

Eä Rpgs

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

<http://www.earpg.com>

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PLAYERS' GUIDE

I INTRODUCTION

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

1.1 *what is a role-playing game?*

1.1.1 *an example of a role-playing session.*

1.2 *how is ea rpgs different from other role-playing game systems?*

Many game systems are designed for “generic” campaign locations, intentionally leaving the rules open and broad so that the system can be used in a very wide variety of settings. Some systems focus on a specific genre such as Fantasy “sword and sorcery”, science fiction, etc. And still others focus on specific campaign/universe settings such as Star Trek, Star Wars, King Arthur-ian, Call of Cthulu Horror, etc. Eä RPGS fits into the last category, 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. But in every case, 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.

1.2 - How is Ea RPGS Different from other role-playing game systems?

1.2.1 *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.

1.2.1.1 *d20 / d&d*

1.2.1.2 *íce merp*

1.2.1 - Comparison of other systems for Tolkien gaming

1.2.1.3 *Decipher LotR*

1.2.1.4 *amBarQuenta*

1.2.1.5 *hither-Lands*

1.2.1.6 *eä D20*

1.2.1.7 *eä rpgs*

Ea RPGS is specifically designed every step of the way to attempt to enhance the experience of role playing in J.R.R. Tolkien's imaginary universe in which Middle-earth is but a small piece. The system is available in three versions to attempt to cover the gamut of gamers and their tastes.

The Eä Role Playing Game System is designed very step of the development process to attempt to enhance the experience of gaming in J.R.R. Tolkien's Middle-earth and beyond. Every attempt is made to make the mechanics improve the “suspension of disbelief” and enhance the Tolkien-ish feel many experience from reading the books.

The Eä RPGS 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, generally it is not an issue in helping to enhance the “feeling” of playing in Middle-earth and the surrounding areas.

1.2.2 *three versions of the eä rpg system*

1.2.2 - 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 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 is the “standard” system. This is what most people will be happy to play for many years on end. It attempts to provide just the right balance of detail, speed, and “playability”. 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 is the “advanced” 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 RPGSbv) will not be able to easily convert/upgrade exactly to the “Eä RPG System standard version” (Eä RPGS) or Eä RPG System advanced version” (Eä RPGSav). Though it is certainly possible to switch a favorite character from the basic to standard system, the conversion will not be exact. Conversion from standard to advanced on the other hand is fairly straight forward.

1.2.3 *eä rpg Basic system overview*

The *Eä RPG Basic System* uses a single six sided die. This is to make it as simple as possible for someone to get playing right away without having to find any specialized dice. Most homes have dice from board games and other resources, and those dice are usually six sided. The *Eä RPGS basic version (Eä RPGSbv)* is geared for beginner players, and is not intended for lengthy campaigns.

1.2.3 - Eä RPG Basic System Overview

After completing one or two full adventures, generally most players and GM's (Game Masters) will want to begin using the *Eä RPGS standard version (Eä RPGS)* and maybe even eventually work up to the *Eä RPGS advanced version (Eä RPGSav)*.

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 its ramifications for use, it 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 version* 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.

1.2.4 eä rpg standard system overview

The *Eä RPG Standard System* 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 many more attributes and background options for character creation and development

1.2.5 eä rpg advanced system overview

There are several separate categories to the Eä RPG System. They include the Player Guide which includes the Races and Cultures of Middle-earth, the Game Master's Tome, and various supplements detailing the various locations and creatures that players may encounter in their travels.

Find more "Tolkien-esque" terms for these chapter titles.....

2 "FLESHING OUT" YOUR CHARACTER

The steps for creating a character are the same for all versions of the system (Basic, Standard, and Advanced), just the details of each step in the process become increasingly more involved.

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.

So, your first decision to make, is do you want to whip up a basic character in about 15-30 minutes, that will be useful for several adventures, and then learn more detail later on? Or would you like to have a more detailed character, investing more time up front, reading for a while, and taking about 45-60 minutes to create your first character, for a character that will be playable through many more adventures?

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

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

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

2.1 Basic system

The basic version of the system is designed to help you get a character created as quickly as possible, so that you can begin playing right away. A typical character creation process should only take about 15-30 minutes to be ready for play (assuming you do not just use a pre-generated character provided to you by your game master).

The basic system is exactly that, basic. Every attempt is made to make character generation very simple and quick, at the expense of added detail in fleshing out the character in game statistic terms. Instead of many attribute scores, the basic version uses only 4. Instead of a long list of skills trying to cover every conceivable action or skill imaginable, one just uses these 4 attributes in

2.1 - Basic System

conjunction with a die roll, to determine success or failure (when needed) for certain challenges or even for combat.

2.1.1 *attributes (Basic system)*

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

Find best Tolkienesque names for these:

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

Hröa (body)

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

Agility (Tolkien name?)

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

Intellect (Tolkien name?)

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

Fëa (spirit)

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

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

2.1.2 *self-determination character creation method*

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

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

2.1.2.1 *attribute development*

2.1.2 - Self-determination character creation method

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; Hröa, 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.

For the basic system Do NOT have attribute modifiers due to race/culture. Instead these modifiers show up in skills and other areas, but really we want to keep modifiers to a minimum for the basic system, instead introduce them more in the standard and advanced system, and leave them out of the basic system, so that character generation is sped up considerably. And maybe consider not doing the old typical thing of racial modifiers to attributes, instead have them focus more on specialized skills and abilities, traits, and flaws. Leave the primary, secondary, and tertiary attributes alone for Elves, Men? But do have them modified for hobbits, dwarves, orcs (shadow) and trolls (body and shadow). No, Elves may not be as radically different as some systems make them out to be, but they certainly have exceptional “gracefulness” be careful about the word “grace”, since it has a very different connotation in Catholicism...

2.1.2.2 *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.

2.1.2.3 *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:

2.1.2 - Self-determination character creation method

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)

2.2 standard system

The Ea RPG Standard System is far more detailed than the basic system, but not quite as rules, roll, and chart heavy as the Ea RPG Advanced System. It is hoped that a “happy medium” is reached in balancing sufficient detail with speedy “playability”.

Though the standard system is significantly more detailed, and somewhat more 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

2.2 - Standard System

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).

Another difference is in action determination. The basic system used only attributes and a single die roll for action and combat resolution. The standard system uses more attributes, sub-attributes, and a plethora of skill categories, though not quite specific or as many as the advanced system, combined with slightly more complex resolution calculations, though generally just simple addition and subtraction of percentage-based numbers (with the occasional 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).

2.2.1 attributes • standard system

Primary & Secondary 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.

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

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.

2.2.1 - Attributes – Standard System

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.

2.2.1.1 attribute details

2.2.1.1.1 primary attribute - hröa

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 hardihood

- 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....

2.2.1.1.2 primary attribute - fëa

pronounced "Fay-ah" (spirit (pl. fëar, pronounced "Fay-ar)) - how in tune with the Song of Arda

Heroism

how brave in the face of terror (not stupid, you can be scared, but not let it stop you), this can also

2.2.1 - Attributes – Standard System

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

2.2.1 - Attributes – Standard System

- 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.

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- 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

2.2.1 - Attributes – Standard System

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.

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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” though 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

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Sanity

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

2.2.1 - Attributes – Standard System

Tragedy

Vengefulness/Vendetta.

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

Fate, Destiny, Autonomy.

Word/Honor

2.2.1.2 self-deterministic attribute generation (points) - standard

2.2.1.3 song of arda attribute generation (fate • roll dice) - standard

2.3 advanced system

2.3.1 attributes - advanced

All the same primary, secondary, and tertiary attributes exist, and are for the most part handled the

2.3.1 - Attributes - Advanced

same way. The only difference is including “normal”, “temporary” and “potential” fields for each attribute.

When a character is first rolled, they are establishing their “normal” attribute score. Throughout many adventures, the character will experience hardships, and note that their scores will sometimes drop from their “normal” levels from fatigue, injury, illness, and other factors. With rest, time, and/or healing these will usually return to the normal levels, though sometimes an injury, illness, curse, or other factor may occur that can potentially limit the normal score lower than it was originally. Finally, there is the “potential” of an attribute. Many characters are young when they begin adventuring, and have not reached their full potential. This might be a physical development, mental, spiritual, or other aspect that over the years achieves new heights. However, there are limits. The potential score is this “upper limit” that the character can reach over time. In most cases this potential is significantly higher than their initially rolled “normal” attribute score, but in some instances might actually be lower, and drop the normal during the early character development, or during the course of adventuring.

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Nine types of intelligect:

Linguistic

Logic

Mathematical

Music

Spatial

Body-Kinesthetic

Naturalist (??)

Interpersonal

Intrapersonal

<http://edurealms.com/?tag=multiple-intelligences>

Gardner’s eight intelligences are: linguistic intelligence, logical-mathematical (I separate logical and mathematical because of my experience with dyscalcula, my logical scores are very high, but my mathematical average because of the impact of dycalcula) intelligence, musical intelligence, spatial intelligence, bodily-kinesthetic intelligence, naturalist intelligence, interpersonal intelligence, and intrapersonal intelligence. An individual with a high degree of spatial intelligence might be adept at navigation or wood-carving, whereas an individual with high linguistic intelligence might be a great speaker or writer. A certain individual may have high spatial and logical-mathematical intelligence but a

2.3.1 - Attributes - Advanced

low musical intelligence. Another may have a high interpersonal and bodily-kinesthetic intelligence. Still others, like myself, may be a sort of jack-of-all-trades type, approaching learning in any category with some level of comfort but not particularly excelling in any one area.

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Tragedy

Vengefulness/Vendetta.

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

Fate, Destiny, Autonomy.

Word/Honor

2.3.1.2 self-deterministic attribute generation - advanced

2.3.1.3 *song of arda attribute generation - advanced*

3 RACE/CULTURE

3.1 *select or roll race/culture - basic*

If you are using the self-determination approach, then simply roll your die to determine

Dwarf
Elf
Hobbit
Man

If you wish to choose from the much broader list of races/cultures, feel free to do so in the standard rules.

3.2 *select or roll race/culture - standard*

If you are rolling to select a race/culture, first roll the category, then roll a second time to pick a more specific race/culture.

If your GM knows what time period the campaign will be set in, ask first, then select the rolling chart that fits the correct time period. Please carefully read any notes for some races/cultures, as they may not be available before or after specific times. For example, the Numenoreans only existed from ... until, after which they were the Dunedain and Black Numenoreans.

3.2 - Select or Roll Race/Culture - Standard

Races/Cultures Before the First Age of the Sun

The Free Peoples

Roll	Category	Race/Culture		Roll	Category	Race/Culture
	Dwarf	Firebeard				
		Blacklock				
		Broadbeam				
		Ironfist				
		Longbeard				
		Stiffbeard				
		Stonefoot				
	Elf	Avari ?				
		Noldor				
		Silvan?				
		Sindar?				
		Green?				
		Telperion?				
	Man?					
	Proto-hobbit?					

Man?

Proto-hobbit?

Those Under the Shadow

Man ?

Orc

Troll

During the First Age of the Sun

3.2 - Select or Roll Race/Culture - Standard

The Free Peoples

Elf

Dwarf

Man

The 3 Houses of Men?

Druidain?

Proto-hobbit

Those Under the Shadow

Man

Easterlings

.....

Orc

Troll

During the first portion of the Second Age from S.A. until S.A.

The Free Peoples

Those Under the Shadow

During the second portion of the Second Age from S.A. until S.A.

The Free Peoples

Those Under the Shadow

During the first part of the Third Age from T.A. Until T.A.

3.2 - Select or Roll Race/Culture - Standard

The Free Peoples

Those under the Shadow

During the second part of the Third Age from T.A. ... until the end of the T.A.

The Free Peoples

Those under the Shadow

The Early Fourth Age

The Free peoples

Those formerly under the Shadow

The Free Peoples

Dwarf

- Firebeard
- Blacklock
- Broadbeam
- Ironfist
- Longbeard
- Stiffbeard
- Stonefoot

Elf

- Avari (dark)
- Noldor (high)
- Silvan (wood)
- Sindar (gray)
- What about "green" elves? of Beleriand?

3.2 - Select or Roll Race/Culture - Standard

Half-elf – bad idea due to rarity

Hobbit (Kudduk)

- Proto-hobbit
- Fallohide
- Harfoot
- Stoor

Man

- Beorning (rare?)
- Dorwinrim (rivermen?)
- Druedain (Wose)
- Dunedain (Faithful) – Only available from S.A. to
- Dunedain (Rebel of Umbar) – Only available from ... to
- Dunlending (hillman)
- Eriadorian – Only available from ... to ...
- Gondorian only available from ... to
- Lake man (? is that just a northman?) only available from ... to ...
- Lossoth (optional?) ???
- Mixed Man
- Northman
- Numenorean – Only available from ... to ...
- Rohirrim – Only available from ... to ...
- Woodman

Races/Cultures Under the Shadow

Man

- Black Numenorean
- Corsair (Rebel)
- Easterling
- Haradrim (Northern)
- Haradrim (Southern)
- Variag

Orc

- Yrch (Goblins, lesser orcs)
- Half-Yrch
- Uruk (greater orcs)
- Half-uruk
- Uruk-hai

Troll

- Stone Troll
- Mountain Troll
- Cave Troll
- Hill Troll
- Olog ?
- Half-Olog?

3.2 - Select or Roll Race/Culture - Standard

Olog-hai (War troll, high troll)

3.3 select or roll race/culture • advanced/optional with homeland

Advanced version of rolling chart, has it broken into more specific geographical locations, for example Elf coming from Mirkwood or Rivendell, or Lorien, or Gray Havens.

Man coming from Bree, or Tharbad, or other more specific locales, etc.

3.3.1 sketching an outline story of your character

3.3.2 dice

3.3.3 attributes

3.3.4 modifiers

4 CHARACTER PATHS (PROFESSIONS/CLASSES)

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

5 SKILLS

5.1 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.

6 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.

7 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.

8 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.

8.1 *money, commerce, and barter in middle-earth*

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*

9.2.2 - 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.

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

II 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.

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 – basic version

11.1.1 *Dice • Basic version*

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

11.1.2 *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.

11.1.3 *Dice - advanced version*

The advanced version generally uses the same percentile d100 dice, but also other dice are used for determining variables such as amount of damage inflicted, duration of effect, etc. These dice include d2 (flip a coin), d3 (can use a d6 and divide by 2), d4, d6, d8, 10, d12, d20, and d30 (rarely, if you do not have a 30 sided die, can use a d6, divide by 2, then multiply by 10 for a rough approximation).

11.1.4 *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).

11.2 - Combat actions

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 Basic, just determine if hit was successful at all, and how much overall damage (does not track specific location damage at all). They always hit the "default aim point". "Hit points" are based solely on "Body" attribute in Basic system.

For Standard, use general area hit location and severity, but far fewer actual critical rolls (more rare).

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

In the Standard system, 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

11.2 - Combat actions

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?)

11.2.2 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.

11.2.3 standard version

11.2.4 advanced version

11.2.5 heroic and dastardly actions

11.2.6 melee combat hit determination

11.2.7 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

11.2.7 - Basic Version

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.

11.2.7.1 *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.

11.2.7.2 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.

11.2.8 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.

11.2.8 - Standard Version

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.
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.

11.2.9 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.

11.2.9.1 *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.

11.2.9.1.1 *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.

11.2.9.1.2 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 piece 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.

11.2.9.1.3 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).

11.2.9.1.4 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”*.

11.2.10 - Hand-to-hand Melee

11.2.10 hand-to-hand melee

11.2.10.1 push/shove

11.2.10.2 punch

11.2.10.3 kick

11.2.10.4 throw

11.2.10.5 grapple/wrestle

11.2.10.6 ground fighting

11.2.11 weapon melee

11.2.12 missile combat

11.2.12.1 shooting while moving on foot

11.2.12.2 shooting while moving on mount

11.2.12.3 hit Determination

11.2.12.3.1 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

11.2.12.3.2 accuracy modifiers (advanced)

11.2.12 - Missile Combat

11.2.12.3.3 damage modifiers (advanced)

11.2.12.4 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.

11.2.13 hit location

11.2.13.1 rolled hit location

11.2.13.2 calling hit location

11.2.14 coolness under fire

11.2.15 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,

11.2.16 non-lethal injury

11.2.16 - Non-lethal Injury

11.2.16.1 *equipment damage*

11.2.16.2 *stun*

11.2.16.3 *shock*

Can become lethal

11.2.16.4 *knockout*

11.2.16.5 *internal head injury, concussion, & coma*

11.2.16.6 *pain*

11.2.16.6.1 *pain tolerance*

11.2.16.6.2 *short term pain*

11.2.16.6.3 *long term pain*

11.2.17 critical hit

11.2.17.1 critical hit severity

11.2.17.2 critical hit details

11.3 armor combat modifiers

11.3.1 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.

11.3.1.1 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.

.....

11.3.1.2 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.

11.3.1 - Armor Durability

11.3.1.3 *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.

11.3.2 *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.

11.3.2.1 *movement & physical actions*

11.3.3 *wounding*

11.3.4 *criticals*

11.3.5 *magic*

11.3.6 *shields, helms, and greaves*

11.4 *ambush and surprise*

11.5 *size differentials*

Hobbit versus Troll for example.

11.6 *area attacks*

11.7 *weapon Breakage*

11.8 *closing to attack vs. charge*

11.9 *COVER*

11.10 *Disarming*

11.11 *Breaking off attack and/or retreat*

11.12 *Drawing, Dropping, and changing weapons*

11.12 - Drawing, dropping, and changing weapons

11.13 *entangle*

11.14 *parry*

11.15 *dodge*

12 DISEASE & POISON

13 FATIGUE

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

14.1.1 *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 (valarían)*

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).

GAME MASTERS TOME

16 EÄ – THE WORLD THAT IS

16.1 *era iluatar*

16.2 *the valar*

16.3 *the maíar*

16.4 *the istari*

16.5 *the song of arda (creation)*

16.5.1 *time in arda*

16.5.2 *the ages*

16.5.2.1 *before the first age of the sun*

16.5.2.2 *dwarves, a special case*

16.5.2.2.1 *the firstborn (elves)*

16.5.2.3 *first age of the sun*

16.5.2.3.1 *the secondborn (men)*

16.5.2.4 *second age*

16.5.2.5 *numenor*

16.5.2.6 *the rise of the numenoreans*

16.5.2.7 *the decline*

16.5.2.8 *the fall (akallabeth)*

16.5.2.9 *third age*

16.5.2.10 *the events in the hobbit*

16.5.2.11 *the final war of the ring*

16.5.2.12 *fourth age*

16.6 *the shadow*

16.7 *the ages*

Some of the Ea RPG System rules are sub-sectioned into different time periods. In Tolkien's world containing Middle-earth, there were several significant time periods known as Ages. His general theme is that of greatest power in the earliest years, that slowly “fades” in the subsequent eons, as in “days of past glory”.

There are innumerable years before the Ages of the Sun, and then there are the Ages as measured from the beginning of the Sun and Moon. Most rules will apply across all the Ages, however some races and cultures and even locations do not exist in all ages, so there will be some sections that include different rules for the different Ages. For example in the earliest years there would only be the Elves, later the Men and Dwarves, and later still proto-Hobbits and Hobbits. Another example would be the Riders of Rohan who were not a distinct group until well into the Third Age. The War of the Ring as detailed in the Lord of the Rings took place in the final few years of the Third Age, and began the Fourth Age.

17 THE ROLE OF A GAME MASTER

17.1 *preparing an adventure or campaign*

17.2 *npcs*

17.3 *encounters*

18 **COMBAT**

Most of the combat rules for individual and small group combat is detailed in the Player Manual. However other types of situations and combat scale are more appropriately detailed in the Game Masters Tome. These include large scale combat for larger groups such as between armies, and combat between ships or entire fleets at sea.

18.1 *Large scale combat resolution aka
wargaming*

The irony of detailing wargaming rules in an RPG system is that the evolution of Role playing games is owed to the first stages of wargame rules first published by H.G. Wells? Little Wars in 19..., and then later enhanced by Gary Gygax and friends with Chainmail, which eventually evolved into Dungeons & Dragons™ the first published RPG....

GM's are welcome to use their favorite wargaming rules of choice for resolving large scale war scenarios. The rules here are fairly light and simple. The goal being to quickly resolve the large scale picture, so that the story can resume around the character's perspective and keep the story flowing. Of course, for those players and GM's who like wargaming of course, feel free to play out the battles in detail if you wish.

18.2 *sea combat on a ship*

18.3 *ship to ship combat*

19 HAZARDOUS ENVIRONMENTS AND THE
ELEMENTS

19.1 *temperature*

19.2 *fire*

19.3 *water*

19.4 *wind*

19.5 *earth*

19.6 *desert*

19.7 *water travel*

19.8 *rivers & lakes*

19.9 *the sea*

19.10 *the call of the sea (elves)*

19.11 *coastal sailing*

19.12 *deep sea sailing*

20 **HERBS, & HERBLORE**

An aspect brought to role-playing gaming by Iron Crown Enterprises MERP system was the extensive use of herbs and other compounds for various purposes. This had not been very well developed in previous systems.

This section is contained in the Game Master's Tome, rather than the Players Book Equipment section due to the common "abuse" of herbs in RPG play. It is up to the GM to correctly balance herb knowledge and availability so that it does not become an unbalancing alternative to D&D-isms of magic and power gaming. It is very easy to quickly have character party's that are packing bags and

20 - Herbs, & Herblore

pouches full of various herbs and concoctions for enhancement and healing, so that they seem like walking pharmacies. To avoid such abuses, it is important to keep track of the many complexities associated with using such substances. There are many dangers and pitfalls, especially from regular, frequent, or heavy use, including overdose, addiction, withdrawal, interactions, availability based on season and location or events. Do not ignore these complexities.

There should NOT be an herbalist selling precious materials to PC's. They may offer their services if the PC's pay them, but they are not usually the adventuring type, and are not going to give away their secrets or stashes of materials willingly.

If a PC has decided to develop a character with considerable herb lore, and wants to spend time harvesting while traveling, be sure to make this time searching considerable, and generally the rest of the party members will discourage such dallying if it becomes excessive. If they do not, then various random encounters, or encounters used to pick the storyline back up should be used so the game does not stall out from the players becoming drug dealing/addicted harvesters.

With all these caveats addressed, this section will now provide lengthy details on herbs and related lore that is a very valuable, and distinctly Tolkien-ish, resource.

20.1 *Duration*

20.2 *availability By Location*

20.3 *climate area, terrain, & altitude*

20.4 *season & seasonal variance*

Events can change this, such as longer winter preventing them blooming at all that year, or a particularly dry summer, or late frost, wiping them out, or damaging their potential.

20.5 *interactions*

20.6 addiction

20.7 withdrawal

20.8 planting

20.9 growing

20.10 harvesting

20.11 processing

20.12 storage

20.13 efficacy

20.14 *side effects*

20.15 *toxicity*

20.16 *dosage*

21 **ROLE-PLAYING AWARD POINTS**

The GM can provide special "role-playing" points for those who play their characters "in character", having them behave and make choices appropriate to their character's details. This system works by.....

APPENDICES

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21 - Role-playing Award Points