and so light afoot; they leave few traces of their passing and walk on the surface of freshly fallen snow. Their gentle physical appearance belies great strength, however, for they are highly resistant to the crippling effects of extreme temperatures, and are immune to disease and illness.

They are also immortal, and age in a graceful, nearly imperceptible manner. Elves commonly die from only two causes: through violence or as a result of a weariness of the world. In the latter case an Elf is simply overcome with grief over the course of time, thereby losing the will to live. All the Elves who pass away are gathered in the Halls of Mandos, the Place of Awaiting, in the far west of Aman (Valinor). There they await the End of the World, or are released back into the world to replace another of their line who has perished. In a sense, Elves are often reborn as descendants of themselves.

The Elves revere the Valar (Q. "Powers") and many know their nature well. Still, they have no formal religion; instead they show their respect through poetry and song and gather to celebrate life and the gifts from on high. This respect for the way of things is largely tied to their acceptance of their close ties to the Fate set down in the Song of Creation, although much of it also stems from an understanding and joy regarding the creations of nature which have been handed down and overseen by the Valar. Above all but Eru they worship Varda, Queen of the Valar and fairest of all in creation. She is the bringer of light, and they call her "lady of the Stars" (Elentári or Elbereth).

Elves do not need sleep. Instead they receive rest through "meditation" involving memories, past events they recall with remarkable vividness. normally they go into this trance-like state for approximately two hours each although, although they can function for many days with little or no relief. While in their meditative state, Elves are extremely difficult to awaken; they rise at a point previously decided. This manner of rest is in keeping with the Elven fondness for the night. Men have often referred to them as people of the stars with good reason, for Elves see as well on a star-lit evening as a man would at the height of day. Elven sight is ideal for the partial darkness of the shadowy forest or cloudy sky, and allows them a mobility unlike that of any other race. In absolute darkness, however, they suffer as others do; they can not see at all.

Their sense of hearing is also superb, and no doubt accounts for the Elven skills with music. Their reverence for song is unparalleled and has affected their language and way of keeping precious records. The Elves were first to use spoken words and have taught the other races of the gift of speech; thus their own name for their kind: "Quendi" - the "Speakers". All of their speech has a musical quality when spoken properly, lending itself well to verse. Elven Bards, then, have had little trouble in maintaining the histories and epics of their race as a collection of wondrous songs and spoken poetry.

There are two major groupings of Elves in Middle-earth. Their split in the early First Age formed the basis for the development of two separate Elven cultures. The most exalted group is the Eldar, the three kindreds (Noldor, Vanyar, and Teleri) which made the Great Journey across Middle-earth during the First Age. Most settled for a time in Aman (the Undying Lands), or along the shores of now-sunken Beleriand. Only the Noldor (High-elves) and Sindar (Grey-elves who are a group of Teleri) remained in Middle-earth following the War of Wrath that ended the First Age. All other Elven kindreds are counted as Avari or Silvan Elves. They are commonly called Wood-elves.

From these cultures came the three main groups, which a few other branches, which form the Elven races of Middle-earth:

4. Noldor
5. Sindar
6. Silvan

8.1.2.1

noldor (high)

OVERVIEW

The Noldor (sing. Noldo), the 'Wise' or 'Deep' Elves. The Noldor were the second Kindred of the Eldar, following their Vanyar cousins over the sea to Valinor. There, they learned much from the Valar and the Maiar, particularly from Aulë, the Smith of the Valar. It was Fëanor, the most gifted of the Elven-smiths, the creator of the Silmarils and many other wonders, who led the Noldor back into Middle-Earth, seeking vengeance upon Morgoth. The tale of Fëanor's ill-fated pursuit, and of the exile of the Noldor is a tale too long for this space, but many deeds, great and base, were performed by those of this Kindred ere the First Age closed.

In the Second Age, the Noldor who remained played a pivotal part in the events of the day. Gil-Galad was the High King of Lindon, who refused the early advances of Sauron in his guise as Annatar. The Noldor city of Ost-in-Edhil in Eregion was the home of the Elven-smiths who, with Annatar's assistance, created the Rings of Power. It was the revealed Sauron who destroyed their home when they refused to bow to him. In the Third Age the Noldor are a rarer sight, most having died in battle or having taken passage to Valinor. Still, they number amongst them figures such as Galadriel and Glorfindel, and the sons of Elrond.

Noldor are taller than their Sindar and Sylvan cousins, darker of hair, but fairer of skin. However, the descendants of Finarfin and Fingolfin, sons of the Noldor High-King Finwë by his second wife, Indis of the Vanyar, are golden haired.

Like all elves, the Noldor possess excellent eyesight, and can see as well under starlight as a human in daylight, and by the sun may see much better than humans; however, complete darkness robs them of sight just as easily. They also share the trait common to the Firstborn of immunity to all natural disease.

The Noldor are often called "High Elves" or "Deep Elves", ostensibly because they are considered to be the most noble of the Quendi in Middle-earth. In reality, they are so named because they are the only Elves living in Endor who have ever resided in the Blessed Realm of Aman across the sea. This exalted status is accentuated by their close ties to the Valar, a relationship which accounts for their unique cultural and linguistic roots. Other names for the Noldor include Deep-elves, Golodhrim or Gelydh (Sindarin labels), and Nómin (Edain label). Finwë was the first King of the Noldor, which is counted among the Eldar as the Second Kindred. Finwë's sons - Fëanor, Fingolfin, and Finarfin - produced the three traditional lines, which compose the whole of the Noldor.

PHYSICAL CHARACTERISTICS

Build: Of all the Elves, the Noldor are the strongest and sturdiest of build, although they are still slimmer than Men. Males average 215 lbs; females, 175 lbs.

Coloring: Most are dark haired and have grayish eyes which betray a proud demeanor. Descendants of the Fingolfin and Finarfin are often fair haired and blue eyed, for their blood contains Vanyar influences.

Endurance: They do not carry great burdens, but they are capable of traveling 16 – 20 hours a day. The Noldor do not sleep; instead they rest in a trance for 3 hours a day (this restores any Spell Points used Casting spells.)

Height: Males average 6'7"; females 6'3"

Lifespan: They are immortal and will only die due to violence or if they weary of life and lose the will to live.

Resistance: They can not become sick or scared and are virtually immune to disease.

Special Abilities: No race sees better outside during the darkness of night than the Elves. Noldo vision under moonlight or starlight is as good as a Man's during the height of day. In other situations when there is any light source, Noldor can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, however, they are no better than Men (i.e., they can't see at all). Their hearing range is three times the norm. Noldor are unparalleled at understanding and working with crafts.

CULTURE

Clothing and Decoration: They favor rich clothing and fine craftsmanship, and often have the appearance of great wealth.

Fears & Inabilities: None.

Lifestyle: Of all the Elves of Middle-earth they are the most ordered. While their brethren are content to wander or mark time in quiet diffusion, the Noldor seek to build communities and states in beautiful, guarded places.

Marriage Pattern: Monogamous and for life. They sometimes marry Men. Such unions produce Half-Elves.

Religion: Informal and centered around communal celebration and personal meditation. Like the Dwarves, the Noldor are fiery craftsmen who are fast friends of Aulë. The Smith imbued them with a heightened respect for physical objects. It is not surprising then, to find that the Noldor revere Aulë more than any other Vala, save Varda herself. Like all Elves, they worship Varda as giver of Light and maker of the stars.

OTHER FACTORS

Demeanor: Regardless of the line, all Noldor are noble of bearing and carry them-selves with assurance. They are haughty and often appear arrogant. Of all the Elves, they are the most inquisitive and passionate, being full of a desire for experience and expertise in the arts and the ways of the world. Because of this thirst for knowledge, the Noldor have often fallen prey to lust, corruption, and strife.

Starting Language: Quenya, Silvan, Sindarin, Westron and Adunaic.

Bonus Language: Atliduk, Logathig, Nahaiduk, Black Speech, Apysaic, Haradaic, Orkish or Rohirric.

Prejudices: The Noldor hate Orcs, Trolls, and Dragons above all creatures. Due to their pride they tend to look down upon non-Dúnedain Men.

Restrictions on Character Classes: None.

Money: 1 – 200 gp's.

OUTFITTING OPTIONS

Weapons: Dagger, broadsword, mace, composite bow, long bow, flail, two-handed sword, quarterstaff, javelin, lance, falchion, foil, main gauche, rapier, bastard sword, irgaak, kynac, and long kynac.

Armor: Any. Noldor prefer to derive the protection given by armor from magical items (rings, bracelets, tiaras) where such are available rather than from encumbering leather or metal.

Attire:

Males: fine linen, cotton, or silk shirt or blouse often pure white in color; jewel-hued velvet or silk tunic (sapphire, emerald, ruby, amethyst, topaz), sometimes with slashed sleeves revealing the shirt beneath, sometimes sleeveless, usually embroidered or appliquéd with geometric or weapon-inspired motifs; velvet or brocade mantle with wide sleeves, cape-like body, and varying in length from the hip to the ankles; close-fitting hose; soft boots rising only to the ankles or as high as the knee.

Females: fine linen, cotton, or silk shift often pure white in color; jewel-hued silk or velvet gown, sometimes with slashed sleeves to reveal the sleeves of the shift underneath, sometimes sleeveless, often embroidered or appliquéd at the neck, hem, sleeves; belt of silk, velvet, or decorative cord that encircles the waist and the hips to be knotted or otherwise secured in front; soft slippers or ankle boots; velvet or brocade mantle with wide sleeves, cape-like body, and hanging to the ankles. Females who leave the Elven havens to go adventuring often don garb similar to that worn by males.

Money: Gems (peridot, aquamarine, beryl, citrine, tourmaline) worth a total of 2 gold pieces.

BACKGROUND OPTIONS

Background Options (optional): 2 Since the Noldor are Elves and tied by their immortality to the Song of Creation, they are strongly bound to Fate

Special Abilities: All available. Replace range 61-65 with: sensitive to the Magic, the way it pools and flows; this sensitivity causes the character to be immediately aware of the presence of any enchantments or spells (cast by Arcane only, not Divine) within 50 feet.

Special Items: All available. Most should be constructed from fine or rare materials: ardarcer, arborang (high steel), arheled (high glass), borang (low steel), silver, galvorn, gold, mithril, gems.

Extra Money: Gems (amethyst, diamond, emerald, opal, sapphire) worth a total of 1-200 gold pieces.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Noldo might in unusual circumstances learn: Black Speech, Logathig, or Rohirric.

8.1.2.2 sílvan (wood)

OVERVIEW

The Sylvan Elves are the 'common' citizens of the Elven communities of north-west Middle-Earth. They are descended from the Sindar and the Nandor, and though less of the Light of Valinor flows through this people, still they are of the Eldar (Q. "people of the stars").

Sylvan Elves inherit the Nandorin love of forests and all green growing things. Unlike the Sindar, they do not feel the call of the sea, and fewer of these folk have passed into the Undying Lands. Most elves encountered in the Second and Third Ages will be Sylvan Elves, as they are the majority in Lórien, Mirkwood, Hollin, Imladris, and Lindon. Only in Ost-in-Edhil (until its destruction) and the Havens do the Sindar or Noldor outnumber their Sylvan cousins. Sylvan Elves are much like the Sindar in appearance, sandy haired and clear eyed, but typically shorter than the Grey Elves. Like all Elves, their features are often considered fey by men unfamiliar with them. Like all elves, the Sylvan Elves possess excellent eyesight, and can see as well under starlight as a human in daylight, and by the sun may see much better than humans; however, complete darkness robs them of sight just as easily. They also share

the near immunity to all forms of disease common to the Firstborn, and resist diseases

PHYSICAL CHARACTERISTICS

Build: Most are slight of build, and all are thin by mannish standards. Males average 150 lbs; females, 125 lbs.

Coloring: Ruddy of complexion, with sandy hair and blue or green eyes. Other variations are not unheard of.

Endurance: Cannot carry great burdens, but can travel 16-20 hours/day. They do not sleep, but rest in a trance 3 hours a day (which restores Spell Points).

Height: Males average 6'0"; females, 5'9".

Lifespan: Immortal; die only from violence or weariness of life.

Resistance: Cannot become sick or scarred and are virtually immune to disease.

Special Abilities: Their vision under moonlight or starlight is as good as a Man's during the height of day. In other situations when there is any light source, Silvan Elves can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, however, they are no better than Men (i.e., they can't see at all). The Silvan folk are superb musicians and have tremendous hearing, even for Elves. +2 to DC for Bardic spells. They are also elusive: +2 for Sleight and Move Silently & Hide Skills.

CULTURE

Clothing and Decoration: Their preferred clothes are usually forest green, grey, or brown. And range from functional designs to fanciful expressions of individual creativity. Their garments lack the formality and pomp typical of Noldo garb.

Fears & Inabilities: none

Lifestyle: The culture of the Silvan Elves is best characterized as unstructured and rustic by Elven standards, but rich and relatively advanced when compared to the ways of Men. They have always been independent, but as of late many have settled in kingdoms ruled by the Noldor or Sindar. Still, all the Silvan folk enjoy a good journey or adventure and most look at life much as a game to be played. Music and trickery are their favorite pastimes. The Silvan Elves are also masters of the wood and know much of wood-craft and wood-lore.

Marriage Pattern: Monogamous and for life. They sometimes marry Men. Such unions produce Half-Elves

Religion: Informal and centered around communal celebration and personal meditation. Like all Elves, they worship Varda as giver of Light and maker of the stars. The principal difference is their strong attachment to the Vala Oromë, the "Huntsman and Tamer of Beasts".

OTHER FACTORS

Demeanor: They are a fun-loving but guarded folk.

Starting Language: Silvan, Sindarin, and Westron.

Bonus Language: Adunaic, Atliduk, Logathig, Nahaiduk, Apysaic, Black Speech, Varadja, or Waildyth.

Prejudices: The Silvan Elves seclude themselves more readily than the Eldar, for they have a less friendly history of relations with Men. They despise Orcs, dislike Dwarves, and are suspicious of Men.

Restrictions on Character Classes: None

Money: 1-200 gp's.

OUTFITTING OPTIONS

Weapons: Dagger, handaxe, broadsword, short sword, whip, bola, long bow, short bow, quarterstaff, two-handed sword, javelin, spear, main gauche, shang, rapier, kynac, boomer dag, net, boar spear, throwing stars.

Armor: Any. Silvan Elves are a varied group. Some prefer enchanted leather armor, while others favor no protective garb, and guard themselves instead with Shield spells.

Attire:

Weapon-users: Silk or cotton blouse (white, beige, pale green, or pale grey); trim-fitting tunic (length varies from mid- calf to mid-thigh) of heavy silk/cotton or leather worked so finely as to drape like fabric (bark brown, leaf green, storm grey); bandoliers crossing the chest, belt around the waist, straps around the limbs to accommodate weapon sheaths; leggings of sturdy canvas or supple leather; sandals or soft boots.

Non-weapon-users: flowing gauze blouse or smock (white, beige, pale green, or pale grey fabric with embroidery from a similar color spectrum), sometimes restrained by a gauze or silk sash, otherwise hanging free; silk leggings, flowing gauze pants similar to a divided skirt, or a many-gored gauze skirt (matching the blouse/smock or bark brown, leaf green, storm grey); heavy silk or gauze mantle fashioned like a cloak with sleeves or elongated (shoulder to waist) arm openings, usually falling to the ankles, often embroidered all over to create a leaf texture; sandals ornamented with gems or carved wood.

Money: Possessions to be bartered or sold: Elven rope (100' worth 20 sp; holds up 500 lbs., weighs only 3 lbs.), Elven silk (length of 3 yards worth 2 gp's), or an assortment of precious stones (lapis lazuli, malachite, agate, turquoise, onyx, amber) worth 2 gp's.

BACKGROUND OPTIONS

Background Options (*optional*): 4

Special Abilities: All available. Replace range 6 1-65 with: special affinity with trees and woodland foliage; all physical activities performed by the character are at a + 3 bonus when in forested terrain.

Special Items: All available. Due to the Silvan fondness for woodland, many items should be fashioned from fine or enchanted wood, even weaponry typically metal in other cultures. Steel, silver, white gold, tasarang, and bronze are also possible materials,

Extra Money: Gems (aquamarine, black opal, bloodstone, came han, garnet, fire opal, blue topaz, jade, star sapphire) worth a total of 1-200 gp.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Silvan Elf might in unusual circumstances learn: Apysaic, Black Speech, Varadja, or Waildyth.

8.1.2.3

SINDAR (GRAY)

OVERVIEW

The Sindar (sing. Sinda), or 'Grey Elves', are Eldar (Q. "people of the stars"). As part of the Teleri, the Third Kindred of the Eldar, they began the journey to Valinor, but they fell by the way for various reasons. The elves who would become the Sindar settled in the wide lands west of the Ered Luin ("Blue Mountains"), where Elwë, high king of the Teleri, established the kingdom of Beleriand with his queen, the Maia Melian. Although the Sindar did not dwell under the light of Valinor, still they lived under the rule of two from whose eyes that light shone forth, and long did they benefit from the benevolence of Ulmo, Vala of the Seas.

Many Teleri, lead by Olwe, moved to the mouths of river Sirion, where they were instructed by Osse and Uinen. During this time the Teleri developed their love of the sea. When Ulmo took them to Aman, some of the Teleri, at the request of Osse, remained in the Falas; together with the Teleri who still wandered inland in search of Elwë, these became the Sindar. The majority of the Teleri, though, went west on the second voyage of Tol Eressea, but at the request of Osse, Ulmo anchored the island in the bay of Eldamar. There, surrounded by the beloved sea, but within sight of Aman and the light of the Two Trees, the Teleri lived for a long time. Finally their desire for the light of Aman grew so great that Osse taught the Teleri the art of shipbuilding. Their wide ships drawn by swans carried them to the coast of Eldamar where they built the beautiful city of Alqualonde. In Alqualonde the Teleri lived somewhat apart from the Valar and the rest of the Eldar, since their hearts still turned towards the sea. Yet during the revolt of the Noldor they were forced to heed the affairs of Valinor, for Feanor demanded their swan ships to sail to Middle Earth. When Olwe refused, Feanor took the ships by force in the kinslaying at Alqualonde; many of the likely armed Teleri were slain. At the end of the first age the Teleri befriended Eilwë when she and Earendil came to Aman, and for her sake and that of the Sindar they sailed the host of Valinor to the Great Battle, although their hate of the Noldor prevented them from actually fighting. In later ages the Teleri lived in Alqualonde. The Teleri were the fairest singers of the Eldar, Ulmo, who was the dearest of the Valar to them, instructed them in music. They called themselves Lindar (the Singers). Also called the Falmari, the Foam riders, and the Sea Elves.

In the Second Age, with the fall of Beleriand into the sea, the surviving Sindar settled in Lindon (the only small sliver of Beleriand to survive the War of Wrath) and Mithlond (the "Grey Havens"), where they built their magnificent ships; at Edhellond ("Elf Haven") and Dol Amroth on the Bay of Belfalas; and amongst the Nandor and Sylvan Elves of Greenwood the Great and Lórien.

Although they had never been to the Undying Lands, the Sindar still felt the pull of that place in their hearts, and when they tired of the world, many took the fine white ships out of Mithlond on that final voyage. So it is that the numbers of the Sindar in Middle-Earth eventually dwindled.

The hair of the Sindar is typically sandy, their eyes green, blue or grey. They are ruddy of complexion, and like all Elves, possessed of a beauty that is sometimes frightening to Men. Like all elves, the Sindar possess excellent eyesight, and can see as well under starlight as a human in daylight, and by the sun may see much better than humans; however, complete darkness robs them of sight just as easily. They also share the near immunity to all forms of disease common to the Firstborn, and resist diseases

PHYSICAL CHARACTERISTICS

Build: Thin when compared to Men, the Sindar are nearly as tall as the Noldor but are generally slighter of build. They are more muscular than the Silvan folk. Males average 190 lbs; females, 155 lbs.

Coloring: Most have fair hair and pale blue or grey eyes. Like the Noldor, they have light skin

Endurance: They do not carry great burdens, but they are capable of traveling 16 – 20 hours a day. The Sindar do not sleep; instead they rest in a trance for 3 hours a day (this restores any Spell Points used Casting spells.)

Height: Males average 6'5"; females, 6'1".

Lifespan: They are immortal and will only die due to violence or if they weary of life and lose the will to live.

Resistance: They can not become sick or scared and are virtually immune to disease.

Special Abilities: Sinda vision under moonlight or starlight is as good as a Man's during the height of day. In other situations when there is any light source, Sindar can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, however, they are no better than Men (i.e., they can't see at all). The Sindar are less musical than the Vanyar or Silvan Elves, and are less skilled in forging or crafts than the Noldor. Nonetheless, they are adept at all the arts and excel in their special provinces. No race builds better boats or ships.

CULTURE

Clothing and Decoration: Sindar clothing is exceedingly well made, yet subtle and utilitarian. They do not favor the rich grab of their Noldor cousins. Grey and silvers are their chosen colors.

Fears & Inabilities: None.

Lifestyle: The Sindar are the most open and cooperative of Middle-earth's Elves. They are great teachers and barrowers and have an interest in the works of all races. This is in contrast to the more inquisitive Noldor, who are quick to scoff at things which are subtle or modest in appearance or utility. Grey-Elves are a settled people and enjoy the company of others. Unlike the Silvan Elves, they build towns and havens and gather in close-knit communities. Many of the Sindar feel a kinship to the sea. They build superb ships and are renowned sailors.

Marriage Pattern: Monogamous and for life. They sometimes marry Men. Such unions produce Half-Elves.

Religion: Informal and centered around communal celebration and personal meditation. Like all Elves, they worship Varda as giver of Light and maker of the stars. Given their love for sailing and the sea, they also have a special respect for Ulmo, the "Lord of Waters".

OTHER FACTORS

Demeanor: Of all of the Elves, the Sindar are the quietest and calmest, and appear to be the most content. They are less frivolous and playful than the Silvan Elves and are less fiery and passionate than the Noldor. Sindar feelings are deep and not easily aroused, but when they are they cannot be stayed. This is the root of their Sea-Longing.

Starting Language: Quenya, Silvan, Sindarin, Westron

Bonus Language: Adunaic, Atliduk, Logathig, Nahaiduk, Black Speech, Apysaic, Haradaic, Orkish or Rohirric.

Prejudices: The Sindar are great friends of most races and have remained particularly close to Dwarves. Their chief enemies are Orcs, Wargs, and Dragons.

Restrictions on Character Classes: None.

Money: 1 – 100 gp's.

OUTFITTING OPTIONS

Weapons: Dagger, broadsword, composite bow, long bow, flail, quarterstaff, two-handed sword, javelin, spear, kynac, falchion, foil, dag, main gauche, rapier, bastard sword, gé, yarkbalka.

Armor: Any. Sindar prefer to derive the protection given by armor from magical clothing (robes, capes, gauntlets, belts, veils) where such is available rather than from encumbering leather or metal suits.

Attire: Smock of gauze or light silk; close-fitting vest or tunic of fine linen, cotton, or heavy silk—tunics vary in length from short garments barely extending below the waist to long ones slit up the sides for freedom of movement; leather or metal belt or a sash of linen or silk; close-fitting hose or a sarong skirt of lucent organdy or

heavy silk reaching from mid-calf to the ankles; boots or decorative open sandals; hip-length cape. The colors of the garments are all variations on white and grey: cream, eggshell, ivory, pearl, lemon, charcoal, taupe, blue-grey, rose-grey, green- grey, smoke, silver, beige, etc. Embroidery and appliqué are used sparingly, usually to create texture or pattern (as with white on white or cream on lemon) rather than for contrast (white on charcoal or blue-grey on ivory).

Money: Gems (clear quartz, blond chalcedony, zircon, mother-of- pearl, white spinel) worth a total of 2 gold pieces.

BACKGROUND OPTIONS

Background Options (optional): 3 (Since the Sindar are Elves in general are tied by their immortality to the Song of Creation, Sindar are more strongly bound to Fate and get only three

Special Abilities: All available. Replace range 61-65 with: proficient at learning languages; character receives an additional 3 languages of his or her choice (subject to GM approval).

Special Items: All available. Most should be beautifully crafted, bearing floral or leaf motifs, and constructed from fine or relatively rare materials: steel, silver, mithril, crystal, close grained wood, marble, agate, amber.

Extra Money: Gems (fire opal, diamond, pearl, moonstone) worth a total of 1-200 gold pieces.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Sinda might in unusual circumstances learn: Apysaic, Black Speech, Haradaic, or Orkish.

8.1.3 *hobbits (kuduk)*

OVERVIEW

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.

Hobbits have an unclear origin, although it appears they arose in the East in the First Age, at about the same time as Men. Indeed they are said to be related to Men. Their habits however, are unique: they burrow and dig and reside in "holes": thus their name Kuduk, which means "hole-dweller" (from the ancient Rhovanion Hobbitish kûd-dûkan).

The Hobbits migrated out of Rhovanion over the Misty Mountains into Eriador sometime early in the Third Age. They came into the Kingdom of Arthedain, one of the Arnorian successor states, and gave their allegiance to the King in exchange for autonomy within their home, which in time they came to call the Shire. When Arthedain fell, the Hobbits were left to their own devices, but as one of the few civilized places in Eriador, the Shire and the surrounding farming lands were never really alone.

In the late Third Age, the Hobbits are only known in the Shire and some other parts of Eriador, though legends of them remain amongst the Riders of Rohan. However, it is possible that a small population of Stoors

remain by the banks of the Anduin, hiding still in their holes.

PHYSICAL CHARACTERISTICS

Build: Smallest of the speaking people, Hobbits average between 2 and 4 feet in height, and tend to be fat or pudgy. They have large and hairy feet—to the point of being furry.

There are three principal varieties, or tribes, of Hobbits: the Harfoots, Stoors, and Fallohides.

Endurance: Hobbits have a subtle ruggedness which is akin to that of Dwarves and Orcs. When pushed, they can travel long distances over tough terrain, despite the fact that their normal routine requires frequent meals and relaxation.

Lifespan: 90-120 years. They become adults at 30.

Resistance: Their feet and hands are almost immune to heat and cold. Accordingly, they are almost always barefoot. Their innate simplicity and innocence gives them heightened resistance to magical attacks.

Special Abilities: Dexterous, they move nimbly and quietly. Their long, strangely slender fingers allow them to craft fine handiwork and help explain their fine reputation as thieves.

CULTURE

Clothing & Decoration: They wear linen or wool garb—shirts, pants which fall to the upper ankle, and brightly colored vests. They occasionally don hats, but rarely wear shoes or gloves.

Fears & Inabilities: Hobbits shy away from the bizarre or unusual, but otherwise have normal dispositions.

Lifestyle: They are capable craftsmen, but are not friends of complex machines or magic. Their vices are few: six hefty meals a day, pipe-weed smoking, and bright apparel. Still, regardless of this dull and insular lifestyle, the Hobbits' steady approach to life has proved successful; in the face of wars, plagues, and famines, they have survived relatively undisturbed.

Some Hobbits are curious enough to travel or adventure a bit, and the Fallohides have produced a considerable number of rather bold individuals. Each Hobbit tribe has its own favorite locale: Fallohides enjoy the woodlands found in cool northern climes; Harfoots favor hillsides and highlands; and Stoors prefer riversides and flatlands. Accordingly, their preferences have had an effect on their living patterns. The conservative Harfoots, for instance, have always had sites for their traditional smials or Hobbit-hole houses, while the Stoors and Fallohides have begun relying on surface dwellings of wood, brick, or stone.

All the Hobbits enjoy the simple life of farmers, millers, and craftsmen. Workshops and sheds dot their territories, uniformly low structures, for the Halflings hate towers and rarely build above the first story.

In the Shire (K. "SCiza") the traditional office of the ruling Thain is hereditary.

Marriage Pattern: Monogamous. Harfoots and Fallohides trace their lines through either the male or female. Stoors trace theirs through the female.

Religion: Hobbit religion is without exception low-key and in for mal. It is actually a series of joyful celebrations centering on the gifts of Nature. Mid-years (midsummer's) is the time for the summer festival, while the two Yule days at the beginning and end of the year mark the beginning of the return of the Sun and the march toward Spring. Harvest times, of course, are always of special note.

OTHER FACTORS

Demeanor: Hobbits are basically cheery, conservative, unassuming, and peaceful folk. Ambition is not part of

their makeup. Most are conformists who avoid the unknown and shun adventure, preferring instead to stay within the comforts of neat, humble villages.

Language: Starting Languages: Hobbits speak their own subtle variant of Westron which is modern Hobbitish. This adoption of the Common Speech is indicative of their subtle adapt ability, for the whole of the tribes abandoned the original Kuduk tongue when they migrated out of Rhovanion in the 13th and 14th centuries of the Third Age. The traditional Westron name for Hobbits is Banakil (W. "Halfling"). Hobbits also have the opportunity to learn: Adunaic, Kuduk.

Prejudices: Fallohides are the most prone to mingle with Big People. Stoors rarely deal with other races, and the Harfoots, for the most part, prefer to interact with the grim Dwarves. All Hobbits share in hating Wargs and Orcs.

Restrictions on Character Classes: Hobbits produce no Spell Caster or Psionic Users, other than Druids.

OUTFITTING OPTIONS

Weapons: dagger, handaxe, short sword, club, short bow, sling, blackjack, jo, pilum, throwing stars.

Armor: None or soft or rigid leather. Only in rare circumstances will a Hobbit acquire something like Bilbo's shirt of Elven chain mail.

Attire:

Males: white or cream linen shirt; colorful (royal blue, scarlet, grass green) waistcoat or vest, often embellished with embroidery or made from an ornate brocade; leather belt with a pewter, gold, or brass buckle; loose woolen trousers with legs that reach anywhere from just below the knee to just above the ankle, often stripped (bright yellow, green, blue, orange), always vibrantly dyed.

Females: white or cream linen blouse and petticoat; dirndl- styled woolen jumper in a bright hue (lemon yellow, fuchsia pink, sky blue, apple green, turkey red), reaching to mid-calf; bodice (in a contrasting color) that laces up the front; lace or crocheted shawl knotted around the top of the shoulders; white or cream linen apron.

Money: 20 silver pieces of Arnorian mint.

BACKGROUND OPTIONS

Background Options (optional): 5 Those Hobbits who dare venture away from home are assumed to be extraordinary.

Special Abilities: Range 71-75 not available (re-roll).

Special Items: Spell adders and items that cast spells not available. Only items that perform a natural task in a superior way (weapon, saddle, rope, lockpick, etc.) would be present in Hobbitish society.

Extra Money 1-200 gold pieces of Arnorian mint.

Stat Increases: Strength and Charisma may be increased by 1 at most. All other stats available for normal background option increase.

Extra Languages: In addition to the tongues listed above, a Hobbit might in unusual circumstances learn: Atliduk, Dunael, Nahaiduk, Orkish, Rohirric, Silvan Elvish, or Bethteur.

8.1.3.1 *fallohide*

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The Fallohides are the tallest (average: males, 3'9", 65 pounds; females, 3'7", 62 pounds). They have fair skin and, of all the groups, resemble Men the most. Their numbers are small, however, and some observers have confused them with nearby mannish groups.

8.1.3.2 *harfoot*

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The most common Hobbits are Harfoots. They are the smallest in size (average: males, 3'5", 54 pounds; females 3'3", 51 pounds) and the darkest in color, having brown skin and hair. Neat and uniformly beardless, they are in many ways the picture of the average Hobbit.

8.1.3.3 *stoor*

[Need original artwork here instead]

The Stooks are the stockiest Hobbit folk and often appear shorter than some of the Harfoots because of their wide profile. Generally, however, they are taller than Harfoots and shorter than Fallohides (average: males, 3'7", 66 pounds; females 3'5", 62 pounds). Their coloration is also somewhat of a compromise, although they have curly brown hair which resembles that of their shorter cousins. Nonetheless, the most distinguishing features of Stooks are their huge hands and feet (large even by Hobbit standards) and frequent beard growth.

8.1.4 *men (eḍaín)*

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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 first encountered the Firstborn (the Elves). The Eldar (Elves) gave men the name of Hildor (Ē. "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.

There are two greater groupings of Men: the High Men, who are commonly called Edain; and the Common Men, those who did not ally themselves with the Elves in the wars against Morgoth. Some speak of the Northmen as a third group, Middle Men, who are racially close to the Edain, but did not benefit from any contact or alliance with the Elves.

Blessed by their faith in Eru and his Vala servants, the Adan line is special. High Men are exceptionally large, averaging 6'3" to 6'7" and weighing 200-275 pounds. Their great bones and musculature gives them a grand appearance; only the Noldo Elves rival their strength. They are not as nimble or resilient as the Elves however. The hair of High Men is dark-brown or coal-black – their eyes blue, grey, or black – and they tend toward fair skin. Those of pure blood live as long as 250-300 years.

Common Men are more numerous and less blessed. Stocky and relatively short (5' to 6'4"), they have produced a wide variety of types. Their hair and skin colors vary from the deepest brown and blacks to the lightest shades of blond and cream. Unlike the High Men, many wear beards and mustaches. From their ranks come the vast majority of Middle-earth's mannish lines.

8.1.4.1 *Beorning (Rare?)*

OVERVIEW

Also called Beijabar or Bajaegahar, this dispersed group of large men has a confused origin. They are a Northmen branch related to the Woodmen, Lake-men, and Dale-men of Rhovanion, although they apparently become distinct in eldar times, probably before the Northman migrations out of Eriador. Their numbers are few, and some have distinguished them as a clan rather than a separate people. Culturally, and to some degree physically, however, they are unique. Wild animals will not attack a Beorning unless actively provoked.

PHYSICAL CHARACTERISTICS

Build: Physically, the Beornings are the largest of the Northmen, and all are strong of build and bone structure. Men are exceedingly hairy; they average 215 pounds. Women average 145 pounds.

Coloring: Their complexions are fair, but unlike most Northmen (who usually are blond), the majority have reddish hair.

Endurance: Beornings need sleep only twice every three days.

Height: Men average 6'4"; women, 5'7".

Lifespan: 80-100 years.

Resistance: Average.

Special Abilities: Wild animals will not attack a Beorning unless actively provoked.

CULTURE

Clothing & Decoration: They are extremely hairy, and their tendency to wear furs gives them an "animal-like" appearance. Favoring rugged tunics, capes, and woolen pants with leggings, they rarely wear any traditional armor.

Fears & Inabilities: They shy away from civilized areas.

Lifestyle: Beornings have traditionally lived in small groups or single families on well-tended "manors." Some, like Beorn's line, have favored relative lowlands, while the majority resides in the passes and foothills of the Misty Mountains or Grey Mountains, in each case, their presence is extremely subtle. Beorning families tend both themselves and their surrounding manors with the aid of a wide variety of friendly animals, members of the household which appear tame to the outsider. Males leave their manors for extended periods in order to conduct military, religious, or social affairs.

Marriage Pattern: Monogamous. The line is traced through the male.

Religion: Centers on the ancient Cult of the Bear (Rh. "Bairakyn"). The head of the Cult, or Waildanbair (Rh. "Ruling Bear"), is also the hereditary lord of the whole Beorning clan and is the foremost of the famous Shape-changers. During their secluded ceremonies, these Men take the form of bears and recreate their ancient legends and epics using complex dance rituals. These gatherings occur at specific holy places which have some connection to their patron Vala Oromë (whom they call Araw).

Demeanor: Beornings are loners by nature, but enjoy their rare moments with others. Generous and normally quiet and intro spective, they can become jovial and explosive when in social situations. Their deep, thundering laughter is legend. As warriors, Beornings are fierce and often uncontrollable. This is particularly true of the rare Shape-changers, for they have a tendency to transform into Bears when outraged or overly stimulated. Once Bears, they can attack with tremendous force, but they have little more than single-minded instinct to work upon.

Language: Starting Languages: Beornings generally use two forms of communication: their standard language Atliduk and the system of Nature-signals called Waildyth. The latter can be used to speak over long distances without betraying one's presence, since the sounds are merely variations on the noises of the wild—beasts, the wind, and the like. Most Beornings also know Westron and the Woodman tongue Nahaiduk.

Prejudices: Beornings hate Orcs, Wargs, Trolls, Giants, and Dragons.

Restrictions on Character Classes: Beornings produce no Spell Caster or Psionic Users other than Ranger, Druids, however, a few are Shape-changers who can change from Man to Bear- form, but have limited control over this process.

OUTFITTING OPTIONS

Weapons: dagger, handaxe, broadsword, club, mace, whip, bola, short bow, sling, quarterstaff, woodsman's axe, cud gel, jo, cabis.

Armor: None or soft or rigid leather.

Attire: Males: soft or suede leather tunic (with sleeves reaching from mid-forearm to the wrist) trimmed with fur (rabbit, beaver, mink, marten, sable) at the neck, waist, and hem; leggings of soft or suede leather; stout leather boots; cloak made from a dear, bear, or cougar pelt.

Females: the same garments described above with the addition of a full suede skirt (falling to mid-calf or the ankles) trimmed with furs at its hem; or a caftan-styled gown of soft leather with its pleats hanging from a yoke and possessing long wide sleeves. Varying shades of tan, brown, and red are the favored colors for Beorning garments. Small spots of yellow, white, or sky blue occasionally are used ornamentally in a yoke at neck or waist. Women who go adventuring often wear leggings without a skirt if they must be prepared for combat.

Money: Goods to be bartered or exchanged for coinage: 10 deerskins, finely worked, worth 2sp each; 5 otter pelts worth 4 sp each; 4 beaver pelts worth 5 sp each.

BACKGROUND OPTIONS

Background Options (optional): 5 Those Beornings who leave their tight society are assumed to be special.

Special Abilities (B.O. - optional): All available. Modification to range 71-75: the spellcasting learned must be within one of the Divine spell casting classes not Arcane.

Special Items: No items casting Arcane spells or Arcane enhancing Essence-using abilities are available. Divine spells, although rare, may be present, as may the enhancement of Divine spellcasting abilities. Beorning craftsmanship is excellent, although their work is rustic and lacks the refinement typical of Elvish crafts.

Extra Money: A selection of pelts worth 1-200 gp's (black fox, 5 gp's; marten, 8 gp's; black sable, 10 gp's; ermine, 13 gp's; golden sable, 15 gp's; mink, 11 gp's; red sable, 12 gp's; white fox, 7 gp's).

Hobbies: *Primary Skills:* _____

Secondary Skills: _____

Artistic Skills: _____

Craft Skills: _____

Influence Skills: _____

Lore Skills: _____

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Beorning might in unusual circumstances learn: Labba, & Orkish.

8.1.4.2

DORWINRIM (Rivermen?)

OVERVIEW

The Dorwinrim occupy the lower Carnen valley and the region running south from the river to the northwest shore of the sea of Rhun - the land called Dorwinion. They are a mixture of Northman and Easterling stock.

PHYSICAL CHARACTERISTICS

Build: Dorwinrim are slightly larger than most groups labeled as “Common Men.” Males average 155 pounds; females, 110 pounds. Overall, they are somewhat stocky and have wide features; narrow noses and eye slits are the only exception.

Coloring: Their fair, slightly yellowish complexion is unique. They have subdued eyes which are usually brown (like their straight hair), although some are blue or green.

Endurance: Average.

Height: Men average 5’9”; women, 5’2’.

Lifespan: 60-80 years.

Resistance: Normal.

Special Abilities: +6 bonus to save versus poisons. + 3 for situations involving acting or public speaking.

CULTURE

Clothing & Decoration: A wide variety of wools and linens. They wear shirts and pants and adorn themselves modestly.

Fears & Inabilities: None.

Lifestyle: They are traders and river-men who abandoned their nomadic past in favor of an urban, albeit rustic life. Dorwinion is known for its fine wines and strong oils. Hardy vines cover the land and provide the principal sources of income: grapes and wine. Trees produce olives and olive oil. Additional revenue comes from the Sea of Rhûn: shellfish products, food, and dyes bring good money to the Dorwinrim.

Marriage Pattern: Monogamous. The line is traced through the male or female.

Religion: Dorwinadan religion is a prominent and stable element. It is a unifying force among a people who have no formal law and equate authority with power, Donu, a local manifestation of Yavanna, is the Queen of their pantheon. She is their one “Mother Goddess.”

Worship centers on tribal and clannish totems (L. “Izana”), holy symbols which represent deified heroes blessed by Donu. The heroes are believed to have power over the places they influenced during life and hold sway over their descendants. Therefore, a family or clan guards its territory religiously. The totems are also crucial, since they are believed to have real power and are the sole means of communication with the hero they represent.

Demeanor: The Dorwinrim are known for their hardy, hospitable character. Most favor strong drink and storytelling and never shy away from a celebration, their distinct rolling laughter and physical closeness (e.g., hugging) adds to their reputation of friendliness, although it is somewhat deceiving; a Dorwinadan may appear closer than he really is. The Dorwinrim are amazingly loyal to friends, and distinctly short or cruel with enemies,

Language: Starting Languages: The Dorwinrim are well-versed in the commercial tongues of northwest and

north-central Middle-earth, They speak fluent Westron and Logathig, the latter their own home tongue. Since they frequently deal with the Silvan Elves, many have acquainted themselves with Silvan speech or Sindarin. Atliduk, Haradaic, Labba, Nahaiduk, Varadja

Prejudices: Renowned as explorers, traders, and travelers, they have learned much of the spirit of others and enjoy dealing with a wide variety of Elves and Men alike.

Restrictions on Character Classes: None.

OUTFITTING OPTIONS

Weapons: Battle-axe, broadsword, club, dagger, halberd, javelin, long bow, quarterstaff, scimitar, short bow, sling, two-handed sword, irgaak, jo, katana, long sword, no-dachi, throwing stars,

Armor: Any. Dorwinrim prefer the lighter types of armor, although a warrior garbed in a frill suit of chain or plate mail is not unknown.

Clothing

Males: linen shirt or blouse, usually cream or white; short woolen vest, sometimes with decorative points at the hem, sometimes cut straight, usually with panels of fabric in contrasting earthy hues (rust and black, soft brown and dull yellow, brick and dark brown, etc.); loose woolen trousers in subdued colors (black, dark grey, tan, sienna, bone, taupe, umber, etc.); linen sash or leather belt; wooden clogs or sturdy leather boots; long, full coat, often with quilting and trap unto to provide protection in the severe weather that visits the area in winter.

Females: linen shirt or blouse, usually cream or white; woolen vest, usually more form-fitting on women of marriageable age, looser on children and matrons, with panels of fabric in contrasting earthy shades (orange and charcoal, black and bone, taupe and dark brown, etc.); ft woolen skirt in subdued colors (rust, dark grey, tan, sienna, brick, dull yellow, umber, etc.); linen sash or leather belt; wooden clogs or sturdy leather boots; long, full coat, with elaborate quilting and trap unto.

Money: 20 silver pieces or 10 kys the unique ivory coinage of the Dorwinrim.

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: All available.

Special Items: All available. The Dorwinadan aesthetic sense prefers exquisite simplicity over elaborate ornamentation. Their weapons and tools are beautifully made and possess graceful lines, but little carving or engraving. They do employ gems for insets, however.

Extra Money: 10-2,000 silver pieces or 5-1,000 kyriiri.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Dorwinadan might in unusual circumstances learn: Apysaic, Black Speech, Orkish, Rohirric or Umitic.

8.1.4.3

DRŪEÐAÍN (WOSE)

OVERVIEW

Of all Men, none surpass the Woses in the arts of wood-lore and wood-craft. This very ancient and diminutive race has long been tied to the forests and has remained the greatest lot of woodland warriors ever produced by the Secondborn. Their skills have in fact guarded their narrow survival, for they are considered ugly by Men and Elves alike and have been hunted and persecuted since the days of the First Age. The Woses have many names. They call themselves Drughu. Drúedain (sing. Drúedain) is the label given them by the Elves, while Men use various terms: Pukel-men, Wild Men, Drugs, or Woses, the latter a Westron construction. Orcs fear the Woses and have named them Oghor-hai.

PHYSICAL CHARACTERISTICS

[Need original artwork here instead]

Build: Woses generally have a broad, stumpy profile marked by wide faces, flat features, and deep-set eyes. Short, thick legs, heavy lower bodies, and pronounced brows help give them an eerie character—unlike any other Men. This uniqueness is accentuated by their peculiar hair growth, for few of the Wose Men have any hair below their eye level. Those that do are revered, although even they have no more than a slender patch of black chin hair which lies well below their wide mouths. Nearly all Wose Men are bald from the forehead to the back center of their squat skulls, but take pride in the hair they have along the flanks of the head. Men average 145 pounds; women, 135 pounds.

Coloring: Ruddy skin, black hair, and black eyes. Because the Woses have guarded eyes which are dark and set with black pupils, they appear to gaze from shadowy pools which might be mistaken at a distance for a pair of cavities. One must get quite close to a Wose to notice any eye movement at all, much less any of the subtle distinctions in the eyes themselves. This haunting feature is made even more unsettling when a Wose is angry; then the pupils glow with a fiery red hue.

Endurance: Average.

Height: Men average 4'9"; women, 4'4".

Lifespan: 30-50 years.

Resistance: Average.

Special Abilities: The wide noses of the Woses are the most sensitive found in Man. Even in an open field, they can smell an Orc before another Man can see him. Together with their strong eyesight, they can track better than almost any hunting hound. Only running water will stay their pursuit. This is even true at night, since Woses are blessed with superb night-vision. Even in the dark forest of the night they can see 1000 feet as if it were daylight. +5 bonus to tracking, +3 bonus for survival.

They have the ability to sit for days on end without movement. With legs crossed, hands on their laps or knees, and eyes closed or facing ground ward, they can remain silent as a statue. This affords them peace and allows for recall or meditation. Unfortunately, it apparently does nothing to lengthen their years, for the Woses generally die at a young age.

CULTURE

Clothing & Decoration: They often braid their hair, pulling it back to join behind in multiple tails. Woses wear little or no clothing or adornments; instead, they prefer to go about relying on their rugged bodies, using pigments to create imagery. Those that are most acquainted with other Men occasionally don hide leggings and a breechcloth, and in rugged terrain they employ a distinct high, thick-soled laced shoe. Beyond these trappings, they have little use for the costumes of other Men.

Fears & Inabilities: Woses do not like towns and cities.

Lifestyle: Wose culture revolves around the forests and plants they hold so dear. They are frugal and eat little, even in the best of times, and they partake of no drink but water. Being exclusively vegetarian, they live on the gifts of the woodlands and are quick to acquire an understanding of the nature and location of nearly every plant in an area—regardless of its size. Only the Elves and Ents exceed their skills in carving and plant-lore.

It is for their stone sculpture that the Woses are best known. They carve a variety of motifs and beasts, and employ a particular form in the making of life-like “watch-stones” (Pukel-men) are guardian statues which they place to protect paths, entries, crossroads, and the like. Legends surround the watch stones, most of which are true. It is clear that they are enchanted. Orcs fear them most of all, and with good cause, since the Woses can communicate with watch-stones of their making and can derive knowledge from the carvings’ “experiences.” Some very powerful watch-stones actually come to life in order to guard their posts—acting instead of their creators—although in such a case, the Wose sculptor will feel all the pain of his creation. They place these watch-stones and hideous statues around the borders of their lands and at various sensitive sites. Some are used to do no more than dishearten their foes.

Marriage Pattern: Monogamous, producing few young. The line is traced through the female.

Religion: Many of the watch-stones stand over the Wose holy sites. Unlike many of the other Men, particularly the Dunlendings with whom the Woses are often associated, the Woses have a strong tradition of organized worship. This is a pronounced animism which revolves around a reverence for Nature. They hold Eru and the Valar in proper awe, although they have their own view of the nature of the masters of the world. Of all the Valar, they worship none more than Yavanna, the Giver of Fruits and Queen of the Earth, whom they call “Mam-ugu-Mam.” It is she who presides over the Kelvar (plants), and it is the plants which breathe life into the world of the Woses.

OTHER FACTORS

Demeanor: Woses generally seclude themselves from other folk and do not take on friends easily, but when they do, they are unwaveringly loyal. Those that do get to know them will be impressed by their frequent bouts of laughter, since the Woses will laugh when others sing. Their rich and unrestrained joviality forms quite a contrast to their usual demeanor; normally they appear unemotional and slow to speak.

Language: Starting Languages: When they do talk, the Woses use the guttural Pûkael tongue which is ideally suited to their deep voices and is alien to that of other Men. Some also speak a little Westron or Dunael. Having no use for traditional runes or script, the Woses have developed their own system of pictographic signs—most quite simple—which they utilize for the most practical purposes, notably to mark paths or signal their brethren while out in the wood. Woses also have the opportunity to learn more of the Westron and Dunael tongues.

Prejudices: Woses hate Orcs, Wargs, and Rohírrim. The latter group has occasionally made sport of hunting the Wild Men.

Restrictions on Character Classes: There are no Wose Sacerers, Psionic Users or Bards.

OUTFITTING OPTIONS

Weapons: club, dagger, handaxe, mace, quarterstaff, spear, war mattock, blowgun, jo, throwing darts, pipebow (a 3' long blowgun; treat as a light crossbow delivering a dart coated with Púra, 2nd lvl conversion poison). Most weapons possess stone blades or tips or attack surfaces and wooden hafts.

Armor: None or soft or rigid leather. Woses rarely wear armor, but tortoise shell, eel hide, and bark strips are the favored types when it is required.

Attire: Hide leggings; suede breechcloth; suede collar covering the shoulders and falling to the lower ribs; swirling designs in body paint on the face, arms, thighs, and stomach; knee-high shoe with thong fasteners along the outer side of the leg.

Money: Herbs worth 20 sp (Rewk, 9 sp; Thurl, 1 sp).

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: All available. The spell list learned in range 71- 75 must be a cleric, Ranger, or Druid list. Replace range 61-65 with: character gifted at birth with an enchanted Tattoo of Wildness that camouflages his or her skin (+10 to stalk/hide) in a forest environment; the tattoo covers the whole body, but is Invisible until its power is desired.

Special Items: All available, but spell adders and daily spell items. Stone, wood, bark, and bright pigments are the materials used by Wose craftsmen.

Extra Money: Herbs worth 1-200 gp's (Terbas, 2 gp's; Berterin, 19 gp's; Pcira, 28 gp's).

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Wose might in unusual circumstances learn: Rohirric.

- Medium-size (4' to 5' tall)
- Base speed 45 feet
- Low-light vision
- Proficient with blowgun and shortbow.
- Primitive: The Drúedain are a simple people. A character of this race may not start play with any of the following feats: Martial Weapon Proficiency, Medium Armor Proficiency, and Heavy Armor Proficiency. (If one of the character's classes provides any of these feats, he or she does not receive them.) If a Drúedain character wishes to learn how to use a martial weapon, he or she must buy the Exotic Weapon proficiency in that weapon. Likewise, Drúedain are never comfortable in medium or heavy armor and always suffer the Armor Check penalty even if they do possess the appropriate feat. (The penalties are doubled if they don't possess the feat.)

8.1.4.4

dunedain (faithful)

PHYSICAL CHARACTERISTICS

Build: Tall and strong. Men average 225 pounds; women, 150 pounds.

Coloring: Fair skin and black or dark brown hair. They have gray, hazel, blue, or green eyes.

Height: Men average 6' 5"; women, 5' 10".

Endurance: Considerable.

Lifespan: 100-300 years.

Resistance: Normal.

Special Abilities: Diplomacy is a class skill

CULTURE

Clothing & Decoration: Traditionally simple and elegant among the Arthedain, while the Dúnedain of Gondor favor more elaborate dress, especially large embroidered collars. Cardolani and Rhudaurian Dúnedain favor more functional clothing. Leggings and tunics are the norm.

Fears & Inabilities: The Dúnedain do not so much fear death as dread the ending of their works upon Arda, but their obsession with burial rites is seen by most other peoples as a fear of death.

Lifestyle: To some degree militaristic in all cases, though the Gondorians are more prone to this than the others. The Arthedain are fairly contemplative, and value intellectual work highly, while their brethren in Cardolan and Rhudaur live lives of intrigue, warfare, and subsistence.

Marriage Pattern: Invariably monogamous; unions with other mannish races are common, Patrilineal.

Religion: Dúnedain know the true nature of the world, and do not worship the Valar (though they do revere them). Some hold a special reverence for Uinen, servant of Ulmo, which is a remnant of their days in Númenor. The Kings, who function as intermediaries to Eru and the Valar, perform religious functions.

OTHER FACTORS

Demeanor: Noble, confident, and proud. Many Dúnedain see themselves as teachers and guides to the "lesser" men of Middle-earth.

Prejudices: All Dúnedain hate the Kings Men (Black Númenoreans) who betrayed their trust resulting in the Downfall of Númenor. Orcs and Trolls also engender hatred in the Dúnedain.

Restrictions on Character Classes: None

OUTFITTING OPTIONS

Weapons: Battle-axe, broadsword, composite bow, dagger, flail, halbard, lance, long bow, mace, morning star, quarterstaff, short sword, spear, two-handed sword, war hammer, armored fist, bastard sword, boar spear, dag, falchion, foil, kynac, long kynac, main gauche, rapier, war mattock.

Armor: Any. Dúnedain warriors have access to some of the best armor made, as well as the powerful physique necessary to feel comfortable in the heavier types.

Attire: *Arnorian males:* linen, silk, or woolen undershirt, in a rich color (maroon, Celestial blue, purple, navy blue), with close fitting sleeves; woolen under-hose; silk or woolen outer hose; flowing silk or woolen tunic (rich hues) with wide, flowing sleeves ornamented with fine embroidery and appliqué; decorative leather belt often set with precious stones; silk or woolen collar covering the shoulders and often the neck, decorative bands of embroidery at the top and bottom edges; soft slippers; stout outer boots; quilted cape with generous hood and wide sleeves; fur over-cloak.

Arnorian females: linen, silk, or woolen undershirt, in a rich color (royal blue, deep red, sky blue, violet, midnight blue), with close fitting sleeves; woolen hose; flowing silk or woolen gown (rich hues) with wide, flowing sleeves ornamented with fine embroidery and appliqué; decorative leather belt or girdle often Set with precious stones; silk or woolen collar covering the shoulders and often the neck, decorative bands of embroidery at the top and bottom edges; headpiece of lace or embroidered fabric, crescent- shaped, with one point hanging onto the forehead; soft slippers; leather ankle boots; quilted cape with generous hood and wide Sleeves; fur over-cloak.

Gondorian males: silk or cotton undershirt, usually white or a pastel; rich-hued silk or cotton waistcoat with elaborate sleeves (gathered, slashed, multiple puffs), close-fitting bodice, and wide skirt pieces; belt of finely dyed leather and gold or silver links; decorative collar, elaborately embroidered, covering the shoulders but revealing the neck; sandals or soft shoes; quilted cape with generous hood and wide sleeves.

Gondorian females: silk or cotton undershirt, usually white or a pastel, often sleeveless; rich-hued silk or cotton gown with elaborate sleeves (gathered, slashed, multiple puffs) and close fitting bodice; silk sash or girdle; decorative collar, elaborately embroidered, covering the shoulders but often revealing the neck and chest; ornamental headpiece; sandals or soft shoes; quilted cape with generous hood and wide sleeves.

Money: 20 silver pieces.

BACKGROUND OPTIONS

Background Options (optional): 3, The Dúnedain are traditional and well-educated. They have a well organized society. This, combined with the fact that their early days are so filled with learning

Special Abilities: All available.

Special Items: All available to Arnorian Dúnedain Gondorian Dúnedain should not have spell adders or daily spell items (range 61-89).

Extra Money: 1-200 gold pieces. Lower sums (1-10 gp's) are more likely to be in the form of silver pieces (10-100 sp).

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Dúnadan might in unusual circumstances learn: Atliduk, Labba, Logathig, or Nahaiduk.

8.1.4.5 *Dunlendíng (hillman)*

OVERVIEW

The Daen Coentis, or Dunlendings as they are called by their neighbors, are the descendants of the Daen Coentis, the people that once inhabited the lands now known as Gondor and Rohan. Now they survive in Dunland, in Enedwaith, at the southern end of the Misty Mountains. Considered backward barbarians by their

neighbors (especially the Rohirrim), the Dunlendings have a rich, traditional culture that they fear, perhaps rightly, is under threat. They hate the Rohirrim and their Gondorian allies, and fear Elves and their fey magic. The Dunlendings are distant cousins of the Hill Men of the northern Misty Mountains, who conquered Rhudaur for the Witch King of Angmar, but whose kingdom fell before Glorfindel's avenging army in 1974 TA.

Dunlendings are typically shorter than their Northmen neighbors, with a darker, almost swarthy complexion. Hair colors range from blonde to black, though darker colors are more common; red hair is considered particularly favorable. Some Gondorim, such as the swarthy shepherds of hilly Lamedon, retain more than a hint of Dunish blood, but are culturally men of Gondor.

Also called "Hillmen", this group of Common Men traditionally lives in the hills and highlands west of the Anduin valley. Most have become settled farmers and herders and make up majority populations in Eriador. Others remain pure and live in the foothills and mountain vales.

PHYSICAL CHARACTERISTICS

Build: They are of medium to stocky build and rugged, with little body hair, Men average 175 pounds; women, 135 pounds.

Coloring: They have a tanned or ruddy complexion and brown hair.

Endurance: They are superb mountaineers and handle tough terrain with little additional effort.

Height: Men average 5'10"; women, 5'6".

Lifespan: Short; about 50-80 years.

Resistance: Normal.

Special Abilities: +4 for tumbling. +4 for public speaking and acting activity.

CULTURE

Clothing & Decoration: Crude wool and hide tunics with leggings. They also wear rough over-coats, short cloaks, and fur hats. The woolens are woven in bright plaids, the colors indicating the wearer's family lines and clan. Ritual tattooing is widespread.

Fears & Inabilities: Numerous superstitions, notably a fear of Darkness centering on the spirits in the earth and plants (which come forth at night).

Lifestyle: Dunlendings are herders, hunters, and gatherers who live in extended families and reside in villages and fortified clan-holds. They use chariots. Extremely theatric, they are gifted poets, musicians, singers, and storytellers. Pugnacious, they often settle disputes by raiding, fighting, or even warring on one another (and of course others).

Marriage Pattern: Monogamous, but one must marry outside the family. Political marriages are very common. Line traced through the female.

Religion: Superstitious rituals devoted to a complex grouping of vengeful petty deities. Many are vaguely based on the Dunlendings' peculiar interpretations of the Valar. Oral traditions are crucial to the keeping of histories and law, Sacrifices are widespread and the clergy are both revered and feared.

OTHER FACTORS

Demeanor: Suspicious and self-centered, yet vocal and animated. They love to talk, laugh, sing, and scream.

Language: Starting Languages: They speak their native tongue Dunael and Westron. Written Dunael is rare, for a premium is placed on oration and the performing arts. Dunlendings also have the opportunity to learn: Rohirric.

Prejudices: Dunlendings generally hate the Rohirrim and Woses above all, although many also despise the Dunadain, Dwarves, and Orcs.

Restrictions on Character Classes:None

BACKGROUND OPTIONS

Background Options (optional): 4

Special Abilities: All available.

Special Items: All available. Dunnish workmanship is rather crude, although it has aesthetic appeal to those with rustic tastes; it is usually of materials that do not long endure (bronze, copper, tin, leather, yarn, wood).

Extra Money: A selection of pelts (black fox, 5 gp's; marten, 8 gp's; black sable, 10 gp's; ermine, 13 gp's; golden sable, 15 gp's; mink, 11 gp's; red sable, 12 gp's; white fox, 7 gp's) or a selection of herbs worth 1-200 gp's (arkasu, burstheles, aloe, kelventari, rewk, thurl, attanar, arnuminas, arpsusar terbas, berterin, yaran, suranie). Hobbies: Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Dunlending might in unusual circumstances learn: Pükael.

Weapons: Broadsword, club, dagger, handaxe, javelin, short bow, spear, cudgel, baw, cabis.

Armor: None or soft leather. Some elite warriors fight naked.

Attire:

Males: woolen (vibrant plaid in a variety of colors: forest green, scarlet, royal blue, white, yellow, dark blue, orange, etc.) or hide tunic; breeches or a short skirt of wool or hide; short woolen jacket or cape worn over one shoulder; stout leather belt; decorative torque around the neck; hide leggings; soft leather footgear permitting superb maneuvering in rough terrain; fur over-coat and hat; hair worn in a braid or many small braids or bleached with a lime-wash causing it to clump in spikes standing away from the scalp like a fistful of daggers.

Females: linen or wool shirt (usually white or cream); full woolen skirt (vibrant stripes or plaid); woolen bodice (sometimes a solid color); woolen jacket or cape worn over one shoulder; soft leather footgear or stout boots; fur over-coat and hat; hair worn long, usually in multiple braids which are then woven together to form Part VII elaborate buns or twists. Appendices Money: Goods to be bartered or exchanged for coin - , age: 10 deerskins, finely worked, worth 2 sp each; 5 skunk pelts worth 4 sp each; 4 red fox pelts worth 5 sp each; a bale of carded wool worth 20 sp.

8.1.4.6

eríadorían

OVERVIEW

Eriadorans are the common rural folk of Eriador, the region between the Ered Luin (S. "Blue Mountains") in the west, the Misty Mountains in the east, and the Greyflood River in the south. Included in this area is the lost kingdom of Arnor, as well as more prosperous places, such as the Shire and Bree. The folk are mostly honest farmers, with a strong town-centered culture much affected by contact with the Hobbits (witness the popularity of pipe weed throughout the region). Although there are plenty of dark places within Eriador's natural boundaries, Rivendell is also lies within this land, and Lindon and the Grey Havens are just over it's western border. The Men of Eriador are a mixed lot, descended from Edain, Dunlendings, Hillmen, and Northmen. Hair and eye colors vary wildly, but whatever their natural complexion, faces tend to be tanned from a life in the sun.

PHYSICAL CHARACTERISTICS

Build: All types, but normally medium. Men average 160 pounds; women, 125 pounds.

Coloring: Variations of fair to tan or olive skin. All colors of hair and eyes.

Endurance: Average.

Height: Males average 5'10", women 5'4".

Lifespan: Moderate, averaging 60-80 years.

Resistance: Normal.

Special Abilities: None.

CULTURE

Clothing & Decoration: Practical wool and linen garb, including cloaks, boots, etc. Tunics are worn in warmer areas; shirts belted over pants or skirts and leggings predominate in cooler locales.

Fears & Inabilities: None, aside from local superstitions.

Lifestyle: These rural folk are mostly farmers and herders with little contact areas outside their village or region.

Marriage Pattern: Monogamous. The line is traced through either the male or female.

Religion: Variations of subdued rituals. Most have reverence for local spirits, although the principal worship focuses on Eru and the Valar. Araw (the Vala Oromë) is the patron spirit of Common Men. As farmers, they often pray to Yavanna, the Queen of the Earth. They call her "Dalam" or "Ardalam."

OTHER FACTORS

Demeanor: Practical, hard-working, quiet, loyal, and often shy.

Language: Starting Languages: The Common Speech, Westron, is their chief tongue, although local dialects abound. Eriadorans also have the opportunity to learn: Kuduk.

Prejudices: Eriadorans are suspicious of most outsiders and might be in awe of some, they hate no race, aside from the Orcs and Wargs.

Restrictions on Character Classes: Eriadorans produce no true Spell Caster or Psionic Users. Bards, Druids, and Rangers are exceedingly rare.

OUTFITTING OPTIONS

Weapons: Dagger, handaxe, club, throwing dagger, sling, quarterstaff, fishing spear (treat as -1 javelin).

Armor: Soft leather or no armor.

Attire: Warm locale: knee-length linen tunic and wide leather belt or short tunic belted over a full, linen skirt; boots; short wool cape. Cool locale: linen shirt under a woolen tunic; wide leather belt; Woolen breeches or full woolen skirt over wool leggings; boots; long, hooded, wool cloak. Linens are undyed, unbleached soft white, Woolens are subdued green, grey, or brown.

Money: Livestock which may be sold for coinage: a milk cow (20 sp), a pair of sheep (10 sp each), four goats (5 sp each), or ten geese (2 sp each).

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: All available except range 71-75 (re-roll).

Special Items: Spell adders and daily spell items not available. Weapons and tools made by these rural folk are usually crude, but serviceable. Wood, bronze, iron, leather, wool, and linen are the most abundant materials.

Extra Money: 2-200 bronze pieces roll 1d100

Stat Increases: Any stat except Charisma eligible for increase.

Extra Languages: In addition to the tongues listed above, a rural Eriadoran might in unusual circumstances learn: Adunaic and Dunael, more commonly encountered in southeastern Eriador.

8.1.4.7

gondorian

OVERVIEW

The common folk of the broad provinces of Gondor bear varying degrees of Eriadoran, Dunael,

Northmen, and Edain blood; a number may even have Elven ancestors. They are a civilized people living in the towns and cities of Gondor's provinces. In brighter times, the people of the cities of Arnor may also have been described in such ways.

The features of the Gondorim vary widely, from the fair skinned folk of Pelargir and Lebennin, to the swarthy farmers of Lamedon and the foothills of the Ered Nimrais (Sind. "White Mountains"). Shorter than the Edain lords of Minas Tirith, Dol Amroth, and Pelargir, they still have a noble bearing that some see as arrogance.

PHYSICAL CHARACTERISTICS

Build: All types, but normally medium. Males average 155 pounds; women, 125 pounds.

Coloring: Variations of fair to tan or olive skin. All colors of hair and eyes.

Endurance: Average.

Height: Males average 5'10"; women, 5'4".

Lifespan: Moderate, averaging 65-85 years.

Resistance: Normal.

Special Abilities: None.

CULTURE

Clothing & Decoration: Various types of elaborate or practical wool and linen garb, including cloaks, boots, etc. Tunics are worn in warmer areas; shirts and pants or leggings are worn in cooler locales. Some imported silks and fine cottons are in evidence.

Fears & Inabilities: None, aside from local superstitions.

Lifestyle: Urban folk are a varied, rather cosmopolitan lot. Many are from mercantile or guild backgrounds and some have dealt with enchantments.

Marriage Pattern: Monogamous. The line is traced through either the male or female.

Religion: Variations of subdued rituals with some organized cults and shrines. Most have reverence for local or community spirits, although the principal worship focuses on Eru and the Valar. Araw (Oromë) is the patron spirit of Common Men. Many of the elite revere Varda. People from ports honor both Varda and Manwë.

OTHER FACTORS

Demeanor: Practical, aggressive, hard-working, and inquisitive.

Language: Starting Languages: The Common Speech Westron is their chief tongue, although local dialects abound.

Prejudices: Urban folk are worldly enough to deal with most outsiders. They hate no race, aside from the Orcs and Wargs.

Restrictions on Character Classes: None, although Spell Caster or Psionic Users, Bards, Druids, and Rangers are rather rare—particularly outside of the largest cities.

OUTFITTING OPTIONS

Weapons: Battle-axe, broadsword, composite bow, dagger, halberd, javelin, long bow, mace, morning star, quarterstaff, short sword, spear, two-handed sword, bastard sword, foil, main gauche, rapier.

Armor: Any. Inhabitants of the larger cities (Minas Tirith, Tharbad, and Fornost) have more reliable access to chain and plate mail than do those in towns or small cities.

Attire:

Warm locale: knee-length tunic (linen, fine cotton, or silk, often finely embroidered) and wide leather belt or short tunic belted over a silk skirt (linen, fine cotton, or silk); boots; short wool cape.

Cool locale: shirt (linen or silk) under a tunic (wool or silk); leather belt; woolen breeches or silk skirt (wool or silk over a wool petticoat) over wool or silk leggings; boots; long, hooded, wool cloak.

Colors depend on the wealth of the wearer. Poorer folk wear linens an un-dyed, unbleached soft white and woolens a subdued green, grey, or brown. Wealthier individuals display snow-white linens and woolens and silks tinted with expensive dyes—maroon, purple, forest green, deep brown, indigo.

Money: 20 silver pieces of Gondorian or Arnorian mint,

BACKGROUND OPTIONS

Background Options (optional): 4

Special Abilities: All available except range 71-75 (re-roll).

Special Items: All available. Items made by urban Mixed Men and urban Eriadorans display high quality craftsmanship and include durable materials often unavailable in more rural societies (steel being a prime example). Enchanted metals (mithril, eog, etc.) are not available, however.

Extra Money: 1-200 silver pieces.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Mixed Men might in unusual circumstances learn: Dunael, Kuduk, Logathig, Quenya, Adûnaic, Haradaic, or Sindarin.

8.1.4.8 *lake man*

(? is that just a northman?) only available from ... to ...

8.1.4.9 *mixed man*

[Need original artwork here instead]

OVERVIEW

The common folk of the broad provinces of Gondor bear varying degrees of Eriadoran, Dunael, Northmen, and Edain blood; a number may even have Elven ancestors. They are a civilized people living in the towns and cities of Gondor's provinces. In brighter times, the people of the cities of Arnor may also have been described in such ways.

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PHYSICAL CHARACTERISTICS

Build: All types, but normally medium. Males average 155 pounds; women, 125 pounds.

Coloring: Variations of fair to tan or olive skin. All colors of hair and eyes.

Endurance: Average.

Height: Males average 5'10"; women, 5'4".

Lifespan: Moderate, averaging 65-85 years.

Resistance: Normal.

Special Abilities: None.

CULTURE

Clothing & Decoration: Various types of elaborate or practical wool and linen garb, including cloaks, boots, etc. Tunics are worn in warmer areas; shirts and pants or leggings are worn in cooler locales. Some imported silks and fine cottons are in evidence.

Fears & Inabilities: None, aside from local superstitions.

Lifestyle: Urban folk are a varied, rather cosmopolitan lot. Many are from mercantile or guild backgrounds and some have dealt with enchantments.

Marriage Pattern: Monogamous. The line is traced through either the male or female.

Religion: Variations of subdued rituals with some organized cults and shrines. Most have reverence for local or community spirits, although the principal worship focuses on Eru and the Valar. Araw (Oromë) is the patron spirit of Common Men. Many of the elite revere Varda. People from ports honor both Varda and Manwë.

OTHER FACTORS

Demeanor: Practical, aggressive, hard-working, and inquisitive.

Language: Starting Languages: The Common Speech Westron is their chief tongue, although local dialects abound.

Prejudices: Urban folk are worldly enough to deal with most outsiders. They hate no race, aside from the Orcs and Wargs.

Restrictions on Character Classes: None, although Spell Caster or Psionic Users, Bards, Druids, and Rangers are rather rare—particularly outside of the largest cities.

OUTFITTING OPTIONS

Weapons: Battle-axe, broadsword, composite bow, dagger, halberd, javelin, long bow, mace, morning star, quarterstaff, short sword, spear, two-handed sword, bastard sword, foil, main gauche, rapier.

Armor: Any. Inhabitants of the larger cities (Minas Tirith, Tharbad, and Fornost) have more reliable access to chain and plate mail than do those in towns or small cities.

Attire: Warm locale: knee-length tunic (linen, fine cotton, or silk, often finely embroidered) and wide leather belt or short tunic belted over a silk skirt (linen, fine cotton, or silk); boots; short wool cape. Cool locale: shirt (linen or silk) under a tunic (wool or silk); leather belt; woolen breeches or silk skirt (wool or silk over a wool petticoat) over wool or silk leggings; boots; long, hooded, wool cloak. Colors depend on the wealth of the wearer. Poorer folk wear linens an un-dyed, unbleached soft white and woolens a subdued green, grey, or brown. Wealthier individuals display snow-white linens and woolens and silks tinted with expensive dyes—maroon, purple, forest green, deep brown, indigo.

Money: 20 silver pieces of Gondorian or Arnorian mint,

BACKGROUND OPTIONS

Background Options (optional): 4

Special Abilities: All available except range 71-75 (re-roll).

Special Items: All available. Items made by urban Mixed Men and urban Eriadorans display high quality craftsmanship and include durable materials often unavailable in more rural societies (steel being a prime example). Enchanted metals (mithril, eog, etc.) are not available, however.

Extra Money: 1-200 silver pieces.

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Mixed Men might in unusual circumstances learn: Dunael, Kuduk, Logathig, Quenya, Adunaic, Haradaic, or Sindarin.

8.1.4.10

northman

OVERVIEW

Northmen (The Men of Dale and Laketown in Rhovanion)

Dale is an ancient city-kingdom of the Northmen, lying in the shadow of Erebor, the Lonely Mountain. Its origins stretch back beyond memory, its prosperity ensured by commerce with the Dwarves of Erebor at the Elves of Thranduil's realm. However, Dale was destroyed and its surviving people driven into exile when Smaug the Golden sacked Erebor in 2770 TA, taking the Dwarf halls as his abode. Smaug was slain by Bard, heir to the kings of Dale, while the dragon attacks Lake Town in 2941. After the Battle of Five Armies, Bard began rebuilding Dale, which once more prospered. Lake Town, or Esgaroth, was built on the waters of the Long Lake, just east of Mirkwood. Lake Town grew very wealthy on trade from Thranduil's kingdom and from Erebor. Even while Smaug was in the Lonely Mountain, the Lakemen managed to prosper. With Erebor restored, their riches were ensured.

While related to the Rohirrim through ancient ancestors, they are darker of hair and eye. Like all Northmen, they tend towards certain tallness.

PHYSICAL CHARACTERISTICS

Build: Average to stocky and strong. Men average 190 pounds; women, 130 pounds. The men have considerable facial hair.

Coloring: Blond, with fair skin and blue eyes.

Endurance: Average, although they can ride as long as their mounts can endure, and as long as they can stay awake.

Height: Men average 6'1"; women: 5'5".

Lifespan: 60-85 years.

Resistance: Average.

Special Abilities: +1 bonus to Attack Bonus when fighting from horseback.

CULTURE

Clothing & Decoration: Linen and/or woolen shirts, medium length pants, and leggings. Warriors commonly wear chain mail and carry shields bearing the symbol of their folk, a white horse on a green field.

Fears & Inabilities: None.

Lifestyle: Herders and horse-masters, they spend much of their year living in various semi-permanent camps set out on a circuit of pastures. They return to their permanent homes for the winter. Some garden or farm, Most Northmen are also accomplished hunters and fishermen.

Marriage Pattern: Monogamous. Line is traced through the male.

Religion: Somewhat formal. Rituals celebrate life, fertility, and the cycles of the seasons. Most are held atop hills in mountain vales or at the base of the peaks. They revere Eru and the Valar and, in particular, Araw (Oromé). The ancient Cult of the Stag and Cult of the Earth are maintained.

OTHER FACTORS

Demeanor: Practical, rugged, straightforward, and somewhat loud, They enjoy song, celebration, physical games, and battle.

Language: Starting Languages: They speak Eothri, the descendant of the older Eothrik tongue of Rhovanion. Most also speak Westron and a little Dunael. Northmen have a chance to learn: Adunaic, Rohirrim, Atliduk, Logathig, or Nahaiduk.

Prejudices: The Northmen hate the Dunlendings and consider the Woses to be lesser beings. They also have an age-old hatred of Orcs, Wargs, Easterlings, and Dragons.

Restrictions on Character Classes:None, although the Northmen rarely produce Spell Caster or Psionic Users.

OUTFITTING OPTIONS

Weapons: Broadsword, dagger, lance, composite bow, long knife, light lance, heavy lance, long sword.

Armor: Chain mail with helmet and shield.

Attire: Males: long-sleeved cotton shirt (dark grey or blue); wool jerkin (maroon, brown, grey, blue) falling to mid-thigh, embroidered bands at its hem and neck; wool trousers wrapped with linen strips around the calves to keep the fabric snug; high boots or shoes; woolen cloak or surcoat (charcoal grey, dark blue, forest green, black).

Females: wear the shirt, jerkin, trousers, and boots typical of male garb when they ride, preferring lighter hues (pale grey, sky blue, sea-green) and more ornate embroidery; at home they don low shoes and cotton or woolen gowns (white or pale grey favored) with simple, form-fitting lines and extensive embroidery on the sleeves, shoulders, skirt hem, bodice, and about the neck; their outer capes are also richly embroidered and usually bright blue or light green.

Other Gear: Since most Northmen may spend the summer away from their homes, traveling with their horses and herds, every adult has at least one small tent, a bedroll, and mess kit.

Money: 20 silver pieces of Gondorian mint or the rarer celebratory Rohirric pen ing (equivalent in value to Gondor's silver piece).

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: All available except range 7 1-75 (re-roll).

Special Items: Spell adders and daily spell items not available. Weapons and tools are usually ornamented elaborately—gold and silver engraving and settings of ruby or amber are popular.

Extra Money: 1-200 gold pieces of Gondorian mint or a number of riding horses worth an equivalent amount (light horse, 45 sp; medium horse, 60 sp; heavy horse, 80 sp; lesser warhorse, 20 gp's; greater warhorse, 75 gp's).

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Rohir might in time learn: Sindarin

8.1.4.11 ROHIRRÍM

– Only available from ... to ...

OVERVIEW

The Rohirrim, the Riders of Rohan, are a golden-haired people, one of the peoples of Rhovanion, where they migrated from in 2510 TA. Eorl the Young was King of the Éothraim, the Horse Masters of Rhovanion. He claimed descent from the Kings of Rhovanion of old, and therefore a distant link to the Kings of Gondor. They lived on the plains near the source of the River Anduin, until they came to the aid of Gondor during the invasion of 2510. That war had left the province of Calcardhon empty of Gondor's people, and Cirion, steward of Gondor, granted that land to Eorl. So it became Rohan, the land of horses, and Eorl became first king of the Rohirrim.

The Rohirrim are accounted the best riders and most knowledgeable breeders of horses in north-west Middle-Earth. As the most potent cavalry in the western world, they have been loyal and potent allies of Gondor since the time of Eorl and Cirion.

The Rohirrim are uniformly fair of complexion, pale haired (red at the darkest), and pale eyed. Like all Northmen, the Rohirrim are a tall people. Many walk with a bow-legged gait, from a life in the saddle.

PHYSICAL CHARACTERISTICS

Build: Average to stocky and strong. Men average 190 pounds; women, 130 pounds. The men have considerable facial hair.

Coloring: Blond, with fair skin and blue eyes.

Endurance: Average, although they can ride as long as their mounts can endure, and as long as they can stay awake.

Height: Men average 6'1"; women, 5'5".

Lifespan: 60-85 years.

Resistance: Average.

Special Abilities: +4 bonus to Attack Bonus when fighting from horseback.

CULTURE

Clothing & Decoration: Linen and/or woolen shirts, medium length pants, and leggings. Warriors commonly wear chain mail and carry shields bearing the symbol of their folk, a white horse on a green field.

Fears & Inabilities: None.

Lifestyle: Herders and horse-masters, they spend much of their year living in various semi-permanent camps set out on a circuit of pastures. They return to their permanent homes for the winter. Some garden or farm, Most Rohirrim are also accomplished hunters and fishermen.

Marriage Pattern: Monogamous. Line is traced through the male.

Religion: Somewhat formal. Rituals celebrate life, fertility, and the cycles of the seasons. Most are held atop hills in mountain vales or at the base of the peaks. They revere Eru and the Valar and, in particular, Araw (Oromé). The ancient Cult of the Stag and Cult of the Earth are maintained.

OTHER FACTORS

Demeanor: Practical, rugged, straightforward, and somewhat loud, they enjoy song, celebration, physical games, and battle.

Language: Starting Languages: They speak Rohirric, the descendant of the older Eothrik tongue of Rhovanion. Most also speak Westron and a little Dunael. Rohirrim have a chance to learn: Adunaic, Atliduk, Logathig, or Nahaiduk.

Prejudices: The Rohirrim hate the Dunlendings and consider the Woses to be lesser beings. They also have an age-old hatred of Orcs, Wargs, Easterlings, and Dragons.

Restrictions on Character Classes: None, although the Rohirrim rarely produce Spell Caster or Psionic Users.

OUTFITTING OPTIONS

Weapons: Broadsword, dagger, lance, composite bow, long knife, light lance, heavy lance, long sword.

Armor: Chain mail with helmet and shield.

Attire: Males: long-sleeved cotton shirt (dark grey or blue); wool jerkin (maroon, brown, grey, blue) falling to mid-thigh, embroidered bands at its hem and neck; wool trousers wrapped with linen strips around the calves to keep the fabric snug; high boots or shoes; woolen cloak or surcoat (charcoal grey, dark blue, forest green, black).

Females: wear the shirt, jerkin, trousers, and boots typical of male garb when they ride, preferring lighter hues (pale grey, sky blue, sea-green) and more ornate embroidery; at home they don low shoes and cotton or woolen gowns (white or pale grey favored) with simple, form-fitting lines and extensive embroidery on the sleeves, shoulders, skirt hem, bodice, and about the neck; their outer capes are also richly embroidered and usually bright blue or light green.

Other Gear: Since most Rohirrim spend the summer away from their homes, traveling with their horses and herds, every adult has at least one small tent, a bedroll, and mess kit.

Money: 20 silver pieces of Gondorian mint or the rarer celebratory Rohirric penning (equivalent in value to Gondor's silver piece).

BACKGROUND OPTIONS

Background Options (optional): 4

Special Abilities: All available except range 7 1-75 (re-roll).

Special Items: Spell adders and daily spell items not available. Weapons and tools are usually ornamented elaborately—gold and silver engraving and settings of ruby or amber are popular.

Extra Money: 1-200 gold pieces of Gondorian mint or a number of riding horses worth an equivalent amount (light horse, 45 sp; medium horse, 60 sp; heavy horse, 80 sp; lesser warhorse, 20 gp's; greater warhorse, 75 gp's).

Stat Increases: Any stat may be increased.

Extra Languages: In addition to the tongues listed above, a Rohir might learn: Pükael or Sindarin.

OVERVIEW

The Woodmen have long dwelt in Mirkwood, the great forest in Rhovanion. They are a loose tribe of hunter/gatherers who live in or below the trees as extended families, bands, or clans. They are Northmen and thus related to the Beornings in the nearby Anduin Vales and the foothills of the Grey Mountains. The Rohirrim are their distant kin.

PHYSICAL CHARACTERISTICS

Build: Average to stocky, with strong but angular features. The men possess large amounts of facial hair. Men average 195 pounds; women, 135 pounds.

Coloring: Fair skin with reddish highlights. They have blond hair and blue or green eyes.

Endurance: Average.

Height: Men average 6'1"; women, 5',5"

Lifespan: 65-85 years.

Resistance: Average.

Special Abilities: They can climb and move along tree limbs exceedingly well: +4 to climbing and tumbling. +2 to Survival.

CULTURE

Clothing & Decoration: They wear crude woolen tunics and short pants with leggings. Most favor coats, cloaks, and fur hats.

Fears & Inabilities: None.

Lifestyle: They are an independent lot who have no formal political structure. Living off the gifts of the forest, they reside in small, close groups secluded from other races. They interact with few other than the Beornings and Silvan Elves. Utterly at home in the woodlands, their tracking, climbing, hiding, hunting, and foraging techniques are superb.

Marriage Pattern: Monogamous. The line is traced through the male.

Religion: Mostly personal and within the family or band. Female Wuitan ("Knowing Ones") serve as shamans—Druids who act as seers, healers, and spiritual leaders. They manage the ancient Cult of Growing which meets for rare tribal ceremonies. The Vala Araw (Oromé) is revered above all others.

OTHER FACTORS

Demeanor: Quiet, independent, reclusive.

Language: They speak the Rhovanion tongue called Nahaiduk, a little Westron, and a little Sindarin. Woodmen also have the opportunity to learn: Atliduk, Logathig.

Prejudices: Woodmen hate Orcs, Wargs, Trolls, and Giant Spiders.

Restrictions on Character Classes: No restrictions.

OUTFITTING OPTIONS

Weapons: Club, dagger, handaxe, long bow, quarterstaff, short sword, sling, woodman's axe, throwing darts, knife.

Armor: None or soft leather.

Attire: Smock of beige or soft white wool; short tunic of buff, moss green, or grey wool, ornamented with contrasting crewel work across the shoulders, chest, and at the lower hem; woolen leggings and full trousers ending at the knee, gather into a cuff or flill trousers gathered at the knee into a narrow sheath extending to the ankle; short woolen coat in subdued colors; long woolen cloak with hood; fur hat; fur boots, soft and unobstructed for excellent traction on tree limbs.

Money: Herbs worth 20 sp (Rewk, 9 sp; Thurl, 1 sp).

BACKGROUND OPTIONS

Background Options (optional): 5

Special Abilities: *Replace range 71-75 with: character may merge his or her body into the bole of any tree with a trunk at least 1 foot in diameter for up to 1 hour; his or her presence cannot be detected while merged; after 1 hour, the character is automatically expelled from the tree.*

Special Items: All available. Woodmen create items of wood, bark, fur, leather, and feathers.

Extra Money: Herbs worth 1-200 gp's (Terbas, 2 gp's; Berterin, 19 gp's; Slota, 36 gp's).

Stat Increases: Any stat except Presence may be increased.

Extra Languages: In addition to the tongues listed above, a Woodman might in unusual circumstances learn: Orkish (4), Silvan Elvish (6), or Waildyth (6).

Any other race/cultures appropriate to late 3rd, early 4th age missing?

9 CHARACTER GROWTH

Over time you character will gradually improve upon existing skills and abilities, learn new ones, and experience physical and non-physical changes. Some game systems attempt to represent this

character development through "levels". The Ea RPG system does NOT use levels to represent character growth because they seem to artificial and "sudden" when increasing a level. Instead, all three versions of the system use methods for modifying attributes, skills, and other abilities gradually. These improvements are based on their use. If a character uses certain abilities frequently, and in ever increasing difficulty, they will see rapid advancement in that area. Generally the rule followed is along the lines of "10,000 man hours at one activity equals mastery".

9.1 tracking ability usage

9.2 improving abilities

9.2.1 *the natural approach*

9.2.2 *academic approach to ability improvement*

9.2.3 *special enhancements*

9.2.3.1 *herbs & concoctions*

9.2.3.2 *magic*

Magical items, or magic temporarily, or possibly permanently in some instances, can be used to enhance and/or improve many different abilities.

Use combination of Will(power) and fatigue tests.

When casting a spell, not only test against success level and how much success, but also about how much exhaustion might be incurred. Many examples of this with Gandalf.

Have battles of Will against each other, many examples in Tolkien, Aragorn and through the Palantir with Sauron, Gandalf vs. Denethor,

10 TIME

10.1.1 *real time*

10.1.2 *game time*

10.1.3 *sense of time*

10.1.4 *combat time*

10.1.4.1 *action sequence*

11 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.

When rolling for actions the amount of success is determined not by a simple success fail, nor an arbitrary "1" for fumble and "100" for critical success, nor by an arbitrary roll on another table. Instead it is determined by "how much" the attempt exceeded the minimum required for success. For example if a 50 was required to be the minimum for success, 50 would succeed, but with only the minimum results, a "minimum success". But let's say that more than 10-20 above the minimum is a "moderate success", and 20-50 a "great success", and 50-90 "an epic success", something like that.

Then there can be a single chart (this is I believe shown in MERP and RM actually) that indicated modifiers to the success. So there is no additional roll necessary, just a quick chart reference for the level of success/failure and it's benefits/consequences, that before too long most GM's/Players would have memorized anyway?

11.1 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 my 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)...

11.1.1 *dice • standard version*

Most action rolls in the standard version are performed with percentile dice, that is, 2 ten-sided dice, one with a "tens" numbering, and one with a "ones" numbering.

A roll of a "01" is always a fumble. Some actions, and weapons may have higher fumble numbers depending on their variables, though never higher than 9.

A roll of "00" (100) is an "*Epic success*". This means the player gets to keep that roll of 100, and roll the percentile dice again, and add that roll to the 100, plus any other modifiers. If another 100 is rolled, then that is added as well. If the player rolls a 01 after rolling a 100, then it would still be 101, not a fumble.

11.1.2 *jumping and falling*

11.2 combat actions

Use The Babylon Project combat system for location determination, but slightly changed. Then use the hit points per area variant of TW2000 (check TW2013 to see if any improvements). Also lots of extra details useful in the Elric! RPG by Chaosium. Use Rolemaster like criticals for each area, but modify severity based on how severe the damage points are (from TW like roll of d6's). Make sure to have critical charts that match location of attack

sensibly. If an area was aimed for, and successfully hit, then the crit should reflect exactly that area. If they hit the general area, but were a little off, then critical should reflect that. If they hit the target, but missed the desired area, then critical either should not be critical (?), or at the very least should reflect that being very different area. How to coordinate the critical charts to each area that effectively with Standard system? Okay to go chart crazy with Advanced, but with Standard, that could be too many rolls. Start with advanced lay out, and then trim down?

For Standard, use general area hit location and severity, but far fewer actual critical rolls (more rare).

For standard, resolve combat in one roll, with hit success and severity all resolved in one roll (with a number of calculations and cross calculations based on the results of that roll). Include option for auto-calculated critical (as opposed to advanced rules second roll). This means fewer critical details than the advanced rules, but more detail than just health points and health status.

For Advanced, every roll above a minimum threshold (take armor protection for area into consideration), should generate a critical table roll.

The combat system can be as fast, open, and simple as you wish, or you may choose to make it as detailed, gory, and intricate as well. You as the Game Master need to have a good feel for what your players enjoy, and keeping the pace of the game engaging. In a combat situation (or any stage of the game really) if you start seeing people's eyes wandering around the room, nodding off, fiddling with other activities, or talking with each other about completely non-related topics, those are warnings that the pace of the game has become either too easy or too slow, and the "suspension of disbelief" has been lost.

Most game systems choose one way to resolve combat, and then may sell you add-on books down the road to add various options to the system, and sometimes rarely to enhance combat. Hopefully, with the development of 3 levels of intricacy of the Ea RPG System, every GM and group will be find exactly the balance they like for their style of play between simplicity, speed, and details.

In the Standard rules, GM's and players have the option to use more detail in determining combat action success or failure, and the details of the results. The Standard system tends to follow the path many other systems do in attempting to balance game speed with detail, at the cost of excessive detail.

The Advanced system is for those GM's and players who love the nitty gritty details of combat, and combat brutally detailed. Those who loved the critical charts of Iron Crown Enterprises' Rolemaster, but did were frustrated that the critical descriptions were somewhat arbitrary in their location placement, should enjoy the Advanced system's detail. The Ea RPG Advanced Combat System is considerably slower than the Basic system, and slightly slower than the Standard system, due to the need to look up more charts and tables, but if you don't like doing so, then stick with the Basic or Standard rules.

Of course, as is true throughout all these rules (and generally most game systems) feel free to mix and match the pieces you want to use, and modify what your wish. Everything is a guideline, and the most important priority is that everyone is having a blast playing in Tolkien's world.

11.2.1 initiative

(find better Tolkien-ish name?)

The combat action begins by declaring what action the player wishes the character to take. The there are 5 combat action types to choose:

- Prepare action
- Offense action
- Defense action
- Hold action
- Retreat/flee

11.2.2 *prepare action*

11.2.3 *offense action (oa)*

A roll, is deducted by defendants abilities. There should only need to be one roll by the attacker, which is subtracted by the defendants abilities. Should the defendant get to roll too, so there is variance? That would be nice if PvP, but maybe annoying for the GM to have to roll to counter every attack by the PCs? Maybe NOT roll for defendant in standard rules, but allow for defendant roll in Advanced rules? Then again, it would add a lot more variety to the results each round. Maybe just have the attacker roll in the standard system, but have in the Advanced Rules, the option to have the defender roll too, that seems a good advanced options?

11.2.3.1 *heavy weapon melee oa*

$(\text{Brute} + \text{Celegê}/2 + \text{Intuit}/2)/4 + \text{weapon skill modifiers} + \text{weapon item modifiers} + \text{situation modifiers}$

Strength is primary attribute, plus half Celegê, plus half Intuition all divided by 4. Skill is a significant factor in being able to hit someone with such a weapon, but heavily dependent on being strong enough to wield the weapon effectively. Less accurate in hitting a specific targeted point, but when it does hit, wherever it hits, it does significant brute force damage.

11.2.3.2 *light weapon melee oa*

$(\text{Celegê} + \text{Intuit}/2)/3 + \text{weapon skill modifiers} + \text{weapon item modifiers} + \text{situation modifiers}$

Celegê is the primary attribute, plus half Intuit, divided by three. Requires agility and skill to use effectively. Does less brute force damage when used unskilled and/or with slow reflexes, but with quick reflexes and well skilled can be deadly effective at hitting desired target more accurately than a heavy weapon.

11.2.3.3 *thrown weapon oa*

$(\text{Brute}/2 + \text{Celegê} + \text{Intuit}/2)/4 + \text{weapon skill modifiers} + \text{weapon item modifiers} + \text{situation modifiers}$

11.2.3.4 *strong missile oa*

$(\text{Brute}/2 + \text{Celegê} + \text{Intuit}/2)/4 + \text{weapon skill modifiers} + \text{weapon item modifiers} + \text{situation modifiers}$

11.2.3.5 *mechanical missile oa*

$(\text{Celegê} + \text{Intuit}/2)/2 + \text{weapon skill modifiers} + \text{weapon item modifiers} + \text{situation modifiers}$

Due to compensation by the technological design, this type of weapon requires less skill to use and is not dependent on strength to use fire the weapon (though strength may be a factor in loading the weapon.

Then the total calculated result after adding up the attackers roll and bonuses, minus the defenders bonuses (roll plus bonuses in advanced rules), the total result.

If the total result is positive, it also needs to determine if the hit was in the desired location, or deviated from the target point. Do not want to have to roll more than once, so try...

Roll attack.

Calculate result.

If balance is positive, then attack hit, determine if hit was the exact target point or not based on how many points above the minimum needed to hit. The same as non-combat actions. Just meeting the minimum to hit, up to about 10-20 above means it was

a hit, but a weak "minimum hit", it delivers damage but not exactly where desired, and not very much. So, let's say a hit needed at least 70, and total equaled 76. Then you could calculate through a table/formula that determines how close to the center of the target area it is, and how many "hit points?", and critical details if any.

-31+ = complete miss

-16-30 = near miss

0-15 = close shave

Minimum hit = 1 (calculated result)

1-15 = 2 target areas away from target point, weakest crit/hit result

16-30 = Moderate hit, 1 target area away from target point. Moderate crit/hit result

31-45 = solid hit, hit the target point. Serious crit/hit result.

46-60 = exceptional hit, hit the target point and more severe critical. Severe crit/hit result

61+ = epic hit, hit the target point incredibly hard, epic critical. Epic crit/hit result.

Target points in Bab5 are hex (6 sides), use that? Or use more sides? Or another option?

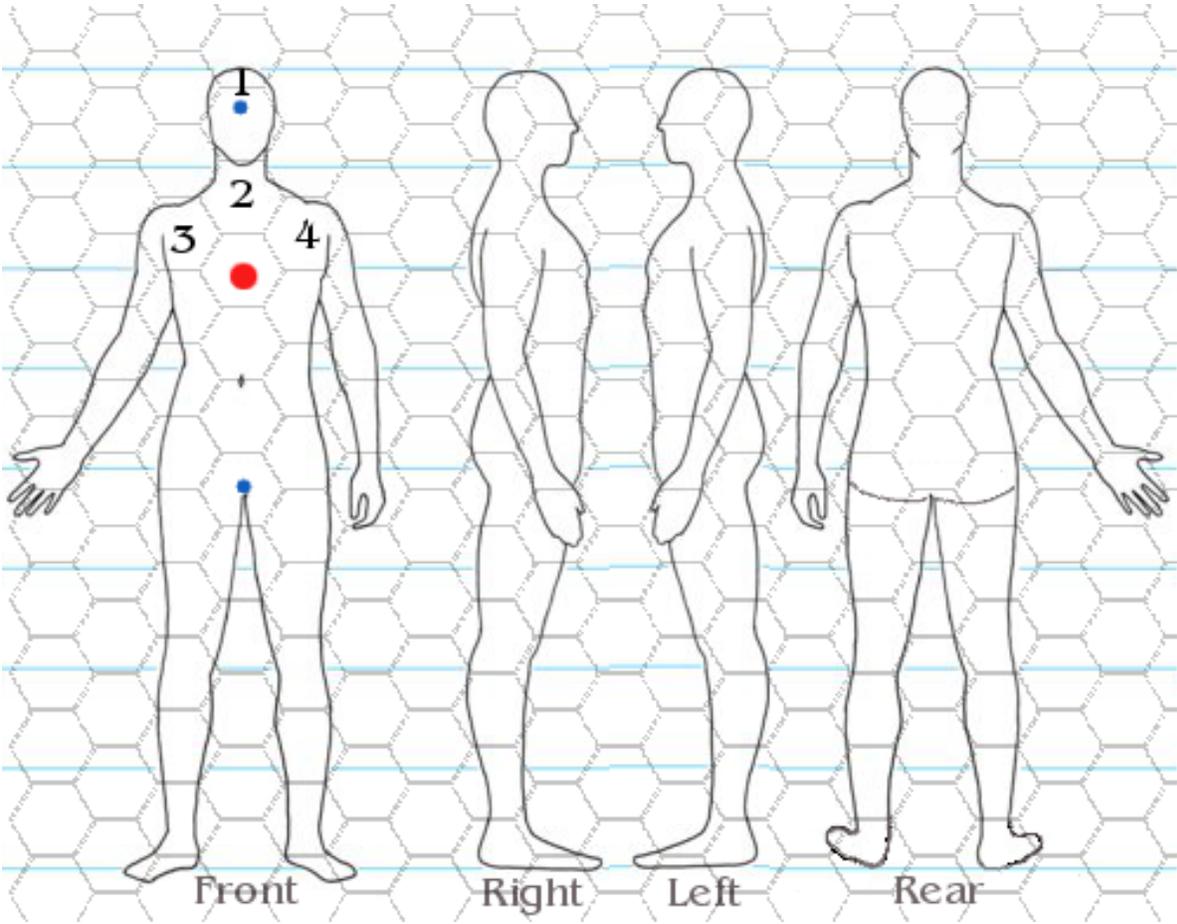
So, example of 76, which is 6 points above minimum (5?), automatically does 6 hit points of harm.

Plus looking 2 sectors away from target point, using the number of points damage to determine which direction... 10 directions? Ten sided polyhedron? Maybe 8 sides octagon? 0 = ? 9 = ? Only hexes work properly as a grid without getting so many sides as to be too round.

Rotates clockwise from 12 o'clock

1 = above

2 =



11.3 critical hit charts

The Standard rules have much simpler critical charts than the advanced rules. Criticals are categorized by location, proximity, injury type, and severity.

11.3.1 location

11.3.1.1 center mass

Weapon type	severity	proximity (Away from target)
crush	weak	2
		1

	0
moderate	2
	1
	0
serious	2
	1
	0
severe	2
	1
	0
epic	2
	1
	0

2	weak	
	2	moderate
	2	serious
	2	severe
	2	epic

puncture

slash

11.3.1.2 arms

11.3.1.3 legs

11.3.1.4 head

11.3.2 defense action

11.3.3 hold action

11.3.4 retreat/flee

11.3.5 Basic version

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 roll 1d6, to determine who goes before the other. The highest rolls going first, and lowest rolls last.

11.3.6 standard version

11.3.7 advanced version

11.3.8 heroic and dastardly actions

11.3.9 melee combat hit determination

11.3.10 Basic version

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 scale in combat is determined by the target's Agility Attribute, and the attacker's Body Attribute plus 1d6.

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.

11.3.10.1 attack procedure • Basic version

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.

11.3.10.2 optional to Basic 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.

11.3.11 standard version

The standard version of the Ea RPGS uses percentage-based difficulty checks to determine a successful strike. Attack areas can be declared, else the default is usually the chest area or some other area declared by the GM under special circumstances (such as striking a standing target from a prone position, making the legs more a default strike area).

Note: For more detailed strike locations, consider using the Advanced Version of Ea RPGS which has precise "aim points" and aim point deviation.

Attack process:

1. Attacker declares intent to attack, and if any offensive points will be held in reserve as potential defense points to ward against a counter-strike.
2. Attacker declares what general area this attack is meant to strike (chest, left arm, etc.). If the general attack location not declared, the default is usually the chest (though this can be different if the attacker is prone and the target is standing for example).
3. If the Defendant is aware of the attacker, the defendant declares any intent to counter-attack or take any defensive actions to reduce potential attacks. This is not an option if the defendant is attacked unaware.
4. Attacker rolls initial attack dice (percentile).
- ~~5. Defendant's defense modifiers are subtracted from the attack roll. If Defender is actively defending, then the defendant rolls, which can reduce the attacker's total roll even further.~~ Attacker's total is compared to defender's total. If the amount is zero or less (negative), then it is a miss, the larger the negative number, the greater the miss (zero is very close or glancing blow). If a one or larger, than it is a hit. The larger the number the more significant the hit and the closer to the desired target (consult target hit location diagram chart).
6. GM consults correct chart for the weapon type and specific weapon attacking, and cross-references this with the specific armor being attacked.
- ~~7. If the total modified attack roll is equal to or exceeds the chart's indicated number, the attack was a successful strike.~~ The severity of the strike is determined in part by how many points beyond the minimum to hit the total roll exceeded. In the standard rules this is determined simply by cross referencing the correct critical chart (slight,
8. The GM consults the strike severity chart to determine if the strike is a slight, significant, or majestic blow.
9. If appropriate, GM consults critical chart.
10. GM then informs defendant of damage results (player calculates how much the armor absorbs is

appropriate, and then applies remaining hit points damage to that area hit), and any critical results.

11. If defendant did not use up all offensive points in defense, then Defendant now may counter-strike if desired, and if still able to (if critical results did not result in stun or other disabling consequences). Now the attack/defense process is reversed, except if the attacker did not "Reserve" any offensive points from the initial attack, the original attacker does not have the option to parry or add other options to reduce the counter-strike's roll.

The Standard Rules use basic percentage-based math and simply addition/subtraction of modifiers. Only when criticals are listed is a chart needed to look up anything. The Advanced Rules on the other hand use a complex set of rolls with modifiers, then cross-referenced to specific charts between different types of armor and weapon combinations (similar to the old Rolemaster Arms Law charts, but with completely different/new formulae) to determine result. Then a separate chart reference for the critical results. This means combat is fairly speedy but slightly less varied in the Standard rules, while slower for the Advanced rules for those who like the extra varied detail and don't mind the added steps, calculations, and charts.

Have rules that let someone take fatal blows, they are all but guaranteed to die in X rounds, but they can still keep going for a number of rounds equal to their endurance or something similar. Example, Boromir, he took all those orc arrows. He was already doomed to die, short of magical healing or some such. But he kept going in combat, and then even long enough to talk to Aragorn. Need some way to allow for that.

11.3.12 advanced version

The advanced version of the Ea RPGS uses complex charts and table lookups to determine successful strikes. These charts take into account the type of weapon and the type of armor to determine if an attack was even capable of making contact, where the strike landed, and if a successful strike, how severe a strike, and if it warrants damage to armor or defendant, and if a critical, the details of the critical.

The Standard Rules use basic percentage-based math and simply addition/subtraction of modifiers. Only when criticals are listed is a chart needed to look up anything. The Advanced Rules on the other hand use a complex set of rolls with modifiers, then cross-referenced to specific charts between different types of armor and weapon combinations (similar to the old Rolemaster Arms Law charts, but with completely different/new formulae) to determine result. Then a separate chart reference for the critical results. This means combat is fairly speedy but slightly less varied in the Standard rules, while slower for the Advanced rules for those who like the extra varied detail and don't mind the added steps, calculations, and charts.

11.3.12.1 attack procedure steps • advanced version

1. Attacker declares intent to attack, and if any offensive points will be held in reserve as potential defense points to ward against a counter-strike.
2. Attacker declares the desired "aim point" to attack. If aim point is not specified, the default is usually the chest (though this can be different if the attacker is prone attacking a standing character, etc.).
3. If Defendant aware of attacker, defendant declares intent to counter-attack or take any defensive actions to reduce potential attacks. This is not an option if the defendant is attacked unaware.
4. Attacker rolls initial attack dice (percentile).

5. Defendant's defense modifiers are subtracted from the attack roll. If Defender is actively defending, then the defendant rolls, which can reduce the attacker's total roll even further.
6. GM consults correct chart for the weapon type and specific weapon attacking, and cross-references this with the specific armor being attacked.
7. If the total modified attack roll is equal to or exceeds the chart's indicated number, the attack was a successful strike. The severity of the strike is determined in part by how many points beyond the minimum to hit the total roll exceeded.
8. The GM calculates if the strike is a slight, significant, or majestic blow.
9. If appropriate, GM consults critical chart.
10. GM then informs defendant of damage results (player calculates how much the armor absorbs is appropriate, and then applies remaining hit points damage to that area hit), and any critical results.
11. If defendant did not use up all offensive points in defense, then Defendant now may counter-strike if desired, and if still able to (if critical results did not result in stun or other disabling consequences). Now the attack/defense process is reversed, except if the attacker did not "Reserve" any offensive points from the initial attack, the original attacker does not have the option to parry or add other options to reduce the counter-strike's roll.

11.3.12.1.1 Determining hit severity

If the strike was 0-9 points equal to the strike number, or up to 10 points above, then it is a slight blow.

If the strike was 10-30 points above the strike number, then it was a significant blow.

If the strike was 30+ points above the strike number, then it was a majestic (better word?) blow.

11.3.12.1.2 Determining hit location

A slight blow will slightly damage armor, and may, or may not actually injure the defender, and only hit in the approximate desired area targeted, possibly being somewhat off the aim point desired by "2 hexes". This will NOT result in a critical chart roll, only some damage subtraction from the armor, and some potential hit points lost in the impacted area from any remaining points not absorbed by the armor. If a piercing or slashing weapon, the blow is only concussive, and did not pierce the armor at all.

A significant blow will damage, bypass, or pierce through armor, and will most likely injure the defender, and hit within "1 hex" of the desired aim point location. This will lead to a normal critical chart roll appropriate for the location hit.

A majestic blow will possibly destroy that area of armor impacted, and most likely significantly injure the defendant, and struck exactly the desired "aim point". This will lead to a serious critical chart roll appropriate to the location struck.

11.3.12.1.3 Determine Damage

The amount of damage is based on the difference between the "strike number" needed to hit, and the actual total. If the total attack number is the same as the strike number, the defendant feels the blow, but does not take any actual hit points of damage to that area. However, each point above the strike number causes a hit point of "damage". If armor is protecting that area, then that armor's protection number will subtract from the damage before it actually injures the character.

For example, if the strike number was 55, and the total modified attack roll was 60, and the armor has a protection rating for that area of 3, then the character will only take 2 hit points damage to that area of his/her body ($60 - 55 = 5 - 3(\text{armor}) = 2$ hit points damage).

11.3.12.1.4 Determine critical damage

Generally (GM's discretion of course, some GM's may like to roll criticals for EVERY successful hit) a slight blow never results in a critical. Significant and critical blows will usually always result in critical rolls, but sometimes protective armor may reduce or save the character from the effects of the critical. For example a critical may indicate that the character's *"left arm is severed mid-way between the wrist and elbow suffering 50 pain points, bleeding 5 hit points per round, and stunned for 10 rounds, unless wearing metal arm greaves or bracers, then the left arm is numbed and unusable for 3 rounds, and the character incurs 10 pain points"*.

11.3.13 hand-to-hand melee

11.3.13.1 push/shove

11.3.13.2 punch

11.3.13.3 kick

11.3.13.4 throw

11.3.13.5 grapple/wrestle

11.3.13.6 ground fighting

11.3.14 weapon melee

11.3.15 missile combat

11.3.15.1 shooting while moving on foot

11.3.15.2 shooting while moving on mount

11.3.15.3 hit determination

11.3.15.3.1 Range

normal ranges

point blank range

extreme range

direct fire

indirect fire

firing from high ground to low ground

firing from low ground to high ground

11.3.15.3.2 accuracy modifiers (advanced)

11.3.15.3.3 damage modifiers (advanced)

11.3.15.4 extra time for improved aimed shot

Those wielding missile weapons, especially bows and crossbows, can take a little extra time to improve their shot....

Though taking extra time for an aimed shot does not actually increase the range of a weapon, it does allow the shooter more time to stabilize their shot and increase their accuracy. This does not change the damage modifiers for range, but does improve the accuracy.

11.3.16 hit location

11.3.16.1 rolled hit location

11.3.16.2 calling hit location

11.3.17 coolness under fire

11.3.18 wound types

concussive, piercing, slashing,
non-lethal, stun, brain/nerve trauma, fea/spirit injury, Attribute reduction, non-critical damage, critical damage. Shock, Instability (stable/unstable), equipment damage, drown/suffocate, fire, cold,

whatever is the equivalent to hit points, hit rating, whatever, should be relatively static, though not entirely. People can slightly increase things, but this should be measured in singles of digits, not tens. People can however build up their toughness in general, and resist dying right away even if receiving a definitely fatal wound depending on location. A gut wound of the right kind can be guaranteed death, but if they are strong enough to override the excruciating pain, they can keep moving/fighting, even though they are most certainly going to die (short of a miracle/magic saving them). A fatal blow is not always fatal right that round or the next. They can potentially go as long as a some division based on their toughness.

11.3.19 non-lethal injury

11.3.19.1 equipment damage

11.3.19.2 stun

11.3.19.3 shock

Can become lethal

11.3.19.4 knockout

11.3.19.5 internal head injury, concussion, & coma

11.3.19.6 pain

11.3.19.6.1 pain tolerance

11.3.19.6.2 short term pain

11.3.19.6.3 long term pain

11.3.20 critical hit

11.3.20.1 critical hit severity

11.3.20.2 critical hit details

11.4 ARMOR COMBAT MODIFIERS

11.4.1 armor durability

Armor does not last forever when it is well used in combat. It get dented, torn, poked, burned, stretched, pulled, etc. Armor needs to be frequently on to be well maintained, but even the most devoted character with armor maintenance skills can only do so much repair when in the field. Even during the middle of a fight, armor straps can break off, pieces can be bent or heated dangerously. Many factors impact the durability of armor.

11.4.1.1 armor status

Tracked with points, but given overall status ratings/rankings. Many factors can affect how well armor holds up, this includes materials, workmanship quality, components, and maintenance.
.....

11.4.1.2 armor materials

Armor can be made from natural materials such as woods and animal skins, or more processed materials such as various types of metals. The different materials have trade offs in benefits and consequences. Where as heavy iron metal armor may better turn an arrow or blade, it is often much heavier, noisier, more difficult to repair, and more difficult to move in than soft leather or animal hide-based protection.

11.4.1.3 armor components

There are many different parts to armor, and layers to many of the parts. For the standard system, this will be simplified to just general areas such as breastplate/body-armor, upper and/or lower legs, upper and/or lower arms, hands, neck, and head protection. The advanced system provides far more detail with specific names of armor components at the different layers, inner layers are often padded, and then leather, and then metal or other rigid materials on the outside layer.

11.4.2 armor quality

Well made armor can make a significant difference in how much a wearer's actions are

impaired, and how well the armor holds up under attack.

11.4.2.1 *movement & physical actions*

11.4.3 *wounding*

11.4.4 *criticals*

11.4.5 *magic*

11.4.6 *shields, helms, and greaves*

11.5 *ambush and surprise*

11.6 *size differentials*

Hobbit versus Troll for example.

11.7 *area attacks*

11.8 *weapon breakage*

11.9 *closing to attack vs. charge*

11.10 COVER

11.11 Disarming

11.12 Breaking off attack and/or retreat

11.13 Drawing, Dropping, and changing weapons

11.14 entangle

11.15 parry

11.16 Dodge

12 DISEASE & POISON

13 FATIGUE

Burden – related to encumbrance, but can lead to fatigue. Also can be a more “spiritual” burden, like Frodo’s bearing of the Ring weighing heavily on his mind and heart.

13.1 *sleep & meditation*

13.2 *consequences of weariness and exhaustion*

13.3 *encumbrance*

13.4 *food & water*

13.5 *stimulants*

13.6 *death*

13.7 *healing & recovery*

14 FATE, LUCK, HEROISM, FEAR, AND CORRUPTION

14.1 fate

14.1.1 *the song of arda*

14.1.2 *self-determination*

14.1.3 *luck*

14.2 fear

14.3 sanity

14.4 heroism & cowardice

14.5 corruption

15 MAGIC IN MIDDLE-EARTH

15.1 defining magic in middle-earth

15.2 rare and yet omnipresent

- 15.3 difficulty & riskiness of magic
- 15.4 magic degradation through the ages
- 15.5 magic residue
- 15.6 magic broadcasting
- 15.7 strength of magic
- 15.8 strength of magic wielders
- 15.9 exhaustion from magic use
- 15.10 •good• versus •evil• magic
- 15.11 corruption
- 15.12 •natural•, •spiritual•, and •lore• magic

15.12.1 natural magic

Works with the Song of Arda

15.12.2 spiritual (valarian)

15.12.3 Lore-Based magic

15.13 music & magic

15.14 the power of words

15.15 the power of •true names•

15.16 embedding one's own •essence• in items of •power•

As is referenced in The Silmarillion and elsewhere, Sauron "embedded" much of the essence of his "power" into the creation of The One Ring, "And much of the strength and will of Sauron passed into that One Ring;" (The Silmarillion p. 287).

Permanent loss of some attributes will occur if the item is lost/destroyed, the character will only be able to be at full (or above full) abilities when in contact with the object.

15.17 fellowship (rename)

good idea from TOR.

Companies of Heroes have a pool of Fellowship points they can use to replenish their Hope scores. Characters can also have a Fellowship focus – a particularly strong bond with another character that can be a source of Hope and inspiration.

15.18 weariness, fatigue, exhaustion

Travel slowly wears characters down.
Also Shadow darkens their hearts.
Fellowship in a group can help counter that for some time.
Special bonds with specific individuals help too.

15.19 RECOVERY

After travel, characters need to recuperate physical and "spiritually", emotionally. Lighten their hearts, etc.

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