#5500P

ROLEMASTER™
THE STANDARD SYSTEM

Standard Rules

I.C.E.®

ROLEMASTER™
STANDARD RULES



The cornerstone of ICE's highly acclaimed FRP system, *Rolemaster*.

ROLEMASTER™

STANDARD RULES

Designers:

Coleman Charlton, John Curtis, Pete Fenlon, Steve Marvin

Editor: Coleman Charlton

Original Material: Coleman Charlton, Peter Fenlon

Interior Illustration:
Glen Micheal Angus, Gene Barretta, Kent Burles, Storn Cook, Daniel Cruger, Dante DiBartolo, James Fallin, Sandu Florea, Derek Garrison, Gilead, Paul Jaquays, Edward Johnson, Denis Loubet, Craig Maher, David Harold Martin, David Miller, Darin Powell, Wayne Reynolds, Shawn Sharp, Alex Sheikman, Doug Shuler, Dan Smith.
Secondary use art from "Columbus Discovers America" (Dover Publications), "The Clip Art Book" (Crescent Books).

Cover Illustration: Angus McBride

Project Specific Contributions:
Art Direction: Jessica Ney-Grimm;
Rune Design: John Curtis, Daniel Cruger, Jason O. Hawkins;
Race Write-Ups: Jessica Ney-Grimm;
Original Movement Encumbrance, and Exhaustion Guidelines: Kurt Fischer, Pete Fenlon;
Pagemaking: Coleman Charlton, John Curtis, Steve Marvin;
Paste-Up: Monica Wilson, Mike Reynolds, Nick Morawitz, Wendy Frazer;
Cover Graphics: Nick Morawitz;
Editorial Contributions: Coleman Charlton, Steve Marvin, John Curtis.

ICE STAFF:
Sales Manager: Deane Begiebing;
Managing Editor: Coleman Charlton;
President: Peter Fenlon;
CEO: Bruce Neidlinger;
Sales, Customer Service, & Operations Staff: Dave Platnick, Olivia Johnston;
Print Buyer: Kurt Fischer;
Editing, Development, & Production Staff: John Curtis, Bruce Harlick, Steve Marvin, Nick Morawitz, Jessica Ney-Grimm, Mike Reynolds, Monica Wilson;
Shipping Staff: Dave Morris, Daniel Williams.

Special Contributions:
Terry Amthor, Chris Baldwin, Deane Begiebing, James Blevins, Brian Bouton, Richard H. Britton, Chris Christensen, Bill Covert, The Design Group, Bill Downs, Kurt Fischer, Paul Ford, Joy Hatchette, Jason O. Hawkins, Judy Hnat, Howard Huggins, Sam Irvin, Olivia Johnston, Moran & Co., Chuck Moran, Jessica Ney-Grimm, Ted Pfaltz, Terry Pryde, Kurt Rasmussen, Adam Reid, John David Ruemmler, Tracy Shurtleff, Ruth Sochard, Polly Strovink, David Wagner, Mitch Walker, Tommy Williams, and Tory & Swink.

John would like to thank…:
Suzy Curtis, for all she has to put up with in me — Jay Bryan, for running the best game I've ever played in (and being the best GM I've ever had) — Jim Andrews, for being the best friend and gamer — Janis Mason, for believing in me — The Tallfellows, for being the best gaming group I've ever run.

Steve would like to thank…:
Mark Boynton and Jay Colligan for their friendship and ceaseless energy in my games; and all of the people at I.C.E. for letting me be a part of their family.

Playtesters (by Gaming Group)

John Curtis, Coleman Charlton, Mike Hein, Steve Marvin, Chad McCulley, Nick Morawitz, Mike Reynolds, Stuart Templeton
David Nottingham, Louise Armstrong, Darrell Boyer, Preston Hertzler, David Miller, Christine Williams
Paul Stafford, Roxanne Hatfield, David Mullin, Leon Self, and Shanna and Shelby
Dennis Tomlin, Jason Carroll, Chris Eldrich, Monty Perry, Chad Walsh
Neal Baedke, Deb Baedke, Eric McCluen, John Micelli, Derek Rolf, James Stellmach
David Blank, Lem Richards, Ross Henton, Bill Mason, BrianWeller, and friends
Everyone who has played in the Rolemaster Features at GenCon.

Special Rolemaster Standard System Credits

Deane "Absolutely No More Cards" Begiebing, Coleman "We are completely right" Charlton, John "I'll shave when we are done" Curtis, Kurt "6:55" Fischer, Jason "Wally World" Hawkins, Olivia "Global Page" Johnston, Steve "Kesmai" Marvin, Nick "I'll build that wall tomorrow" Morawitz, Bruce "No more cards!" Neidlinger, Dave "Office Despot" Platnick, Mike "Time Walk" Reynolds, Monica "Lime Jello" Wilson.

Copyright 1995 by Iron Crown Enterprises, Inc. … All rights reserved. … No reproductions without authors' permission.
Produced and distributed by IRON CROWN ENTERPRISES, Inc., P.O. Box 1605, Charlottesville, VA 22902 **Stock #5500**
First U.S. Edition, Second Printing 1995 **ISBN 1-55806-233-5**

TABLE OF CONTENTS

Table of Contents

PART I
INTRODUCTION

1.0 Role Playing with Rolemaster. 9
- 1.1 Key Concepts and Mechanisms 9
  - 1.1.1 Rolemaster Standard Rules 9
  - 1.1.2 Arms Law 10
  - 1.1.3 Spell Law 10
  - 1.1.4 Gamemaster Law 10
- 1.2 What's New in the RMSR 11
- 1.3 The Rolemaster Product Lines 12
  - 1.3.1 Core Products 12
  - 1.3.2 Non-core Products 13
- 1.4 Dice Rolling Conventions 14
- 1.5 Calculation Conventions 14
- 1.6 Definitions 14

2.0 How to Use the Rolemaster Standard System. 17

PART II
YOUR CHARACTER

3.0 Culture and Race. 21
- 3.1 The Races 21
- 3.2 The Cultures 21
- 3.3 Special Racial Capabilities 21

4.0 Professions. 23
- 4.1 The Realm of Channeling 23
- 4.2 The Realm of Essence 24
- 4.3 The Realm of Mentalism 24
- 4.4 The Realm of Arms 25
- 4.5 Combinations of Two Realm of Power 26
- 4.6 Combinations of Arms and a Realm of Power 26

5.0 Stats. 27
- 5.1 Temporary and Potential Stats 27
- 5.2 Development Stats 27
- 5.3 Primary Stats 27
- 5.4 Stat Bonuses 28

6.0 Skills. 29
- 6.1 Skill Bonuses 29
- 6.2 Skill Ranks 29
- 6.3 Skill Category Ranks 30
- 6.4 Rank Development 31
  - 6.4.1 Development Points 31
  - 6.4.2 Development Costs 32
- 6.5 The Skills and Skill Categories 32

7.0 Experience & Advancing Levels. 35
- 7.1 Experience Points 35
- 7.2 Character Levels 35
- 7.3 Advancing a Level 36

8.0 Miscellaneous Factors. 37
- 8.1 Spell Lists 37
- 8.2 Power Points 38
- 8.3 Hits 38
- 8.4 Exhaustion Points 38
- 8.5 Defensive Bonus 39
- 8.6 Moving Maneuver Penalty 39
- 8.7 Resistance Rolls 39
- 8.8 Special Abilities 40
- 8.9 Equipment & Money 40

9.0 A Character's Role. 41
- 9.1 Background Details 41
- 9.2 The Role of the Character 41
  - 9.2.1 Personality 41
  - 9.2.2 Motivation 42
  - 9.2.3 Alignment 43
  - 9.2.4 Physical Appearance 44

10.0 Keeping Track of Your Character. 45

PART III
DESIGNING A CHARACTER

11.0 The Initial Choices. 49
- 11.1 Determining Race/Culture 49
- 11.2 Determining Profession 51
- 11.3 Determining Realm of Power 51
- 11.4 Determining Additional Base Spell Lists 51

12.0 Generating Stats. 53
- 12.1 Temporary Stats 53
- 12.2 Potential Stats 54
- 12.3 Stat Bonuses 54

13.0 Adolescence Skill Development. 55

14.0 Background Options. 57

15.0 Apprenticeship Skill Development. 59
- 15.1 Standard DP Costs 59
- 15.2 Variable DP Costs 60
- 15.3 Training Packages 62
- 15.4 Extra Stat Gain Rolls 62

16.0 Your Character's Role. 65
- 16.1 Role Traits 65
- 16.2 Background Details 65

17.0 Final Character Preparation. 67
- 17.1 Your Character's Age 67
- 17.2 Outfitting 67
- 17.3 Calculating Encumbrance 68
- 17.4 Totaling the Bonuses 69

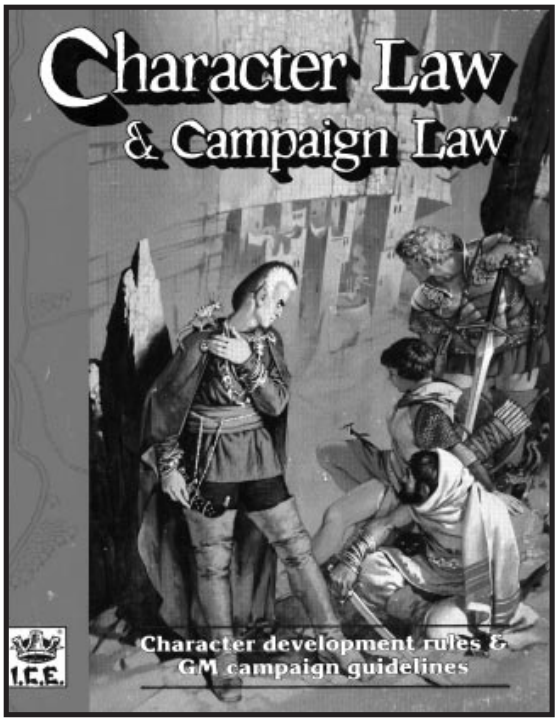


TABLE OF CONTENTS

PART IV
PERFORMING ACTIONS

18.0 Sequencing Actions in a Round. 73
18.1 The Battle Round Sequence 73
18.2 Exceptions 75
18.2.1 Melee vs. Melee Initiative 75
18.2.2 Opportunity Action 75
18.2.3 Canceling Actions 75
18.2.4 Spell Preparation and Casting 75
18.2.5 Multi-round Action 76
18.2.6 Haste and Speed 76
18.2.7 Missile Fire in Melee 76
18.2.8 Mounted Combat 76
18.2.9 Stunned Maneuvers 76
18.2.10 Surprise 76

19.0 Representing the Physical Situation. 77

20.0 The Actions. 79

21.0 Handling Special Situations. 81
21.1 Resistance Rolls 81
21.2 Awareness 81
21.3 Conflicting Actions 82
21.4 Orientation 82

22.0 Movement, Encumbrance, and Exhaustion. 83
22.1 Movement 83
22.1.1 Base Movement Rate 83
22.1.2 Pace 84
22.1.3 Movement Maneuvers 84
22.1.4 Movement Summary 85
22.2 Encumbrance 85
22.3 Exhaustion 86

23.0 Attacks. 87
23.1 Attack Results 88
23.2 Defensive Capabilities 90
23.2.1 Armor 90
23.2.2 Shield & Weapons 91
23.2.3 Helmets 91
23.2.4 Greaves 91
23.2.5 Cover & Position 91
23.2.6 Parrying 92
23.2.7 Quickness Stat Modification 92
23.2.8 Adrenal Defense 92
23.2.9 Special Items 92
23.3 Offensive Capabilities 94
23.3.1 Skill Bonuses 94
23.3.2 Weapon Quality 94
23.3.3 Special Items 94
23.3.4 Position & Status 94
23.3.5 Parrying 94
23.3.6 Range 94
23.3.7 OB Penalties from Non-attack Activity 94
23.4 Melee Attacks 96
23.4.1 Weapon Combinations 96
23.4.2 Declaring a Melee Attack 97
23.4.3 Defensive Bonus 97
23.4.4 Offensive Bonus 97
23.5 Missile Attacks 98
23.5.1 Reloading 98
23.5.2 Armor Missile Attack Penalties 98
23.5.3 The Throw & Melee Action 98
23.5.4 Defensive Bonus 98
23.5.5 Offensive Bonus 98
23.6 Basic Spell Attacks 99
23.6.1 Range 99
23.6.2 The Target 99
23.6.3 Defensive Bonus 99
23.6.4 Offensive Bonus 99
23.7 Directed Spell Attacks 100
23.7.1 Range 99
23.7.2 Defensive Bonus 100
23.7.3 Offensive Bonus 100
23.8 Area Spell Attacks 100
23.8.1 Range 100
23.8.2 Center Point 100
23.8.3 Defensive Bonus 100
23.8.4 Offensive Bonus 100

24.0 Static Maneuvers. 101

25.0 Moving Maneuvers. 103

26.0 Casting Spells. 105

PART V
THE GM'S TASK: THE WORLD SYSTEM

27.0 The Setting. 109
27.1 Civilized Areas 109
27.2 The Countryside 109
27.3 Adventure Sites 110

28.0 The Non-player Characters. 111
28.1 The General Populace 111
28.2 Hostile Populations 111
28.3 Inhabitants of Adventure Sites 113
28.4 Handling Creatures 114
28.5 Associates of the Player Characters 114

29.0 The Plot. 115

30.0 Adventures & Activities in the Strategic Environment. 117
30.1 Activity in Civilized Areas 117
30.2 Activity in the Countryside 118
30.3 Scouting the Countryside 121
30.4 Typical Adventures 122

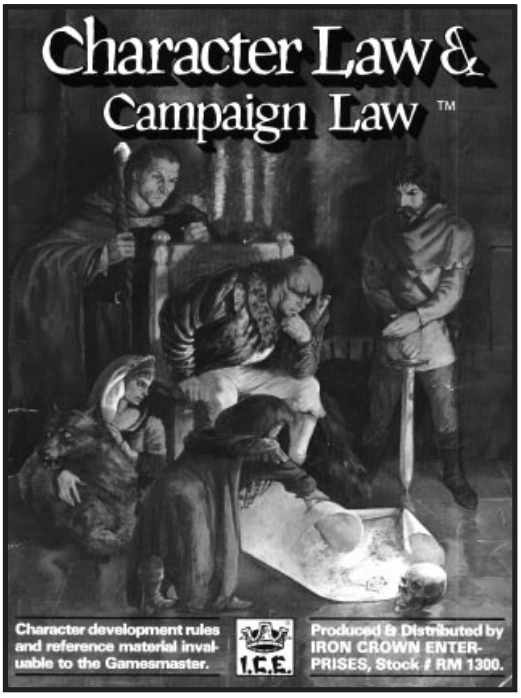
31.0 Awarding Experience Points. 123
31.1 Experience Point Multipliers 123
31.2 Basic Experience Point Categories 123
31.2.1 Maneuver EPs 123
31.2.2 Spell EPs 124
31.2.3 Combat EPs 124
31.2.4 Idea EPs 126
31.2.5 Travel EPs 126
31.2.6 Miscellaneous EPs 126
31.2.7 Negative Experience Points 126

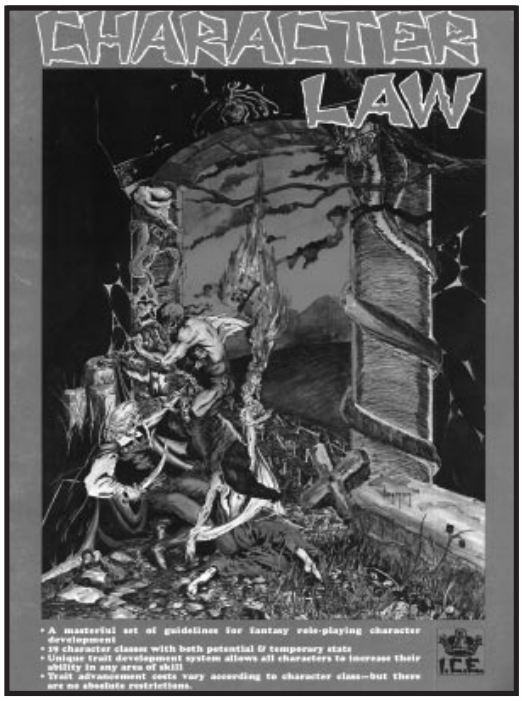
32.0 Miscellaneous Topics. 127
32.1 Magic Items 127
32.2 Injury, Death, and Healing 129
32.2.1 Death 131
32.2.2 Effects of Death 132
32.2.3 Injuries 133
32.3 Religion 134
32.4 Breakage 134
32.5 Economics 135
32.6 Other Topics 136

Table of Contents

PART VI
THE APPENDICES

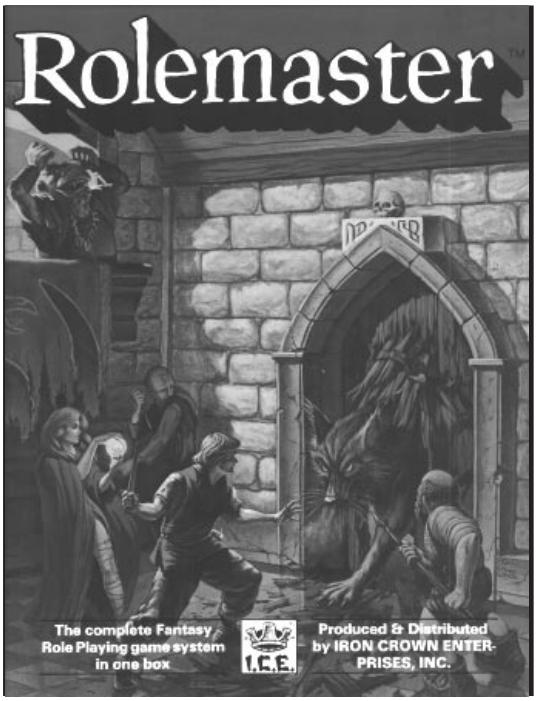
A-1 The Skills. 139
A–1.1 Armor Skill Categories 141
A–1.2 Artistic • Active Skill Category 143
A–1.3 Artistic • Passive Skill Category 145
A–1.4 Athletic • Brawn Skill Category 147
A–1.5 Athletic • Endurance Skill Category 149
A–1.6 Athletic • Gymnastics Skill Category 151
A–1.7 Awareness • Perceptions Skill Category 153
A–1.8 Awareness • Searching Skill Category 155
A–1.9 Awareness • Senses Skill Category 157
A–1.10 Body Development Skill Category 159
A–1.11 Combat Maneuvers Skill Category 161
A–1.12 Communication Skill Category 163
A–1.13 Crafts Skill Category 165
A–1.14 Directed Spells Skill Category 167
A–1.15 Influence Skill Category 169
A–1.16 Lore Skill Categories 171
A-1.17 Martial Arts Skill Categories 173
A–1.18 Outdoor • Animal Skill Category 175
A–1.19 Outdoor • Environmental Skill Category 177
A–1.20 Power Awareness Skill Category 179
A–1.21 Power Manipulation Skill Category 181
A–1.22 Power Point Development Skill Category 183
A–1.23 Science/Analytic Skill Categories 185
A–1.24 Self Control Skill Category 187
A–1.25 Special Attacks Skill Category 189
A–1.26 Special Defenses Skill Category 191
A–1.27 Spells Skill Categories 193
A–1.28 Subterfuge • Attack Skill Category 195
A–1.29 Subterfuge • Mechanics Skill Category 197
A–1.30 Subterfuge • Stealth Skill Category 199
A–1.31 Technical/Trade • General Skill Category 201
A–1.32 Technical/Trade • Professional/Vocational Skill Categories 203





A-2 The Spells and Spell Lists. 209
A-3 The Cultures & Races. 213
A-3.1 Common Orcs 215
A-3.2 Dwarves 216
A-3.3 Greater Orcs 217
A-3.4 Grey Elves 218
A-3.5 Half-elves 219
A-3.6 Half-orcs 220
A-3.7 Halflings 221
A-3.8 High Elves 222
A-3.9 High Men 223
A-3.10 Hillmen 224
A-3.11 Mariners 225
A-3.12 Nomads 226
A-3.13 Ruralmen 227
A-3.14 Urbanmen 228
A-3.15 Wood Elves 229
A-3.16 Woodmen 230
A-4 The Professions. 231
A-4.1 Fighter 235
A-4.2 Thief 236
A-4.3 Rogue 237
A-4.4 Warrior Monk 238
A-4.5 Layman 239
A-4.6 Magician 240
A-4.7 Illusionist 241
A-4.8 Cleric 242
A-4.9 Animist 243
A-4.10 Mentalist 244
A-4.11 Lay Healer 245
A-4.12 Healer 246
A-4.13 Mystic 247
A-4.14 Sorcerer 248

TABLE OF CONTENTS



A-4.15 Ranger 249
A-4.16 Paladin 250
A-4.17 Monk 251
A-4.18 Dabbler 252
A-4.19 Bard 253
A-4.20 Magent 254

A-5 The Talents and Flaws. 255
Talent/Flaw Cost Chart 255
Lesser Talents Chart 257
Minor Talents Chart 258
Major Talents Chart 259
Greater Talents Chart 260
Minor Flaws Chart 261
Major Flaws Chart 262
Greater Flaws Chart 263
Special Flaws Chart 264

A-6 The Training Packages. 265
A-6.1 Adventurer (L) 267
A-6.2 Amateur Mage (L) 267
A-6.3 Animal Friend (L) 268
A-6.4 Assassin (V) 268
A-6.5 Berserker (L) 269
A-6.6 Burglar (V) 269
A-6.7 City Guard (V) 270
A-6.8 Cloistered Academic (L) 270
A-6.9 Con Man (V) 271
A-6.10 Crafter (V) 271
A-6.11 Crusading Academic (L) 272
A-6.12 Cut Purse (V) 272
A-6.13 Detective (V) 273
A-6.14 Diplomat (V) 273
A-6.15 Doctor (V) 274
A-6.16 Explorer (L) 274
A-6.17 Guardian (L) 275
A-6.18 Herbalist (V) 275
A-6.19 Highwayman (V) 276
A-6.20 Hunter (L) 276
A-6.21 Knight (L) 277
A-6.22 Loremaster (V) 277
A-6.23 Martial Artist (L) 278
A-6.24 Mercenary (L) 278
A-6.25 Merchant (V) 279
A-6.26 Performer (V) 279
A-6.27 Philosopher (L) 280
A-6.28 Sailor (V) 280
A-6.29 Scout (V) 281
A-6.30 Shaman Priest (L) 281
A-6.31 Soldier (V) 282
A-6.32 Spy (V) 282
A-6.33 Traveller (V) 283
A-6.34 Wanderer (L) 283
A-6.35 Weapon Master (L) 284
A-6.36 Zealot (L) 284

A-7 The Creatures. 285

A-8 The Equipment. 287
Accessory Chart 288
Armor Chart 289
Food, Lodging, and Services Chart 290
Transport Chart 290
Weapon Chart 291
Herb Chart 292
Poison Chart 292

A-9 Optional Rules. 293
A-9.1 Training ..... @#$
A-9.2 Variable Stat Bonuses Based on Skills ..... @#$
A-9.3 Restraining Magic ..... @#$



Table of Contents

PART VII THE TABLES, CHARTS, & RECORD SHEETS

T-1 Initial Character Design Tables

T-1.1 Race Abilities Table 297
T-1.2 Stat Assignment Table 297
T-1.3 Potential Stat Table 297
T-1.4 Profession Table 298
T-1.5 Background Options Table 299
T-1.6 Adolescence Rank Table 300
T-1.7 Random Role Trait Table 301

T-2 Character Development Tables

T-2.1 Basic Stat Bonus Table 302
T-2.2 Skill Bonus Table 302
T-2.3 Stat Gain Table 302
T-2.4 Spell List DP Cost Table 302
T-2.5 Skill Summary Table 303
T-2.6 Experience Point Table 304
T-2.7 Training Package DP Cost Table 305
T-2.8 Standard Skill Category Developent Point Cost Table 306

T-3 General Action Tables

T-3.1 Battle Round Sequence Table 307
T-3.2 Common Actions Table 307
T-3.3 Armor Table 307
T-3.4 Resistance Roll Table 308
T-3.5 Offensive Capabilities Table 308
T-3.6 Defensive Capabilities Table 309
T-3.7 Movement, Encumbrance, & Exhaustion Charts 310

T-4 Maneuver Tables

T-4.1 Moving Maneuver Table 311
T-4.2 Standard Moving Maneuver Modifications Table 312
T-4.3 General Static Maneuver Table 312
T-4.4 Standard Static Maneuver Modifications Table 313
T-4.5 Spell Casting Static Maneuver Table 313
T-4.6 Spell Casting Modifications Table 314
T-4.7 Language Rank Table 315
T-4.8 Static Maneuver Tables 316-329
T–4.8.1 General Static Maneuver Table 316
T–4.8.2 Artistic • Active Static Maneuver Table 316
T–4.8.3 Artistic • Passive Static Maneuver Table 317
T–4.8.4 Athletic • Brawn Static Maneuver Table 317
T–4.8.5 Athletic • Endurance Static Maneuver Table 318
T–4.8.6 Athletic • Gymnastic Static Maneuver Table 318
T–4.8.7 Awareness • Perceptions Static Maneuver Table 319
T–4.8.8 Awareness • Searching Static Maneuver Table 319
T–4.8.9 Awareness • Senses Static Maneuver Table 320
T–4.8.10 Combat Maneuvers Static Maneuver Table 320
T–4.8.11 Communications Static Maneuver Table 321
T–4.8.12 Crafts Static Maneuver Table 321
T–4.8.13 Influence Static Maneuver Table 322
T–4.8.14 Lore • General Static Maneuver Table 322
T–4.8.15 Outdoor • Animal Static Maneuver Table 323
T–4.8.16 Outdoor • Environmental Static Maneuver Table 323
T–4.8.17 Power Awareness Static Maneuver Table 324
T–4.8.18 Power Manipulation Static Maneuver Table 324
T–4.8.19 Science/Analytic • Basic Static Maneuver Table 325
T–4.8.20 Self Control Static Maneuver Table 325
T–4.8.21 Special Attacks Static Maneuver Table 326
T–4.8.22 Special Defenses Static Maneuver Table 326
T–4.8.23 Subterfuge • Attack Static Maneuver Table 327
T–4.8.24 Subterfuge • Mechanics Static Maneuver Table 327
T–4.8.25 Subterfuge • Stealth Static Maneuver Table 328
T–4.8.26 Technical/Trade • General Static Maneuver Table 328
T–4.8.27 Technical/Trade • Professional/ Vocational Static Maneuver Table 329
T–4.8.28 Urban Static Maneuver Table 329

T-5 Gamemaster Tables

T-5.1 Encounter Table 330
T-5.2 Strategic Movement Rate Table 331
T-5.3 Magic Item Pricing Table 331
T-5.4 Healing Recovery Table 332
T-5.5 Race Healing Factors Table 332
T-5.6 Stat Loss Table 332
T-5.7 Experience Point Charts 333
T-5.8 Master Character Table 334

T-6 The Record Sheets

T-6.1 Character Record Sheet 335
T-6.2 Skill Category Record Sheet 336
T-6.3 Skill Record Sheet 337
T-6.4 Money & Equipment Record Sheet 338
T-6.5 Combined Category/Skill Record Sheet 339
T-6.6 Status Record Sheet 340
T-6.7 Experience Point Log 341
T-6.8 Session Log 342
T-6.9 Character Figure Templates 343
T-6.10 Blank Hex Sheet 344

THE INDICES

Table & Chart Index 345
Skill Index 346-347
Standard Index 348-351

PART I INTRODUCTION

PART I CONTENTS

1.0 Role Playing with Rolemaster. 9
- 1.1 Key Concepts and Mechanisms 9
- 1.2 What's New in the RMSR 11
- 1.3 The Rolemaster Product Lines 12
- 1.4 Dice Rolling Conventions 14
- 1.5 Calculation Conventions 14
- 1.6 Definitions 14

2.0 How to Use the Rolemaster Standard System. 17

The *Rolemaster Standard System* (*RMSS*) is ICE's complete fantasy role playing system, combining four basic parts: the *Rolemaster Standard Rules* (this product), *Arms Law*, *Spell Law*, and *Gamemaster Law*. The *RMSS* is suitable for experienced gamers who want guidelines and material to inject into their own existing game systems and world systems, as well as for those who are looking for a realistic yet playable fantasy role playing system. It contains complete rules for handling most of the situations that arise in FRP games. A variety of tables and charts add a great deal of flavor and detail to a game without significantly decreasing playability.

The *RMSS* is provided in a convenient 3-hole punch format with a system of access tabs for easy reference. So as future optional guidelines and rules are released, a GM can easily update his world's rules system with the material he deems appropriate.

The *Rolemaster Standard System*'s four basic components are:

The *Rolemaster Standard Rules* (*RMSR*) provides all the guidelines and rules needed to play ***Rolemaster***. Its primary parts are concerned with character definition, character design, performing actions, and outlining the Gamemaster's tasks.

Arms Law (*AL*) provides the melee and missile combat tables and charts for the *RMSS*, while the *Rolemaster Standard Rules* (this product) fully describes their use within the system.

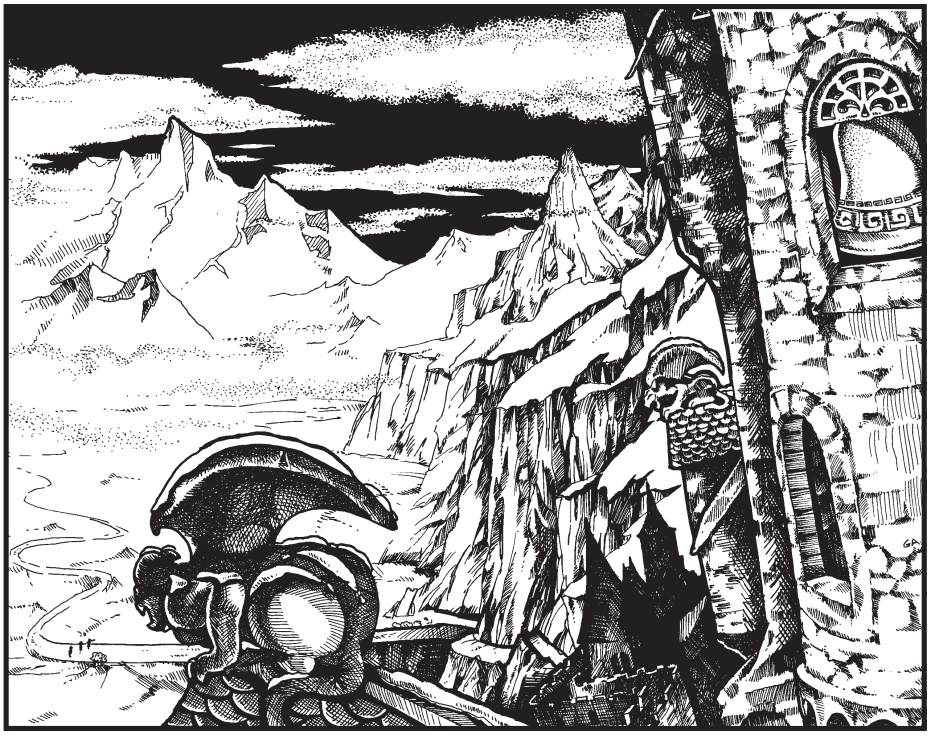
Spell Law (*SL*) provides the spell lists and spell combat tables and charts for the *RMSS*, while the *Rolemaster Standard Rules* (this product) fully describes their use within the system.

Gamemaster Law (*GML*) provides the detailed guidelines and material that a Gamemaster needs to run a role playing game in general and specifically using the *RMSS*.

These four products allow a Gamemaster to expand an existing system by gradually inserting components. Such a process can increase the variations and options available to the Gamemaster and the players without forcing an abrupt transition to a new game system. A more detailed description of each component system is presented in Section 1.3.1.

The rest of this section is meant to be an introduction for someone who is unfamiliar with the concept of fantasy role playing. More experienced readers may want to skip this material, but the novice should read them carefully.

Note: *For readability purposes,* ***Rolemaster*** *uses standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/his, etc.*



WHAT IS FANTASY ROLE PLAYING?

The easiest way to understand a role playing game is to think of it as a work of fiction such as a novel or a play or a movie. In a novel the author determines the setting of the novel along with the actions of all of the characters and thus the plot. In a role playing game, the author (called the Gamemaster) determines the setting and some of the basic elements of the plot. The actions of the characters (and thus part of the plot) are determined during the game by the game "players" and the Gamemaster. Each "player" controls the actions of his "player character" or alter ego, while the Gamemaster controls the actions of all of the other characters (called non-player characters). Thus each player assumes the role of (role plays) his character and the Gamemaster role plays the non-player characters. A fantasy role playing game is a "living" novel where interaction between the actors (characters) creates a constantly evolving plot.

The Gamemaster also makes sure that all characters perform actions which are possible only within the framework of the setting that he has developed (his "fantasy" world). In a sense, the Gamemaster acts as a referee. This is where the "fantasy" part and the "game" part come into the definition of a fantasy role playing game. A Gamemaster creates a setting which is not limited by the realities of our world; thus, the setting falls into the genre of fiction known as "fantasy." However, the Gamemaster commonly uses a set of "rules" which define and control the physical realities of his fantasy world. Using these rules turns the role playing "novel" into a game.



Thus, a fantasy role playing (FRP) game is set in a fantasy world whose reality is not defined solely by our world, but instead is defined by a set of game rules. The creation of the plot of a FRP game is an on-going process which both the Gamemaster and players may affect, but which neither controls. The plot is partially determined along with the setting, but it is heavily influenced by the interaction of the characters with one another and and random events.

Since fantasy role playing is a game, it should be interesting, exciting, and challenging. One of the main objectives of a FRP game is for each player to take on the persona of his (or her) player character, reacting to situations as the character would. This is the biggest difference between FRP games and other games such as chess or bridge. A player's character is not just a piece or a card; in a good FRP game, a player places himself in his character's position. The Gamemaster uses detailed descriptions, drawings and maps to help the players visualize the physical settings and other characters. In addition, each player character should speak and react to the other players as his character would. All of this creates an air of involvement, excitement, and realism (in a fantasy setting of course).

The Gamemaster has been described as "author" of the FRP game; actually, he functions as more than this. The Gamemaster not only describes everything which occurs in the game as if it were really happening to the player characters, but he also acts as a referee or judge for situations in which the actions attempted by characters must be resolved. The Gamemaster has to do a lot of preparation before the game is actually played. He must develop the setting and scenarios for the play of the game, using the game rules and material of his own design (or commercially available play aids). Until the players encounter certain situations during play, some material concerning the setting and the scenario is known only to the Gamemaster. In addition, the Gamemaster plays the roles of all of the characters and creatures who are not player characters, but still move and act within the game setting, affecting play.

Each player develops and creates a character using the rules of the game and the help of the Gamemaster (for the character's background and history). Each player character has certain numerical ratings for his attributes, capabilities and skills. These ratings depend upon how the player develops his character using the rules of the game. Ratings determine how much of a chance the character has of accomplishing certain actions. Many of the actions that characters attempt during play have a chance of success and a chance of failure. Therefore, even though actions are initiated by the Gamemaster and the players during the game, the success or failure of these actions is determined by the rules, the characters' ratings, and the random factor of a dice roll.

Finally, a fantasy role playing game deals with adventure, magic, action, danger, combat, treasure, heroes, villains, life and death. In short, in a FRP game the players leave the real world behind for a while, and enter a world where the fantastic is real and reality is limited only by the imagination of the GM and the players themselves.

ROLE PLAYING WITH ROLEMASTER

This section provides an overview of the some of the key concepts and mechanisms of the *Rolemaster Standard System*. It also summarizes some of the key differences between this edition of ***Rolemaster*** and earlier editions, and it provides an overview of the *RMSS* and the ***RM*** product line. Finally, this section presents some definitions of some commonly used key terms along with the *RMSS* calculation and dice rolling conventions.

1.1 KEY CONCEPTS AND MECHANISMS

This section is meant to serve as a summary for and introduction to some of the key features of the *RMSS*. Some of the major factors that separate the *RMSS* from other FRP systems will be briefly described here. This discussion should be enough to allow many experienced fantasy role players to get the basic ideas behind this system, then each section (or product) dealing with a specific feature can be for details.

The basics of the *RMSS* are relatively simple to master. It is designed for those acquainted with FRP in general, or for those interested in a flavorful, detailed set of guidelines—not rules. The *RMSS* is intended for GMs who may wish to pick and choose their some of the parameters that define the environment of their game. ICE hopes that GMs will feel free to build upon the foundations provided.

1.1.1 · ROLEMASTER STANDARD RULES

The *Rolemaster Standard System* is designed to provide both the Gamemaster and his players with tremendous detail and flexibility in character development and the resolution of a wide variety of actions and activities.

PERSONAL CHARACTERISTICS (STATS)

The *RMSS* also provides a unique approach to the statistics that define a character's physical and mental attributes (i.e., stats). Under these guidelines each stat is quite important, and no one or two stats clearly dominate. Rarely will a character be without flaws or a "chink in his armor." A character must choose his strengths and weaknesses. In the *RMSS* there are 10 stats, each represented by a number between 1 and 100 (1-100). They provide detail and flavor and remain relatively simple to work with.

The stats include 4 physical characteristics: Strength, Constitution, Quickness, Agility. They also include 4 mental characteristics: Intuition, Empathy, Memory, Reasoning. Finally, there are two stats included that represent characteristics partially mental and partially physical: Presence, Self Discipline. These stats are described in detail in Section 5.0. Each stat may affect the ability of the character to perform specific actions; this is discussed in Section 5.4.

Each stat has two values. The potential ("ultimate") value (genetically) that the character's stat can obtain. The temporary value represents the value of the characteristic's current level. The temporary stats can rise (due to character advancement and other factors) and fall (due to injury, old age, etc.). However, the potentials rarely change. Of course, the temporary stat for a particular characteristic can never be higher than the potential for the same characteristic. For example, a character could have a temporary Strength of 80 and a potential of 92; and the 80 would be his effective Strength for combat purposes (circumstances could raise or lower the 80 but never above 92). This feature is described in detail in Sections 5.1 and 12.0.

SKILLS & SKILL CATEGORIES

As a character advances in levels he develops and trains in certain abilities called skills and skill categories. His capability (i.e., rank) in each skill and skill category affects his chances of accomplishing certain actions and activities (e.g., fighting, maneuvering, spell casting, etc.). The key features of skills in this system are:

1) Each skill is grouped with other similar skills in a skill category. Both the skill and its skill category affect his chances of accomplishing certain actions.
2) Any character may develop any skill and skill category regardless of profession. However, depending upon the specific character's training early in life, certain skills and skill categories require more or less effort relative to other characters. How much effort is required to develop a skill or skill category depends upon the profession chosen by the player.
2) Based upon the values of certain stats (Section 15.0), each character has a total amount of "effort" to devote to skill and skill category development at each level.
3) Each character has complete freedom in how to allocate his "effort" among the various skills and skill categories he decides to develop. Development costs will be the same for characters of the same profession and will tend to reduce the degree of variation. Yet, this "cost effectiveness" will direct development only along vaguely similar lines.

The skills and skill categories are the ones required by normal play, and a Gamemaster can easily add more if his specific game requires others. Skills are discussed in great detail in Section 6.0 and Appendix A-1.

PROFESSIONS

Each character has a profession which reflects his training and inclinations in early life. A profession dictates the ease in which a particular skill or skill category may be developed, but it does not generally act to prohibit development. Thus, a player is allowed to enhance his abilities in certain skill areas which would not be accessible to his profession under other systems. Only the "cost" in time and lost opportunities in "easily developed skills" act to bias the selection process.

Each profession requires different "efforts" to develop each individual skill. For example, in order to gain a certain expertise in using a sword, a Fighter might only expend 20% of the effort that a Magician might: this is because a Fighter is trained in physical activities (fighting in particular), while a Magician has spent much of his early life studying spells. However, the effort required for the same Fighter to learn to cast a spell might be 20 times that required of a Magician, and he would never be very effective with it. Twenty different professions are provided and discussed in detail in Section 4.0 and Appendix A-4.

Experience Levels

Each character while adventuring will reach stages of development called experience levels (or just "levels"). At each new level the character becomes more powerful and skillful in his chosen areas of expertise. Ideally, for realism, the character would develop after each activity or experience. However, this is extremely difficult to handle in practice. It necessitates stopping action in the game, performing bookkeeping, calculating the value of the experience, and determining what the character learned. Thus, we limit these factors by allowing a character to develop only at discrete intervals called levels (this factor is common to many FRP systems). Levels are discussed in detail in Section 7.0.

Individualizing Characters

It is often desirable to provide each character with certain factors that make him (or her) unique. This system already does this to a certain extent: 20 professions and complete freedom in skill development. We also provide a variety of other suggestions, including: 16 detailed cultures/races, role traits, equipment, detailed personal backgrounds, background options, training packages, talents, special items, hobbies, etc.

1.1.2 · ARMS LAW

Arms Law applies the *RMSS*'s unique system for handing attacks to melee and missile combat. Its key features include:

- A fantasy medieval melee and missile combat system with individual attack tables for twenty-nine weapons and statistics for dozens more.
- Thirteen attack tables that integrate the size, instincts, and fighting patterns of a wide variety of animals, monsters, and practitioners of the martial arts.
- Twelve critical strike tables that give specific, detailed damage descriptions for a variety of different types of attack results: slashing, puncturing, crushing, grappling, unbalancing, etc.
- Two fumble tables that gives specific, detailed descriptions of the results of various types of weapon fumbles and attack failures.

1.1.3 · SPELL LAW

One of the basic aspects of the *RMSS* is the use of spell lists and experience levels (or just levels). The ability to cast and learn spells is closely tied to a character's level.

Spells are grouped into lists. A spell list is an ordering of spells based upon their level, intricacy, and potency. All spells in a list have common characteristics and attributes, although each may have vastly different effects and applications. Spell lists are grouped into categories based upon professions and realms of power (Channeling, Essence, and Mentalism). There are over 2,000 spell descriptions organized into 186 spell lists divided into:

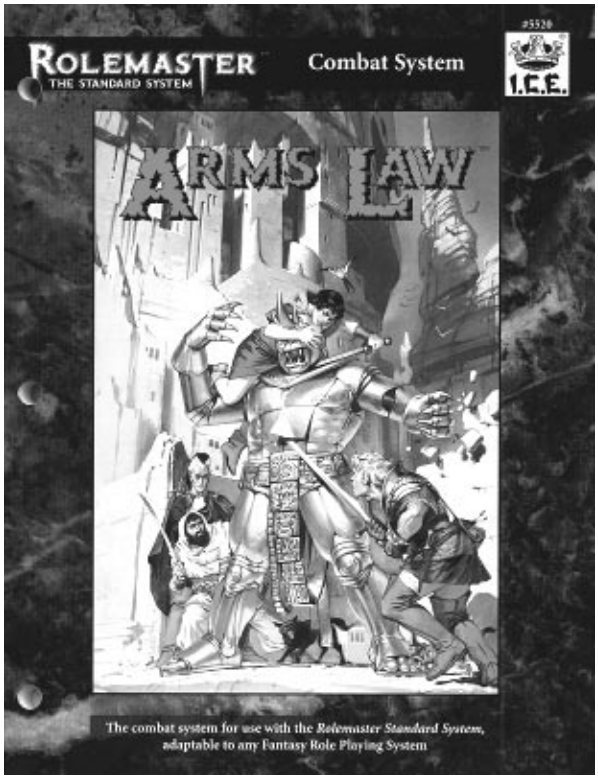
- 1 set of "open" spell lists for each realm of power (i.e., spell lists that are learnable by characters in any profession of the realm and even by some professions outside the realm)
- 1 set of "closed" spell lists for each realm of power (i.e., spell lists are learnable by most characters who cast spells from the realm)
- 15 sets of professional "base" spell lists (i.e., a set of base spell lists are usually learnable only by characters of a specific profession)
- 1 set of "evil" spell lists for each realm of power (i.e., spell lists usually learnable only by "evil" characters)
- 3 sets of "other" professional "base" lists (i.e., spell lists associated with non-standard professions).

In addition, *Spell Law* uses the *RMSS*'s unique system for handing attacks using: critical strike tables (for heat, cold, electricity, etc.), a spell failure table, a resistance roll table, and a variety of spell attack tables.

1.1.4 · GAMEMASTER LAW

Gamemaster Law is an aid for those who wish to create and employ an alternate world setting for their fantasy role playing game. It is designed to give Gamemasters an idea of the essential elements of a fantasy realm, and provides ways to develop a rich, consistent foundation upon which to build as their campaign progresses. It also provides a wealth of material that can help a GM handle difficult and unusual situations that can arise in a FRP game. Some key features include guidelines for:

- Determining what type of game to run based upon the types of players available and the GM's personality and skills.
- Designing exciting and intriguing stories, NPCs, and backgrounds; and, letting them evolve to create an ever-changing world for adventuring.
- Enhancing the enjoyment of gaming sessions.
- Tournament gaming and on-line gaming.
- Using *RMSS* mechanisms for very specific situations: commerce & trading, healing, diseases, poisons, equipment, etc.



1.2 WHAT'S NEW IN THE RMSS

This section summarizes some of the key differences between this edition of ***Rolemaster*** and earlier editions. This material assumes that the reader is familiar with the earlier editions of ***RM***.

Races & Cultures — Mixed Men and Half-orcs have been added. High Elves have been renamed to Grey Elves, Fair Elves to High Elves, Normal (Lesser) Orcs to Common Orcs, and Orcs (Greater) to Greater Orcs. Trolls are no longer included as potential characters in the *RMSS*. In addition, each Common Man and Mixed Man character belongs to one of six Cultures.

An extensive, one-page description of each race and culture is provided in Appendix A-3. Many of the system parameters for the races differ from the old values (e.g., SD stat mods for Elves are lower, there are new, race-specific skill rank progressions for Body Development and Power Point Development, etc.).

Professions — New: Layman (the old No Profession), Dabbler (an Essence Semi spell user), Magent (a Mentalism Semi spell user), and Paladin (a Channeling Semi spell user). The Healer is now a Channeling-Mentalism Hybrid spell user), and the Alchemist, Seer, and Astrologer are not included in the *RMSS*.

Each Hybrid spell user has three prime requisites (stats)—its two realm stats and Self Discipline (Healer: In/Pr/SD, Mystic: Em/Pr/SD, and Sorcerer: Em/In/SD).

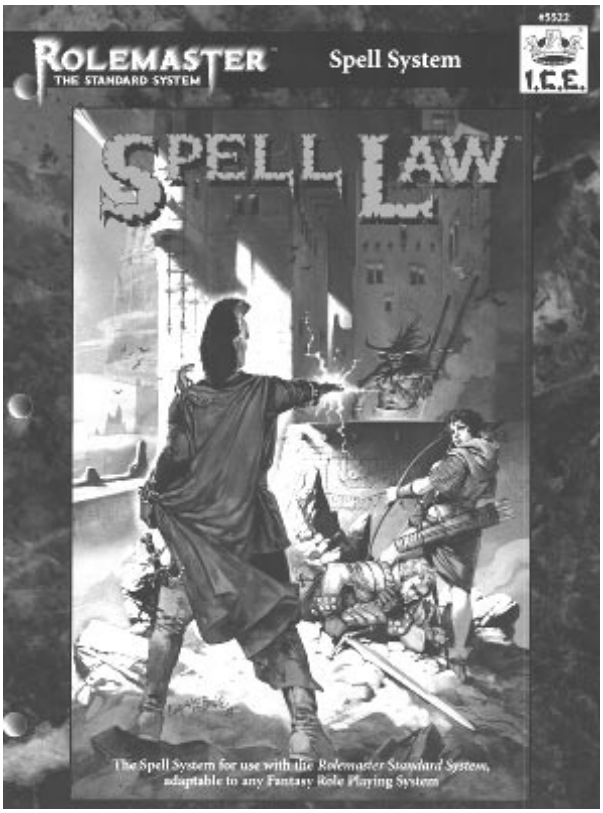
A profession no longer has level bonuses associated with it, instead, it has fixed profession bonuses. An extensive, one-page description of each profession is provided in Appendix A-5.

Stats — Temporary stats are now generated by assigning 600 + 10d10 points. This is a one-to-one assignment for stats under 91, with a increased cost for stats above 90. Each potential stat is determined by rolling a number of dice related to the difference between the temporary and the potential. Stat gain rolls are also handled in a slightly different manner.

Stat bonuses are approximately one third of what they previously were. However, instead of averaging the stat bonuses applicable to a skill, you now just add the stat bonuses **and** three stat bonuses instead of two apply to most skills. This makes calculating the stat bonus for each skill much easier. Taking this new mechanism into account, stat bonuses are higher than before (e.g., +15 for a 90 stat and +30 for a 100 stat).

Skills — Most of the Companion skills have been incorporated and they have been totally reorganized into new groupings called skill categories. The total bonus for a skill is based upon its skill ranks **and** upon the rank of its skill category. Ranks in skills and skill categories must be developed separately, but a skill category rank affects *all* of the skills in that category (i.e., it is a "similar skill" mechanism).

The standard progression for a skill rank bonus is now: -15 if no ranks, +3 for ranks 1-10, +2 for ranks 11-20, +1 for ranks 21-30, and +0.5 for ranks over 30—the notation for this is "-15 • 3 • 2 • 1 • 0.5." The standard progression for a skill category rank bonus is now: "-15 • 2 • 1 • 0.5 • 0."



So, if you develop one rank in a skill and one rank in its category each time you develop a skill, the combines progression is: "-30 • 5 • 3 • 1.5 • 0.5." This is a bit more generous than the old progression of "-25 • 5 • 2 • 0.5 • 0.5" for skill ranks alone.

Some skill categories use a non-standard progression (e.g., Body Development, Power Point Development, Spell Lists, etc.). Skill categories with non-similar skills use a "Combined" progression of: "-30 • 5 • 3 • 1.5 • 0.5" for the skills and zero for all ranks of the skill category (i.e., development of the skill category gives no skill bonus). Certain skills can also be given lower (or higher) than normal DP costs by placing them in Occupation, Everyman, and Restricted skill categories—usually due to culture/race, profession, or a factor of the individual GM's world system.

Skill Development — With the new standard progression outlined above, you must develop two ranks (skill and skill category) to get the approximate skill rank bonus of the old system. To account for this, a character gets approximately twice the Development Points each level. In addition, since a skill category's bonus applies to all skills in the category, developing multiple skills in the same category will effectively have a reduced DP cost.

There is no longer a DP cost of "#/*"—at most three ranks (#/#/#) can be developed in a skill (or skill category) each level. The ranks developed during adolescence skill development are now based upon the character's culture/race (i.e., DPs are **not** used).

DPs can now be used to develop *Training Packages*. A Training Package is a group of related ranks for skills and skill categories that can be developed at a reduced DP cost.

Spell List Development — Skill ranks are developed for each spell list—a spell is "learned" each time a rank is developed in its list. The DP cost for this varies based on the type of list (e.g., base, open, etc.), the number of the rank being developed, and how many different lists are developed in a given level advancement.

Background Options — A much wider variety of Background Options have been provided, including a balanced set of *Talents* and *Flaws* (see Appendix A-5).

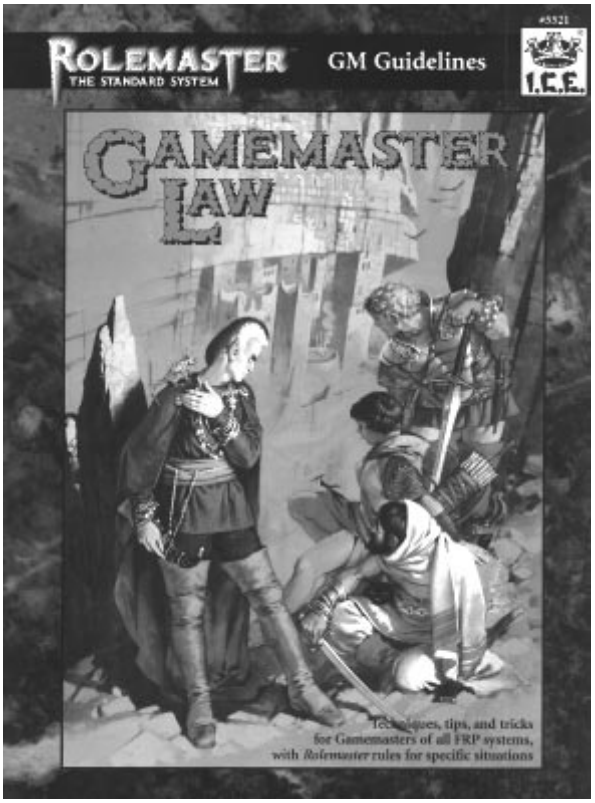
Recovery & Exhaustion — Recovery and exhaustion for Power Points, Hits, and Exhaustion Points are formalized and handled in a new way.

Role Traits — An system of "role traits" is provided to help you develop your character's motivation, personality, alignment, and physical appearance.

Performing Actions — The entire turn sequence has been redone to provide for a more fluid resolution of actions and activities. Each character may take up to three "actions" a round. A general decision on how fast to attempt to accomplish an action must be made: as a *snap action* (very fast, with a -20 modification), as a *normal action*, or as a *deliberate action* (slow, but with a +10 modification). Within each of these types, actions are resolved based upon each character's *Initiative Roll* (2d10+Qu bonus+mods).

In addition, the resolution of attacks has been generalized, combining all of the old attack resolution rules from *Arms Law*, *Spell Law*, and *Character Law*. The static maneuver tables have been expanded and standardized. The movement and encumbrance rules have been fine-tuned.

Finally, the old Extraordinary Spell Failure rules have been redone and incorporated into a *spell casting static maneuver* that is required for all spell casting that does not meet the "automatic spell casting" requirements.



1.3 THE ROLEMASTER PRODUCT LINES

This section provides some brief descriptions of the existing and planned products in ICE's ***Rolemaster*** line. These products fall into two categories: core products (*Arms Law*, *Spell Law*, *Gamemaster Law*, and the *Rolemaster Standard Rules*) and non-core products.

1.3.1 · CORE PRODUCTS

The ***RM*** core products are the four products that make up the *Rolemaster Standard System*: *Arms Law*, *Spell Law*, *Gamemaster Law*, and the *Rolemaster Standard Rules.*

Rolemaster Standard Rules (*RMSR*) — This product provides all the guidelines and rules needed to play ***Rolemaster***. Its primary parts are concerned with character definition, character design, performing actions, and outlining the Gamemaster's tasks. Details of the *RMSR* are not covered here because it is the product you are currently reading. See Section 1.1.1 for some key features of the *RMSR*.

Arms Law (*AL*) — This product is a detailed fantasy/medieval combat system covering the mechanics of weapon attacks, animal attacks, martial arts attacks, fumbles, and critical strikes. It has been designed to provide a logical, detailed, manageable procedure for resolving combat between individuals and small groups.

This combat system provides 29 weapon attack tables, each of which integrates the strengths and weaknesses of one specific weapon versus 20 different armor types. Additional guidelines are given for dozens of other weapons. *AL* also provides animal attack tables and martial arts attack tables which handle all kinds of unarmed attacks. To handle specific, detailed occurrences during combat, *AL* includes two fumble tables and a dozen different critical strike tables. See Section 1.1.2 for some other key features of *AL*.

Spell Law (*SL*) — This product deals with the integration of spells and magic into a fantasy role playing environment. Real skill in play is emphasized, since the choice of a spell and its application to a given situation become the key elements of success. To this end, *SL* describes over 2,000 spells, organized into three "realms of power" and keyed to 15 different professions.

The spells in *SL* are organized into "spell lists", each of which consists of spells which are related in function or base application. Spell lists are grouped into categories based upon professions and realms of power (Channeling, Essence, and Mentalism). See Section 1.1.3 for some other key features of *SL*.

Gamemaster Law (*GML*) — This product is an aid for those who wish to create and employ an alternate world setting for their fantasy role playing game. It is designed to give Gamemasters an idea of the essential elements of a fantasy realm, and provides ways to develop a rich, consistent foundation upon which to build as their campaign progresses. See Section 1.1.4 for some other key features of *GML*.

1.3.2 · NON-CORE PRODUCTS

The non-core ***Rolemaster*** products fall into four broad categories: secondary "Law" products, source products, companion products, and other products.

SECONDARY "LAW" PRODUCTS

These products are specific topic ***Rolemaster*** rules books. Some potential topics/titles include:

War Law — The original ***RM*** mass combat system is still usable with the *RMSS*. It will eventually be reworked to more closely mesh with the *RMSS* and to make "unit generation" more workable.

Sea Law — The original ***RM*** ship combat system is still usable with the *RMSS*.

Equipment Law — A compilation of adventuring equipment and a system for defining and integrating various technology levels into a ***RM*** game.

Talent Law — A point cost based system formalizing and detailing talents, powers, and flaws available through background options.

SOURCE PRODUCTS

These products provide specific topic ***RM*** source material and play aids. Some potential topics/titles include:

Creatures & Monsters — ICE's compendium of information and statistics for two key elements of fantasy role playing: creatures, and encounters. It also includes guidelines and statistics for dozens of new races.

Rolemaster GM Screen — A GM screen with a summary booklet of some of the most commonly accessed tables and charts.

Rolemaster Character Sheets — Contains character sheets individualized for the various professions.

Races & Cultures — An expanded compendium of information and statistics for ***RM*** races and cultures.

Treasures & Riches — An expanded collection of magic items and treasures.

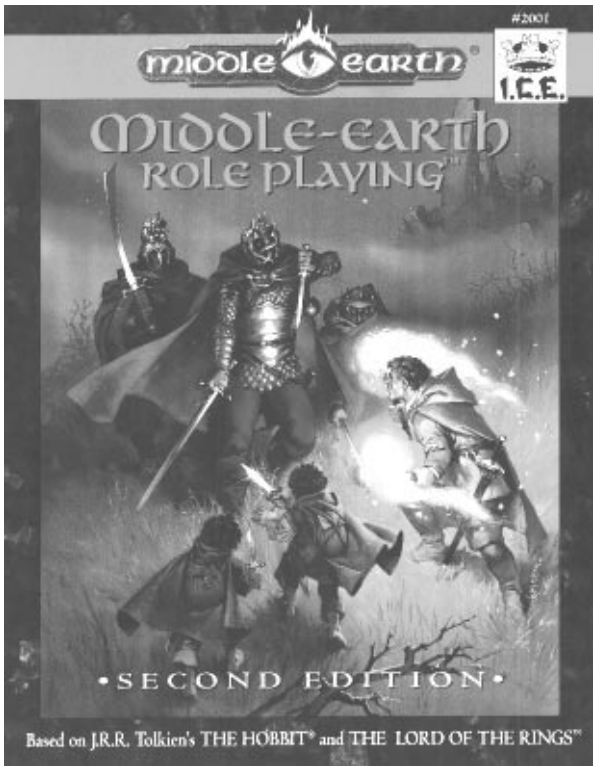
Heroes & Rogues — Fully developed ***RM*** characters for use as PCs and NPCs.

Weapons & Armor — A compendium of various types of weapons and armor for ***RM***.

COMPANION PRODUCTS

These products provide ***RM*** optional rules and variants on a focused topic. Some potential topics/titles include:

Arcane Companion
Arms Companion
Essence Companion
Stealth Companion
Channeling Companion
Martial Arts Companion
Mentalism Companion



OTHER PRODUCTS

The Shadow World™ Series — Modules and adventures in a rich, self-contained fantasy environment designed specifically for use with for ***RM***, but which can be used as isolated or hidden areas in any GM's campaign world.

Space Master™ — ICE's science fiction role playing system is compatible with ***RM***, allowing Gamemasters to inject sci-fi elements into their FRP games and vice versa.

Middle-earth Role Playing™ — A complete system specifically designed to introduce people to fantasy role playing in J.R.R. Tolkien's Middle-earth. It is suitable for those who have never before played a FRP game, as well as more experienced gamers who are looking for a realistic, easy to play FRP system for low-level adventures. It is compatible with ***Rolemaster*** and can serve as a great introduction to ***RM*** for novices.

ICE's Middle-earth® Support Products — A wide variety of rules, guidelines, and modules for use with fantasy role playing in J.R.R. Tolkien's Middle-earth. Completely compatible with both ***RM*** and ***Middle-earth Role Playing***.

1.4 DICE ROLLING CONVENTIONS

Each die used in ***Rolemaster*** is either a 10-sided or a 20-sided dice which gives a result between 0 and 9. If two of these dice are used, a variety of results can be obtained. However, results between 1 and 100 are the primary basis of the *RMSS* (i.e., ***RM*** is a "percentile" system).

Note: *These dice can be obtained at your local hobby and game stores.*

Percentile Rolls ("1-100",1d100)

1-100 Roll (1d100) — Most of the rolls in ***Rolemaster*** are "1-100" rolls (also called "d100" rolls). To obtain a 1-100 result roll two dice together—one die is treated as the "ten's" die and the other as the "one's" die (designate before rolling, please). Thus a random result between 01 and 100 (a "00" is treated as 100) is obtained.

Example: *The GM asks a player to make a 1-100 roll. The two dice are rolled; the ten's die is a "4" and the one's die is a "7." Thus the result is "47."*

Low Open-ended Roll — To obtain a "low open-ended roll" first make a 1-100 roll. A roll of 01-05 indicates a particularly unfortunate occurrence for the roller. The dice are rolled again and the result is subtracted from the first roll. If the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the low open-ended roll.

Example: *The GM asks a player to make a low open-ended roll, and the initial roll is a 04 (i.e., between 01 and 05). A second roll is made with a result of 97 (i.e., between 01 and 05); so a third roll is made, resulting in a 03. Thus, the result of the low open-ended roll that the GM requested is -96 (= 04 - 97 - 03).*

High Open-ended Roll — To obtain a "high open-ended roll" first make a 1-100 roll. A roll of 96-00 indicates a particularly fortunate occurrence for the roller. The dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the high open-ended roll.

Example: *The GM asks a player to make a high open-ended roll, and the initial roll is a 99 (i.e., between 96 and 100). A second roll is made with a result of 96; so a third roll is made with a result 04. Thus, the result of the high open-ended roll that the GM requested is 199 (= 99 + 96 + 04).*

Open-ended Roll — An open-ended roll is both high open-ended and low open-ended.

Non-"1-100" Rolls

1-10 Roll (1d10) — In instances when a result (roll) between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10. Such a roll is referred to as "1-10" or "d10."

1-5 Roll (1d5) — Roll one die, divide by 2 and round up ("1d5").

1-8 Roll (1d8) — Roll one die; if the result is 9 or 10, reroll until a 1 to 8 result occurs ("1d8").

5-50 Roll (5d10) — Roll 1-10 five times and sum the results.

2-10 Roll (2d5) — Roll two dice, divide each result by 2 (round up), and then add the two results to obtain the "2-10" ("2d5") result.

Other Required Rolls — Any other required rolls are variants of the above.

Unmodified Rolls (UM)

Certain results on some rolls indicate an immediate effect—no modifications (or bonuses) are considered. These rolls are marked on the appropriate charts with a UM. For example, all weapon attacks result in a fumble if the initial unmodified 1d100 roll falls within the fumble range of the weapon.

1.5 CALCULATION CONVENTIONS

When making calculations and using the formulae in the *RMSS*, the results often do not come out evenly.

- You should maintain fractions until you come up with a final result that will be used in play.
- But, whenever a *final* result has a fractional remainder, it is *always* rounded up to the nearest whole number (i.e., fractions less than 0.5 goes 0, and greater than or equal to 0.5 goes to 1).

Example: *Darien has development stats of 46, 57, 73, 91, and 99. His available development points are equal to: (46+57+73+91+99)÷5 = 366 ÷ 5 = 73.2. This rounds up to 73 DPs.*

If the stats were 46, 60, 73, 91, and 99, the DPs would be: (46+60+73+91+99)÷5 = 369 ÷ 5 = 73.8. This rounds up to 74 DPs.

Example: *Darien has 25 skill category ranks in Power Awareness, his skill category rank bonus is equal to: (10x2)+(10x1)+5x(0.5) = 20+10+2.5 = 32.5. This rounds up to 33.*

1.6 DEFINITIONS

The majority of unique terms found in the *RMSS* are not described below; rather they are usually described when they are used in the text. The terms defined below are frequently used or are very important for using and understanding the *RMSS*.

Action: An action is one of the activities which a character may perform during a round (10 seconds).

Animal: A living creature capable of feeling and voluntary motion, but excluding those characterized as beings.

Area Attack Spell: An elemental attack spell that attacks an area rather than a specific target; e.g., *Cold Ball, Fire Ball,* etc.

Attack Roll: A "Roll" that is used to determine the results of a melee or missile attack.

Basic Attack Spell: A spell that attacks a target, but which is not an elemental attack spell.

Base Spell List: A spell list that is easily learnable only by members of one specific profession.

Being: Any intelligent creature, including all humanoid types, enchanted creatures, etc. Intelligence should be characterized by system and/or Gamemaster.

Campaign: An ongoing fantasy role playing game which takes place as a series of connected adventures, with respect to both time and circumstance.

Chance: Often an action or activity has a "chance" of succeeding or occurring, and this chance is usually given in the form of # %. This means that if a roll (1-100) is made (see below) and the result is less than #, then the action or activity succeeds (or occurs); otherwise it fails. Alternatively, you can roll (1-100) and add the result to the #; if the result is greater than 100, then the action or activity succeeds (or occurs); otherwise it fails.

Channeling: One of the realms which provide the source of power for spells (see Section 4.1).

Closed Spell List: A spell list that is easily learnable only by the Pure and Hybrid spell users of the spell list's realm.

Combat Roll: See "Attack Roll."

Concussion Hits: See "Hits."

Critical Strike: Unusual damage due to a particularly effective attack. Note**:** The term "critical" (or just crit) will often be used instead of "critical strike."

Defensive Bonus (DB): The total subtraction from a combat roll due to the defender's advantages, including bonuses for the defender's quickness, shield, armor, position, and magic items (see Section 23.2).

Dice Roll: See Roll.

Directed Attack Spell: An elemental attack spell that attacks a specific target; e.g., *Ice Bolt*, *Fire Bolt*, etc.

Downed: When a combatant falls to the ground, he is considered downed. This does not mean prone. It is presumed that the combatant is still moving.

Elemental Attack Spell: An spell which creates and uses fire, cold, water, ice, or electricity to attack a target. The "elements" created by these spells are real when the spell is cast.

Essence: One of the realms which provide the source of power for spells (see Section 4.2).

Experience Level (Level): A character's level is a measure of his current stage of skill development, and usually is representative of his capabilities and power.

Failure: See "Spell Failure."

Fire: To make a missile attack (verb), or a number of missile attacks (noun).

Fumble: An especially ineffective attack which yields a result that is disadvantageous for the attacker.

Gamemaster (GM): The gamesmaster, judge, referee, dungeonmaster, etc. The person responsible for giving life to a FRP game by creating the setting, world events and other key ingredients. He interprets situations and rules, controls non player characters, and resolves conflicts.

Group: A collection of player characters.

Herbs: A plant or plant part valued for medicinal qualities.

Hits (Concussion Hits): Accumulated damage, pain, and bleeding, that can lead to shock, unconsciousness, and sometimes death (also called Concussion Hits). Each character can take a certain number of hits before passing out (determined by his "Body Development" skill).

Hybrid Spell User: A spell user who can easily learn spells in two different realms.

Inanimate: Not having qualities associated with active, living, organisms; not animate.

Initiative: The factor that helps determine the order in which combatants resolve their attacks; e.g., the combatant with the highest initiative attacks first.

Inorganic: Involving neither organic life or products of organic life.

Level: See "Experience Level."

Lord Spell: A spell is keyed to a 20th level effect and will normally be defined in multiples/increments of 20.

Maneuver Roll: A roll that is used to determine the results of a maneuver.



Maneuver: An action performed by a character that requires unusual concentration, concentration under pressure, or a risk (e.g., climbing a rope, balancing on a ledge, picking a lock, etc.). Maneuvers requiring movement are "Moving Maneuvers" (MM), and other maneuvers are called "Static Maneuvers" (SM).

Martial Arts (MA): Forms of attack and self-defense which involve specialized mental and physical training and coordination. Most unarmed combat fall into this category.

Mass Spell: A spell with its "# of targets" or its "area of effect" based upon the caster's level.

Melee: Hand-to-hand combat (i.e., combat not using projectiles, spells, or missiles) where opponents are physically engaged—be it a fist fight, a duel with rapiers, or a wrestling match.

Mentalism: One of the realms which provide the source of power for spells (see Section 4.3).

Missile weapon: In the *RMSS*, this indicates a low velocity airborne projectile, usually from a manually fired weapon. Such weapons include an arrow from a bow, a quarrel from a crossbow, a stone from a sling, etc. Thrown weapons are also included in this area. Normally, missile weapons do not include projectiles fired by explosions or other high-velocity propulsion means (e.g., guns are "projectile weapons").

Non Attack Spell: A spell which does not attack a target.

Non Spell User: A character with very little spell casting capability, but with a great deal of capability in non-spell areas.

Non-Player Character (NPC): A being in a fantasy role playing game shows actions are not controlled by a player, but instead are controlled by the Gamemaster.

Offensive Bonus (OB): Each character has an "offensive bonus" when he is making an attack—this OB can include bonuses for the character's stats, superior weapon, skill rank, magic items, etc. This OB is added to any attack rolls that are made when he is using that particular attack (see Section 23.3).

Open Spell List: A spell list that is easily learnable by any profession of the spell list's realm.

Organic: Of or deriving from living organisms.

Orientation Roll: A roll representing a character's degree of control following an unusual action or surprise.

Parry: The use of part of a character's offensive capability to effect an opponent's attack.

Player Character (PC): A character whose actions and activities are controlled by a player (as opposed to the Gamemaster).

Player: A participant in a fantasy role playing game who controls one character, his player character.

Power Point Multiplier (PP Multiplier): An item that increases the wielder's inherent power points (see Section 32.1).

Power Points (PP): A number which indicates how many spells a character may intrinsically cast each day (i.e., between periods of rest). In order to cast a spell, the caster must expend a number of "power points" equal to the level of that spell.

Profession: A character's profession is a reflection of his training and thought patterns; in game terms, it affects how much effort is required to develop skill in various areas of expertise.

Projectile weapon: As opposed to a missile weapon, this indicates a device which mechanically fires a high-velocity projectile (e.g., a gun).

Prone: When a combatant stops moving (and usually drops to the ground), he is considered prone.

Pure Spell User: A spell user who can easily learn spells in only one of the three realms. Most spell using professions fall into this category.

Realm: All spells and the power required to cast spells are classified in the three "realms" of power**:** Essence, Channeling, and Mentalism (see Section 4.0).

Resistance Roll (RR): A dice roll which determines whether or not a character successfully resists the effect of a spell, poison, disease, or some other form of adversity.

Roll: Two different colored 10-sided dice are used to resolve any activity requiring a "Roll;" such dice are available in most hobby and toy stores. Each of these dice has two sets of the numbers**:** 0,1,2,3,4,5,6,7,8, and 9. These dice can be used to obtain a variety of results. These various results are described in Section 1.1.4.

Round: The time (10 seconds) required to perform one action.

Self-reloading: Refers to any weapon which reloads (or recharges) itself and is ready for another shot almost immediately (i.e., it is capable of two attacks in the same round). Most projectile weapons fall into this category, while normal bows and thrown weapons do not. Normally self-reloading weapons only occur in FRP games in the form of magic items.

Semi Spell User: A spell user with some spell casting capability in one realm, but also with considerable non-spell capabilities. A character is a Semi spell user by virtue of his profession only. Non spell users who somehow learn spells are still termed Non spell users.

Session: A single sitting of game adventure. A number of sessions form a campaign.

Shot: A missile attack.

Skill: Training in an area which influences how effectively a character is able to perform a particular action or activity. "Skill Rank" is a measure of the effectiveness of a specific skill (see Section 6.0 and Appendix A-1).

Skill Category: A grouping of related skills that require the same approximate effort to develop. "Skill Category Rank" is a partial measure of the effectiveness of the specific skills in that category (see Section 6.0).

Slaying item or weapon: An item or weapon specifically designed to combat and/or destroy a being or type of being (e.g., a Dragon-slaying sword or staff).

Spell Adder: An item that allows its wielder to cast a set number of spells without expending power points (see Section 32.1).

Spell Failure: This occurs when a particularly low roll is made when casting a spell; it indicates possible malfunction or backfiring of the spell.

Spell Level: The minimum skill rank for the spell's list that is necessary for a spell user to know or inherently cast that particular spell.

Spell List: A grouping and ordering of related spells based upon a correlation of level, intricacy, and potency of the spells. A character who has developed (i.e., "learned") a spell list to a specific skill rank is able to cast a spell from that list if its level is less than or equal to that skill rank.

Spell points: The same as the term Power Points.

Stat (Characteristic): One of 10 physical and mental attributes which are considered most important to an adventurer in a FRP game. Stats affect how well a character develops his skills, moves, fights, takes damage, absorbs information, etc. Stats in the *RMSS* are gauged on a scale from 1-100. To convert from a 3-18, simply multiply be 5 and add 5.

Stat Bonus: Each stat is assigned a bonus that is used to modify skill checks.

Static Maneuver (SM, Static Action): An action performed by a character which requires unusual concentration or thought under pressure and does not involve pronounced physical movement.

Swing: A melee attack (noun), or to make a melee attack (verb).

Target: The term "target(s)" refers to the being(s), animal(s), object(s), and/or material that a melee attack, missile attack, or spell attempts to affect.

True Spell: A "True" spell is the highest level version of a specific spell type. Its potency will define the upper limit of the effect(s) derived from a given spell.

Wound: An injury in which the skin is torn, pierced, or cut.

HOW TO USE THE ROLEMASTER STANDARD SYSTEM

The *Rolemaster Standard System* (*RMSS*) has four separately indexed sets of "core" rules:

Product	**Referencing Prefix**
Rolemaster Standard Rules (RMSR)	none
Arms Law	*AL*
Spell Law	*SL*
Gamemaster Law	*GML*

In general, a specific rules "section" in the *RMSS* is referenced by using the abbreviation for the appropriate set of rules (no prefix for the product you are currently reading, the word "Section," and the appropriate section number (or numbers or range of numbers).

Example: *This text is in "Section 2.0." The introductory material in Arms Law is in "AL Section 1.0." The introductory material in Spell Law is in "SL Section 1.0." The introductory material in Gamemaster Law is in "GML Section 1.0."*

Note: *Other, non-core products will refer to the sections in this product (i.e., the Rolemaster Standard Rules) with a "RMSR" prefix.*





The Gamemaster

The Gamemaster should first skim the rules to get an overall view of the system. Then he should read all of the rules in the *RMSR*, *AL*, *SL*, and *GML* thoroughly. If a section is not understood immediately, it should be marked and referred to again after all of the rules have been read. Examples are included to aid in absorbing the rules. The Gamemaster need not memorize or fully analyze the significance of all of the rules at first. The rules are organized in such a fashion that many situations can be handled by referring to specific rules sections when they first arise.

The Gamemaster should also read the optional rules (Appendix A-9) and decide which he feels are appropriate for his game and world system. He should make sure that the players are clear as to which are to be used and which are not to be used.

The Players

The players should first read Sections 1.1-1.3 to get an overview of the component parts of the *RMSS*. Next, they should skim Part II (Sections 3.0-10.0) to get an idea of the major factors affecting a character. Then they should generate a character by following the procedure and examples outlined in detail in Part III (Sections 11.0-17.0), referring to Part II for explanations of the various aspects of a character.

Before play begins, the players should also read (or have explained to them) Part IV (Sections 18.0-25.0) so that they will understand what their options are in a tactical (usually combat) situation. In addition, players whose characters are spell users should read Section 26.0 in order to obtain an understanding of the spell casting process. It is not absolutely necessary for the players to immediately read the rest of the *RMSS* material, since much of that material is concerned with how the Gamemaster can handle the setting of the game, the plot elements, and other factors. However, a complete reading of the system will enable the players to understand the mechanisms which govern play.

When a player has made his initial choices for his character, he should get a copy of the page for his character's culture or race (Appendix A-3) and the page for his profession (Appendix A-4). Most of the information necessary for creating his specific character will be summarized on these two pages.

PART II
YOUR CHARACTER

PART II CONTENTS

3.0 Culture and Race. 21
3.1 The Races 21
3.2 The Cultures 21
3.3 Special Racial Capabilities 21

4.0 Professions. 23
4.1 The Realm of Channeling 23
4.2 The Realm of Essence 24
4.3 The Realm of Mentalism 24
4.4 The Realm of Arms 25
4.5 Combinations of Two Realms of Power 26
4.6 Combinations of Arms and a Realm of Power .. 26

5.0 Stats. 27
5.1 Temporary and Potential Stats 27
5.2 Development Stats 27
5.3 Primary Stats 27
5.4 Stat Bonuses 28

6.0 Skills. 29
6.1 Skill Bonuses 29
6.2 Skill Ranks 29
6.3 Skill Category Ranks 30
6.4 Rank Development 31
6.5 The Skills and Skill Categories 32

7.0 Experience and Advancing Levels. 35
7.1 Experience Points 35
7.2 Character Levels 35
7.3 Advancing a Level 36

8.0 Miscellaneous Factors. 37
8.1 Spell Lists 37
8.2 Power Points 38
8.3 Hits 38
8.4 Exhaustion Points 38
8.5 Defensive Bonus 39
8.6 Moving Maneuver Penalty 39
8.7 Resistance Rolls 39
8.8 Special Abilities 40
8.9 Equipment & Money 40

9.0 A Character's Role. 41
9.1 Background Details 41
9.2 The Role of the Character 41

10.0 Keeping Track of Your Character. 45

In a fantasy role playing game, each of the "players" controls the actions of his "player character," while the Gamemaster controls the actions of all of the other characters (called non-player characters). Thus, one of the main objectives of a FRP game is for you to take on the persona of your player character, reacting to situations as your character would. This is the biggest difference between FRP games and other games such as chess or bridge. Your player character is not just a piece or a card. In a good FRP game you place yourself in your character's "role."

A role playing game deals with adventure, magic, action, danger, combat, treasure, heroes, villains, life, and death. So, by taking on the role of your characters, you can leave the real world behind for a while, and enter a world where the fantastic is real and reality is limited only by your imagination and that of the other players and the Gamemaster.

YOUR CHARACTER

Your character will have certain factors that define his attributes, capabilities, and skills. These factors determine how much of a chance your character has of accomplishing certain actions. Many of the actions that your character will attempt during play have a chance of success and a chance of failure. Therefore, even though actions are initiated by the Gamemaster and the players during the game, the success or failure of these actions is determined by the ***Rolemaster*** rules, the factors that define your character and the random factor of a roll of the dice.

The specific factors that define your character are presented and discussed in the rest of Part II (Sections 3.0–10.0). Part III (Sections 11.0-17.0) presents the actual character design process, while Part IV (Sections 18.0-26.0) presents the guidelines for performing actions.


GA

CULTURE AND RACE

Cultural and racial characteristics for a fantasy role playing game are heavily dependent upon the world system being used by the Gamemaster. This section presents some of the "classic" races and cultures from mythology, literature and fantasy role playing. Each race and culture has a full description in Appendix A-3.

A Gamemaster should determine which races and cultures are appropriate for his world system, as well as incorporating any additional races deemed necessary. A Gamemaster may incorporate other races and cultures into his world using the same factors outlined in this section. An upcoming ***Rolemaster*** sourcebook, *Cultures & Races*, will provide a wider variety of cultures and races.

Each character must have a race, and each Common Man and Mixed Man must have a culture. The Race Abilities Table T-1.1 provides the racial abilities and characteristics that influence play in a fantasy role playing game. Section 32.2 provides racial modifications to the effects of death and injury.

3.1 THE RACES

Full descriptions for each race can be found in Appendix A-3. The twelve standard ***Rolemaster*** races are:

Common Men	Mixed Men	High Men
Wood Elves	Grey Elves	High Elves
Half-elves	Dwarves	Halflings
Common Orcs	Greater Orcs	Half-orcs

Each Common Man and Mixed Man character must have a "culture"—one of the six given in Section 3.2 or another culture keyed to the GM's world.

3.2 THE CULTURES

Each Common Man and Mixed Man character must have a culture. Full descriptions for each culture can be found in Appendix A-3. The six standard ***Rolemaster*** cultures are:

Urbanmen	Ruralmen	Nomads
Woodmen	Hillmen	Mariners

3.3 SPECIAL RACIAL CAPABILITIES

The chief racial factors affecting a character are given in the Race Abilities Table T-1.1:

- Stat bonus modifications
- Resistance Roll modifications
- Body Development skill rank bonus progressions (see Section 6.0 & 8.3)
- Power Point Development skill rank bonus progressions (see Sections 8.1 and 8.2)
- Background Option information (see Section 14.0)

Certain races will have advantages in certain of these areas, but penalties in others. For example, Elves have better stat bonuses than Common Men but they get fewer Background Options.

Note: *Different races also have different modifications to the effects of death and injuries. These modifications are presented in Section 32.2.*

Racial Stat Bonus Modifications

The racial racial modifications to stat bonuses apply to the basic stat bonuses described in Section 5.4.

Resistance Roll Modifications

A Resistance Roll modification is added directly to a Resistance Roll (see Sections 8.7 and 21.1) made against an appropriate spell, poison, or disease.

Languages

Language can be a unifying element among groups with varying racial or cultural backgrounds. On the other hand, it can also be a barrier which can lead to the destruction of a hearty group of adventurers. Since most worlds embrace a number of tongues, and few characters know all the languages, translators and cooperative efforts may be necessary to solve the language problems. By having each player's character know and/or understand (to varying degrees) different languages, a tremendous amount of diversity can be injected into the game.

A character's fluency and literacy in a particular language is determined by the skill rank which the character has achieved in "language" skill for that language (see Section 6.0 and Appendix A-1.12).

The Gamemaster should decide which languages are automatically known by each of the races in his world system. Appendix A-3 provides suggested starting languages and easily learnable languages for each race and culture. Each character may then expand on this base through the skill acquisition process (see Sections 13.0 and 15.0).

RACE ABILITIES TABLE T-1.1

Race	Racial Stat Bonus Modifications										RR Modifications					# BG opts
	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ess.	Chan.	Ment.	Pois.	Dis.	
Common Men	0	0	0	0	+2	0	0	0	0	+2	0	0	0	0	0	6
Mixed Men	0	+2	0	0	+2	+2	0	+2	0	+2	0	0	0	0	0	5
High Men	-2	+4	0	0	0	0	0	+4	-2	+4	-5	-5	-5	0	0	4
Wood Elves	+4	0	+2	0	-5	+2	0	+2	+2	0	-5	-5	-5	+10	+100	4
Grey Elves	+2	0	+2	0	-5	+2	0	+4	+4	0	-5	-5	-5	+10	+100	3
High Elves	+2	0	+2	0	-5	+2	0	+6	+6	0	-5	-5	-5	+10	+100	2
Half-elves	+2	+2	0	0	-3	0	0	+4	+4	+2	-5	-5	-5	0	+50	4
Dwarves	-2	+6	0	0	+2	-4	0	-4	-2	+2	+40	0	+40	+20	+15	5
Halflings	+6	+6	0	0	-4	-2	0	-6	+4	-8	+50	0	+40	+30	+15	5
Common Orcs	0	+2	-4	-2	-4	-2	-4	-2	0	+2	0	0	0	0	+5	5
Greater Orcs	0	+4	-2	-2	-2	-2	-2	-2	0	+4	0	0	0	+5	+10	4
Half-orcs	0	+2	0	0	+2	0	0	0	0	+2	0	0	0	+5	+5	5

Skill Rank Bonus Progression:

Race	Body Development	Channeling PP Development	Essence PP Development	Mentalism PP Development
Common Men	0 • 6 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
Mixed Men	0 • 6 • 5 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
High Men	0 • 7 • 5 • 3 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
Wood Elves	0 • 6 • 3 • 1 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
Grey Elves	0 • 6 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
High Elves	0 • 7 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
Half-elves	0 • 7 • 5 • 3 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 6 • 4 • 3	0 • 7 • 5 • 4 • 3
Dwarves	0 • 7 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 3 • 2 • 1 • 1	0 • 3 • 2 • 1 • 1
Halflings	0 • 6 • 2 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 2 • 1 • 1 • 1	0 • 2 • 1 • 1 • 1
Common Orcs	0 • 6 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 4 • 3 • 2 • 1	0 • 4 • 3 • 2 • 1
Greater Orcs	0 • 7 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 5 • 3 • 2 • 2	0 • 5 • 3 • 2 • 2
Half-orcs	0 • 7 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 4 • 3 • 2	0 • 6 • 4 • 3 • 2

Note: Hybrid PP progressions are calculated by taking the lesser of the Hybrid spell user's two realms' progressions.

PROFESSIONS

Each character must have a profession. A character's profession reflects the fact that early training and apprenticeship have molded his thought patterns; affecting his ability to develop certain skills and capabilities. A profession does not prohibit the development of skills, it merely makes some skills harder and others easier to develop. Any character can develop any skill under this system.

Each profession has a full description and specifications in Appendix A-4. Every profession falls into one of six different categories based upon its area of concentration:

Category	Spell User Type
The realm of Channeling	Pure
The realm of Essence	Pure
The realm of Mentalism	Pure
The realm of Arms	Non
Combinations of two realms of power	Hybrid
Combinations of Arms and a realm of power	Semi

Spell User Classification

Professions are classified according to one of four types of spell users: Non spell users, Pure spell users, Hybrid spell users, and Semi spell users. This classification determines a character's Development Point costs for developing skill ranks for various types of spell lists (see Section 15.2). In addition, Pure spell users get to choose four extra base spell lists (see Section 11.4).

Pure concentrate on one realm of power.

Hybrid concentrate on two realms of power.

Semi concentrate on a realm of power & the realm of Arms.

Non concentrate on the realm of Arms.

Prime Stats

For each profession, some of the ten stats are called the profession's "prime stats." A character must have at least 90s in each of his prime stats (see Section 12.1).

One the prime stats for each spell using profession is designated as a "realm stat" (two in the case of Hybrids). The stat is Intuition for Channeling users, Empathy for Essence users, and Presence for Mentalism users.

Profession Bonuses

Each profession has fixed "profession" bonuses that apply to certain skill categories (see Section 11.2).

4.1 THE REALM OF CHANNELING

Channeling is the power of the deities of a given world as channeled through their followers or other spell users. It is religious in nature and independent of the Essence. A spell user of Channeling draws directly on the power of his deity, even though this "usually" does not require the conscious cooperation of the deity. Thus spells of this realm do not necessarily reflect the nature of the deity as long as the spell user is using relatively subtle spells (i.e., healing, detection, etc.). More powerful and significant spells such as death spells and the revival of the dead might require the active consent of a deity, depending upon the world system being used by the Gamemaster.



Metal interferes with the drawing of power from deities. So wearing metal armor or a metal helmet may interfere with casting a Channeling spells (see Section 26.0). In addition, only a small amount of metal may be carried on the person of a spell user of Channeling without interfering with casting Channeling spells (see Section 26.0).

Cleric and Animist are Pure spell user professions which concentrate primarily on using Channeling power from their deities to create magical effects and cast spells.

Cleric — Clerics are the basic Channeling spell users. Clerics are Pure spell users of Channeling who have concentrated in spells which require direct power from their deities. Their base spells deal directly with life: communing with deities, summoning live creatures, protection from servants of opposing deities, and direct Channeling from their own deities. These spell users are the most powerful of the spell users of Channeling, but they are also the most restricted in the sense of heeding the desires or alignment of their deity (to be determined by the Gamemaster). They have the ability to learn, albeit at heavy cost, the use of any weapon.

Prime Stats: Intuition and Memory.

Animist — Animists are Pure spell users of Channeling (e.g. druids, Shinto priests, etc.) specializing in studies and power concerning living things, both animal and vegetable. Their base spells deal with plants, animals, nature in general and weather. They generally develop the skill of riding (and controlling) animals to a high level.

Prime Stats: Intuition and Memory.



4.2 THE REALM OF ESSENCE

Essence is the power that exists in everyone and everything of and on a given world. It has been known in other sources as the Tao, Magic, Unified Field, the Force etc. A spell user of the Essence taps this power, molds it, and diverts it into spells. Most powerful Essence spells reflect this and are almost elemental in nature: fire, earth, water, wind, light, cold, etc.

The more inert material that is on the person of the spell user of Essence, the more difficult it becomes to manipulation the Essence. Thus, wearing armor, heavy clothing, and a helmet will interfere with the casting of Essence spells (see Section 26.0). In addition, only a small amount of other material may be carried on the person of a spell user of Essence without interfering with casting Essence spells (see Section 26.0).

Magician and Illusionist are Pure spell user professions which concentrate primarily on manipulating the Essence that surrounds us all to create magical effects and cast spells. Characters in these professions can acquire knowledge of things magical and how to use them relatively quickly, but they are terribly handicapped in developing arms skills since they must discipline their minds in pursuit of their profession. Like spell users generally, they are less adept than Arms users at the skills of maneuvering and combat.

Magician (Mage) — Magicians are the basic manipulators of the Essence. Magicians are Pure spell users of Essence who have concentrated in the elemental spells. Their base spells deal mainly with the elements earth, water, air, heat, cold and light.

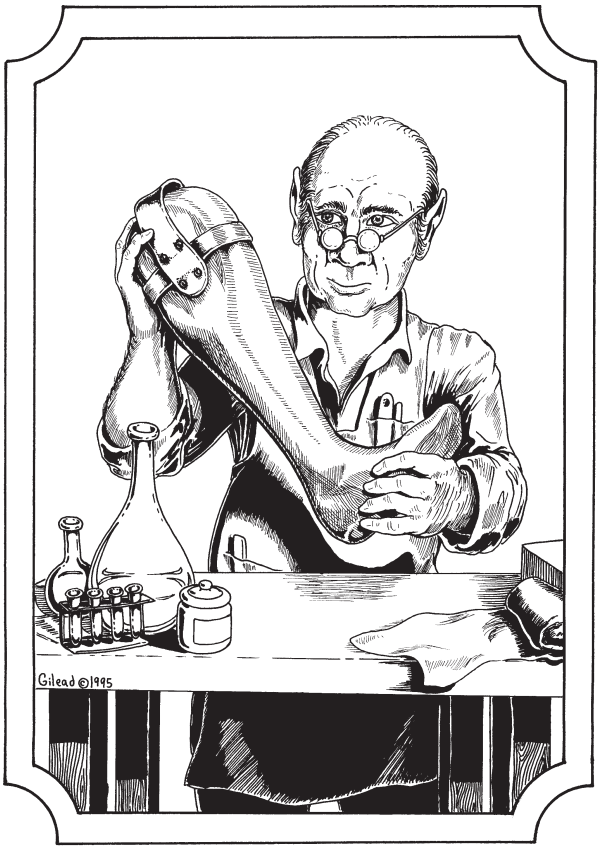
Prime Stats: Empathy and Reasoning.

Illusionist — Illusionists are less able to manipulate the Essence to overpower others, instead developing skills to mislead them. Illusionists are Pure spell users who have concentrated in spells of misdirection and illusion. Their base spells deal mainly with the manipulation of elements which affect the human senses: sight, sound, touch, taste, smell, mental impulses, and the combination of these senses. Illusionists have advantages in perception, stalking, and hiding over other spell users.

Prime Stats: Empathy and Reasoning.

4.3 THE REALM OF MENTALISM

Mentalism is the power of the Essence channeled through the mind of the spell user, who in effect acts as a very, very minor deity for these purposes. Thus, Mentalism is a very personal power, and even the most powerful spells are usually limited by the senses and perceptions of the spell user. Similarly, such spells are usually limited to affecting the caster or one particular target.



Any head covering interferes with the power of Mentalism spells, so wearing helmets will interfere with the casting of Mentalism spells (see Section 26.0).

Mentalist and Lay Healer are Pure spell user professions which manipulate their own personal Essence, and the Essence immediately around them with their minds in order to perform magical functions.

Mentalist — Mentalists are the basic spell users of Mentalism who have concentrated on spells which deal with the interaction of minds. Their base spells deal with the detection of mental Presence, mental communication, mind control, mind attack, mind merging, and sense control.

Prime Stats: Presence and Self Discipline.

Lay Healer — Lay Healers can aid the recuperative powers of others. Lay Healers are Pure spell users of Mentalism who have concentrated on spells which heal people and animals. Their base spells deal with the specific healing of certain diseases and injuries: organs, blood, muscles, bones, and concussion hits.

Prime Stats: Presence and Self Discipline.

4.4 THE REALM OF ARMS

The professions of Fighter, Thief, Rogue, Warrior Monk, and Layman concentrate primarily on acquiring skill in the realm of Arms. These characters have relatively easy times learning the use of weapons and the skills of maneuver and manipulation, but they will find it difficult to develop spell using ability. These professions have no trained realm of power and thus can only learn spells at great effort and cost (if at all according to the Gamemaster's discretion). Even then their spells are of very limited potency. If a Non spell user does learn to cast spells, he usually concentrates on spells from one realm—each Non spell user must choose one realm of magic to concentrate on (see Section 11.3).

Fighter (Warrior) — Fighters are the primary arms specialists. Fighters will find it easy to develop a variety of different weapons and to wear heavier types of armor. They are less skilled in maneuvering and manipulating mechanical devices such as locks and traps (though they are still superior in those areas to spell users) and have the greatest difficulty in learning anything connected with spells.

Prime Stats: Constitution and Strength.

Thief (Scout) — Thieves are specialists at maneuvering and manipulating. They have the easiest time learning mechanical skills such as picking locks and disarming traps and are fairly good at picking up weapons skills. Thieves are also unusually adept at stalking, hiding, climbing, and perception. They rarely wear heavy armor, although armor does not especially hinder the exercising of their professional abilities.

Prime Stats: Agility and Quickness.







Rogue — Rogues are characters with some expertise in thiefly abilities and more specialized knowledge of arms than that possessed by Fighters. Normally a Rogue will be almost as good as a Fighter with one weapon of his choice. The cost, in development points, of developing his thiefly skills will generally not allow him to be as good in these areas as a Thief, but his flexibility is unmatched by either profession.



Prime Stats: Agility and Strength.

Warrior Monk (Martial Artist) — Warrior Monks are experts at maneuvering and martial arts. Warrior Monks learn to use normal weapons, although not as easily as others of this realm; they prefer to utilize unarmed combat.



Prime Stats: Quickness and Self Discipline.

Layman (Jack-of-all-trades, Generalist, Everyman, Multifarian) — Normally each character has an "adventuring" profession, reflecting how his early training and life have moulded his thought patterns. However, the Layman profession represents characters who do not have a standard "adventuring" profession. Most non-adventuring NPCs will have the Layman profession.



Prime Stats: None.

4.5 COMBINATIONS OF TWO REALMS OF POWER

Sorcerer, Mystic, and Healer are Hybrid spell user professions, each of which combines some of the powers of two different realms of magic. They can obtain the power of the most potent Pure spell users only in a very restricted set of spells. However, they are much more flexible since they have easy access to two realms of power.

The conditions which interfere with casting spells from each of the three realm (see Sections 26.0) also interfere with a Hybrid spell user casting a spell. For example, a helmet will interfere with casting a Mentalist spell. When casting one of the spells from his base lists, he suffers the interference from both realms.

Healer — Healers are Hybrid spell users who combine the realms of Channeling and Mentalism; they channel power to take wounds from others and use the enormous recuperative power of their bodies to heal the wounds once taken. Thus, a Healer could heal a person by taking his patient's injury upon himself and then healing this injury gradually.

Prime Stats: Intuition, Presence, and Self Discipline.

Mystic — Mystics are Hybrid spell users who combine the realms of Essence and Mentalism; they have concentrated on subtle spells of misdirection and modification. Their base spells deal with personal illusion as well as the modification of matter.

Prime Stats: Empathy, Presence, and Self Discipline.

Sorcerer — Sorcerers are Hybrid spell users who combine the realms of Essence and Channeling, concentrating on spells of destruction. Their base spells deal with the specific destruction of animate and inanimate material.

Prime Stats: Empathy, Intuition, and Self Discipline.





4.6 COMBINATIONS OF ARMS AND A REALM OF POWER

Ranger, Paladin, Monk, Dabbler, Bard, and Magent are professions which combine the use of arms with a rudimentary knowledge of spells. These Semi spell users combine a realm of power with the realm of Arms. Normally, these professions can only cast spells of limited potency, but are fairly adept in the use of arms. Generally, these characters are inferior to Fighters in the use of arms and to spell users in the use of spells, but they have the ability to combine the advantages of both to meet a variety of needs.

Ranger — Rangers are Semi spell users who combine the realm of Channeling with the realm of Arms. Their base spells deal with operating in the outdoors and manipulating the element (weather).

Prime Stats: Constitution and Intuition.

Paladin — Paladins are Semi spell users who combine the realm of Channeling with the realm of Arms. Their base spells deal with combat and protections.

Prime Stats: Intuition and Self Discipline.

Monk — Monks are Semi spell users who combine the realm of Essence with the realm of Arms. Their base spells deal with personal movement and the control of their own body and mind, while their arms capabilities are concentrated in unarmored, unarmed combat.

Prime Stats: Empathy and Self Discipline.

Dabbler — Dabblers are Semi spell users who combine the realm of Essence with the realm of Arms. Their base spells deal with stealth, detection, perception, movement, and manipulating locks and traps.

Prime Stats: Empathy and Agility.

Bard — Bards are Semi spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with sound, lore, and item use.

Prime Stats: Memory and Presence.

Magent — Magents are Semi spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with information gathering and subterfuge.

Prime Stats: Presence and Reasoning.

STATS

The base mental and physical attributes of a character are represented by 10 statistics (called stats): 5 "primary" stats and 5 "development" stats. Each character has two numerical values on a scale of 1 to 101 (normally) for each stat (see Section 12.0). The value of a stat indicates how it rates relative to the same stat of other characters. The lower the value of a stat, the weaker it is relative to the same stat of other characters. Relatively high stats give bonuses (see Section 5.4) which apply to attempts to accomplish certain activities and actions.

An individual's stats represent prowess in various areas in comparison to the average man. John Smith, the townsman, might be theoretically assumed to have stats of 50 across the board. In the primitive society favored for most role playing games, however, it is quite likely that those with stats below 10 will be the first claimed by nature and survivors might tend to have a set of stats that are above the "average" (assume that John Smith has stats of 55). Those with access to better health care (the rich) might tend to live even if weak in critical areas, however. So Noble John Smith's stats might well average 50.

Adventurers are likely to be superior to the general population. Adventurers are presumed to start with no stat below 20, though the rigors they face may reduce their stats below this level. This is to reflect the fact that weak characters are unlikely to leave the safety of their homes and go out in the world to make their fortunes.

Higher level non-player characters (NPCs) are also likely to be superior to the general population. It is a fact of life that in attempting to increase one's experience level one has an excellent chance of dying. Superior characters are more likely to survive; thus, in creating and running NPCs, the Gamemaster is urged to consider their experience level when determining their stats.

5.1 TEMPORARY AND POTENTIAL STATS

Each stat has two values: a potential value and a temporary value. The potential value reflects the highest value that the character's stat can obtain (i.e., due to genetics and/or early childhood environment). The temporary value represents the stat's current value. Thus, each character has a set of "temporary" stats and a set of "potentials."

During play, the temporary stats can rise due to character advancement and other factors and fall due to injury, old age, etc. However, potentials rarely change. Of course, the temporary value for a given stat may never be higher than its potential. Note that a character's stats do not always increase beyond their starting level: two months of adventuring does not necessarily accomplish what eighteen or more years of youthful exuberance failed to do.

5.2 DEVELOPMENT STATS

In addition to affecting play, some stats affect the character development process. Agility, Constitution, Memory, Reasoning, and Self Discipline are relevant in determining how many skills a character can learn (development points are equal to the average of these five stats). Note that the five stats above will often be referred to as Development Stats. In game terms, other characteristics do not aid in the acquisition of skills in any way.

Agility (Ag) — Manual dexterity and litheness are the prime components of this characteristic. Also referred to as: dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, litheness, etc.

Constitution (Co) — General health and well-being, resistance to disease, and the ability to absorb more damage are all reflected in a character's Constitution. Also referred to as: health, stamina, endurance, physical resistance, physique, damage resistance, etc.

Memory (Me) — The ability to retain what has previously been encountered and learned. Note that in many instances it may be necessary for the character to rely on the player's memory, since that tends to be used whenever it is advantageous anyway. Memory provides a good basis for determining how much is retained of the pre-adult period that the Gamemaster doesn't have time to devise and describe in absolute detail to each player. Also referred to as: intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.

Reasoning (Re) — Similar to intelligence: the ability to absorb, comprehend, and categorize data for future use. It also reflects the ability to take available information and draw logical conclusions. Also referred to as: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.

Self Discipline (SD) — The control of mind over body, the ability to push harder in pursuit of some goal, or to draw upon the inner reserves of strength inherent in any individual. Also referred to as: will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.

5.3 PRIMARY STATS

The following characteristics have an influence on direct play, but do not aid in character development.

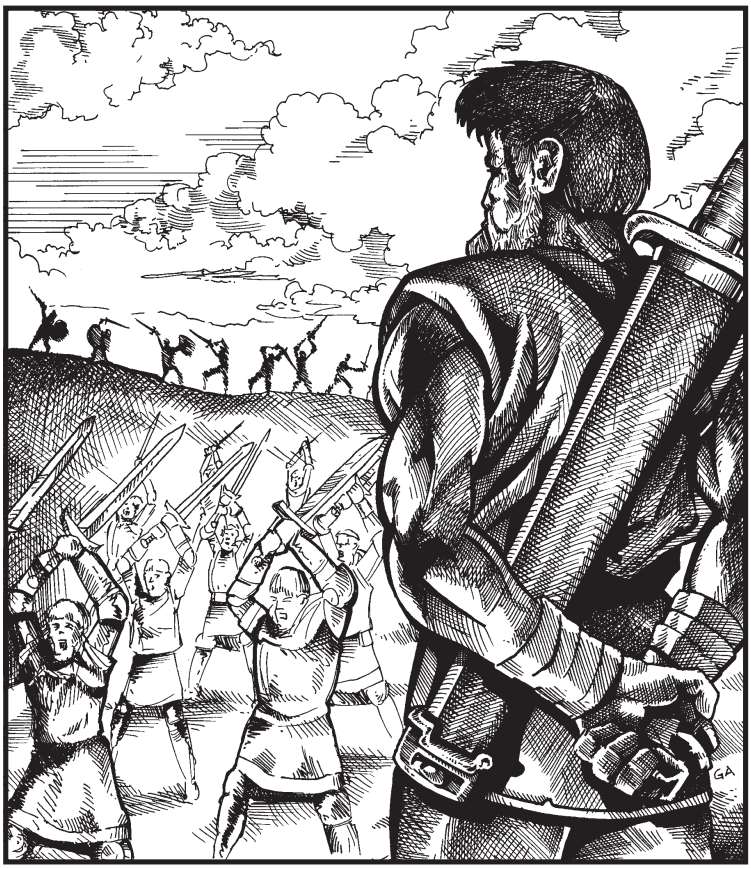
Empathy (Em) — The relationship of the character to the all-pervading force that is common to all things natural and is the basis of most things supernatural. Also referred to as: emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.

Intuition (In) — A combination of luck, genius, precognition, ESP, and the favor of the gods is embodied in this stat. Also referred to as: wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.

Presence (Pr) — Control of one's own mind, courage, bearing, self esteem, charisma, outward appearance and the ability to use these to affect and control others are the principal elements of a character's presence. Also referred to as: appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.

Quickness (Qu) — Essentially a measure of reflexes and conscious reaction time, this stat is often lumped with several others as dexterity. Also referred to as: agility, dexterity, speed, reaction ability, readiness, dodging ability, litheness, etc.

Strength (St) — Not brute musculature, but the ability to use existing muscles to their greatest advantage. Also referred to as: power, might, force, stamina, endurance, conditioning, physique, etc.



5.4 STAT BONUSES

Certain bonuses and penalties may apply to a character's skills and activities if his stats are high enough or low enough. These bonuses and penalties are called stat bonuses.

For each stat, a character's *stat bonus* is equal to the stat's *basic stat bonus* plus its *racial stat bonus modification* plus any *special modifications.*:

Stat Bonus = basic stat bonus
+ racial stat bonus modification
+ special modifications

BASIC STAT BONUS TABLE T-2.1

Stat	Basic Stat Bonus	Optional Formula
102+	14	*(Stat - 95) x 2*
101	12	*(Stat - 95) x 2*
100	10	*(Stat - 81) ÷ 2*
98-99	9	*(Stat - 81) ÷ 2*
96-97	8	*(Stat - 81) ÷ 2*
94-95	7	*(Stat - 81) ÷ 2*
92-93	6	*(Stat - 81) ÷ 2*
90-91	5	*(Stat - 81) ÷ 2*
85-89	4	*(Stat - 67) ÷ 5*
80-84	3	*(Stat - 67) ÷ 5*
75-79	2	*(Stat - 67) ÷ 5*
70-74	1	*(Stat - 67) ÷ 5*
31-69	0	—
26-30	-1	*(Stat - 33) ÷ 5*
21-25	-2	*(Stat - 33) ÷ 5*
16-20	-3	*(Stat - 33) ÷ 5*
11-15	-4	*(Stat - 33) ÷ 5*
10	-5	*(Stat - 21) ÷ 2*
08-09	-6	*(Stat - 21) ÷ 2*
06-07	-7	*(Stat - 21) ÷ 2*
04-05	-8	*(Stat - 21) ÷ 2*
02-03	-9	*(Stat - 21) ÷ 2*
01	-10	*(Stat - 21) ÷ 2*

The basic stat bonuses are determined by the value of each given stat (see the Basic Stat Bonus Table T-2.1), while the racial stat bonus modifications are determined by the character's race (see Section 3.3). Special modifications come primarily from Talents and Flaws (see Appendix A-5).

Example: *A High Man and a Halfling could both have 99 Strengths; even though the high man was 6'7" and the Halfling was 3'4". However, due to the racial stat bonus modifications given in Table T-1.1, the High Man's stat bonus due to Strength is +13 [a +9 basic stat bonus for 99 St, +4 due to his racial stat bonus modification]; while the Halfling's total stat bonus due to Strength is +1 [a +9 basic stat bonus + (-8) due to his racial stat bonus modification]. Stat bonuses may become negative through such modifications.*

The primary uses for stat bonuses are:

Skill Category Bonuses — Usually three stat bonuses apply to each skill category. The correspondence between stats and related skill categories are given in the Skill Summary Table T-2.5.

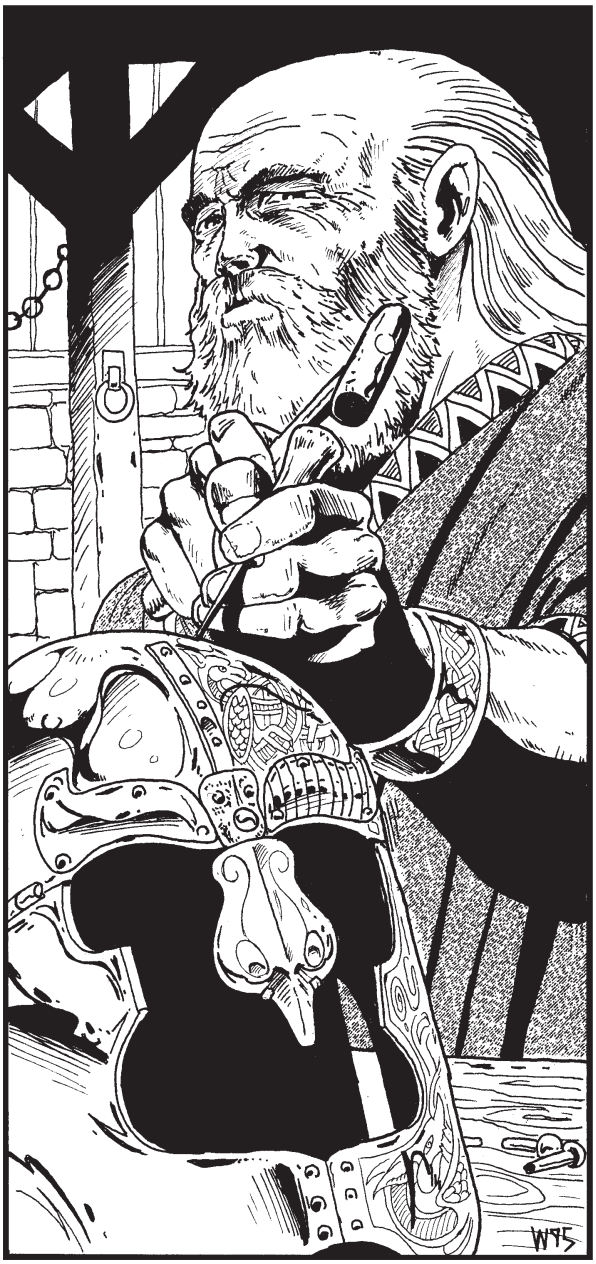
Defensive Bonus (DB) — A character benefits defensively from his Quickness—one of the major factors that affects a character's Defensive Bonus is **three times** his Quickness bonus (see Section 8.5).

Resistance Rolls (RR) — Resistance Rolls against spells and poison or disease are affected by various stat bonuses depending on the type of attack (see Sections 8.7 & 21.1).

SKILLS

As a character advances in levels he develops and trains in certain abilities called *skills*. His capability in each skill affects his chances of accomplishing certain actions and activities (e.g., fighting, maneuvering, spell casting, etc.). As he develops and improves a skill, his *skill bonus* with that skill will increase, indicating a corresponding increase in his abilities and bonuses with that skill.

Each skill is grouped with other similar skills in a specific *skill category*. Each category contains skills that utilize similar physical and mental capabilities (i.e., stats) and similar basic, general abilities. In addition to developing individual skills, a character may develop and improve all of the skills in a given skill category by increasing its *skill category bonus*.



6.1 SKILL BONUSES

Each skill has a *skill bonus* that is used when a character uses that skill. In general, a skill bonus modifies a character's chances of succeeding in certain actions. Each skill bonus is the sum of a number of other bonuses:

Skill Bonus =

Skill Rank Bonus	+ Skill Category Rank Bonus
+ Stat Bonuses	+ Profession Bonus
+ Item Bonus	+ Special Bonuses

Different skills use this bonus in different ways as described in the individual skill descriptions (see Appendix A-1). Each skill is classified as being applicable to a moving maneuver (MM), to a static maneuver (SM), to an attack (using an Offensive Bonus [OB]), or to a special purpose (SP). Sections 23.0-26.0 describe how each of these types of bonuses are used to resolve actions.

6.2 SKILL RANKS

Each of a character's skills has a skill rank starts at zero and increases each time the character develops that skill (see Sections 7.3 & 15.0). A skill's rank determines its *skill rank bonus*, which is included as part of the skill bonus utilized when applying that skill.

The Standard Progression

The *Standard* skill rank bonus progression is given in the Skill Bonus Table T-2.2. Basically, the table follows a standard progression. The bonus is -15 if the rank is zero and +3 if the rank is one. The bonus increases by 3 for each of ranks two to ten, by 2 for each of ranks eleven to twenty, by 1 for each of ranks twenty-one to thirty, and by 0.5 for each rank above thirty. The notation for this progression is:

-15 • 3 • 2 • 1 • 0.5

The Combined Progression

Most of the skills that do not follow the Standard progression are in categories with a "0 • 0 • 0 • 0 • 0" skill category rank bonus progression. So, most of these skills have the following *Combined* skill rank bonus progression:

-30 • 5 • 3 • 1.5 • 0.5

This progression just combines the Standard skill rank bonus progression and the Standard skill category bonus rank progression.

Other Progression

Certain skills use a progression that differs from both the standard progression and the combined progression—see the skill descriptions (Appendix A-1). These skill fall into the following skill categories:

Skill Category	Skill Rank Progression
All "Spells • xxx" categories	0 • 1 • 1 • 0.5 • 0
Awareness • Perception	0 • 1 • 1 • 0.5 • 0
Body Development	based on race
Power Point Development	based on race

SKILL BONUS TABLE T-2.2

Rank	Standard Skill Rank Bonus	Standard Skill Category Bonus	Combined Skill Rank Bonus
0	-15	-15	-30
1	3	2	5
2	6	4	10
3	9	6	15
4	12	8	20
5	15	10	25
6	18	12	30
7	21	14	35
8	24	16	40
9	27	18	45
10	30	20	50
11	32	21	53
12	34	22	56
13	36	23	59
14	38	24	62
15	40	25	65
16	42	26	68
17	44	27	71
18	46	28	74
19	48	29	77
20	50	30	80
21	51	31	82
22	52	31	83
23	53	32	85
24	54	32	86
25	55	33	88
26	56	33	89
27	57	34	91
28	58	34	92
29	59	35	94
30	60	35	95
31+	60 + 0.5 per rank over 30	35	95 + 0.5 per rank over 30

6.3 SKILL CATEGORY RANKS

Each of a character's skill categories has a *skill category rank* that starts at zero and increases each time the character develops a rank in that skill category (see Sections 7.3 & 15.0). A skill's category rank determines its *skill category bonus*, which is included as part of the skill bonus utilized when applying that skill.

The *Standard* skill category bonus progression is given in the Skill Bonus Table T-2.2. Basically, the table follows a standard progression. The bonus is -15 if the rank is zero and +2 if the rank is one. The bonus increases by 2 for each of ranks two to ten, by 1 for each of ranks eleven to twenty, and by 0.5 for each of ranks twenty-one to thirty. There is no bonus increase for ranks above thirty. The notation for this progression is:

-15 • 2 • 1 • 0.5 • 0

Certain skill categories do not use this progression—see the previous section and the skill category descriptions (Appendix A-1).

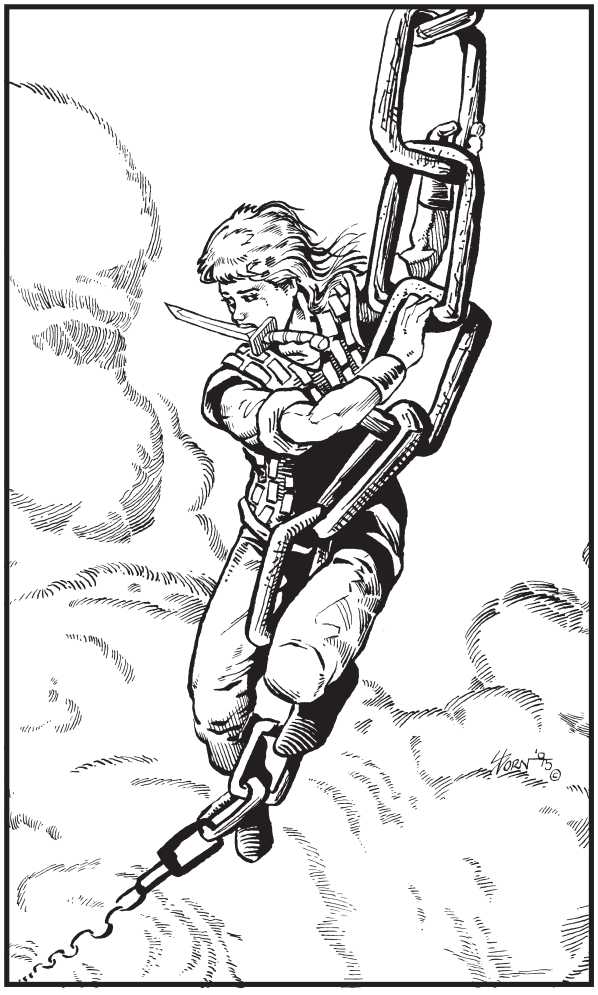
Skill Category Groups

Certain skill categories are grouped together for the purpose of development point assignment during the character creation process (see Section 15.0) and for profession bonuses (see Section 11.2). Skill categories in the same *group* start with the same word followed by a bullet (i.e., a "•").

Occupational, Everyman, and Restricted Skill Categories

Not all skills within a category are necessarily developed at the same rate. Because some races and/or professions develop specific skills at different rates, some specific skills might be designated as either *Occupational*, *Everyman*, or *Restricted* (e.g., Dwarves might be good at most Athletic • Endurance skills, but Swimming is something they are not comfortable doing).

- If a skill is designated as *Occupational*, for every rank developed, the character gains three ranks. A character cannot develop "part" of a rank to gain fewer than three ranks.
- If a skill is designated as *Everyman*, for every rank developed, the character gains two ranks. A character cannot develop "part" of a rank to gain fewer than three ranks.
- If a skill is designated as *Restricted*, for every two ranks developed, the character gains one rank.



Note that the skill remains in its standard category (and the category is not affected in any way). Some skills are restricted by their very nature (these are indicated in italics on the skill category definitions).

Unless a GM decides otherwise, the special skill classifications (i.e., Occupational, Everyman, and Restricted) specified for the professions take precedence over those specified for cultures/races and by the skill category definitions. Similarly, the special skill classifications specified for the cultures/races precedence over those specified by the skill category definitions.

Example: *Adrenal Stabilization is a Restricted skill based on its skill category, Self Control (see Appendix A-1.24). However, for the Lay Healer profession, it is a Everyman skill. So Adrenal Stabilization is an Everyman skill for a Lay Healer.*

Note: *A GM should examine all of the skills and skill categories and specify which skills are Occupational, Everyman, or Restricted for his world system. He should make clear to his players which skills have a special designation within his world.*

Example: *Adrenal Deflecting and Tumbling Evasion are skills in the Combat Maneuvers skill category. However, unless a GM decides they are "normal" for his world, these skills are automatically classified as "Restricted' (see Appendix A-1.10). In this case, they may only be developed at a rate of one rank for every two purchased.*

All Dwarf characters have Swimming as a Restricted skill (in the Athletic • Endurance skill category; see Section A-3.2). This skill is handled as outlined in the previous paragraph.

A Dwarf character also has Caving and Survival (Underground) as Everyman skills. So for every rank a Dwarf developes in these skills, he gains two ranks (resulting in very fast development of these skills).

A character in the Thief profession has Lock Lore as a Occupational skill. Thus, for every rank a Thief developes in Lock Lore, he gains three ranks (resulting in incredibly fast development in this skill).



6.4 RANK DEVELOPMENT

Skills are presumed to derive from study and experience. Under the ***Rolemaster*** character development guidelines, at each level of development a character has a certain number of *development points* which may be expended as desired by begin learning or improving skills (i.e., increasing a skill's *rank* or a skill category's *rank*). It is assumed that the character continues this development process throughout his adventures, and receives the benefits of skill development each time he reaches a new "level of experience" (see Section 7.3).

6.4.1 • DEVELOPMENT POINTS

Development points (DPs) are derived from one's stats. Each character has 5 development stats (Agility, Constitution, Memory, Reasoning, and Self Discipline) which affect his ability to develop skills. A higher Constitution allows more rigorous training, Self Discipline keeps boredom at bay, etc.

A character gets a number of development points equal to the average of his development stats (the temporary values, not potentials). These DPs may then be expended to develop skills by increasing skill ranks and skill category ranks (see Section 15.0).

Development points are received (as outlined above) when a character is started and each time a character advances a level (see Section 7.3). These points must be expended immediately to develop of skills (i.e., skill development). The expenditure of DPs represents the effort that the character is using to improve that skill, the amount of time spent on it, etc.

A character may not accumulate development points from level to level, nor may they be transferred from one character to another. However, development of a skill or a skill category may be done partially at one level and then completed by allocating more points at later levels.

Note: *Some GMs may wish to require time and/or facilities for training before skill development actually takes place. Such GMs should refer to the optional rules in Appendix A-9.1.*



6.4.2 · DEVELOPMENT COSTS

The cost of developing a skill is determined by pre-adolescent training. The best reflection of this is the character's profession; a Fighter is taught in his youth some of the basic principles behind weapons, either through a formal apprenticeship or through watching combats with the keen interest of one who wants to follow that profession. Similarly, spell users begin at an early age to attune their minds to the acquisition of their chosen magics. This early training is reflected in the Standard Skill Category Development Point Cost Table T-2.8, where the development point costs for the various skills and skill categories are listed.

Remember, a character may develop ranks in both skills and skill categories. The DP cost is the same for each skill category and every skill in that category.

> **Example:** *For a Rogue, the DP cost for Influence skill category ranks is 2/5, so the DP cost for each skill in the Influence skill category is also 2/5. These skills include Bribery, Diplomacy, Duping, Interrogation, Leadership, Trading, etc.*

It is a basic premise of ***Rolemaster*** that a character's early years in which learning patterns are formed, prejudices established, and attitudes molded are more important than a few years of study and adventuring. Thus, a character's skill rank in an area never affects the cost of improving that skill (except for skill in spell lists). A Magician who has become a near expert with a sword is still a Magician, with a Magician's thought patterns and study methods, and must pay more to increase his skill with a sword than a beginning Fighter.

Certain environments of youth may lead to differences from the standard training received by each profession. This will make some skills easier to acquire while at the same time necessarily making the mind less attuned to other skills. This is reflected by the use of Occupational and Everyman skill categories (see Section 6.3). The Gamemaster must determine which other changes of this type are appropriate for his game and world system.

Skill Development

A character is born with rank 0 ability in all skills and skill categories (increasing a skill rank by one may be termed either developing, acquiring, or improving it). A character is generally allowed to develop any skill or skill category he wishes during each experience level at the cost (in development points) given for his chosen profession.

To develop a skill, a character expends the points indicated by the Standard Skill Category Development Point Cost Table T-2.8. There are four types of development point costs:

None — A few skill categories have a DP cost of "–." The rank of one of these skill categories may not be increased by allocating DPs (e.g., Rogues have no base spell lists, so there is not DP cost for the "Spell • Own Realm Own Base Lists" category).

Single Number (#) — A skill or skill category with a single number DP cost may have its rank increased by one by allocating (i.e., expending) DPs equal to its DP cost. The rank of such a skill or skill category may only be increased by one during the skill development process (i.e., once during each level advancement, see Section 7.3).

Two Numbers (#/#) — A skill or skill category with a two number DP cost (e.g., 2/6) may have its rank increased by one by allocating (i.e., expending) DPs equal to the first number **or** may have its rank increased by two by allocating DPs equal to the sum of the two numbers. The rank of such a skill or skill category may be increased by a maximum of two during the skill development process.

Three Numbers (#/#/#) — A skill or skill category with a three number DP cost (e.g., 3/3/3) may have its rank increased by one by allocating (i.e., expending) DPs equal to the first number **or** may have its rank increased by two by allocating DPs equal to the sum of the first two numbers **or** may have its rank increased by three by allocating DPs equal to the sum of the three numbers. The rank of such a skill or skill category may be increased by a maximum of 3 during the skill development process.

> **Example:** *A Rogue with a skill rank 2 in Climbing wants to increase it to rank 4. The cost listed is 1/5, indicating he expends 1 development point to progress to skill rank 3 and 5 more (total 6) for skill rank 4.*

6.5 THE SKILLS AND SKILL CATEGORIES

The Skill Summary Table T-2.5 lists the ***RM*** skill categories and the normal skills in each category. This table doesn't include the Occupational, Everyman, and Restricted categories (see Section 6.3). Keep in mind that a character may develop skills that are not listed—his GM just has to determine into which category the skill falls.

Appendix A-1 provides complete descriptions for the normal skills, as well as suggested mechanisms for using those skills.

SKILL SUMMARY TABLE T-2.5

Skill Category	Applicable Stats	Skill Rank Bonus Progression	Skill Category Rank Bonus Progression	Skills
Armor • Heavy	St/Ag/St	Standard	Standard	Plate
Armor • Light	Ag/St/Ag	Standard	Standard	Soft Leather, Rigid Leather
Armor • Medium	St/Ag/St	Standard	Standard	Chain
Artistic • Active	Pr/Em/Ag	Standard	Standard	Acting, Dancing, Mimery, Mimicry, Play Instrument†, Poetic Improvisation, Singing, Tale Telling, Ventriloquism
Artistic • Passive	Em/In/Pr	Standard	Standard	Music, Painting, Poetry, Sculpting
Athletic • Brawn	St/Co/Ag	Standard	Standard	Athletic Games (Brawn)†, Jumping, Power-striking, Power-throwing, Weight-lifting
Athletic • Endurance	Co/Ag/St	Standard	Standard	Athletic Games (Endurance)†, Distance Running, Rowing, Scaling, Sprinting, Swimming
Athletic • Gymnastics	Ag/Qu/Ag	Standard	Standard	Acrobatics, Athletic Games (Gymnastics)†, Climbing, Contortions, Diving, Flying/Gliding, Juggling, Pole-vaulting, Rappelling, Skating, Skiing, Stilt Walking, Surfing, Tightrope-walking, Tumbling
Awareness • Perceptions	In/SD/In	0•1•1•0.5•0	0•0•0•0•0	Alertness, Sense Ambush
Awareness • Searching	In/Re/SD	Standard	Standard	Detect Traps, Lie Perception, Locate Hidden, Observation, Poison Perception, Reading Tracks, Surveillance, Tracking
Awareness • Senses	In/SD/In	Standard	Standard	Direction Sense, *Reality Awareness*, Situational Awareness†, *Spacial Location Awareness*, Sense Awareness†, Time Sense
Body Development	Co/SD/Co	See Table T-1.1	0•0•0•0•0	Body Development
Combat Maneuvers	Ag/Qu/SD	Combined	0•0•0•0•0	*Adrenal Deflecting*, Mounted Combat, Quickdraw, Reverse Stroke†, Subdual, Swashbuckling, *Tumbling Evasion*, Two-weapon Combat
Communication	Re/Me/Em	Standard	Standard	Two skills for each language (spoken & written)†, Lip Reading, *Magical Languages*, Signaling
Crafts	Ag/Me/SD	Combined	0•0•0•0•0	Drafting, Cooking, Fletching, Horticulture, Leather-crafts†, Metal-crafts†, Rope Mastery, Scribing, Service, Sewing/weaving, Skinning, Stone-crafts†, Trapping, Wood-crafts†, and others†
Directed Spells	Ag/SD/Ag	Standard	Standard	One skill for each type of directed attack†
Influence	Pr/Em/In	Standard	Standard	Bribery, Diplomacy, Duping, Interrogation, Leadership, Propaganda, Public Speaking, Seduction, Trading
Lore • General	Me/Re/Me	Standard	Standard	Culture Lore†, History†, Fauna Lore, Flora Lore, Heraldry, Philosophy, Region Lore†, Religion
Lore • Magical	Me/Re/Me	Standard	Standard	Artifact Lore, Circle Lore, Planar Lore, Spell Lore, Symbol Lore, Undead Lore, Warding Lore
Lore • Obscure	Me/Re/Me	Standard	Standard	Demon/Devil Lore, Dragon Lore, Faerie Lore, Xeno-lores†
Lore • Technical	Me/Re/Me	Standard	Standard	Herb Lore, Lock Lore, Metal Lore, Poison Lore, Stone Lore, Trading Lore
Martial Arts • Striking	St/Ag/St	Standard	Standard	Boxing, Striking Degree 1, Striking Degree 2, Striking Degree 3, Striking Degree 4, Tackling
Martial Arts • Sweeps	Ag/St/Ag	Standard	Standard	Blocking, Sweeps Degree 1, Sweeps Degree 2, Sweeps Degree 3, Sweeps Degree 4, Wrestling
Outdoor • Animal	Em/Ag/Em	Standard	Standard	Animal Handling†, Animal Healing†, *Animal Mastery*†, Animal Training†, Driving†, Herding†, Riding†
Outdoor • Environmental	SD/In/Me	Standard	Standard	Caving, Foraging, Hunting, Star-gazing, Survival†, Weather Watching
Power Awareness	Em/In/Pr	Standard	Standard	Attunement, Divination, *Power Perception*, Read Runes
Power Manipulation	Em/In/Pr	Combined	0•0•0•0•0	Channeling, Magic Ritual, Spell Mastery†, *Transcend Armor*
Power Point Development	realm stat‡	See Table T-1.1	0•0•0•0•0	Power Point Development
Science/Analytic • Basic	Re/Me/Re	Standard	Standard	Basic Math, Research
Science/Analytic • Specialized	Re/Me/Re	Combined	0•0•0•0•0	Advanced Math, Anthropology†, Alchemy, Astronomy, Biochemistry, Psychology†, and others†
Self Control	SD/Pr/SD	Standard	Standard	Adrenal Balance, Adrenal Concentration, Adrenal Landing, Adrenal Leaping, Adrenal Quickness, Adrenal Speed, *Adrenal Stabilization*, Adrenal Strength, *Cleansing Trance*, *Control Lycanthropy*, *Death Trance*, Frenzy, Healing Trance, Meditation, Mnemonics, Sleep Trance, Stunned Maneuvering

SKILL SUMMARY TABLE T-2.5

Skill Category	Applicable Stats	Skill Rank Bonus Progression	Skill Category Rank Bonus Progression	Skills
Special Attacks	St/Ag/SD	Combined	0•0•0•0•0	Brawling, Disarm Foe (armed)†, Disarm Foe (unarmed)†, Jousting (Lancing)
Special Defenses	None	Combined	0•0•0•0•0	Adrenal Defense, Adrenal Toughness
Spells • Arcane Open Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†
Other Realm Base Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†
Other Realm Closed Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†
Other Realm Open Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†
Own Realm Closed Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†
Own Realm Open Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†
Own Realm Other Base Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type.†
Own Realm Own Base Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type.†
Subterfuge • Attack	Ag/SD/In	Standard	Standard	Ambush, Silent Attack
Subterfuge • Mechanics	In/Ag/Re	Standard	Standard	Camouflage, Disarming Traps, Disguise, Counterfeiting, Forgery, Hiding Items, Picking Locks, Setting Traps, Trap Building, Using/Removing Poison
Subterfuge • Stealth	Ag/SD/In	Standard	Standard	Hiding, Picking Pockets, Stalking, Trickery
Technical/Trade • General	Re/Me/SD	Standard	Standard	Begging, First Aid, Gambling, Mapping, Operating Equipment, Orienteering, Sailing, Tactical Games, Using Prepared Herbs
Technical/Trade • Professional	Re/Me/In	Combined	0•0•0•0•0	Advertising, Architecture, Diagnostics†, Dowsing, Engineering†, Mechanition†, Military Organization†, Mining†, Second Aid, Surgery
Technical/Trade • Vocational	Me/In/Re	Combined	0•0•0•0•0	Administration, Appraisal, Boat Pilot†, Cartography, Evaluate Armor, Evaluate Metal, Evaluate Stone, Evaluate Weapon, Gimmickry, Hypnosis, Mechanition, Midwifery, Navigation, Preparing Herbs, Preparing Poisons, Siege Engineering, Tactics†
Urban	In/Pr/Re	Standard	Standard	Contacting, Mingling, Scrounging, Streetwise
Weapon • 1-H Concussion	St/Ag/St	Standard	Standard	One skill for each weapon in the category. †
Weapon • 1-H Edged	St/Ag/St	Standard	Standard	One skill for each weapon in the category. †
Weapon • 2-Handed	St/Ag/St	Standard	Standard	One skill for each weapon in the category. †
Weapon • Missile	Ag/St/Ag	Standard	Standard	One skill for each weapon in the category. †
Weapon • Missile Artillery	In/Ag/Re	Standard	Standard	One skill for each weapon in the category. †
Weapon • Pole Arms	St/Ag/St	Standard	Standard	One skill for each weapon in the category. †
Weapon • Thrown	Ag/St/Ag	Standard	Standard	One skill for each weapon in the category. †

Note: Skills in italics are "restricted" (see Section 6.3).

† — This skill is actually a number of skills based on a certain factor. Each skill must be developed separately (e.g., Riding skill must be developed separately for each type of mount: horse, elephant, Dragon, etc.).

‡ — A realm stat is: In for Channeling, Em for Essence, and Pr for Mentalism. A Hybrid spell user averages his two realm stat bonuses to obtain his stat bonus for these skills.



EXPERIENCE & ADVANCING LEVELS

Each character in a fantasy role playing game has a "level" that provides an indication of his capabilities. Characters become more powerful and skilled by advancing levels as they gain experience. Experience is represented in play by experience points (EPs) which the Gamemaster awards to characters for certain experiences, activities, and achievements. Normally, a character starts play as a 1st level character and his level increases as he acquires experience points from his adventures. A character's level does not necessarily increase each time he gains experience points; it increases when his experience point total reaches certain points, as explained in Section 6.3 and the Experience Point Table T-2.6.

7.1 EXPERIENCE POINTS

The rewards derived from fantasy role playing are many, and among these, experience point (EP) accumulation is probably the most graphic. It is a significant factor under most FRP systems. Unfortunately, the goal of the adventurer often proves to be the bane of the Gamemaster, especially in cases where the computation of the points is time-consuming.

Section 31.0 provides some experience point guidelines and suggestions for Gamemasters.

EXPERIENCE POINT TABLE T-2.6

Level	EPs Required
1	10,000
2	20,000
3	30,000
4	40,000
5	50,000
6	70,000
7	90,000
8	110,000
9	130,000
10	150,000
11	180,000
12	210,000
13	240,000
14	270,000
15	300,000
16	340,000
17	380,000
18	420,000
19	460,000
20	500,000
21+	500,000 + 50,000 per level over 20th

7.2 CHARACTER LEVELS

The level for each character is determined by how many experience points he has accumulated. A character starts at 1st level with 10,000 experience points. The Experience Point Table T-2.6 summarizes which experience point totals correspond to which levels.

Normally, a character's level only directly affects his Resistance Rolls and determines when and how often he develops his skills. Characters of 20th level and above, however, are generally classified as "Lords" and are usually identifiable amongst a collection of lesser beings by their bearing and deference shown them by others knowledgeable of their status.

Example: *Dral, after a series of adventures, has a total of 75,614 experience points, which is more than the 70,000 minimum for 6th level and less than the 90,000 required to be 7th level. Thus, Dral is 6th level.*



7.3 ADVANCING A LEVEL

Designing your character doesn't stop when you begin play at first level, it is a process that continues as you adventure. When your character advances (goes up) a level, he may develop skills and update his bonuses. To develop a skill he allocates development points to it in order to increase the skill's rank. This process is identical to apprenticeship skill development (see Section 15.0).

Advancing a Level

When his character advances (goes up) a level, you must perform several actions:

- "Stat Gain Rolls" must be made to determine if your temporary stats change (see below).
- The skill development process is followed. This process is identical to apprenticeship skill development (see Section 15.0).
- Finally, any skill rank bonuses whose components have changed must be re-totaled.

Note: *Some GMs may wish to require time and/or facilities for training before skill development actually takes place. As a simple mechanism, we suggest two hours of "practice" or "contemplation" for each rank developed. For a more comprehensive approach, a GM should refer to Appendix A-9.1.*

Stat Gain Rolls

Upon reaching a new experience level, your character must make stat gain rolls to determine if his temporary stats change. During his adventures, it is assumed that a character's faculties will be exercised heavily, possibly affecting their value. A stat gain roll must be made for each stat—roll two dice (d10):



STAT GAIN TABLE T-2.3

High Die	Low Die	(Diff = Potential - Temporary) Diff 10	10<Diff 20	Diff>20
1	1	-1	-1	-1
2	2	-2	-2	-2
3	3	-3	-3	-3
4	4	-4	-4	-4
5	5	-5	-5	-5
6	6	+12	+12	+12
7	7	+14	+14	+14
8	8	+16	+16	+16
9	9	+18	+18	+18
10	10	+20	+20	+20
Otherwise		Low Die	High Die	Sum of Dice

- If the result is double 1s, 2s, 3s, 4s, or 5s, the temporary stat goes down by 1, 2, 3, 4, or 5 respectively—treat resulting stats of less than 1 as 1; *otherwise,*
- If the result is double 6s, 7s, 8s, 9s, or 10s, the temporary stat goes up by up to the sum of the two dice (i.e., 12, 14, 16, 18, or 20 respectively); *otherwise,*
- If the difference between the potential stat and temporary stat is between 1 and 10, the temporary stat is increased by up to the value of the lower of the two dice; *otherwise,*
- If the difference between the potential stat and temporary stat is between 11 and 20, the temporary stat is increased by up to the value of the higher of the two dice; *otherwise,*
- If the difference between the potential stat and temporary stat is greater than 20, the temporary stat is increased by up to the sum of the two dice.

This process is summarized in the Stat Gain Table T-2.3.

Important— *Remember, if a stat gain roll results in a temporary stat greater than its corresponding potential stat, the temporary stat becomes equal to the potential stat.*

Example: *Suppose Skal has a temporary Self Discipline stat of 54 and a potential of 78—a difference of 24. Skal rolls a '4' and a '7' for a stat gain roll, so his SD stat increases by 11 (4+7) to 65. Unfortunately, on his next stat gain roll (at a later level advancement), he rolls a '2' and a '2', and his temporary stat drops by 4 (2+2) from 65 to 61.*

Now the difference between his temporary SD and Potential SD is 17 (78-61), and Skal later makes a stat gain roll of '2' and '9'. Since, the difference between temporary and potential is 17, the temporary SD stat is increased by the higher of the two dice (i.e., by 9) to a new value of 70.

The next time Skal makes a stat gain roll, it is a '4' and a '7'. Since, the difference between temporary SD and potential SD is 8 (78-70), the temporary SD stat is increased by the lower of the two dice (i.e., by 4) to a new value of 74.

For his next stat gain roll Skal rolls a '8' and a '8', and his temporary stat is increased by 16. However, his Potential SD stat is only 78, so his temporary SD stat only increases to 78.

MISCELLANEOUS FACTORS

Earlier in Part II the major factors defining a character were presented: culture/race, profession, stats, skills, and level. This section presents a number of other factors that can help define a character: spell lists, power points, defensive bonus, hits, resistance rolls, talents, equipment, money, encumbrance, etc.

8.1 SPELL LISTS

A spell list is an ordering of spells based upon the correlation of spell level, intricacy of the spell, and potency of the spell. All spells in a list have some common characteristics and attributes, although each may have vastly different effects and applications. A character does not gain the ability to cast individual spells. Instead he "learns" a spell list of related spells by developing skill ranks for that list. In addition, casting these spells is affected by his level and the level of the spells themselves.

Spell lists are provided in *Spell Law (SL)* and other ***Rolemaster*** products. Each spell list falls into one of the following classifications:

- Open Channeling Lists (*SL*)
- Closed Channeling Lists (*SL*)
- Channeling Base Lists (*SL*)
- Open Essence Lists (*SL*)
- Closed Essence Lists (*SL*)
- Essence Base Lists (*SL*)
- Open Mentalism Lists (*SL*)
- Closed Mentalism Lists (*SL*)
- Mentalism Base Lists (*SL*)
- Hybrid Channeling-Essence Base Lists (*SL*)
- Hybrid Channeling-Mentalism Base Lists (*SL*)
- Hybrid Essence-Mentalism Base Lists (*SL*)
- Evil Channeling Lists (*SL*)
- Evil Essence Lists (*SL*)
- Evil Mentalism Lists (*SL*)
- Arcane Lists (see the Arcane Companion)

These classifications determine the Development Point cost for each profession's "Spells • xxx Lists" skill categories (Section 15.0). Each spell on a spell list is preceded by a number called its level. Each spell has an area of effect, a duration (how long do the spell effects last), a range (how far the spell can be cast), and a class. Each of these factors is described in *Spell Law* and Appendix A-2.

Learning Spells

A character "learns" spells by developing skill ranks in the spell list that the spell is on. A character "knows" all of the spells on a spell list that have a level less than or equal to his skill rank for that spell list. A character learns spells during:

- Adolescence skill development (Section 13.0)
- Apprenticeship skill development (Section 15.0)
- Level advancement (Section 7.3)

Casting Spells

Normally, a character may cast any spell on a list that has a spell level that is less than or equal to his skill rank for that list. As outlined below, a character must use Power Points to cast a spell. See Section 26.0 for more details on preparing and casting spells.



8.2 POWER POINTS

In order to cast a spell, a number of PPs equal to the spell's level must be used. Each character has a maximum number of Power Points (PPs) equal to his skill bonus for Power Point Development (see Appendix A-1.22). Normally, this skill bonus consists of the following:

PP Development skill bonus = **PP Total**
= "realm" stat bonus + profession bonus
+ skill rank bonus + any special bonuses

PP Exhaustion

A character receives a modification to his spell casting static maneuvers (see Section 26.0) based upon what percentage of his Power Points he has used:

% of PPs Used	Modification
0% to 25%	0
26% to 50%	-10
51% to 75%	-20
76% to 100%	-30

Recovering PPs

Once a character's PPs are used casting spells, they may be regained (up to the maximum) in the following 3 ways:

1) If the character is active, one PP is recovered every three hours.
2) If the character is resting, (realm stat bonus ÷ 2) PPs are recovered every full continuous hour of rest (at least one PP is recovered, even if the realm stat bonus is less than one). For a Hybrid spell user average the realm stat bonuses for his two realms before dividing by two.
3) If the character is sleeping, half of the maximum PPs are recovered for every three hours of continuous sleep. If this sleep is interrupted, PPs are still recovered as in 2) above.

Example: *Darien is a 20th level Illusionist (an Essence spell user) so his realm stat is Empathy. He has a Power Point Development skill bonus of 88 and an Empathy stat bonus of 9. So, he recovers 1 PP every three hours while active, 5 PPs (9÷2) every continuous hour of rest, and 44 PPs (88÷2) for every 3 hours of continuous sleep.*

8.3 HITS

Each character has a maximum number of hits (also called concussion hits) equal to his skill bonus for Body Development (see Appendix A-1.10). Normally, this skill bonus consists of the following:

Body Development skill bonus = **Total Hits**
= 10 + (2 x Co stat bonus) + SD stat bonus
+ profession bonus + skill rank bonus
+ any special bonuses

A character takes hits as damage from attacks—hits reflect pain, shock, and bleeding. When the hits that a character has taken is greater than or equal to his maximum hits, he passes out. When the hits that a character has taken is greater than or equal to his maximum hits plus his Constitution, he dies.

Hit Exhaustion

A character receives a penalty to his attacks and maneuvers based upon what percentage of his hits he has taken:

% of Hits Taken	Modification
0% to 25%	0
26% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Healing Hits

Once a character has taken hits, they may be "healed" in the following four ways:

1) If the character is active, one hit is recovered every three hours.
2) If the character is resting, (Co stat bonus ÷ 2) hits are healed every full continuous hour of rest (at least one hit is recovered, even if the Co stat bonus is less than one).
3) If the character is sleeping, (Co stat bonus x 2) hits are healed for every three hours of continuous sleep. If this sleep is interrupted, hits are still healed as in 2) above.
4) In addition, hits may be healed by outside methods (see Section 32.2); e.g., spells, herbs, etc.

8.4 EXHAUSTION POINTS

Each character has a maximum number of Exhaustion Points (ExPs) equal to:

40 + (3 x Co stat bonus) + any special bonuses

As a character acts he expends Exhaustion Points; e.g., for combat, movement, etc. (see Section 22.3).

Exhaustion Penalties

A character receives a penalty to his attacks and maneuvers based upon what percentage of his Exhaustion Points he has used:

% of ExPs Taken	Penalty
0% to 25%	0
26% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Exhaustion Point Recovery

Once a character's Exhaustion Points are used, they may be regained (up to the maximum) in the following ways:

1) If the character is active, one ExP is recovered every three minutes.
2) If the character is resting, (1 + Co stat bonus ÷ 2) ExPs are recovered for every full minute of rest (at least one hit is recovered, even if the Co stat bonus is less than zero).
3) If the character is sleeping, all ExPs are recovered for half hour of continuous sleep. If this sleep is interrupted, ExPs are still recovered as in 2) above.

8.5 DEFENSIVE BONUS (DB)

A character's Defensive Bonus is used in combat as a subtraction from an opponent's attack roll against the character. Section 23.2 details the factors that can affect a character's DB; some of the major ones are:

- Three times the character's Qu stat bonus (this may be canceled in whole or in part by the character's Armor Quickness Penalty).
- Shield bonus if applicable.
- Adrenal Defense skill bonus if applicable.
- Special armor and item bonuses if applicable.
- Amount of OB used to parry if applicable.

8.6 MOVING MANEUVER PENALTY (MMP)

Each character has a Moving Maneuver Penalty that is added to any moving maneuver rolls (see Section 25.0). A character's MMP is equal to the sum of:

1) *lesser of:* 0
   or (Encumbrance Penalty + 3 x St stat bonus)

   Note: *In other words, a character's St stat bonus **cannot** modify a character's Encumbrance Penalty above zero. See Section 22.2 for guidelines on calculating a character's Encumbrance Penalty.*

2) *lesser of:* armor's Minimum Maneuver Modification
   or (armor's Maximum Maneuver Modification)
   + (skill bonus for the armor worn)

   Note: *In other words, a character's skill bonus for armor can **not** modify an armor's maneuver modification beyond the Minimum Maneuver Modification for that armor. The Minimum and Maximum Maneuver Modifications for each type of armor can be found in the Armor Table T-3.3.*

8.7 RESISTANCE ROLLS

Certain attacks and events occurring during play will require a character to make a Resistance Roll (RR) to determine if or how an attack affects the character. These types of attacks include: spells, poisons, diseases, fear, etc. Section 21.1 details how to resolve a RR.

Standard modifications to Resistance Rolls include: stat bonuses, item bonuses, and culture/race bonuses. The culture/race bonuses are presented in the Race Abilities Table T-1.1. The following stat bonuses normally apply:

A RR versus an **Essence spell** is modified by three times the subject's stat bonus for Empathy.

A RR versus an **Channeling spell** is modified by three times the subject's stat bonus for Intuition.

A RR versus an **Mentalism spell** is modified by three times the subject's stat bonus for Presence.

ARMOR TABLE T-3.3

Armor Type	Minimum Maneuver Mod.*	Maximum Maneuver Mod.†	Missile Attack Penalty‡	Armor Quickness Penalty§
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-20	5	0
7	-10	-40	15	10
8	-15	-50	15	15
9	-5	-50	0	0
10	-10	-70	10	5
11	-15	-90	20	15
12	-15	-110	30	15
13	-10	-70	0	5
14	-15	-90	10	10
15	-25	-120	20	20
16	-25	-130	20	20
17	-15	-90	0	10
18	-20	-110	10	20
19	-35	-150	30	30
20	-45	-165	40	40

* — Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type (see Section 8.6).

† — Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type (see Section 8.6).

‡ — The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms of a combatant (see Section 23.5.2).

§ — An Armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB (see Section 5.4.4). Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus (see Section 23.2.1).

A RR versus a **Hybrid spell user's base spell** is modified by the the stat bonus for the two stats related to that profession's realms. Sorcerers are users of Channeling and Essence, so the Empathy and Intuition stat bonuses are used. Mystics are users of Mentalism and Essence, so the Empathy and Presence stat bonuses are used. Healers are users of Channeling and Mentalism, so the Intuition and Presence stat bonuses are used.

A RR versus a **Hybrid spell user's non-base spells** is subject to three times the subject's stat bonus for the spell's normal realm.

A RR versus a **Arcane spell** is modified by the stat bonuses for Empathy, Intuition, and Presence (see the *Arcane Companion*).

A RR versus **poisons and diseases** is modified by three times the subject's stat bonus for Constitution. Resistance Rolls are resolved by assigning a level (potency for the poison) and resolving the Resistance Roll using the Resistance Roll Table T-3.4. For more on poisons and diseases see *Gamemaster Law*.

A RR versus **fear** is modified by three times the subject's stat bonus for Self Discipline. Resistance Rolls are resolved by assigning a level and resolving the Resistance Roll using Table T-3.4. For more on fear see *Gamemaster Law*.

8.8 SPECIAL ABILITIES

Special abilities can help individualize characters and can make playing characters more exciting. In many cases, special abilities help distinguish the player character from the general populace—they can be at least part of the reason that he has chosen to adventure rather than stay at home on the farm.

Talents & Flaws

Talents are special abilities and advantages that characters can acquire through the use of background options (see Section 14.0 and Appendix A-5). Along with these talents, characters can also acquire deficiencies and disadvantages that are called *flaws*.

Cultural/Racial Special Abilities

A characters may have special abilities based on his culture or race. These special abilities are detailed in the culture/race descriptions in Appendix A-3.

GM Assigned Special Abilities

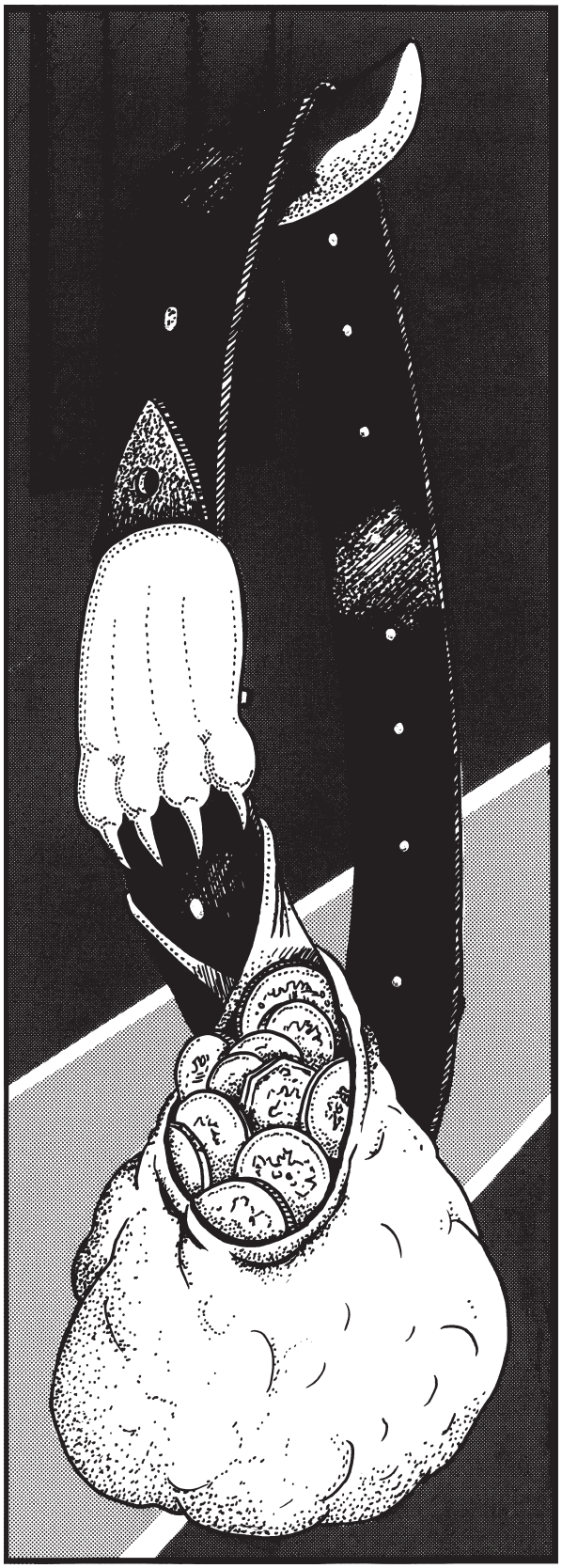
A GM may want to assign special abilities based on a character's background. The Gamemaster should assign bonuses in skills relating to aspects of a character which were developed to some unusual degree during his/her youth. By having the skill category to which bonuses are assigned vary given each character's unique past, the GM can further individualize members of the group or NPCs.

Example: *Onri who begins as a Fighter of the Langur may be able to ride a horse extremely well since his nomadic people are taught to ride at an extremely early age. His Gamemaster decides that the character will begin the game with a special Riding (horses) bonus of +10.*

8.9 EQUIPMENT & MONEY

Characters start with some equipment and money (Section 17.2, Appendix A-3). Then, as they adventure, they will gain and lose these things.

Different cultures and areas produce varying types of equipment (see the culture/race descriptions in Appendix A-3). Some of equipment will differ in construction or composition or stand utterly unique (e.g., a type of weapon found nowhere else in the world). Characters can be individualized by starting with different types of possessions, but beware of unbalancing things by giving one or more characters equipment which is noticeably better than that given their companions.



A CHARACTER'S ROLE

Most of the factors detailed earlier in Part II directly affect the attributes, abilities, and skills of a character. But this is a "role" playing game, so this section discusses some of the factors that help a player flesh out his character and bring it to life.

9.1 BACKGROUND DETAILS

One of the best tools for individualizing characters is background material. Each character should have an idea of his own past, the important facts concerning his race, culture, birth, childhood, and adolescence. Since these historical notes will vary from character to character, they tend to provide flavorful variations in the player's approach to the game. The stronger and more detailed the background notes, the greater the foundation; and a good foundation built of past experience will guide a character in his adventures.

Differing backgrounds will reinforce the naturally individual approaches to running characters. Particularly forceful background material (e.g., Rhiannon's entire family has sought the lost sacred Banana of the Bamlenders) may be necessary in so-called "quest" campaigns, but should be carefully used in games where player freedom is emphasized. The Gamemaster can provide rich backgrounds without funnelling the players along paths deemed most "desirable."

One's outlook on life is necessarily colored by past experience. A character in a FRP setting will invariably follow this rule to some degree, and the GM should note that rich, varying experiences lodged in a character's past history will act to spur certain individualizing feelings in the player. (E.g., Shiloh once had an embarrassing incident involving squirrels; so, he remains ever wary of the little beasts and may go to extreme lengths to capture them, even in the heat of a battle.)

Family background is, perhaps, the most significant tool in this category. Events involving one's family—legacies, feuds, traditions, etc.—all act to give a character certain "reference points" for adventure. A character may seek revenge or some heirloom of great value; he may wish to follow the path of his mother or father. By giving the player a unique background with a number of significant and interesting experiences and family notes, great choice is allowed, and the character will have wide leeway in pursuing interests relating to his past—any one of which differs markedly from those of his fellow adventurers.

9.2 THE ROLE OF THE CHARACTER

There are certain factors which are not formalized in role playing but which still affect the role of a character, and in particular a player character. These are factors which are not capabilities of or restrictions on the character; instead, they are facets of his individual nature and temperament. These factors are crucial in bringing a character to life in the terms of the game, and they make the character seem more realistic to the character's player as well as the other players and the Gamemaster.

There are four such factors (call role traits) which are not formalized in the *Rolemaster Standard System* but which still affect the role of a character. This section details the four role traits used in the *RMSS*:

- Personality
- Motivation
- Alignment
- Physical Appearance

Each of these role traits represents a facet of a character's individual nature and temperament. These factors are crucial in bringing a character to life in the terms of the game, and they make a character seem more realistic to the players and the Gamemaster.

9.2.1 · PERSONALITY

A player may decide to inject his own personality into a character, which is very acceptable and enjoyable. However, sometimes it is exciting, stimulating and rewarding to embody a character with a personality other than its player's—after all, this is Fantasy Role Playing. Whatever a player decides to do, it is important to carefully consider his character's personality.

The list below presents a number of personality role traits. These traits are provided as examples to help develop a personality for a character. A player does not have to specifically pick a trait from each entry. In fact, its better to just choose a few traits—if a character doesn't have certain traits specified, he is just normal with respect to those traits.

Remember, a player may change his character's traits as he adventures and develops.

Each entry presents one extreme trait on the left and its opposite extreme trait on the right. In between are a spectrum of interim traits.

Example: *Tanvar's personality role traits are: serious and focused. This means that Tanvar is generally middle-of-the-road with respect to the other personality traits. Tanvar's player may also decide that Tanvar will be Proud, Stubborn, and Pious.*

Personality Trait List

Sullen, Morose, Somber, Serious ..... Lighthearted, Cheerful, Joyous
Merciful, Compassionate, Kind ..... Uncaring, Mean, Ruthless, Cruel
Austere, Sober, Restrained, Temperate, Moderate ..... Unrestrained, Indulgent
Docile, Pliable, Amenable, Cooperative ..... Stubborn, Obstinate
Martyr, Over-protective, Protective ..... Intimidating, Overbearing, Bully
Radical, Liberal, Open-minded ..... Orthodox, Conservative, Reactionary
Loving, Friendly, Amicable ..... Quarrelsome, Hostile, Antagonistic
Prudent, Patient, Cautious ..... Impatient, Impulsive, Reckless, Rash
Confident, Sanguine, Secure ..... Nervous, Apprehensive,Daunted
Extrovert, Out-going, Talkative ..... Reserved, Shy, Timid, Introvert
Pacific, Nonviolent, Peaceful ..... Pugnacious, Belligerent, Bellicose
Meek, Self-effacing, Modest, Humble ..... Proud, Conceited, Cocky, Pompous, Arrogant
Lethargic, Lazy, Idle, Easy Going, Laid Back ..... Vibrant, Energetic, Enterprising, Ambitious
Deferential, Respectful, Courteous, Polite, Civil ..... Impolite, Rude, Impudent, Insolent
Charitable, Forgiving ..... Vindictive, Vengeful
Benevolent, Generous, Giving ..... Selfish, Miserly, Greedy
Honest, Direct, Trustworthy ..... Shifty, Deceitful, Dishonest
Honorable, High-principled ..... Dishonorable
Loyal, Faithful, Reliable ..... Treacherous, Disloyal
Lawful, Just, Upright ..... Arbitrary, Chaotic, Corrupt
Moral, Ethical, Principled ..... Amoral, Immoral
Pious, Devout, Religious ..... Worldly, Impious
Quixotic, Idealistic ..... Practical, Pragmatic, Cynical
Gullible, Trusting ..... Skeptical, Suspicious, Paranoid
Curious, Inquisitive ..... Apathetic, Incurious
Focused, Attentive ..... Distracted, Absent-minded
Continent, Chaste ..... Lustful, Licentious, Lecherous
Quiet, Reserved ..... Flamboyant, Boisterous, Loud
Valorous, Brave, Bold, Audacious ..... Timid, Cowardly, Craven
Passive, Detached, Calm ..... Forceful, Enthusiastic, Excitable
Calm, Even-tempered ..... Quick-Tempered, Hot-headed
Stoic, Impassive, Stolid ..... Responsive, Complainer
Sociable, Gregarious ..... Nonsocial, Antisocial, Cold
Optimistic, Upbeat ..... Uncertain, Cynical, Fatalistic, Pessimistic
Creative, Inventive, Original ..... Conformist, Uncreative
Tolerant, Open-minded ..... Snobbish, Prejudiced, Intolerant
Disordered, Messy ..... Orderly, Perfectionist
Tolerant, Understanding ..... Envious, Possessive, Jealous
Dependent, Clinging ..... Self-reliant, Independent

9.2.2 · MOTIVATION

Another question that a player should answer about his character is: What is his motivation? What are his objectives in the game? It may be to adventure and have a good time. It may be to amass as much gold, wealth, and magic items as possible. It may be to kill and fight. It might be to defeat the evil minions of a dark lord and make the world safe for the free peoples. Whatever a character's motivation, it really helps to flesh him out.

The list below presents a number of motivation role traits. These traits are provided as examples to help a player develop a motivation for his character. Many of the motivations listed below require that both the player and GM decide together the motivation of a character. A player may know that his character wants to destroy the enemy clan that killed his family in a raid. However, the GM would have to decide which clan in his world made the raid.

Example: *Tanvar has one primary motivation in life: to destroy "Evil" wherever he finds it.*

Motivation Trait List

Destroy: evil, dark lord's forces, culture/race, country, guild, population center, individual, etc.

Hate & Work Against: evil, dark lord's forces, culture/race, country, guild, population center, individual, etc.

Hate: evil, dark lord's forces, culture/race, country, guild, population center, individual, etc.

Dislike: evil, dark lord's forces, culture/race, country, guild, population center, individual, etc.

Revenge against: individual, family, clan, culture/race, population center, guild, etc.

Preserve: individual, family, clan, ruler, country, culture/race, population center, guild, etc.

Protect: individual, family, clan, ruler, country, culture/race, population center, guild, "the weak," etc.

Serve: individual, family, clan, ruler, country, culture/race, population center, guild, etc.

Promote: peace, freedom, justice, religion, morality, war, free enterprise, etc.

Rebuild/Restart: guild, population center, religion, clan, dynasty, etc.

Fanatic about: spreading religion, freedom, cleanliness, law & order, etc.

Compulsive about: spreading religion, freedom, cleanliness, law & order, etc.

Fear of (Phobia): heights, darkness, water, etc.

Acquire xxx for yyy: "xxx" is wealth, power, knowledge, magic items, etc. "yyy" is a ruler, country, culture/race, guild, religion, clan, population center, etc.

Acquire Personal: power, knowledge, magic items, pleasure, fame, etc.

Acquire and Maintain Personal Honor

Adventure, Thrills, Excitement

Self-centered, general self-interest

Heroism

"Make the World a Better Place"

9.2.3 · ALIGNMENT

A player should determine whether or not his character is arrayed with a cause or a group with common goals. These are a character's alignment role traits. The easiest decision is: is a character good, evil, or neutral? For example, in many fantasy settings the evil forces are dominated by a powerful evil entity and are out to destroy the good forces (who are either passive or actively opposing the evil forces).

There are also many alignment traits based on morals and philosophy:

- Does a character strongly believe that the end justifies the means (Machiavellianism)? For example, Saruman (in Middle-earth) believed this and was eventually corrupted.
- Does he respect rigid laws? Many Elves do not; some evil beings do.
- Is he a hedonist? Good or evil, his prime concern would be to enjoy himself.

All of these are interesting examples; there are other traits that can add dimension and complexity to a character.

The list below presents a number of alignment role traits. Each entry presents a trait on the left and its opposing trait on the right. These traits are provided as examples to help a player develop a alignment for a character. A player does not have to specifically pick a trait from each entry. In fact, its better to just choose one trait—if a character doesn't have certain traits specified, he is just "Neutral" with respect to those traits.





Example: *Tanvar's alignment role trait is: Good. This means that he is Neutral with respect to the other alignment traits. Tanvar could have more than one alignment role trait.*

Alignment Trait List

Good	Neutral	Evil
Laws/Government	Neutral	Anarchy
Government	Neutral	Rebels/Opposing Government*
Laws/Principles	Neutral	Opportunism, "*The End Justifies the Means*" (Machiavellianism)
Religion	Neutral	Atheism
Religion	Neutral	Opposing Religion†
Free Enterprise	Neutral	Cartels/Guilds/Monopolies
Free Enterprise	Neutral	Socialism
Asceticism	Neutral	Hedonism
Altruism	Neutral	Egoism
Spiritual	Neutral	Materialist
Metaphorical	Neutral	Literal

* — This applies to any two ruling groups that oppose one other. The groups can control different countries, fiefs, city-states, etc.; or, they can be rival groups within the same political or geographical entity (e.g., rebellion, civil war, etc.). For Example, France vs. England in the 100-years War, the Gondorian Kin-strife in Middle-earth, York vs. Lancaster in the War of the Roses, North vs. South in the War of Northern Aggression, etc.

† — This applies to any two religions that oppose one another. This opposition can have a political or dogmatic basis. E.g., Christians vs. Moslems, Catholic vs. Greek Orthodox, Catholic vs. Protestant, etc.

9.2.4 · PHYSICAL APPEARANCE

In addition to each character's stats (which affect his capabilities during play) it is desirable to have some measure of the character's physical appearance. Suggestions for cultural/racial factors affecting a character's physical appearance (i.e., demeanor, hair color, eye color, height, weight, etc.) are given in the culture/race descriptions in Appendix A-3.

Appearance

In addition to cultural/racial factors, it is often useful to have numerical value that reflects a character's general appearance (i.e., attractiveness, comeliness, beauty) to other members of his race. Appearance is a value (1-100) which gives a general idea of the character's exterior look (e.g., an 01 or 02 Appearance would indicate a really ugly person, while a 99 or 00 would indicate a very handsome character).

Appearance is a role trait that is handled in many ways as if it were a stat (see Section 5.0). Section 16.1 details how to generate a character's potential Appearance. A characters temporary Appearance is equal to his potential Appearance if he is well groomed and well dressed (GM discretion). Potential Appearance can rise or drop during play due to circumstances (e.g., scars, diseases, increases in Presence, etc.). This is a very subjective rating and the Gamemaster should treat it as a general guideline during play.

Demeanor

This is an indicator of the general attitude that the character seems to present to the world. This is up to the character and the Gamemaster, but typical demeanors might include: calm neutral, angry, sly, greedy, silly, stubborn, stupid, rude, etc.

Other Physical Appearance Factors

Such factors as height, weight, hair color, eye color, gender, age, and so on should be determined by the Gamemaster and the players. Appendix A-3 provides some sample ranges for the ***RM*** races and cultures.



KEEPING TRACK OF YOUR CHARACTER

In a fantasy role playing game, each player must keep track of the factors defining and affecting his character, while the Gamemaster must keep track of of the non-player characters. In the *RMSS*, each player can keep track of his character on Record Sheets:

- The Character Record Sheet (T-6.1) has places for most of the fixed statistics and factors which are important to a character.
- The Skill Category Record Sheet (T-6.2) has places for all of the factors that affect a character's skill category bonuses. These bonuses are not used in play, but they are a major factor for skill bonuses, which are used in play.
- The Skill Record Sheet (T-6.3) has places for all of the factors that affect a character's skill bonuses. Skill bonuses are the bonuses that are usually used to modify various rolls during play.
- The Money & Equipment Record Sheet (T-6.4) has places for recording a character's money, equipment, and encumbrance.

A player should fill in all of the appropriate spaces on these Record Sheets; this process is described step by step in Part III (Sections 11.0-17.0). When this process is completed, the character is ready to play and has on his Record Sheets all of the bonuses which can affect his actions.

Anyone using the *RMSS* may photocopy as many Record Sheets as he wishes for use in his game. However, they may not be copied for commercial use.

The Gamemaster may want to use Record Sheets for certain crucial non-player characters (NPCs), but in general he only needs to keep track of their levels. This allows him to refer to the Master Character Table T-5.8 in order to obtain the non-player character bonuses usually required during play.

The rest of this section discusses the Record Sheets and the different types of capabilities and bonuses that the players should keep track of.

Character Record Sheet T-6.1

Character Name:
Player:
Campaign (GM):

Experience Points ❶ Level:

Race:
Profession:
Training Packages: ❺
Realm:

Armor Type:
MMP:
Weight Penalty:
Missile Penalty: ❷
Quickness Penalty:
Quickness Bonus:
Adrenal Defense:
Shield Bonus:
Magic (Spells, Items, etc.):
Total DB:

RESISTANCE ROLLS:
Channeling (3 x In):
Essence (3 x Em):
Mentalism (3 x Pr)
Chan/Ess (In + Em): ❸
Chan/Ment (In + Pr):
Ess/Ment (Em + Pr):
Arcane (Em + In + Pr):
Poison/Disease (3 x Co):
Fear (3 x SD):

RACE/STAT FIXED INFO:
Soul Departure: ___ rounds
Recovery Multiplier: x ___
Body Development Progression:
PP Development Progression: ❺
Recover: ___ hits/hour resting
___ hits/sleep cycle
___ PPs/hour resting
___ PPs/sleep cycle

ROLE TRAITS:
Appearance:
Sex: Skin:
Apparent Age: Actual Age:
Height: Weight:
Hair: Eyes:
Personality:
Motivations: ❼
Alignment:

BACKGROUND INFORMATION:
Nationality:
Home Town/City:
Deity:
Patron/Lord:
Parents:
Spouse: ❾
Children:
Other:

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility						
Constitution						
Memory						
Reasoning						
Self Discipline						
Empathy						
Intuition						
Presence						
Quickness						
Strength						

❹

Rune

Rune

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus

❻

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges

❽

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description

❿

Hits: ⓫

Exhaustion Points: ⓬

Power Points: ⓭

Permission granted to photocopy for non-commercial, personal use. ©1995 Iron Crown Enterprises, Inc. All rights reserved

MONEY & EQUIPMENT RECORD SHEET

Players can use the Money & Equipment Record (T-6.4) or the back of any Record Sheets to keep track of the character's supplies, equipment, and other possessions. This sheet also has spaces for recording a character's encumbrance.

CHARACTER RECORD SHEET

The Character Record Sheet (T-6.1) has space for most of the fixed factors which affect a character's bonuses and capabilities. These factors include:

Factor	Section # on the Sample CRS
Level & Experience Points	1
Armor Type & DB Information	2
Resistance Roll Modifications	3
Stats & Stat Bonuses	4
Miscellaneous Fixed Information	5
Commonly Used Skill Ranks and Bonuses	6
Role Traits	7
Commonly Used Attacks	8
Background Information	9
Commonly Used Equipment	10
Hits Total & Status	11
Exhaustion Points Total & Status	12
Power Points Total & Status	13

SKILL CATEGORY RECORD SHEET

A skill category bonus is one of the primary factors that affect each skill bonus. There is one line for each skill category on the Skill Category Record Sheet (T-6.2).

Each skill category bonus is the sum of several specific bonuses, each of which has a column on the Skill Category Record Sheet. The specific bonuses include:

- The skill category rank bonus
- The stat bonus
- The profession bonus
- Any special bonuses

The resulting skill category bonus for each skill category should also be recorded on the Skill Record Sheet for each skill that is in that category.

The Skill Category Record Sheet has a set of three boxes for each skill category row which can be used to keep track of skill category rank development. These boxes can be marked with "Xs" during the Development Point allocation process, and then erased after the process is completed (and the # of ranks for each skill has been updated).

SKILL RECORD SHEET

Skill bonuses are the numbers added to various rolls which determine the success of events and actions during play. They represent how capable a character is at certain activities. The name and development cost of each skill being developed should be written on one of the skill lines on the Skill Record Sheet (T-6.3).

Each skill bonus is the sum of several specific bonuses, each of which has a column on the Skill Record Sheet. The specific bonuses include:

- The skill rank bonus
- The skill category rank bonus
- The item bonuses
- Any special bonuses

Note that no stat bonuses or profession bonuses are recorded on this sheet. Those bonuses are part of the skill category bonuses, which are recorded on this sheet.

The Skill Record Sheet has a set of three boxes for each skill row which can be used to keep track of skill rank development. These boxes can be marked with "Xs" during the Development Point allocation process, and then erased after the process is completed (and the # of ranks for each skill has been updated).

SPECIAL PURPOSE RECORD SHEETS

In addition to the Record Sheets mentioned above, there are four other sheets for recording information:

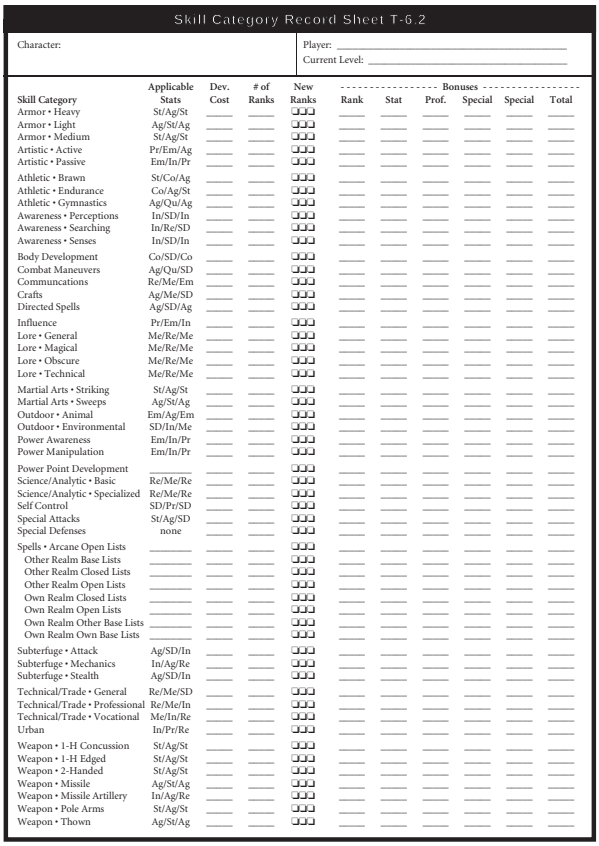
Combined Category/Skill Record Sheet (T-6.5) —An alternate mechanism for keeping track of skill bonuses and skill category bonuses.

Status Record Sheet (T-6.6) — Helps keep track of hits, power points, exhaustion points, movement rates, and encumbrance.

Experience Point Log (T-6.7) — Helps a player and his GM keep track of actions and activities that can result in Experience Points for a character.

Session Log (T-6.8) — Helps a GM keep track of the information concerning a specific gaming session.

Character Figure Templates (T-6.9) — Templates that provide outlines to use when sketching a character.

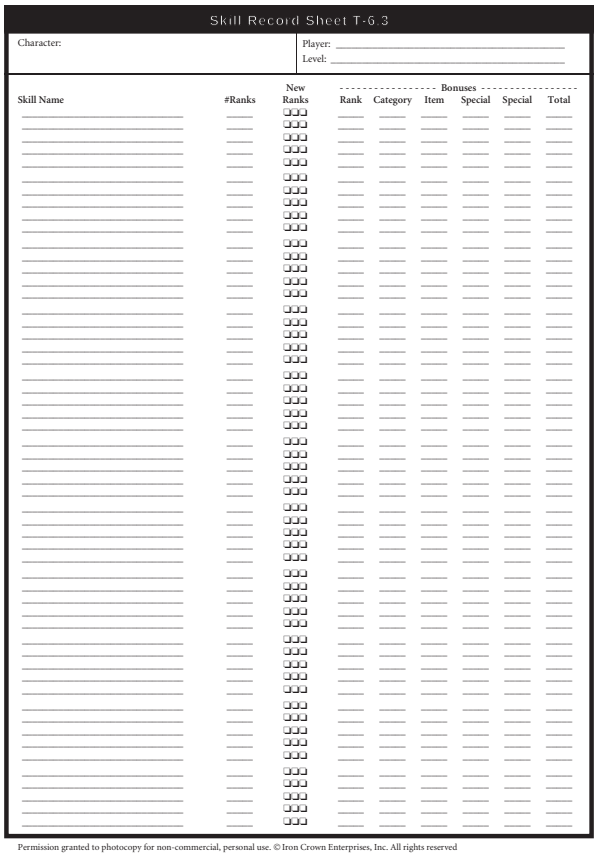


Skill Category Record Sheet T-6.2

Character: Player: _____ Current Level: _____

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Bonuses: Rank	Stat	Prof.	Special	Special	Total
Armor • Heavy	St/Ag/St									
Armor • Light	Ag/St/Ag									
Armor • Medium	St/Ag/St									
Artistic • Active	Pr/Em/Ag									
Artistic • Passive	Em/In/Pr									
Athletic • Brawn	St/Co/Ag									
Athletic • Endurance	Co/Ag/St									
Athletic • Gymnastics	Ag/Qu/Ag									
Awareness • Perceptions	In/SD/In									
Awareness • Searching	In/Re/SD									
Awareness • Senses	In/SD/In									
Body Development	Co/SD/Co									
Combat Maneuvers	Ag/Qu/SD									
Communcations	Re/Me/Em									
Crafts	Ag/Me/SD									
Directed Spells	Ag/SD/Ag									
Influence	Pr/Em/In									
Lore • General	Me/Re/Me									
Lore • Magical	Me/Re/Me									
Lore • Obscure	Me/Re/Me									
Lore • Technical	Me/Re/Me									
Martial Arts • Striking	St/Ag/St									
Martial Arts • Sweeps	Ag/St/Ag									
Outdoor • Animal	Em/Ag/Em									
Outdoor • Environmental	SD/In/Me									
Power Awareness	Em/In/Pr									
Power Manipulation	Em/In/Pr									
Power Point Development										
Science/Analytic • Basic	Re/Me/Re									
Science/Analytic • Specialized	Re/Me/Re									
Self Control	SD/Pr/SD									
Special Attacks	St/Ag/SD									
Special Defenses	none									
Spells • Arcane Open Lists										
Other Realm Base Lists										
Other Realm Closed Lists										
Other Realm Open Lists										
Own Realm Closed Lists										
Own Realm Open Lists										
Own Realm Other Base Lists										
Own Realm Own Base Lists										
Subterfuge • Attack	Ag/SD/In									
Subterfuge • Mechanics	In/Ag/Re									
Subterfuge • Stealth	Ag/SD/In									
Technical/Trade • General	Re/Me/SD									
Technical/Trade • Professional	Re/Me/In									
Technical/Trade • Vocational	Me/In/Re									
Urban	In/Pr/Re									
Weapon • 1-H Concussion	St/Ag/St									
Weapon • 1-H Edged	St/Ag/St									
Weapon • 2-Handed	St/Ag/St									
Weapon • Missile	Ag/St/Ag									
Weapon • Missile Artillery	In/Ag/Re									
Weapon • Pole Arms	St/Ag/St									
Weapon • Thown	Ag/St/Ag									

Permission granted to photocopy for non-commercial, personal use. © Iron Crown Enterprises, Inc. All rights reserved



Skill Record Sheet T-6.3

Character: Player: _____ Level: _____

Skill Name	#Ranks	New Ranks	Bonuses: Rank	Category	Item	Special	Special	Total

Permission granted to photocopy for non-commercial, personal use. © Iron Crown Enterprises, Inc. All rights reserved

PART III
DESIGNING A CHARACTER

PART III CONTENTS

11.0 The Initial Choices. 49
- 11.1 Determining Race/Culture 49
- 11.2 Determining Profession 51
- 11.3 Determining Realm of Power 51
- 11.4 Determining Additional Base Spell Lists 51

12.0 Generating Stats. 53
- 12.1 Temporary Stats 53
- 12.2 Potential Stats 54
- 12.3 Stat Bonuses 54

13.0 Adolescence Skill Development. 55

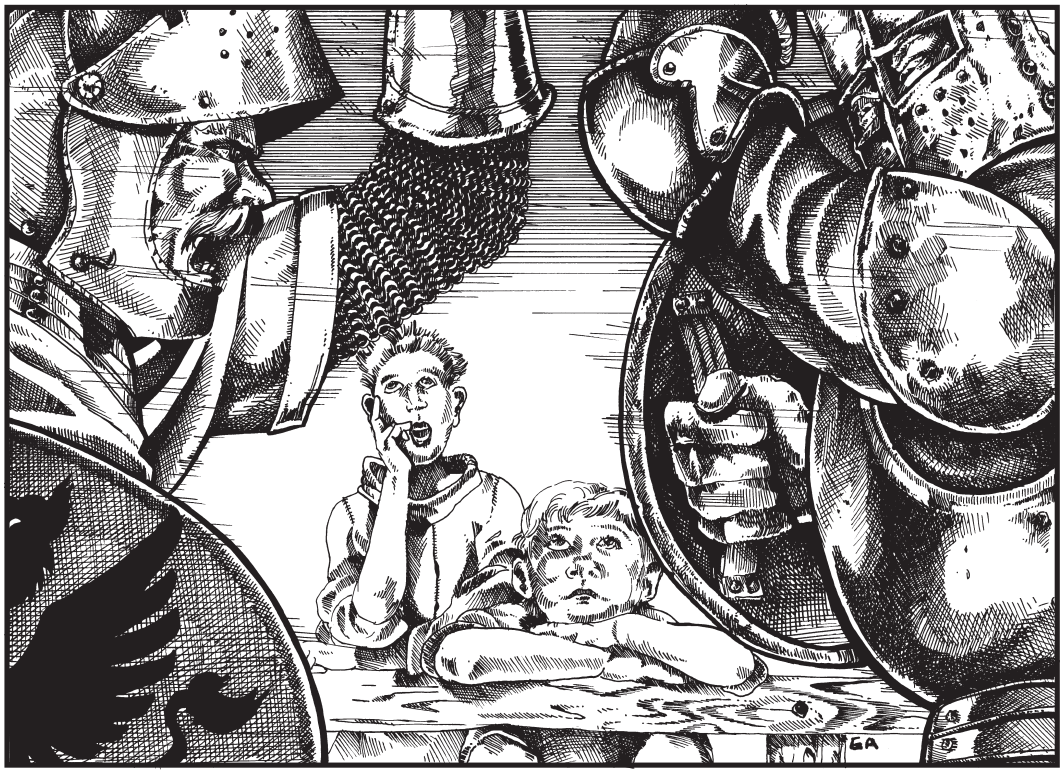
14.0 Background Options. 57

15.0 Apprenticeship Skill Development. 59
- 15.1 Standard DP Costs 59
- 15.2 Variable DP Costs 60
- 15.3 Training Packages 62
- 15.4 Extra Stat Gain Rolls 62

16.0 Your Character's Role. 65
- 16.1 Role Traits 65
- 16.2 Background Details 65

17.0 Final Character Preparation. 67
- 17.1 Your Character's Age 67
- 17.2 Outfitting 67
- 17.3 Calculating Encumbrance & MMP 68
- 17.4 Totaling the Bonuses 69

In a fantasy role playing (FRP) game, you (as a player) assume the persona of an individual character—your player character. You must first "design" (i.e., generate or create) your player character. You must determine your character's attributes, background, physical appearance, skills, etc. In short, you must determine all of the various factors that control what your character is capable of doing in a fantasy role playing environment. These factors are described in detail in Part II, Sections 3.0-10.0.



What Type of Character to Play?

Before beginning to design a character, you should make a general decision as to what type of character you want to play. This decision should concern your character's profession, race, and physical and mental attributes.

Example: *The player that will be developing and controlling the character in this example and the rest of the examples presented in Part III has read The Lord of the Rings® and wants to play a character similar to Aragorn II (i.e., Strider). Thus in general, he wants to generate a character who is a High Man Ranger with good physical stats. This example character will be called Varak.*

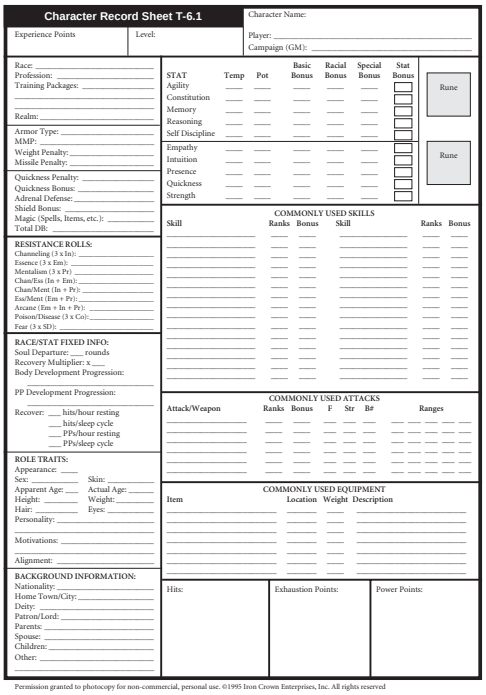
The Record Sheets

The Record Sheets (T-6) are the key to designing your character. These sheets are organized to aid you during the design process. As you follow each step of the process, you should record your results on these sheets. Use a pencil, since you will be changing and updating your character regularly. You may photocopy these sheets for your own use. The various parts of the Record Sheets and what needs to go in them are discussed throughout Part III. You can refer to Section 10.0 for a general discussion of how to use your Record Sheets to keep track of your character.

Character Design Summary

To design your character, you should perform each of the following steps (as described in Sections 11.0-17.0). Keep in mind that these steps are interrelated and may affect each other.

1) Decide in general what type of character to play.
2) Choose a culture/race for your character.
3) Choose a profession for your character.
4) Determine your character's realm of power.
5) Determine your additional base spell lists.
5) Generate temporary stats for your character.
6) Generate potential stats for your character.
7) Determine your character's adolescence skills.
8) Determine your character's background options (e.g., items, money, talents, etc.).
9) Develop your character's apprenticeship skills and training packages.
10) Determine your character's background.
11) Determine your character's role traits.
12) Outfit your character.
13) Total your character's penalties and bonuses.



Character Record Sheet T-6.1

Character Name:
Experience Points | Level:
Player:
Campaign (GM):

Race:
Profession:
Training Packages:
Realm:
Armor Type:
MMP:
Weight Penalty:
Missile Penalty:
Quickness Penalty:
Quickness Bonus:
Adrenal Defense:
Shield Bonus:
Magic (Spells, Items, etc.):
Total DB:

RESISTANCE ROLLS:
Channeling (3 x In):
Essence (3 x Em):
Mentalism (3 x Pr)
Chan/Ess (In + Em):
Chan/Ment (In + Pr):
Ess/Ment (Em + Pr):
Arcane (Em + In + Pr):
Poison/Disease (3 x Co):
Fear (3 x SD):

RACE/STAT FIXED INFO:
Soul Departure: ___ rounds
Recovery Multiplier: x ___
Body Development Progression:
PP Development Progression:
Recover: ___ hits/hour resting
___ hits/sleep cycle
___ PPs/hour resting
___ PPs/sleep cycle

ROLE TRAITS:
Appearance:
Sex: Skin:
Apparent Age: Actual Age:
Height: Weight:
Hair: Eyes:
Personality:
Motivations:
Alignment:

BACKGROUND INFORMATION:
Nationality:
Home Town/City:
Deity:
Patron/Lord:
Parents:
Spouse:
Children:
Other:

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility						
Constitution						
Memory						
Reasoning						
Self Discipline						
Empathy						
Intuition						
Presence						
Quickness						
Strength						

Rune
Rune

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus

COMMONLY USED ATTACKS

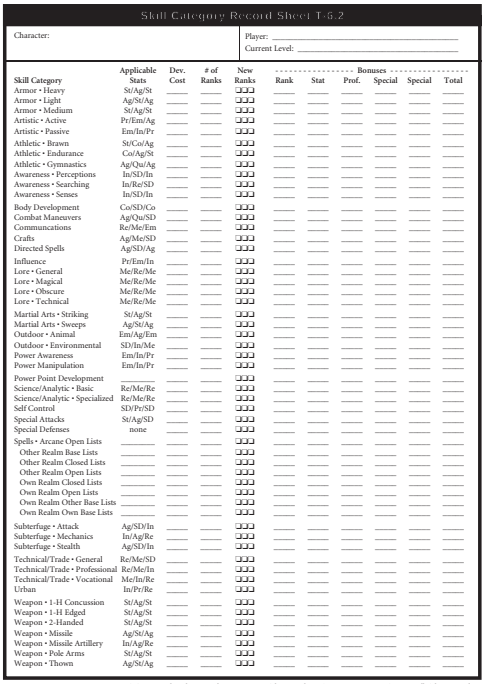
Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description

Hits:
Exhaustion Points:
Power Points:

Permission granted to photocopy for non-commercial, personal use. ©1995 Iron Crown Enterprises, Inc. All rights reserved

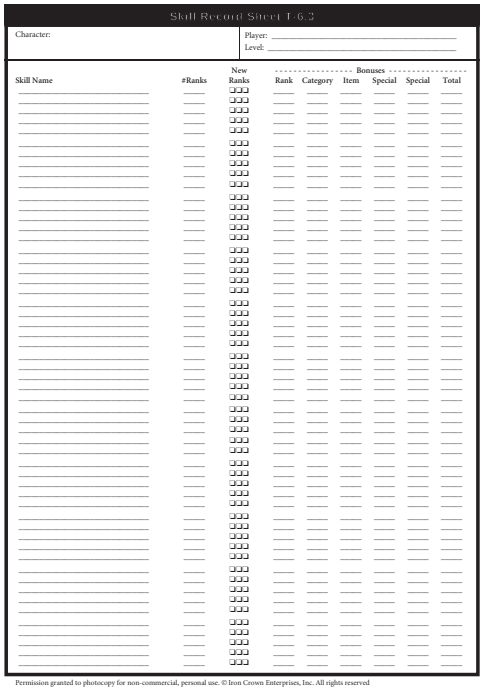


Skill Category Record Sheet T-6.2

Character:
Player:
Current Level:

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Bonuses: Rank	Stat	Prof.	Special	Special	Total
Armor • Heavy	St/Ag/St									
Armor • Light	Ag/St/Ag									
Armor • Medium	St/Ag/St									
Artistic • Active	Pr/Em/Ag									
Artistic • Passive	Em/In/Pr									
Athletic • Brawn	St/Co/Ag									
Athletic • Endurance	Co/Ag/St									
Athletic • Gymnastics	Ag/Qu/Ag									
Awareness • Perceptions	In/SD/In									
Awareness • Searching	In/Re/SD									
Awareness • Senses	In/SD/In									
Body Development	Co/SD/Co									
Combat Maneuvers	Ag/Qu/SD									
Communications	Re/Me/Em									
Crafts	Ag/Me/SD									
Directed Spells	Ag/SD/Ag									
Influence	Pr/Em/In									
Lore • General	Me/Re/Me									
Lore • Magical	Me/Re/Me									
Lore • Obscure	Me/Re/Me									
Lore • Technical	Me/Re/Me									
Martial Arts • Striking	St/Ag/St									
Martial Arts • Sweeps	Ag/St/Ag									
Outdoor • Animal	Em/Ag/Em									
Outdoor • Environmental	SD/In/Me									
Power Awareness	Em/In/Pr									
Power Manipulation	Em/In/Pr									
Power Point Development										
Science/Analytic • Basic	Re/Me/Re									
Science/Analytic • Specialized	Re/Me/Re									
Self Control	SD/Pr/SD									
Special Attacks	St/Ag/SD									
Special Defenses	none									
Spells • Arcane Open Lists										
Other Realm Base Lists										
Other Realm Closed Lists										
Other Realm Open Lists										
Own Realm Closed Lists										
Own Realm Open Lists										
Own Realm Other Base Lists										
Own Realm Own Base Lists										
Subterfuge • Attack	Ag/SD/In									
Subterfuge • Mechanics	In/Ag/Re									
Subterfuge • Stealth	Ag/SD/In									
Technical/Trade • General	Re/Me/SD									
Technical/Trade • Professional	Re/Me/In									
Technical/Trade • Vocational	Me/In/Re									
Urban	In/Pr/Re									
Weapon • 1-H Concussion	St/Ag/St									
Weapon • 1-H Edged	St/Ag/St									
Weapon • 2-Handed	St/Ag/St									
Weapon • Missile	Ag/St/Ag									
Weapon • Missile Artillery	In/Ag/Re									
Weapon • Pole Arms	St/Ag/St									
Weapon • Thown	Ag/St/Ag									

Permission granted to photocopy for non-commercial, personal use. © Iron Crown Enterprises, Inc. All rights reserved



Skill Record Sheet T-6.2

Character:
Player:
Level:

Skill Name	#Ranks	New Ranks	Bonuses: Rank	Category	Item	Special	Special	Total

Permission granted to photocopy for non-commercial, personal use. © Iron Crown Enterprises, Inc. All rights reserved

THE INITIAL CHOICES

To begin designing your character you must make three choices that define your character: culture/race, profession, and realm of power.

11.1 DETERMINING RACE/CULTURE

There are a variety of ***Rolemaster*** culture/races that you may choose for your character. You may choose one of the following races **or** you may choose to play a Common Man or a Mixed Man and choose one of the Common/Mixed Man cultures. These culture/races are described in Appendix A-3 and are listed below.

The Races:

Common Men	Mixed Men	High Men
Wood Elves	Grey Elves	High Elves
Half-elves	Dwarves	Halflings
Common Orcs	Greater Orcs	Half-orcs

The Common/Mixed Man Cultures:

Urbanmen	Ruralmen	Nomads
Woodmen	Hillmen	Mariners

Your choice of culture/race will affect the following factors:

- Stat Bonuses ..... (see Section 12.3)
- Resistance Rolls ..... (see Section 21.1)
- Skill Rank Progressions ..... (see Section 15.0)
- Adolescence Ranks ..... (see Section 13.0)
- Background Options ..... (see Section 14.0)
- Healing ..... (see Section 32.2)
- Other Factors ..... (see Appendix A-3)

Once the race (and culture) is chosen, you should record it on your Character Record Sheet. You should also record any stat bonuses and Resistance Roll bonuses due to culture/race (Race Abilities Table T-1.1).

There is a one page, detailed description of each culture/race in Appendix A-3. Your character design process will proceed much faster if you have the page (or a photocopy) of your character's culture/race in front of you.

Example: *Our sample character, Varak, decides to be a High Man character. So, he records his racial stat bonus modifications and Resistance Roll mods from Table T-1.1.*

Ag: -2	*Co: +4*	*Me: 0*	*Re: 0*	*SD: 0*
Em: 0	*In: 0*	*Pr: +4*	*St: +4*	*Qu: -2*
RR Mods–	*Ess: -5*	*Chan: -5*	*Ment: -5*	
		Poison: 0	*Disease: 0*	

PHYSICAL APPEARANCE

Your culture/race will determine certain facets of your physical appearance (see Section 16.1). The individual culture/race descriptions in Appendix A-3 give standard physical appearance guidelines for each race and culture.

LANGUAGES

The languages that your character knows are given in the culture/race descriptions in Appendix A-3. You record the skill ranks for these languages during the adolescence skill development process (see Section 13.0).










RACE ABILITIES TABLE T-1.1

Race	Racial Stat Bonus Modifications										RR Modifications					# BG opts
	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ess.	Chan.	Ment.	Pois.	Dis.	
Common Men	0	0	0	0	+2	0	0	0	0	+2	0	0	0	0	0	6
Mixed Men	0	+2	0	0	+2	+2	0	+2	0	+2	0	0	0	0	0	5
High Men	-2	+4	0	0	0	0	0	+4	-2	+4	-5	-5	-5	0	0	4
Wood Elves	+4	0	+2	0	-5	+2	0	+2	+2	0	-5	-5	-5	+10	+100	4
Grey Elves	+2	0	+2	0	-5	+2	0	+4	+4	0	-5	-5	-5	+10	+100	3
High Elves	+2	0	+2	0	-5	+2	0	+6	+6	0	-5	-5	-5	+10	+100	2
Half-elves	+2	+2	0	0	-3	0	0	+4	+4	+2	-5	-5	-5	0	+50	4
Dwarves	-2	+6	0	0	+2	-4	0	-4	-2	+2	+40	0	+40	+20	+15	5
Halflings	+6	+6	0	0	-4	-2	0	-6	+4	-8	+50	0	+40	+30	+15	5
Common Orcs	0	+2	-4	-2	-4	-2	-4	-2	0	+2	0	0	0	0	+5	5
Greater Orcs	0	+4	-2	-2	-2	-2	-2	-2	0	+4	0	0	0	+5	+10	4
Half-orcs	0	+2	0	0	+2	0	0	0	0	+2	0	0	0	+5	+5	5

Skill Rank Bonus Progression:

Race	Body Development	Channeling PP Development	Essence PP Development	Mentalism PP Development
Common Men	0 • 6 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
Mixed Men	0 • 6 • 5 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
High Men	0 • 7 • 5 • 3 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
Wood Elves	0 • 6 • 3 • 1 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
Grey Elves	0 • 6 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
High Elves	0 • 7 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
Half-elves	0 • 7 • 5 • 3 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 6 • 4 • 3	0 • 7 • 5 • 4 • 3
Dwarves	0 • 7 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 3 • 2 • 1 • 1	0 • 3 • 2 • 1 • 1
Halflings	0 • 6 • 2 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 2 • 1 • 1 • 1	0 • 2 • 1 • 1 • 1
Common Orcs	0 • 6 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 4 • 3 • 2 • 1	0 • 4 • 3 • 2 • 1
Greater Orcs	0 • 7 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 5 • 3 • 2 • 2	0 • 5 • 3 • 2 • 2
Half-orcs	0 • 7 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 4 • 3 • 2	0 • 6 • 4 • 3 • 2

Note: Hybrid PP progressions are calculated by taking the lesser of the Hybrid spell user's two realms' progressions.










11.2 DETERMINING PROFESSION

At this point, you must choose one of the twenty professions and record it on your Character Record Sheet. The Gamemaster may wish to restrict certain culture/races from choosing certain professions (e.g., a GM may decide to prohibit Dwarves and Halflings from becoming Essence Users). Suggestions for such restrictions are summarized in the descriptions of the culture/races (Appendix A-3).

Your choice of profession will affect the following:

Prime Stats ..... (see below)
Profession Bonuses ..... (see below)
Realm of Power ..... (Section 11.3)
Development Point Costs for Skills .... (see Section 15.0)

There is a one page, detailed description of each profession in Appendix A-4. Your character design process will proceed much faster if you have the page (or a photocopy) for your character's profession in front of you.

The Professions

Each character must have a profession. Your character's profession reflects the fact that his early training has molded his thought patterns, thereby affecting his ability to develop certain skills and capabilities. A profession does not prohibit the development of skills, it merely makes some skills harder and others easier to develop. Any character can develop any skill under this system.

Non Spell Users:	**Hybrid Spell Users:**
Fighter	Healer (Chan. & Ment.)
Layman	Mystic (Ess. & Ment.)
Rogue	Sorcerer (Chan. & Ess.)
Thief	
Warrior Monk	

Pure Spell Users:	**Semi Spell Users:**
Animist (Channeling)	Paladin (Channeling)
Cleric (Channeling)	Ranger (Channeling)
Illusionist (Essence)	Dabbler (Essence)
Magician (Essence)	Monk (Essence)
Lay Healer (Mentalism)	Bard (Mentalism)
Mentalist (Mentalism)	Magent (Mentalism)

Note: *Your realm determines your realm stat: Em for Essence, In for Channeling, and Pr for Mentalism. Hybrid spell users use the average of their two realm stats as their realm stats.*

Prime Stats

Each profession has zero, two, or three stats which are that profession's "prime stats" (see the Profession Table T-1.4). When you generate your temporary stats, 90s must be assigned to these stats (see Section 12.1).

Profession Bonuses

Each profession has a number of Profession Bonuses that apply to certain skills and skill categories (see the Profession Table T-1.4).

Example: *Our sample character, Varak, decides to be a Ranger. So, his prime stats are Intuition and Constitution, and his realm of power is Channeling. He records his profession bonuses from Table T-1.4:*

Athletic Group ..... +5
Awareness Group ..... +10
Body Development ..... +5
Outdoor Group ..... +20
Subterfuge • Stealth ..... +5
Weapon Group ..... +5

11.3 DETERMINING REALM OF POWER

You should choose a realm of power (Section 4.0) at this point. This is automatic for Magicians, Illusionists, Clerics, Animists, Mentalists, Lay Healers, Healers, Mystics, Sorcerers, Rangers, Paladins, Monks, Dabblers, Bards, and Magents. However, Fighters, Laymen, Rogues, Thieves, and Warrior Monks must choose a realm of power: Essence, Channeling, or Mentalism.

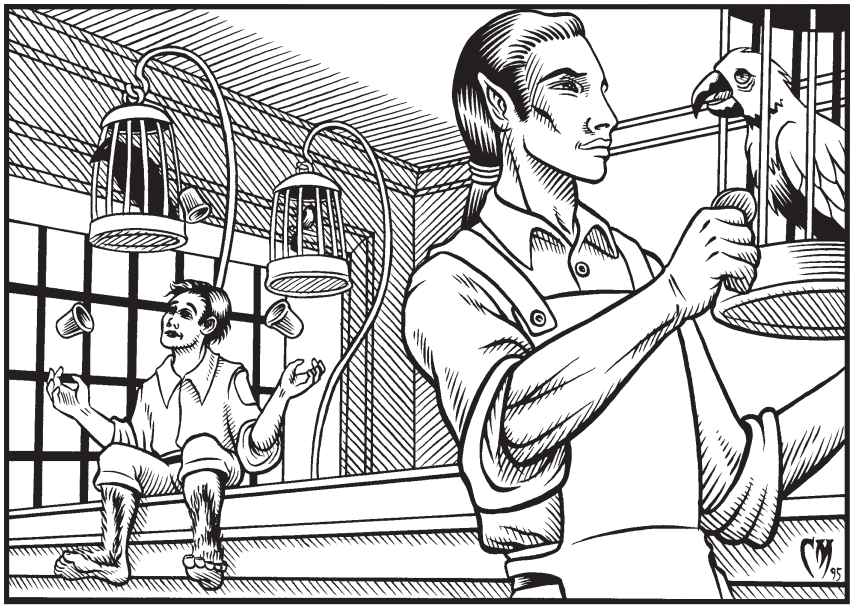
11.4 DETERMINING ADDITIONAL BASE LISTS

In addition to his normal six base spell lists, each Pure spell user (i.e., Animists, Clerics, Illusionists, Magicians, Lay Healers, and Mentalists) must choose four additional base spell lists. These lists must be chosen from the open and closed lists for that spell user's realm of power.

Note: *A GM may allow an appropriate character to choose from the Evil Spell lists for his realm of power (see Appendix A-2).*

Example: *When Darien the Illusionist (a pure spell user of Essence) was starting out at 1st level, he chose his four additional base lists as follows: Lofty Bridge, Living Change, Unbarring Ways, and Invisible Ways. For Darien, these spell lists function in all ways (i.e., primarily for DP costs) as base spell lists.*

Note: This page was reprinted in the *Arcane Companion*.



Profession Table T-1.4

PROFESSION TABLE T-1.4

Profession	Prime Stats	Realm(s) of Power	Profession Bonuses For Categories & Groups of Categories
Fighter	St/Co	Choice	Armor Group (10); Body Development (10); Combat Maneuvers (10); Weapon Group (20)
Thief	Ag/Qu	Choice	Athletic • Gymnastics (5); Awareness Group (10); Body Development (5); Self Control (5); Subterfuge Group (15); Weapon Group (10)
Rogue	Ag/St	Choice	Armor Group (5); Athletic • Gymnastics (5); Awareness Group (5); Body Development (5); Combat Maneuvers (5); Subterfuge Group (10); Weapon Group (15)
Warrior Monk	Qu/SD	Choice	Athletic • Gymnastics (5); Awareness Group (5); Body Development (10); Martial Arts Group (15); Self Control (15)
Layman	none	Choice	Athletic Group (5); Awareness Group (5); Body Development (5); Crafts (5); Outdoor Group (5); Power Awareness (5); Power Manipulation (5); Self Control (5); Technical/Trade Group (5); Weapon Group (5)
Magician	**Em**/Re	Essence	Directed Spells (10); Lore • Magical (10); Power Awareness (10); Power Manipulation (10); Power Point Development (5); Spells Group (5)
Illusionist	**Em**/Re	Essence	Awareness Group (5); Directed Spells (5); Lore • Magical (10); Power Awareness (10); Power Manipulation (10); Power Point Development (5); Spells Group (5)
Cleric	**In**/Me	Channeling	Awareness Group (5); Influence (5); Lore • Magical (5); Outdoor Group (5); Power Awareness (10); Power Manipulation (5); Power Point Development (5); Spell Group (5); Weapon Group (5)
Animist	**In**/Me	Channeling	Awareness Group (5); Lore • Magical (5); Outdoor Group (20); Power Awareness (5); Power Manipulation (5); Power Point Development (5); Spell Group (5)
Mentalist	**Pr**/SD	Mentalism	Awareness Group (5); Body Development (5); Influence (10); Lore • Magical (5); Power Awareness (5); Power Manipulation (5); Power Point Development (5); Self Control (5); Spell Group (5)
Lay Healer	**Pr**/SD	Mentalism	Awareness Group (5); Body Development (10); Lore • Magical (5); Power Awareness (5); Power Manipulation (5); Power Point Development (5); Self Control (10); Spell Group (5)
Healer	**In**/**Pr**/SD	Channeling & Mentalism	Awareness Group (5); Body Development (10); Lore • Magical (5); Power Awareness (5); Power Manipulation (5); Power Point Development (5); Self Control (10); Spell Group (5)
Mystic	**Em**/**Pr**/SD	Essence & Mentalism	Awareness Group (5); Influence (5); Lore • Magical (5); Power Awareness (10); Power Manipulation (5); Power Point Development (5); Self Control (5); Spell Group (5); Subterfuge • Stealth (5)
Sorcerer	**Em**/**In**/SD	Channeling & Essence	Directed Spells (5); Lore • Magical (10); Power Awareness (10); Power Manipulation (15); Power Point Development (5); Spell Group (5)
Ranger	**In**/Co	Channeling	Athletic Group (5); Awareness Group (10); Body Development (5); Outdoor Group (20); Subterfuge • Stealth (5); Weapon Group (5)
Paladin	**In**/SD	Channeling	Athletic Group (5); Armor Group (5); Awareness Group (5); Body Development (10); Combat Maneuvers (10); Power Manipulation (5); Weapon Group (10)
Monk	**Em**/SD	Essence	Athletic • Gymnastics (5); Awareness Group (5); Body Development (5); Martial Arts Group (10); Power Awareness (5); Self Control (10); Subterfuge • Stealth (5); Weapon Group (5)
Dabbler	**Em**/Ag	Essence	Awareness Group (10); Body Development (5); Influence (5); Lore • Magical (5); Power Awareness (5); Power Manipulation (5); Subterfuge Group (5); Urban (5); Weapon Group (5)
Bard	**Pr**/Me	Mentalism	Artistic • Active (5); Awareness Group (5); Body Development (5); Communications (5); Influence (5); Lore Group (10); Power Awareness (5); Self Control (5); Weapon Group (5)
Magent	**Pr**/Re	Mentalism	Awareness Group (10); Body Development (5); Communications (5); Influence (5); Power Awareness (5); Self Control (10); Subterfuge Group (5); Weapon Group (5)

Note: Realm stats are shown in boldface.

GENERATING STATS

Now you must generate the stats (i.e., statistics) which determine your character's mental and physical prowess. You must generate two sets of stats for your character: his temporary stats and his potential stats (see Section 5.0). Each stat has a value between 01 and 101. Temporary stats are used to determine your character's capabilities, while potential stats represent the limits to which your temporary stats may increase during play.

12.1 TEMPORARY STATS

You have 600+10d10 points to assign to your temporary stats—i.e., 600 plus the sum of ten 1d10 die rolls. Each "prime stat" (see Section 4.0) must be assigned at least 90 points and each other stat must be assigned at least 20 points.

- If 90 or fewer points are assigned to a stat, the stat's value is equal to the number of points assigned.
- If more than 90 points are assigned to a stat, the stat's value is determined by referring to the Stat Assignment Table T-1.2.

Remember, the higher the stat the more capable the character will be when performing an action using that particular stat.

Player Option: *Assign 660 points instead of 600 + 10d10 points. This option must be chosen before the 10d10 roll is made.*

Example: *Varak rolls 10d10 to determine how many points he gets to allocate to his temporary stats. He gets a total of 65 (he's lucky, the average is 55), so he has 665 (600+65) points to allocate.*

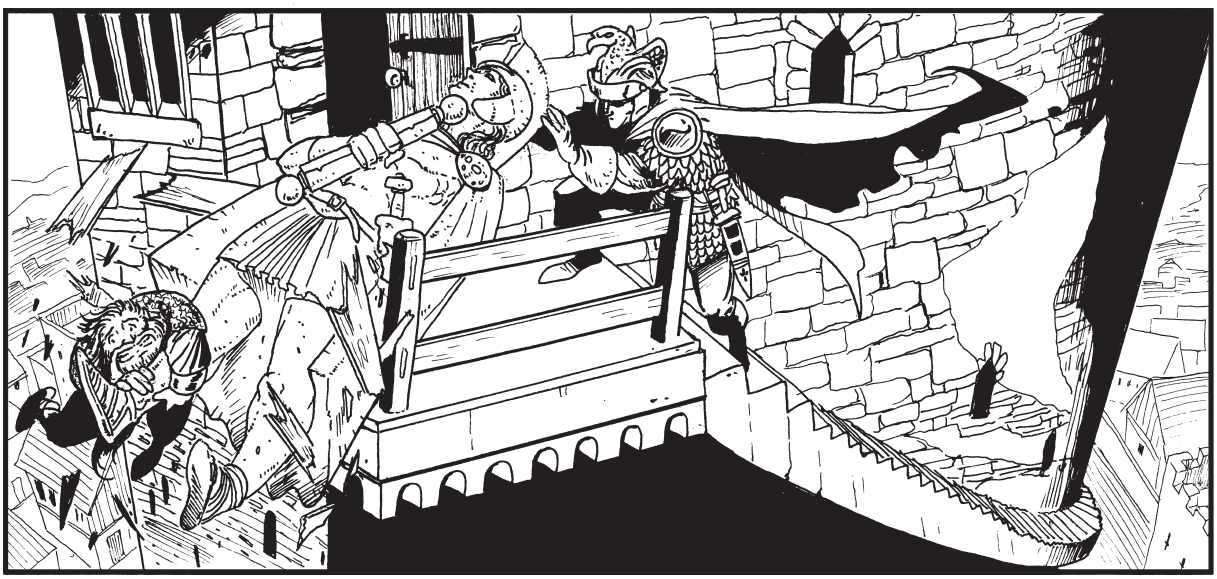
STAT ASSIGNMENT TABLE T-1.2

Stat Value	Points Assigned
100	190+
99	171-189
98	154-170
97	139-153
96	126-138
95	115-125
94	106-114
93	99-105
92	94-98
91	91-93
20-90	20-90

Note: The minimum points required for a stat above 90 are equal to 90 + [stat value – 90]^2.

Varak has decided that he wants good physical stats: Ag, Co, St, and Qu. He needs at least 90s in his prime stats, In and Co. So he determines his temporary stats by assigning his 665 points as follows:

Ag: 96 ..... requires 126 points
Co: 90 ..... requires 90 points
Me: 38 ..... requires 38 points
Re: 43 ..... requires 43 points
SD: 39 ..... requires 39 points
Em: 20 ..... requires 20 points
In: 90 ..... requires 90 points
Pr: 50 ..... requires 50 points
St: 92 ..... requires 94 points
Qu: 75 ..... requires 75 points
Total = 665 points



12.2 POTENTIAL STATS

To determine each of your character's potential stats, take the corresponding temporary stat and increase it by the roll indicated in the Potential Stat Table T-1.3.

A starting potential stat will be at least as high as its temporary stat. So, if a roll for a potential stat gives a result that is less than its corresponding temporary stat, the potential stat is instead equal to the temporary stat.

Player Option: *Add a fixed modification (from the column marked † on the Potential Stat Table T-1.3) to each temporary stat to obtain the corresponding potential stat. If this option is used no rolls are made to determine potentials.*

Example: *Now Varak must determine his potential stats by rolling as indicated on the Potential Stat Table T-1.3.*

Temporary Stat	Required Roll	Actual Dice Rolls	Resulting Potential Stat
Ag: 96	*95+1d5*	*3*	*98*
Co: 90	*90+1d10*	*3*	*93*
Me: 38	*40+6d10*	*3,5,8,2,3,6*	*67*
Re: 43	*40+6d10*	*1,7,8,4,5,6*	*71*
SD: 39	*40+6d10*	*4,2,10,3,9,5*	*73*
Em: 20	*20+8d10*	*2,7,4,1,6,10,4,5*	*59*
In: 90	*90+1d10*	*7*	*97*
Pr: 50	*50+5d10*	*5,3,7,2,8*	*75*
St: 92	*91+1d9*	*1*	*92*
Qu: 75	*80+2d10*	*4,7*	*91*

Effects of Potential Stats

Potential stats have no effect on play whatsoever. Permanently disabling injuries may be reflected in a reduction of potential stats; shorter term disabilities usually result in temporary stat reductions (see *Gamemaster Law*).

12.3 STAT BONUSES

For each temporary stat, look up the corresponding "basic stat bonus" from the Basic Stat Bonus Table T-2.1. Record these values in the appropriate spaces in the Stats section of your Character Record Sheets. For a given stat, the "stat bonus" used in the *RMSS* is the sum of the character's basic stat bonus, the character's racial stat bonus, and any special stat bonuses the character may have.

Example: *Varak must now record each of his basic stat bonuses.*

Ag: +8	*Co: +5*	*Me: 0*	*Re: 0*	*SD: 0*
Em: -3	*In: +5*	*Pr: 0*	*St: +6*	*Qu: +2*

POTENTIAL STAT TABLE T-1.3

Temporary Stat	Potential Stat	Fixed Mod.†
20-24	20 + 8d10	+44
25-34	30 + 7d10	+39
35-44	40 + 6d10	+33
45-54	50 + 5d10	+28
55-64	60 + 4d10	+22
65-74	70 + 3d10 *	+17
75-84	80 + 2d10 *	+11
85-91	90 + 1d10	+6
92	91 + 1d9	+5
93	92 + 1d8	+4
94	93 + 1d7	+4
95	94 + 1d6	+3
96	95 + 1d5	+3
97	96 + 1d4	+2
98	97 + 1d3	+2
99	98 + 1d2	+1
100	99 + 1d2	+1

Note: See Section 1.4 for guidelines for making 1d2 through 1d9 die rolls.

* — A starting potential stat will be at least as high as its temporary stat. So, if a roll for a potential stat gives a result that is less than its corresponding temporary stat, the potential stat is instead equal to the temporary stat.

† — These modifications are only used if the fixed modification option is used for all stats.

BASIC STAT BONUS TABLE T-2.1

Stat	Basic Stat Bonus	Optional Formula
102+	14	*(Stat - 95) x 2*
101	12	*(Stat - 95) x 2*
100	10	*(Stat - 81) ÷ 2*
98-99	9	*(Stat - 81) ÷ 2*
96-97	8	*(Stat - 81) ÷ 2*
94-95	7	*(Stat - 81) ÷ 2*
92-93	6	*(Stat - 81) ÷ 2*
90-91	5	*(Stat - 81) ÷ 2*
85-89	4	*(Stat - 67) ÷ 5*
80-84	3	*(Stat - 67) ÷ 5*
75-79	2	*(Stat - 67) ÷ 5*
70-74	1	*(Stat - 67) ÷ 5*
31-69	0	—
26-30	-1	*(Stat - 33) ÷ 5*
21-25	-2	*(Stat - 33) ÷ 5*
16-20	-3	*(Stat - 33) ÷ 5*
11-15	-4	*(Stat - 33) ÷ 5*
10	-5	*(Stat - 21) ÷ 2*
08-09	-6	*(Stat - 21) ÷ 2*
06-07	-7	*(Stat - 21) ÷ 2*
04-05	-8	*(Stat - 21) ÷ 2*
02-03	-9	*(Stat - 21) ÷ 2*
01	-10	*(Stat - 21) ÷ 2*

ADOLESCENCE SKILL DEVELOPMENT

During his early years of life (i.e., his adolescence), your character will develop his skills and skill categories as indicated in the Adolescence Rank Table T-1.6. Each skill and skill category that is developed will increase its rank by a fixed number of ranks. The exact number of ranks can be found in the column of the Adolescence Rank Table T-1.6 that corresponds to your character's culture/race. The significance and mechanics of skills are described in Section 6.0.

Your character's skills are based upon his cultural/racial background. For example, if your character is raised in an Dwarvish society, he would use the appropriate Dwarf skill development.

On your character record sheet, you should record each of your character's skills and skill categories that receive adolescence ranks.

Note: *Most skills and skill categories are not included in the Adolescence Rank Table T-1.6 because no culture/race develops those skills during adolescence.*

Note: *Upcoming **RM** sourcebooks will have various adolescence rank tables based on a character's family status and other background factors.*

Hobby Ranks

The Adolescence Rank Table T-1.6 indicates a number of Hobby ranks for each culture/race. These Hobby ranks may be used to increase the ranks of any combination of skills and/or skill categories. However, the following restrictions apply:

- No skill or skill category may be increased by more ranks than the maximum ranks that normally may be developed when advancing a level.
- The skill or skill rank developed must have a development point cost of less than 40.

Example: *Varak's DP cost for a language skill (Communications skill category) is 3/3/3, so he could develop up to 3 ranks by using 3 Hobby ranks. His DP cost for Stalking skill (Subterfuge • Stealth skill category) is 1/5, so he could develop up to 2 ranks by using 2 Hobby ranks. His DP cost for Attunement skill (Power Awareness skill category) is 5, so he could only develop up to 1 rank by using 1 Hobby rank.*

Background Options

Your character receives a number of background options during adolescence as indicated in the Adolescence Rank Table T-1.6. The use of background options is detailed in Section 14.0.

Starting Languages

Your character starts out with a number of language skill ranks as indicated in the appropriate culture/race description in Appendix A-3.

Additional Language Skill Ranks

Your character receives a number of additional language skill ranks during adolescence. Each of these ranks may be allocated to the allowed languages listed for your character's culture/race in Appendix A-3. The maximum number of ranks that may be developed during adolescence is also provided for each language in Appendix A-3. Remember, spoken and written skills for each language must be developed separately.

Example: *Varak is a High Man so he must record the specific skill ranks and skill category ranks listed in the High Men column of the Adolescence Tank Table T-1.6.*

Armor • Light skill category 1
Rigid Leather skill 1
Armor • Medium skill category 2
Chain skill 2
Athletic • Brawn skill category 1
Athletic • Endurance skill category 1
Swimming skill 1
Athletic • Gymnastics skill category 1
Alertness skill 2
Awareness • Searching skill category 1
Body Development skill 3
Communications skill category 3
Lore • General skill category 3
"Own" Region Lore skill 3
High Man Culture Lore skill 3
Outdoor • Animal skill category 1
Riding skill (horses) 1
Outdoor • Environmental skill category 1
Power Awareness skill category 1
Science/Analytic • Basic skill category 1
Technical/Trade • General skill category 1
Weapon • 1-H Edged skill category 2
Broadsword skill 2
Weapon • 2-Handed skill category 1
Two-Handed Sword skill 1
Weapon • Missile skill category 1
Composite Bow skill 1
Weapon • Pole-arms skill category 1
Spear skill 1

Varak gets four background options. These will be discussed in Section 14.0. Varak also gets 10 hobby ranks. He assigns them as follows:

Weapon • 1-H Edged skill category 2
Broadsword skill 2
Subterfuge • Stealth skill category 2
Stalking skill 2
Power Point Development 1
Body Development 1

Referring to the High Men culture/race description in Appendix A-3.9, we see that Varak starts knowing the following languages with the following skill ranks (S=Spoken, W=Written):

High-speech S8/W6
Common-speech S8/W6
Grey-elvish S6/W6
High-elvish S2/W2

Varak allocates his 12 additional language skill ranks to to increase his High-speech and Common-speech from S8/W6 up to S10/W10 (see App. A-3.9).

ADOLESCENCE RANK TABLE T-1.6

	Hillmen	Mariners	Nomads	Ruralmen	Urbanmen	Woodmen	High Men	Wood Elves	Grey Elves	High Elves	Half-elves	Dwarves	Halflings	Common Orcs	Greater Orcs	Half-orcs
Armor • Light skill category	1	2	1	1	1	1	1	0	0	0	1	1	0	3	3	3
Soft Leather skill	0	0	0	1	0	1	0	0	0	0	0	0	0	1	1	1
Rigid Leather skill	1	2	0	1	0	0	1	0	0	0	1	1	0	3	3	3
Armor • Medium skill category	0	0	0	0	0	0	2	0	0	0	1	3	0	2	3	1
Chain skill	0	0	0	0	0	0	2	0	0	0	1	3	0	2	3	1
Athletic • Brawn skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Athletic • Endurance skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Swimming skill	1	5	0	1	1	1	1	3	2	2	1	0	0	0	0	0
Athletic • Gymnastics skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Climbing skill	5	0	0	0	0	3	0	2	1	0	1	1	2	1	1	1
Awareness • Perceptions skill category	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Alertness skill	2	2	2	2	2	2	2	6	6	6	2	4	8	2	2	2
Awareness • Searching skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Body Development skill	3	2	2	2	1	2	3	1	1	1	1	3	2	2	3	2
Communications skill category	1	1	1	1	3	1	3	2	3	4	3	1	1	0	0	0
Language skills †	4	10	4	8	10	4	12	12	16	20	8	8	6	4	4	4
Lore • General skill category	3	3	3	3	3	3	3	3	3	3	3	3	2	1	1	2
"Own" Region Lore skill	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
"Own" Culture Lore skill	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Outdoor • Animal skill category	0	0	5	1	0	0	1	1	1	1	1	0	0	0	1	0
Riding skill (usually horses)	0	0	5	1	0	0	1	1	1	1	1	0	0	0	1	0
Outdoor • Environmental skill category	4	1	3	2	0	5	1	5	4	3	3	2	1	2	2	2
Power Awareness skill category *	0	0	0	0	2	0	1	1	1	2	1	0	0	0	0	0
Science/Analytic • Basic skill category	0	1	0	0	1	0	1	1	1	2	1	1	0	0	0	0
Spells • Own Realm Open Lists – skill in one spell list *	0	1	0	0	2	0	0	2	3	4	1	0	0	0	0	0
Subterfuge • Stealth skill category	2	0	0	1	0	4	0	4	3	2	2	0	5	0	0	0
Stalking skill	2	0	0	1	0	4	0	4	3	2	2	0	5	0	0	0
Hiding skill	2	0	0	1	0	4	0	4	3	2	2	0	5	0	0	0
Tech./Trade • General skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Urban skill skill category	0	1	0	0	5	0	0	0	0	0	0	0	0	0	0	0
Weapon • 1-H Conc. skill category	1	0	0	0	0	0	0	0	0	0	0	4	0	3	1	3
1 Weapon Based on Culture/Race ‡	1	0	0	0	0	0	0	0	0	0	0	4	0	3	1	3
Weapon • 1-H Edged skill category	0	2	1	1	1	1	2	1	1	1	1	0	0	0	4	0
1 Weapon Based on Culture/Race ‡	0	2	1	1	1	1	2	1	1	1	1	0	0	0	4	0
Weapon • 2-Handed skill category	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0
1 Weapon Based on Culture/Race ‡	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0
Weapon • Missile skill category	1	1	2	1	1	1	1	3	2	1	2	0	2	0	1	1
1 Weapon Based on Culture/Race ‡	1	1	2	1	1	1	1	3	2	1	2	0	2	0	1	1
Weapon • Pole Arms skill category	2	0	2	1	0	1	1	0	0	0	0	0	0	1	1	0
1 Weapon Based on Culture/Race ‡	2	0	2	1	0	1	1	0	0	0	0	0	0	1	1	0
Weapon • Thrown skill category	2	1	1	1	0	1	0	0	0	0	0	1	2	1	1	1
1 Weapon Based on Culture/Race ‡	2	1	1	1	0	1	0	0	0	0	0	1	2	1	1	1
Hobby Ranks (see Section 13.0) ‡	12	12	12	12	12	12	10	10	8	6	10	12	12	12	10	12
Number of Background Options §	6/5	6/5	6/5	6/5	6/5	6/5	4	4	3	2	4	5	5	5	4	5

* – If a GM is running a magic-poor setting, these ranks are not available.

† – May only be allocated up to the maximum number of ranks listed for the "allowed adolescence languages" provided for a character's culture/race in Appendix A-3.

‡ – See the specific culture/race entry in Appendix A-3.

§ – See Section 14.0. Common Men get 6, Mixed Men get 5.

BACKGROUND OPTIONS

Your character has a certain number of background Background options normally include: extra languages, extra money, extra stat gain rolls, special items, special skill & skill category bonuses, and talents. The Adolescence Rank Table T-1.6 summarizes how many background options members of each culture/race get.

Note: *Your Gamemaster may choose to assign any or all background options in his own manner.*

Extra Languages

This option allows your character to learn extra languages. The Gamemaster may wish to restrict which languages your character may choose. Normally, choosing such a background option means that your character may allocate 20 skill ranks to the "extra languages" allowed for his culture/race (see Appendix A-3). The limit on how may skill ranks (spoken and written) may be allocated any "extra language" is also provided in Appendix A-3.

Example: *A language listed as "Common (S8/W6)" in your character's culture/race description may only have its spoken skill rank raised to 8 and its written skill rank raised to 6.*

Extra Money

This background option is *extra* money that your character can start with. Each player character normally only starts with 2 gold pieces (Section 17.2). Instead of actual money, characters from certain cultures/races start with an equivalent value of goods and/or livestock (see Appendix A-3). There are three ways to get extra money with background options:

- Your Gamemaster may assign you a fixed amount of money.
- You may roll on the "Extra Money" section of the Background Options Table T-1.5.
- You may use two background options and chose an amount of money (usually 200 gp) from the "extra money" section of the Background Options Table T-1.5.

Extra Stat Gain Rolls

This background option gives your character an extra stat gain roll (see Section 7.3) for each of his skills.

Special Items

These are magic or unusual items that your character has had handed down to him or which fate has placed in his possession. Such items are keyed to a specific player character or to a character's profession and culture/race (see Appendix A-3). There are three ways to get a special item with background options:

- Your Gamemaster may create a special item designed specifically for your character.
- You may roll on the "special items" section of the Background Options Table T-1.5.
- You may use two background options and chose an item from the "special items" section of the Background Options Table T-1.5.

Each time a character attempts to use a background options item not specifically keyed to him, he must make a static maneuver modified by his Attunement skill bonus (Section 24.0). This makes such items much harder to sell. Spells from these items are always cast as if "instantaneous" (see Section 26.0 and Appendix A-2).

Special Bonuses

This background option provides a special bonus to one of your character's skills or skill categories. The bonus is +10 to a skill or +5 to a skill category; however, the following restrictions apply:

- The skill or skill category must have a standard or a combine skill rank bonus progression (see Section 6.0).
- Only one such special bonus may be acquired for each given skill and skill category.

Talents

You may chose a talent with one or more of your background options. Talents are certain extraordinary capabilities that some characters possess. In many cases these capabilities distinguish a player character from the general populace and are part of the reason that he has chosen to adventure rather than stay home on the farm.

Appendix A-5 presents a number of different talents and the flaws that are sometimes associated with talents. Choosing a talent as a background option may actually require more than one of your background options. Appendix A-5 specifies how many background options correspond to each talent and flaw combination.

Your Gamemaster may make up talents specifically designed for your character.

Example: *Varak has four background options to allocate (see Table T-1.1 and Table T-1.6). He allocates two to get a major talent (randomly determined with a associated flaw), one to get a special item, and one to get a special +10 bonus to his Broadsword skill.*

Referring to the Major Talents Chart (see Appendix A-5.1), Varak rolls a 70 and gets a special +5 SD stat bonus. His GM rolls a 41 for Varak's corresponding Major flaw—Varak is magically vulnerable, all spells cast against him have +10 added to their attack rolls.

Next, he refers to the Background Options Table T-1.5, and rolls a 37. His special item can be a +1 spell adder or a +10 magic item—Varak chooses a +1 spell adder. His GM decides that the item is a small, wooden rod about two feet in length.

Finally, Varak records his special +10 bonus to his Broadsword skill on his Record Sheets.

BACKGROUND OPTIONS TABLE T-1.5

Special Items (choose for 2 BOs) —

See the notes below and Section 32.1 for descriptions of the various types of items.

Roll	Item
01-05	*Choice of the following:* a +1 spell adder **or** one special bread/poison/herb (Appendix A-8). The GM should assign a bread/poison/herb that is appropriate.
11-10	*Choice of the following:* a +1 spell adder **or** two +5 non-magic items.
21-20	*Choice of the following:* a +1 spell adder **or** one +10 non-magic item.
31-30	*Choice of the following:* a +1 spell adder **or** two +5 magic items.
31-65	*Choice of the following:* a +1 spell adder **or** one +10 magic item.
66	*Choice of the following:* a +3 spell adder **or** a loyal domesticated animal (e.g., a dog) **or** one +20 non-magic item.
66-75	*Choice of the following:* a Daily III spell item **or** a +2 spell adder, **or** three +5 non-magic items **or** three doses of a potion (with a level 1-5 spell).
76-80	*Choice of the following:* Daily III spell item **or** a +2 spell adder, **or** one +15 non-magic item **or** three doses of a potion (with a level 1-5 spell).
81-85	*Choice of the following:* Daily IV spell item, **or** a +2 spell adder, **or** three +5 magic items, **or** five doses of a potion (with a level 1-5 spell).
86-90	*Choice of the following:* Daily IV spell item, **or** a +2 spell adder, **or** one +15 magic item, **or** five doses of a potion (with a level 1-5 spell).
91-95	*Choice of the following:* a +3 spell adder **or** **or** two +10 magic items **or** two Daily III items.
96-97	*Choice of the following:* a +3 spell adder **or** **or** one +20 magic item **or** a Daily IV item.
98	*Choice of the following:* a +3 spell adder **or** **or** a Daily VI item **or** three +10 magic items.
99	*Choice of the following:* a +3 spell adder **or** **or** a Daily VII item **or** two +20 magic items.
100	*Choice of the following:* a +3 spell adder **or** a Daily VIII item **or** a loyal unusual creature (e.g., a monster).

Item Note: *If multiple background options are used to take items, it is suggested that the player have the choice of having all of the abilities joined in one item or spread throughout two or more separate items. The bonuses on items and spell adders would be cumulative (up to a total of +30 for a bonus and +3 for an adder) if taken in one item.*

Item Note: *A "+# magic item" gives a +# bonus to any skill with which the item is used (e.g., a +10 mace would increase the wielder's OB by 10 when used in combat, a +10 lockpick would give a +10 bonus for picking locks, a +10 saddle would give a +10 bonus to riding, a +10 suit of armor would increase the wearer's DB by 10, etc.).*

Item Note: *A "+# spell adder" allows the caster to cast one additional spell per day without expending power points (see Section 32.1). It is suggested that such items be at least 2' long and hand-held.*

Item Note: *A "Daily #" spell item allows a chosen spell to be cast a certain number of times a day without expending power points (see Section 32.1). The "#" is greater than or equal to the level of the spell times the number of times a day that it can be cast. E.g., a Daily IV item could cast a 1st level spell four times a day, a 2nd level spell two times a day, or a 3rd or 4th level spell once a day. The player may choose any appropriate spell and the type of item (if the GM deems it appropriate) **or** the Gamemaster and player may agree on a special magic item (e.g., a canteen that refills once a day, a rope that ties and unties itself, a backpack which is weightless regardless of contents, etc.).*

Extra Languages —

Allocate 20 skill ranks to the extra languages listed for your culture/race in Appendix A-3.

Extra Money Option (choose for 2 BOs) —

Roll	Amount
01–02	1 gp
03–05	2 gp
06–15	5 gp
16–25	10 gp
26–35	15 gp
36–45	20 gp
46–55	30 gp
56–65	35 gp
66–70	40 gp
71–75	50 gp
76–80	60 gp
81–85	70 gp
86–90	80 gp
91–94	100 gp
95–97	125 gp
98–99	150 gp
100	200 gp

Extra Stat Gain Rolls —

Make an extra stat gain roll for each of your stats (see Section 7.3).

Special Bonuses (choose one) —

- A special +10 bonus for one skill.
- A special +5 bonus for one skill category.

Talents (& Flaws) —

Roll or select a talent and any associated flaw; requires one or more background options (see Appendix A-5 and the Talent/Flaw Cost Chart)

APPRENTICESHIP SKILL DEVELOPMENT

After his early years of life (i.e., his adolescence), your character will develop his *apprenticeship* skills. Based upon his five "Development Stats" (see Section 5.2), your character receives a certain number of skill *development points* (DPs):

DPs = (Ag + Co + Me + Re + SD) ÷ 5

These DPs may be used to:

- Increase the ranks of your character's skills and/or skill categories (see Sections 15.1 & 15.2).
- Obtain training packages (see Section 15.3).
- Obtain extra stat gain rolls (see Section 15.4).

Note: *A Gamemaster may require training time and resources for skill development and stat gain rolls (see Appendix A-9.1).*

Example: *Varak has 61 development points to use: 61.2 = (96 + 90 + 38 + 43 + 39) ÷ 5.*

15.1 STANDARD DP COSTS

For your profession, each skill category has a standard *development point* (DP) cost associated with it. Each skill has a standard development point cost equal to the DP cost of its skill category.

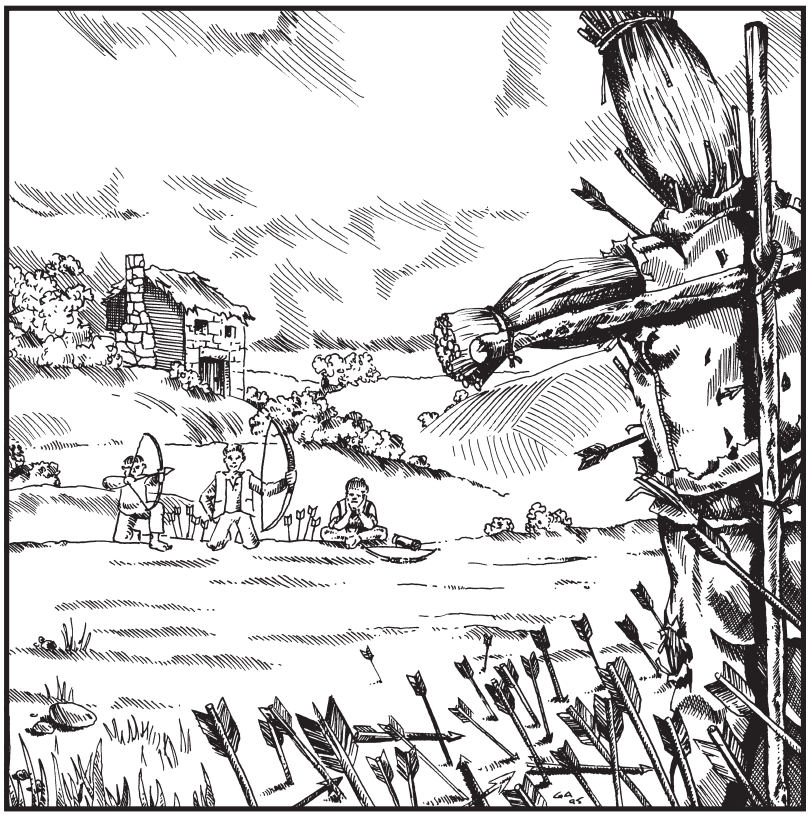
There are four types of development point costs:

None — A few skill categories have a DP cost of "–" The rank of one of these skill categories may not be increased by allocating DPs (e.g., Rogues have no base spell lists, so there is no DP cost for the "Spells • Own Realm Own Base Lists" category).

Single Number (#) — A skill or skill category with a single number DP cost may have its rank increased by one by allocating (i.e., expending) DPs equal to its DP cost. The rank of such a skill or skill category may only be increased by one during the skill development process (i.e., once each level advancement, see Section 7.3).

Two Numbers (#/#) — A skill or skill category with a two number DP cost (e.g., 2/6, 3/7) may have its rank increased by one by allocating (i.e., expending) DPs equal to the first number **or** it may have its rank increased by two by allocating DPs equal to the sum of the two numbers. The rank of such a skill or skill category may be increased by a maximum of two during the skill development process.

Three Numbers (#/#/#) — A skill or skill category with a three number DP cost (e.g., 3/3/3) may have its rank increased by one by allocating (i.e., expending) DPs equal to the first number **or** it may have its rank increased by two by allocating DPs equal to the sum of the first two numbers **or** it may have its rank increased by three by allocating DPs equal to the sum of the three numbers. The rank of such a skill or skill category may be increased by a maximum of three during the skill development process.



15.2 VARIABLE DP COSTS

Some of the standard development point costs for your profession may vary based upon a number of factors.

VARIABLE DP COSTS FOR WEAPONS

There are seven "Weapon Group" skill categories:

Weapon • 1-H Concussion
Weapon • 1-H Edged
Weapon • 2-Handed
Weapon • Missile
Weapon • Missile Artillery
Weapon • Pole Arms
Weapon • Thrown

You may rearrange the DP costs for these skill categories. This rearrangement is subject to GM restrictions and the race/culture restrictions outline for your culture/race in Appendix A-3.

Example: *Varak assigns his DP costs for weapon categories as follows:*

Weapon • 1-H Concussion 6
Weapon • 1-H Edged 3/7
Weapon • 2-Handed 6
Weapon • Missile 4
Weapon • Missile Artillery 9
Weapon • Pole Arms 6
Weapon • Thrown 9

Note that Varak has to assign his 3/7 DP cost to 1-H Edged because he assigned 3 hobby ranks to that skill category and 3 hobby ranks to Broadsword skill (see Section 13.0).



VARIABLE DP COSTS FOR SPELL LISTS

The DP costs for a spell list skill rank increases based upon the number of the rank being developed. These DP cost increases are outlined in the Spell List DP Cost Table T-2.4.

Example: *Tanvar is a 10th level Ranger (a Semi spell user) and his skill rank is 9 for his Own Realm Open spell list, Concussion's Way. Looking at Table T-2.4, we see that it will cost him 8 DPs to increase this skill rank to 10. He could not increase it to 11 during the same development period because the DP cost is '12' (a single DP cost number limits development to one skill rank per development process, see Section 15.1).*

Similarly, increasing this same skill rank from 13 to 14 costs 12 DPs, from 15 to 16 costs 18 DPs, and from 37 to 38 costs 25 DPs.

In addition, there is a DP cost increase based upon how many spell lists have already had ranks developed during the current level:

- For the first five lists developed the DP cost is normal (i.e., x1 modifier).
- For the 6th through 10th lists developed the DP cost is doubled (i.e., a x2 modifier).
- For lists beyong the 10th, the DP cost is quadrupled (i.e., a x4 modifier).

Example: *Myck the Magician (1st level) has 70 DPs with which to develop his apprenticeship skills. He decides that he wants to learn and be able to cast as many 1st level spells as is practical—i.e., for now, he will only develop one rank in each spell list.*

*He decides to limit himself to the following lists (his least expensive in terms of DP costs): 3 of his own realm open lists (DP cost: 4/4/4), 3 of his own realm closed lists (DP cost: 4/4/4), and five of his own realm own base lists (DP cost: 3/3/3). So he develops one rank for each of three of his open lists for **12 DPs** (3 lists x 4 DPs). Then he develops a rank in two of his closed lists for **8 DPs** (2 lists x 4 DPs). Because it is the 6th list he develops, his third closed list costs double normal: **8 DPs** (1 list x 4 DPs x 2).*

*Next Myck develops four of his base lists (the 7th, 8th, 9th, and 10th lists developed during this process) for a DP cost of **24 DPs** (4 lists x 3 DPs x 2). Because it is the 11th list he develops, his last base list cost quadruple normal: **12 DPs** (1 list x 3 DPs x 4).*

So Myck has developed one rank for each of 11 different spell lists for a DP cost of 64 DPs (12 + 8 + 8 + 24 + 12). Note that it would have cost more DPs to develop the lists that cost 3 DPs first; in that case, the 4 DP costs would have been multiplied by x2 or x4 instead of the 3 DP costs.

If Myck had concentrated his development of all 11 ranks in five of his base lists, it would have only cost 33 DPs (11 ranks x 3 DPs). So, you can see that developing ranks in more than 5 lists at a time is not very cost effective.

SPELL LIST DP COST TABLE T-2.4

List Type	Skill Rank #	SPELL USER TYPE Pure	Hybrid	Semi	Non
Own Realm:					
Own Base Lists	1+	3/3/3	3/3/3	6/6/6	–
Open Lists	1-5	4/4/4	4/4/4	8/8	x1
	6-10	4/4/4	4/4/4	8/8	x2
	11-15	4/4/4	6/6/6	12	x3
	16-20	4/4/4	8/8	18	x4
	21+	6/6/6	12	25	x5
Closed Lists	1-5	4/4/4	4/4/4	10/10	x1
	6-10	4/4/4	6/6/6	12	x2
	11-15	4/4/4	8/8	25	x3
	16-20	4/4/4	10/10	40	x4
	21+	8/8	25	60	x5
Other Base Lists	1-5	8/8	10/10	25	x1
	6-10	10/10	12	40	x2
	11-15	12	25	60	x3
	16-20	25	40	80	x4
	21+	40	60	100	x5
Other Realm:					
Open Lists	1-5	10/10	12	30	x1
	6-10	12	25	60	x2
	11-15	25	40	80	x3
	16-20	40	60	100	x4
	21+	60	80	120	x5
Closed Lists	1-5	20	25	45	x1
	6-10	25	40	60	x2
	11-15	40	60	80	x3
	16-20	60	80	100	x4
	21+	80	100	120	x5
Other Base Lists	1-5	50	60	80	x1
	6-10	70	80	100	x2
	11-15	90	100	120	x3
	16-20	110	120	140	x4
	21+	130	140	160	x5
Arcane "Realm:"					
Open Arcane Lists	1-5	6/6	5/5	12	x1
	6-10	8/8	6/6	25	x2
	11-15	10/10	8/8	40	x3
	16-20	12	10/10	60	x4
	21+	25	12	80	x5

Multipliers:

First 5 Lists Developed This Level x1

6th – 10th Lists Developed This Level x2

11th – up Lists Developed This Level x4

Occupational, Everyman, and Restricted Skill Categories

Not all skills within a category are necessarily developed at the same rate. Because some races and/or professions develop specific skills at different rates, some specific skills might be designated as either *Occupational*, *Everyman*, or *Restricted* (e.g., dwarves might be good at most Athletic • Endurance skills, but Swimming is something they are not comfortable doing).

- If a skill is designated as *Occupational*, for every rank developed, the character gains three ranks. A character cannot develop "part" of a rank to gain fewer than three ranks.
- If a skill is designated as *Everyman*, for every rank developed, the character gains two ranks. A character cannot develop "part" of a rank to gain fewer than three ranks.
- If a skill is designated as *Restricted*, for every two ranks developed, the character gains one rank.

Note that the skill remains in its standard category (and the category is not affected in any way). Some skills are restricted by their very nature (these are indicated in italics on the skill category definitions).

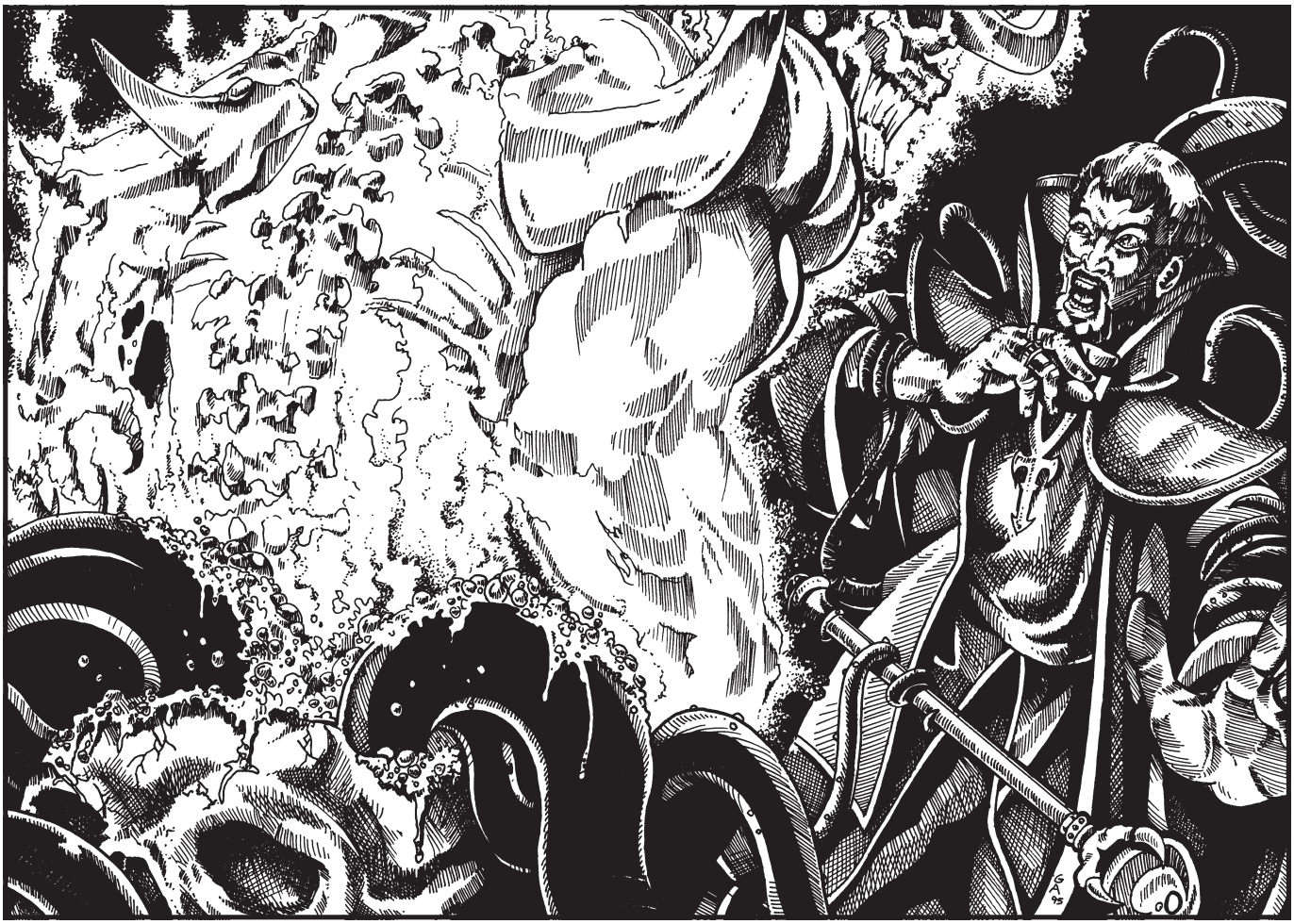
Unless a GM decides otherwise, the special skill classifications (i.e., Occupational, Everyman, and Restricted) specified for the professions take precedence over those specified for cultures/races and by the skill category definitions. Similarly, the special skill classifications specified for the cultures/races precedence over those specified by the skill category definitions.

Example: *Adrenal Stabilization is a Restricted skill based on its skill category, Self Control (see Appendix A-1.24). However, for the Lay Healer profession, it is a Everyman skill. So Adrenal Stabilization is an Everyman skill for a Lay Healer.*

Note: *A GM should examine all of the skills and skill categories and specify which skills are Occupational, Everyman, or Restricted for his world system. He should make clear to his players which skills have a special designation within his world.*

Note: *See Section 6.3 for an example of these types of skill categories and how to handle them.*

Example: *Aside from the standard skill category defined special skills, Varak has no special skills—his culture/race (High Men) has none and his profession (Ranger) has none.*



15.3 TRAINING PACKAGES

During the apprenticeship skill development process, you may allocate DPs to obtain training packages for your character. Training packages provide the following:

- Rank increases for skills and skill categories.
- Extra stat gain rolls (see Section 7.3).
- Certain special background details (see Section 9.1).

There are 36 different training packages, divided into two types: lifestyle (L) and vocational (V). Normally, a character may only develop one lifestyle training package. Each training package has a specific Development Point cost based upon your character's profession (see the Training Package DP Cost Table T-2.7). In addition, each training package increases your character's age by a fixed amount; i.e., it takes time to train. See Appendix A-6 for detailed information on the individual training packages.

15.4 EXTRA STAT GAIN ROLLS

During the apprenticeship skill development process, you may allocate DPs to get extra stat gain rolls (see Section 7.3. For every 8 DPs allocated, you may make a stat gain roll for a stat of your choice.

Example: *Varak has 61 DPs to use for training packages, for extra stat gain rolls, and for developing his skills and skill categories. First, he decides that he doesn't want to spend DPs on extra stat gain rolls; he declares that he can wait until he gets his free stat gain rolls when he reaches 2nd level (his GM thinks to himself: "if he gets to 2nd level").*

Varak then decides to develop the Adventurer training package (see Appendix A-6.1) at a cost of 29 DPs. He figures that this will cover most of the commonly used skills he will need while adventuring, leaving the rest (32 DPs) of his DPs for developing his weapon skills, his hits, and his spells. So Varak allocates his remaining DPs as follows:

Skill/Skill Category (DP cost)	***# Ranks***	***DP Cost***
Weapon • 1-H Edged skill category (3/7)	*1*	*3*
Broadsword skill (3/7)	*1*	*3*
Composite Bow skill (4)	*1*	*4*
Body Development skill (4/12)	*1*	*4*
Path Mastery skill (6/6/6, base spell list)	*1*	*6*
Nature's Way skill (6/6/6, base spell list)	*1*	*6*
Inner Walls skill (6/6/6, base spell list)	*1*	*6*
	Total:	*32*

The final example of Varak's development (at the end of Section 17.4) will summarize all of the ranks that Varak has from hobby ranks, adolescence ranks, training packages, and apprenticeship skill development.

TRAINING PACKAGE DP COST TABLE T-2.7

Training Package	Months	Fighter	Thief	Rogue	Warrior Monk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Sorcerer	Mystic	Ranger	Paladin	Monk	Dabbler	Bard	Magent
Adventurer (L)	24	29	29	29	29	29	34	33	32	31	31	31	31	34	32	29	31	29	29	29	29
Amateur Mage (L)	53	43	37	36	40	32	24	24	26	26	26	26	26	26	26	31	32	30	29	29	30
Animal Friend (L)	102	26	26	24	28	28	33	31	31	22	33	33	33	33	30	22	30	28	28	28	26
Assassin (V)	30	25	16	20	25	28	40	36	38	34	37	38	40	41	37	26	(34)	29	27	31	24
Berserker (L)	64	22	26	26	28	28	45	45	36	36	34	34	42	44	44	28	26	31	29	29	28
Burglar (V)	33	21	16	19	20	23	31	31	30	30	29	29	30	31	30	26	(28)	22	22	25	21
City Guard (V)	25	15	17	16	23	20	31	31	28	27	29	28	29	31	30	20	20	25	20	21	20
Cloistered Academic (L)	95	29	29	29	29	29	23	20	24	24	24	24	24	24	20	28	28	28	25	22	24
Con Man (V)	32	21	18	18	22	21	27	25	26	24	27	28	28	28	19	20	(25)	22	19	19	14
Crafter (V)	28	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24
Crusading Academic (L)	110	29	29	29	29	28	30	29	29	29	28	28	29	30	26	29	29	29	28	24	24
Cut Purse (V)	37	24	15	15	25	25	32	29	32	30	32	33	34	34	26	24	(33)	26	20	25	18
Detective (V)	33	22	18	18	23	24	30	28	28	27	29	29	30	30	22	21	28	26	25	25	19
Diplomat (V)	48	28	27	27	28	25	26	21	25	25	26	26	26	26	19	28	28	28	25	19	18
Doctor (V)	18	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23
Explorer (L)	66	27	27	27	26	28	31	31	30	30	29	29	30	31	30	28	28	27	28	28	28
Guardian (L)	116	27	28	27	32	29	40	40	33	31	35	32	35	40	34	28	29	34	32	30	29
Herbalist (V)	33	23	23	23	23	23	26	26	23	20	23	23	23	23	23	20	23	23	23	23	23
Highwayman (V)	35	19	21	20	22	22	30	30	27	24	29	29	28	30	30	18	(22)	25	23	23	23
Hunter (L)	18	29	27	27	30	30	36	34	32	29	35	35	36	36	33	25	31	30	29	30	28
Knight (L)	69	25	29	28	34	31	46	46	40	40	40	38	43	46	43	31	28	36	36	32	32
Loremaster (V)	40	29	28	26	29	24	19	19	20	20	20	20	20	20	20	24	24	24	20	18	24
Martial Artist (L)	73	30	30	30	24	30	40	40	35	35	30	30	35	40	35	31	35	28	31	29	30
Mercenary (L)	80	28	30	29	33	31	44	44	36	35	38	38	39	44	40	31	29	35	32	32	31
Merchant (V)	23	25	25	25	25	21	20	18	20	20	20	20	20	20	18	24	24	24	21	21	21
Performer (V)	40	28	28	28	28	25	26	20	26	26	26	26	26	26	18	28	28	28	25	16	20
Philosopher (L)	130	32	32	32	32	29	29	26	29	29	29	29	29	29	25	32	32	32	30	26	26
Sailor (V)	28	20	19	19	19	20	23	23	22	20	23	23	23	23	23	18	20	19	20	20	20
Scout (V)	33	21	20	19	25	25	31	31	28	20	30	30	31	31	30	16	24	26	25	25	21
Shaman Priest (L)	69	34	33	31	33	30	29	28	29	26	29	29	29	29	28	29	29	30	29	28	28
Soldier (V)	26	15	22	19	31	23	37	37	29	29	31	30	30	37	34	23	20	32	28	25	25
Spy (V)	44	28	22	23	28	27	33	30	33	30	33	35	35	34	27	25	(32)	28	24	25	18
Traveller (V)	18	13	12	10	13	14	20	20	18	13	20	20	20	20	19	10	15	13	14	14	13
Wanderer (L)	95	29	28	28	29	28	30	29	29	26	30	30	30	30	29	27	29	29	28	26	29
Weapon Master (L)	95	29	34	32	45	36	84	84	51	51	61	61	84	84	84	39	34	49	43	43	39
Zealot (L)	73	25	25	25	25	25	28	27	26	26	25	25	26	28	23	26	23	25	25	20	20

STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE T-2.8

Skill Category	Fighter	Thief	Rogue	Warrior Mk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Mystic	Sorcerer	Ranger	Paladin	Monk	Dabbler	Bard	Magent
Armor • Heavy	2/2/2	4/4/4	3/3/3	10	4/4/4	11	11	11	11	7/7/7	5/5/5	7/7/7	7/7/7	11	5/5/5	3/3/3	11	11	5/5/5	6/6/6
Armor • Light	1/1/1	2/2/2	1/1/1	9	2/2/2	9	9	2/2/2	2/2/2	4/4/4	2/2/2	4/4/4	4/4/4	9	2/2/2	1/1/1	9	5/5/5	2/2/2	2/2/2
Armor • Medium	2/2/2	3/3/3	2/2/2	10	3/3/3	10	10	10	10	6/6/6	4/4/4	6/6/6	6/6/6	10	4/4/4	2/2/2	10	10	3/3/3	4/4/4
Artistic • Active	2/5	2/4	2/4	2/5	2/5	2/5	1/5	2/5	2/5	2/5	2/5	2/5	1/4	2/5	2/5	2/5	2/5	2/4	1/2	2/4
Artistic • Passive	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	1/3	2/5
Athletic • Brawn	2/5	3/6	2/6	2/5	3/6	6	7	5	4	5	6	6	7	7	3/7	3/7	3/7	3/9	4/9	3/9
Athletic • Endurance	2/6	2/7	2/5	2/6	2/7	3	3	3	3	3	3	3	3	3	1/5	2/7	2/7	2/7	2/7	2/7
Athletic • Gymnastics	2/5	1/3	1/5	1/3	2/6	3	3	3	3	3/9	3/9	3	3	3	3/6	3/7	1/5	2/4	2/6	2/4
Awareness • Perceptions	2/9	2/5	2/6	2/9	3/10	6	4	6	6	5	5	6	3	6	3/12	5/14	4/14	4/12	4/12	3/10
Awareness • Searching	2/5	1/3	1/5	2/5	2/6	3	3	2/6	1/5	3	3	3	2/4	3	1/4	2/6	2/6	2/6	2/6	1/5
Awareness • Senses	2/6	2/5	2/6	2/5	2/6	3/7	2/6	3/7	3/7	3/7	3/7	3/7	2/6	3/7	2/5	3/7	3/7	3/7	3/7	2/6
Body Development	2/5	5/12	3/9	4/10	4/12	15	15	10	8	12	12	2/6	15	15	4/12	4/10	6/14	6/14	6/14	6/14
Combat Maneuvers	3/9	4/12	4/10	4/9	4/12	18	18	10	10	14	14	18	18	18	5/12	4/10	5/12	6/14	6/14	6/14
Communications	3/3/3	3/3/3	3/3/3	3/3/3	2/2/2	2/2/2	1/1/1	2/2/2	2/2/2	2/2/2	2/2/2	2/2/2	1/1/1	2/2/2	3/3/3	3/3/3	3/3/3	2/2/2	1/1/1	1/1/1
Crafts	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10
Directed Spells	20	20	20	20	3/6	2/5	2/6	3	3	2/6	2/7	3	2/6	2/5	15	20	9	5	10	10
Influence	2/7	2/5	2/5	2/7	2/5	2/6	2/5	2/4	2/6	2/6	2/6	2/6	1/4	2/6	2/6	1/5	2/6	2/4	1/4	1/5
Lore • General	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/2	1/3
Lore • Magical	6	5	4	6	3	1/4	1/4	2/4	2/5	2/4	2/5	2/5	2/5	2/5	3/6	3/6	3/6	2/6	1/4	3/6
Lore • Obscure	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/4	3/7
Lore • Technical	2/6	2/4	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/5	2/4	2/5
Martial Arts • Striking	3/5	3/7	3/7	1/3	3	9	9	6	6	3	3	6	6	9	4	6	2/5	4	3	3
Martial Arts • Sweeps	3/5	3/7	3/7	1/3	3	9	9	6	6	3	3	6	6	9	4	6	2/5	4	3	3
Outdoor • Animal	1/4	2/5	1/5	2/6	2/5	3	3	3	1/2	3	3	3	3	3	1/5	2/6	2/7	2/6	2/7	2/7
Outdoor • Environmental	2/5	2/6	2/4	2/6	2/5	3	3	2/7	1/2	3	3	3	3	3	1/3	2/6	2/6	2/6	2/6	2/6
Power Awareness	8	6	7	8	4/7	1/4	1/4	2/5	2/6	2/5	2/6	2/6	2/5	2/5	5	6	3/7	2/7	3/6	3/7
Power Manipulation	18	18	12	14	8	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	6/12	6/12	6/12	6/12	6/12	6/12
Power Point Development	20	15	12	15	10	4	4	4	4	4	4	6	6	6	8	8	8	8	8	8
Science/Analytic • Basic	3/6	3/6	3/6	3/6	2/5	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	2/5	2/5	2/5	2/5	2/5	2/5
Science/Analytic • Specialized	12	12	12	12	8	6/14	6/14	6/14	6/14	6/14	6/14	6/14	6/14	6/14	8	8	8	8	8	8
Self Control	2/6	2/6	2/6	1/3	2/7	6	6	5	5	3	3	2/7	5	5	2/7	2/7	2/4	2/7	2/7	2/6
Special Attacks	2/6	2/8	2/7	2/10	5/11	15	15	10	10	12	12	15	15	15	3/9	2/8	5	6	6	4
Special Defenses	35	35	35	6/12	30	40	40	40	40	25	25	25	25	40	40	40	10	40	20	20
Spells • Arcane Open Lists †	30	22	20	25	15	6/6	6/6	6/6	6/6	6/6	6/6	5/5	5/5	5/5	12	12	12	12	12	12
Other Realm Base Lists †	120	120	120	120	100	50	50	50	50	50	50	60	60	60	80	80	80	80	80	80
Other Realm Closed Lists †	105	100	90	95	80	20	20	20	20	20	20	25	25	25	45	45	45	45	45	45
Other Realm Open Lists †	90	80	60	70	40	10/10	10/10	10/10	10/10	10/10	10/10	12	12	12	30	30	30	30	30	30
Own Realm Closed Lists †	40	35	25	30	15	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	10/10	10/10	10/10	10/10	10/10	10/10
Own Realm Open Lists †	25	18	15	20	10	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	8/8	8/8	8/8	8/8	8/8	8/8
Own Realm Other Base Lists †	80	70	50	60	30	8/8	8/8	8/8	8/8	8/8	8/8	10/10	10/10	10/10	25	25	25	25	25	25
Own Realm Own Base Lists	–	–	–	–	–	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6
Subterfuge • Attack	6/10	2/6	4/8	6/12	6/12	15	9	15	10	15	15	15	15	15	6	15	8	6/12	12	5/10
Subterfuge • Mechanics	3/8	1/3	2/5	3/9	3/6	7	8	7	8	7	8	8	7	7	4	7	4	2/6	4	2/7
Subterfuge • Stealth	2/5	1/3	1/3	2/4	2/6	5	3	5	3	5	6	6	2/7	6	1/5	5	2/7	1/5	2/7	1/4
Technical/Trade • General	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7
Technical/Trade • Professional	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Technical/Trade • Vocational	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12
Urban	2/4	1/2	1/3	3/6	2/5	3	3	3	4	3	3	3	2/5	3	3/6	4	3/7	1/5	2/4	1/4
Weapon • 1-H Concussion *	1/5	2/7	2/5	4	3/6	9	9	6	6	6	6	9	9	9	3/7	2/5	5	3/9	3/9	3/7
Weapon • 1-H Edged *	2/5	3/8	3/8	6	3/6	20	20	7	7	8	8	20	20	20	4	3/8	8	6	6	4
Weapon • 2-Handed *	2/7	4	3/9	8	4	20	20	9	9	15	15	20	20	20	6	4	8	7	7	6
Weapon • Missile *	2/7	4	3/9	8	5	20	20	9	9	20	20	20	20	20	6	4	8	8	7	7
Weapon • Missile Artillery *	2/7	4	3/9	8	6	20	20	9	9	20	20	20	20	20	6	4	15	10	7	8
Weapon • Pole Arms *	5	6	6	15	7	20	20	20	20	20	20	20	20	20	9	6	15	15	15	9
Weapon • Thrown *	5	6	6	15	7	20	20	20	20	20	20	20	20	20	9	6	15	15	15	10

* — The DP costs for skill categories in this groups may be freely assigned to the categories in that group (see Section 15.2).

† — Skill rank DP costs for ranks may vary due to the number of the rank being developed (see the Spell Lists DP Cost Table T-2.4).

Note: Some skills are designated as either Restricted, Everyman, or Occupational. See Section 15.2 for rules on developing these specific skills.

YOUR CHARACTER'S ROLE

You should develop a detailed scheme and outline of your character's *role* or *persona* based upon his role traits and background details (Sections 9.1 & 9.2). This may be your own persona, in which your character is basically yourself placed in the game world and situation. Alternatively, you may choose a persona entirely different from your own, or some medium between the two extremes.

16.1 ROLE TRAITS

There are certain factors, called *role traits*, which are not formalized in the *RMSS* but which still affect the *role* of your character. Section 9.2 details the four role traits used in the *RMSS*:

- Motivation
- Personality
- Alignment
- Physical Appearance

Each of these role traits represents a facet of your character's individual nature and temperament. These factors bring your character to life in the terms of the game, and they make your character seem more realistic to you, the other players, and the Gamemaster.

Note: *If you or your GM want to, the Random Role Trait Table T-1.7 can be used to generate random role traits for your character.*

Physical Appearance

You must determine the general factors that make up your character's physical appearance: height, weight, hair color, eye color, gender, age, and so on. Your Gamemaster must decide whether to assign these factors or whether you may choose them within the limits given in the racial/cultural descriptions in Appendix A-3.

In addition, you may want to give your character a "demeanor." This is an indicator of the general attitude that your character seems to present to the world. This is up to you and your Gamemaster, but typical demeanors include: calm, aloof, stern, neutral, angry, sly, greedy, silly, stubborn, stupid, rude, etc. For more examples, you can refer to the personality role traits listed in Section 9.2.

In addition to cultural/racial factors, it is often useful to have numerical value that reflects a character's general appearance (i.e., attractiveness, comeliness, beauty) to other members of his race. Appearance is a value (1-100) which gives a general idea of the character's exterior look (e.g., an 01 or 02 Appearance would indicate a really ugly person, while a 99 or 00 would indicate a very handsome character).

Appearance is a role trait that is handled in many ways as if it were a stat. A character's potential Appearance is based upon a character's potential Presence stat and it can be generated when stats are generated:

Potential Appearance =
Potential Presence – 25 + 5d10

Results of greater than 99 are treated as 100, and results less than 02 are treated as 01.

A characters temporary Appearance is equal to his potential appearance if he is well groomed and well dressed (GM discretion). Potential Appearance can rise or drop during play due to circumstances (e.g., scars, diseases, increases in Presence, etc.). This is a very subjective rating and the Gamemaster should treat it as a general guideline during play.

Example: *Varak's player decides not to roll for his motivation, personality, and alignment (his GM agrees). Instead, he chooses motivation role traits of: "Destroy Chaos" and "Promote Law and Order." He chooses personality role traits of: Idealistic, Devout, and Stoic. He chooses as an alignment role trait: Laws/Principles.*

For physical appearance, Varak chooses the following (after referring to Appendix A-3.9):

Height: 6'4" Weight: 220 lb. Hair: Black
Eyes: Hazel Gender: Male
Demeanor: Confident & Proud

Varak's potential Pr is 75 and he rolls 23 on 5d10; so his Appearance is 73 = 75 - 25 + 23.

16.2 BACKGROUND DETAILS

Your Gamemaster should develop a general background and history for the character that you are developing (see Section 9.1). After you have chosen your character's background options and role traits, the GM may use these choices to help develop your character's general background. For example, if you chose three extra money background options, an item background option, and an extra language background option, your GM might tell you that your character is a merchant's son. If you chose three talent background options and a money background option, your character might be a farmer's son who has left the farm for adventure. This is up to your GM, although you may have some input. The amount of detail that goes into this depends upon the amount of effort that the Gamemaster is able and willing to put into it.

Example: *Varak is a noble person, devoted to upholding "Law & Order." Unfortunately, he tends to carry this to an extreme. To him most violations of the "Law" should be immediately punished, even relatively minor violations. He also wants to find his father (living or dead), if it does not interfere with his other goal.*

RANDOM ROLE TRAIT TABLE T-1.7

Personality Traits: Make the 1st roll (not open-ended) to determine the "range of the role trait." Then make a 2nd roll (not open-ended) to get a general idea where in the range your character's role trait falls (low results to the left in the range and high results to the right in the range).

1st Roll — Range of the Role Trait

01-02	Sullen, Morose, Somber, Serious ..... Lighthearted, Cheerful, Joyous
03-04	Merciful, Compassionate, Kind ..... Uncaring, Mean, Ruthless, Cruel
05-06	Austere, Sober, Restrained, Temperate, Moderate ..... Unrestrained, Indulgent
07-08	Docile, Pliable, Amenable, Cooperative ..... Stubborn, Obstinate
09-10	Martyr, Over-protective, Protective ..... Intimidating, Overbearing, Bully
11-12	Radical, Liberal, Open-minded Orthodox, Conservative, Reactionary
13-14	Loving, Friendly, Amicable ..... Quarrelsome, Hostile, Antagonistic
15-16	Prudent, Patient, Cautious ..... Impatient, Impulsive, Reckless, Rash
17-18	Confident, Sanguine, Secure ..... Nervous, Apprehensive,Daunted
19-20	Extrovert, Out-going, Talkative ..... Reserved, Shy, Timid, Introvert
21-22	Pacific, Nonviolent, Peaceful ..... Pugnacious, Belligerent, Bellicose
23-24	Meek, Self-effacing, Modest, Humble ..... Proud, Conceited, Cocky, Pompous, Arrogant
25-26	Lethargic, Lazy, Idle, Easy Going, Laid Back ..... Vibrant, Energetic, Enterprising, Ambitious
27-28	Deferential, Respectful, Courteous, Polite, Civil ..... Impolite, Rude, Impudent, Insolent
29-30	Charitable, Forgiving ..... Vindictive, Vengeful
31-32	Benevolent, Generous, Giving ..... Selfish, Miserly, Greedy
33-34	Honest, Direct, Trustworthy ..... Shifty, Deceitful, Dishonest
35-36	Honorable, High-principled ..... Dishonorable
37-38	Loyal, Faithful, Reliable ..... Treacherous, Disloyal
39-40	Lawful, Just, Upright ..... Arbitrary, Chaotic, Corrupt
41-42	Moral, Ethical, Principled ..... Amoral, Immoral
43-44	Pious, Devout, Religious ..... Worldly, Impious
45-46	Quixotic, Idealistic ..... Practical, Pragmatic, Cynical
47-48	Gullible, Trusting ..... Skeptical, Suspicious, Paranoid
49-50	Curious, Inquisitive ..... Apathetic, Incurious
51-52	Focused, Attentive ..... Distracted, Absent-minded
53-54	Continent, Chaste ..... Lustful, Licentious, Lecherous
55-56	Quiet, Reserved ..... Flamboyant, Boisterous, Loud
57-58	Valorous, Brave, Bold, Audacious ..... Timid, Cowardly, Craven
59-60	Passive, Detached, Calm ..... Forceful, Enthusiastic, Excitable
61-62	Calm, Even-tempered ..... Quick-Tempered, Hot-headed
63-64	Stoic, Impassive, Stolid ..... Responsive, Complainer
65-66	Sociable, Gregarious ..... Nonsocial, Antisocial, Cold
67-68	Optimistic, Upbeat ..... Uncertain, Cynical, Fatalistic, Pessimistic
69-70	Creative, Inventive, Original ..... Conformist, Uncreative
71-72	Tolerant, Open-minded ..... Snobbish, Prejudiced, Intolerant
73-74	Disordered, Messy ..... Orderly, Perfectionist
75-76	Tolerant, Understanding ..... Envious, Possessive, Jealous
77-78	Dependent, Clinging ..... Self-reliant, Independent
79-89	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a -20 modification.
90-100	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a +20 modification.

Motivation Traits: Make a roll (not open-ended) to determine the first part of the role trait. If necessary, you or your GM may choose the rest of the trait.

Roll — Role Trait

01-05	**Destroy:** evil, dark lord's forces, culture/race, country, guild, population center, individual, etc.
06-10	**Hate & Work Against:** evil, dark lord's forces, culture/race, country, guild, population center, individual, etc.
11-15	**Hate:** evil, dark lord's forces, culture/race, country, guild, population center, individual, etc.
16-20	**Dislike:** evil, dark lord's forces, culture/race, country, guild, population center, individual, etc.
21-25	**Revenge against:** individual, family, clan, culture/race, population center, guild, etc.
26-30	**Preserve:** individual, family, clan, ruler, country, culture/race, population center, guild, etc.
31-35	**Protect:** individual, family, clan, ruler, country, culture/race, population center, guild, "the weak," etc.
36-40	**Serve:** individual, family, clan, ruler, country, culture/race, population center, guild, etc.
41-45	**Promote:** peace, freedom, justice, religion, morality, war, free enterprise, etc.
46-50	**Rebuild/Restart:** guild, population center, religion, clan, dynasty, etc.
51-55	**Fanatic about:** spreading religion, freedom, cleanliness, law & order, etc.
56-60	**Compulsive about:** spreading religion, freedom, cleanliness, law & order, etc.
61-65	**Fear of (Phobia):** heights, darkness, water, etc.
66-70	**Acquire xxx for yyy:** "xxx" is wealth, power, knowledge, magic items, etc. "yyy" is a ruler, country, culture/race, guild, religion, clan, population center, etc.
71-75	**Acquire Personal:** power, knowledge, magic items, pleasure, fame, etc.
76-80	**Acquire and Maintain Personal Honor**
81-85	**Adventure, Thrills, Excitement**
86-90	**Self-centered, general self-interest**
91-95	**Heroism**
96-100	**"Make the World a Better Place"**

Alignment Traits: Make the 1st roll (not open-ended) to determine the "range of the role trait." Then make a 2nd roll (not open-ended) to get a general idea where in the range your character's role trait falls (low results to the left in the range and high results to the right in the range).

1st Roll — Range of the Role Trait

01-06	Good	Neutral	Evil
07-12	Laws/Government	Neutral	Anarchy
13-18	Government	Neutral	Rebels/Opposing Government
19-24	Laws/Principles	Neutral ...	Opportunism, "*The End Justifies the Means*" (Machiavellianism)
25-30	Religion	Neutral	Atheism
31-36	Religion	Neutral	Opposing Religion†
37-42	Free Enterprise	Neutral	Cartels/Guilds/Monopolies
43-48	Free Enterprise	Neutral	Socialism
49-54	Asceticism	Neutral	Hedonism
55-60	Altruism	Neutral	Egoism
61-66	Spiritual	Neutral	Materialist
67-72	Metaphorical	Neutral	Literal
73-86	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a -20 modification.		
87-100	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a +20 modification.		

FINAL CHARACTER PREPARATION

Once you have completed the steps outlined in Sections 11.0-16.0, you need to obtain equipment and supplies for your character. You also needs to total each of your character's bonuses (i.e., Offensive Bonuses, Defensive Bonus, Moving Maneuver bonuses, etc.).

Starting Monetary Resources

A Gamemaster should look to the nature of the local/world economic system to determine how much money a character should start with. Generally, we suggest a character should start with a modest sum (e.g., the value suggested in Section 17.2 is two gold pieces). This will allow him to acquire the basics in terms of armor, weaponry, food, and survival tools.

Characters starting in mid-campaign will invariably receive help from fellow player characters, but may need better than average equipment to withstand heightened challenges (i.e., those not normally faced by first level groups). Some characters may receive no money (e.g. those found robbed and beaten up), but these situations must be carefully weighed.

Remember, the players should not be too rich (they need something to work for) or too poor (they need something to work with).

17.1 YOUR CHARACTER'S AGE

Your character's *minimum* starting age is sixteen plus the months required for any training packages (see Sections 14.0 and 15.3) that he starts with. He can be any age that is greater than this minimum. A GM may wish to modify this minimum based upon the culture/race being played (e.g., he may decide that Elves have a minimum age of 50 plus the training packages years).

Example: *Varak developed the Adventurer training package which requires 24 months. So Varak can start at an age of 18 or more. He chooses to start at an age of 22.*

17.2 OUTFITTING

Your character automatically begins the game with the equipment and money listed below. The culture/race description for your character provides details and suggestions for this equipment and money (see Appendix A-3).

- Up to two normal weapons of his choice (in addition to any special items). He must have a skill rank of at least one in each weapon skill that applies to these weapons.
- One suit of armor if his appropriate adjusted Armor skill bonus for that armor is -10 or higher.
- Clothes (including cloak and boots), scabbards for his weapons, a weapons belt, belt pouch, and normal personal effects.
- Two gold pieces (or its equivalent value in other coins and/or belongings, see Appendix A-3) with which to buy equipment and to survive on until he can get more. In addition, your character may start with more money from his background options (Section 14.0).

To begin the game, your character may also purchase any equipment and supplies that he wishes from the Tables in Appendix A-8 with this cash. If your character has enough money and your Gamemaster approves, these purchases may include herbs and perhaps items with magic bonuses (see Section 32.1). The Gamemaster may wish to make other equipment available.

You can keep track of your supplies and equipment on the back of your Character Record Sheets.

In summary, your character starts play with:

- Two weapons (at least skill rank 1 with each).
- Armor (Armor skill bonus must be at least -10).
- Clothes, including cloak and boots.
- Scabbards, weapon belt, belt pouch.
- Normal personal effects.
- Two gold pieces (or the equivalent in his culture).
- Any equipment & money from background options.
- Equipment purchased with your starting money.

Example: *Varak must now determine what equipment and supplies he will carry. As starting equipment, he may automatically choose to have:*

Starting Equipment	***weight in lb.***
A broadsword	*4.0*
A composite bow	*2.5*
Rigid Leather Breastplate (AT: 9)	*wear*
Clothes (includes boots and cloak) and personal effects	*wear*
Weapons belt & belt pouch	*wear*
2' Wooden Rod (+1 spell adder)	*1.0*
Total: *7.5*	

Varak has 2 gold pieces to spend on other equipment (see Appendix A-8). He decides to buy (based on "city cost"):

gp	***sp***	***bp***	***cp***	***tp***		***weight in lb.***
0	*0*	*0*	*0*	*0*	*Starting equipment*	*7.50*
0	*1*	*5*	*0*	*0*	*Leather helm*	*wear*
0	*5*	*5*	*0*	*0*	*Normal Shield*	*15.00*
0	*3*	*0*	*0*	*0*	*Dagger*	*0.75*
0	*0*	*5*	*0*	*0*	*Quivers (20 Arrows)*	*3.50*
0	*0*	*3*	*3*	*0*	*Backpack & Frame*	*3.50*
0	*0*	*2*	*0*	*0*	*Light Bedroll*	*5.00*
0	*0*	*1*	*0*	*0*	*Tarp*	*4.00*
0	*0*	*1*	*0*	*0*	*Flint and steel*	*0.50*
0	*2*	*4*	*0*	*0*	*100' superior rope*	*6.00*
0	*0*	*0*	*1*	*5*	*5 torches*	*5.00*
0	*0*	*0*	*1*	*0*	*Waterskin (full)*	*0.75*
0	*0*	*1*	*0*	*0*	*Trail rations (1 week)*	*14.00*
1	*3*	*6*	*5*	*5*	***Total:***	*65.50*

These purchases leave him with 6 silver pieces, 3 bronze pieces, 4 copper pieces, and 5 tin pieces.

17.3 CALCULATING ENCUMBRANCE & MMP

You should total the weights of all of your character's equipment and supplies (other than clothes and armor) (see Appendix A-8 for weights). If the total is over your character's weight allowance (i.e., 10% of his weight), an encumbrance penalty will result (see Section 22.2).

A character's MMP modifies all of his moving maneuvers (see Section 8.6).

Example: *In the Example in the previous section, Varak equipped himself and figured out how much weight he was carrying, 65.5 pounds. Varak has a weight of 220 pounds, so his weight allowance is 22 pounds. Varak wears a rigid leather breastplate (AT: 9), which has an Armor Quickness Penalty of zero, a Maximum Maneuver Modification of -50 and a Minimum Maneuver Modification of -5 (see the Armor Table T-3.3). His Strength stat bonus is +10, and his Rigid Leather skill bonus is +27 (+2 skill category bonus +3 skill bonus +22 stat bonus).*

Because he is carrying between 2x and 3x his weight allowance, Varak's Encumbrance Penalty is -16 (see the Encumbrance Chart. However, his Weight Penalty for movement purposes is zero:

***Weight Penalty** = the lesser of: 0 **or** (Armor Qu Penalty + Encumbrance Penalty + 3 x St stat bonus)*

For a normal person (with 0 St bonus), the Weight Penalty would be -16. People have teased Varak that he would make a good pack animal (the teasing does not usually last long and is seldom repeated).

Varak would start incurring a penalty if he picked up 23 more pounds of stuff, so he tells the GM that a lot of the heavy stuff (waterskin, rope, most of the rations, bedroll, tarp, and torches) is in his backpack. Then even if he enters a fight or has to run away carrying someone, he can drop his pack and his Weight Penalty will not cause him to suffer much (it can never be greater than 0).

ENCUMBRANCE CHART

Number of Weight Allowance Units		
More Than	*Less Than or Equal to*	**Encumbrance Penalty**
0x	1x	0
1x	2x	-8
2x	3x	-16
3x	4x	-24
4x	5x	-32
5x	6x	-40
6x	7x	-48
7x	8x	-56
8x	9x	-64
9x	10x	-72
10x	11x	-80
11x	12x	-88
12x	13x	-96
13x	14x	-104
14x and up		-104 + (-8 per additional weight allowance)

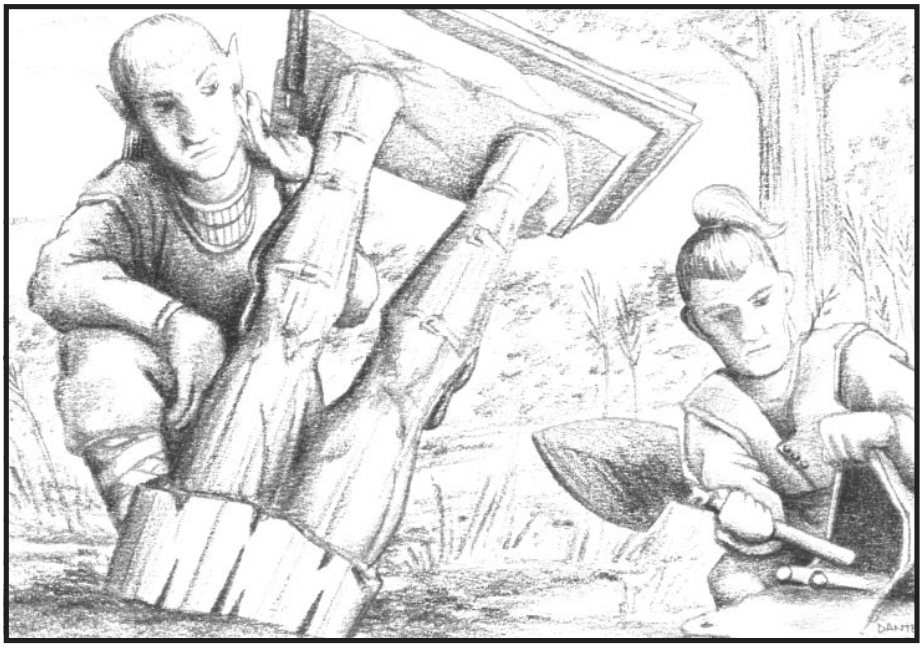
Note: Encumbrance Penalty = -8 x *truncated* [10 x dead weight ÷ character's weight]

A character's MMP is equal to the sum of:

1) ***lesser of:*** *0*
or *(Encumbrance Penalty + 3 x St stat bonus)*

2) ***lesser of:*** *armor's Minimum Maneuver Mod.*
or *(armor's Maximum Maneuver Mod.)*
+ (skill bonus for the armor worn)

So, Varak's MMP is -13 = 0 + [-50 + 27] (see Section 8.6). Varak realizes that he needs to develop some more armor skills.



17.4 TOTALING THE BONUSES

At this point you must determine and total your bonuses for all of your character's skills and other capabilities. In addition, you should record that your character is 1st level and has 10,000 Experience Points.

Stat Bonuses

For each of your stats, the basic stat bonus from the Basic Stat Bonus Table T-2.1, the racial stat bonus modification from the Race Abilities Table T-1.1, and any special bonuses should already be recorded in the appropriate space next to the stats on your Character Record Sheet. So, add the values for each stat and record the total in the "Stat Bonus" space.

Then, for each skill, you need to record the sum of the bonuses for the stats that apply to that skill.

Skill Bonuses

Total the number of skill ranks for each skill and determine the bonus from Skill Bonus Table T-2.2. Then record each bonus on the appropriate skill's bonus line of your Character Record Sheet.

Skill Category Rank Bonuses

Total the number of ranks for each skill category and determine the bonus from the Skill Bonus Table T-2.2. Then record each bonus on the appropriate skill bonus lines of your Character Record Sheet (i.e., on each line for a skill that is in that skill category).

Professional Bonuses

Each profession receives bonuses for certain skill categories (see Section 11.2 and Table T-1.4). Record these bonuses in the *Profession Bonus* spaces of all skill categories to which they apply.

Item Bonuses

Certain magic items provide bonuses to certain skills. Record these bonuses on your Character Record Sheet.

Special Bonuses

These bonuses can come from background options, spells, equipment penalties, etc. Record these bonuses on your Character Record Sheet.

Totaling the Bonuses

Finally, for each skill and capability, you must add together the individual bonuses and record the result in the *Total Bonus* space on the player Character Record Sheet. These "Total" skill bonuses are the values that are actually used when playing.

Defensive Bonus

Your Defensive Bonus has a section on your Character Record Sheet. You should fill in the space with the appropriate values: 3 times your Qu stat bonus, Armor Quickness Penalty (if any), Adrenal Defense skill bonus (if any), your shield bonus (if any), and any special bonuses.

Hits

Your should record your Body Development skill bonus in the space marked: "Hits."

Power Points

Your should record your Power Point Development skill bonus in the space marked: "PPs."



Example: *This example summarizes the "totaling the bonus" process using the values from the previous examples of Varak's development.*





Stat	Temp.	Pot.	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Ag	96	98	+8	-2	0	+6
Co	90	93	+5	+4	0	+9
Me	38	67	0	0	0	0
Re	43	71	0	0	0	0
SD	39	73	0	0	+5	+5
Em	20	59	-3	0	0	-3
In	90	97	+5	0	0	+5
Pr	50	75	0	+4	0	+4
St	92	92	+6	+4	0	+10
Qu	75	91	+2	-2	0	0

Skill Category	Adol/Appr/ TP/Hobby Ranks *	Total Ranks	Category Rank Bonus	Appli-cable Stats	Stat Bonus	Prof. Bonus	Spec. Bonus	Total Category Bonus
Armor • Light skill category	1/0/0/0	1	2	Ag/St/Ag	22	0	0	24
Armor • Medium skill category	2/0/0/0	2	4	St/Ag/St	26	0	0	30
Athletic • Brawn skill category	1/0/0/0	1	2	St/Co/Ag	25	5	0	32
Athletic • Endurance skill category	1/0/2/0	3	6	Co/Ag/St	25	5	0	36
Athletic • Gymnastics skill category	1/0/2/0	3	6	Ag/Qu/Ag	12	5	0	23
Awareness • Perception skill category	0/0/0/0	0	0	In/SD/In	15	10	0	25
Awareness • Searching skill category	1/0/2/0	3	6	In/Re/SD	10	10	0	26
Body Development skill category	—	0	0	Co/SD/Co	23	5	0	28
Communications skill category	3/0/0/0	3	6	Re/Me/Em	-3	0	0	3
Lore • General skill category	3/0/0/0	3	6	Me/Re/Me	0	0	0	6
Outdoor • Animal skill category	1/0/0/0	1	2	Em/Ag/Em	0	20	0	22
Outdoor • Environmental skill category	1/0/0/0	1	2	SD/In/Me	10	20	0	32
Power Awareness skill category	1/0/1/0	2	4	Em/In/Pr	6	0	0	10
Power Point Development	0/0/0/0	0	0	In	5	0	0	5
Science/Analytic • Basic skill category	1/0/0/0	1	2	Re/Me/Re	0	0	0	2
Spells • Own Realm Own Base skill category	—	0	0	In	5	0	0	5
Subterfuge • Stealth skill category	0/0/0/2	2	4	Ag/SD/In	16	5	0	25
Technical/Trade • General skill category	1/0/1/0	2	4	Re/Me/SD	5	0	0	9
Weapon • 1-H Edged skill category	2/1/1/2	6	12	St/Ag/St	26	5	0	43
Weapon • 2-Handed skill category	1/0/0/0	1	2	St/Ag/St	26	5	0	33
Weapon • Missile skill category	1/0/0/0	1	2	Ag/St/Ag	22	5	0	29
Weapon • Pole-arms skill category	1/0/0/0	1	2	St/Ag/St	26	5	0	33

Skill	Adol/Appr/ TP/Hobby Ranks *	Total Ranks	Skill Rank Bonus	Category Bonus	Special Bonus	Total Skill Bonus
Rigid Leather skill	1/0/0/0	1	3	24	0	27
Chain skill	2/0/0/0	2	6	30	0	38
Jumping skill	0/0/0/0	0	-15	32	0	17
Swimming skill	1/0/1/0	2	6	36	0	42
Climbing skill	0/0/1/0	1	3	23	0	26
Alertness skill	2/0/2/0	4	4	25	0	29
Observation skill	0/0/1/0	1	3	26	0	29
Body Development skill	3/1/1/1	6	42	28	10	80
High-speech (Spoken)	10/0/0/0	10	30	3	0	33
High-speech (Written)	10/0/0/0	10	30	3	0	33
Common-speech (Spoken)	10/0/0/0	10	30	3	0	33
Common-speech (Written)	10/0/0/0	10	30	3	0	33
Grey-elvish (Spoken)	6/0/0/0	6	18	3	0	21
Grey-elvish (Written)	6/0/0/0	6	18	3	0	21
High-elvish (Spoken)	2/0/0/0	2	6	3	0	9
High-elvish (Written)	2/0/0/0	2	6	3	0	9
High Man Culture Lore skill	3/0/0/0	3	9	6	0	15
"Own" Region Lore skill	3/0/0/0	3	9	6	0	15
Riding skill (horses)	1/0/0/0	1	3	22	0	25
Foraging skill	0/0/0/0	0	-15	32	0	17
Attunement Skill	0/0/1/0	1	3	10	0	13
Power Point Development skill	0/0/0/1	1	6	5	0	11
Basic Math	0/0/0/0	0	-15	2	0	-13
Inner Walls spell list skill	0/1/0/0	1	1	5	0	6
Nature's Way spell list skill	0/1/0/0	1	1	5	0	6
Path Mastery spell list skill	0/1/0/0	1	1	5	0	6
Stalking skill	0/0/0/2	2	6	25	0	31
First Aid skill	0/0/1/0	1	3	9	0	12
Broadsword skill	2/1/1/2	6	18	43	10	71
Two-Handed Sword skill	1/0/0/0	1	3	33	0	36
Composite Bow skill	1/1/0/0	2	6	29	0	35
Spear skill	1/0/0/0	1	3	33	0	36

PART IV
PERFORMING ACTIONS

Part IV Contents

18.0 Sequencing Actions in a Round. 73
18.1 The Battle Round Sequence 73
18.2 Exceptions 73

19.0 Representing the Physical Situation. 77

20.0 The Actions. 79

21.0 Handling Special Situations. 81
21.1 Resistance Rolls 81
21.2 Awareness 81
21.3 Conflicting Actions 82
21.4 Orientation 82

22.0 Movement, Encumbrance, and Exhaustion. 83
22.1 Movement 83
22.2 Encumbrance 85
22.3 Exhaustion 86

23.0 Attacks. 87
23.1 Attack Results 88
23.2 Defensive Capabilities 90
23.3 Offensive Capabilities 94
23.4 Melee Attacks 96
23.5 Missile Attacks 98
23.6 Basic Spell Attacks 99
23.7 Directed Spell Attacks 100
23.8 Area Spell Attacks 100

24.0 Static Maneuvers. 101

25.0 Moving Maneuvers. 103

26.0 Casting Spells. 105

This part of the *RMSS* is concerned with how to resolve a variety of actions and activities that commonly arise in role playing games. These guidelines primarily address action in a tactical environment, but they can be easily extended to a more strategic setting (see Section 27.0).



In a tactical situation (usually combat), action is resolved in terms of feet and seconds. Normally during the ***RM*** tactical sequence, each character may take up to three *actions* every 10 seconds. This 10 second period is called a "round." A round usually takes considerably longer than 10 seconds of real time to resolve. Some typical actions are:

- Preparing a spell
- Casting a spell
- Making a missile attack
- Loading or Reloading a missile weapon
- Parrying a missile attack
- Making a moving maneuver
- Making a melee attack
- Full movement
- Making a static maneuver

The basic principle to keep in mind is that each action takes a percentage of the total activity that a character has for a round. For example, one can view a melee attack as 60-100% of the total activity for a round, casting a spell as 10% or 75% activity, preparing a spell as 90% activity, and movement as 0-100% activity. Of course, the sum of a character's % activities cannot normally exceed 100%.

Certain factors may affect the actions that a character may take. Most of these are obvious and can be resolved by using common sense (e.g., a character with a broken arm can't use a two-handed weapon or a bow; an unconscious character can perform no action, except perhaps breathing, etc.). The Gamemaster is, of course, the final authority on these matters.

Dividing Up the Work

The Gamemaster and the players should divide up the work involved in controlling a tactical combat situation. The Gamemaster has to handle the physical layout and all of the non-player characters, but the players can help with other factors. For example, one player can keep track of the damage taken and status of each character. A record sheet (see Section T-6) is provided for this and may be photocopied for non-commercial purposes. Another player can keep track of the round and action sequencing (Section 18.0). Another player can record activity by player characters which can later lead to experience points. Other players can handle the tables and read off results during play. By dividing up these tasks the game flows very smoothly, everyone gets involved, and no one is swamped with work.



SEQUENCING ACTIONS IN A ROUND

This section provides guidelines for determining how to sequence the resolution of the actions that take place in a given round. While each action takes a percentage of a character's activity for a round, it is important to keep in mind that when an action is resolved is **not** determined by the percentage activity it requires. Rather, the sequencing of an action is based upon how fast the character is attempting to accomplish the action and the character's initiative roll.

How fast the character is attempting to accomplish his action is abstracted into a simple decision for each character — Is the action:

A snap action? ..... resolved earlier with a -20 modification

A normal action? ..... resolved normally

A deliberate action?..... resolved later with a +10 modification

Example: *A single melee attack is an action that requires 60-100% activity—it represents a number of swings, parries, dodges, etc. However, it is assumed that only one actual blow lands and that the attacker makes such a blow when a good opportunity presents itself.*

When a character makes a melee attack as a "snap action," he has probably taken the first opportunity for a blow and resolves it early in the round sequencing. However, he still spends the rest of the % activity for the action in melee and the fact that he took the first and not the best opportunity is reflected in the -20 OB mod.

A melee attack made as a "normal action" is assumed to take the first good opportunity.

A melee attack made as a "deliberate action" is assumed to wait for the very best opportunity. So it is resolved late in the round and receives a +10 OB mod.

Movement Limitations

Movement can take up to 100% activity for a round. However, depending upon the phase it is resolved in (i.e., snap, normal, or deliberate), the % activity for a specific movement action is limited. More than one movement action can be taken in a given round.

- A *snap* movement action can take no more than 20% activity (i.e., the character can only move up to 20% of his movement rate).
- A *normal* movement action can take no more than 50% activity (i.e., the character can only move up to 50% of his movement rate).
- A *deliberate* movement action can take no more than 80% activity (i.e., the character can only move up to 80% of his movement rate).

[18.1] THE BATTLE ROUND SEQUENCE

Actions are normally performed in the following order during a round (unless a character cancels his action or puts it into an "opportunity state"):

1) **Action Declaration Phase** — Declare all actions: snap actions, normal actions, and deliberate actions. Each combatant may declare up to one of each of the three types of actions, but the total activity percentage of all of his declared actions may not exceed 100%. If a melee attack or a missile parry is declared, parry proportions must also be declared (see Section 23.2.6).

2) **Initiative Determination Phase** — Each combatant must make an *initiative roll*:
(2d10 + Qu Bonus + modifications)

3) **Snap Action Phase** — Resolve all snap actions in the order indicated by initiative rolls. 20% is the maximum activity for a movement action.

4) **Normal Action Phase** — Resolve all normal actions in the order indicated by initiative rolls. 50% is the maximum activity for a movement action.

5) **Deliberate Action Phase** — Resolve all deliberate actions in the order indicated by initiative rolls. 80% is the maximum activity for a movement action.

Note: *Awareness and Orientation rolls are used when required by circumstance (see Section 21.2 & 21.4).*

Note: *Conflicting actions may modify this sequence (see Section 21.3).*

Action Declaration Phase

At the beginning of each round, each player should state or write down (the GM must decide which) what actions he wishes his character to perform for that round. Each combatant may declare up to one of each of the three types of actions, but his total declared activity percentage may not exceed 100%. He must also indicate during which phases each action will occur.

At the same time, the GM should decide what actions the non-player characters will take. The actions are then resolved in the order specified by the sequence above. The following sections describe how to resolve the various actions.

Initiative Determination Phase

Each character must make an initiative roll:

2d10 + Qu Bonus + Modifications

Condition	Modification
Surprised	-4
Taken more than 50% of hits	-4
Encumbrance	-1 per -10 encumbrance mod.
Declared Movement	-1 per 10% of maximum movement activity (based on declared pace)

These rolls determines the order in which certain types of actions are performed (i.e., snap, normal, and deliberate actions)—highest rolls go first.

Snap Action Phase

During this phase all snap actions are resolved using the following restrictions:

- A snap action receives a -20 modification.
- All snap actions are resolved in the order indicated by initiative rolls.
- 20% is the maximum activity for a movement action.

Normal Action Phase

During this phase all normal actions are resolved using the following restrictions:

- All normal actions are resolved in the order indicated by initiative rolls.
- 50% is the maximum activity for a movement action.

Deliberate Action Phase

During this phase all deliberate actions are resolved using the following restrictions:

- A deliberate action receives a +10 modification.
- All deliberate actions are resolved in the order indicated by initiative rolls.
- 80% is the maximum activity for a movement action.
- Any unused activity (maximum of 80%) may be used as movement that is simultaneously resolved after all of the deliberate actions have been resolved.

Example: *Jax (a Half-elf Thief) has just finished climbing a rope onto the flat roof of a tower. His buddy, Naug (a Dwarven Fighter), is still climbing up behind him. Unfortunately, the large Ogre coming up a stairwell (10' away) sees Jax and is not happy (his buddies downstairs are also upset).*

At the start of a new round, Jax declares that he will draw his broadsword as a snap action (20%) and melee attack as a normal action (80%). He also declares that all of his OB will be used to parry. Naug decides to use all of his activity (100%) as a deliberate action to finish climbing the rope. The GM declares that the Ogre will just walk over (snap action) to Jax and attack (normal action).

Jax's initiative roll (IR) is 16, the Ogre's is 9, and Naug's is 7 (as if it mattered).

During the snap action phase, Jax draws his weapon and then the Ogre moves 10' to Jax. Since the Ogre's movement rate is 50'/rnd, it takes 20% of his activity to move the 10'.

During the normal action phase, Jax's action is resolved first (due to his 16 IR)—he makes a +0 OB attack because he used his entire OB to parry. Jax misses and then the Ogre attacks (after he finishes laughing). He must subtract Jax's "OB-20" (Jax used 20% activity to draw a weapon) and "-20" (due to 20% activity the Ogre used to move). The Ogre also misses and Jax breathes a sign of relief.

During the deliberate action phase, Naug makes a successful Climbing static maneuver, reaches the top, and reluctantly scrambles onto the roof.

At the start of a new round, Jax declares that he will attack with his broadsword as a deliberate action (100%). He also declares that half of his OB will be used to parry. Naug decides to use 20% activity as a snap action to draw his war hammer, 20% of his activity to move behind the Ogre, and 60% activity to attack as a deliberate action. The Ogre is really incensed—he missed the little elf-boy—this time he attacks as a snap action (100%).

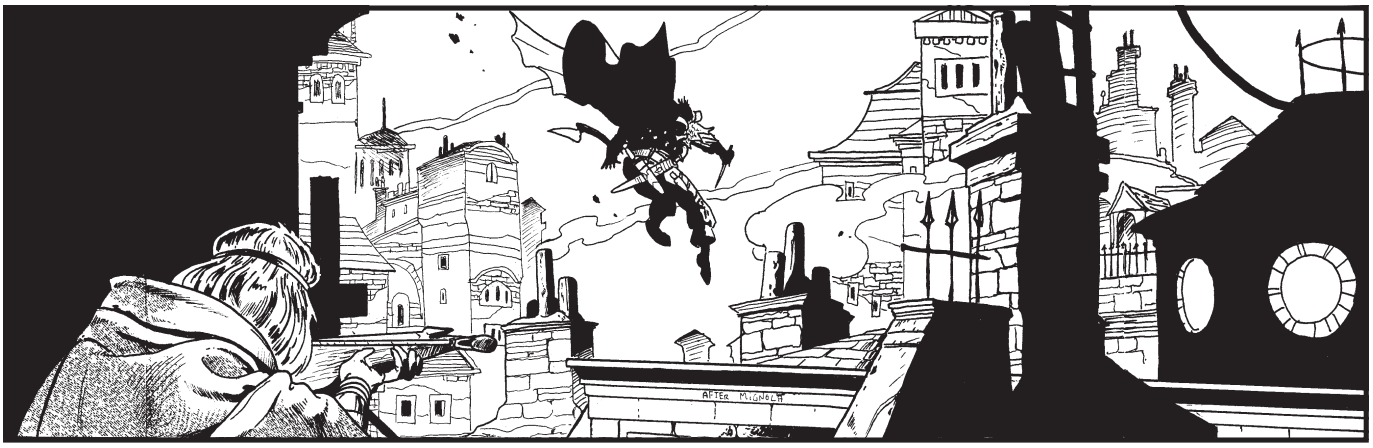
Jax's initiative roll (IR) is 11, the Ogre's is 10, and Naug's is 14 (as if it mattered).

During the snap action phase, Naug draws his war hammer first (IR: 14). Then the Ogre attacks (IR: 11)—he must subtract Jax's "OB x 0.5" (Jax used 50% activity to parry) and "-20" (the penalty for a snap action). The Ogre hits Jax this time but only delivers a few hits.

During the normal action phase, Naug moves behind the Ogre.

During the deliberate action phase, Naug makes his attack first (IR: 14)—he must subtract -40 (due to the 40% activity already used), but he gets +15 for a flank attack and +20 for a rear attack. He delivers a mighty blow and the Ogre drops. Jax would like to cancel his attack action, but he cannot because he has already used 50% of his OB to parry the Ogre.





18.2 EXCEPTIONS

There are a number of commonly arising exceptions to the sequencing described in Section 18.1. In addition, Section 20.0 discusses some other special situations that arise during tactical situations.

18.2.1 · MELEE VS. MELEE INITIATIVE

When comparing two melee actions, the initiative for each melee action should be modified by the following modifications:

Condition	Modification
Stronger Combatant	+1
One hand free	+1
Pole Arm	
(on 1st rnd of combat between 2 opponents)	+5
(after 1st rnd of combat between 2 opponents)	-1
Longer weapon, neither combatant is charging	+1
Longer weapon when one or both combatants are charging	+3
Special situation (GM decision)	varies

Example: *Naug and Cro are fighting on the slippery deck of a ship. Naug has deck shoes with non-skid soles, but Cro does not. The GM gives Naug a special +3 to his initiative roll in this tactical situation.*

18.2.2 · OPPORTUNITY ACTION

When it comes time during a round to resolve a character's declared action, he has the option of putting his action into an "opportunity" state (i.e., it becomes an opportunity action). Any other actions that the character has declared for the current round are nullified. In effect, such an action is delayed until the character wishes to resolve it.

An opportunity action may be resolved during any following Action Phase after it has been declared. A character may not perform any other action until his opportunity action is canceled (see below) or resolved; however, he does get 20% of normal activity usable only for movement at the end of the Deliberate Action Phase.

Opportunity actions represent activities like: waiting for a target, setting an ambush, waiting to push a boulder down on someone, etc.

18.2.3 · CANCELING ACTIONS

During a round a character may cancel all of his remaining actions before they would otherwise be resolved. If the canceled actions total less than 60% activity, the character may move 10% of his normal movement as a deliberate action. If the canceled actions total more than 60% activity, the character may perform one of the following alternative actions:

- Move 50% of his normal movement as a deliberate action.
- Melee as a deliberate action with an additional -40 OB modification.
- Make a maneuver as a deliberate action modified by an additional -40.

Note: *If part of a character's OB has already been used to parry a foe (see Section 23.2.6), he may not cancel the related attack action.*

Example: *Dral has already moved 20' (20% activity) during the Snap Action Phase. Dral has a declared melee attack normal action (80% activity) against Morg the Orc. However, Darien knocks Morg unconscious with a spell early in the Normal Action Phase. Having no active foe, Dral decides to cancel his declared action. His canceled actions are more than 60%, so he can move over to another foe using half his normal movement (50' at a run).*

18.2.4 · SPELL PREPARATION AND CASTING

Spell preparation and casting is not a multi-round action (see above). Instead, spell preparation is a completely separate 90% activity action and casting a spell that is not instantaneous is a completely separate 75% action. A spell caster need not declare ahead of time how many rounds of preparation he will take, i.e., he can declare a spell casting action at the beginning of any round.

Instantaneous spells are unaffected by preparation and require 10% activity. However, under no circumstances may more than one spell be cast each round.

Example: *Darien declares a spell preparation action for a Sleep VII spell. He plans to prepare for one or two more round and then cast it on the nearest available target. However, during the round an Orc starts moving towards him. So at the beginning of the second round, Darien declares that he is casting the spell at the approaching Orc.*

18.2.5 · MULTI-ROUND ACTION

Some actions require more than 100% of a round's activity. To start such an action, a character must declare it as an action normally. In each following round, the character must decide whether or not to continue the multi-round action. If he decides not to continue, he may declare his actions normally.

For these purposes, each multi-round action falls into one of the following categories:

Continuous — No other action may be performed while the multi-round action is being performed; i.e., it requires continuous activity.

Limited — Only specific limited actions may be performed while the multi-round action is being performed. Loading a crossbow is a limited multi-round activity, a character may move 30% of normal (at a "fast walk" maximum pace).

Unlimited — Any desired action can be performed while the multi-round action is being performed.

Example: *A GM rules that applying Dral can apply a tourniquet to a very bad bleeding wound as a 200% continuous activity. So, it would take two full rounds to complete, with no other actions taken during those rounds. However, if Dral decides not to continue the action at beginning of the second round, the action fails and he may declare other actions normally.*

Dral wants to fire and then reload his heavy crossbow (a 210% activity). He declares a 60% activity missile attack normal action and a 40% activity beginning of his multi-round reload deliberate action. The next round he declares 20% activity movement as a normal action and an 80% activity reload deliberate action. On the third round, he declares a 90% activity normal action to complete his reloading and a 10% activity movement as a deliberate action.

The GM tells Dral that sawing through a rope with his pen knife is a multi-round action that requires 2000% activity, but that the action is unlimited. So for 2 rounds Dral saws away at 100% activity each round. The next round he rests and tries to think of some other approach. Each of the next 4 rounds he halfheartedly saws at 25% activity while complaining with 75% activity. He stops again for 6 rounds to argue with his friends over who should do the sawing. Finally, under intense peer pressure, he buckles down (cursing under his breath) and saws away for 17 more rounds at 100% to finish cutting the rope.

18.2.6 · HASTE AND SPEED

Certain spells will modify the normal turn sequence to some degree. The most common of these modifications will be *Haste* (or *Speed*). A person who is hasted will basically have 200% normal activity, but must abide by the following restrictions:

- Such actions follow the normal restrictions with regards to sequencing.
- A hasted character may not cast more than one spell per round, but he may prepare twice or prepare once and cast a spell.
- Unused activity can be used for movement during the phase in which an action was not resolved (or at the end of the Deliberate action Phase).

Note: *Haste also has certain liabilities: e.g., a hasted character expends exhaustion points (see Section 22.3) at double normal rate, a wounded character bleeds at double normal rate, etc. A GM should consider the ramifications of Haste very carefully before using it in his game.*

18.2.7 · MISSILE FIRE IN MELEE

Normally, a combatant cannot throw or fire missiles while engaged in melee. For these purposes, a combatant is engaged in melee if:

1) A foe attacked him in the previous melee phase, **and**
2) That foe is still within striking distance (i.e., usually within 5-10'), **and**
3) That foe's action for the current round is to melee the combatant.

18.2.8 · MOUNTED COMBATANTS

A mounted character (e.g., riding a horse) may use one action (10-100% activity) each round to attempt to control his mount. This is a Riding static maneuver (see Appendix A-1.18). If a character does not control his mount, his mount will take the same action that it took the previous round **or** it will take some action that it wants to take (e.g., stop to eat grass, flee a dangerous situation, etc.). A war-trained mount might be more likely to continue with battle activity even on an "uncontrolled" basis.

If his mount is controlled, a character may move with the mount (as the character desires) and may use the rest of his activity for other actions.

A mounted character's OBs are limited by his Mounted Combat skill bonus (see Appendix A-1.11).

Example: *Onri is riding along on his mule, Buttercup and he spots an Orc 100' away. Buttercup has a movement rate at a run pace of 180'. Onri declares his actions for the next round as: a control mount normal action with 20% activity and a melee attack deliberate action with the remaining 80% of his activity. So, if he makes his Riding static maneuver, his horse will move up to 180' and Onri can make a melee attack with his spear as he passes the Orc.*

Onri's spear OB is 94 lowered to 74 due to using only 80% of his activity for the attack. His Mounted Combat skill bonus is only 68, so his OB for the attack is limited to 68 maximum.

18.2.9 · STUNNED MANEUVERS

While stunned, a combatant may not attack and may only parry with half of his Offensive Bonus. The only other allowable actions are movement and maneuvers (modified by at least -50). In addition to normal modifications, stunned maneuvers are also modified by three times the character's SD stat bonus.

18.2.10 · SURPRISE

If a character is surprised, a GM may limit his activity for his first round of reaction. We suggest a GM allow a surprised character to take only one deliberate action. The actual % activity allowed should range from 0-100% based upon an orientation roll (see Section 21.4).

REPRESENTING THE PHYSICAL SITUATION

The Gamemaster must decide how to keep track of movement, the relative positions of all of the characters, ranges for firing missiles and casting spells, and the layout of the area in which they are adventuring. This usually requires a playing surface that represents the physical situation as well as playing pieces representing the characters and other combatants. Many possibilities exist for such play aids, and the Gamemaster may elect to use whichever seems most appropriate for his game and for a particular situation. Below, we present a few of the most helpful display techniques and hints.

The Gamemaster can sketch the layout on a sheet of paper (or on a black board) and mark the position of each character on it. For small sheets of paper we suggest a scale of 1" = 50'. For a larger surface, 1" = 20' or 1" = 10' would be more appropriate. Many fantasy role playing game miniatures are scaled for 1" = 5'. You can keep track of distance with a ruler. The problem with this technique is lack of detail and the hassles of erasing each time a character moves.

To solve part of this problem we suggest that a playing piece be used to represent the position of each character. These can be as elaborate as the players and Gamemaster wish. Suggestions include: commercially available miniatures (small statues of various types of fantasy characters and creatures), chess pieces, coins, or 0.5" square to 1" square pieces of cardboard marked with the characters names. The cardboard pieces are easy to make and use; they can be colored or decorated to aid the flavor of play.

On the next page, there is a sheet of 8.5" x 11" paper (hex paper) with a grid consisting of hexagons (i.e., hexes). This sheet makes keeping track of distances easier; just count the number of hexes between two points. If playing pieces are used, each playing piece can occupy a separate hex to indicate its location.

Most large photo-copying centers have a transparency machine which is capable of copying any black and white figure onto a clear plastic sheet. We suggest that you take a piece of the hex paper and have a transparency made. This can be laid over almost any sort of layout, superimposing a grid on it.

Communication Between Characters

When characters talk or plan in the midst of combat, it is assumed that they are talking out loud and may be heard by their foes. Of course if they are close together they may speak softly or whisper. If a long complicated discussion arises or a complex suggestion is made by one character to another, that should constitute at least part of their action for that round.

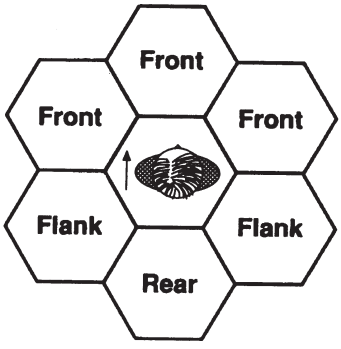
If a group of characters holds a discussion on what to do or where to go, the amount of real time spent talking by the players should be treated by the Gamemaster as the time spent talking in the game by the characters. For example, if the group of players take 5 minutes to decide on how to enter a particular door, it will take 30 rounds of game time (30 rounds at 10 seconds a round equals 5 minutes).

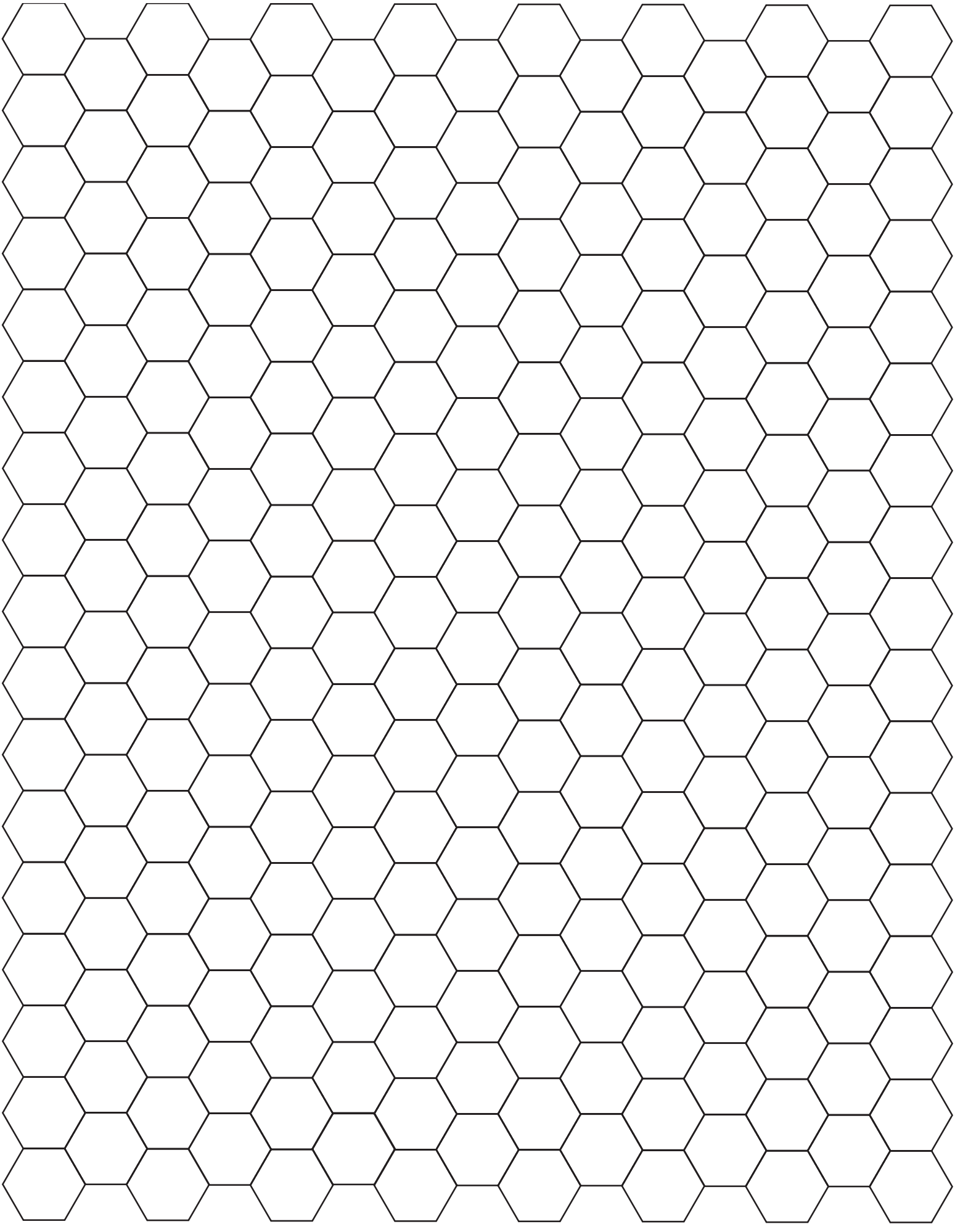
Note: *Whatever communication rules a GM uses, he should make them clear to the players.*



Facing

The Gamemaster may wish to use some sort of mechanism for keeping track of which way each character is facing. This really helps determine what each character is aware of and what he is capable of doing. A GM may keep track of facing by using playing pieces as discussed above and by marking the "front" of each playing piece.





THE ACTIONS

There are an unlimited number different actions that a character may attempt during a role playing game. However, most fall into the following six classes:

Movement ..... (see Section 22.0)
Attacks ..... (see Section 23.0)
Simple Actions ..... (see below)
Static Maneuvers ..... (see Section 24.0)
Moving Maneuvers ..... (see Section 25.0)
Casting Spells ..... (see Section 26.0)

The rest of Part IV details how such actions are resolved. If a character takes an action that does not specifically fall into one of these classes, the GM will have to extrapolate or use mechanisms similar to those presented to handle the six classes.

Maneuvers & Simple Actions

Maneuvers are actions (other than attacks and spell casting) which under normal circumstances have a chance of failing and usually entail an element of risk. *Simple actions* do not normally have a significant chance of failure.

Thus, normal movement and activities such as walking, climbing stairs, drawing a weapon, etc. are simple actions. However, unusual activities (swimming, climbing a rope, running up or down stairs, opening a locked chest, etc.) and activities performed under stress (running, dodging, stalking, hiding, etc.) are maneuvers and generally require maneuver rolls.

The Gamemaster is the final judge as to what is a maneuver and requires a roll, and as to what is normal activity and doesn't require a roll. Maneuvers are further classified as being Moving Maneuvers or Static Maneuvers. Each class of maneuvers is resolved differently.



Common Actions

Here are some commonly occurring actions and the activity percentages normally required.

Action	% of Total Activity
Movement as a snap action	1-20%
Movement as a normal action	1-50%
Movement as a deliberate action	1-80%
Preparing a spell (see Sec. 18.2.4)	90%
Casting a non-instantaneous spell ‡	75%
Casting an instantaneous spell ‡	10%
Concentration (i.e., to maintain a spell, balance, etc.)	50%
Disengage from Melee (may move 10')	25%
Making a moving maneuver (see Sec. 25.0)	varies
Making a static maneuver (see Sec. 24.0) †	varies
Full melee attack (see Sec. 23.4) *	60-100%
Press & melee attack (see Sec. 23.4) *	80-100%
React & melee attack (see Sec. 23.4) *	80-100%
Making a missile attack (see Sec. 23.5)*	30-60%
Parrying a missile attack (see Sec. 23.5)	50%
Loading or Reloading a sling	50%
Loading or Reloading a short bow	50%
Loading or Reloading a composite bow	60%
Loading or Reloading a long bow	70%
Loading or Reloading a light crossbow	160%
Loading or Reloading a heavy crossbow	220%
Shifting a weapon	10%
Drawing a weapon	20%
Changing weapons	50%
Making an Awareness static maneuver (see Sec. 21.2)	10%
Controlling mount (see Sec. 18.2.8)	10-100%



* — If less than the maximum % activity indicated is used, the attack has a -1 modification for every 1% under the maximum (see Section 23.3.7).

† — Unless stated otherwise by the GM or by the description of the skill used (see Appendix A-1), a static maneuver takes 100% activity. This may be reduced up to 50% by taking a -1 penalty for every 1% reduced.

‡ — A character may only cast one spell each round.

Variable Percentage Activities

The percentage activity required for certain actions varies based upon the character, the situation, and other variables. The following actions and their corresponding % activities are just suggestions. Each time a character takes one of these actions, the GM should make a ruling on the actual % activity requires.

Action	% of Total Activity
Making rapid Observation Maneuver (-40 mod)	30%
Making half Observation Maneuver (-20 mod)	50%
Making full Observation Maneuver (+0 mod)	70%
Rapid dismount from a riding animal	20%
Careful dismount from a riding animal	50%
Mounting a riding animal	50%
Relaxed swim	50%
Hard swim	90%
Hiding	20%
Stalking	at least 50%
Climbing	60-100%
Standing up from a seated position	10%
Standing up from "on knees/crouch"	20%
Moving up from prone to "on knees/crouch"	30%
Standing up from a prone position	50%
Rapid drop to the ground	10%
Careful drop to the ground	20%
Picking something up off the ground	30%
Dropping something	0%

HANDLING SPECIAL SITUATIONS

There are a variety of things that come up during tactical situations that cannot be covered in a set of rules. The Gamemaster must use common sense and a die roll (low is bad, high is good) to make a decision in such cases. The techniques described below aid these decisions.

21.1 RESISTANCE ROLLS

Certain events occurring during play will require a character to make a Resistance Roll to determine if or how the event affects the character. The most common events (usually attacks) requiring RRs are basic spell attacks, poisons, diseases, and fear.

The attack's level (caster level if it is a spell, attack level if a poison or disease or fear) is cross-indexed with the target's (defender's) level on the Resistance Roll Table T-3.4 to obtain a single number. In order to successfully resist the attack, the Resistance Roll must be greater than or equal to this number.

Resistance Roll bonuses usually consist of stat bonuses, any item bonuses, and race bonuses. The stat bonuses for the following stats affect the listed Resistance Rolls:

Essence spells ..... 3 x Empathy stat bonus
Channeling spells ..... 3 x Intuition stat bonus
Mentalism spells ..... 3 x Presence stat bonus
Arcane spells ..... Em, In, & Pr stat bonuses
Ess./Chan. Hybrid Base spells ..... Em & In stat bonuses
Ess./Ment. Hybrid Base spells ..... Em & Pr stat bonuses
Ment./Chan. Hybrid Base spells ..... Pr & In stat bonuses
Poisons ..... 3 x Constitution stat bonus
Diseases ..... 3 x Constitution stat bonus
Fear ..... 3 x Self Discipline stat bonus

Example: *Acaana is an attack level 10 poison. Dana has a 90 Constitution (+5 stat bonus) and he is 6th level. Should Dana ingest Acaana, he would refer to the Resistance Roll Table T-3.4—cross-indexing an attack level of 10 with a target level of 6, we see Dana would need a RR of 62 or greater to resist the poison. This RR would be an open-ended 1d100 roll modified by +15 (3x his Co stat bonus of +5).*

21.2 AWARENESS

If something happens during a combat that might be noticed by a character (e.g., the arrival of new combatants, a foe sneaking up to ambush someone, etc.), the Gamemaster may require:

- A Situational Awareness static maneuver that is appropriate for the situation; *otherwise*,
- An Alertness static maneuver

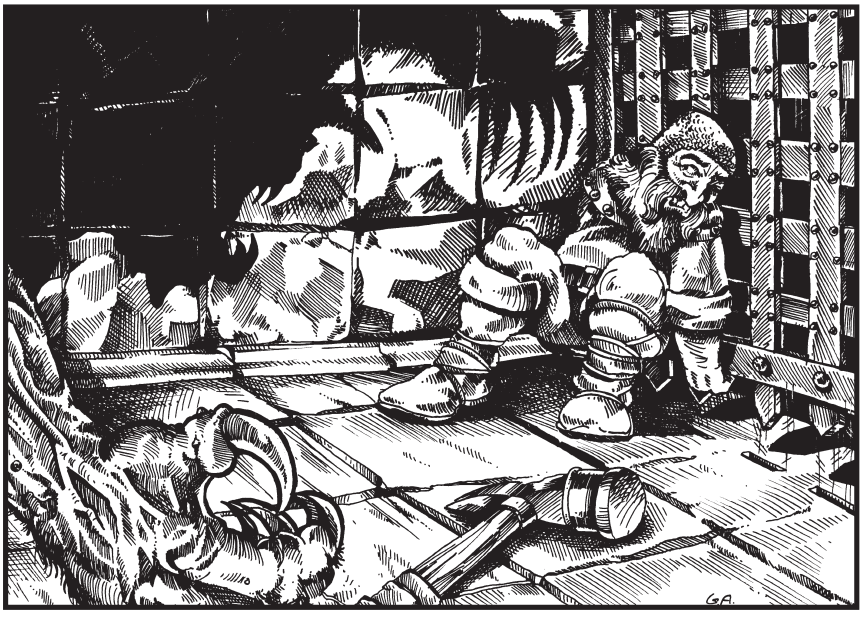
Both of these skills are in the Awareness skill category group, see Section 24.0 and Appendices A-1.7, A-1.8, and A-1.9 for guidelines on how to resolve these maneuvers. Both actions require 0% activity when required by the GM. Alternatively, the Gamemaster may use the rolls to aid in making a subjective decision on what the character notices.

In addition, a character can always declare a 10% activity action to attempt to notice such things. In that case, he can use Alertness or an appropriate Situational Awareness skill (usually whichever is highest).

Example: *Three Orcs enter a tower in which Jax is hiding next to the main door. The GM might allow the Orcs to make Alertness static maneuvers to notice him (they have no Situational Awareness skills and do not bother using their Observation skill).*

Jax has made a successful Hiding static maneuver, so the Gamemaster rates the Orcs' Alertness rolls as "Extremely Hard," giving a modification of -30. The Orcs' rolls are 23, 57, and 133 (the last roll was a 98 with a second roll of 35 added, since the first was between 96 and 100). Modified by the -30 and their Alertness bonuses of +5, the total rolls are -02, 32, and 108.

Referring to the Awareness • Perceptions Table T-4.8.7, we see that the first Orc notices nothing (perhaps because Jax's sword is about to kill him) and the second Orc notices nothing. The third Orc realizes that someone is in the tower and considers the possibility of someone hiding in the same room, but he does not see Jax. If his roll had totalled 111 or higher, he would have seen Jax.



21.3 CONFLICTING ACTIONS

Sometimes the actions of two or more characters may conflict, and the Gamemaster must resolve the problem. In general, both should make *conflict rolls* (open-ended 1d100) modified by their respective Moving Maneuver Penalties (MMP, see Section 8.6). The GM gives each roll a difficulty and obtains results from the Moving Maneuver Table T-4.1.

The character with the higher of the two results succeeds, and the difference between the two results gives the GM some idea of how successful the character was. The same result by both characters means a draw of some kind, and the GM must decide what happens. These conflict rolls are just used as a measure of the effectiveness and quickness of a character's action and do not affect the action being attempted.

Attempts to Avoid Melee Attacks

One of the most common conflicts occurs when one character attempts to avoid melee with another and both characters have chosen the same type of action (i.e., snap-, normal-, or deliberate-). If a foe is adjacent to a character and attempts to maneuver away before melee occurs, the character who has chosen melee as his action may decide to attack that character before he maneuvers away. Both characters make conflict rolls:

- If the character who has chosen melee has the higher result, the attack is resolved normally and then the maneuver is resolved if the maneuvering character is still functioning.
- If the maneuvering character's result is higher, he may perform his maneuver before the other character can attack.
- If there is a draw (equal results), it is suggested that the attacking character be allowed to melee with half of his Offensive Bonus (all of it if the other character cancels his maneuver action) **or** that he may wait and melee with all of his Offensive Bonus after his opponent's maneuver is completed.

If a character attempts to move within 10' of a character performing an opportunity melee action (Section 18.2.2), the meleeing character may intercept, stop the movement, and attack.

Example: *In the previous example, one Orc decides to flee out the main door of the tower past Jax who was hiding with his sword ready (opportunity melee action). In this case, Jax could automatically attack.*

However, suppose that the Orc is standing next to a window faced by Jax with a blood-stained sword, who has obviously chosen melee attack as his action (both chose snap actions). The Orc has chosen to make a moving maneuver to leap out the window before Jax can attack. Jax tells the GM that he wants to attack before the Orc can get away. The GM rates Jax's conflict roll as "light" and the Orc's as a "medium." Both Jax and the Orc have +0 MMPs.

The Orc rolls an 87, obtaining a result of "70" from the Moving Maneuver Table T-4.1. If Jax rolls a 56 or above, he will attack the Orc, and if the Orc is still able (good luck Orc) he will attempt his maneuver when movement is resolved. If Jax rolls a 40 or less the Orc will get to attempt his maneuver immediately, and if he makes it through the window Jax will be unable to attack him (Jax may cancel his attack and take half of his normal movement). If Jax rolls between 41 and 55, there is a draw. The GM decides that Jax may attack with half of his OB before the Orc makes his maneuver. Of course, Jax may elect to wait and see if the Orc makes it through the window (if the Orc blows it, Jax can waste him).

21.4 ORIENTATION

If a character takes a confusing action (e.g., teleports, dives, falls, is knocked down, etc.), the GM may need to determine the awareness and readiness of the character. In this case, the Gamemaster may require an *orientation roll*, i.e., a moving maneuver modified by:

- The character's Situational Awareness skill bonus that is appropriate for the situation; *otherwise*,
- The character's Alertness skill bonus

Both of these skills are in the Awareness skill category group. This maneuver requires 0% activity when required by the GM. The result can be used to indicates what percentage of normal activity is allowed the next (or current) round.

Example: *The Orc in the previous example successfully leaps through the window. The GM rates the orientation roll as "easy," and then makes an orientation roll of 53, modified by the Orc's Alertness bonus of +5 for a total of 57. From Table T-4.1 a result of "90" is obtained. So next round only 90% of normal activity may be taken. Of course, this same process is also used for player characters.*

MOVEMENT, ENCUMBRANCE, AND EXHAUSTION

This section deals with tactical movement (i.e., movement on a round by round basis) **and** the effects of carrying encumbering loads **and** the results of exertion and exposure to severe elements (i.e., weather).



22.1 MOVEMENT

The maximum distance that a character can move in a given round (i.e., at 100% activity) is based upon his Base Movement Rate (Base Rate), his Pace, and possibly a maneuver roll. A character's movement rate for a given round is obtained by multiplying the character's Base Rate by his current Pace. In addition, at certain paces, this result is further modified by the result of a "movement maneuver" roll (see Section 22.1.2).

Movement Rate =
(Base Movement Rate) x (Pace Multiplier)
[x (Maneuver Roll Result ÷ 100)]

The assumptions made for this movement system are:

- A 100 Quickness for a 6' tall Common Man will result in a potential "world class" sprinter.
- The average character (Quickness 25-74) walks at 3.43 miles per hour on open, level ground.

Note: *These guidelines are designed to handle movement in a tactical environment. For strategic movement guidelines see Section 30.2.*

22.1.1 · BASE MOVEMENT RATE

The Base Movement Rate for an average Common Man is 50' per round. This can be modified for a specific character by a number of factors: a stride modification, stat bonus, and penalties due to armor and encumbrance.

Base Movement Rate = 50' + Stride Modification
+ 3 x Qu Stat Bonus + Weight Penalty

Each character should be able to calculate several standard Base Movement Rates for various situations (e.g., carrying all equipment, carrying weapons and armor only, having dropped backpack, etc.).

Stride Modification

The Base Movement Rate is modified for a character's length of stride. The stride of the average 6' person is used as the norm; every 6" difference will result in an add or subtraction of 5 (see the Stride Modification Chart).

Stat Bonus

A character's Base Movement Rate may be increased due to his Quickness. Base Movement Rate is modified by three times a character's Quickness stat bonus.

Weight Penalty

A character's Base Movement Rate may be reduced due to the amount of weight he carries and by the restrictive nature of the armor he wears. A character's *Weight Penalty* is equal to the sum of his Armor Quickness Penalty penalty (see the chart below) for the armor he is wearing, his encumbrance penalty (see Section 22.2) for dead weight he is carrying, and three times his Strength stat bonus. All positive results are treated as as zero (i.e., a Weight Penalty can never be greater than zero).

Weight Penalty = *the lesser of:* 0 **or**
(Armor Qu Penalty + Encumbrance Penalty
+ 3 x St stat bonus)

STRIDE MODIFICATION CHART

Height	Modification Due to Stride
7'10" – 8'3"	+20
7'4" – 7'9"	+15
6'10" – 7'3"	+10
6'4" – 6'9"	+5
5'10" – 6'3"	0
5'4" – 5'9"	-5
4'10" – 5'3"	-10
4'4" – 4'9"	-15
3'10" – 4'3"	-20
3'4" – 3'9"	-25
2'10" – 3'3"	-30
2'4" – 2'9"	-35
1'10" – 2'3"	-40

ARMOR QUICKNESS PENALTY CHART	
Armor Types	**Quickness Penalty**
1, 2, 3, 4, 5, 6, and 9	0
10 and 13	-5
7, 14, and 17	-10
8, 11, and 12	-15
15, 16, and 18	-20
19	-30
20	-40

PACE CHART			
Pace	**Pace Multiplier**	**Normal Maneuver Difficulty †**	**Exhaustion Point Cost/Rnd**
Walk	1x	none	1 every 60 rnds
Fast Walk / Jog	1.5x	none	1 every 30 rnds
Run	2x	none	1 every 12 rnds
Sprint / Fast Run	3x	easy	2/rnd
Fast Sprint	4x	light	6/rnd
Dash	5x	medium	50/rnd

† — Assumes a Weight Penalty of -1 to -10 (see the Pace Limitations Chart).

PACE LIMITATIONS CHART							
		MANEUVER DIFFICULTY BASED ON PACE *					
Weight Penalty	**Maximum Pace**	**Walk**	**Jog**	**Run**	**Sprint**	**Fast Sprint**	**Dash**
0	Dash	none	none	none	Routine	Easy	Light
-1 to -10	Dash	none	none	none	Easy	Light	Medium
-10 to -25	Fast Sprint	none	none	Easy	Light	Medium	—
-26 to -40	Sprint	none	Easy	Light	Medium	—	—
-41 to -65	Run	Easy	Light	Medium	—	—	—
-66 to -100	Jog	Light	Medium	—	—	—	—
-101 and up	Walk	Medium	—	—	—	—	—

* — Modify maneuvers for the walk, jog, and run paces by either three times the character's Ag stat bonus or his distance running skill bonus (use the highest). Modify maneuvers for sprint, fast sprint, and dash paces by the character's sprinting skill bonus.

22.1.2 · PACE

Each round a character must decide the Pace at which he wishes to move. This Pace has three effects on actions during that round:

- It determines the movement rate: (pace multiplier x Base Movement Rate).
- It determines the difficulty of any movement maneuver required.
- It determines how many "exhaustion points" are expended (see Section 22.3).

The Pace Chart summarizes those effects.

Encumbering loads (see Section 22.2) and armor limit a characters maximum pace and can force the character to make a maneuver roll each time he moves. A character with great stat bonuses may move quite far walking or even running while burdened with armor and a heavy load. Nonetheless, he might be prohibited from using a sprint, fast sprint, or dash pace. The following chart outlines maximum pace limitations and maneuver difficulties based on pace.

Note: *If a character does not carry excess weight or drops it at the beginning of a combat, no maneuver roll is needed for movement at a walk, jog, or run pace.*

22.1.3 · MOVEMENT MANEUVERS

If a character declared movement at pace that requires a maneuver (see the Pace Limitations Chart), he must make an open-ended 1d100 roll when it comes time to resolve the movement. For the walk, jog, and run paces this roll is modified by either three times the character's Ag stat bonus or his distance running skill bonus (use the highest). For sprint, fast sprint, and dash paces this roll is modified by the character's sprinting skill bonus.

This modified roll is cross-indexed the maneuver difficulty on the Moving Maneuver Table T-4.1. The result is the percentage of the distance they would normally move given their rate of speed. It is possible to move faster than normal due to this process.

Example: *Bandring is fleeing from the dreaded Malevolent Moose. He has a Base Movement Rate of 60'/rnd. The sum of his Armor Qu Penalty, his encumbrance penalty, and three times his St bonus is -15. He is running, and thus he would normally move 120' per round. Due to the pressure of the chase, however, the GM asks him to roll on the Maneuver/ Movement Table. Referring to the Pace Limitation Chart, we see that the difficulty is "Easy." Bandring rolls an adjusted 1d100 and the result is '100'. He moves the full 120 feet. Had he rolled lower and gotten a '50' result, he would move but 60' that round. Had the chase been at night a higher difficulty category may have been applicable.*

22.1.4 · MOVEMENT SUMMARY

Base Movement Rate = 50 feet per round
+ 3 x Quickness stat bonus
+ Stride Modification
+ Weight Penalty

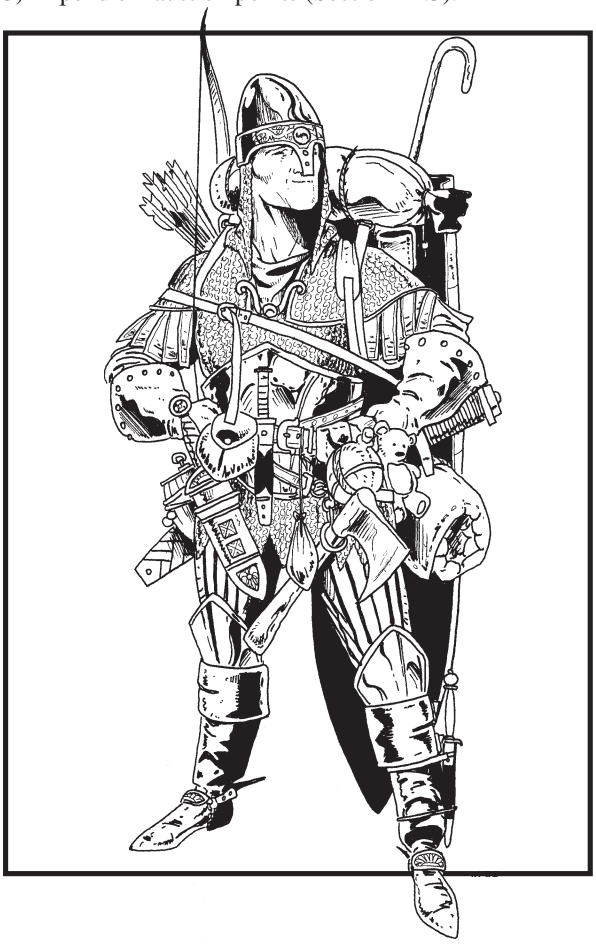
Example: *Bandring is a High Man with a Quickness stat bonus of +3. He is 6'7" tall so his stride modification is +5. His weight is 220 pounds and he is carrying 27 pounds of dead weight. Thus his encumbrance penalty is -8; 27 lb. is between 1x and 2x his weight allowance of 22 lb (10% of his weight of 220). Bandring wears AT 14 with a standard Armor Quickness Penalty of -10. His Strength stat bonus is +5. So, his weight penalty is -3 = (-8) + (-10) + (3 x 5). If his St stat bonus was +7, the weight penalty would be 0 (not +3).*

So his Base Movement Rate is:

61 = 50 (standard movement rate)
+ 3 x 3 (3 x Qu stat bonus)
+ 5 (stride modification)
+ (-3) (Weight Penalty)

Movement Process Summary

1) Determine current Base Movement Rate (see above).
2) Determine pace (check restrictions).
3) Movement Rate / round =
(Base Movement Rate) x (Pace multiplier)
4) If required due to pace or pressure situation, make a movement maneuver roll (Section 22.1.3); **and** then multiply the movement rate per round by (maneuver result ÷ 100).
5) Expend exhaustion points (Section 22.3).



22.2 ENCUMBRANCE

The problems associated with wearing armor and other coverings ("non-dead" weight) are covered elsewhere (see the Armor Table T-3.3). Here we are dealing with "dead weight," that which one carries rather than wears. The encumbrance penalties discussed here apply to the Base Movement Rate (see Section 22.1.1).

Basically, each character has a "weight allowance" equal to 10% of his own weight. If he is carrying dead weight less than or equal to his weight allowance, he has no encumbrance penalty. A character's encumbrance penalty is equal to -8 times the number of increments of "weight allowance" that the dead weight consists of (see the Encumbrance Chart). Three times a character's Strength stat bonus may cancel some or all of his encumbrance penalty (see Section 22.1.1).

Encumbrance Penalty = -8 x
truncated [10 x dead weight ÷ character's weight]

ENCUMBRANCE CHART

Number of Weight Allowance Units		
More Than	*Less Than or Equal to*	**Encumbrance Penalty**
0x	1x	0
1x	2x	-8
2x	3x	-16
3x	4x	-24
4x	5x	-32
5x	6x	-40
6x	7x	-48
7x	8x	-56
8x	9x	-64
9x	10x	-72
10x	11x	-80
11x	12x	-88
12x	13x	-96
13x	14x	-104
14x and up		-104 + (-8 per additional weight allowance)

Note: Encumbrance Penalty = -8 x
truncated [10 x dead weight ÷ character's weight]

22.3 EXHAUSTION

Movement under extreme conditions, in rough terrain, and/or at accelerated rates will increase fatigue. For this reason we include rules for exhaustion. We also include provisions for exhaustion due to melee and bow fire.

Each person has a base number of exhaustion points (ExPs) equal to forty plus three times his Constitution stat bonus. This is the number of points that the character can expend before he has to rest and/or recuperate. (e.g., when fully rested a character with a Constitution stat bonus of 5 would have 55 exhaustion points).

Exhaustion Points =
40 + (3 x Co Stat Bonus) + any special bonuses

Exhaustion Penalties

A character receives a penalty to his attacks and maneuvers based upon what percentage of his Exhaustion Points he has used:

% of ExPs Taken	Penalty
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Exhaustion Point Recovery

Once a character's Exhaustion Points are used, they may be regained (up to the maximum) in the following ways:

1) If the character is active, one ExP is recovered every three minutes.
2) If the character is resting, (1 + Co stat bonus ÷ 2) ExPs are recovered for every full minute of rest (at least one hit is recovered, even if the Co stat bonus is less than zero).
3) If the character is sleeping, all ExPs are recovered for half hour of continuous sleep. If this sleep is interrupted, ExPs are still recovered as in 2) above.

Exhaustion due to Pace

Each round that a character moves he expends ExPs at a rate determined by his Pace. This rate ranges from 1 every 60 rounds for a Walking Pace to 50 per round for a Dash Pace. These rates are listed in the Pace Chart. A character without sufficient exhaustion points to complete a full round at a given pace cannot travel at that rate of speed.

Example: *An unencumbered Naug travels 50' per round (i.e., his Base Movement Rate is 50) when walking. His Constitution stat bonus is 5 for an Exhaustion Point total of 55.*

So, he can walk for 3300 rounds (550 minutes) without a rest but he would be totally exhausted thereafter. If he were to fast sprint he could move at a rate of 200' per round; but he would exhaust his 55 ExPs in 8-9 rounds (1.5 minute) at that pace.

If Naug (+0 St bonus) were moving in a metal breastplate (AT 17, -10 Qu Penalty) and with a 2x weight allowance load (-16 Encumbrance Penalty), his Base Movement Rate would be reduced to 24' per round and he would have to "Fast Sprint" (and exhaust himself as indicated) to cover 96' per round.

Exhaustion and Combat

When fighting, a character necessarily expends more energy than he would while walking. Thus, the following expenditures should apply.

COMBAT EXHAUSTION CHART

Character's Situation	Exhaustion Point Expenditure
Melee	1 every 2 rnds
Missile Fire	1 every 6 rnds
Concentration	1 every 6 rnds

Exhaustion modifiers

The following factors may affect the way a character expends exhaustion points. They provide detail, but may be considered optional. Only one modifier of a given type should be applied (e.g., one temperature mod., one terrain mod., one time without sleep mod.).

EXHAUSTION MODIFIER CHART

Factor	Modification to Exhaustion Points Expended
Temp. above 100˚F	2x
Temp. above 120˚F	4x
Temp. above 130˚F	8x
Temp. below 20˚F	2x
Temp. below -10˚F	3x
Temp. below -30˚F	5x
Temp. below -50˚F	8x
Rough Terrain	2x
Mountainous Terrain	3x
Sand	3x
Bog	4x
Hits or wounds above 25%	2x
Hits or wounds above 50%	4x
More than 10 hours without sleep	2x
More than 15 hours without sleep *	3x

* — Increase by modification by +1x for each additional 5 hours without sleep.

ATTACKS

This section describes attacks and the process used to resolve them. Attacks occur when a character (the attacker) attempts to affect or harm an opponent (the defender or target). Normally, an attacks falls into one of five categories:

Melee Attacks ..... Section 23.4
Missile Attacks ..... Section 23.5
Basic Spell Attacks ..... Section 23.6
Directed Spell Attacks ..... Section 23.7
Area Spell Attacks ..... Section 23.8

Attack Resolution

An attack is resolved by the attacker making a high open-ended 1d100 attack roll, adding any applicable modifications, and then applying the modified roll to the appropriate attack table. The attack roll for Basic Spell attacks is not open-ended. Attack, critical, and fumble/failure tables can be found in *Arms Law* and *Spell Law*. Results are explained in Section 23.1 and include:

- Hits delivered
- Fumbles and Failures
- Critical Strikes
- Modifications to Resistance Rolls

The last three results will usually require a second roll on a fumble and failure table (*SL* Table 6.6 or *AL* Tables 4.13-4.14), a critical table (*SL* Tables 6.1-6.5 or *AL* Tables 4.1-4.12), or the Resistance Roll Table T-3.4.

Unmodified Rolls

When an attack roll before modification falls within an "Unmodified" range for the attack table being used, no modifications are made to the attack roll. This includes "open-ended" modifications (i.e., such a roll is not treated as being "open-ended"—do **not** roll again).

Unmodified results can only be achieved if the unmodified roll falls within these ranges. Modified rolls falling into these ranges are treated as the next lower (or higher) result. There are three types of unmodified ranges:

- Some are marked with a "UM" on the attack table.
- Each weapon attack table in *Arms Law* (Tables 2.1-2.29 has an unmodified "Fumble Range" specified at the top of the table.
- Each special attack table in *Arms Law* (Tables 3.1-3.13) has an unmodified range of 01-02.

Maximum and Minimum Results

Each attack table has a maximum and a minimum result. If a modified attack roll exceeds the maximum result, the roll is treated as the highest non-unmodified result (see above) allowed. If a modified attack roll is less than a minimum result, the roll is treated as the lowest non-ummodified result allowed.

- On all of the attack tables, the minimum result is one more than the unmodified fumble/failure result.
- On *AL* Attack Tables 2.1-2.29 the max. result is 150.
- On *AL* Attack Tables 3.1-3.13 the maximum result is determined by the type of attack, the animal's size (i.e., tiny, small, medium, large, or huge), or by the number of consecutive rounds of attacks.
- On *SL* Attack Tables 5.1-5.3 the maximum result is 95 (i.e., one less than the unmodified results).
- On *SL* Attack Tables 5.4-5.8 the maximum result is 150 (i.e., one less than the unmodified results).

Summary

1) The attacker makes an open-ended attack roll (not open-ended for Basic Spell attacks).
2) If an unmodified result is obtained, proceed to step 4 (i.e., the roll is not modified by anything).
3) All applicable modifications are made to the roll.
4) The modified roll is applied to the appropriate attack table.
5) The result may require a roll on a second table.

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	2	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	3	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	2AT	4AT	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	1	–	–	–	2	–	1	3BT	5BT	43-45
46-48	–	–	–	–	–	–	–	1	–	–	–	1	–	–	1	3	–	1	4CT	6CT	46-48
49-51	–	–	–	1	–	–	1	1	–	–	–	2	–	–	1	4AT	1	2	5DT	7DT	49-51
52-54	–	–	–	1	–	–	1	2	–	–	–	3	–	–	2	5BT	1	3	6ET	8ET	52-54
55-57	–	–	1	2	–	1	2	3	–	–	1	4	1	1	3	6CT	2	4AT	7AK	9AK	55-57
58-60	–	–	1	3	1	1	2	4	–	–	1	5	1	2	4AT	7DT	3	5BT	8AK	10AK	58-60
61-63	–	–	2	4	1	2	3	4AT	–	–	2	6	2	3AT	5BT	8ET	4AT	6CT	9AK	11AK	61-63
64-66	–	–	2	4	2	2	4	5BT	–	1	3	7AT	3AT	4BT	6CT	9AK	5BT	7DT	10AK	12AK	64-66
67-69	–	1	3	5	2	3	4	6CT	–	1	3	7BT	4BT	5CT	7DT	10AK	6CT	8ET	11AK	13AK	67-69
70-72	–	1	4	6AT	3	3	5AT	7DT	1	2	4	8CT	5CT	6DT	8ET	11AK	7DT	9AK	12AK	14AK	70-72
73-75	–	2	4	7BT	3	4	6BT	8ET	1	2	5AT	9DT	6DT	7ET	9AK	12AK	8ET	10AK	13AK	15AK	73-75
76-78	–	2	5	7CT	4	4	6CT	8AK	2	3	6BT	10ET	7ET	8AK	10AK	13AK	9AK	11AK	14BK	16BK	76-78
79-81	1	3	5AT	8DT	4	5AT	7DT	9AK	2	4	6CT	11AK	8AK	9AK	11AK	14AK	10AK	11AK	15BK	17BK	79-81
82-84	1	4AT	6BT	9ET	5AT	5BT	8ET	10AK	3	4AT	7DT	12AK	9AK	10AK	12AK	15BK	11AK	12AK	16BK	18BK	82-84
85-87	2	4BT	7CT	10AK	6BT	6CT	8AK	11AK	3	5BT	8ET	13AK	10AK	11AK	13AK	16BK	11AK	13AK	17BK	19BK	85-87
88-90	2	5CT	7DT	10AK	6CT	7DT	9AK	12AK	4AT	6CT	9AK	13AK	11AK	12AK	14BK	17BK	12AK	14BK	18BK	20BK	88-90
91-93	3AT	6DT	8ET	11AK	7DT	7ET	9AK	12AK	5BT	6DT	9AK	14AK	12AK	13AK	15BK	18BK	13AK	15BK	19BK	21BK	91-93
94-96	4BT	6ET	8AK	12AK	7ET	8AK	10AK	13BK	5CT	7ET	10AK	15BK	13AK	14BK	16BK	19BK	14BK	16BK	20BK	22CK	94-96
97-99	4CT	7AK	9AK	13AK	8AK	8AK	11AK	14BK	6DT	8AK	11AK	16BK	14AK	15BK	17BK	20CK	15BK	17BK	21CK	23CK	97-99
100-102	5DT	7AK	10AK	13BK	8AK	9AK	11AK	15BK	6ET	8AK	12AK	17CK	15BK	16BK	18CK	21CK	16BK	18CK	22CK	24CK	100-102
103-105	5ET	8AK	10AK	14BK	9AK	9AK	12BK	16CK	7AK	9AK	12BK	18CK	15BK	17BK	19CK	22CK	17BK	19CK	23CK	25CK	103-105
	Maximum Results for Small Attacks																				
106-108	6AK	9AK	11AK	15BK	10AK	10AK	13BK	16CK	7AK	10AK	13BK	19CK	16BK	18CK	20CK	23CK	18CK	20CK	24CK	26CK	106-108
109-111	7AK	9AK	12BK	16CK	10AK	10BK	13BK	17CK	8AK	10AK	14BK	19CK	17BK	19CK	21CK	24CK	19CK	21CK	25CK	27CK	109-111
112-114	7AK	10AK	12BK	16CK	11AK	11BK	14BK	18CK	9AK	11BK	15CK	20CK	18CK	20CK	22CK	25CK	20CK	22CK	26CK	28CK	112-114
115-117	8AK	11BK	13BK	17CK	11BK	11BK	15CK	19CK	9AK	11BK	15CK	21CK	19CK	21CK	23CK	26CK	21CK	22CK	27CK	29CK	115-117
118-120	8AK	11BK	13BK	18CK	12BK	12BK	15CK	20CK	10BK	12BK	16CK	22CK	20CK	22CK	24CK	27CK	21CK	23CK	28CK	30CK	118-120
	Maximum Results for Medium Attacks																				
121-123	9BK	12BK	14CK	19CK	12BK	13BK	16CK	20CK	10BK	13BK	17CK	23DK	21CK	23CK	25DK	28DK	22CK	24DK	29DK	31DK	121-123
124-126	10BK	12BK	15CK	19CK	13BK	13CK	16CK	21CK	11BK	13BK	18CK	24DK	22CK	24CK	26DK	29DK	23DK	25DK	30EK	32DK	124-126
127-129	10BK	13CK	15CK	20DK	14CK	14CK	17CK	22DK	11BK	14CK	18DK	25DK	23DK	25DK	27DK	30EK	24DK	26DK	31EK	33EK	127-129
130-132	11BK	14CK	16CK	21DK	14CK	14CK	18CK	23DK	12CK	15CK	19DK	25EK	24DK	26DK	28EK	31EK	25DK	27EK	32EK	34EK	130-132
133-135	11CK	14CK	16CK	22EK	15CK	15CK	18DK	24EK	13CK	15CK	20DK	26EK	25DK	27DK	29EK	32EK	26EK	28EK	33EK	35EK	133-135
	Maximum Results for Large Attacks																				
136-138	12CK	15CK	17DK	22EK	15CK	15DK	19DK	24EK	13CK	16CK	21EK	27EK	26EK	28EK	30EK	33EK	27EK	29EK	34EK	36EK	136-138
139-141	13DK	16DK	18DK	23EK	16DK	16DK	20DK	25EK	14DK	17DK	21EK	28EK	27EK	29EK	31EK	34EK	28EK	30EK	35EK	37EK	139-141
142-144	13DK	16DK	18DK	24EK	16DK	16DK	20EK	26EK	14DK	17DK	22EK	29EK	28EK	30EK	32EK	35EK	29EK	31EK	36EK	38EK	142-144
145-147	14EK	17EK	19EK	25EK	17EK	17EK	21EK	27EK	15EK	18EK	23EK	30FK	29EK	31EK	33EK	36EK	30EK	32EK	37EK	39EK	145-147
148-150	14FK	18FK	20FK	26FK	18FK	18FK	22FK	28FK	16FK	19FK	24FK	31FK	30FK	32FK	34FK	37FK	31FK	33FK	38FK	40FK	148-150
	Maximum Results for Huge Attacks																				

Note: *An F-severity critical indicates an E-critical roll and a C-critical roll (both Krush criticals).*
Note: *If the target is down the attacker obtains +30 in addition to its other bonuses.*
Critical Strikes: **P** = *Puncture*, **S** = *Slash*, **K** = *Krush*, **G** = *Grapple*, **U** = *Unbalance*, **T** = *Tiny*





ATTACK TABLE 5.15
TRAMPLE STOMP

23.1 ATTACK RESULTS

An attack may have several results depending upon the attack roll (modified or unmodified). These results include hits, fumbles, failures, criticals, and Resistance Roll modifications.

Fumbles and Failures

If an attack roll results in a "F" result, the attack has fumbled or failed, and a roll must be made on one of the *AL* Fumble Tables 4.13-4.14 or the *SL* Spell Failure Table 6.6. Normally, a Fumble roll is not modified, and a failure roll is only modified if a spell casting static maneuver fails (see Section 26.0).

Hits

A number result on all of the attack tables (except the *SL* Basic Spell Attack Table 5.1) indicates the number of hits (concussion hits) delivered to the target. These numbers are **not** preceded by a plus sign or a minus sign.

Resistance Roll Modifications

Non-failure results from the *SL* Basic Spell Attack Table 5.1 are numbers which are used as modifications to the target's Resistance Roll against the spell being cast. These numbers are preceded by a plus sign or a minus sign. A result of this type requires the target make a Resistance Roll to avoid (or decrease) the effects of the spell.

Once this modification has been obtained from the attack roll, the target must make a resistance roll and add the attack roll result, the target's appropriate RR bonus, and any other appropriate modifications (see *SL* Table 5.10). Then the attacker's level and the target's level are cross-indexed to obtain a number from the *SL* Resistance Roll Table 5.10:

- If the target's modified RR is greater than or equal to this number, he has successfully resisted the spell
- Otherwise, the target has failed to resist.

The results of failing to resist vary from spell to spell.

Critical Strikes

A result with one or two letters indicates that the target has been given one or more critical strikes (i.e., criticals or crits). The first letter (i.e., A, B, C, D, E, F, G, H, or I) indicated the severity of the critical. For 'A' to 'E' severities, the severity determines which column of a critical table is used to resolve the critical. For 'F' to 'I' severities, multiple criticals are delivered as indicated on the attack table used.

A second letter indicates the type of critical (e.g., K=Krush, S=Slash, P=Puncture, U=Unbalance, G=Grapple). The critical type determines what critical table is used to resolve the critical (*AL* Tables 4.1-4.12, *SL* Tables 6.1-6.5). If there is no second letter, the critical type is given at the bottom of the attack table.

To determine the result of the critical a second roll (not open-ended) is made and applied to the appropriate column of the appropriate critical table.

Overall Guidelines

- All damage (including concussion hits), unless otherwise noted, is only applicable to the target combatant.
- Often bleeding, bruises, burns, frostbite, etc. indicated on the critical strike tables are reflected in the form of additional concussion hits. This is meant to show the gradual weakening brought about by shock, bleeding, and pain. This is often referred to as "bleeding."
- Next swing/roll/attack can refer to a missile attack, maneuver, or spell attack, as well as to a melee attack.
- If a target takes a critical result that lasts for a certain number of rounds and he has not yet performed at least 50% of his activity for the current round, the current round counts as one of the rounds affected by the result. Otherwise, the effects begin the round after the critical is received.
- If an item is indicated as being destroyed by a critical result, it is automatically destroyed unless it is made of an extraordinary material (e.g., Mithril) or it is incredibly magical (i.e., an artifact). In this case, if the GM allows it, the item may make a RR as described in Section 21.1 to avoid destruction.

Immune Creatures

Some creatures are immune to certain types of criticals (e.g., Fire Demons are immune to fire spells and heat criticals). These creatures are unaffected by such criticals).

Criticals against Large and Super-Large Creatures

Certain unusual creatures are so large and/or powerful that the normal critical strike tables are not used when they receive critical strikes. Unusual creatures are separated into two categories:

- Large Creatures (e.g., Trolls, Giants, Demons, and Undead, etc.).
- Super-Large Creatures (e.g., Dragons, very powerful Demons, etc.).

All attacks except for basic spell attacks have special critical strike tables (*SL* Table 6.5 and *AL* Tables 4.4 and 4.10) that are consulted if a sufficiently severe critical strike is obtained against them. The roll for criticals against Large and Super-Large creatures is high open-ended.

Large Creature Critical Strikes

Critical strikes of severity 'A' do **not** affect large creatures (i.e., 'A' severity criticals are ignored). If a critical with a higher severity than 'A' is obtained, a high open-ended roll is made and cross-indexed with:

- For physical attacks, the weapon type (normal, magic, Mithril, holy, or slaying) on the *AL* Table 4.4.
- For spell attacks, the first column of *SL* Table 6.5.

The result obtained is applied immediately. Note that the severity of the critical strike is irrelevant, except that it must be of 'B' severity or higher. This reflects the fact that such creatures present such a large target that they are much more difficult to hurt seriously.

Super-Large Creature Critical Strikes

Critical strikes of severity 'A', 'B', or 'C' do **not** affect super-large creatures (i.e., 'A', 'B', and 'C' severity criticals are ignored). If a critical with a higher severity than 'C' is obtained, a high open-ended roll is made and cross-indexed with:

- For physical attacks, the weapon type (normal, magic, Mithril, holy, or slaying) on the *AL* Table 4.10.
- For spell attacks, the third column of *SL* Table 6.5.

The result obtained is applied immediately. This table should be consulted of only for creatures such as Dragons, Dinosaurs, and the most powerful Demons.

Slaying Criticals

Some Large and Super-Large creatures are especially vulnerable to certain magical weapons (e.g., a Troll is vulnerable to a weapon of "Troll-slaying") and certain types of spell criticals (e.g., a metal Golems are vulnerable to electricity criticals, Fire Drakes are vulnerable to cold criticals). If a critical is obtained with such a weapon or spell against a Large or Super-Large creature, the "Slaying" column on the appropriate table is used (*SL* Table 6.5 or *AL* Tables 4.4 or 4.10).

If a critical strike is obtained when using a weapon of slaying (or a slaying spell) against a man-sized creature (e.g., an Orc-slaying sword used against an Orc), the normal critical is resolved and then a second critical is resolved on the slaying column of *AL* Table 4.4 or 4.10 (or *SL* Table 6.5), using the same roll that was used for the normal critical.

Key to the Criticals

The criticals give very specific damage to targets that receive them. All of the criticals have two different types of information: descriptions and mechanics.

- The description information will describe the critical hit (usually including a body location). The GM should feel free to alter the description to more appropriately fit the type of attack.

  Example: *A target behind a low stone wall is hit by an arrow and receives a critical calling for damage to his ankle. Instead the GM should rule that he is hit in the wrist. Note that he already receives a defensive bonus for being behind the stone wall and was hit in spite of it. Similarly, if a critical strike calling for an unspecified limb to be broken is rolled, the limb affected should be determined randomly.*

- The mechanics information is the game effects of the critical hit. The GM should rarely alter these results. The presentation of this information will always follow this format:

  $$+ßH - ß✹ - ß● - ß♦ - ß(-α) - ß(+α)$$

  where α and ß are numbers. In general:

H ..... hits
✹ ..... rounds of stun
● ..... rounds of no parry
⚔ ..... rounds of must parry
♦ ..... hits per round
(-α) ..... penalty
(+α) ..... bonus

Sometimes, the second and third items are combined (reading as ✹●). Also, sometimes the third item is replaced with ß(⚔-α) (there can never be both a ● and a ⚔ entry). Below is a more detailed explanation of the entries.

+ßH — This indicates that the target of the attack takes an additional ß hits of damage (e.g., "+5H").

ß♦ — This indicates that the target of the attack will take ß hits every round until the wound is healed (e.g., "3♦"). This damage starts the round after the critical is delivered. "Bleeding" represents not only actual blood loss, but also represents ongoing pain. When ß is not specified it is assumed to be one.

ß✹ — This indicates that the target of the attack is stunned for ß rounds (e.g., "5✹"). While stunned, the target may not attack and may only parry with half of his Offensive Bonus (round up). The only other allowable actions are movement and maneuvering (modified by at least -50). When ß is not specified it is assumed to be one.

ß● — This indicates that the target of the attack cannot parry for ß rounds (e.g., "3⚔"). The only allowable actions are movement and maneuvering (modified by at least -75). When ß is not specified it is assumed to be 1.

ß(⚔-α) — This indicates that the target of the attack must parry for ß rounds with a penalty of -α (e.g., "3(⚔-20)"). The only allowable actions are movement and maneuvering (modified by at least -75). When ß is not specified it is assumed to be one. When α is not specified it is assumed to be zero.

ß(-α) — This indicates the target of the attack suffers a penalty of α for ß rounds—i.e., all of the target's bonuses (except DB and RRs) are lowered by α. When ß is not specified, the penalty is assumed to last until the wound is healed.

ß(+α) — This indicates that the attacker gains a bonus of α for ß rounds—i.e., all of the target's bonuses (except DB and RRs) are increased by α. When ß is not specified, it is assumed to be one.

Effects of "Stun" Rounds

During play a combatant may be "stunned" for a number of rounds due to critical strikes (this includes all "Stunned" rounds, all "Stunned No Parry" rounds, and all "Down or Out" rounds). All of these "stuns" due to multiple critical strikes are cumulative. Normally the total number of rounds of "stuns" decreases by one each round, with the most severe type of "stun" taking effect first.

While stunned, the target may not attack and may only parry with half of his Offensive Bonus (round up). The only other allowable actions are movement and maneuvering (modified by -50 plus three times the character's SD stat bonus).

A combatant will lose consciousness if his total number of accumulated rounds of "stuns" exceeds:

$$10 + (2 \times \text{Co stat bonus})$$

If not unconscious due to some other cause, a combatant will regain consciousness when his total accumulated rounds of "stuns" becomes less than the total above.

23.2 DEFENSIVE CAPABILITIES

In combat, there are many variables which affect the severity of an attack. The defender has several factors which can work in his favor, including: armor, shield, quickness, special items, and the ability to parry (i.e., decrease attack effectiveness in the interest of self-preservation). Armor is the basic classification of protection, while all other defensive capabilities are expressed in terms of a Defensive Bonus (DB) which will modify the attacker's combat roll in the defender's favor.

23.2.1 · ARMOR

Armor is the basic protective capability assigned to the material covering the body, and is divided into five categories of four Armor Types (ATs) each (for a total of 20 types).

Armor Category	ATs	Type for Basic Spell Attacks
Cloth-Skin	1-4	other
Soft Leather	5-8	leather armor
Rigid Leather	9-12	leather armor
Chain Mail	13-16	metal armor
Plate	17-20	metal armor

The AT of a target determines the column that is used for any attack that is not a basic spell attack. The column used for a basic spell attack is determined by using the attack spell's realm, the target's armor type, the target's helmet, and/or the target's shield (if several columns are applicable use the one most advantageous to the target).

Note: *Normally, ATs 3, 4, 11, and 12 are animal and monster ATs and are not available to characters.*

Cloth-Skin Base

Normal cloth attire, robes, and normal animal hides.

Skin (AT 1): Normal clothing, assumed if other covering is not specified.

Robes (AT 2): Full-length robes normally worn by spell users and certain other combatants.

Light Hide (AT 3): The natural hide of common classes of animals (e.g., Deer, Dog, Wolf).

Heavy Hide (AT 4): The natural hide of uncommon classes of animals (e.g., Buffalo, Elephant, Bear).

Soft Leather Base

The heavy outer garments normally worn as weather protection by certain civilians and as combat protection by some militia and irregulars.

Leather Jerkin (AT 5): A leather vest-like covering without arms and reaching only to the waist or mid-thigh.

Leather Coat (AT 6): A leather coat covering the arms and to mid-thigh.

Reinforced Leather Coat (AT 7): A leather coast covering the arms and to mid-thigh, but with either rigid-leather sections or metal sections sewn in for reinforcement.

Reinforced Full-Length Leather Coat (AT 8): A reinforced leather coat (as above) that covers to the lower leg.

Rigid Leather Base

Rigid leather armor and the rigid hide covering of certain reptiles and of other creatures such as Dragons.

Leather Breastplate (AT 9): A rigid breastplate covering the torso to mid-thigh and part of the upper arms.

Leather Breastplate & Greaves (AT 10): As above, but with leather greaves covering the forearms and lower legs.

Half-Hide Plate (AT 11): Rigid-leather armor that covers the body completely; includes the hide of certain creatures that contain at least a few rigid plates (e.g., Rhinoceros, Alligator).

Full-Hide Plate (AT 12): As half-hide plate (above), except that the rigid leather or plates are harder and/or more plentiful (e.g., Turtles, Dragons, Giant Crabs).

Chain Mail Base

Chain link armor, scale armor, and the hides of certain fantastic creatures.

Chain Shirt (AT 13): A chain mail shirt covering the torso to mid-thigh and half of the upper arms.

Chain Shirt & Greaves (AT 14): As above, but with greaves on the forearms and lower legs.

Full Chain (AT 15): Chain mail covering most of the body and legs in the form of a shirt and leggings.

Chain Hauberk (AT 16): A full-length chain mail coat split from the waist in the front and back to facilitate movement.

Plate Base

Rigid armor of metal plates and the heaviest animal hides.

Metal Breastplate (AT 17): A metal breastplate plus smaller plates covering the torso to mid-thigh and part of the upper arms.

Metal Breastplate & Greaves (AT 18): As above, but with greaves on the forearms and lower legs.

Half Plate (AT 19): Rigid plate armor covering the body, but with chain mail between the plates, at the joints, and covering the legs.

Full Plate (AT 20): Rigid plate armor as half plate above, but with plates overlapping at joints, and plate armor covering the legs.

Armor Quality

Especially good armor in terms of material, construction, or enchantment does not change that armor's basic type, but rather adds a bonus to the wearer's DB. Conversely, shoddy armor will incur a penalty to the wearer's DB. It is highly recommended that superior armor bonuses rarely exceed +10 or +15.

Example: *Kiltran, a rather successful Ranger, wears a Chain Shirt and Greaves (AT 14) taken from the lifeless body of a follower of the Bearer of the Root. The GM has decided that this armor is of superior construction (being made by a highly revered Dwarven smith) and so awards it a +10 quality bonus. This armor is thus AT 14(10).*

Armor Penalties

Due to its weight and constrictive nature, there are penalties associated with wearing armor while attempting to maneuver, defend, and throw/fire missiles. These penalties are detailed in the Armor Table T-3.3.

ARMOR TABLE T-3.3

Armor Type	Minimum Maneuver Mod.*	Maximum Maneuver Mod.†	Missile Attack Penalty‡	Armor Quickness Penalty§
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-20	5	0
7	-10	-40	15	10
8	-15	-50	15	15
9	-5	-50	0	0
10	-10	-70	10	5
11	-15	-90	20	15
12	-15	-110	30	15
13	-10	-70	0	5
14	-15	-90	10	10
15	-25	-120	20	20
16	-25	-130	20	20
17	-15	-90	0	10
18	-20	-110	10	20
19	-35	-150	30	30
20	-45	-165	40	40

* — Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type (see Section 8.6).

† — Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type (see Section 8.6).

‡ — The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms of a combatant (see Section 23.5.2).

§ — An Armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB (see Section 5.4.4). Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus (see Section 23.2.1).

23.2.2 · SHIELDS & WEAPONS

Shields are represented in combat by a bonus to the wielder's Defensive Bonus. In addition, when fighting with one or two weapons, one weapon may be used as a "shield," but may not be used for an attack in the same round. A shield bonus may only be used against one opponent's attack(s) per round.

These bonuses and other factors concerning shields and parrying are summarized in the Defensive Capabilities Table T-3.6.

23.2.3 · HELMETS

A helmet gives bonuses against certain spells and determines the attack table column used against Mentalism spells. A helmet can also affect certain critical results.

23.2.4 · GREAVES

Greaves are a type of armor that covers the arms and legs. They are included in ATs 10, 11, 12, 14, 15, 16, 18, 19, and 20. Greaves can affect certain critical results.

23.2.5 · COVER & POSITION

The GM may award a variable bonus to a combatant's DB if his position is judged to be advantageous. Penalties due to a defender's disadvantageous position are reflected in modifications to the attacker's Offensive Bonus (see Section 23.3).

Cover bonuses against missile attacks should be based upon the percentage of the defender's body protected and the ability of cover to stop incoming fire. Some sample bonus are summarized in the Defensive Capabilities Table T-3.6.

Note: *If a combatant is completely protected by cover, and is making no attack himself, the GM may rule that no attack may be made against him.*

Example: *Kiltran, wondering why he ever joined the Confused Young Lords, finds himself defending behind a low stone wall against Traegon and Yrzan. During combat, Kiltran stands to fire his bow. The wall rises to his waist, protecting him from his foes' missile fire. The GM awards Kiltran a cover bonus of 60 to his DB (maybe overly generous, but the GM knows that Kiltran is going to need every bit of it).*



23.2.6 · PARRYING

A defender may wish to place more emphasis on personal defense than is implicit in the combat system. Therefore, a combatant may wish to sacrifice some or all of his Offensive Bonus (OB) with the weapon he is presently using, in order to increase his DB. Such an action is called parrying, though it may be thought of in many combat situations as dodging and/or blocking.

The premise of sacrificing offensive capabilities in order to increase one's defensive capability is a fundamental component in the *RMSS*.

Parrying Melee Attacks

A defender may parry a melee attack a combat round by switching any or all of his OB (with the Melee weapon he is using) to DB. All points of OB so switched are converted to enhance DB.

- The designation of this "OB/DB split" is done for each combatant during the Action Declaration Phase.
- To parry a Melee attack, the defender must be aware that he will be subject a the attack.
- He may also have a shield, suitable terrain, or a Melee weapon. Some weapons may only be used to parry with a certain percentage of the wielder's OB (see the Defensive Capabilities Table T-3.6). Note that he may also parry attacks if making a martial arts-type attack (though he has no weapon except his body).
- A combatant may only parry the foe that he attacks.
- If a combatant elects to parry with a weapon with his entire OB, he receives the "shield" bonus for his weapon. These bonuses are listed on the Defensive Capabilities Table T-3.6.

Note: *Even if a combatant parries with 100% of his OB, he must still make a +0 OB attack—he may still fumble or perhaps roll high open-ended.*

Parrying Missile Fire

As with melee parrying, a defender parrying a missile may reduce his OB, in whole or in part, and shift that bonus to his DB. To parry a missile attack:

- The defender must be aware that he will be subject to a missile attack.
- He must also have a shield (a weapon won't do) or suitable terrain with which to parry the missile.
- When parrying missile fire, the shift must be declared at the beginning of the Action Declaration Phase and is only applicable against one missile attack.
- Parrying a missile attack requires 50% of a character's normal activity for a round.

Parrying Spell Attacks

Spell attacks may not be parried without the aid of certain specific spells.

The Importance of Parrying

Rolemaster combat assumes that characters will use the option of parrying to protect themselves. In a face to face battle, only berserkers, idiots, and desperate characters always use their entire OB in attack. Such characters usually do not last long unless they have something special going for them (e.g., incredible armor, incredible luck, super healing facilities, etc.). In most situations a character will and should use part of his OB to attack with and the rest to increase his DB and thus protect himself. Of course, in certain situations it is often wise for a character to attack with his entire OB. For example, when attacking a foe who cannot attack back; or perhaps when facing multiple opponents.

23.2.7 · QUICKNESS STAT MODIFICATION

A combatant's DB is modified by three times his quickness stat bonus or penalty. If the defender is wearing certain types of cumbersome armor, this tripled Quickness stat bonus may be reduced or eliminated completely by the armor's Armor Quickness Penalty (but never below zero); see the Armor Table T-3.3. A defender only has three times his Quickness stat bonus factored into his DB if he is aware that he is in a combat situation and is free to move.

Example: *Skan, a T'sbalic warrior, has a temporary Quickness stat of 98 and a Qu stat bonus of 9. Unencumbered by armor, Skan's AT is 1 and his DB is 27 (due to his Qu stat bonus) when in a combat situation and free to move. Skan now puts on an metal breastplate which reduces his tripled Quickness stat bonus by 10. Now when she is in combat, barring other modifiers, Lotus is AT 17 with a Defensive Bonus of 17.*

23.2.8 · ADRENAL DEFENSE

Adrenal Defense is a skill which increases a defender's DB (see Appendix A-1.26). This is a very restrictive DB factor. Normally, the combatant must be aware of his attacker, may not be carrying any heavy items or any weapons (other than those allowed by the martial arts rules), and may not be wearing armor. If a defender is using Adrenal Defense, the full skill bonus may be used against melee attacks, while only half of the normal skill bonus may be used against missile attacks.

23.2.9 · SPECIAL ITEMS

There may be special items (usually magic items) in a GM's campaign which will impart a DB to their possessors. These may range from unique magical artifacts to lucky charms. Their design/strength is subject to the GM's devising.

DEFENSIVE CAPABILITIES TABLE T-3.6

FACTOR	DEFENSIVE BONUS MOD. VERSUS: Melee	Missile	Basic Spells	Directed Spells	Area Spells	Special
Quickness x 3	full	full	none	full	full	Modified due to armor worn.
Adrenal Defense	full	half	none	half	none	Special restrictions.
Special Items	full	full	full	full	full	Varies due to type of item.
Armor Quality	full	full	none	full	half	—
Shield:						
Wall Shield	30	40	*	30	0	May parry melee & missile attacks.
Full Shield	25	25	*	20	0	May parry melee & missile attacks.
Normal Shield	20	20	*	15	0	May parry melee & missile attacks.
Target Shield	20	10	*	5	0	May parry melee & missile attacks.
Weapon:						
Main Gauche	15§	0	0	0	0	May parry melee attacks.
1-Handed Weapons	5§	0	0	0	0	May parry melee attacks.
2-Handed Weapons	5§	0	0	0	0	May parry melee attacks; only up to 50% of OB can be used against 1-Handed weapons.
Pole Arms	5§	0	0	0	0	May parry melee attacks; only up to 50% of OB can be used against non-pole arm weapons.
Helmet:						
No Helmet	0	0	**	-5	-5	—
Helmet	0	0	**	0	0	—
Full Helmet	0	0	**	5	5	—
Cover:						
Full "Soft" Cover ‡	na	na	20	na	40	—
Half "Soft" Cover ††	20	40	10	20	20	May parry melee & missile attacks (e.g., a light wooden wall could be used to parry a missile).
Partial "Soft" Cover †	10	20	0	20	20	May parry melee & missile attacks (e.g., a light wooden wall could be used to parry a missile).
Full "Hard" Cover ‡	na	na	20	na	60	—
Half "Hard" Cover ††	30	60	10	30	30	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile).
Partial "Hard" Cover †	15	30	0	30	30	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile).

na — Normally, an attack may not be made against such a target.

* — If the target of a basic Channeling spell is not wearing metal armor, a metal shield (i.e., most shields have a significant amount of metal) will determine the column used for a basic spell attack.

** — A target's leather or metal helmet will determine the column used against a basic Mentalism spell.

§ — Can only be used if the weapon is not used to attack **or** if 100% of OB is used to parry.

† — 50-75%of the target can be seen.

†† — 01-49% of the target can be seen.

‡ — The target is detected but not sighted (i.e., no line of sight) and the target does not use its tripled Quickness bonus for its DB (i.e., the target is hiding behind something). Normally melee and missile attacks may not be made.

23.3 OFFENSIVE CAPABILITIES

The success of an attack will depend heavily on offensive capabilities possessed by the attacker. The offensive factors that can affect an attack roll include: skill bonuses, superior/inferior weapon(s), special equipment, position, status of the defender, and status of the attacker.

A combatant making an attack can add his Offensive Bonus (OB) for that attack to the attack roll. This section describes the factors which contribute to a combatant's OB.

23.3.1 · SKILL BONUSES

For a melee attack, missile attack, or directed spell attack, the attacker's OB is his skill bonus for that attack. This OB consists of a variety of factors including his skill rank bonus, skill category rank bonus, stat bonus, profession bonus, weapon bonus, etc.

For a basic spell attack or an area spell attack, the attacker's OB is his *skill rank* for the attack spell's list.

23.3.2 · WEAPON QUALITY

Weapons that are remarkable in material, construction, or workmanship may add a bonus to a combatant's OB (or a penalty for inferior weapons). It is strongly suggested that bonuses for superior quality weapons rarely exceed +10 or +15.

To determine the weapon bonus for a non-thrown missile attack, average the firing device's (i.e., bow or sling) bonus with missile's (i.e., arrow, quarrel, or stone) bonus and round off.

Example: *A +10 composite bow firing a +5 arrow would have a weapon bonus of +8 = (10 + 5) ÷ 2. A +20 long bow firing a +0 arrow would have a weapon bonus of +10 = (20 + 0) ÷ 2.*

23.3.3 · SPECIAL ITEMS

There may be special items (usually magic items) in a GM's campaign which will impart a OB modification to their possessors. These may range from unique magical artifacts to lucky charms. Their design/strength is subject to the GM's devising.

23.3.4 · POSITION & STATUS

At the GM's discretion, a bonus or penalty may adjust a combatant's OB if his position and status are determined to be somehow superior or inferior to his opponent's. See the Offensive Capabilities Table T-3.5.

Unless stated otherwise, position bonuses are cumulative. For example, a surprise rear attack would get a total position bonus of at least +55: +20 for surprise, +20 for rear attack, and +15 for a flank attack. A non-surprise rear attack would get a total position bonus of +35.

23.3.5 · PARRYING

As discussed in Section 23.2.6, a combatant's OB is lowered for a specific attack by the amount he uses to parry.

23.3.6 · RANGE

There is a modification to an attacker's OB for a missile or spell attack based upon the distance from the attacker to the target. These modifications range from +30 to -75 and are provided on the individual Attack Tables in *Arms Law* and *Spell Law*.

The ranges given on each of the attack tables are the maximum ranges for which each of the given OB modifications apply. For example on the *AL* Composite Bow Attack Table 2.5, attacks made at a range of 0'-10' are modified by +25, attacks at a range of 11'-100' receive no modification, attacks at 101'-200' are modified by -35, attacks at 201'-300' are modified by -60, and attacks over 300' are not allowed.

23.3.7 · OB PENALTIES FROM NON-ATTACK ACTIVITY

Any melee attack action normally requires 100% of a round's activity; however, such an action can take as little as 60% of the round's activity. A melee attack receives a penalty equal to 100 minus the percentage of activity actually used to make the attack.

OB Penalty = (% activity used for attack) - 100

Any missile attack action normally requires 60% of a round's activity; however, such an action can take as little as 30% of the round's activity. A missile attack receives a penalty equal to 60 minus the percentage of activity actually used to make the attack.

OB Penalty = (% activity used for attack) - 60

Note that both of these modifications are penalties (i.e., neither can be positive regardless of how much activity is used).

Example: *Dral starts a round with an unloaded composite bow. He declares a reload normal action (60% activity) and a missile attack deliberate action (at 40% activity). In addition to other modifications, his missile attack OB is modified by +10 as a deliberate action and by -20 (60 - 40) due to using less than 60% activity for the missile attack.*

OFFENSIVE CAPABILITIES TABLE T-3.5

FACTOR	ATTACK ROLL MODIFICATIONS VERSUS: Melee	Missile	Basic Spells	Directed Spells	Area Spells	Special
Skill Bonus	full	full	none	full	none	OB for the weapon or spell.
Skill Rank	none	none	full	none	full	Skill rank of spell's list.
Special Items	full	full	full	full	full	Varies due to type of item.
Weapon Quality	full	full	none	none	none	This is normally part of the OB.
Using Less Than Max. % Activity	varies	varies	none	none	none	-1 mod for each 1% less than max used.
Position:						
Flank Attack	+15	+0	+0	+0	+0	Cumulative with other position mods.
Rear Attack	+20	+0	+0	+0	+0	Cumulative with other position mods.
Surprise Attack	+20	+0	+0	+0	+0	Cumulative with other position mods.
Target Status:						
Static Target	+0	+0	+10	+30	+30	Applies to prone and/or surprised targets with no cover. Target gets no Qu bonus to his DB.
Stunned Target	+20	+20	+0	+0	+0	Not cumulative with other target status mods.
Downed Target	+30	+30	+0	+0	+0	Not cumulative with other target status mods.
Prone Target	+50	+50	+0	+0	+0	Not cumulative with other target status mods.
Attacker Status:						
% of Hits Taken:						
26-50%	-10	-10	-10	-10	-10	Not cumulative with other Hits Taken mods.
51-75%	-20	-20	-20	-20	-20	Not cumulative with other Hits Taken mods.
76-100%	-30	-30	-30	-30	-30	Not cumulative with other Hits Taken mods.
% of Exhaustion Points Taken:						
26-50%	-10	-10	-10	-10	-10	Not cumulative with other ExPs Taken mods.
51-75%	-20	-20	-20	-20	-20	Not cumulative with other ExPs Taken mods.
76-90%	-30	-30	-30	-30	-30	Not cumulative with other ExPs Taken mods.
91-99%	-60	-60	-60	-60	-60	Not cumulative with other ExPs Taken mods.
100+%	-100	-100	-100	-100	-100	Not cumulative with other ExPs Taken mods.
Range Mods:	none	varies	varies	varies	varies	Based on weapon or spell used (see the specific attack table).
Center Point:	none	none	none	none	+20	Only applies to area attack spells.
Armor Penalty:	none	varies	none	none	none	Based on armor worn (Armor Table T-3.4).

23.4 MELEE ATTACKS

Melee attacks are resolved on the *Arms Law* Attack Tables 2.1-2.29, 3.1-3.13. Melee attack fumbles are resolved on *AL* Tables 4.13-4.14.

23.4.1 · WEAPON COMBINATIONS

A combatant's melee capabilities in combat often depend upon what weapons he uses. The normal weapon combinations are: no melee weapon, one-handed weapon, a one-handed weapon with a shield, a two-handed weapon, and two one-handed weapons.

One-Handed Weapons — A combatant armed with a single one-handed weapon may attack once per round and may parry normally.

When a combatant develops skill with a weapon, he must develop the skill with his *dominant* hand (usually his right hand) and skill with the non-dominant hand separately. A weapon used in the non-dominant hand automatically gets a -20 modification to its OB.

One-handed Weapons with a Shield — A combatant armed with a one-handed weapon and a shield may attack normally once per round and may parry normally. Such a combatant may use his shield bonus for his DB against one foe and then use his parry bonus against the foe he attacks. Alternatively, he may use both bonuses against the same foe.

Two-Handed Weapons — For human-sized creatures, these types of weapons require both hands to wield (i.e., they can not be used with a shield). A combatant using a two-handed weapon may only use up to 50% of his OB to parry an opponent using a one-handed weapon.

Two One-handed Weapons — A combatant may use a one-handed weapon in each of his hands. His OBs with the two weapons are affected by his Two-weapon Combat skill for that pair of weapons (see Appendix A-1.11). The following guidelines apply to using two weapons:

- The combatant may attack with both weapons in the same round; he may attack with only one and use the other for its "shield" bonus versus melee (see the Defensive Capabilities Table T-3.6).
- If a combatant uses part of his OBs for parrying, he must decrease both his weapon OBs by that amount.
- See Appendix A-1.11 for more details.

No Melee Weapon — Sometimes a character will find himself in combat without a weapon. If it is a general melee situation (i.e., combatants are using weapons designed kill each other), such a character may make "Martial Arts" attacks (e.g., degree 1-4 strikes, degree 1-4 sweeps, boxing, wrestling, tackling, etc.), see Appendix A-1.17. He may **not** use Brawling attacks in such a situation.

If such a combatant has a substantial object in his hands capable of blocking a weapon blow (e.g., a stool, a mattress, a log, a body), he may be given a shield bonus for the item. In such a case, a GM may even allow the combatant to make a "club" attack.



In a similar manner, a combatant may "parry" with suitable terrain features (e.g., dodge around a tree, duck under a large branch, step behind a door). As always, the GM is the final judge as to the appropriateness of such "parrying" situations.

In a *brawl* (i.e., a general fracas, the combatants are not using killing weapons; e.g., a barroom brawl), an unarmed character can make Brawling attacks **or** Martial Arts attacks.

Second Line Pole Arm Attacks — Combatants behind friendly combatants (i.e., in the second line) should be allowed to strike past the friendly combatants (i.e., the front line) if they are using pole arms. This serves to simulate the effectiveness of organized groups of fighters with pole arms. The GM should determine whether the front line combatants and second line combatants are adequately trained for this type of combat.

23.4.2 · DECLARING A MELEE ATTACK

When a melee attack is declared, the attacker must also declare the amount of his OB he will use to parry; remember, he can only parry the foe he is attacking. If the attacker is using a shield, he may apply the shield DB bonus against one opponent in front of him or to his shield side.

When a melee attack is declared during the Action Declaration Phase, it must be one of the following types of actions:

Full melee attack — The attacker's OB receives a +10 modification, but the target of the attack must be declared during the Action Declaration Phase. Any movement must be declared as a separate action.

Press & melee attack — The target of the attack must be declared during the Action Declaration Phase and the target must be adjacent at that time. If the target attempts to move away before the attack is resolved, the attacker may attempt to move after him. Such movement only results in half the normal OB modification for less than 100% activity used to attack.

Example: *Dral starts a round next to an Orc that appears to be ready to flee. Dral declares a normal action of "press & melee attack" against the Orc, while the Orc declares a snap action of "disengage from melee" (25% activity) and a normal action of "run away." Dral's initiative roll is better than the Orc's.*

The Orc disengages and moves 10' away from Dral during the Snap Action Phase, then Dral runs after him during the Normal Action Phase and may make a melee attack. Since Dral's running movement rate is 100' and he only has to cover 10', Dral uses 10% of his activity to reach the Orc. However, since the action was "press & melee attack," the OB mod is only -5.

React & melee attack — The attacker's OB receives a -10 modification, but the target of the attack need not be declared during the Action Declaration Phase. As an action in any of the last three phases (snap, normal, or deliberate), the attacker can attempt to move to and attack anyone within 50'. If he has not done so by the end of the round, he may move up to 50% of his normal movement. Apply the normal OB modifications for less than 100% activity used to attack.

Example: *At the beginning of a round, Dral is standing over the body of an Orc he just defeated is a large confused melee. Dral is not sure who to attack next, so he declares a "react & melee attack" with 100% of his activity. During the Normal Action Phase, another Orc moves to attack Dral's buddy, Varak (who is 30' away). At the beginning of the Deliberate Action Phase, Dral declares his action to move and attack. Since Dral's running movement rate is 100' and he has to cover 30', Dral uses 30% of his activity to reach the Orc. So his attack on the Orc is modified by -30 plus 10 because it is the Deliberate Action Phase.*

23.4.3 · DEFENSIVE BONUS

The sum of all bonuses and penalties which affect the defender's susceptibility to being hit and damaged in melee and missile combat is called the Defensive Bonus (see Section 8.5). It is the number that is subtracted from the attacker's combat roll. The Defensive Capabilities Table T-3.6 summarizes the primary factors which affect a defender's DB.

Defensive Bonus for Melee =

+ Armor Quality Bonus
+ (3 x Quickness Stat Bonus
  - Armor Quickness Penalty)
  [minimum of 0]
+ Adrenal Defense Skill Bonus
+ Position and Cover Bonuses
+ Special Item Bonuses
+ Shield Bonus
+ Parrying Bonus

23.4.4 · OFFENSIVE BONUS

The Offensive Bonus is added to the attacker's combat roll during the resolution of a given attack. The Offensive Capabilities Table T-3.5 summarizes the primary factors which affect an attacker's OB.

Offensive Bonus for Melee =

+ Skill Bonus
+ Special Item Bonuses
+ Position Bonuses
± Status Bonuses/Penalties
- Parrying Bonus
- 1 per 1% activity not used for the attack



23.5 MISSILE ATTACKS

Missile attacks are resolved on *Arms Law* Attack Tables 2.1-2.29, and fumbles are resolved on *AL* Table 4.13.

23.5.1 · RELOADING

The percentage activity requirements for reloading (see Section 20.0) assume the bow (or sling) is strung and arrows/quarrels (or pellets) are available in quiver (or pouch). If a bow has to be strung, the following percentage activities are added to the required preparation % activity:

Short Bow	+200%
Composite Bow	+300%
Long Bow	+300%

23.5.2 · ARMOR MISSILE ATTACK PENALTIES

A combatant making a missile attack receives a penalty to his OB if he is wearing armor that covers his arms. This includes armor types 6, 7, 8, 10, 11, 12, 14, 15, 16, 18, 19, and 20. The specific penalties are summarized on the Armor Table T-3.4.

ATs	**Missile Attack Penalty**
6	-5
10, 14, 18	-10
7, 8	-15
11, 15, 16	-20
12, 19	-30
20	-40

23.5.3 · THE THROW & MELEE ACTION

If a stationary combatant may throw a weapon using 80% of his normal OB and still melee in the same round with only a -20 modification to his melee OB. This action requires 100% activity for the round. Such a combatant may only use a one-handed weapon or a one-handed weapon and a shield on the round that he throws the weapon. (He is assumed to be holding his melee weapon in his non-throwing hand.)

23.5.4 · DEFENSIVE BONUS

The sum of all bonuses and penalties which affect the defender's susceptibility to being hit and damaged in melee and missile combat is called the Defensive Bonus (see Section 8.5). It is the number that is subtracted from the attacker's combat roll. The Defensive Capabilities Table T-3.6 summarizes the primary factors which affect a defender's DB.

Defensive Bonus for Missiles =

+ Armor Quality Bonus
+ (3 x Quickness Stat Bonus
  - Armor Quickness Penalty)
  [minimum of 0]
+ Half of Adrenal Defense Skill Bonus
+ Position and Cover Bonuses
+ Special Item Bonuses
+ Shield Bonus
+ Parrying Bonus

23.5.5 · OFFENSIVE BONUS

The Offensive Bonus is added to the attacker's combat roll during the resolution of a given attack. The Offensive Capabilities Table T-3.5 summarizes the primary factors which affect an attacker's OB.

Offensive Bonus for Missiles =

+ Skill Bonus
+ Special Item Bonuses
+ Position Bonuses
± Status Bonuses/Penalties
- Parrying Bonus
± Range Modifications (on attack table)
- Missile Attack Penalty (Armor Table T-3.4)
- 1 per 1% activity under 60% not used for the attack

23.6 BASIC SPELL ATTACKS

Basic spell attacks are resolved on the *SL* Basic Spell Attack Table 5.1. All spell failures are resolved on the *SL* Spell Failure Table 6.6.

Basic attack spells include all spells which are not non-attack spells (how surprising) and which are not "elemental attack spells" (i.e., directed spells and area attack spells). Usually a basic attack spell is directed at a target that is a creature (or an unusual object) that gets to attempt to resist the effects of the spell.

The non-failure results of a basic spell attacks are modifications to the target's Resistance Roll (see Section 21.1). If the target fails its RR, it is affected by the spell.

23.6.1 · RANGE

Each spell has a range given in its spell description. The distance between a character making a spell attack and the target of the attack must be less than or equal to the range of the spell.

23.6.2 · THE TARGET

The column of the *SL* Basic Attack Table 5.1 used for a basic spell attack is determined by using the attack spell's realm, the target's armor type, the target's helmet, and/or the target's shield (if several columns are applicable use the one most advantageous to the target).

Example: *A Channeling basic attack spell against a target in metal armor with a metal shield would use the "Channeling/Metal Armor" column, because it is most advantageous to the target.*

A Mystic is a Hybrid spell user of Essence/Mentalism. If a Mystic casts a basic attack spell from one of his base lists, it is treated as a Essence/Mentalism spell. So, such a spell against a target in metal armor and a metal helm would use the "Mentalism/Metal Helmet" column of the SL Basic Spell Attack Table 5.1, because it is most advantageous to the target.

23.6.3 · DEFENSIVE BONUS

The sum of all bonuses and penalties which affect the defender's susceptibility to an attacker's basic spell attack roll is called the Defensive Bonus (see Section 8.5). It is the number that is subtracted from the attacker's basic spell attack roll. The Defensive Capabilities Table T-3.6 summarizes the primary factors which affect a defender's DB.

Defensive Bonus for Basic Spell Attacks =

+ Special Item Bonuses
+ Position and Cover Bonuses

23.6.4 · OFFENSIVE BONUS

The Offensive Bonus is added to the attacker's basic spell attack roll during the resolution of a given attack. It is the number that is added to the attacker's basic spell attack roll. The Offensive Capabilities Table T-3.5 summarizes the primary factors which affect an attacker's OB.

Offensive Bonus for Basic Spell Attacks =

+ Skill Rank
+ Special Item Bonuses
± Status Bonuses/Penalties
± Range Modifications (on attack table)

	Essence Spell			Channeling Spell			Mentalism Spell			
	Target's Armor			Target's Armor			Target's Armor			
	Metal Armor	Leather Armor	Other	Metal Armor	Metal Shield	Other	Metal Helmet	Leather Helmet	Other	
UM 01-02	F	F	F	F	F	F	F	F	F	01-02 UM
03-04	F	F	F	F	F	F	F	F	F	03-04
05-08	F	F	+70	F	F	+70	F	F	+70	05-08
09-12	F	F	+65	F	F	+65	F	F	+65	09-12
13-16	F	+45	+60	F	F	+60	F	+45	+60	13-16
17-20	+45	+40	+50	F	+45	+50	F	+40	+50	17-20
21-24	+40	+35	+45	F	+40	+45	F	+35	+45	21-24
25-28	+35	+30	+35	+45	+35	+35	+45	+30	+35	25-28
29-32	+30	+25	+30	+40	+30	+30	+35	+25	+30	29-32
33-36	+25	+20	+20	+35	+25	+20	+30	+20	+20	33-36
37-40	+20	+15	+15	+30	+20	+15	+25	+15	+15	37-40
41-44	+15	+10	+5	+25	+15	+5	+20	+10	+5	41-44
45-48	+10	+5	0	+20	+10	0	+15	+5	0	45-48
49-52	+5	0	0	+15	+5	0	+10	0	0	49-52
53-56	0	0	-5	+10	0	-5	+5	0	-5	53-56
57-60	0	-5	-10	+5	0	-10	0	-5	-10	57-60
61-64	-5	-5	-15	0	-5	-15	0	-5	-15	61-64
65-68	-5	-10	-20	0	-5	-20	-5	-10	-20	65-68
69-72	-10	-15	-25	-5	-10	-25	-5	-15	-25	69-72
73-76	-25	-20	-30	-10	-15	-30	-10	-20	-30	73-76
77-80	-30	-25	-35	-15	-20	-35	-15	-25	-35	77-80
81-84	-35	-30	-40	-20	-25	-40	-20	-30	-40	81-84
85-88	-40	-35	-45	-25	-30	-45	-25	-35	-45	85-88
89-92	-45	-40	-50	-30	-35	-50	-30	-40	-50	89-92
93-95	-50	-45	-55	-35	-40	-55	-35	-45	-55	93-95
UM 96-97	-60	-65	-75	-55	-60	-75	-55	-65	-75	96-97 UM
UM 98-99	-85	-90	-100	-80	-85	-100	-80	-90	-100	98-99 UM
UM 100	-110	-115	-125	-105	-110	-125	-105	-115	-125	100 UM

ATTACK TABLE 5.1
BASIC SPELL
SPELL LAW

Range	Mod
Touching	+30
0' - 10'	+10
11' - 50'	0
51' - 100'	-10
101' - 300'	-20
301' - up	-30

BASE ATTACK ROLL MODIFICATIONS

A/D	Category	Effect	Notes
A	Skill Rank with Spell List	+1 per rank	
A,D	Spells	+ (variable)	Depends on specific spell.
A,D	Items	+ 5 per bonus	+1 if a 3-18 system is used.
D	Race	+ (variable)	E.g., Demons, Dwarves, Dragons, etc.
D	Full Cover	-20	Detected, but not sighted.
D	Partial Cover	-10	Less than half of target sighted.
D	Static Target	+10	Applies only if no cover.

23.7 DIRECTED SPELL ATTACKS

Directed spell attacks are resolved on the *SL* Attack Tables 5.4-5.8. All spell failures are resolved on the *SL* Spell Failure Table 6.6.

A directed attack spell concentrates one of the raw forms of Essence (e.g., earth, water, air, heat, cold or light) into a directed physical attack (i.e., a bolt) on the target. Since such a spell concentrates elemental force to attack its target physically, the target is not entitled to a Resistance Roll. Each spell of this type has a separate attack table differentiating its varying effects based upon the target's Armor Type and mobility.

23.7.1 · RANGE

Each spell has a range given in its spell description. The distance between a character making a spell attack and the target of the attack must be less than or equal to the range of the spell.

23.7.2 · DEFENSIVE BONUS

The sum of all bonuses and penalties which affect the defender's susceptibility to being hit and damaged by a directed spell attack is called the Defensive Bonus (see Section 8.5). It is the number that is subtracted from the attacker's directed spell attack roll. The Defensive Capabilities Table T-3.6 summarizes the primary factors which affect a defender's DB.

Defensive Bonus for Directed Spell Attacks =

+ Armor Quality Bonus
± Bonus for Helmet
+ (3 x Quickness Stat Bonus
  - Armor Quickness Penalty)
  [minimum of 0]
+ Half of Adrenal Defense Skill Bonus
+ Position and Cover Bonuses
+ Special Item Bonuses
+ Shield Bonus

23.7.3 · OFFENSIVE BONUS

The Offensive Bonus is added to the attacker's directed spell attack roll during the resolution of a given attack. It is the number that is added to the attacker's directed spell attack roll. The Offensive Capabilities Table T-3.5 summarizes the primary factors which affect an attacker's OB.

Offensive Bonus for Directed Spell Attacks =

+ Skill Bonus
+ Special Item Bonuses
± Status Bonuses/Penalties
± Range Modifications (on attack table)

23.8 AREA SPELL ATTACKS

Area spell attacks are resolved on the *SL* Attack Tables 5.2-5.3. All spell failures are resolved on the *SL* Spell Failure Table 6.6.

An area attack spell concentrates one of the raw forms of Essence (e.g., earth, water, air, heat, cold or light) into physical attack on a target area (i.e., a ball or sphere). Such a spell usually attacks all targets within its radius. Since such a spell concentrates elemental force to attack its targets physically, the targets are not entitled to Resistance Rolls. Each spell of this type has a separate attack table differentiating its varying effects based upon the target's Armor Type and mobility.

23.8.1 · RANGE

Each spell has a range given in its spell description. The distance between a character making a spell attack and the target of the attack must be less than or equal to the range of the spell.

23.8.2 · CENTER POINT

If the caster of an area attack spell chooses its center point to coincide with a target, the OB against that target is automatically modified by an additional +20.

23.8.3 · DEFENSIVE BONUS

The sum of all bonuses and penalties which affect the defender's susceptibility to being hit and damaged by an area spell attack is called the Defensive Bonus (see Section 8.5). It is the number that is subtracted from the attacker's area spell attack roll. The Defensive Capabilities Table T-3.6 summarizes the factors which affect a defender's DB.

Defensive Bonus for Directed Spell Attacks =

+ Half of Armor Quality Bonus
± Bonus for Helmet
+ (3 x Quickness Stat Bonus
  - Armor Quickness Penalty) *[minimum of 0]*
+ Position and Cover Bonuses
+ Special Item Bonuses

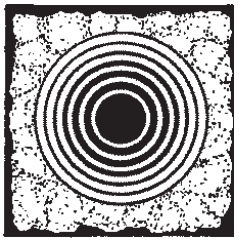
23.8.4 · OFFENSIVE BONUS

The Offensive Bonus is added to the attacker's area spell attack roll during the resolution of a given attack. It is the number that is added to the attacker's area spell attack roll. The Offensive Capabilities Table T-3.5 summarizes the primary factors which affect an attacker's OB.

Offensive Bonus for Directed Spell Attacks =

+ Skill Rank + Special Item Bonuses
± Status Bonuses/Penalties
± Range Modifications (on attack table)
+ 20 for target at the center point of the spell





STATIC MANEUVERS

Static Maneuvers include tracking, hiding, picking locks, disarming traps, reading runes, using items, perception, influencing other characters, and any other complex or unusual activity not involving significant movement.

If a character chooses a Static Maneuver as his action for a round, the Gamemaster should assign it a difficulty (ranging from "Routine" being the least difficult to "Absurd" being the most difficult):

Routine	+30	Very Hard	-20
Easy	+20	Extremely Hard	-30
Light	+10	Sheer Folly	-50
Medium	+0	Absurd	-70
Hard	-10		

Each difficulty indicates a modification to the static maneuver roll. The Gamemaster may also assign an additional modification to the maneuver roll (e.g., an attempt to hide in a completely empty, small, brightly lit room might be given a difficulty of "absurd -10").

Note: *It is important to remember that certain maneuvers may be deemed impossible by the GM. The player should be advised that such a maneuver is doomed to failure.*

Unless stated otherwise by the GM or by the description of the skill used (see Appendix A-1), a static maneuver takes one round of 100% activity. Normally, this may be reduced up to 50% by taking a -1 penalty for every 1% reduced.

The Gamemaster may require more than one round for maneuvers which he decides are very difficult or complex—see Section 18.2.5 for a discussion of multi-round actions. He may also allow a character to decrease the difficulty of appropriate maneuvers by using multiple rounds.

After the difficulty is assigned, the character may then decide not to attempt the maneuver (i.e., he reconsiders and decides not to do it). In this case, he cancels his action and may perform some other limited action as described in Section 18.2.3.

If the character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate skill bonus along with any other applicable modifications. These modifications include:

- If a skill applies to the maneuver, add the skill bonus from the character's character record.
- If there is no specific skill that applies to the maneuver, the GM may decide that a stat bonus will modify the maneuver.
- Standard modifications from the Standard Static Maneuvers Modifications Table T-4.4.
- Special GM assigned modifications (see Appendix A-1 for suggested modifications for certain skills).

After modifications are made, the resulting total is cross-indexed with the appropriate Static Maneuver Table (T-4.8.1 to T-4.8.28) to obtain the maneuver result. A key for the results is provided in Appendix A-1. There is usually a static maneuver table associated with each skill or skill category; if not, use the General Static Maneuver Table T-4.8.1 or T-4.3.



Note: *Some results give the maneuverer special bonuses to later maneuvers—these special modifications are* ***not*** *cumulative (i.e., only one such modification can be active at a time).*

Unmodified Rolls

When a static maneuver roll before modification is a '66', no modifications are made to the roll. The '66' result from the appropriate Static Maneuver Table is applied immediately.

When a static maneuver roll before modification is a '100', the roll is not treated as being "open-ended" (i.e., do not roll again). In addition, no modifications are made to the roll—the '100' result from the appropriate Static Maneuver Table is applied immediately.

Summary

1) The Gamemaster assigns a difficulty to the maneuver.
2) The character decides whether or not to perform the maneuver.
3) If he decides to perform the maneuver, an open-ended roll (not open-ended for '100') is made.
4) If the roll is '66' or '100', proceed to step 5. Otherwise, all applicable modifications are made to the roll.
5) The total is applied to the appropriate Static Maneuver Table (T-4.8.1 to T-4.8.28). A key for the results is provided in Appendix A-1.

Example: *Nandar makes a static maneuver to examine a box he has acquired. The GM rules that this is a Light difficulty, so Nandar decides to go ahead.*

He rolls a 54 and adds +10 (for a Light static maneuver) and +20 (his Observation skill bonus). This modified roll of 84 is applied to the Awareness • Searching Static Maneuver Table 4.8.8 This is a "Partial Success," so he may not make another static maneuver to examine the box for at least a minute. The GM tells Nandar that the box is wooden with silver inlays, and that it has some sort of trap. If Nandar had a modified roll of 111 or more he would have found out more information like the type of wood, the type of trap, the value of the box, etc.

Nandar decides not to wait an hour, and tells the GM that he will make a static maneuver to try and disarm the trap, and that he will be very careful and take her time doing it. He has a +10 Disarm Trap skill bonus and the GM assigns a difficulty of medium if he takes at least 2 minutes (12 rounds) on the maneuver. He decides to try and rolls a 37, which is modified to a 47. Referring to the Subterfuge • Mechanics Static Maneuver Table T-4.8.24, he gets a result of "Failure," so he may not try again for 24 hrs and there is a 20% chance that the trap goes off.

GENERAL STATIC MANEUVER TABLE T-4.3

-26 down Spectacular Failure: -50% • 5.0✖ • -30➠
You make a thorough mess of your attempt as you forget even the most basic principles of this maneuver. You are at -20 modification to your next two actions while you recover from your stunning failure.

-25 — 04 Absolute Failure: -20% • 3.0✖ • -10➠
Your remarkable failure marks you for ridicule. Hope your parents weren't watching…

05 — 75 Failure: 0% • 2.0✖ • +0➠
You fail. Your skill is not up to the task. Maybe next time.

UM 66 Unusual Event: — • — • —
Your maneuver is beset by an unusual event. It may or may not be a beneficial occurrence (GM should choose or determine randomly).

76 — 90 Partial Success: 20% • 1.5✖ • +5➠
Your attempt bears little fruit, but you appear to be on the right track. Perhaps more attention to detail will improve your chances.

91 — 110 Near Success: 80% • 1.25✖ • +10➠
You are within sight of your goal! If appropriate, you may attempt to complete your maneuver with another roll with a modification of +10.

UM 100 Unusual Success: 125% • 1.0✖ • +25➠
You have achieved a remarkable success in an unusual fashion. The GM should determine the details; this result may occur because of an unexpected extraneous event or because of a remarkable personal effort.

111 — 175 Success: 100% • 1.0✖ • +20➠
Congratulations! You are completely successful in your attempt. Carry on.

176 up Absolute Success: 120% • 0.75✖ • +30➠
Zounds! Your masterful performance has stretched the boundaries of your own abilities! You operate at +10 (non-cumulative) to all future attempts to use this skill, until you receive a result of **Absolute Failure** or **Spectacular Failure**.

STANDARD STATIC MANEUVER MODIFICATIONS TABLE T-4.4

General Modifiers	Modification
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Less than normal % activity used	-1 per 1% less

% of Hits Taken	Modification
0% to 25%	0
25% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Other Wounds	Penalty
Hits/Rnd Being Taken	-5 per hit/rnd
Stunned	-50 + 3x SD stat bonus

% of ExPs Expended	Penalty
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Difficulty	Modification
Routine	+30
Easy	+20
Light	+10
Medium	+0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70

Combat Situation	Modification
In a melee environment §	-20
Under missile fire	-10

Lighting, if Required †	Modification
No Shadows	+10
Light Shadows	+5
Medium Shadows	+0
Heavy Shadows	-10
Dark	-25
Pitch Black	-40

Darkness, if Advantageous †	Modification
No Shadows	-30
Light Shadows	-20
Medium Shadows	+0
Heavy Shadows	+10
Dark	+30
Pitch Black	+40

§ — Some static actions may not be allowed in melee situations (GM's discretion).

† — These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

MOVING MANEUVERS

Moving Maneuvers include climbing, swimming, riding, stalking, and any complex or unusual movement (e.g., acrobatics, dodging, tumbling, diving, etc.). Such a maneuver must be within the physical capabilities of the character performing the maneuver. Normally, a moving maneuver is limited to covering a distance no more than half of the character's normal (not running) movement.

If a character decides to make a Moving Maneuver as his action for a turn, the Gamemaster should assign it a difficulty (ranging from "Routine" being the least difficult to "Absurd" being the most difficult):

Routine	Medium	Extremely Hard
Easy	Hard	Sheer Folly
Light	Very Hard	Absurd

The GM may also assign an additional modification to the maneuver roll (e.g., an unassisted running leap across a 40' chasm for a human might be given a difficulty of "absurd -10," since the world record is only around 28'). Assigning difficulty requires a familiarity with the Moving Maneuver Table T-4.1 and a subjective decision by the GM (practice and experience will help). Appendix A-1 provides suggested difficulties for activities associated with various skills.

Note: *It is important to remember that certain maneuvers may be deemed impossible by the GM. The player should be advised that such a maneuver is doomed to failure.*

Example: *Here are a few sample maneuver difficulties:*

Climbing a ladder ..... Routine
Climbing a tree with lots of low limbs ..... Easy
Climbing a tree with some low limbs ..... Light
Climbing the rough, brick wall of a cottage ..... Medium
Climbing a tree with limbs lower than 20' ..... Hard
Climbing a rough, stone wall in the rain ..... Very Hard
Climbing the smooth wall of a fortress ..... Sheer Folly
Hiding behind a large barrel in a dark cellar ..... Routine
Hiding behind a bush on a pitch-black night ..... Light
Hiding behind a bush on a moonlit night ..... Hard
Hiding behind a bush in broad daylight ..... Extremely Hard
Leaping a ditch (no armor) ..... 4'–Easy; 8'–Medium; 13'–Hard; 18'–Very Hard; 28'–Sheer Folly
Jumping a fence (no armor) ..... 4'–Light; 5'–Medium; 5.5'–Hard; 6'–Very Hard; 8'–Sheer Folly

After the difficulty is assigned, the character may then decide not to attempt the maneuver (i.e., he reconsiders and decides not to do it). In this case, he cancels his action and may perform some other limited action as described in Section 18.2.3.

If the character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. These modifications include:

- If a skill applies to the maneuver, add the *skill bonus* from the character's character record.
- If no skill applies to the maneuver, add three times the character's Ag stat bonus.
- If armor is being worn, add the character's *Moving Maneuver Penalty* (see Section 8.6).
- Add the lesser of: 0 **or** the character's *Encumbrance Penalty* (see Section 22.2) modified by three times his St stat bonus.
- Standard modifications from the Standard Moving Maneuvers Modifications Table T-4.2.
- Special GM assigned modifications (see Appendix A-1 for suggested modifications for certain skill).

After modifications are made, the resulting total is cross-indexed with the difficulty on the Moving Maneuver Table T-4.1 to obtain the maneuver result.

Moving Maneuver Results

A non-number result indicates that the maneuver has failed, apply the results to the maneuvering character as indicated. A number result is interpreted using one of the following methods:

(1) The percentage of the attempted moving maneuver that is accomplished (e.g., a "70" result means that 70% of the maneuver was performed). A result over 100 indicates that the maneuver was accomplished and that the distance covered by the maneuver may be increased by (# - 100) %.

(2) The chance of complete success (e.g., a "70" result means that there is a 70% chance that the maneuver has been accomplished).

(3) If the result is 100 or greater, the maneuver succeeds. Otherwise, during the next round, activity is reduced by: (100 - #). For example, a "70" result means that the maneuver has been accomplished, but the character has -30 penalty to activity next round.

If the moving maneuver used a specific skill, check the skill's description to determine which interpretation method is used. Otherwise, the GM must decide based upon the situation.

Example: *Naug is being chased by a large Wolf and wants to climb a 12 foot, rough, brick wall. The normal rate of climbing is ten feet per round. The GM assigns a difficulty of Medium and decides to use method (1) above. Naug rolls and gets a result of "50" from the Moving Maneuver Table T-4.1. Thus, Naug climbs 5 feet during the first round.*

Naug glances back and sees the Wolf charging hard. He knows the Wolf might be able to leap up and grab him if he doesn't get up on the wall, so he decides to make an all-out attempt to get up this round. The GM decides the difficulty is still Medium, but that method (2) above will be used (i.e., all or nothing). Naug rolls and gets a result of "60" from Table T-4.1. Thus, he has a 60% chance of making it to the top of the wall and a 40% chance of failing the maneuver and falling. Making another roll, Naug gets a 37 and gets up.

The next round Naug decides to slip over the other side of the wall and drop to the ground. The GM assigns a difficulty of Light. Naug will automatically drop all the way ground in one round—the maneuver is to determine how hard his landing is. So, the GM decides to used method (3). Naug gets a result of "90" on Table T-4.1. Thus, he drops to the ground, but suffers a -10 penalty to his activity next round.

Summary

1) The GM assigns a difficulty to the maneuver.
2) The character decides whether or not to perform the maneuver.
3) If he decides to perform the maneuver, an open-ended roll is made.
4) All applicable modifications are made to the roll.
5) A result is obtained by applying the modified roll to the Moving Maneuver Table T-4.1.

Standard Moving Maneuver Modifications Table T-4.2

Example: *Chinta decides to try and turn over a large chest and get under it before an Orc can attack her. Considering the situation (she has her back to the Orc), the GM rates the maneuver as "Very Hard," but Chinta decides to try anyway. The GM decides to use interpretation method (1) for results from the Moving Maneuver Table T-4.1.*

Chinta rolls an 03, so, she must roll again and subtract the second roll from the first (i.e., it is an open-ended roll)—her second roll is a 62, resulting in a unmodified roll of -59. There is no specific skill/ability that applies to "getting into a chest," so she uses triple her Ag stat bonus: +21. Thus, the total maneuver roll is -38—not too swift. This gives a result of "Fall. Sprain ankle and tear ligament. You are at 30. +15 hits." from the Moving Maneuver Table T-4.1.

If Chinta had rolled a 72 on her maneuver roll, she would have a total maneuver roll of 93 (72 + 21), for a result of "50." Thus she would have been 50% of the way through her maneuver when the Orc could attack. In this case, the GM might rule that the chest acts like a shield, giving Chinta a +25 modification to her Defensive Bonus.



STANDARD MOVING MANEUVER MODIFICATIONS TABLE T-4.2

General Modifiers	Modification
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Moving Maneuver Penalty	See Section 8.6
Modified Encumbrance Penalty ‡	See Section 22.2

% of Hits Taken	Modification
0% to 25%	0
25% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Other Wounds	Penalty
Hits/Rnd Being Taken	-5 per hit/rnd
Stunned	-50 + 3x SD stat bonus

% of ExPs Expended	Penalty
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Combat Situation	Modification
Engaged in melee	-30
In a melee environment	-20
Under missile fire	-10

Lighting, if Required †	Modification
No Shadows	+10
Light Shadows	+5
Medium Shadows	+0
Heavy Shadows	-10
Dark	-25
Pitch Black	-40

‡ — Add the lesser of: 0 **or** the character's Encumbrance Penalty (see Section 8.6) modified by three times his St stat bonus.

† — These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

CASTING SPELLS

In order to cast a spell, the character's skill rank for the spell list that the spell is on must be greater than or equal to the spell's level. In addition, the character must have enough Power Points to cast the spell (see Sections 8.1-8.2 and Appendix A-2).

Automatic Spell Casting

If a spell is cast automatically, no static maneuver is required. However, such a spell may still fail:

- All attack spells fail on an unmodified attack roll of 01-02 (see Sections 23.6-23.8). A 1d100 roll should also be made for each non-attack spells, the spell fails only on an unmodified 01-02.
- Attack spells can also fail on certain modified attack roll results (see Sections 23.6-23.8).

A spell may automatically be cast if the following restrictions are met:

1) The spell is not of higher level than the caster.

2) The spell is from the caster's realm(s) **and** it is not from another profession's base spell lists.

3) The spell is not cast as a snap action **or** if the spell is an instantaneous spell cast as a snap action.

4) The caster has not used more than 25% of his overall Power Points.

5) If the spell is not instantaneous, the spell is prepared for at least a certain number of rounds:
   - 2 rounds if: (caster's level – spell's level) 2
   - 1 rounds if: 2 < (caster's level – spell's level) 5
   - 0 rounds if: (caster's level – spell's level) > 5

6) For *Essence* spells:
   a) The caster has at least one hand free.
   b) The caster at least whispers key words for the spell.
   c) The caster is not wearing armor.
   d) The caster is not wearing a helmet.
   e) The caster is carrying less than 52.5 pounds of living organic material.
   f) The caster is carrying less than 10.5 pounds of non-living organic material.
   g) The caster is carrying less than 5.5 pounds of inorganic material.

7) For *Channeling* spells:
   a) The caster has at least one hand free.
   b) The caster at least whispers key words for the spell.
   c) The caster is not wearing metal armor.
   d) The caster is not wearing a metal helmet.
   e) The caster is carrying less than 10.5 pounds of inorganic material.

8) For *Mentalism* spells: the caster is not wearing a helmet.

Spell Casting Static Maneuvers

If any of the restrictions above are not met for a given spell, the caster can not automatically cast the spell. Instead, he must make a static maneuver roll in order to be able to cast the spell. If this maneuver is successful, the spell may be cast with the same normal failure chances outlined above.

This open-ended static maneuver roll is modified by +50, the caster's skill bonus for the spell's list, and all other appropriate modifications from the Spell Casting Modifications Table T-4.6.

Spell Casting Static Maneuver Roll =
1d100 (open-ended) + 50
+ caster's skill bonus for the spell's list
+ mods from Spell Casting Modifications Table T-4.6

Note: *This static maneuver is part of the spell casting action and is* ***not*** *a separate action.*

SPELL CASTING STATIC MANEUVER TABLE T-4.5

-26 down Spectacular Failure: 0% • 1.0✱ • -30➠
Your spell fails; roll on the *SL* Spell Failure Table 6.6 and add **three times** the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

-25 — 50 Absolute Failure: 0% • 1.0✱ • -10➠
Your spell fails; roll on the *SL* Spell Failure Table 6.6 and add **twice** the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

51 — 75 Failure: 0% • 1.0✱ • +0➠
Your spell fails; roll on the *SL* Spell Failure Table 6.6 and add the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

UM 66 Unusual Event: — • — • —
You become confused and somehow cast the wrong spell. The GM should randomly select one of your other spells. Any results are applied to the target of your original spell (a GM may choose to ignore normal range limitations).

76 — 90 Partial Success: 25% • 1.0✱ • +5➠
You complete part of the spell casting. You may cast the spell normally next round as a 50% activity action (i.e., no static maneuver is required).

91 — 110 Near Success: 100% • 1.0✱ • +10➠
You cast your spell normally at the end of the deliberate action phase of the current round.

UM 100 Unusual Success: 100% • 1.0✱ • +25➠
Your spell is cast and you get a +30 bonus (non-cumulative) to your next spell casting static maneuver (if it occurs in the next 10 minutes).

111 — 175 Success: 100% • 1.0✱ • +20➠
Your spell is cast normally.

176 up Absolute Success: 100% • 1.0✱ • +30➠
Your spell is cast and you get a +10 bonus (non-cumulative) to your next spell casting static maneuver (if it occurs in the next 10 minutes).

SPELL CASTING MODIFICATIONS TABLE T-4.6

MODIFICATIONS DUE TO LEVELS AND PREPARATION ROUNDS

Caster's Lvl – Spell Lvl	Instantaneous Spell	Non-instantaneous Spell — # of Preparation Rounds Taken 0	1	2	3-4	5-6	7-8	9+
9+	+15	+5	+10	+15	+20	+25	+30	+35
6–8	+10	0	+5	+10	+15	+20	+25	+30
5	+5	-10	0	+5	+10	+15	+20	+25
4	+5	-20	0	+5	+10	+15	+20	+25
3	+5	-30	0	+5	+10	+15	+20	+25
2	+0	-35	-10	0	+5	+10	+15	+20
1	+0	-45	-20	0	+5	+10	+15	+20
0	+0	-55	-30	0	+5	+10	+15	+20
-1	-30	-85	-60	-30	-25	-20	-15	-10
-2	-35	-90	-65	-35	-30	-25	-20	-15
-3	-40	-95	-70	-40	-35	-30	-25	-20
-4	-45	-100	-75	-45	-40	-35	-30	-25
-5	-50	-105	-80	-50	-45	-40	-35	-30
(-6) – (-7)	-70	-125	-100	-70	-65	-60	-55	-50
(-8) – (-10)	-95	-150	-125	-95	-90	-85	-80	-75
(-11) – (-15)	-120	-175	-150	-120	-115	-110	-105	-100
(-16) – (-20)	-170	-225	-200	-170	-165	-160	-155	-150
-21	-220	-275	-250	-220	-215	-210	-205	-200

OTHER MODIFICATIONS

CONDITION		Channeling	Essence	Mentalism
Skill for Spell's List:		+ (skill bonus)	+ (skill bonus)	+ (skill bonus)
Non-instantaneous Spell Cast as a Snap Action:		-20	-20	-20
Overall Power Points Used:	26% to 50%	-10	-10	-10
	51% to 75%	-20	-20	-20
	76% to 100%	-30	-30	-30
Spell List Type:	Own Base, Own Realm	+10	+10	+10
	Open, Own Realm	+5	+5	+5
	Closed, Own Realm	+0	+0	+0
	Arcane Lists	-5	-5	-5
	Other Base, Own Realm	-10	-10	-10
	Open List, Other Realm	-10	-10	-10
	Closed List, Other Realm	-20	-20	-20
	Base List, Other Realm	-30	-30	-30
Free Hands (*):	None	-20	-30	+0
	One	+0	+0	+0
	Two	+5	+10	+0
Use of Voice (*):	None	-10	-5	+0
	Whisper	+0	+0	+0
	Normal	+5	+0	+0
	Shout	+10	+5	+0
Helmet (*):	None	+0	+0	+0
	Leather	+0	-20	-30
	Leather & Metal	-10	-30	-40
	Metal	-20	-40	-60
Equipment (*†):	Organic Material, living	+0	-1 per 5 lb over 50 lb	+0
	Organic Material, non-living	+0	-1 per 1 lb over 10 lb	+0
	Inorganic Material	-1 per 1 lb over 10 lb	-2 per 1 lb over 5 lb	+0
Armor Status (*‡):	Normal ATs 1, 2, 3, 4	+0	+0	+0
	Normal ATs 5, 6	+0	-10	+0
	Normal ATs 7, 8	+0	-20	+0
	Normal ATs 9, 10	+0	-25	+0
	Normal AT 11	+0	-40	+0
	Normal AT 12	+0	-50	+0
	Normal ATs 13, 14	-30	-40	+0
	Normal ATs 15, 16	-60	-70	+0
	Normal ATs 17, 18	-35	-45	+0
	Normal AT 19	-60	-75	+0
	Normal AT 20	-75	-90	+0

* — With each condition, use the worst (to the caster) mod. applicable during any preparation round or casting round.

† — Equipment other than helmet, armor, normal light clothing, and boots. Round up to the nearest pound.

‡ — These modifications may be modified by the caster's Transcend Armor skill bonus (see Appendix A-1.21).

PART V
THE GM'S TASK: THE WORLD SYSTEM

Part V Contents

27.0 The Setting. 109
27.1 Civilized Areas 109
27.2 The Countryside 109
27.3 Adventure Sites 110

28.0 The Non-player Characters. 111
28.1 The General Populace 111
28.2 Hostile Populations 111
28.3 Inhabitants of Adventure Sites 113
28.4 Handling Creatures 114
28.5 Associates of the Player Characters 114

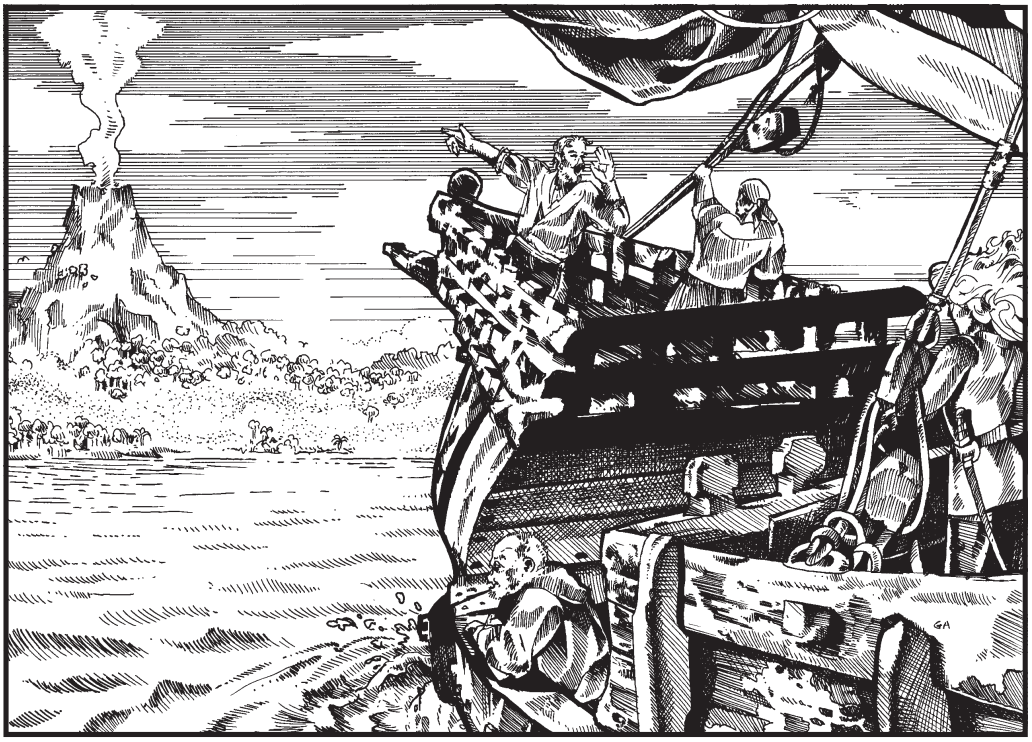
29.0 The Plot. 115

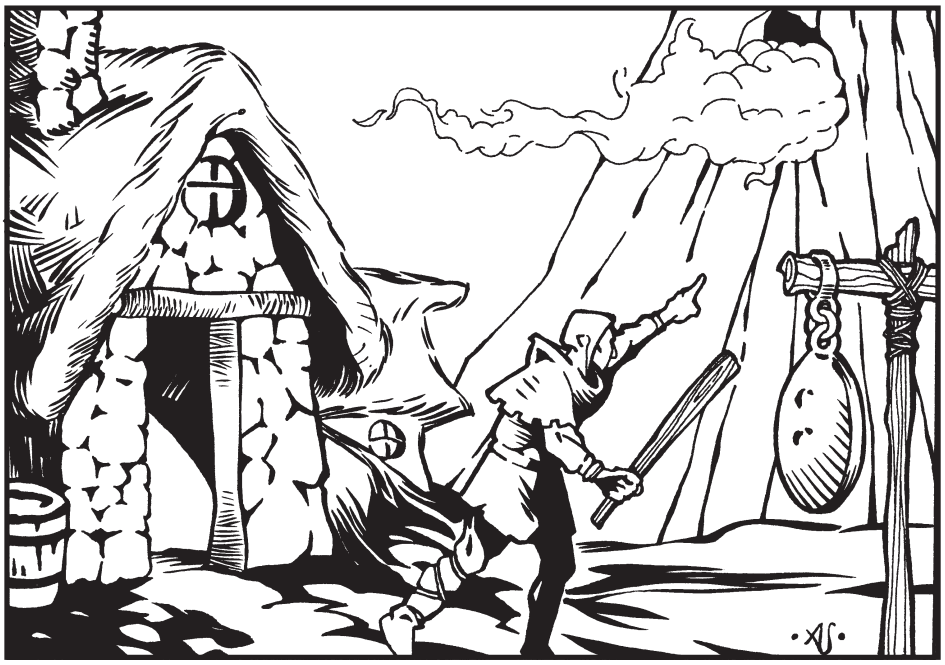
30.0 Adventures & Activities in the Strategic Environment. 117
30.1 Activity in Civilized Areas 117
30.2 Activity in the Countryside 118
30.3 Scouting the Countryside 121
30.4 Typical Adventures 122

31.0 Awarding Experience Points. 123

32.0 Miscellaneous Topics. 127
32.1 Magic Items 127
32.2 Injury, Death, and Healing 129
32.3 Religion 134
32.4 Breakage 134
32.5 Economics 135
32.6 Other Topics 136

The following sections discuss the various elements of a fantasy role playing game and present some of the problems and situations that may arise during play. *Gamemaster Law* provides more detailed guidelines of these topics and a wealth of information on related topics.





In order to run a fantasy role playing game, a Gamemaster must develop and outline all of the basic components of a "World System." These components are similar to the components of a novel or play:

1) A setting must be developed in which action may take place.
2) The characters who inhabit the setting must be sketched out.
3) A general plot or scenario must be outlined.
4) Decisions must be made concerning how to handle certain elements of role playing (e.g., adventures, magic, religion, healing, poisons, etc.).

Developing the components mentioned above requires a lot of work and effort on the part of the Gamemaster. This task can be made easier by using a world system from literature, film, or television. In this part of ***Rolemaster*** we will use Middle-earth as an example world system because it is a widely available literary world and ICE publishes a wide range of FRP products supporting its world system.

Example: *For a Middle-earth world system, the Gamemaster should first and foremost read and absorb J.R.R Tolkien's works, primarily The Hobbit and The Lord of the Rings. These novels provide a rich, descriptive outline of an exciting setting—all of Arda, and Middle-earth in particular. They introduce an enormous variety of types of characters and creatures—Elves, Hobbits, Dúnedain, Wizards, Ents, Nazgûl, Orcs, Trolls, Dragons, Balrogs, etc. And of course the novels are intertwined with a plot of truly epic proportions (the struggle of the Free Peoples against the Dark Lord, Sauron of Mordor, and his minions).*

General Play Aids

There exist a number of commercial products which provide part or all of each of these components. Adventure and campaign modules and sourcebooks provide settings, characters, and scenarios. A GM should keep in mind that all such play aids are merely guidelines for his own creativity and imagination. These modules and rules are meant to be modified and adapted to fit the GM's concept of what he wants his "world system" to be like.

ICE Middle-earth Products

Iron Crown Enterprises' (ICE) *Middle-earth Campaign Guide* provides a wealth of general information on Middle-earth. It describes the principle inhabitants, languages, cultures, topography, climate, trade routes, population centers, and a variety of other factors concerning Middle-earth. It also provides a 24"x36" full color poster map of the entire continent of Middle-earth, including the wild lands north, south, and east of the Western Middle-earth detailed by J.R.R Tolkien.

There are several other general information Middle-earth products. The *Northwestern Middle-earth Gazetteer* provides GMs and players with critical facts for role playing campaigns. The *Northwestern Middle-earth Map Set* is a collection of incredibly detailed maps of Middle-earth.

ICE's Middle-earth *Realm* sourcebooks provide even more detail concerning specific regions of Middle-earth. Each of these sourcebooks provides a view of a particular portion of Tolkien's Middle-earth and is concerned with the necessary elements of setting, culture, characters, and plot which specifically apply to fantasy role playing. They include detailed maps of the region covered by the module, descriptions of the cultures and specific major adventure locations in the area, as well as other material which makes a Gamemaster's job easier and more productive.

ICE's Middle-earth *Peoples* sourcebooks provide a wealth of information on the inhabitants of Middle-earth. Each such sourcebook is focused on a different group, including *Valar & Maiar*, *Elves*, *Dwarves*, etc.

Other ICE Products

ICE has published a wealth of other ***Rolemaster*** compatible FRP products that cover a variety of other world systems and genres. See Section 1.3.2 for a more detailed description of these products.

THE SETTING

The setting for a game can vary according to the amount of time, effort, or money a Gamemaster is willing to spend. Playing aids such as maps, layouts of buildings and towns, descriptions of various hazards, and provisions for treasure are all necessary ingredients for a setting that is realistic and playable.

For the purpose of bringing Gamemasters gradually into fantasy role playing, this section simplifies the process of constructing and designing a setting for a game. The three basic types of settings defined in this section are: civilized areas, the countryside, and adventure sites. Each type of setting satisfies a different need in a fantasy role playing game. The three taken together provide a framework that will handle most situations that arise in a game.

27.1 CIVILIZED AREAS

Civilized areas in a fantasy role playing game provide a place for player characters (and other characters) to buy and sell things, to get food and lodging, to get information on potential adventures, to heal and recuperate, etc. In other words, a civilized area is a place that serves as a base of operations for a group of adventurers. These areas also have potential for adventures such as detective work, romantic involvements, attacks by thieves or muggers, con jobs, tavern brawls, attempted poisonings, involvement in politics, etc. Suggestions for various activities of this type and guidelines on how to run them are presented in Section 30.1.

A civilized area can be as simple as an isolated inn or castle, or as complex as a huge city with intricate internal politics and adventures. In general, a civilized area setting can be described by providing:

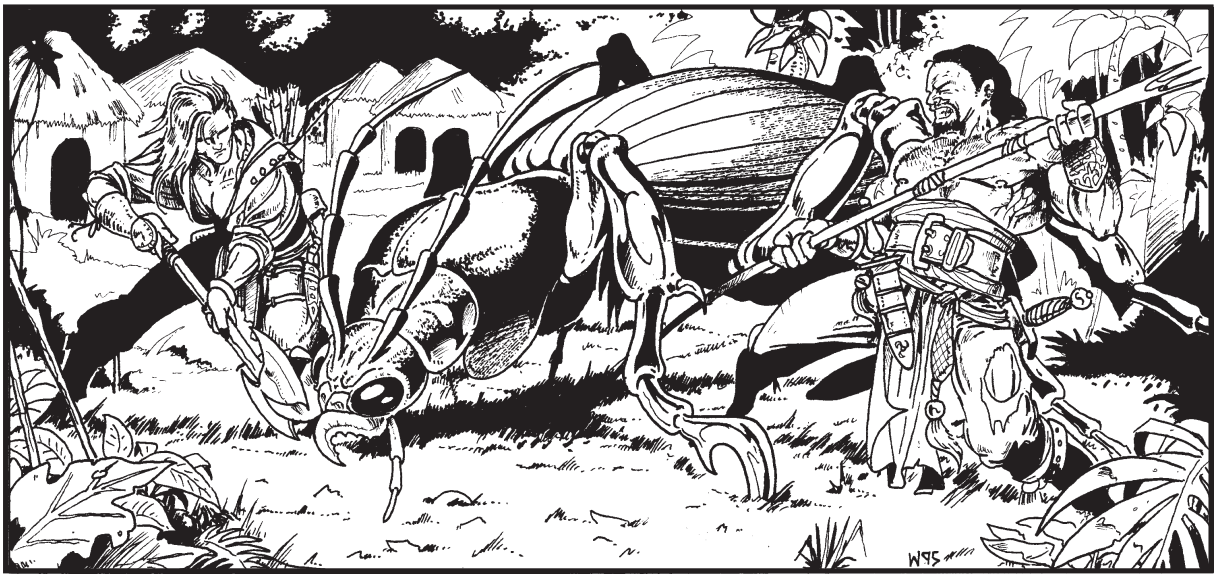
1) Maps and layouts.
2) A description of inhabitants and visitors.
3) A price list of available services, supplies and equipment.
4) Some sort of outline of available information& clues.
5) An outline of available healing and recuperation facilities.
6) An outline of possible hazards and adventures.
7) A basic description of the area's current events and mood.

27.2 THE COUNTRYSIDE

The countryside in a fantasy role playing game includes all of the areas of the world which are not adventure sites or civilized areas. The countryside is the setting in which characters can travel, camp, explore, scout, hide, and evade pursuing forces. Characters can also encounter creatures and other characters in the countryside, resulting in ambushes, fights, meeting, sightings, etc. These activities and how to resolve them are detailed in Sections 30.2-30.3. Basically, the countryside is the general setting in which the civilized areas and adventure sites are placed.

The countryside that a Gamemaster uses can be represented by a simple pencil sketch of a small area with the primary terrain features, the locations of the civilized areas, and the locations of the adventure sites all marked. Alternatively, the countryside can include all of the GM's world in a very general form, along with very detailed maps and descriptions of the specific region in which the game is taking place. In general, an adequate countryside can be described by providing:

1) A sketch map of the overall world.
2) Detailed maps of the specific area in which the adventures occur.
3) The location of civilized areas and adventure sites.
4) Sketches of typical terrain that might be encountered.
5) A description of normal creatures and inhabitants.
6) A description of characters and creatures who might pass through.
7) A list of possible encounters and hazards (including weather).



27.3 ADVENTURE SITES

Adventure sites are specific places which provide opportunities for characters to sneak around, explore, fight, loot, and all of the other things that contribute to the central objective of fantasy role playing—adventure. Section 30.4 describes some suggested types of adventures. Adventure sites usually have several common attributes:

- A physical layout (a castle, a ruin, a cave complex, a temple, etc.)
- Some sort of danger (guards, hostile inhabitants, traps, etc.)
- Some sort of objective or goal (treasure, rescuing captives, wiping out evil creatures, etc.)

These features are described in the following sections. Activities in adventure sites are resolved as actions in a tactical environment (see Part IV).

The range of the complexity of an adventure site can range from a simple cave to a ruined castle, to the complexity of ruined cities and hollowed out mountains. In general, an adventure site can be described by providing:

1) Why the place was designed and built originally.
2) What (if anything) has happened to make the place an adventure site.
3) What the place currently is used for.
4) Who or what lives there, or visits frequently.
5) The layout and its immediate surrounding area.
6) The hazards (traps, guards and inhabitants).
7) Any treasure or goals.



Physical Layouts

To run characters in an adventure site the Gamemaster must have at least a sketch of the site's physical layout. This can be a simple sketch of the rooms, door, walls, corridors, towers, etc. and their relationship to one another.

Hazards

In order for an adventure site to provide exciting action, there must be hazards. This may take the form of guards, traps, and hostile inhabitants like Men, Orcs, Trolls, and other creatures. The hazards may include natural obstacles like sheer walls, chasms, collapsing walls, etc. Their location should be marked on the adventure site's physical layouts.

Goals and Objectives

Characters have to have some reason to visit an adventure site. This can take the form of a mission—rescuing a prisoner, scouting out the adventure site, assassinating someone, stealing something, and a variety of other things limited only by the imagination. Many times it may just be a desire to fight, loot, and pillage—the key word being loot.

Treasure

Many types of treasure can be found in an adventure site: money, gems, weapons, armor, magic items, spells on scrolls, spells in potions, and clues to other objectives (maps, books, inscriptions, etc.). Treasure should not be restricted to these things; magic items and spells are only limited by the imagination. Very powerful items are called artifacts and usually have a detailed history, purpose and alignment (i.e., good or evil). Magic items are discussed in more detail in Section 32.1. A Gamemaster must be careful when he sets up the treasure at an adventure site. Too much money or too powerful items can unbalance a game, while players may lose interest in a game with too little money or items.

Gamemaster Law and later ***Rolemaster*** sourcebooks will provide more information and guidelines on treasure.

THE NON-PLAYER CHARACTERS

A fantasy role playing game not only needs a setting (Section 27.0), it also needs characters and creatures to inhabit those settings. The player characters provide the adventurers for a game, but it is up to the Gamemaster (or his choice of playing aids) to provide the rest of his world's population: the non-player characters (NPCs) and creatures.

The extent to which these NPCs are developed and interact with the players is a factor that often determines much of the flavor and color in a fantasy role playing game. A variety of NPCs can often inject action and uniqueness into a game. However, it is often a difficult chore to determine the capabilities and skills of a large number of NPCs.

Of course, the Gamemaster does not need to develop the entire population of his world. He need only sketch out the non-player characters that are required for interaction with the player characters. For a simple game, the NPCs usually required include:

- Allies and opponents for the player characters
- Neutral characters for the player characters to interact with (e.g., to buy and sell to, get information from, pay taxes to, etc.)
- Any other characters and creatures who can add depth and flavor to a fantasy role playing game

Playing aids such as ICE's sourcebooks can provide complete descriptions of a variety of non-player characters, along with guidelines for how to use them.

The rest of this section will outline some of the most important classes of non-player characters and creatures.

The Master Character Table

The Master Character Table T-5.8 provides some average bonuses for characters, based on profession and level. These skill bonuses assume that the NPC has average stats in his non-prime stats and 90s in his prime requisites. Race attributes, magic items, spells, training packages, and background options do not figure into these bonuses.

Reaction Rolls

When deciding what non-player characters do in a given situation or how they react, a Gamemaster may wish to make an open-ended "reaction roll." As a very general guideline, if the reaction roll is high, the non-player character should react favorably with regard to the player characters in the given situation. If the roll is low, the reaction should be unfavorable. If the roll is mid-range, the reaction is neutral. The intensity of the reaction should be based upon how high or low the reaction roll is.

Example: *Three Orcs exit their camp at dusk by walking up a flight of stairs to the ground floor of a ruined tower. The first hint they get of danger is when their leader is shot through the neck and dropped. The two remaining Orcs look around and see a female human kneeling over a chest with her back to them, a Dwarf with a "still smoking" (and thus unloaded) crossbow, and an Elf levitating about 14' over the Dwarf.*

Their options in order of aggressiveness are to: attack the Dwarf, attack the kneeling human, draw their short bows, take cover and fight defensively, slowly retreat looking for possible openings to attack, or flee. The GM takes into account the death of their leader (Orc leaders usually lead through intimidation), and makes a reaction roll for each Orc (high being aggressive). The first Orc rolls 06 and flees for his life (or to "get help"), the second rolls a 91 and "bravely" decides to attack the nearest and of course "weakest" opponent, the kneeling female human with her back to him.

If he had rolled much above the 91, he would have charged the sneaky (but tough) Dwarf who shot his leader. If he had rolled a medium roll, he would have drawn a missile weapon or taken some defensive type action. Of course, on a low roll he would have joined his buddy and run away.

28.1 THE GENERAL POPULACE

The first step in outlining the non-player characters is to determine the cultures/races which inhabit the world at large. Appendix A-3 provides descriptions of the basic ***Rolemaster*** cultures and races. An upcoming ***Rolemaster*** sourcebook, *Cultures & Races*, provides a wider base to work with.

Next the Gamemaster must decide which cultures and races inhabit the specific region in which his game is to take place. Defining the general populace allows the Gamemaster to visualize the way of life of the region along with the motivations and obvious features and mannerisms of the non-player characters. It also helps him to develop a plot for his game (Section 29.0) and provides an aid for developing richer character backgrounds (Section 9.1).

Example: *For Middle-earth, such a general populace is detailed in Tolkien's works and in ICE's Middle-earth sourcebooks. Cultures/races include Hobbits, Dwarves, Elves, Orcs, Trolls, and the Men (Dúnedain, Woodmen, Eriadorans, Dunlendings, etc.).*

28.2 HOSTILE POPULATIONS

The members of cultures/races which are hostile to the player characters must be defined in more detail than the general populace. This must be done because the player characters are most likely to encounter them during an adventure. That is, player characters are most likely to choose to visit an adventure site (Section 27.3) inhabited by members of a hostile population.

For beginning games, we suggest that the player characters not be evil, since evil groups of characters are much harder for a Gamemaster to handle.

Example: *If the player characters are members of the Free Peoples (good guys or neutral) of Middle-earth, the hostile population will in general consist of Orcs, Trolls, evil creatures, and evil or neutral Men.*

MASTER CHARACTER TABLE T-5.8

Profession	Level	AT (DB)	Hits	PPs	#1 OB	#2 OB	MMP	Locks/ Traps	Climb/ Swim	Alert.	Obser.	#ranks Spells	Ambush (ranks)	Stalk/ Hide	Attune./ Runes	#ranks Lang.	Lore/ Craft ‡
	1	8(30s)	56	0	50me	45ms	-15	-30	20	2	5	0	5(1)	10	-30	32	10(2)
	5	17(30s)	109	9	95me	93ms	-15	19	34	13	29	0	29(4)	44	-21	33	39(4)
Fighter	10	20(30s)	143	15	122me	122ms	-45	33	49	17	54	1	44(7)	68	14	34	64(6)
	15	20(30s)	162	15	135me	135ms	-45	43	64	20	65	1	62(11)	89	14	35	64(11)
	20	20(30s)	172	21	140me	140ms	-45	59	70	23	74	2	74(15)	98	19	36	64(16)
	1	6(15)	35	0	35ms	20me	0	25	30	12	20	0	30(2)	35	-30	32	15(2)
	5	9(24)	68	15	54ms	39me	-5	64	59	26	44	1	79(10)	74	14	33	54(4)
Thief	10	9(24)	94	21	79ms	54me	-5	89	80	30	72	2	109(20)	97	24	35	69(11)
	15	9(24)	114	27	94ms	64me	-5	109	95	35	84	3	124(30)	115	34	36	69(16)
	20	9(24)	130	39	109ms	79me	-5	119	107	40	99	5	129(40)	125	39	38	69(21)
	1	7(30s)	41	0	50me	45ms	-10	15	35	7	15	0	25(2)	25	-30	32	15(2)
	5	13(30s)	86	15	79me	64ms	-10	49	69	20	39	1	59(7)	64	14	34	49(4)
Rogue	10	13(30s)	114	21	104me	89ms	-10	60	84	25	54	2	89(15)	86	19	35	69(9)
	15	13(30s)	136	27	114me	104ms	-10	84	112	30	70	3	107(22)	106	24	37	69(14)
	20	13(30s)	148	33	119me	119ms	-10	101	124	35	79	4	119(30)	116	34	38	69(19)
	1	1(25a)	51	0	25ma	25ma	0	-30	15	11	15	0	10(1)	15	-30	32	10(2)
	5	1(74a)	104	9	70ma	70ma	0	14	34	22	29	0	29(3)	44	-21	34	34(4)
Warrior	10	1(104a)	140	15	98ma	98ma	0	24	39	25	39	1	49(7)	64	14	36	49(6)
Monk	15	1(119a)	158	15	122ma	122ma	0	34	49	27	44	1	64(10)	79	14	38	64(8)
	20	1(124a)	168	21	129ma	129ma	0	39	59	30	54	2	73(13)	94	19	40	64(13)
	1	5(0)	35	0	20me	15ms	0	5	20	6	10	0	-30(0)	5	-25	35	25(5)
	5	8(12)	71	18	42me	32ms	-15	27	42	20	32	0	17(1)	27	-13	38	76(11)
Layman	10	8(12)	97	24	52me	42ms	-15	37	52	21	42	1	27(3)	42	22	41	91(21)
	15	8(12)	117	30	67me	47ms	-15	52	67	23	52	1	37(5)	52	27	44	91(31)
	20	8(12)	130	36	73me	57ms	-15	62	73	25	65	2	47(7)	65	32	47	91(41)
	1	6(30s*)	30	16	20me	20me	0	-25	15	16	15	13	-25(0)	10	15	35	25(3)
Pure	5	10(30s*)	51	43	49me	39me	-10	19	29	26	34	74	19(1)	24	39	40	78(10)
Channeling	10	10(30s*)	63	73	64me	49me	-10	24	39	28	44	157	24(2)	34	59	45	78(15)
User	15	10(30s*)	81	98	79me	64me	-10	29	44	30	59	240	29(3)	44	75	50	78(20)
	20	10(30s*)	89	123	92me	70me	-10	34	54	31	69	323	34(4)	49	87	55	78(25)
	1	1(0*)	30	16	20ds	10me	0	-25	10	1	10	13	-30(0)	5	25	35	25(3)
Pure	5	1(12*)	51	43	72ds	27me	0	19	24	12	34	74	14(1)	19	54	40	78(10)
Essence	10	1(12*)	63	73	102ds	32me	0	24	34	13	49	157	19(2)	34	80	45	78(15)
User	15	1(12*)	81	98	117ds	37me	0	29	44	15	64	240	24(3)	44	98	50	78(20)
	20	1(12*)	89	123	122ds	42me	0	34	49	17	84	323	29(4)	54	110	55	78(25)
	1	5(30s*)	30	17	15me	5me	0	-30	10	12	15	13	-25(0)	10	15	35	20(3)
Pure	5	13(30s*)	51	48	44me	22me	-10	14	29	22	34	74	19(1)	29	44	40	73(10)
Mentalism	10	13(30s*)	63	83	59me	27me	-10	19	34	24	44	157	24(2)	34	69	45	73(15)
User	15	13(30s*)	81	113	74me	37me	-10	24	44	25	59	240	29(3)	44	84	50	73(20)
	20	13(30s*)	89	143	87me	42me	-10	29	54	27	69	323	34(4)	54	99	55	73(25)
	1	1(0*)	30	16	10me	5ds	0	-25	10	16	20	12	-20(0)	15	25	35	20(3)
	5	1(6*)	48	43	27me	37ds	0	19	24	27	39	70	24(1)	29	44	40	73(10)
Hybrid	10	1(6*)	60	73	32me	62ds	0	24	34	28	49	148	29(2)	39	59	45	73(15)
User	15	1(6*)	78	98	37me	77ds	0	29	44	30	64	227	34(3)	49	74	50	73(20)
	20	1(6*)	86	123	42me	92ds	0	34	49	32	74	305	39(4)	54	85	55	73(25)
	1	6(30s*)	45	11	20me	20me	0	-25	20	16	20	3	15(1)	15	-25	32	10(3)
Semi	5	10(30s*)	84	26	62me	49me	-10	19	44	27	39	19	34(3)	34	19	34	62(4)
Channeling	10	10(30s*)	104	38	88me	64me	-10	24	59	30	54	40	44(7)	49	24	36	72(14)
User	15	10(30s*)	124	56	102me	79me	-10	29	70	33	64	61	69(10)	64	29	38	72(19)
	20	10(30s*)	142	68	115me	92me	-10	34	82	35	74	82	88(13)	72	39	40	72(24)
	1	1(0*)	35	11	20me	10ma	0	10	25	12	15	3	-25(0)	10	-20	32	15(3)
Semi	5	1(12*)	74	26	57me	42ma	0	24	49	25	39	19	29(3)	34	24	34	70(10)
Essence	10	1(12*)	94	38	82me	67ma	0	34	64	29	54	40	44(6)	49	34	36	75(15)
User	15	1(12*)	114	56	100me	82ma	0	39	81	33	69	61	59(9)	64	44	38	75(20)
	20	1(12*)	132	68	109me	97ma	0	49	90	38	84	82	70(12)	73	49	40	75(25)
	1	5(30s*)	35	12	20me	20me	0	-25	15	7	15	3	19(1)	10	15	32	15(3)
Semi	5	13(30s*)	74	29	57me	49me	-10	24	39	19	39	19	34(4)	39	39	35	67(4)
Mentalism	10	13(30s*)	94	43	82me	64me	-10	29	65	22	49	40	54(8)	59	54	38	77(14)
User	15	13(30s*)	114	64	100me	79me	-10	39	80	25	69	61	70(12)	73	69	41	77(19)
	20	13(30s*)	132	78	109me	92me	-10	49	91	29	78	82	82(16)	85	81	44	77(24)

‡ — The first number is the skill bonus for each craft/lore skill, while the second number is the number of craft/lore skills.

Key: Unless otherwise noted, the values given are skill bonuses. *DB codes:* s = includes shield bonus; a = includes adrenal defense; * = this value is often increased by bonuses from spells. *OB codes:* me = melee attack (with a weapon); ms = missile attack; ma = martial arts attack; ds = directed spell attack.



28.3 INHABITANTS OF ADVENTURE SITES

Normally the inhabitants of an adventure site are members of the hostile population. However this is not always true—the inhabitants may be friendly or neutral towards the player characters. In such a case, the site is an adventure site because the player characters want someone or something that is at that spot. Such a situation is interesting, but it may be too complex a situation for an inexperienced Gamemaster to handle. We suggest that for beginning fantasy role players the inhabitants of adventure sites be hostile.

Keep in mind that intelligent inhabitants of an adventure site will require certain features in an adventure site: a reason for being there, a food supply, a water supply, toilet facilities (sometimes), entertainment (e.g., for Orcs this could be torturing prisoners or each other), and a variety of other things.

Thinking Races

The most dangerous (and thus exciting) foe is an intelligent or somewhat intelligent character. So, many of the adventure sites will be occupied by Orcs, Trolls, evil Men, evil Elves, etc. There are also many intelligent creatures not generally thought of as characters or people (e.g., Dragons, Ents, etc.).

Flora and Fauna

Many adventure sites will be inhabited by animals (defined as not particularly intelligent creatures) and plants. Animals may be non-hostile, non-hostile unless bothered, non-hostile unless attacked, hostile, aggressively hostile, etc. They may also be under the control of intelligent inhabitants of the adventure site. Appendix A-7 and *AL* Section 5.10 summarizes the capabilities of some standard animals. Plants are sometimes dangerous, but more often they are sources of food, healing, or poison. They are sometimes the goal that adventurers are after (e.g., they are looking for certain herbs to heal one of their characters).

ICE's *Creatures & Monsters* sourcebook provides a complete spectrum of animals and plants.

Monsters and Other Creatures

In addition to characters and animals, adventure sites may have a variety of monsters and intelligent creatures. Fantasy literature are full of creatures such as Dragons, Giant Spiders, Undead, Demons, Kraken, Ents and many other enchanted or unusual creatures. Some types of creatures are described in *AL* Section 5.10.

ICE's *Creatures & Monsters* sourcebook provides a complete spectrum of a wide variety of monsters and other creatures.

28.4 HANDLING CREATURES

Special monsters and animals are very important to any campaign. The creatures vary from minor nuisances like ticks to major irritants such as major Demons. Some of these monsters are intelligent and/or social animals and need special care when being encountered.

A large number of these monsters are very powerful. Monsters such as Demons and Dragons should not be faced by low level characters or inexperienced players.

28.5 ASSOCIATES OF THE PLAYER CHARACTERS

Often a Gamemaster and players will want to have non-player characters that associate or adventure with the group of player characters. This is often necessary when there are not enough player characters to make a group large enough to handle a particular adventure. In addition, it is often helpful to have allies or a powerful friend to help balance against against overly powerful foes. The "plot" of the Gamemaster's world will heavily influence how such non-player characters are introduced and used.

Example: *In Tolkien's novel, The Hobbit, Gandalf fulfilled this role for the group of Dwarves and Bilbo during their adventures.*

Hiring Non-player Characters

Player characters may wish to hire non-player characters to adventure with them. A Gamemaster must decide what kind and how many characters are available at a given time and in a civilized area. The number of available characters should be limited in the smaller civilized areas. Non spell users should be the most available, with semi spell users being less common, pure spell users being rare, and hybrid spell users being even rarer.

To hire a non-player character, the Gamemaster should require a roll on the Influence Static Maneuver Table T-4.8.13. For a given civilized area, the Gamemaster should rate the difficulty of hiring non-player characters based upon what is offered by the hirer (see *Gamemaster Law*).

After being hired, the Gamemaster still controls the hired character, but the hirer should decide his actions in non-crucial or non-dangerous situations. Unless the hirer makes a successful influence static maneuver, the GM should make a "reaction roll" (see the beginning of this section) for the hired character in dangerous or distasteful situations to determine his actions. A relatively low roll would indicate an unwillingness to enter or deal with the situation, while a relatively high roll would indicate willingness.

Example: *A GM decides to use the following ratings for difficulty; they are based upon the offer made by the character attempting to hire. A "share" is the total money value of non-magic treasure (gp, sp, bp, cp, tp, and gems) obtained during the adventure divided by the number of characters in the group.*

Difficulty	***Offer Made***
Routine	*1 gp (or more) per day + a share*
Easy	*5-9 sp per day + 1/2 of a share*
Light	*5-9 sp per day + 1/4 of a share*
Medium	*1 gp (or more) per day*
Hard	*5-9 sp per day*
Very Hard	*1-4 sp per day*
Extremely Hard	*A half of a share*
Sheer Folly	*A quarter of a share*
Absurd	*"Come adventure with us"*

Allies

Certain non-player characters may be allies of the player characters and aid them if they happen to be on the same mission or in the same area. A Gamemaster may wish to structure his game so that the player characters have allies to turn to for healing, information, and other help.

Example: *A good example of this is the meeting between Frodo and Sam with Faramir and the Rangers of Ithilien in the forests of North Ithilien. Frodo and Faramir were "allies," and Faramir gave Frodo advice, aid, and a place to rest up.*

Guardians

Hired characters and allies are more passive examples of the type of help that a Gamemaster may give to player characters. "Guardians" are more active forms of aid. Guardians are non-player characters who either show up when needed or when summoned by the player characters. We suggest that guardians be limited by distance, by the number of times that they may be called, or by the severity of the danger faced by the player characters. Guardians can vary in their power and effectiveness.

Example: *Tom Bombadil was a guardian for Frodo and his friends for a little while after they left the Old Forest. When they were about to be destroyed by Wights, Frodo summoned Tom Bombadil by reciting a verse.*

THE PLOT

The plot for a fantasy role playing game consists of the general politics of the world, the activities and objectives of the non-player characters, the goals and incentives for the player characters, and the interactions between all of these elements. A plot can be as simple as a ruined tower inhabited with bandits and their treasure (the player characters want the loot). On the other hand, a plot can be as complex as the plot in a major series of novels. We suggest a simple plot for beginners, with plot complexity increasing as the GM and players become more experienced.

General Politics

Sketching out the general politics for a game helps the Gamemaster make decisions concerning the actions of non-player characters. It also helps him make the player characters' backgrounds come to life. It provides a framework for the general course of events in the regions that the players characters travel through. For example, a war or armed raid may be taking place in an area where the player characters are adventuring.

Example: *The general politics of Middle-earth during the Second and Third Ages and are fairly simple: Sauron and his forces are trying to take over the known world through direct conflict (war) or through subversion and corruption of the Free Peoples. The Free Peoples are trying (in a disunited fashion) to resist Sauron's expansion and hopefully to defeat him. In between we have neutral forces being influenced by the two extremes. Through all this, many separate kingdoms and cultures have their own internal politics and objectives. The specific political situation (How powerful is Sauron? What is he doing? What are the Free Peoples doing? etc.) should be based upon the time in which the game is being run. The Gamemaster may gather needed material along these lines from Tolkien's works and ICE's Middle-earth Campaign Guide.*

The Fourth Age (i.e., after the destruction of The Ring and Sauron) allows for a greater flexibility in determining the politics of Middle-earth. The Gamemaster may develop any sort of political situation that he wishes, restricted only by the history of the earlier ages. During this period, we suggest the main political organizations be empires, kingdoms, guilds, religious groups, and the like. Much of the conflict in Middle-earth can result because of conflicts between such groups. Truly evil (as opposed to self-interested) organizations could be included in the form of the remnants of Sauron's forces, pirates, bandits, etc.



The politics of the specific region being adventured in should be more detailed than world politics. Questions that should be answered include: Are evil forces active in the area? Are evil forces corrupting the local rulers? Are the local rulers already evil? Are the local rulers in conflict? Where are the headquarters of the opposing sides? How do both sides treat characters not involved in the conflict? In short, any activities of the locals that might affect the player characters should be outlined.

NPC Objectives and Plans

The objectives and plans of any significant non-player characters should be noted. Farmers want to bring in their crops; shopkeepers and traders want to sell high and buy low; local officials want to collect taxes and keep things peaceful; etc. More unusual characters may have personal objectives that conflict or coincide with the player characters. Such objectives should be carefully thought out.

PC Goals and Incentives

The player characters should set their own goals—sometimes with help from their Gamemaster through background details. However, to maintain an exciting game, the Gamemaster should supply incentives. A good adventure should have the dangers and rewards balanced. Obtaining treasure, experience points, crucial information, and the like should involve risk, difficulty, and good play. This is something that requires experience and a good Gamemaster, so it may take several adventures to master.



ADVENTURES & ACTIVITIES IN THE STRATEGIC ENVIRONMENT

The strategic environment usually consists of the civilized areas and the countryside (Section 27.1-27.2). A tactical environment (see Part IV) can be anywhere, but usually takes place in adventure sites. Action that takes place in a strategic environment is usually less dangerous and requires less time and detail to resolve. Such action can often be resolved in very little real time (as opposed to time within the framework of the game).

30.1 ACTIVITY IN CIVILIZED AREAS

Activity in civilized areas can be as simple as returning after each adventure, healing, re-equipping, gathering information, and heading back out to adventure again. However, it is often very interesting to make a visit to a civilized area more involved. A civilized place can be a source of information, intrigue, recreation, and dangerous encounters.

A GM can structure an entire campaign around adventures in civilized areas. Such campaigns usually involve lots of intrigue, subterfuge, and frequent interaction with a variety of intelligent NPCs.

Buying and Selling

Each character can usually handle his own buying and selling of normal goods (supplies and items) on his own. This process and a monetary system are described in Section 32.4-32.5, and some common prices are provided in Appendix A-8. *Gamemaster Law* provides a more detailed system for handling these factors. However, certain unusual parts of the process may involve trading and dickering, and the Gamemaster should play the role of the person that the character is trying to trade with. The Gamemaster must also determine if sellers or buyers exist for unusual or special items or herbs. Normally this is part of the description of the civilized area.

Food and Lodging

Each civilized area should have facilities for food and lodging, even if it is only swill or table scraps and a barn. Appendix A-8 provides some suggested prices for food and lodging at a normal inn in a town. The Gamemaster may make a roll for each inn (or lodging desired) visited to determine the amount of activity for that day. Very high means that there is no room for the characters; very low means that they might be able to get cheaper rates.

Gathering Information

Often a civilized area is the place to pick up information about adventure sites, missions, and other scenarios (see Section 30.4). Information on missions that non-player characters want performed should be made available at inns and public places, either through word of mouth or direct contact with the person who wants the mission performed. Notices of tournaments, duels, and other public activities should also be available, as well as other material like wanted posters.

Rumors and clues about local occurrences, creatures, and adventure sites should be available from local people in bars and inns. Often it helps to get the locals in a good mood in order to get lots of information—plying them with food, liquor, and entertainment sometimes works. Such information should be in the form of rumors, legends, tall tales, and outright lies.

Reliable information like maps and descriptions (from characters who really know what is going on) might be available for a price. This type of information can be bartered for like any other commodity.

The Gamemaster may wish to allow characters to make "background legend rolls" (modified by the appropriate Lore skill bonuses) on a given topic, in order to remember tales, legends or other information from their background or past history. The Gamemaster may use the Lore • General Static Maneuver Table T-4.8.14 or the General Static Maneuver Table T-4.8.1 to help resolve legend rolls.

Healing and Recuperation

Healing and recovery from injuries is discussed in Section 32.2. The Gamemaster should sketch out the healing facilities (first aid, herbs, Healers and Lay Healers) in each civilized area, even if it is only a farmer's wife with some old rags and a hot poker. Food and lodging and possibly a nurse should be required when a character is recuperating from serious injuries.

Encounters

Sometimes action in a strategic environment turns into action in the tactical environment (i.e., fighting, stealing, running, etc.). A Gamemaster should make an open-ended "activity roll" each day in a civilized area to determine the likelihood of an "encounter." If this roll is very high, then some encounter may occur. How high the roll has to be to initiate an encounter should be based upon the type of civilized area and the situation of the player characters. The Encounter Table T-5.1 can help a GM determine when encounters occur.

Some typical encounters in a civilized area include: a brawl in the tavern or inn that the player characters are visiting, an attempt to mug player characters and steal their possessions (on the street or in their quarters), an attempt to sell the player characters fake goods (or information), an attack by outside forces on the civilized area, etc. The possibilities are endless and often lead to an adventure which can fill out an entire game session.

30.2 ACTIVITY IN THE COUNTRYSIDE

While in the countryside, groups usually are attempting to get from one place to another—see Section 30.3 for a discussion of activity in the countryside while searching for something. The Gamemaster must deal with activities such as movement, making camp, evading pursuers, and encounters.

Activity in the countryside is normally handled in intervals of 4 hours when the player characters are moving or active, and 6-12 hours if they are resting, sleeping or hiding. Distance is generally measured in miles.

MOVEMENT

Normal movement in a strategic situation is resolved in intervals of 4 hours. This type of movement is different than tactical movement. The Strategic Movement Rate Table T-5.2 gives some normal 4 hour movement rates based upon terrain. The terrain is assumed to have some sort of open areas or paths. If the group is hacking its way through a jungle or dense growth, the movement rates should be halved. The Gamemaster should modify this based upon special circumstances, such as encumbrance, wounded characters, traveling more than 8 hours in a row (4 hours if jogging and walking), not having enough food, weather conditions, etc.

If traveling at night, the movement rate is normal for groups with all members capable of seeing at night. For groups with no characters capable of seeing at night, movement is lowered to 10% of normal. For groups consisting of at least half of its characters capable of seeing at night, the movement rate is 75% of the normal rate; it is 50% if fewer than half are capable of night vision.

CAMP SITES FOR RESTING AND SLEEPING

While traveling it is assumed that the group rests for about 15 minutes every 2 hours (10 minutes per hour in mountainous terrain)—this is figured into the strategic movement rates given in Table T-5.2. A group can travel 8 to 12 hours a day, and it is assumed they make camp for the rest of any 24 hour period. We will call such a rest period night, but groups (especially Elves and Dwarves) can travel at night and sleep during the day. If the group has only traveled for 8 hours, it is assumed that they have found a good, defensible camp site. Otherwise, the Gamemaster should make an open-ended roll to help him decide the quality of the camp site found. A low roll indicates a poor camp site and possibly dangerous surroundings. A high roll indicates a good camp site.

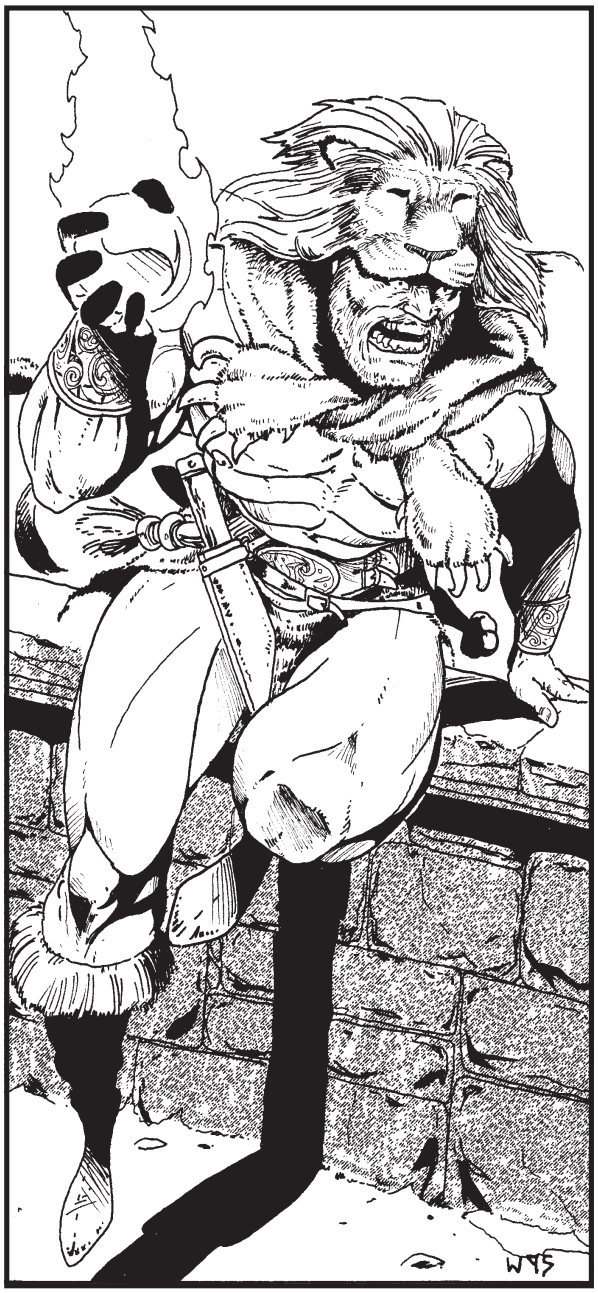
Normally, the player characters will set a watch in shifts (usually 3, 4 or 5 shifts), but the Gamemaster should not suggest it or remind them. If an encounter occurs, the Gamemaster should divide the night into a number of parts (usually based upon the player characters' shifts) and roll to randomly determine when the encounter occurs. Only the characters on watch (if any) will be awake and alert when the encounter begins. Other characters must be awakened by various actions or noises occurring during the encounter, or by the specific actions of already awake player characters.

ENCOUNTERS

Basically, at certain times the Gamemaster makes an open-ended *activity roll* to see how much action there is in the area containing the player characters. Then one of the players makes an open-ended *avoidance roll* to determine how well the group avoids any activity. Applicable modifications from the Encounter Table T-5.1 should be added to each of these rolls.

If the modified avoidance roll is greater than the modified activity roll, nothing happens. Otherwise, the difference between these two modified rolls (called the *encounter result*) is cross-indexed with the density of habitation on the Encounter Table T-5.1.

This process is normally performed once every 4 hours when a group is moving and once during each period of sleep (night) when the group camps.



ENCOUNTER TABLE T-5.1

Encounter Result	POPULATION DENSITY Dense	Moderate	Light	Sparse	Waste
< 01	–/–	–/–	–/–	–/–	–/–
01–30	s/–	–/–	–/–	–/–	–/–
31–50	e/–	s/–	–/s	–/s	–/–
51–60	e/–	s/–	s/s	–/s	–/–
61–70	e/–	e/–	s/s	–/s	–/s
71–80	e/–	e/s	s/s	–/s	–/s
81–90	e/–	e/s	e/s	–/s	–/h
91–100	h/s	e/s	e/s	–/h	–/h
101–120	h/h	e/s	e/h	s/h	–/h
121–140	a/h	h/h	h/h	e/h	s/a
141–160	a/a	a/h	h/h	e/h	e/a
161–180	a/a	a/a	a/h	h/a	h/a
181–200	t/a	a/a	a/a	a/a	a/t
201+	t/t	t/t	t/t	t/t	t/t

Encounter Result = Activity Roll – Avoidance Roll

Note: This table is intended to cover the usual pattern of encounters between player characters and local inhabitants or wild beasts. The "Population Density" categories (i.e., each column) represent the relative density of social beings or inhabitants. The "Encounter Result" is the difference between the GM's Activity Roll and the traveling group's Avoidance Roll (see Section 30.2).

Results: The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashes cover interaction with wild beasts. If there is a letter in both categories, the GM should roll again: a low result (i.e., 01-50) means that there is an encounter with wild beasts; a high result (i.e., 51-00) means interaction with social beings.

Encounter Codes:

t ..... trap or ambush or surprise attack
a ..... attacking group
h ..... hostile group
e ..... basic encounter
s ..... sighting by another group

The encounter codes are meant to be general and relative. A basic encounter with a group from an outrageously brutal or suspicious culture may be more dangerous than a hostile force of passive people. The GM should take note of the local folk and beasts to determine which type will be involved and what their relative strength will be. A simple rule of thumb: the higher the Encounter Result (i.e., the difference between the Activity Roll and the Avoidance Roll), the more dangerous the encounter. The GM may wish to increase the number of capabilities of the given inhabitants or beasts accordingly.

MODIFICATIONS TO THE ACTIVITY ROLL:

Terrain Moving In:

+30 ..... Road
+20 ..... Open
+10 ..... Sand
+0 ..... Snow
-10 ..... Forest
-15 ..... Rough
-30 ..... Forest and Rough
-35 ..... Swamp
-40 ..... Mountainous

Activity of Inhabitants:

+25 ..... Hostile
+50 ..... Patrolled area
+100 ..... If hue and cry (see Section 30.2)
+30 ..... Night-adapted inhabitants at night
-30 ..... Night-adapted inhabitants during day

General:

-50 ..... Traveling at night *
variable ..... spells used to detect groups

MODIFICATIONS TO THE AVOIDANCE ROLL:

Group Size: **

+50 ..... one
+20 ..... two
-0 ..... 3 to 4
-10 ..... 5 to 7
-20 ..... 8 to 10
-50 ..... 11 to 20
-75 ..... 21 to 50
-100 ..... 51+

Travel Mode:

+50 ..... Sneaking
+20 ..... Careful walk
-0 ..... Normal walk
-10 ..... Jog/walk
-20 ..... Slow ride
-40 ..... Fast ride
variable ..... Flying, boat, ship, etc.

General:

+30 ..... if actively searching for something
variable ..... spell used by the group
-20 ..... if in camp and traveled 12 hours
-40 ..... if in camp and traveled 16 hours

* – This can be lowered depending upon the lighting (e.g., moon or stars on a clear night).

** – Rangers, Animists, Elves, and Halflings count half.

STRATEGIC MOVEMENT RATE TABLE T-5.2

Transport Type/Pace	TERRAIN TYPE: Road	Open/ Path	Forest	Rough	Rough & Forest	Swamp	Sand	Mountainous	Snow
Sneaking	4	4	3	2	2	1.5	1.5	1	0.5
Careful walk	8	7	4	4	3	2.5	2.5	2	1
Normal walk	10	8	6	5	3	2.5	2.5	2	1.5
Jog/Walk	15‡	12‡	9‡	7‡	4†	3†	3†	3†	2†
Camel	16	16	8‡	10	6	3†	10	6	4‡
Elephant	20	20	15	12	10	4‡	5	8†	6‡
Slow Ride (Horse)	15	12	9‡	7‡	4‡	3†	6	3†	2‡
Fast Ride (Horse)	25	18‡	12†	10†	6†	4.5*	8‡	4†	3†
Mule/Donkey	12	12	10	10‡	10‡	3†	6	5‡	3‡

Note: Result is the miles covered in a 4 hour period. Note that the results for multiple transport types/paces may be combined to derive an average during periods when the group moves by more than one type/pace of transport. Running, sprinting, and dashing paces are not listed, since a group of characters cannot normally keep up such paces over a four hour period. They may, however, be used sparingly to increase the average of an otherwise slow gait (e.g., intermittent running, when combined with a sneaking pace, may average to a careful walk pace).

* — Requires a maneuver roll once every 1 hour from each character.

† — Requires a maneuver roll once every 2 hours from each character.

‡ — Requires a maneuver roll once every 4 hours from each character.

WEATHER & VISIBILITY MODIFIERS:

% of Normal Movement Rate	Condition
100%	At night, all characters have nightvision
10%	At night, no characters have nightvision
50%	At night, < 50% of characters have nightvision
75%	At night, 50% of characters have nightvision

% of Normal Movement Rate	Condition
100%	Light Rain
75%	Normal Rain
50%	Fog, snow, or heavy rain *
25%	Electrical or sand storm **

Evasion and Hiding

Sometimes a group will find itself in the position of being pursued through the countryside by hostile forces. This may take the form of being chased by another group (*direct pursuit*), or it might take the form of a *general hue and cry* (i.e., the countryside is alerted and looking for the group).

A general hue and cry is handled by rolling for encounters once an hour instead of once every 4 hours. As for direct pursuit, most of the time the pursued group will want to avoid capture or conflict (evasion and hiding). Other times they will want to ambush the pursuing group (handle as a normal combat). Direct pursuit is handled once every hour as follows:

1) Determine the distance separating the pursued group and the pursuing group.
2) The pursuing group must make a tracking static maneuver, modified by adding one pursuing character's Tracking skill bonus and subtracting one pursued character's Tracking skill bonus (if the pursued characters are aware of the pursuit). +40 is added to this roll if the pursued group is unaware of the pursuit or does not try to cover its tracks.
3) If the tracking maneuver is a "success" (111-175), an "absolute success" (176+), or a "unusual success" (100), the distance separating the two groups is modified by the difference in their movement rates.
4) Each "near success" (91-110, but not 100) before a "success" increases the distance separating the groups by 200' (most of the time this can be ignored).
4) If the tracking maneuver is a "partial success" (76-90) the distance separating the groups is increased by the movement rate of the pursued group.
5) Any failure result (i.e., less than 76 and not equal to 66: "failure," "absolute failure," and "spectacular failure") means that the pursuit is ended.
6) All other Tracking maneuver results (i.e., 66) are self-explanatory failures.

If the pursuers sight the pursued group, action should be resolved as a tactical situation (see Part IV). In rain (or snow), if the distance separating the two groups exceeds the distance that the pursuers can cover in one hour, the pursuit is ended (less for very heavy rain, more for light rain).

30.3 SCOUTING THE COUNTRYSIDE

Often a group is not just moving through the countryside; they are actively searching for someplace or something. The object of the search may be herbs, an adventure site, food, water, etc. Searches are more likely to result in encounters.

Looking For Adventure Sites

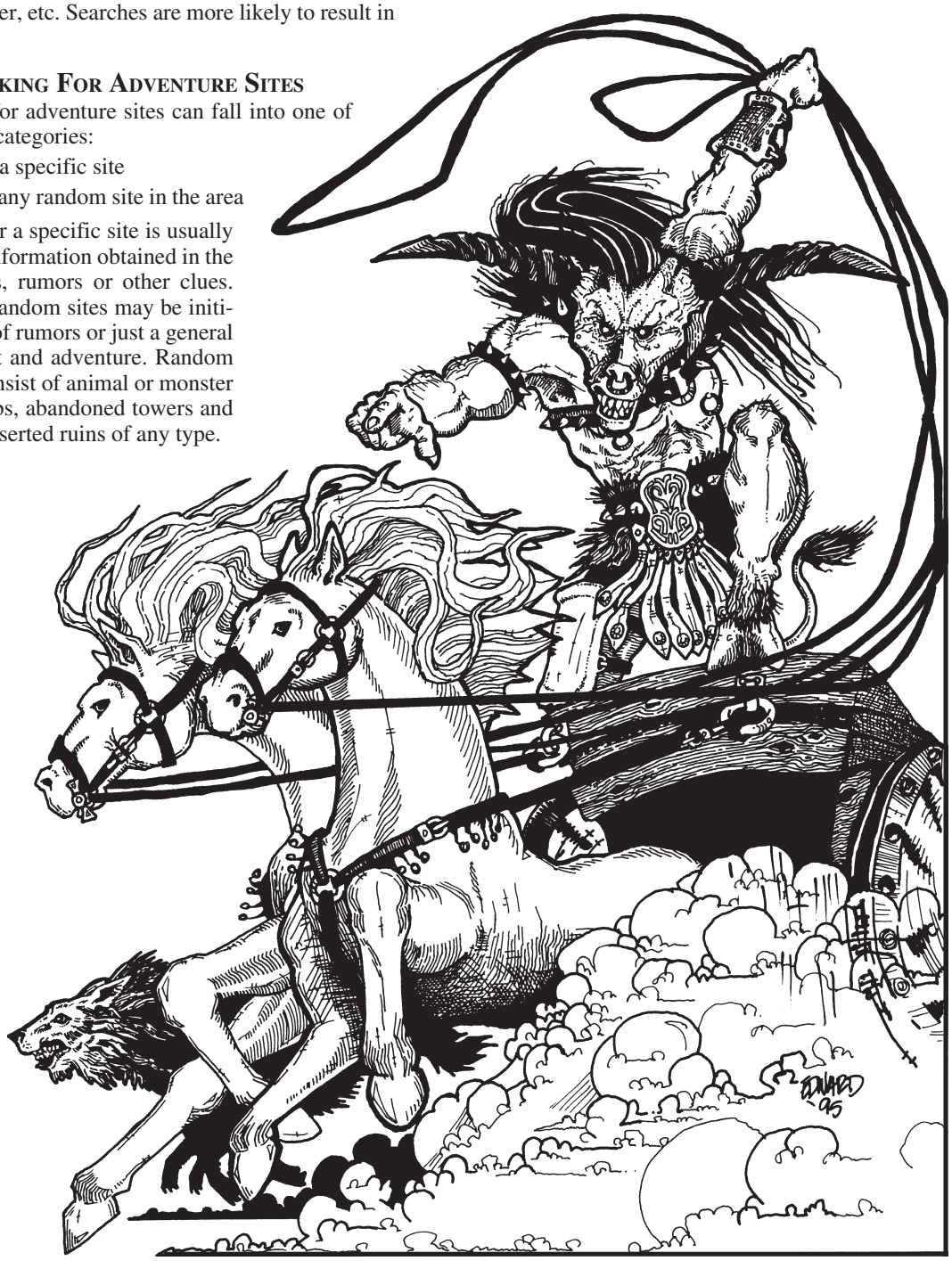
Searching for adventure sites can fall into one of two different categories:

- Looking for a specific site
- Looking for any random site in the area

A search for a specific site is usually the result of information obtained in the form of maps, rumors or other clues. Searches for random sites may be initiated because of rumors or just a general desire for loot and adventure. Random sites could consist of animal or monster lairs, old tombs, abandoned towers and temples, or deserted ruins of any type.

Searching For Herbs

Characters may go searching for herbs in order to heal a group member, for healing during future adventures, or just to sell to make money. Appendix A-8 indicates the climate and type of terrain in which some specific herbs are found. *Gamemaster Law* provides a more extensive list of herbs and guidelines for searching for herbs.



30.4 TYPICAL ADVENTURES



This section outlines some typical adventures that the Gamemaster might use in his game. These suggestions are general and need to be adapted to a specific region and circumstance.

Scenarios

These scenarios are adventures that can be keyed to a specific region or adventure site. The Gamemaster may wish to make information concerning several of these available to the player characters and hope that they pick one. Alternatively, he may wish to require that a scenario be chosen because it is the only one that the Gamemaster has available.

Missions

Missions are often adventures in which a non-player character sends the player characters to an adventure site or region to accomplish a certain goal. The non-player character may or may not accompany the group, and he may or may not give them all of the information that he has on the mission. Often the non-player character has ulterior motives and is willing to pay for the services of the player characters.

Sometimes the player characters have missions of their own choosing. Examples of this might be: rescuing a captured group member, rescuing a friend or relative, searching for herbs to heal an injured group member, or searching for a specific magic item. Basically any goal of the player characters can be used to initiate a mission.

Scouting

Scouting missions do not necessarily take place in adventure sites. They may consist of general investigation of the countryside. In a scouting mission the main goal is information, either for a non-player character or for the player characters themselves. Such information could later lead to a specific mission. Scouting missions often lead to combat in the form of encounters with hostile guards or patrols.

Raiding

Raiding is an adventure designed to attack, fight and loot. It doesn't have to be keyed to a specific adventure site. Player characters are out for any appropriate fight with a suitable reward (treasure and experience points).

Looting Attack

A looting attack is basically the same as raiding, except that the player characters are attacking a specific adventure site.

Tournaments

Tournaments are staged competitions in fighting, archery, riding, and other combat skills. These are usually held in civilized area during fairs and holidays. Cash prizes are usually offered, and on rare occasion, magic items are awarded. Usually the combatants are not trying to injure or kill one another, but accidents do happen.

Duels

Duels are also very interesting. Player characters or non-player characters often feel that they have a basic disagreement that can not be settled by talking. If neither party feels inclined to run away and leave town, a duel might result. This can range from a duel in which the winner is the first to draw blood to a duel to the death.

GENERAL ENCOUNTERS

In addition to scenarios, adventures may often occur when the player characters encounter something through chance. Encounters can occur in civilized areas or the countryside, and sometimes but not always lead to combat. Encounters include ambushes, fights, meetings, sightings, barroom brawls, etc. Encounters can occur anywhere: in the countryside or in civilized areas. Section 30.2 gives a suggested technique for determining when and what kind of encounters occur.

AWARDING EXPERIENCE POINTS

Experience point (EP) accumulation is a significant factor in most FRP systems. Simplistic experience point guidelines have certain advantages, notably quick assessment and a generally diminished opportunity for the Gamemaster to inject bias. This seems to be the rationale behind "gold piece" based systems. Unfortunately, these rules do a disservice to the noble and gutsy player who actually 'experiences' more of the battle or campaign; for quite often the spoils fall into the hands of the cautious, or the gold is divided evenly.

These guidelines are aimed at providing a workable, balanced approach which rewards those who have actually derived the most experience form an adventure without creating situations where the Gamemaster (GM) must make too many or overly subjective decisions.

The suggested experience points awards are guidelines and the Gamemaster should feel free to modify them whenever common sense indicates that they are out of line. The Gamemaster may total and reward experience points at any convenient time, though this usually occurs at the beginning or end of a session of play.

31.1 EXPERIENCE POINT MULTIPLIERS

All of the experience point guidelines given in the next section may be multiplied by 5 if the activity has never been performed by the character, by 2 if he activity has only been performed once before, and by 1/2 if it has become routine. These experience multipliers reflect the "uniqueness" and learning value of a given event or action and may act to significantly increase or decrease the norm. They should be applied to all standard experience values (where applicable) unless stated otherwise.

A routine experience is one where the acting character has employed an idea, maneuver, method, etc. of a nature which has become "common" to him or her. This includes situations where the character has frequently traveled traveled a certain route, kills a specific creature on a frequent basis, always uses a spell in a given fix, or has a given religious experience periodically.

Condition	EP Multiplier
First Time	x 5.0
Second Time	x 2.0
Routine	x 0.5

In addition, certain experience point categories have their own specific multipliers.

Example: *Darien the Illusionist always flees and hides below cliffs when pursued. He then uses an illusion to make the cliff look like a gentle slope, fooling his pursuers and possibly leading them to make a long fall. After the fourth or fifth use of this ploy, the Gamemaster may wish to give Darien half the usual experience points for it has become "routine."*

31.2 BASIC EXPERIENCE POINT CATEGORIES

This Section summarizes some of the activities that normally arise during play which should be rewarded with experience points (EPs). They are the normal rewards, and are subject to modification as a result of circumstance.

The GM may wish to install his own categories or bonuses if needed (e.g., "quest points").

31.2.1 · MANEUVER EPS

These experience points are given for unique or inspired maneuvers (static and moving) successfully accomplished during an adventure. For moving maneuvers a "100" result or higher must be obtained. Based upon difficulty, the EPs awarded are given the Maneuver EP Chart and are normally modified by the following factors.

Condition	Modifier
Failure of maneuver involves no danger	x 0.5
Failure of maneuver involves some danger	x 1.0
Failure of maneuver involves danger	x 2.0
Failure of maneuver involves extreme danger	x 3.0
Foe was "defeated" as a result of maneuver	x 5.0

Example: *Jax (a Thief) successfully scouts a cave (the GM ranks this a Light maneuver, 10 EPs). He then sneaks across a clearing without an Orc guard hearing him (a Medium maneuver, 50 EPs), and hides behind a tree next to the Orc (another Medium maneuver, 50 EPs). The GM decides that the first and third maneuver involved "some danger" and the second involved "danger", and records a total of 160 EPs (10x1 + 50x2 + 50x1).*

MANEUVER EP CHART

Routine	0
Easy	5
Light	10
Medium	50
Hard	100
Very Hard	150
Extremely Hard	200
Sheer Folly	300
Absurd	500

Note: Result is a number of experience points received by the character making the maneuver.

SPELL EP CHART											
	Level of the Character Casting the Spell										
Spell Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11+**
1	100	90	80	70	60	50	40	30	20	10	*
2	110	100	90	80	70	60	50	40	30	20	*
3	120	110	100	90	80	70	60	50	40	30	*
4	130	120	110	100	90	80	70	60	50	40	*
5	140	130	120	110	100	90	80	70	60	50	*
6	150	140	130	120	110	100	90	80	70	60	*
7	160	150	140	130	120	110	100	90	80	70	*
8	170	160	150	140	130	120	110	100	90	80	*
9	180	170	160	150	140	130	120	110	100	90	*
10	190	180	170	160	150	140	130	120	110	100	*
11+	200	*	*	*	*	*	*	*	*	*	*

Note: Result is a number of experience points received by the character casting the spell.
* — For characters and/or spells above 10th level the spell EP result is:
100 - (10 x (level of the caster - level of the spell cast) *with a maximum result of 200 and a minimum result of 0.*

31.2.2 · SPELL EPS

These points are awarded for casting spells during a combat situation and appropriate non-combat situations (i.e., the spell cast must have a valid purpose within the context of the goals of the game). Casting a spell that fails results in 0 points. The experience points awarded are given by the following formula and summarized in the Spell EP Chart.

100 – (10 x (level of the caster - level of the spell cast)
with a maximum of 200 & a minimum of 0

Example: *Darien the Illusionist is 20th level. If he casts a 16th level spell—he normally receives 60 EPs. He would receive 0 EPs for casting a 5th level spell, and 200 EPs for casting a 50th level spell (good luck).*

Spell EPs may also be modified by the following factors.

Condition	**Modifier**
Spell caster is in no danger	x 0.5
Spell caster is in some danger	x 1.0
Spell caster is in danger	x 2.0
Spell caster is in extreme danger	x 3.0
Foe was "defeated" as a direct result of spell	x 5.0

31.2.3 · COMBAT EPS

A number of different EPs are awarded as a direct result of damage taken and delivered during combat.

HIT EPS

A character receives one experience point for each hit he received during the battle **and** one EP for each hit he delivered during the battle.

Condition	**EP Multiplier**
Character is knocked out	x 0.5
Foe is knocked out	x 2.0

Example: *Fulla takes 10 hits from the killer beaver but is finally able to slay the sucker. Balli gave the beaver 5 hits the round before. Fulla receives whatever kill points he gets for the beaver **plus** 10 EPs; Balli receives 5 EPs.*

CRITICAL EPS

These points are awarded for any criticals inflicted on a foe regardless of their effect. The experience points awarded are based upon the level of the foe and are modified depending upon the state of the foe and the combat. The chart below summarizes these EPs. A character also receives critical EPs when he *takes* a critical (e.g., 100 EPs for an 'A', 200 EPs for a 'B', etc.).

Note: *The critical EPs awarded for criticals against a foe may not exceed the foe's "kill points."*

Condition	**Multiplier**
Foe is dead or dying (i.e., no points)	x 0.0
Foe is unconscious or incapacitated	x 0.1
Foe is down	x 0.2
Foe is stunned	x 0.5
Character is alone in melee combat with the foe	x 2.0
Foe is a "Large" creature	x 1.5
Foe is a "Super-large" creature	x 2.0

CRITICAL EP CHART					
Opponent's Level	**Critical Delivered A**	**B**	**C**	**D**	**E**
0	3	5	8	10	13
1	5	10	15	20	25
2	10	20	30	40	50
3	15	30	45	60	75
4	20	40	60	80	100
5	25	50	75	100	125
6	30	60	90	120	150
7	35	70	105	140	175
8	40	80	120	160	200
9	45	90	135	180	225
10	50	100	150	200	250
for each level above 10th	+5	+10	+15	+20	+25
to self *	100	200	300	400	500

* – These points are awarded to a character for criticals inflicted upon him by a foe, for these points the "level of the foe" is always treated as 20.

Kill EPs

These experience points are awarded for killing an active opponent or rendering him unconscious. This must occur in a combat situation (i.e., a true conflict, not a practice or staged fight). An active opponent is one that is not dead or unconscious. These points all go to the combatant who delivers the blow that knocks out or kills the opponent. The EPs awarded for "killing" a character are given in the chart below.

These EPs are reduced by the number of EPs given for criticals already inflicted on the opponent (to a minimum of zero EPs). In some cases the GM should add extra EPs for creatures with special abilities and powers.

Condition	**Modifier**
Foe is same race as character	x 2.0
Foe is an "intelligent" creature	x 1.5
Foe is a "Large" creature	x 1.5
Foe is a "Super-large" creature	x 3.0

Note: *A GM may want to award these points whenever a character(s)* ***defeats*** *an opponent, even if combat is not involved. This would involve getting a foe to submit or to perform as you want him to without actually fighting. Examples might include winning a Riddle game with a foe or sneaking into his abode and taking what you are after.*

Example: *Fulla and Balli are fighting a 9th level Orc. Fulla has delivered two 'A' criticals and a 'B' critical for a total of 180 EPs (2x45 + 1x90), and Balli has delivered a 'C' critical for 135 EPs. Balli delivers a critical that kills the Orc. Since Balli is 7th level, the Kill EPs are normally 300, and the GM rules that the Orc is "intelligent" so the 300 EPs is modified by x1.5 for a total of 450 EPs. However, Balli and Fulla have already delivered 315 EPs (180+135) worth of criticals; so Balli only gets 135 EPs (450-315) for delivering the killing blow.*

Death EPs

A character who takes a "mortal wound" receives EPs equal to the Kill EPs (see above) that a 1st level character would get for "killing" the character. These points are awarded even if the character's mortal wound is healed before he dies.

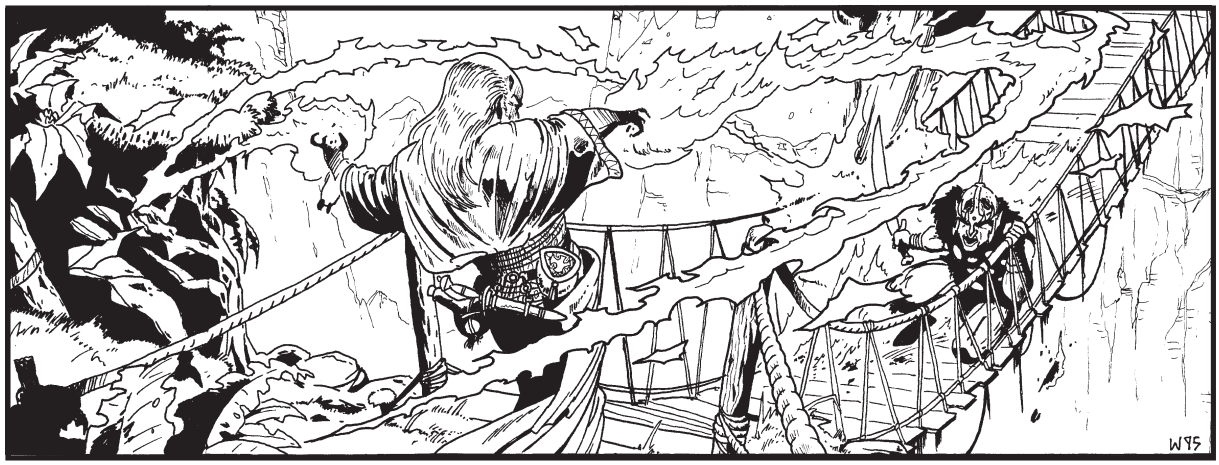
Condition	**Modifier**
Character dies, but is later "revived"	x2

Example: *If Skal, a 7th level Lay Healer, takes an arrow in his throat that will kill him in 6 rounds, he receives 500 EPs even if he is healed before he actually dies. If he dies and is later revived by a Lifegiving spell, he would receive 1000 EPs (500x2).*

KILL EP CHART											
Opponent's Level	**Level of the Character Delivering the "Killing" Blow 1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**10+**
0	50	45	40	35	30	25	20	15	10	5	0
1	200	150	130	110	100	90	80	70	60	50	40
2	250	200	150	130	110	100	90	80	70	60	50
3	300	250	200	150	130	110	100	90	80	70	60
4	350	300	250	200	150	130	110	100	90	80	70
5	400	350	300	250	200	150	130	110	100	90	80
6	450	400	350	300	250	200	150	130	110	100	90
7	500	450	400	350	300	250	200	150	130	110	100
8	550	500	450	400	350	300	250	200	150	130	130
9	600	550	500	450	400	350	300	250	200	150	150
10+	*	*	*	*	*	*	*	*	*	*	*

Note: Result is a number of experience points received by the character delivering the "Killing" blow (this result is reduced by an amount equal to the EPs awarded for individual criticals delivered.

* — EPs awarded for levels above 9th are: 200 + (50 x (opponent's level - character's level) *with a minimum of 200.*



31.2.4 · IDEA EPS

These experience points are given for ideas and plans that lead to the accomplishment of a goal or a successful event, set of actions, or adventure. The Gamemaster should keep track of ideas, plans and suggestions made by player characters that prove to be useful or successful. After an event, set of actions, or adventure is completed and experience points from Sections 31.2.1-31.2.3 have been awarded, the resulting experience points to **all** group members are totaled. The Gamemaster should award half of this total as "idea points", dividing it among the characters who came up with ideas based upon their respective contributions. This is very subjective, so the Gamemaster doesn't need to keep an exact tally of ideas and can usually rely on his general impressions of the adventure.

Example: *Balli, Fulla, and Jax have defeated an Orc guard in the examples presented earlier in this section (Jax remain in hiding as the Orc guard was defeated). Their GM totals the EPs already acquired as: Darien, 160 EPs; Balli, 275 EPs; and Fulla, 190 EPs. Thus, the GM should award 313 idea EPs (half of the 625 total). Darien had come up with the plan for scouting the area and setting up behind the Orc guard as a reserve force, so the GM awards Darien 153 idea EPs and gives Balli and Fulla 80 idea EPs each.*

31.2.5 · TRAVEL EPS

A character receives one experience point for each mile traveled on land in an unfamiliar area, and one experience points for every 10 miles if flying or at sea. The character must be conscious and interacting with his environment.

Condition	Multiplier
Travel is in civilized region	x 0.5
Travel is in moderately dangerous region	x 2.0
Travel is in extremely dangerous region	x 3.0

Example: *A group has traveled 30 miles from through a moderately dangerous region. Thus, each character gets 60 experience points (30 miles x 2 for moderately dangerous) for travel.*

31.2.6 · MISCELLANEOUS EPS

Most of these experience point guidelines concern action in a tactical situation (i.e., a situation involving detailed and precise activity, usually under time constraints, such as fighting, maneuvering, and exploring). It is more difficult to award experience points for activities and accomplishments in a strategic environment (i.e., less structured than the tactical environment).

Travel points reflect the experience gained by traveling through new and stimulating regions. In addition, a Gamemaster should award miscellaneous experience points for the other strategic activities not involving travel (e.g., figuring out a riddle or clue, planning a successful trip or adventure, etc.).

These points may also be awarded by the Gamemaster for events that have special significance to a given character (e.g., having a religious experience, visiting a special place, accomplishing a special mission or goal, casting non-combat spells, etc.). They are also awarded for any actions or accomplishments that the Gamemaster deems worthy of reward.

31.2.7 · NEGATIVE EXPERIENCE POINTS

Negative points can be awarded if the Gamemaster feels that the actions of a character demonstrate a regression in the learning process. (ICE feels these cases should be rare, if they exist at all.)

Example: *Dral is wandering through a corridor of a deserted castle and finds a trap (for which the GM awards him 100 EP), skillfully circles it and proceeds (perhaps more EP, depending on difficulty). Some hours later he returns and, having forgotten the trap, walks right into it. The GM determines this is something an adventurer of Dral's level shouldn't do (i.e., stumble into a known trap), and awards him 100 negative experience points.*

In the rare case when negative points awarded bring a characters experience point total below the minimum for his level, he loses all benefits earned for that level (Resistance Rolls and combat bonuses), although not acquired skills. Skills currently being learned and stat gains are not acquired until the character next reaches a level he had not previously attained.

MISCELLANEOUS TOPICS

This section covers a number of different topics that can be important to a GM and his FRP game.

32.1 MAGIC ITEMS

Certain items are magical in nature; they either have magical properties or have the capacity to cast spells. The information presented in this section is intended to provide the basic guidelines for using magic items; more detailed information can be found in *Gamemaster Law* and later ***Rolemaster*** sourcebooks.

Bonus Spell Items

There are two types of magic items, called bonus spell items, which enable a character to cast more spells than he would be able to normally: spell adders and spell multipliers. Spell bonus items are usually in the form of a staff (5' long), a rod (2.5' long), or some other hand-held object of a similar size.

Only one bonus spell item is usable by a given character between periods of rest (usually at least a three hour sleep period). In order to gain the benefits, a bonus spell item should be held or worn, and it must be with the character during the period of rest prior to its use.

- A +1 spell adder allows a character to cast one extra spell between periods of rest in addition to those which he can normally cast by using his power points; a +2 spell adder allows 2 additional spells; a +3 spell adder allows 3 additional spells; etc. The caster must be able to cast these additional spells normally.
- A x2 spell multiplier doubles the number of power points available to a character between periods or rest; a x3 spell multiplier triples his power points; etc.

Magic Items With Bonuses

Magic items with bonuses (e.g., a +10 mace, a +5 lock pick, a set of +15 chain, etc.) add their bonus to the total skill bonus of any skill that normally utilizes an item of that type. For example, the use of a +10 mace would increase a character's Offensive Bonus by 10, a +5 lock pick would increase his Picking Lock skill bonus by 5, and a set of +15 chain would increase his Defensive Bonus by 15. The use of such items does not usually require a Attunement static maneuver roll (see Appendix A-1.20). Such bonuses apply to any appropriate rolls by any character using the item.

Magic Items Containing Spells

Certain magic items contain spells which a character may cast. Such spells do not require power points, and the caster need not have learned the list which they come from. However, a character casting a spell from an item is still subject to the effects of spell failure.

Normally in order for a character to use a spell item or rune, he must successfully make a static maneuver roll on the Power Awareness Static Maneuver Table T-4.8.17. Items that a character starts the game with do not require such a roll from the character that they are keyed to. A Gamemaster may wish to include other special items that do not require an Attunement static maneuver roll, or which cast a spell with no preparation modifications (i.e., instantaneous).

Spells from this type of item fall into one of several categories:

Rune Paper: A scroll with a spell inscribed on it, the spell may only be cast once from the rune paper before it disappears. A piece of rune paper may be reused by placing another rune on it by using a spell from the Rune Mastery spell list (*SL* Section 3.1.8).

Potion: A vial of special liquid with a spell "in" it. The spell takes immediate effect when swallowed (no roll necessary to use); it only has effect once. A potion may use the spell to directly affect the character drinking it, or it may allow him to cast the spell.

Daily Spell Item: A magic item containing a spell that may be cast a certain number of times each day.

Charge Spell Item: A magic item containing a spell that may only be cast a limited number of times (called its number of charges). Then the item is exhausted (lost its charges) and the spell may no longer be cast. The size of the item determines the maximum number of charges and the maximum level of the spell:

	Minimum Length	Maximum # Charges	Maximum Spell Level
Wand	1'	10	2nd
Rod	2.5'	30	5th
Staff	5'	100	10th



Magic Item Relative Values

The guidelines in this section provide a very basic system for evaluating the value of magic items. A Gamemaster may wish to prohibit the buying and selling of magic items, perhaps, only allowing limited trading of such items. At the very least, we suggest that magic items only be bought, and sold in large cities or in special civilized areas. And then, the transactions must be handled quietly and discretely. Normally, no more than 50% of the relative value of an item may be obtained when selling it for money.

Note: *Many buyers will give no credence to a "magic" weapon. Rather, they will want to hear its capabilities and test the weapon for themselves (e.g., this sword is sharp, it cleaves chain mail like butter).*

To determine the relative value (i.e., price) of a magic item, first check Appendix A-8 to determine the base price of the item. The base prices for items containing spells (not including the cost of the spell itself) are included in the Magic Item Pricing Table T-5.3. If a magic item contains a spell, there is an additional cost added to the base price.

If a magic item has a bonus (see above) or is especially lightweight, its base price (and any additional cost) is multiplied by a factor given in the Magic Item Pricing Table T-5.3.

Example: *A few sample magic items and their costs:*

Staff of Fire Bolts — 500 gp + 5 cp
- 100 gp — since it is a "Staff" charge item
- 5 cp — normal Quarterstaff price
- 400 gp — since *Fire Bolt I* is a 6th level spell

Rod of Water Bolts — 180 gp + 3 cp
- 30 gp — since it is a "Rod" charge item
- 3 cp — an estimate of a rod price
- 150 gp — since *Water Bolt I* is a 4th level spell

Wand of Shock Bolts — 40 gp + 1 cp
- 10 gp — since it is a "Wand" charge item
- 1 cp — an estimate of a wand price
- 30 gp — since *Shock Bolt I* is a 2nd level spell

Wand of Calm I — 80 gp + 2 cp
Calm I is a 2nd level spell just like *Shock Bolt I,* but it is a Channeling spell so the price doubles

Dagger with Daily II (twice per day)
Levitation Spell — 245 gp + 3 sp
- 20 gp — since it is a "Daily" item
- 3 sp — since it is a dagger
- 225 gp — 150 gp since *Levitation* is a 4th level spell, +75 gp since it is twice per day.

Ring with Daily II Levitate Spell — 490 gp +ring price
Price above is doubled since a ring is smaller.

Potion of Haste I — 100 gp
- 10 gp — for a vial of Potion
- 90 gp — since *Haste I* is a 6th level spell

+15 magic Handaxe — 1250 sp = 125 gp
- 5 sp — cost of a normal +0 handaxe
- x250 — multiple due to +15 bonus

Magic Item Pricing Table T-5.3

MAGIC ITEM PRICING TABLE T-5.3

COST =
(Base Cost + Additional Cost) x Multiplicative Factors

MULTIPLICATIVE FACTORS:

Due to Item Bonus	Due to Item Weight
10x ... +5 bonus	1x ... 100% of weight given
50x ... +10 bonus	10x ... 80–99% of weight given
250x ... +15 bonus	50x ... 60–79% of weight given
1000x ... +20 bonus	100x ... 40–59% of weight given
5000x .... +25 bonus	

BASE COST:

A piece of Rune Paper (holds one spell)	1 gp
A vial of Potion (holds one spell)	10 gp
A Charge Item:	
Wand	10 gp + the normal cost of the item
Rod	30 gp + the normal cost of the item
Staff	100 gp + the normal cost of the item
A Daily Item	20 gp + the normal cost of the item
+1 spell adder	50 gp
+2 spell adder	100 gp
+3 spell adder	200 gp
+4 spell adder	400 gp
x2 spell multiplier	200 gp
x3 spell multiplier	400 gp
A bonus item	the normal cost of the item

ADDITIONAL COST (in gold pieces) DUE TO IMPLANTED SPELLS:

Type of Item or Bonus	Level of the Spell in the Item *									
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
Rune Paper	3	10	20	30	40	60	80	100	125	150
Potion	5	15	30	45	60	90	120	150	200	225
Daily Item †	15	50	100	150	200	300	400	500	600	750
Wand	10	30	—	—	—	—	—	—	—	—
Rod	40	80	120	150	200	—	—	—	—	—
Staff	100	150	200	250	300	400	500	600	700	800

Note: Recharging a wand, rod or staff after it has been exhausted costs half of the above—although, finding someone with both the skill and the willingness to perform such an operation may be difficult.

* – Channeling spells cost double these prices.

† – Once per day; add half of factor for each additional time per day.

32.2 INJURY, DEATH, & HEALING

Because so much of FRP action involves situations where characters are hurt or killed, the *RMSS* provides detailed and comprehensive guidelines covering specific injuries, death, and healing. These rules around certain basic principals or assumptions.

Body and Soul

In ***RM***, life is a union of body and soul. The body is a physical (or, in rare cases, enchanted) construct which accommodates the intangible soul or spirit. In turn, the soul gives the body life. Without a body, a soul dissipates and cannot interact in normal affairs. Without a soul, a body is little more than an unordered organic sculpture destined to rot away.

Death occurs when the body can no longer function (i.e., it cannot convey the soul) or the soul withers away (i.e., it cannot convey life to the body). When the body can no longer function, this is referred to as physical death. When the soul withers away, this is referred to as soul death.

Physical death can occur in one of two ways. The first is from a critical wound, or series of critical wounds (i.e., critical strikes). The second is shut down due to pain or system shock (i.e., hits).

Soul death can occur in one of two ways. The first is through an *Absolution* spell (cast by an evil priest) or any other soul destroying spell in the realm of Channeling. The other form of soul death occurs through prolonged exposure to Undead (sometimes called Unlife, creatures of the night, etc.).

Once the body ceases to function, the soul will eventually depart. When the soul separates from the body, any prospects for recovery are remote.

General Degrees of Injury

These wound categories help a Gamemaster apply certain general rules regarding recovery and effect.

Light Injuries — If a specific injury results in a penalty of -0 to -20, it is considered "light." In addition, light injuries include wounds which yield 1-5 hits per round as a result of bleeding.

Medium Injuries — Specific injuries which result in a penalty of -21 to -50 are considered to be of "medium" severity. Medium injuries also include wounds which yield 6-10 hits per round as a result of bleeding. Fractures with an unspecified penalty are medium injuries.

Severe Injuries — Should a specific injury result in a penalty of -51 or more, it is "severe." In addition, sever injuries include shattered bones and wounds which yield more than 10 hits per round as a result of bleeding. Any wound which destroys an organ (e.g., eye, kidney, etc.) or renders it inoperable for more than 1 day is also severe.

Healing Spells

Spell Law provides several complete sets of spells for healing (Closed Channeling, Healer, Lay Healer, etc.). In a campaign game, healing spells might be available in towns and cities. The Gamemaster should experiment with costs and requirements for healing services. Options include everything from mercenary spell users requiring money for their services to suspicious channelers who will only heal "true believers" of their religion (or race). Large settlements might contain readily accessible healing runes.

Natural Healing

The body often heals itself, albeit slowly. Even without aid of spells, herbs or medicine, an adventurer can rally from most injuries. The Healing Recovery Table T-5.4 gives the recovery time for the most common types of injuries. Note that this table should only be used with wounds gained through critical strikes. Concussion damage taken (i.e., hits) heals in a different fashion (see Section 8.3 and 32.2.3).

To use the Healing Recovery Table T-5.4, roll d100 (open-ended) and add three times the character's Constitution stat bonus. Look up the result in the section for the most appropriate type of wound (the chart is subdivided into sections based upon types of damage) to determine the normal number days needed for a given wound to heal. Note that a separate roll should be made for each wound. See the section on injuries (below) for guidelines on how to classify wounds as Light, Medium, or Severe wounds.

Some races heal faster or slower than others. Each race has a healing "recovery multiplier"—just multiply this factor by the normal number of healing days to get the actual number of healing days required.

A complete examination of the uses and effects of healing herbs, first aid and medicine can be found in *Gamemaster Law*.

Sprains

Sprains are the result of a wrenching or laceration of the ligaments of a joint. A sprain will heal normally as a medium muscle/tendon wound but must be protected from further strain during this time.

Healing the Soul

Proximity to Undead can often "damage" the soul. In turn, this weakens the physical body. The only cures available for this type of healing are magical (via "soul healing" spells) or time and rest.

Damage to the soul from proximity to Undead must be tracked separately, but the effects are reflected in a temporary reduction of the Constitution stat. See the discussion on Recovery below for details on how to heal the soul.

Healing Animals

Most of the healing spells in *Spell Law* are intended for use in healing humans (and humanoids). The GM may decide to allow these same spells to heal animals of their wounds.

Nerve Damage

Nerve damage is characterized as the severing or traumatization of a nerve or nerves vital to some body function. The effects of nerve damage can vary widely, from complete loss of feeling or control of a limb, to uncontrollable shaking or trembling, to unbearable and continuing pain. There are several circumstances under which nerve damage will be a result:

- If a critical result specifically denotes nerve damage, then the full described penalty is ascribed to nerve damage.
- If a critical describes a limb or organ as useless or destroyed, nerve damage equal to the severity of the wound has occurred.

In addition, there is a chance that any wound will also yield nerve damage. The chance of nerve damage is equal to the penalty expressed as a percentage (i.e., -50 = 50%), if any. If nerve damage has occurred, then a nerve damage penalty **equal** to the original penalty is present. This penalty is not *cumulative* with the original penalty, but must be healed as if it were a separate wound, and recovery times are rolled on the chart for organ damage. Note that this may mean that the penalty due to the original wound may heal before the nerve damage associated with it does.

> **Example:** *Blackfire has strained his shoulder trying to shave his back. After assessing the -30 penalty, the GM rolls d100 vs. the 30% chance that nerve damage has occurred. A 17 is rolled, and Uncle Skippy curses his luck. A roll for the strained muscles in the medium category results in a recovery time of 8 days, but the roll for recovery from the nerve damage results in a recovery time of 30 days. Uncle Skippy resolves in future to stretch out before attempting personal hygiene.*

The PC must make an open-ended d100 roll, adding three times his Constitution bonus. If this modified result is less than or equal to the original penalty expressed as a positive number (i.e., -30 becomes "30" for this purpose), there is a permanent penalty equal to half the original penalty. If this roll is failed by over 50, a permanent penalty equal to the full original penalty is applied. This penalty can only be removed through magical healing, as the nerve damage is considered permanent.

> **Example:** *Solrac has managed to injure himself reaching for the toilet paper. In the ensuing scuffle with a towel rack, Solrac deals himself an injury from a 'D' Grappling Critical, resulting in a -40 penalty of an unspecified duration, which makes it a medium injury. Solrac's Constitution is a paltry 23 (a -5 Co bonus). Rolling the dice, he rolls (yipe!) an 09! The final modified roll is an 04, which means that Solrac will be operating under a permanent penalty of -20. Solrac's player breathes a sigh of relief. Had he rolled 5 less on the dice, it would have been open-ended low, and he would likely have had a permanent penalty of -40! As it is, the nerve trauma is severe enough that Solrac will have to find a magical healer to repair the destroyed nerves. Solrac swears vengeance on the architect.*

HEALING RECOVERY TABLE T-5.4

Burn	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	4	20	48
-25 – 15	3	15	36
16 – 65	2	10	24
66 or more	1	5	12

Bone	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	7	28	70
-25 – 15	5	20	50
16 – 35	3	12	30
36 – 65	2	8	20
66 or more	1	4	10

Skin/Tissue	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	5	25	40
-25 – 15	3	15	24
16 – 35	2	10	16
36 or more	1	5	8

Head	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	13	78	130
-25 – 15	10	60	100
16 – 35	7	42	70
36 – 65	5	30	50
66 – 90	3	18	30
91 – 105	2	12	20
106 or more	1	6	10

Organ	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	13	65	130
-25 – 15	9	45	90
16 – 35	6	30	60
36 – 65	4	20	40
66 – 90	3	15	30
91 – 105	2	10	20
106 or more	1	5	10

Muscle/ Tendon	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	11	44	88
-25 – 15	7	28	56
16 – 35	4	16	32
36 – 65	3	12	24
66 – 90	2	8	16
91 or more	1	4	8

Note: To use this table, roll d100 (open-ended and add 3x the character's Co stat bonus. Then look up the result in the section for the most appropriate type of wound. The result is the normal number of days needed for a given wound to heal. Some races heal faster or slower than others. Each race has a healing "recovery multiplier"—just multiply this factor by the normal number of healing days to get the actual number of healing days required.

32.2.1 · DEATH

As noted above, death comes in more than one form, although it inevitably leads to the sundering of the body and soul. These unfortunately fatal situations require further elaboration.

Major Wounds

Occasionally, a mortal blow or combination of blows will fell a character who has not yet fallen unconscious. In these cases, an attack or accident results in a critical strike that specifies damage to a particular part of the character's body. Should the critical strike description specify that the effects are fatal, the character dies in the prescribed manner and at the specified time, unless someone or something intervenes.

Massive Shock

Each character has a number of concussion hits (or simply "hits"). These hits reflect the amount of pain and beating the character can withstand before succumbing to shock or unconsciousness. Once a character receives an amount of concussion damage equal to or greater than his hits, he passes out due to body shock.

If a character receives more hits than the sum of his total hits plus his Constitution stat (not his stat bonus), he begins to die. After a number of rounds equal to twelve (12) plus his Constitution bonus and the racial soul departure bonus. This process of dying can be halted by healing hits on the character (i.e., casting simple healing spells). However, once a character is dead, the rules for death apply (see Effects of Death below).

Example: *Jaide, a Halfling (+6 racial soul departure bonus), has 34 concussion hits and a 90 Constitution (+5 Constitution bonus). He receives 125 hits after a few rounds of brutal fighting. Once he reaches 34 hits, he drops unconscious. Once he reaches 125 hits, begins to die of massive shock. If he does not receive aid within 23 rounds (12+5+6), he will be irrevocably dead (to normal efforts) due to soul departure.*

Soul Death

There are a few spells (most in the realm of Channeling) that destroy or banish souls. When this occurs, the character is irrevocably dead. GMs should be aware that this is a particularly brutal (and powerful) way for a character to die and should control the availability of such spells.

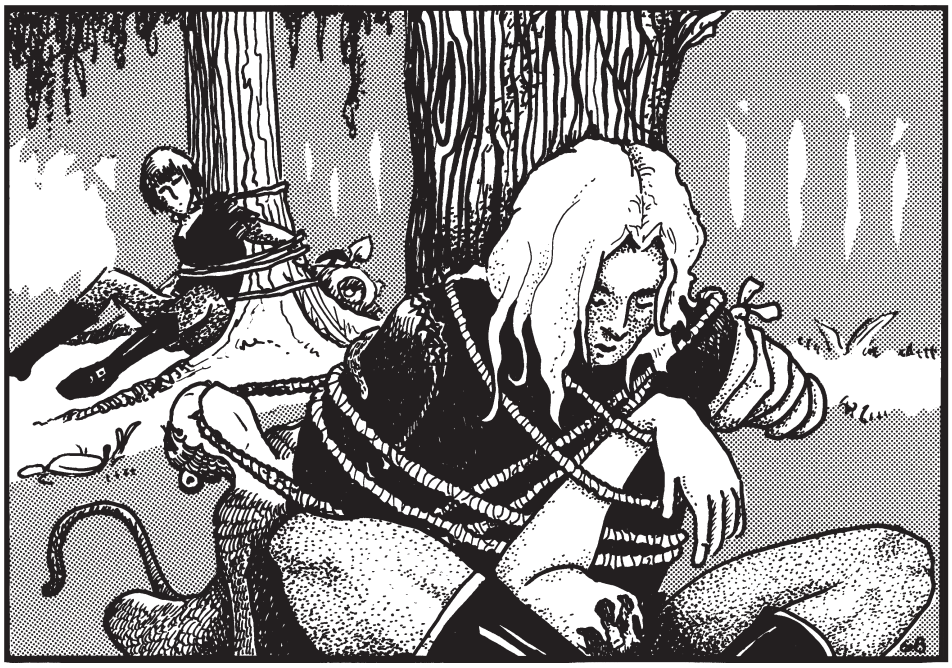
Undead

Undead are the antithesis of all that is living. They gain their power by draining life from the living. This is reflected by temporarily lowering a character's Constitution stat. If a character's Constitution drops to 0 (or less), the character's soul has withered away and he becomes an Undead himself. While this is a gruesome thing to have happen, it never happens quickly (and characters can work at healing this damage).

For a complete discussion on Undead, see *Creatures and Monsters*.

Death And Lifegiving

When the body can no longer sustain life (due to system shock, organ failure, or other causes), the soul will leave the host as death occurs (*Absolution* spells can cause the soul to be removed from the body without causing actual death). To restore life it is necessary to first repair the damage that caused the body to become uninhabitable and then restore the soul (if the physical damage were not repaired, the soul would immediately leave the host again). Failure to restore the soul prevents the target from returning to life even after all physical damage is repaired (the body can sustain life at a minimal level without the soul, but once the life process is interrupted it cannot be restored without the soul). *Lifegiving* spells reunite the soul and the body, restoring the life process if the body is capable of sustaining it. Reuniting spells restore the soul to a still living body (only). Neither can restore a soul that is destroyed by *Dark Absolution*.



32.2.2 · EFFECTS OF DEATH

There are two major effects of death:

1) The deterioration of stats due to a lack of oxygen flow to the brain following "death," and
2) the departure of the soul from the body.

Stat Loss Table T-5.6

Race Healing Factors Table T-5.5

Spells or herbs can halt the process of dying at any point. A *Preservation* spell or its equivalent medicine halts the deterioration of the stats. A *Lifekeeping* spell delays the departure of the soul from the body (though *Lifekeeping* does not restore deteriorated stats). Healing the cause of death also halts both effects, but does not reverse them.

If the cause of death is healed before the soul leaves the body, the person is alive and functional (if there are no other injuries, and no stat is reduced to 0); however, any stat loss remains. If the soul has left the body before the cause of death is repaired, the body is functional, but the character is in a coma and at -100 for even subconscious activity. A *Lifegiving* spell must be cast on such a character before he can become functional once again (see *Spell Law* for specific spell descriptions).

Stat Loss

The mental stats (Memory, Reasoning, Empathy, and Intuition) as well as the two partially mental stats (Self Discipline and Presence) will deteriorate first. Each round after death, consult the Stat Loss Table T-5.6 below to determine the die-type rolled to determine the amount each stat drops (to a minimum of 0).

Every hour after a temporary stat is reduced to 0, the potential for that stat is reduced by d10-1.

Ten minutes (60 rounds) after death, the physical stats (Constitution, Agility, Strength, and Quickness) begin to deteriorate. Each hour, roll d10-1 for each of these stats. The result is how many points the stat drops (to a minimum of 0). However, this process continues after a stat drops to 0, with all remaining loss taken from the stat's potential.

If any stat falls to 0, the character remains in a coma even if the cause of death is repaired (and the stat stays at 0). The character can be brought out of this coma if the stat(s) that is at 0 is raised above 0. Deteriorated temporary stats can be raised to previous levels by the following methods: normal level advancement, certain healing spells (or herbs), and/or by a normal healing rate of 1 point per stat per month. If potentials have deteriorated, stats cannot be raised above the new potentials (only very power magic can raise lowered potentials).

Example: *Snidepucker the Rogue dies after eating a poisoned bagel. Beginning the round after death, the GM rolls for stat loss on each mental stat and the two partially mental stats. Each result is subtracted from the temporary stat. Soon Snidepucker's temporary Memory reaches 0. The GM will now only roll once per hour for the Memory stat and all loss will now be applied to the potential stat. Sixty rounds after death, the GM begins the same process for Snidepucker's physical stats. He will continue to roll for loss until all potential stats fall to 0.*

During a battle, the GM should keep track of how many rounds pass between death and the halting of the death process. After the resolution of the battle, he can perform all of the die rolls needed for stat reductions.




Preservation

Note that the various *Preservation* spells prevent any and all stat loss or decomposition during the duration of the spell.

Soul Departure

For a normal human, two minutes (12 rounds) after death, a character's soul leaves his body. The exact time for departure will vary by the race of the dead character (see the Race Healing Factors Table T-5.5). Once the soul departs from the body it can only be returned through the use of powerful spells or herbs (e.g., *Lifegiving*).

Soul Withering

If a character's Constitution has been lowered to 0 because of proximity to Undead creatures, the character becomes an Undead himself. See *Creatures & Monsters* for a discussion on how Undead are created to determine the type of Undead the character might become.

STAT LOSS TABLE T-5.6

Rounds After Death	Race Type 1	2	3	4	5
1 – 6	0	1d2-1	1d5-1	1d5-1	1d10
7 – 18	1d2-1	1d5-1	1d5-1	1d10	2d10-1
19 and up	1d5-1	1d5+1	1d10	2d10-1	2d10-1

RACE HEALING FACTORS TABLE T-5.5

Race	# Rnds. To Soul Departure	Race Type for Stat Loss	Recovery Multiplier
Common Men	12	2	x1.0
Mixed Men	11	2	x0.9
High Men	10	2	x0.75
Wood Elves	3	3	x1.5
Grey Elves	2	4	x2.0
High Elves	1	5	x3.0
Half-elves	6	3	x1.5
Dwarves	21	1	x0.5
Halflings	18	1	x0.5
Common Orcs	1	2	x0.5
Greater Orcs	1	2	x0.5
Half-orcs	6	2	x0.75




32.2.3 · INJURIES

Although death is a looming danger, injuries are much more common. Some injuries, however, effectively disable a character. Most make adventuring tough and, given their frequency, can present the characters with significant obstacles, including penalties or prohibitions applicable to the use of appendages, the deployment of sense, maneuvers, combat or event simple travel.

Generally, injuries in ***RM*** only occur as a result of damage from a critical strike. As such, the injuries are often described quite specifically. This provides a tremendous variety of effects and adds flavor to the game. It also requires a very specific healing system, spells, and herbs covering every possible plight. The healing spells found in ***RM*** are designed to provide detailed descriptions covering any injury that might arise in a game.

Light Injuries

If a specific injury results in a penalty of -0 to -20, it is considered "light." In addition, wounds that bleed at the rate of 1 to 5 hits per round are considered "light." No fracture or break is ever a light injury.

Medium Injuries

Specific injuries that result in a penalty of -21 to -50 are considered "medium" in severity. Medium injuries also include wounds that bleed at the rate of 6 to 10 hits per round. Fractures or breaks that result in an unspecified penalty are always considered medium in severity.

Severe Injury

Should a specific injury result in a penalty of -51 or more, it is "severe." In addition, severe injuries include shattered bones and wounds that bleed more than 10 hits per round. Any wound that destroys an organ, or renders an organ inoperable for more than one day is also severe.

Treatment

Even after an injury is treated, recovery is rarely instantaneous. The Gamemaster must still consider the effect of the wound after treatment. For instance, how long does it take to recover? Will there be any permanent damage (e.g., scars or a lowering of stats)? What effect does the wound have on the character while he is recovering?

The form of treatment for a given injury is normally prescribed by:

1) the description of the wound, or
2) by the explanation of the spell, medical technique, or herb employed.

For instance, some injuries are healed by spells with descriptions that require the victim to remain immobilized during treatment. Certain herbs must be administered with an external compress which cannot be jarred. Whatever the treatment, the procedures should be followed, or the wound is not considered healed (and recovery will not begin).

First Aid

First aid can be attempted by any character, but has limited effectiveness. To attempt to assist using first aid, a character must make a successful First Aid static maneuver (see Appendix A-1.31).

First aid skill allow a character to heal any "light" injury, if the necessary equipment is available (e.g., a compress and bandage for light bleeding, splints or slings for sprains, etc.). In addition, this skill can be used to slow or halt the effects of medium or severe injuries. For example, a severe bleeding wound (bleeding at more than 10 hits per round), can be slowed by 5 hits per round using first aid skills. First aid is not effective when dealing with medium or severe nerve or organ damage.

Once first aid has been applied, the victim cannot engage in any activity that might strain the wounded area without losing the benefits from the first aid. For example, a character cannot receive first aid for a wound and then move at a pace faster than a walk without "re-opening" the wound.

It should be noted that should a wound be reduced by first aid, it cannot then be further reduced by future first aid attempts.

Wounds

Wounds are generally defined as the specific damage taken from a critical hit. When an injury description specifies that the organ, appendage, etc. is useless, the penalty is considered -100. As a general rule, the recuperation period for multiple injuries equals that of the worst wound plus half the recovery time for all other wounds (cumulative).

Example: *As a result of a swindle, Onree moves into an unsound tower. A storm erupts and the tower collapses in the wind. In the fall, Onree receives a severe head wound (recovery time 30 days), a medium bone wound (recovery time 8 days), and a light skin wound (recovery time 1 day). Assuming he is healed, his total recovery time is 34.5 days (30 + 4 + 0.5). Poor Onree.*

While recovering, a character's penalties gradually lessen. To determine the rate at which the character returns to normal health, divide the total penalty by the recovery time (in days). The result is the daily reduction in the character's penalty. Round off any fractions and apply any leftover penalty to the amount recovered in the first day. If the recovery time is two days or less, the Gamemaster may want to determine recovery on an hourly basis.

Example: *Onree received a total penalty of -70 as a result of his accident. If his recovery time is 34.5 days, he divides 70 by 34.5, with a result of 2.03. He rounds this to 2. Thus, Onree's penalty is reduced by 2 each day of recuperation. Because 2 times 34.5 is only 69, there is an additional 1 remainder. This is applied to the first day of recovery (meaning that Onree's penalty is reduced by 3 during the first day).*

Hits

Once a character has taken hits, they may be healed in the following four ways:

1) If the character is active, one hit is recovered every three hours.
2) If the character is resting, (Co stat bonus ÷ 2) hits are healed every full continuous hour of rest (at least one hit is recovered, even if the Co stat bonus is less than one).
3) If the character is sleeping, (Co stat bonus x 2) hits are healed for every three hours of continuous sleep. If this sleep is interrupted, hits are still healed as in 2) above.
4) In addition, hits may be healed by outside methods; e.g., spells, herbs, etc.

Soul Withering

Soul damage is much slower in healing. The GM (and player) should keep track of the amount of Constitution lost to the effects of Undead. This damage normally heals at the rate of 1 point per day if the character is doing nothing but resting and recuperating. If the character is not travelling and generally staying in one place, he will heal up 1 point per week. This process can be expedited by spending time if the character is in a place soothing and sacred to him (2 points per day or 2 points per week).

It is possible to speed up the recovery from soul damage by spending time on "holy" or "consecrated" ground. A character will gain an extra d10 points of healing per day spent on this type of ground.

Finally, there are specific "soul-healing" spells that speed up the recovery process, or heal points directly. See the Cleansing spell list (Healer base).

Permanent Damage

Permanent damage should be determined on a case-by-case basis by the Gamemaster. As a loose rule-of-thumb, a character should receive permanent damage only in the case of a severe wound. For each severe wound, the character should roll an open-ended d100 and add his current Constitution (the stat itself, not the bonus). If the roll is greater than 100, no permanent damage is sustained. If the roll falls short of 100, the GM should assign permanent damage based upon how short the roll was from 100.

The exact nature of the permanent damage should be decided by the Gamemaster, but should be appropriate to the wound. For example, having an arm severed and then reattached might result in a permanent loss of agility (and a scar); physical death following by a re-uniting of the soul and body might cause some experience loss; etc.

32.3 RELIGION

Religious practices vary with locale, but those found in many areas are generally informal. Personal meditation and infrequent communal celebrations dominate the ritual life of many regions. Elsewhere, strict or formal religious norms are more widespread.

Each individual culture/race description (see Appendix A-3) provides specifics on the religion of that culture/race. *Gamemaster Law* provides more detailed information on using religion in a FRP game.

32.4 BREAKAGE

There are two types of breakage in the *RMSS*: weapon breakage and device breakage. Each uses a different (but similar) set of rules to resolve the breakage.

Weapon Breakage

Each weapon attack table in *Arms Law* provides two pieces of information used to determine when the weapon breaks: a *Breakage #* and a *Strength*. A weapon must check for breakage whenever:

- An unmodified attack roll for a weapon is doubles (i.e., 11, 22, 33, …, 99, or 00), **and**
- The doubles number is one of the weapon's breakage #'s as given on the weapon's attack table.

When required, check for weapon breakage by making a d100 open-ended roll and adding these modifiers:

- The weapon's *Strength*. A Strength range as given on the weapon's attack table. If the exact Strength is not known, average the high and low values of this range to obtain the weapon's exact Strength.
- *-15* if the weapon has a wooden shaft (i.e., a "w" follows its Strength on its attack table) and it is being used against a foe/target using an "edged" weapon.
- *-30* if the weapon is "soft" (i.e., a "s" follows its Strength on its attack table) and it is being used against a foe/target using an "edged" weapon.

If the result is less than 100 *and* the weapon is a melee weapon, the weapon breaks. If the result is less than 100 *and* the weapon is a missile weapon, the missile fired breaks. The missile weapon itself checks for breakage as a device (see below).



Operating Devices

Whenever a device is operated, there is a chance that is will break down. To determine if a machine breaks, there are two bits of information needed: *breakage numbers* and *reliability*.

A GM should assign breakage numbers to any device that he feels has a chance of breaking. Breakage numbers should range from 1 up to 10 (0). Anytime the operator of the machine rolls doubles of the numbers (e.g., 11, 44, 77), the device should check for breakage.

To check for breakage, roll d100 (open-ended) and add the device's reliability. If the result is less than 100, the device breaks down. Otherwise, it suffers a slight interruption in its normal operation, but functions normally after this slight delay (e.g., the device operates normally this round, but perhaps slightly slower).

Listed below are some sample reliability ratings and breakage numbers for common devices.

Device	Reliability	Breakage #s
Short Bow	80	1, 2
Long Bow	85	1, 2
Composite Bow	90	1
Light Crossbow	75	1, 2, 3
Heavy Crossbow	80	1, 2, 3
Sling	95	1
Standard Iron Pad Lock	80	1
Standard Wooden Door	95	1, 2
Wooden Wagon	60	1, 2
Wooden Hafted Shovel	90	1, 2, 3, 4

Unusual Objects

If an object has a bonus due to enchantment or superior craftsmanship, the bonus should add directly to the object's strength/reliability. In addition, for each +10 bonus, the object's breakage numbers should be lowered by one (to a minimum of 1).

Smashing Things

Sometimes, objects break not because of their use, but because someone (or something) is trying to break them! Whenever, the GM deems it appropriate, he should refer to *SL* Section 7.1.13 for guidelines on materials and material integrity.

32.5 ECONOMICS

This section presents some guidelines for setting up a variety of economic systems based upon the cultures/races provided in the *RMSS*.

Usually, only in the largest cities is the exchange of coinage for goods usual and commonplace. In rural lands, among different cultures, and in various other places different ways of distributing wealth are used.

Note: *In these guidelines, a coin is a specific measure of a precious metal rather than a symbol of a government's promise to redeem the coin (its materials generally worth little) with something of value (often gold or silver). Thus the coins of long fallen kingdoms have value centuries or millennia after the authorities that minted them have ceased to exist.*

Barter is the most widespread commercial system employed in a typical fantasy world. Goods are exchanged for goods. A herbalist trades her healing salves for a woolen cloak. An shepherd swaps his bale of wool for a sack of wheatberries. A hunter gives a fresh polar bear carcass for a reindeer trained to pull his sleigh.

Even in areas where coinage is typically used, people frequently engage in barter-based exchanges. The reverse, however—coin given in places where barter rules supreme—is not always possible. The degree of isolation is the key element determining the outcome.

Isolated societies that don't use coinage have little use for it. Consider the nomad warrior offered gold for one of his fine horses. The horse can run beside him as he rides his nomadic circuit, but the gold is heavy and would have to be carried. The horse, as part of a herd, might gain him a beautiful wife—or alone might be exchanged for a kingly tent. The gold could be traded for nothing owned by the members of his tribe. And he encounters an urban man (who probably has little he wishes to acquire anyway) perhaps once every decade. Of course he will not accept coins from a travelling adventurer!

Note: *Not all nomadic societies eschew coinage. Raiders who measure wealth in horseflesh—do so. However, nomadic traders find coins, gems, and jewelry to be the most compact way to transport wealth.*

The other predominant method for distributing wealth rests upon ties of kinship and sovereign obligation. In this system, a lord is required by law or by tradition to supply his vassals with certain commodities—typically food, shelter, clothing, tools, and weapons—for the vassal's family and dependents. In turn, the vassal provides a portion of these items to retainers and their families who have pledged fealty to him and to his lord.

Typically, within this "hierocratic system," a retainer or vassal who performs a deed of great courage (or celebrates an event of strong portent) may receive gifts from the lord in commemoration of it. Gems, jewelry, fine garments or furnishings, land, a manor, a high-couraged steed, the right to hold oaths from more retainers—these are examples of such presents.

Most of the societies and cultures of cultures and races a unique mixture of the three major systems of exchange. The Elves use the hierocratic system in its purest form. The High Men, heavily influenced by the Elves, mix it with free markets based on coinage. Nomads rely exclusively on barter to effect exchanges. The material below provides specifics.

High Men — predominant hierocratic exchange; large, supplemental coinage-based free market; considerable barter.

Elves & Half-elves — varies along a spectrum with hierocratic exchange at one end and barter at the other; coinage-based free markets are very rare.

Dwarves — limited hierocratic exchange (the King to his vassals); widespread free market based on coinage; barter is rare.

Halflings — limited hierocratic exchange; extensive free market based on coinage; some barter.

Orcs & Half-orcs — pre-dominant hierocratic exchange (Orc-lord or evil lords to his minions); supplemented with stealing by violence or by stealth; coinage accepted willingly.

Hillmen — limited hierocratic exchange (typically just shelter and food); widespread barter; limited amounts of coinage accepted from outsiders by all but isolated tribes.

Mariners — predominant hierocratic exchange; large, supplemental coinage-based free market; some barter.

Nomads — varies by tribe; in general, exclusively barter; coinage not accepted.

Ruralmen — widespread barter; limited hierocratic exchange (vassals to retainers); some coinage used in villages.

Urbanmen — widespread coinage-based free market; limited hierocratic exchange (vassals to retainers); some barter.

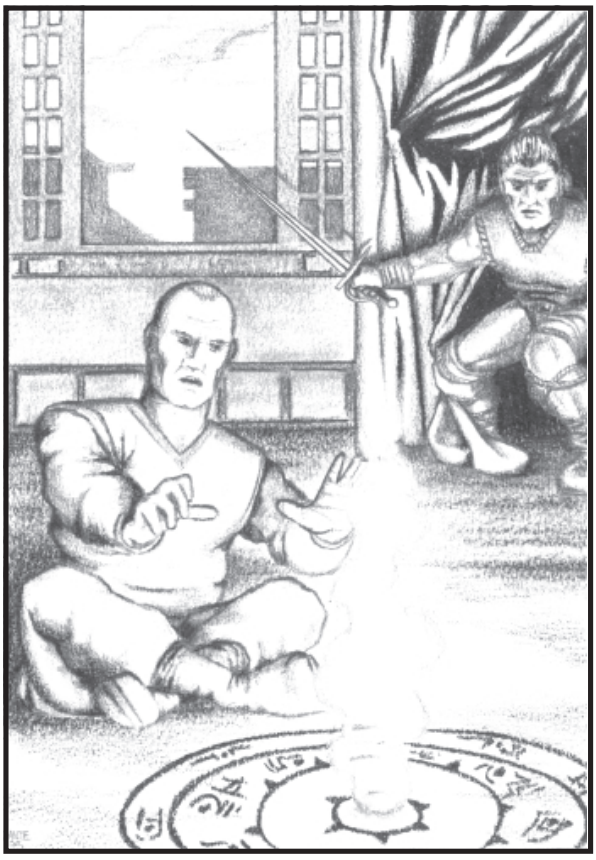
Woodmen — exclusively barter; some coinage accepted.

32.6 OTHER TOPICS

There are many different elements of fantasy role playing that add detail, flavor, and realism. Many of these elements of a real world can not be covered. A few of the more important remaining topics will be discussed in this section.

Poisons

Poisons are an interesting play aid because they add danger and excitement to even the most simplistic attack or trap. *Gamemaster Law* provides a more complete selection of useful poisons along with prices, effect, source and form.



Diseases

Diseases are also interesting and add realism to a game. Diseases can range from a common cold to a plague that can decimate the populations of certain regions. *Gamemaster Law* provides a summary of the source and effect of certain diseases.

Buying

Many areas will operate on a barter system (see Section 32.5). That is, trading and exchanging goods of approximately equal value. Cash values can be a comparative standard for those using barter. The material in Appendix A-8 can be used for approximating the relative barter values of various goods. However, it is often easier to handle buying and selling on a cash basis.

Selling

The prices given in Appendix A-8 apply if a character is buying goods. The value of magic items can be determined as described in Section 32.1. If characters try to sell goods in a civilized area they can automatically get 50% of the normal price; that is, if a buyer can be found (e.g., a buyer for a staff that casts *Fireballs* might be hard to find at a country inn).

A character can attempt to get more than 50% by making a static maneuver on the Influence Static Maneuver Table T-4.8.15. This roll can be modified by any Trading skill bonus. Of course, he runs the risk of not being able to sell the goods. The Gamemaster should base the difficulty of the Influence roll on:

- The price that the character is trying to get.
- The person he is trying to sell to (e.g., what is his experience in trading and how much he want the goods).
- His trading techniques (e.g., if he tries for 80%, gets a partial success result, and then lowers his asking price to 70%, the difficulty may drop for a 2nd roll.

Note: *See Gamemaster Law for more information on buying and selling.*

Money

We suggest that money be in the form of coins, each weighing 0.25 of an ounce (64 to the pound). The coins have different values based upon the metal (mithril, gold, silver, bronze, copper, or tin) that they consist of:

1 mithril piece (mp)	=	10 platinum pieces (pp)
1 platinum piece (pp)	=	10 gold pieces (gp)
1 gold piece (gp)	=	10 silver pieces (sp)
1 silver piece (sp)	=	10 bronze pieces (bp)
1 bronze piece (bp)	=	10 copper pieces (cp)
1 copper piece (cp)	=	10 tin pieces (tp)

Note: *The value of each type of coin is 10 times the value of the next lower coin. Thus the value of an amount of money can be written as a 7 digit number, with the 1st digit representing mithril pieces, the 2nd platinum, the 3rd gold, the 4th silver, the 5th bronze, the 6th copper, and the last tin (e.g., 2163251 is 2 mp, 1 pp, 6 gp, 3 sp, 2 bp, 5 cp, and 1 tp). Then costs and prices can be added and subtracted as base 10 numbers.*

Weather

Determining the daily weather is important when adventuring. *Gamemaster Law* provides a method for determining the temperature and precipitation of a given day.

PART VI
THE APPENDICES

These appendices contain a number of different types of reference material which can be very useful to the GM and players during play. There are nine appendices, each of which covers one type of reference material:

Appendix A-1 — *The Skills* — This section contains the descriptions, modifiers, system statistics and maneuver tables for each of the skills and skill categories presented in the *RMSR*. 139-208

A–1.1 Armor Skill Categories 141
A–1.2 Artistic • Active Skill Category 143
A–1.3 Artistic • Passive Skill Category 145
A–1.4 Athletic • Brawn Skill Category 147
A–1.5 Athletic • Endurance Skill Category 149
A–1.6 Athletic • Gymnastics Skill Category 151
A–1.7 Awareness • Perceptions Skill Category 153
A–1.8 Awareness • Searching Skill Category 155
A–1.9 Awareness • Senses Skill Category 157
A–1.10 Body Development Skill Category 159
A–1.11 Combat Maneuvers Skill Category 161
A–1.12 Communication Skill Category 163
A–1.13 Crafts Skill Category 165
A–1.14 Directed Spells Skill Category 167
A–1.15 Influence Skill Category 169
A–1.16 Lore Skill Categories 171
A-1.17 Martial Arts Skill Categories 173
A–1.18 Outdoor • Animal Skill Category 175
A–1.19 Outdoor • Environmental Skill Category 177
A–1.20 Power Awareness Skill Category 179
A–1.21 Power Manipulation Skill Category 181
A–1.22 Power Point Development Skill Category 183
A–1.23 Science/Analytic Skill Categories 185
A–1.24 Self Control Skill Category 187
A–1.25 Special Attacks Skill Category 189
A–1.26 Special Defenses Skill Category 191
A–1.27 Spells Skill Categories 193
A–1.28 Subterfuge • Attack Skill Category 195
A–1.29 Subterfuge • Mechanics Skill Category 197
A–1.30 Subterfuge • Stealth Skill Category 199
A–1.31 Technical/Trade • General Skill Category 201
A–1.32 Technical/Trade • Professional/ Vocational Skill Categories 203
A–1.33 Urban Skill Category 205
A–1.34 Weapon Skill Categories 207



Appendix A-2 — *The Spells and Spell Lists* — This section contains material detailing how to use the spells and spell lists in *Spell Law*. 209-212

Appendix A-3 — *The Cultures & Races* — This section contains a one page description (with system statistics) for each culture/race presented in the *RMSR*... 213-230

- A-3.1 Common Orcs 215
- A-3.2 Dwarves 216
- A-3.3 Greater Orcs 217
- A-3.4 Grey Elves 218
- A-3.5 Half-elves 219
- A-3.6 Half-orcs 220
- A-3.7 Halflings 221
- A-3.8 High Elves 222
- A-3.9 High Men 223
- A-3.10 Hillmen 224
- A-3.11 Mariners 225
- A-3.12 Nomads 226
- A-3.13 Ruralmen 227
- A-3.14 Urbanmen 228
- A-3.15 Wood Elves 229
- A-3.16 Woodmen 230

Appendix A-4 — *The Professions* — This section contains a one page description (with system statistics) for each profession presented in the *RMSR*. 231-254

- A-4.1 Fighter 235
- A-4.2 Thief 236
- A-4.3 Rogue 237
- A-4.4 Warrior Monk 238
- A-4.5 Layman 239
- A-4.6 Magician 240
- A-4.7 Illusionist 241
- A-4.8 Cleric 242
- A-4.9 Animist 243
- A-4.10 Mentalist 244
- A-4.11 Lay Healer 245
- A-4.12 Healer 246
- A-4.13 Mystic 247
- A-4.14 Sorcerer 248
- A-4.15 Ranger 249
- A-4.16 Paladin 250
- A-4.17 Monk 251
- A-4.18 Dabbler 252
- A-4.19 Bard 253
- A-4.20 Magent 254

Appendix A-5 — *The Talents and Flaws* — This section contains guidelines and a number of charts that determine what talents and flaws a character has due to the use of background options. 255-264

- Talent/Flaw Cost Chart 255
- Lesser Talents Chart 257
- Minor Talents Chart 258
- Major Talents Chart 259
- Greater Talents Chart 260
- Minor Flaws Chart 261
- Major Flaws Chart 262
- Greater Flaws Chart 263
- Special Flaws Chart 264

Appendix A-6 — *The Training Packages* — This section contains a description (with system statistics) for each of the training packages presented in the *RMSR*. 265-284

- A-6.1 Adventurer (L) 267
- A-6.2 Amateur Mage (L) 267
- A-6.3 Animal Friend (L) 268
- A-6.4 Assassin (V) 268
- A-6.5 Berserker (L) 269
- A-6.6 Burglar (V) 269
- A-6.7 City Guard (V) 270
- A-6.8 Cloistered Academic (L) 270
- A-6.9 Con Man (V) 271
- A-6.10 Crafter (V) 271
- A-6.11 Crusading Academic (L) 272
- A-6.12 Cut Purse (V) 272
- A-6.13 Detective (V) 273
- A-6.14 Diplomat (V) 273
- A-6.15 Doctor (V) 274
- A-6.16 Explorer (L) 274
- A-6.17 Guardian (L) 275
- A-6.18 Herbalist (V) 275
- A-6.19 Highwayman (V) 276
- A-6.20 Hunter (L) 276
- A-6.21 Knight (L) 277
- A-6.22 Loremaster (V) 277
- A-6.23 Martial Artist (L) 278
- A-6.24 Mercenary (L) 278
- A-6.25 Merchant (V) 279
- A-6.26 Performer (V) 279
- A-6.27 Philosopher (L) 280
- A-6.28 Sailor (V) 280
- A-6.29 Scout (V) 281
- A-6.30 Shaman Priest (L) 281
- A-6.31 Soldier (V) 282
- A-6.32 Spy (V) 282
- A-6.33 Traveller (V) 283
- A-6.34 Wanderer (L) 283
- A-6.35 Weapon Master (L) 284
- A-6.36 Zealot (L) 284

Appendix A-7 — *The Creatures* — This section contains material detailing how to use the creatures in *Arms Law* and *Creatures & Monsters*. 285-286

Appendix A-8 — *The Equipment* — This section contains guidelines and a number of charts that outline what what equipment and material a character can obtain (and for how much). 287-292

- Accessory Chart, Armor Chart 288-289
- Food, Lodging, and Services Chart 290
- Transport Chart, Weapon Chart 290-291
- Herb Chart, Poison Chart 292

Appendix A-9 — *Optional Rules* — This section contains some optional material that a GM can use or not use as he sees fit. 293-296

- A-9.1 Training 293
- A-9.2 Variable Stat Bonuses Based on Skills 293
- A-9.3 Restraining Magic 294
- A-9.4 Self Discipline for Mental Initiative 296
- A-9.5 Varying Initiative 296
- A-9.6 Missile Weapons in Melee 296
- A-9.7 Shield Bash 296
- A-9.8 Armor Damage 296
- A-9.9 Linear Stat Gains 296
- A-9.10 Background Options 296

THE SKILLS

This section details all of the skill categories and skills referenced within the *Rolemaster Standard Rules*. Each skill category and associated skill definitions are grouped together on the front and back of a single page, with the skill category information and Static Maneuver Table (SMT) on the front and the skill definitions on the reverse. An optional stat for each skill is provided at the end of each skill description (see Appendix A-9.2).

General modifiers common to all skills within the category may be found near the bottom of the SMT, while modifiers specific to each skill may be found with the definition of that skill. On many pages there is room left beneath the SMT for the GM to write down his own general modifiers.

Occasions will arise where the SMT for a skill category may not produce appropriate results for a particular application of a skill. In this circumstance, the GM should modify the results to his liking, or use the General Static Maneuver Table T-4.8.1 (or T-4.3).

Key to the Static Maneuver Tables

All rolls are open-ended high and low.

If the initial **unmodified** roll is 66 or 100, the special optional entries for those values may be used instead of the modified result (the GM should examine these results carefully to appraise their suitability to his game; they have been highlighted to facilitate their exclusion if necessary).

Note that any modifier specified in the text of a result is **not** cumulative (i.e., an individual can only have one such modifier in effect at a given time for a particular skill).

Each result has a code associated with it:

% • #.# ▩ • ## ➠

% — This indicates the extent to which a maneuver was successful. If partial or extra success is inappropriate, the GM should simply take 100% or higher as success and anything lower as failure.

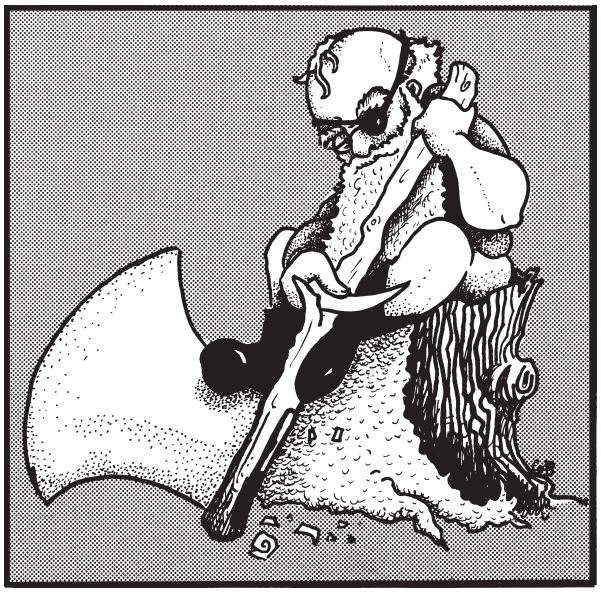
▩ — This indicates a multiplier to the amount of time the task would ordinarily take to accomplish. The GM should determine how long a "standard" successful maneuver would take, and may, at his discretion, apply this multiplier to that time to determine the speed with which a character accomplished a task.

➠ — This gives a modifier to a subsequent related action on the part of a character. Note that this modifier may only be applied to an activity that is both immediate and integrally related to the maneuver that yielded this result. For example, a mage makes a static maneuver using his Research skill to study the teachings of a famous mathemetician, and receives a Subsequent Action modifier of +30. He then makes an Advanced Math static maneuver to utilize those teachings to solve a complex problem. He may add the +30 modifier to his Advanced Math static maneuver roll. This modifier **is** cumulative with any modifier specified in the text of the result.

Note: *The GM may determine that this modifier is innapropriate to a particular subsequent action, whereupon it should be ignored.*

CONTENTS

A-1.1 Armor Skill Categories 141
A-1.2 Artistic • Active Skill Category 143
A-1.3 Artistic • Passive Skill Category 145
A-1.4 Athletic • Brawn Skill Category 147
A-1.5 Athletic • Endurance Skill Category 149
A-1.6 Athletic • Gymnastic Skill Category 151
A-1.7 Awareness • Perceptions Skill Category 153
A-1.8 Awareness • Searching Skill Category 155
A-1.9 Awareness • Senses Skill Category 157
A-1.10 Body Development Skill Category 159
A-1.11 Combat Maneuvers Skill Category 161
A-1.12 Communication Skill Category 163
A-1.13 Crafts Skill Category 165
A-1.14 Directed Spells Skill Category 167
A-1.15 Influence Skill Category 169
A-1.16 Lore Skill Categories 171
A-1.17 Martial Arts Skill Categories 173
A-1.18 Outdoor • Animal Skill Category 175
A-1.19 Outdoor • Environmental Skill Category 177
A-1.20 Power Awareness Skill Category 179
A-1.21 Power Manipulation Skill Category 181
A-1.22 Power Point Development Skill Category 183
A-1.23 Science/Analytic Skill Categories 185
A-1.24 Self Control Skill Category 187
A-1.25 Special Attacks Skill Category 189
A-1.26 Special Defenses Skill Category 191
A-1.27 Spells Skill Categories 193
A-1.28 Subterfuge • Attack Skill Category 195
A-1.29 Subterfuge • Mechanics Skill Category 197
A-1.30 Subterfuge • Stealth Skill Category 199
A-1.31 Technical/Trade • General Skill Category 201
A-1.32 Technical/Trade • Prof./Voc. Skill Categories 203
A-1.33 Urban Skill Category 205
A-1.34 Weapon Skill Categories 207



General Modifiers to Static and Moving Maneuvers:

Standard	Modification
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Less than normal % activity used	-1 per 1% less
(M) Moving Maneuver Penalty	See Section 8.6
(M) Modified Encumbrance Penalty ‡	See Section 22.2

% of Hits Taken	Modification
0% to 25%	0
25% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Other Wounds	Penalty
Hits/Rnd Being Taken	-5 per hit/rnd
Stunned	-50 + 3x SD stat bonus

% of ExPs Taken	Penalty
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Difficulty	Modification
(S) Routine	+30
(S) Easy	+20
(S) Light	+10
(S) Medium	+0
(S) Hard	-10
(S) Very Hard	-20
(S) Extremely Hard	-30
(S) Sheer Folly	-50
(S) Absurd	-70

Combat Situation	Modification
Engaged in melee §	-30
In a melee environment	-20
Under missile fire	-10

Lighting, if Required †	Modification
No Shadows	+10
Light Shadows	+5
Medium Shadows	+0
Heavy Shadows	-10
Dark	-25
Pitch Black	-40

Darkness, if Advantageous †	Modification
No Shadows	-30
Light Shadows	-20
Medium Shadows	+0
Heavy Shadows	+10
Dark	+30
Pitch Black	+40

Note — Modifiers that apply only to Static Maneuvers are preceded with (S); modifiers that apply only to Moving Maneuvers are preceded with (M).

§ — Some Static Maneuvers may not be performed in melee situations.

‡ — Add the lesser of: 0 **or** the character's Encumbrance Penalty (see Section 8.6) modified by three times his St stat bonus.

† — These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

General Static Maneuver Table T–4.8.1

-26 down Spectacular Failure: -50% • 5.0✹ • -30➠
You make a thorough mess of your attempt as you forget even the most basic principles of this maneuver. You are at -20 modification to your next two actions while you recover from your stunning failure.

-25 — 04 Absolute Failure: -20% • 3.0✹ • -10➠
Your remarkable failure marks you for ridicule. Hope your parents weren't watching…

05 — 75 Failure: 0% • 2.0✹ • +0➠
You fail. Your skill is not up to the task. Maybe next time.

UM 66 Unusual Event: — • — • —
Your maneuver is beset by an unusual event. It may or may not be a beneficial occurrence (GM should choose or determine randomly).

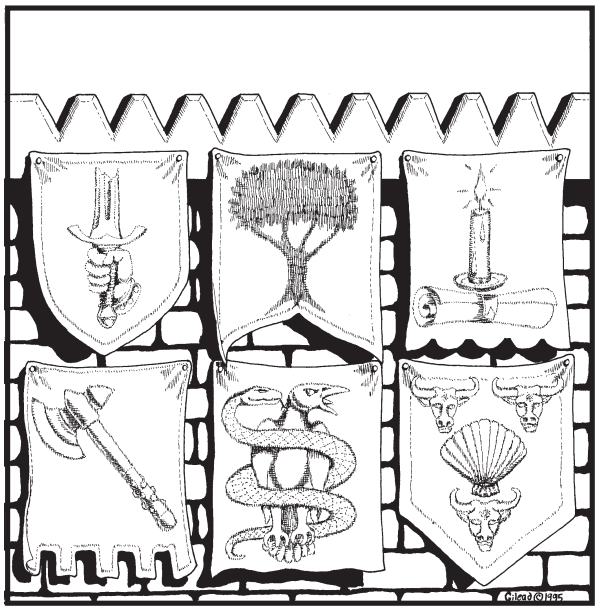
76 — 90 Partial Success: 20% • 1.5✹ • +5➠
Your attempt bears little fruit, but you appear to be on the right track. Perhaps more attention to detail will improve your chances.

91 — 110 Near Success: 80% • 1.25✹ • +10➠
You are within sight of your goal! If appropriate, you may attempt to complete your maneuver with another roll with a modification of +10.

UM 100 Unusual Success: 125% • 1.0✹ • +25➠
You have achieved a remarkable success in an unusual fashion. The GM should determine the details; this result may occur because of an unexpected extraneous event or because of a remarkable personal effort.

111 — 175 Success: 100% • 1.0✹ • +20➠
Congratulations! You are completely successful in your attempt. Carry on.

176 up Absolute Success: 120% • 0.75✹ • +30➠
Zounds! Your masterful performance has stretched the boundaries of your own abilities! You operate at +10 (non-cumulative) to all future attempts to use this skill, until you receive a result of **Absolute Failure** or **Spectacular Failure**.



A–1.1 ARMOR SKILL CATEGORIES

Armor • Heavy Skill Category

Skills: Plate
Restricted: —
Applicable Stat Bonuses: St/Ag/St
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Armor
Classification: Moving Maneuver

This category covers the use of rigid metal armor, from metal breastplates to full Maximilian Plate armor.

Armor • Light Skill Category

Skills: Soft Leather, Rigid Leather
Restricted: —
Applicable Stat Bonuses: Ag/St/Ag
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Armor
Classification: Moving Maneuver

This category covers the use of leather armor, both soft and rigid, from soft leather tunics to boiled leather cuirasses and the like.

Armor • Medium Skill Category

Skills: Chain
Restricted: —
Applicable Stat Bonuses: St/Ag/St
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Armor
Classification: Moving Maneuver

This category covers the use of flexible metal armors, including chain, scale and the like.

Modifiers to Maneuver penalties:

Fitted armor (3x cost)	+0 – +15
Poorly fitted armor	-20 per inch in size difference
Wet leather	-10
Greaves added to a armor type	-20†
Gauntlets	-10

Modifiers to Missile Penalty:

Fitted Armor	+5 – +10
Poorly fitted armor	-5 per inch in size difference
Greaves	-10†
Thin leather gloves	0
Leather gloves	-5
Studded leather gauntlets	-10
Metal gauntlets	-30

Modifiers to Quickness penalty:

Leather greaves	-5†
Plate greaves	-10†

† — The penalties for greaves have already been included for ATs 10, 11, 12, 14, 15, 16, 18, 19, and 20.

ARMOR TABLE T-3.3

Armor Type	Minimum Maneuver Mod.*	Maximum Maneuver Mod.†	Missile Attack Penalty‡	Armor Quickness Penalty§
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-20	5	0
7	-10	-40	15	10
8	-15	-50	15	15
9	-5	-50	0	0
10	-10	-70	10	5
11	-15	-90	20	15
12	-15	-110	30	15
13	-10	-70	0	5
14	-15	-90	10	10
15	-25	-120	20	20
16	-25	-130	20	20
17	-15	-90	0	10
18	-20	-110	10	20
19	-35	-150	30	30
20	-45	-165	40	40

* — Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type (see Section 8.6).

† — Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type (see Section 8.6).

‡ — The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms of a combatant (see Section 23.5.2).

§ — An Armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB (see Section 5.4.4). Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus (see Section 23.2.1).



ARMOR • LIGHT/MEDIUM/HEAVY SKILL DESCRIPTIONS

Armor • Light/ Medium/ Heavy Skill Descriptions

Each Armor Type has a Moving Maneuver Penalty (MMP) associated with it for untrained individuals (refer to Armor Table T-3.3). This penalty modifies Moving Maneuver rolls. The different armor types are divided into five groups based upon the composition of the armor: types 1-4 = *No armor;* types 5-8 = *Soft Leather;* types 9-12 = *Rigid Leather;* types 13-16 = *Chain;* and types 17-20 = *Plate.* There are no Moving Maneuver Penalties associated with *No Armor*, and therefore there is no need to apply skill ranks towards it.

The *Soft* and *Rigid Leather* skills are both found in the Light Armor Skill Category; *Chain* is found in the Medium Armor Skill Category; *Plate* is found in the Heavy Armor Skill Category.

Every encumbering armor has a minimum maneuver penalty associated with it. The skill bonus for maneuvering for a group of armor types reduces the maximum penalty for maneuvering until the minimum maneuver penalty is reached. This limit represents the fact that the weight and constriction of the armor will always hinder the character to some extent. These minimums may vary for certain superior or magical armor.

> **Example**: *Dral has 20 category and skill ranks in Maneuvering in Plate Armor. He may wear breastplate and greaves (AT 18) with a MMP of only 30 = 110 - ((10 x 5) + (10 x 3)). If he wears just the breastplate (AT 17), the MMP is 15 even though 90 - ((10 x 5)+ (10 x 3)) = 10; since 15 is the minimum maneuver penalty associated with wearing a breastplate.*

Notes on the Advantages of Armor Types: Armor types are designed to reflect the protective capability on one's covering. Heavier coverings (e.g., ATs 15, 16, 19, 20, etc.) are usually much more cumbersome than light armor or mere clothing. It is easier to make contact with combatants in heavy armor in combat, but it resists penetration better than the less cumbersome armor types. Therefore, "critical strikes" achieved against the more cumbersome armor types will be less frequent and lower in severity. However attacks resulting in just concussion hits will be more frequent (i.e., the hindrance due to these coverings make the target easier to strike but harder to seriously damage).

Less cumbersome armor types have the advantage of providing the wearer with mobility. Fewer swings will make contact because the agile defender will completely avoid the blows. However, when a swing does make contact, the result is usually more severe than it would be against the more cumbersome armor types: frequent and severe criticals along with more concussion hits are the rule.

Animals often attack the upper body. In addition, their penetrating power is usually limited. This is reflected in the *Arms Law* animal attack tables. Animals and monsters can be devastating against the lighter armor types where the wearer's high mobility is outweighed by the creature's superior maneuverability. However, against higher armor types, most beast attacks are relatively ineffective.

Spell attacks are also affected by armor. Metal armor is particularly effective when a character is resisting spells, but often lessens the wearer's mobility. Therefore, he may be easier to hit with most Elemental spells but harder to severely damage. Lightning, and other forms of electrical attacks, are more effective against metal clad foes. Fire is more effective against flammable armor types; primarily the organic armor types (e.g., leather and cloth).

In addition, each armor type has a Quickness penalty associated with it. This penalty is applied against the bonus one's Quickness stat bonus gives to the Defensive Bonus. Note that this penalty cannot bring one's Quickness stat bonus below zero (0) for the purposes of one's DB; any result below zero remains zero. {Light: Ag; Medium: St; Heavy: St}

Cloth-Skin Base

Normal cloth attire, robes, and normal animal hides.

Skin (AT 1): Normal clothing, assumed if other covering is not specified.

Robes (AT 2): Full-length robes normally worn by spell users and certain other combatants.

Light Hide (AT 3): The natural hide of common classes of animals (e.g., Deer, Dog, Wolf).

Heavy Hide (AT 4): The natural hide of uncommon classes of animals (e.g., Buffalo, Elephant, Bear).

Soft Leather Base

The heavy outer garments normally worn as weather protection by certain civilians and as combat protection by some militia and irregulars.

Leather Jerkin (AT 5): A leather vest-like covering without arms and reaching only to the waist or mid-thigh.

Leather Coat (AT 6): A leather coat covering the arms and to mid-thigh.

Reinforced Leather Coat (AT 7): A leather coast covering the arms and to mid-thigh, but with either rigid-leather sections or metal sections sewn in for reinforcement.

Reinforced Full-Length Leather Coat (AT 8): A reinforced leather coat (as above) that covers to the lower leg.

Rigid Leather Base

Rigid leather armor and the rigid hide covering of certain reptiles and of other creatures such as Dragons.

Leather Breastplate (AT 9): A rigid breastplate covering the torso to mid-thigh and part of the upper arms.

Leather Breastplate & Greaves (AT 10): As above, but with leather greaves covering the forearms and lower legs.

Half-Hide Plate (AT 11): Rigid-leather armor that covers the body completely; includes the hide of certain creatures that contain at least a few rigid plates (e.g., Rhinoceros, Alligator).

Full-Hide Plate (AT 12): As half-hide plate (above), except that the rigid leather or plates are harder and/or more plentiful (e.g., Turtles, Dragons, Giant Crabs).

Chain Mail Base

Chain link armor, scale armor, and the hides of certain fantastic creatures.

Chain Shirt (AT 13): A chain mail shirt covering the torso to mid-thigh and half of the upper arms.

Chain Shirt & Greaves (AT 14): As above, but with greaves on the forearms and lower legs.

Full Chain (AT 15): Chain mail covering most of the body and legs in the form of a shirt and leggings.

Chain Hauberk (AT 16): A full-length chain mail coat split from the waist in the front and back to facilitate movement.

Plate Base

Rigid armor of metal plates and the heaviest animal hides.

Metal Breastplate (AT 17): A metal breastplate plus smaller plates covering the torso to mid-thigh and part of the upper arms.

Metal Breastplate & Greaves (AT 18): As above, but with greaves on the forearms and lower legs.

Half Plate (AT 19): Rigid plate armor covering the body, but with chain mail between the plates, at the joints, and covering the legs.

Full Plate (AT 20): Rigid plate armor as half plate above, but with plates overlapping at joints, and plate armor covering the legs.

A–1.2
ARTISTIC • ACTIVE SKILL CATEGORY

Skills: Acting, Dancing, Mimery, Mimicry, Play Instrument (each instrument is a separate skill), Poetic Improvisation, Singing, Tale Telling, Ventriloquism

Restricted: —

Applicable Stat Bonuses: Pr/Em/Ag

Skill Rank Bonus Progression: Standard

Skill Category Bonus Progression: Standard

Group: Artistic

Classification: Static Maneuver

This category includes skills which involve creative expression through the use of physical means or activity. It also includes those activities which are spontaneous or interactive, such as improvisation or duets. The nature of this category implies some form of interaction with the audience or other artists.



Artistic • Active Static Maneuver Table T–4.8.2

-26 down Spectacular Failure: -50% • 1.3✕ • -20➠
Horrors! Your mind has gone blank, and the rest of your performance went with it! You are so rattled that you attempt to improvise and fail miserably, offending your patrons in what is most certainly the worst performance of your career. Your reputation suffers commensurately, and you operate at a -20 modification (non-cumulative) to future attempts at this skill until you achieve a result of **Absolute Success** in a future attempt.

-25 — 04 Absolute Failure: 0% • 0.6✕ • -10➠
Your mind is out of sync with your body, and you somehow manage to fall all over yourself during a critical moment. Your audience laughs derisively and turns its attention elsewhere. Maybe you should join the circus. You abort the rest of your performance.

05 — 75 Failure: 10% • 1.0✕ • +0➠
Yecch. A lackluster performance leaves your audience yawning. The snores drown out the feeble applause.

UM 66 Unusual Event: 100% • 1.0✕ • +0➠
Oops! Unbeknownst to you, two rival factions (political, philosophical, etc.) were in the audience, and you have inadvertently given offense to one of them. As a result, the other faction wildly applauds your performance, while the recipient of your little bon mot is apoplectic in fury. You find yourself embroiled in a raging dispute in what had been, until then, the performance of your career. Some days, it just doesn't pay to get out of bed.

76 — 90 Partial Success: 80% • 1.0✕ • +5➠
Not bad. Not good, but not bad. You hold the attention of the audience, but a few key blunders spoil an otherwise satisfactory performance.

UM 100 Unusual Success: 150% • 1.1✕ • +50➠
Astounding! You establish your dominion over your audience quite early, and in a feeling of invincibility, you begin to improvise around the material. Your audience (and supporting cast, if applicable) is left breathless by the end of your performance, and your new interpretation of the work is the talk of the land for days to come. Your confidence soars, and you operate with a modification of +20 (non-cumulative) to this skill until you achieve a result of **Absolute Failure** or **Spectacular Failure.**

91 — 110 Near Success: 80% • 0.8✕ • +10➠
You near the completion of the act. Fine tuning is all that you lack. Roll again with a +10 modification to bring it home.

111 — 175 Success: 100% • 1.0✕ • +20➠
Bravo! Your performance is a success, and the enthusiastic response of your audience warms your old performer's heart.

176 up Absolute Success: 120% • 1.0✕ • +30➠
You have surpassed yourself, and your audience mobs you for autographs, bits of string from your outfit, and kisses. What will you do for an encore?

General and GM-Assigned Modifers

Practiced piece	+(1-3 x Memory bonus)
Improvisation	-20
With interactive partner	-10
7+ ranks in a specific related Lore	+10

ARTISTIC • ACTIVE SKILL DESCRIPTIONS

Acting

This skill provides a bonus for simulating actions or reactions of others, as often used in drama performances, devising new identities, etc. This skill may be used to impersonate others, or hide one's own reactions from others. It may be used anytime a character wishes to behave or appear in a manner other than that normal and natural to him under any given circumstances. {SD}

Unfamiliar with nature of subject ..... -30
7+ ranks in spoken language ..... +10

Dancing

This skill provides a bonus for performing dances. It may also apply to any circumstances in which complex and/or precise footwork is necessary (e.g., negotiating a pattern on the floor, performing certain Magical Rituals, etc.). {Ag}

With partner ..... -10

Mimery

This skill provides a bonus for conveying concepts or information without verbal communication or a codified sign language. This skill is useful when trying to span a language barrier, entertain others, etc. Also used when trying to imitate a particular action (i.e., a movement not requiring a maneuver). {SD}

Simple concepts 0
Complex concepts ..... -15
With props ..... +10

Mimicry

This skill provides a bonus for imitating sounds. This skill is useful when trying to imitate individuals, animals or even non-animate sounds (e.g., wind, stairs creaking, etc.). {Me}

Simple sounds (one note/tone) ..... +20
Multitone sounds (birds trilling, etc.) ..... -10
Very complex (comprehensive words) ..... -20
Imitate another's vocal patterns ..... -20
Multi-sided conversations ..... -30
Simple non-animate sounds ..... -25
Complex non-animate sounds ..... -35 to -75

Play Instrument

This skill provides a bonus for using a specific instrument, such as flute, drum, lute, etc. It may also be used to recognize musical patterns or rhythms, notes, etc. Note that separate development is required for skill with each instrument. {Ag}

Poetic Improvisation

This skill provides a bonus for improvising or reading poetry. It may also be used to recognize poetical styles, forms, etc. Note that a minimum of 4 ranks in the spoken language utilized is required to use this skill. {Me}

Elves ..... +10
7+ ranks in spoken language ..... +10
Improvisation ..... -30

Singing

This skill provides a bonus for vocally reproducing musical tunes and/or words. Note that although one may perform a song in an unfamiliar language, this skill does not provide any understanding of that language; this skill merely allows the memorization and reproduction of a song. {Me}

Per rank in spoken language below 4 ..... -10
Improvisation ..... -30

Tale Telling

This skill provides a bonus for conveying information in the form of stories or fables in an engaging manner. This is primarily for the purpose of entertainment or subtle instruction; attempts to inform or influence large groups of people should use Influence • Public Speaking instead. This skill may be used for improvisation or to relate memorized stories. This may (GM's discretion) also be used when attempting to memorize a new story. {Me}

7+ ranks in spoken language ..... +10
Elves ..... +10
Halflings ..... +15
Improvisation ..... -30

Ventriloquism

This skill provides a bonus for speaking without appearing to do so. A successful skill roll will make the individual's voice seem to originate somewhere other than himself, to a distance of up to 1'/level. {SD}

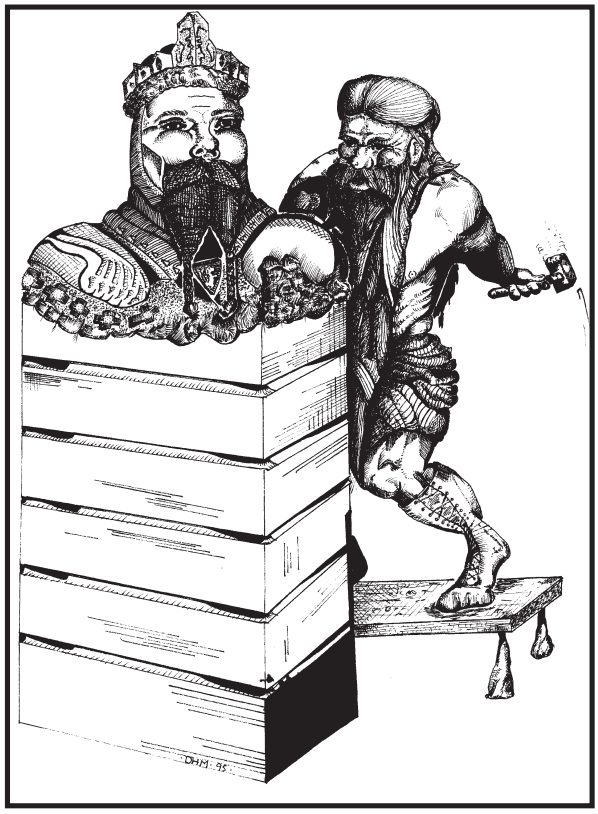
Language utilizes excessive labial sounds ..... -20
With props ..... +15
Distance voice is "thrown" ..... -5 for every 1' away



A–1.3
ARTISTIC • PASSIVE SKILL CATEGORY

Skills: Music, Painting, Poetry, Sculpting
Restricted: —
Applicable Stat Bonuses: Em/In/Pr
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Artistic
Classification: Static Maneuver

This category includes skills which involve creative expression through the means of non-physical means or activity. It also includes those activities which are considered and crafted, involving the application of creative effort in a structured and extended fashion. The nature of this category often indicates a non-interactive, even solitary activity.



Artistic • Passive Static Maneuver Table T–4.8.3

-26 down Spectacular Failure: -10% • 1.0✖ • -25➠
You artist types! In a fit of pique, there is a chance (50% - (3 x SD) that you will destroy your artistic materials, including any previous works you may have on hand (roll for each item). Although you are sorry about it an hour later, the damage is done. Any further work with this skill will suffer for your lack of equipment and source material.

-25 — 04 Absolute Failure: -100% • 2.5✖ • -10➠
Your frustration knows no bounds. In the course of trying to actualize your vision, it is lost to distractions and poor media. It will be at least a week before you will be able to use this skill again.

05 — 75 Failure: 0% • 1.5✖ • +0➠
Whatever is locked in your head remains so. You find yourself utterly unable to transfer your concept to another medium. Perhaps another day will yield better results.

UM 66 Unusual Event: 50% • 2.0✖ • special➠
Your interpretation of this piece is a profound departure from your normal style. In fact, it is a profound departure from **any** previous style! It is brilliant, but only those able to make an Extremely Hard (-30) static maneuver of the appropriate Artistic • Passive skill will be able to appreciate it. Others will think to be either childish, obscene or just plain bad. Your reputation will wax or wane accordingly.

76 — 90 Partial Success: 25% • 1.5✖ • +5➠
Your temper flares as your attempts to create fall short of your expectations. While your work has merit, you clearly have not effectively grasped your own intent. A rest period might provide the centering necessary to complete this masterpiece.

UM 100 Unusual Success: 135% • 1.5✖ • +35➠
Your work is witnessed by a rich nobleman who decides that he must have it for his own. He attempts to purchase your work at an astonishingly high price. If you wish not to sell, he will swear to obtain it by any means, up to and including violence. Ah, the travails of a master!

91 — 110 Near Success: 80% • 1.25✖ • +10➠
Your lip is raw from the chewing you've been giving it. You can see the outline of your creation within your work, but it refuses to emerge. You take a deep breath and close your eyes a moment, then try again with a +10 modification.

111 — 175 Success: 100% • 1.0✖ • +20➠
'Twas nothing! You have once again demonstrated your ample genius to all with the ability to see. If only the whole world weren't blind compared to you….

176 up Absolute Success: 150% • 1.0✖ • +35
Ahhh, Bach! The masterstroke of your piece falls into place with the surety of perfection. This piece will make your reputation, if not your fortune. Who says you have to die to be great?

General and GM -Assigned Modifiers

ARTISTIC • PASSIVE SKILL DESCRIPTIONS

Music

This skill provides a bonus to writing, recognizing or performing in concert a piece of music. This skill may be used to determine the ability of the individual to play in concert with others, or to direct others in doing so. A successful skill roll by a conductor will give those he is conducting a bonus of +20 to their own use of this skill. {Pr}

2-4 people	-5
5-10 people	-10
11-20 people	-15
21+ people	-20

Painting

This skill provides a bonus for creating graphic images. This may be on a flat medium such as sketching or painting with pigments, or painting on an object of some kind. Any activity that involves the creation of an image or deliberate design may benefit from this skill. {Ag}

Unfamiliar medium	-30
From posed image or person	+10
From memory	-30 (+ Memory stat bonus x 3)

Poetry

This skill provides a bonus for the writing of poetry, or any highly stylized form of writing. Note that the individual must have at least four (4) ranks in the written language to be used. Note that this form of poetry is typically of a significantly greater quality than improvisational poetry. {Re}

Writing about a personal experience	+10
Writing about an unfamiliar topic	-30
8+ ranks in written/language	+15

Sculpting

This skill provides a bonus for the manipulation of a malleable material or the carving of a resilient material into a desired three dimensional shape. This skill does not confer the ability to work materials normally unworkable (e.g., the individual must have the means to mold and form copper if the sculpture is to be formed of that metal). Note that this skill may also be used to identify styles of sculpture and to imitate other sculptures. {Ag}

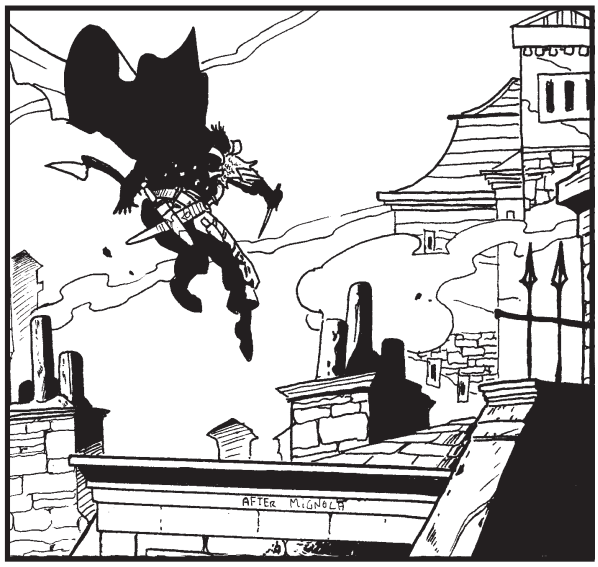
Unfamiliar medium	-30
From posed image or person	+10
From memory	-30 (+ Memory stat bonus x 3)



A–1.4
ATHLETIC • BRAWN SKILL CATEGORY

Skills: Athletic Games (Brawn) (each game is a separate skill), Jumping, Power-striking, Power-throwing, Weight-lifting
Restricted: —
Applicable Stat Bonuses: St/Co/Ag
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Athletic
Classification: Moving Maneuver or Static Maneuver

This category includes those skills which involve the application of strength in a structured fashion, as opposed to a spontaneous or unstructured application (e.g., a frantic effort to break one's bonds would not be an application of an Athletic • Brawn skill, but a considered effort to use one's knowledge of leverage and one's own strength to exert maximum force against a heavy weight would be).



Athletic • Brawn Static Maneuver Table T–4.8.4

-26 down Spectacular Failure: 5% • 1.5✕ • -25➠
Agony! Mere strength cannot overcome bad leverage; you may have snapped a bone or severed a muscle (GM's discretion or random); take a 'B' critical (Krush or Slash, as appropriate) and add 5 rounds of stun. You will operate at a -25 modification (-50 to this skill) until this "Medium" injury has fully healed. You failed the maneuver, by the way.

-25 — 04 Absolute Failure: 10% • 1.2✕ • -15➠
Sloppy, sloppy…you planted poorly and pulled a muscle (GM's discretion or random); you will operate at a -20 modification (-40 to this skill) until this "Light" injury has fully healed. Oh, and you failed.

05 — 75 Failure: 15% • 1.0✕ • -10➠
Who are you trying to impress? You just sound constipated. You fail your maneuver.

UM 66 Unusual Event:
You don't know your own strength! You break the equipment you are using for this maneuver; if no equipment is being used, you inflict a "Medium" injury on your opponent or partner! This does little to engender goodwill from him…

76 — 90 Partial Success: 30% • 1.0✕ • +5➠
You have potential…perhaps some kind of training regimen…? Might solve that sand-in-the-face problem….

UM 100 Unusual Success:
Adrenaline surges through you as you make your attempt; you succeed with contemptuous ease. You still have 80% activity left for the round.

91 — 110 Near Success: 80% • 1.0✕ • +10➠
Argh, so close! If appropriate, you may make a roll to finish the maneuver next round at a +10 modification.

111 — 175 Success: 100% • 1.0✕ • +20➠
Unnff! Ah, nice work! Your mighty thews have carried the day. You feel the burn.

176 up Absolute Success: 120% • 0.8✕ • +30➠
You have a place waiting for you at the circus, Herc.

General and GM-Assigned Modifers
Without proper equipment ..... -10 to -50

ATHLETIC • BRAWN SKILL DESCRIPTIONS

Athletic Games (Brawn)

This skill encompasses any athletic game that primarily involves brawn (e.g., wrestling, etc.). Skill in each game must be developed separately, and includes rules, techniques, etc. {Ag}

Jumping

This skill provides a bonus for jumping, either from a running or a standing start.

The Base Jump (Running Horizontal) for the average man of 5'10" is equal to 50" + (2 x St bonus in inches). For every 2 inches above or below this average height, add or subtract one from the Base Jump. The difficulties listed below assume that the character is running at a dash at the time of takeoff. For every speed category (Fast Sprint/Sprint/Run/etc.) below the Dash rate, raise the difficulty of the running jump by one (e.g., Hard becomes Very Hard, etc.).

The Base Jump (Standing Horizontal) for the average man of 5'10" is equal to the Base Jump (Running Horizontal) divided by two.

The Base Jump (Running Vertical) for the average man of 5'10" is equal to (12 + St bonus) in inches. For every 3 inches above or below this average height, add or subtract one inch from the Base Jump. The optimal speed for a vertical jump with a running start is a Run.

The Base Jump (Standing Vertical) for the average man of 5'10" is equal to the Base Jump (Running Vertical) divided by three.{Ag}

Running jumps:

Base Jump x 1	Routine
Base Jump x 1.5	Easy
Base Jump x 2	Light
Base Jump x 2.5	Medium
Base Jump x 3	Hard
Base Jump x 3.5	Very Hard
Base Jump x 4	Extremely Hard
Base Jump x 4.5	Sheer Folly
Base Jump x 5	Absurd

Power-striking

This skill allows the use of a controlled burst of strength to increase the force of a blow, such as with a sword, hammer, or fist. The use of this skill requires a 40% activity action the round before the "strike" takes place. The round of the strike, the character receives a bonus to his OB according to how much force he placed into the blow, which in turn affects the difficulty of the maneuver.{St}

+10	Medium
+20	Hard
+30	Very Hard
+40	Extremely Hard
+50	Sheer Folly
+60	Absurd

Power-throwing

This skill allows the use of a controlled burst of strength to increase the range of a thrown object, such as a javelin, hammer, stone, etc. The use of this skill requires a 40% activity action the round before the "throw" takes place. The round of the strike, the character receives a bonus to his weapon range according to how much force he placed into the throw, which in turn affects the difficulty of the maneuver.{St}

+10%	Medium
+25%	Hard
+50%	Very Hard
+75%	Extremely Hard
+100%	Sheer Folly
+125%	Absurd

Weight-lifting

This skill provides a bonus to attempts to lift heavy weights or objects. While it is possible to lift these weights without the use of this skill, the techniques conferred by this skill allow greater weights to be lifted, and the likelihood of injury to be lessened. Note that this skill requires a great deal of practice and exercise to develop properly, and will increase the musculature of the individual. The use of this skill requires a round of preparation, during which only 10% activity may be performed and the individual's DB is reduced to zero. {St}

Flat, level surface	+5
Weight is unevenly distributed	-20
Easy hand-holds	+10
Extra prep round	+10



A–1.5
ATHLETIC • ENDURANCE SKILL CATEGORY

Skills: Athletic Games (Endurance) (each game is a separate skill), Distance Running, Rowing, Scaling, Sprinting, Swimming

Restricted: —

Applicable Stat Bonuses: Co/Ag/St

Skill Rank Bonus Progression: Standard

Skill Category Bonus Progression: Standard

Group: Athletic

Classification: Moving Maneuver or Static Maneuver

This category includes those skills which involve the application of endurance in a structured fashion, as opposed to a spontaneous or unstructured application (e.g., resisting the effects of torture would not be an application of an Athletic • Endurance skill, but a considered effort to conserve one's energy over a run of many miles would be).



Athletic • Endurance Static Maneuver Table T–4.8.5

-26 down Spectacular Failure: 5% • 1.75✱ • -20➠
You've seriously injured yourself through muscle stress and severe fatigue. Take a Medium muscular injury in an appropriate muscle group (GM's discretion to location and penalty). Good luck, buddy.

-25 — 04 Absolute Failure: 10% • 1.5✱ • -10➠
You're in trouble! You expend 2.0x normal exhaustion points due to a virus you've been fighting, and find yourself in danger (whether a bad fall or slipping while climbing, etc.). Any maneuver you make to extricate yourself from the situation will be at a -10 modification.

05 — 75 Failure: 25% • 1.5✱ • -10➠
Exhaustion claims you. You utterly mismanage your resources, and expend 1.5x the normal exhaustion points, as well as failing in your maneuver. You do manage to reach safety, if it is nearby and necessary.

UM 66 Unusual Event: 100% • 1.2✱ • +0➠
You begin to feel soreness in a limb (GM's discretion or random) partway through your activity. You complete your maneuver successfully, but you have given yourself a stress fracture in that limb. This "Light" bone injury (-20 penalty) will heal normally, but only if you don't continue to use it. If you don't stay off of it, it will take 3x the normal time to heal.

76 — 90 Partial Success: 30% • 1.25✱ • +0➠
A good start, but you've misjudged the length of time necessary to finish.

UM 100 Unusual Success: 125% • 0.75✱ • +30➠
You've got the rhythm now! You breeze through this maneuver, and you will operate at a bonus of +20 (non-cumulative) to this activity until you receive a result of **Absolute Failure** or **Spectacular Failure**.

91 — 110 Near Success: 80% • 0.8✱ • +10➠
You've reached the wall…keep going! If appropriate, roll next round at a +10 modification to get your second wind.

111 — 175 Success: 100% • 1.0✱ • +20➠
Good wind, a cool sweat…you look marvelous, darling.

176 up Absolute Success: 120% • 0.8✱ • +30➠
Your incredible body control leaves you stamina to spare at the end of your endeavor. You're ready for the Decathlon.

General and GM-Assigned Modifers
Without proper equipment ..... -10 to -50

ATHLETIC • ENDURANCE SKILL DESCRIPTIONS

Athletic Games (Endurance)

This skill encompasses any athletic game that primarily involves endurance (e.g., track events, etc.). Skill in each game must be developed separately, and includes rules, techniques, etc. {Co}



Distance Running

This skill provides a bonus for maintaining one's speed over long distances at slow to moderate paces, including pacing one's resources (exhaustion point expenditure) and running in a safe and non-injurious manner. This skill is used when making moving maneuvers based on pace as described in Section 22.1.2. {Co}

Rowing

This skill provides a bonus for the propulsion of watercraft through the use of paddles, oars, or poles. It combines the skills required to control and guide the craft with the coordination to work with others in rhythm (when necessary), in addition to the marshaling and pacing of internal resources to last throughout the journey. {St}

Scaling

This skill provides a bonus for climbing maneuvers of extended duration, including the climbing of mountains, long stairways, etc. It combines the skills required to climb safely and the marshaling and pacing of internal resources to last throughout the entire climb. {St}

Sprinting

This skill provides a bonus for maximizing one's speed over short distances, including marshaling and pacing one's resources (exhaustion point expenditure) and running in a safe and non-injurious manner. This skill is used when making moving maneuvers based on pace as described in Section 22.1.2. {Qu}

Swimming

This skill provides a bonus to swimming maneuvers. Skill rank 1 will prevent the character from drowning in water over his head, provided there are no encumbrance or other penalties. Further skill ranks will enable the character to make headway against a current, to stay afloat for longer periods of time without touching ground, to swim longer distances, to move faster in the water, and to make maneuvers in the water.

For this skill, MMPs are tripled. The GM should assign high difficulty to swimming in armor. Suggested difficulties are:

Plate	Absurd
Chain	Extremely Hard
Rigid Leather	Very Hard
Soft Leather	Hard
Heavy Clothes	Medium

Other factors, such as treacherous water, might increase the difficulty. {SD}

A–1.6
ATHLETIC • GYMNASTICS SKILL CATEGORY

Skills: Acrobatics, Athletic Games (Gymnastic) (each game is a separate skill), Climbing, Contortions, Diving, Flying/Gliding, Juggling, Pole-vaulting, Rappelling, Skating, Skiing, Stilt-walking, Surfing, Tightrope-walking, Tumbling

Restricted: —

Applicable Stat Bonuses: Ag/Qu/Ag

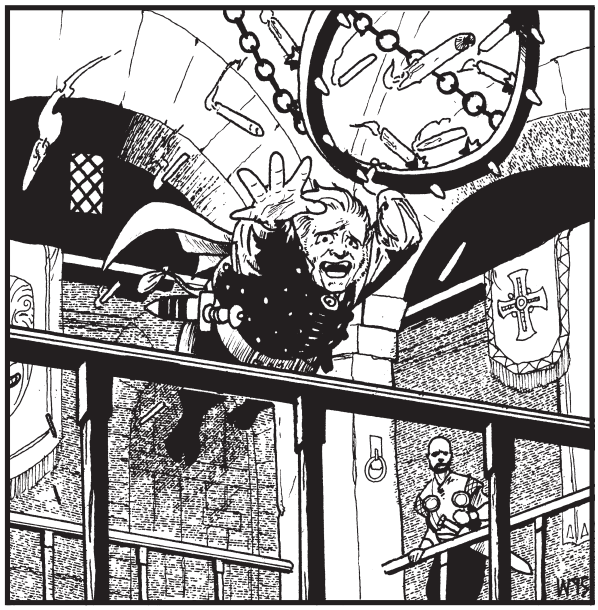
Skill Rank Bonus Progression: Standard

Skill Category Bonus Progression: Standard

Group: Athletic

Classification: Moving Maneuver or Static Maneuver

This category includes those skills which involve the application of agility and coordination in a structured fashion, as opposed to a spontaneous or unstructured application (e.g., the frantic pinwheeling of arms one makes to maintain balance after an unexpected shove would not be an application of an Athletic • Gymnastic skill, but a considered effort to use one's knowledge of balance and one's own flexibility and agility to successfully walk a narrow ledge would be).



Athletic • Gymnastic Static Maneuver Table T–4.8.6

-26 down Spectacular Failure: -50% • 1.5✖ • -20➠
In your zeal, you have forgotten to fully warm up. You severely pull a major muscle group (GM's discretion or randomly determined) in the middle of your maneuver, inflicting a "Medium" Muscle wound (with a -30 penalty) and two rounds of stun (from the pain). Yer goin' down, buddy!

-25 — 04 Absolute Failure: 10% • 1.5✖ • -10➠
Poor judgment yields poor control. You slip and fall to the ground, taking damage commensurate with the distance fallen. I hope this was just a surfing roll…

05 — 75 Failure: 0% • 1.25✖ • +0➠
You freeze at the critical moment, failing your maneuver. If appropriate, you may roll on the General Static Maneuver Table with a +20 modification to abort your maneuver in time. Otherwise, you take your chances like the rest of us.

UM 66 Unusual Event: 10% • 0.3✖ • +0➠
Your equipment breaks suddenly, leaving you dangerously unbalanced (or falling). You may make another skill roll at a modification of -20 to recover from this disaster, otherwise you will not only fail your maneuver…you will take a +20 Fall/Crush attack (in addition to any other suitable modifiers). Either way, you look foolish.

76 — 90 Partial Success: 20% • 2.0✖ • +5➠
And everything was going so well…you cannot seem to follow through, and it is going to take longer than you thought to get this maneuver back under control…

UM 100 Unusual Success: 150% • 0.75✖ • +35➠
You skip a light fandango; turn cartwheels 'cross the floor. You complete your maneuver with the kind of precision and grace that you have always daydreamed about. Onlookers cannot help but watch your moves, as you make the impossible look easy.

91 — 110 Near Success: 80% • 0.8✖ • +10➠
You are seeming inches from your goal…if appropriate, you may roll again next round at a +10 modification to complete your maneuver.

111 — 175 Success: 100% • 1.0✖ • +20➠
Fancy footwork, my friend! You complete your maneuver in fine form.

176 up Absolute Success: 120% • 0.8✖ • +30➠
You barely broke a sweat. Must be the shoes.

General and GM-Assigned Modifers

ATHLETIC • GYMNASTICS SKILL DESCRIPTIONS

Acrobatics

This skill provides a bonus for in-air maneuvers (e.g., flying or levitation) or swinging on objects. This skill includes the use of parallel bars, uneven bars, and other gymnastic activities in which the majority of the activity is spent in airborne maneuvers. A successful skill roll can reduce the severity of a falling critical by one (i.e., an 'B' becomes a 'A', a 'D' becomes a 'C', etc.). {Ag}

Athletic Games (Gymnastic)

This skill encompasses any athletic game that primarily involves gymnastic skills (e.g., gymnastic events, soccer, basketball, etc.). Skill in each game must be developed separately, and includes rules, techniques, etc. {Co}

Climbing

This skill provides a bonus for climbing maneuvers over relatively short distances through the use of hand holds, etc. This could range from the ability to climb sheer faces (absurd) to climbing a ladder (easy). The normal climbing rate for walls with adequate hand holds is 10'/rnd as a "Medium" moving maneuver. Poorer handholds or greater speed will increase the difficulty of the maneuver. Note that extended climbs may require the use of the Athletic Endurance: Scaling Skill. {St}

Contortions

This skill provides a bonus for manipulating one's body in order to move through small openings or absorb sudden crushing impact (other than falls). This skill also helps one escape from bonds, etc. {SD}

Organic bonds	-10
Metal Bonds	-30

Diving

This skill provides a bonus for controlled falling maneuvers. This can range from controlling the direction of an extended fall to diving into water safely from a great height (up to 20'/skill rank if a successful maneuver roll is made). {Ag}

Flying/Gliding

This skill provides a bonus for flying or gliding through the use of natural or artificial wings (e.g., feathered wings, parachute, hand-glider, balloonist, etc.). Flying/gliding has a natural -75 for all types of maneuvers performed while trying to fly/glide if this skill is not learned or developed. Does not include powered aircraft of any type. {In}

Juggling

This skill provides a bonus for tossing objects up and manipulating them in such a manner as to keep them up in the air. {In}

2 objects	+30
3 objects	+20
4 objects	+10
5 objects	0
6 objects	-10
7 objects	-20
8 objects	-30
9 objects	-50
10 objects or more	-70
Irregularly shaped objects	-10
Sharp objects	-20
Different objects	-30
Per pound over 1 lb	-5

Pole-vaulting

This skill provides a bonus for handling a pole to surmount or cross over an obstacle. {Ag}

4' high or 4' wide	Routine
6' high or 6' wide	Easy
8' high or 8' wide	Light
10' high or 10' wide	Medium
12' high or 15' wide	Hard
15 high or 20' wide	Very Hard
18' high or 30' wide	Extremely Hard
22 high or 40' wide	Sheer Folly
25' high or 50' wide	Absurd

Rappelling

This skill provides a bonus for rapidly descending from a height, using ropes and other equipment. If the rappelling roll is unsuccessful, the individual has a chance of falling. Rappelling rate is equal to the individual's normal movement rate, with modifiers due to speed. {St}

Walk	+0
Fast walk/jog	-10
Run	-20
Fast run/sprint	-30
Fast sprint	-40
Dash	-50
Rope and climbing gear	+20
Rope only	-15
No rope or equipment	Use Climbing skill

Skating

This skill provides a bonus for skating maneuvers. This may also (at GM's discretion) be used to help one stay upright on slippery or icy surfaces without skating equipment. {Ag}

Skiing

This skill provides a bonus for skiing maneuvers. This may also (at GM's discretion) be used to help one stay on one's feet when sliding down an incline without skiing equipment. {Co}

Stilt-walking

This skill provides a bonus for maneuvering on stilts or other extensions to one's height. {Ag}

Per foot over 5'	-2

Surfing

This skill provides a bonus to surfing maneuvers. This includes body surfing, board surfing, and channel surfing. {Co}

Tightrope-walking

This skill provides a bonus for maneuvering along narrow surfaces. {SD}

3' wide	+30		
2' wide	+20	.5" wide	-30
1' wide	+10	.2" wide	-50
6" wide	0	.1" wide or less	-70
3" wide	-10	Wind (No wind to hurricane	
1" wide	-20		
force)	+00/-70		
Surface (sticky to icy slick surface)	+30/-70		
Balancing Pole	+10		
Tightrope Sole Shoes	+10		

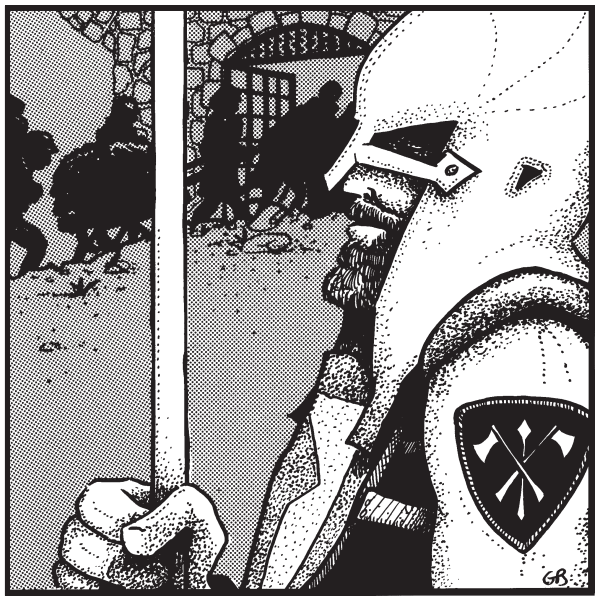
Tumbling

This skill provides a bonus for horizontal dives, rolling, vaulting maneuvers, or swinging on stationary objects. Also used to decrease the damage one takes from a fall. A character could fall safely up to 2'/skill rank if a successful maneuver roll is made. {Ag}

A–1.7
AWARENESS • PERCEPTIONS SKILL CATEGORY

Skills: Alertness, Sense Ambush
Restricted: —
Applicable Stat Bonuses: In/SD/In
Skill Rank Bonus Progression: 0 • 1 • 1 • 0.5 • 0
Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0
Group: Awareness
Classification: Static Maneuver

This category includes those skills which involve unconscious awareness of one's environment. These skills are passive skills, and may only be trained to a limited extent. Any active observation of the environment falls instead into one of the other Awareness categories. For example, a "danger sense" would fall into this category; a skill in locating traps in a room would not.



Awareness • Perceptions Static Maneuver Table T–4.8.7

-26 down Spectacular Failure: -20% • — • -20➠
What was that?! You are distracted by a figment of your own perception, and miss the trigger event entirely. The red herring seems dangerous, and you focus your attention upon it entirely, giving any actions against you this round a modification of +20.

-25 — 04 Absolute Failure: -10% • — • -10➠
You are distracted by some minor bodily function (a fierce itch, a sneeze, a quest for nose gold, etc.), and utterly fail to notice the world around you for a few moments.

05 — 75 Failure: 0% • — • +0➠
Zzzzzzz. You notice nothing.

UM 66 Unusual Event:
One of those bizarre unexplainable pains you get suddenly jerks you alert, cursing mildly at the discomfort. Your sudden shift brings the trigger event to your attention; however, you will operate at a -20 modification for 5 rounds due to the nagging pain. Quit complaining.

76 — 90 Partial Success: 20% • — • +5➠
The back of your neck prickles a bit, but this feeling of "missing something" can't be pinpointed. It was probably just that bit of melon you had for breakfast.

UM 100 Unusual Success:
You've heard of danger sense? Well, this is it. You become aware of "something" a full two rounds before it appears. When it **does** appear, you will immediately recognize it as the thing that caught your attention. Did you do anything useful with all that extra time?

91 — 110 Near Success: 80% • — • +10➠
Your hindbrain is apparently smarter than the rest of you. If appropriate, you pull up short and try to pinpoint what has caught your attention by making another roll next round at a +10 modification.

111 — 175 Success: 100% • — • +20➠
The angel hovering over your shoulder has something to tell you. You notice the trigger for this maneuver, and may direct conscious activity to its observation.

176 up Absolute Success: 120% • — • +30➠
Almost before you can focus your attention on what your subconscious is telling you, you begin to react. You gain one round's worth of direct observation through your overactive awareness of your environment. This information is free of activity penalties, requiring no time to acquire.

General and GM-Assigned Modifers

AWARENESS • PERCEPTIONS SKILL DESCRIPTIONS



Alertness

This skill provides a bonus for unconscious observation and assimilation of information from the general environment. The GM should use this skill to allow characters a chance to notice objects, events, and other phenomena around them. Note that the use of this skill assumes that the character has **not** indicated that he is looking for such a thing. If the player is actively seeking something within the environment, the appropriate Awareness • Searching skill should be used.

The existence of this as an acquirable skill indicates one's ability to train one's level of sensitivity to such things, but more active observation should be handled by the skills of Observation and Situational Awareness. {In}

Sense Ambush

This skill provides a bonus to detect animate traps, ambushes or assassinations in progress. Note that this is a passive skill, and should **not** be used when the player has indicated that he is actively searching for signs of ambush or assassins. Range is 10' per skill rank.

The existence of this as an acquirable skill indicates one's ability to train one's level of sensitivity to such things, but more active observation should be handled by the skills of Observation and/or Situational Awareness. {Em}

Efficacy of ambush ..... +30 to -70

A–1.8 AWARENESS • SEARCHING SKILL CATEGORY

Skills: Detect Traps, Lie Perception, Locate Hidden, Observation, Poison Perception, Reading Tracks, Surveillance, Tracking

Restricted: —

Applicable Stat Bonuses: In/Re/SD

Skill Rank Bonus Progression: Standard

Skill Category Bonus Progression: Standard

Group: Awareness

Classification: Static Maneuver

This category includes those skills which involve the organized use of one's ability to recognize and assimilate clues and information in the pursuit of some specific goal, in a structured fashion, as opposed to a spontaneous or unstructured application of such abilities (e.g., an attempt to orient oneself to a combat situation after taking a stunning blow would not be an application of an Awareness • Searching skill, but to trying to read the signs of a battle afterwards in order to perceive the course it had taken would be).



Awareness • Searching Static Maneuver Table T–4.8.8

-26 down Spectacular Failure: -25% • 1.0▩ • -30➠
You glean enormous amounts of information about your target…all of it wrong. A dangerous target will be perceived as safe, and vice versa. You utterly misrepresent what you perceive, and you are **sure** that you are correct.

-25 — 04 Absolute Failure: 0% • 2.0▩ • -10➠
There is a great future waiting for you as an art critic. You fail to notice even the most obvious information about your target.

05 — 75 Failure: 0% • 1.0▩ • +0➠
Attempting to emulate the perceptive abilities of an eggplant, you notice nothing useful.

UM 66 Unusual Event: 100% • 3.0▩ • +10➠
You gain full information about your target, but the event triggers a flashback to your past. The memory of some similar event, item, or person rushes back to you and consumes your attention for 3 rounds, during which time you relive the experience in a trance-like state. You act as if stunned (no parry) during this time, although you may make a -30 Awareness static maneuver (see Section 21.2) to emerge earlier. If you are struck or shaken, you will emerge from the trance automatically.

76 — 90 Partial Success: 20% • 1.75▩ • +0➠
Your interest is piqued, but you can glean minimal information. You may try again in 6 rounds, if appropriate.

UM 100 Unusual Success: 130% • 0.5▩ • +30➠
Shades of the Oracle! Your powerful perception pierces the veil of ignorance; you notice everything relevant about your target, and you may make a free (0% activity) static maneuver for the purposes of analysis or identification (e.g., a Science/Analytic static maneuver, a Lore static maneuver, etc.).

91 — 110 Near Success: 80% • 1.0▩ • +10➠
Following your instincts, you focus your attention. You gather some general information on your target, but not the specifics which you feel lie just beyond your grasp. If appropriate, roll again next round with a modification of +10 to pinpoint what has eluded you.

111 — 175 Success: 100% • 1.0▩ • +20➠
Extraordinary! Your finely-tuned perception has revealed that which you sought.

176 up Absolute Success: 120% • 1.0▩ • +30➠
Elementary, my dear boy! You identify with casual ease the target and/or information you seek, along with contextual information not obvious to a lesser eye.

General and GM-Assigned Modifers

Specific target for search ..... +10 to +50

AWARENESS • SEARCHING SKILL DESCRIPTIONS

Detect Traps

This skill provides a bonus for detecting inanimate traps or ambushes. Note that this skill is **not** "automatic"; the individual must state that he is searching for signs of a trap or ambush for this skill to come into play. {In}

Lie Perception

This skill provides a bonus for perceiving lies told by an individual under proximate observation (within 10' and within visual/hearing range) by the user of this skill. {Em}

Cannot see target	-30
Familiar with liar	+10
Knows liar well	+25
Unfamiliar with liar	-25
Less than 5 ranks in language	-20
No ranks in language	-40
Cannot hear target	-50

Locate Hidden

This skill provides a bonus for locating secret openings or hidden objects. {In}

Varies due to the size of opening be hidden.	+30 to -70
Concealment.	+30 to -70
Searching for a specific item	+10
Has had location described in detail	+20



Observation

This skill provides a bonus for noticing details about the environment for assimilation and analysis. This is normally only usable in an active fashion, and requires concentration. Note that this skill is different from Alertness, which represents a general and unconscious level of receptivity and awareness of events and details within one's immediate environment. This skill reflects the active observation, noting and appraisal of such details. For example, if a character were about make camp in an unsafe location, the GM might make an Alertness static maneuver for that character to determine whether or not he notices the danger. If the character indicated that he wished to examine the location for suitability, the character would instead make an Observation static maneuver.{SD}

Poison Perception

This skill provides a bonus for perceiving the presence of poison in/on an item or object. Note that some poisons will simply be undetectable (e.g., a colorless, tasteless, odorless powder that dissolves completely in water will be very difficult if not impossible to detect). {Me}

Reading Tracks

This skill provides a bonus for gleaning information from a set of tracks or spoor. Detailed information about the tracks can be obtained, such as type of creatures, age of tracks, weight of creature, speed creature moving at, back tracking, etc. This skill is used for identifying the tracks and the skill *Tracking* (q.v.) is used for spotting and following the tracks. {SD}

Surveillance

This skill provides a bonus for keeping watch over a person, place or object. Also includes the ability to determine the best approach and technique in solving a crime. {SD}

Tracking

This skill provides a bonus for tracking maneuvers and following of a trail left by someone or something such as foot prints, broken branches, crushed grass, hanging pieces of cloth, etc. The skill *Reading Tracks* gives the tracker the information about the tracks. {SD}

A–1.9
AWARENESS • SENSES SKILL CATEGORY

Skills: Direction Sense, Sense Awareness (each sense is a separate skill), Situational Awareness (each situation is a separate skill), Time Sense

Restricted: Reality Awareness, Spatial Location Awareness

Applicable Stat Bonuses: In/SD/In

Skill Rank Bonus Progression: Standard

Skill Category Bonus Progression: Standard

Group: Awareness

Classification: Static Maneuver

This category includes those skills which involve the applied ability to assimilate unconscious clues and internal consultation to derive information about the environment, as opposed to a spontaneous or unstructured application of such abilities (e.g., jerking one's hand away from a hot stove is not an example of using an Awareness • Senses skill, but sensing the direction of a heat source by the feel of it in the air would be).



Awareness • Senses Static Maneuver Table T–4.8.9

-26 down Spectacular Failure: -50% • 2.0✕ • -20➠
Sensory overload renders you partially insensible with hallucinations and shock trauma, you are stunned for 1-10 rounds. You will operate at a -20 modification (non-cumulative) to this skill until you receive a result of **Absolute Success**.

-25 — 04 Absolute Failure: -20% • 1.5✕ • -10➠
Your senses refuse to operate correctly. Your disorientation renders you stunned for two rounds.

05 — 75 Failure: 0% • 1.0✕ • +0➠
You learn nothing of import. Perhaps there **is** nothing of import to learn…perhaps not.

UM 66 Unusual Event: -25% • 1.2✕ • +0➠
Ragweed season! You have encountered a powerful allergen to which you are sensitive. Your nose stops up, your eyes water, you sneeze and ache slightly all over. All Awareness static maneuvers are at a modification of -40 until you have left the area and washed your face.

76 — 90 Partial Success: 20% • 1.0✕ • +5➠
You are wary. If another skill would be appropriate to the situation, you are aware of this and may utilize it.

UM 100 Unusual Success: 120% • 1.0✕ • +25➠
Your senses are so acute that you may operate as if you had a +70 skill bonus in Spatial Location Awareness for the next 10 rounds (this skill bonus is **not** cumulative with a normal SLA skill bonus). You gain full information this round about your target.

91 — 110 Near Success: 80% • 1.2✕ • +10➠
You have a vague grasp of the information you seek. Time to pay attention. If appropriate, you may roll again next round with a modification of +10.

111 — 175 Success: 100% • 1.0✕ • +20➠
Your senses never lie. You pick up all pertinent information on your target or situation.

176 up Absolute Success: 120% • 0.75✕ • +30➠
The hairs on the back of your neck spring upright! With preternatural intuition, you may react immediately (with no penalty) to any information you receive on your target or situation. In addition, you receive unusual or extraneous information, and you may make a secondary static maneuver at no penalty to utilize this information (e.g., a Tactics roll, an attempt at identification, etc.).

General and GM-Assigned Modifers

AWARENESS • SENSES SKILL DESCRIPTIONS

Direction Sense

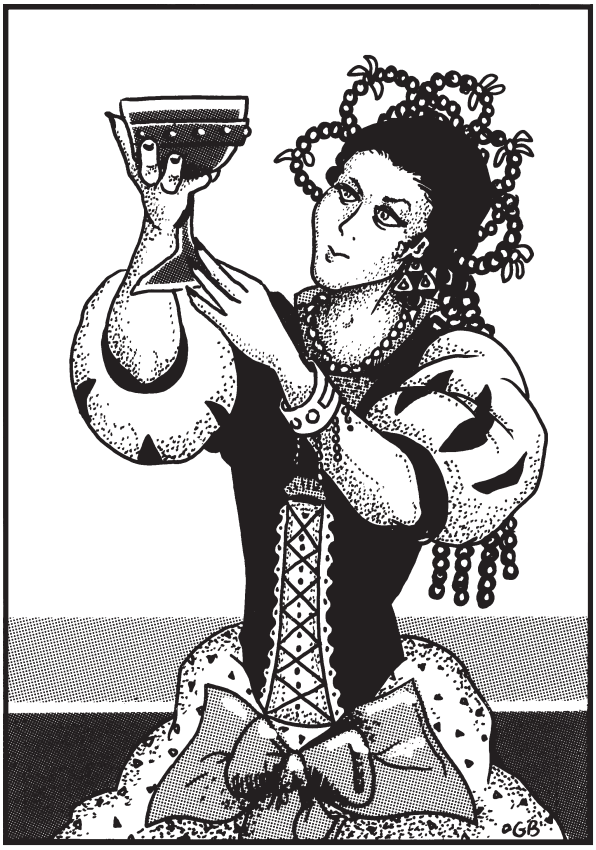
This skill provides a bonus for determining which way is north or any specific direction, without the aid of navigational instruments. Skill is useful determining direction while underground, during the darkest night without stars, moon, or other night lights. {In}

Strong natural magnetic field	+30
Strong unnatural magnetic field	-30
Weak natural magnetic field	-5
Weak unnatural magnetic field	-10
Never been in area before	-50

Reality Awareness

This skill provides a bonus to determine if the natural order or reality has or is going through turmoil, (e.g., Demonic Gate opening or closing, power fluctuation which is disturbing or causing the fabric of this dimension to shift, holes in the space-time continuum, residual powerful magic, etc.). Note that this skill may be severely limited in its availability. {Em}

Per lvl of warp	+1
Within 10'	+30
11' - 30'	+20
31' - 100'	+10
101' - 300'	+00
301' - 500'	-10
501' - 1000'	-20
1001' - 3000'	-30
3001' - 5000'	-50
5001'+	-70



Sense Awareness

This skill is provides a bonus to the individual's ability to discern detail and information through the use of a particular sense (i.e., sight, touch, etc.). Note that skill for each sense must be developed separately. {Pr}

Situational Awareness

This skill provides a bonus to the individual's ability to notice and assimilate information from the environment in a specific type of situation. This is a combination of active and passive skills specifically trained for maximum effectiveness within a given situation. For example, Scouting Awareness is used by the point man in a squad of soldiers to be alert to possible enemy approaches, traps, Sleep Awareness might aid in sleeping lightly to prevent being taken unawares, etc. Urban Awareness might aid in staying alert for muggers, oncoming vehicles, etc. Skill with Situational Awareness must be developed for each situation, as determined by the GM. {In}

Spatial Location Awareness

This skill provides a bonus for allowing one to be aware of his surroundings without the aid of sight. Blindness accrues a -100 modification; Spatial Location Awareness (SLA) provides a bonus to offset that penalty (the adjusted modification may actually rise as high as +10 through the use of this skill). This skill is usually used by the blind. If a non-blinded individual possesses this skill, they must reorient to use this skill (requires minimum of one round). If the individual fails this roll, he is treated as blinded for that round. For each round the individual is left undisturbed or uses only 20% of hisactivity, hemay add +5 to the orientation roll each round. This +5 is cumulative (to a maximum of +50) provided there is no interruption of the individual's concentration. This skill is blocked by intervening barriers. {Pr}

Being effectively blind	-100

Time Sense

This skill provides a bonus for determining the time of day or how much time has passed over a specific period. This is a combination of the ability to estimate internally the passage of time, as well as using external references such as the sun, stars, etc. When no external referents are available (e.g., underground,in a jail cell, etc.), it is significantly more difficult to estimate the pasage of time. Also, after sleep or unconsciousness one typically requires the use of external referents to "reset" one's internal clock; the lack of same will hinder the use of this skill.

This skill may be used to attempt to wake oneself from sleep at a predetermined time. {Em}

No external referents	-40
Right after sleep/unconsciousness	-20

A–1.10
BODY DEVELOPMENT SKILL CATEGORY

Skills: Body Development (only one skill)
Restricted: —
Applicable Stat Bonuses: Co/SD/Co
Skill Rank Bonus Progression: Based on Race
Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0
Group: None
Classification: Special

Skill rank in Body Development is one of the factors which determines how many hits (concussion hits) a character can take without passing out. A character's total hits are equal to his Body Development skill bonus.



RACE ABILITIES TABLE T-1.1

Race	Racial Stat Bonus Modifications										RR Modifications					# BG opts
	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ess.	Chan.	Ment.	Pois.	Dis.	
Common Men	0	0	0	0	+2	0	0	0	0	+2	0	0	0	0	0	6
Mixed Men	0	+2	0	0	+2	+2	0	+2	0	+2	0	0	0	0	0	5
High Men	-2	+4	0	0	0	0	0	+4	-2	+4	-5	-5	-5	0	0	4
Wood Elves	+4	0	+2	0	-5	+2	0	+2	+2	0	-5	-5	-5	+10	+100	4
Grey Elves	+2	0	+2	0	-5	+2	0	+4	+4	0	-5	-5	-5	+10	+100	3
High Elves	+2	0	+2	0	-5	+2	0	+6	+6	0	-5	-5	-5	+10	+100	2
Half-elves	+2	+2	0	0	-3	0	0	+4	+4	+2	-5	-5	-5	0	+50	4
Dwarves	-2	+6	0	0	+2	-4	0	-4	-2	+2	+40	0	+40	+20	+15	5
Halflings	+6	+6	0	0	-4	-2	0	-6	+4	-8	+50	0	+40	+30	+15	5
Common Orcs	0	+2	-4	-2	-4	-2	-4	-2	0	+2	0	0	0	0	+5	5
Greater Orcs	0	+4	-2	-2	-2	-2	-2	-2	0	+4	0	0	0	+5	+10	4
Half-orcs	0	+2	0	0	+2	0	0	0	0	+2	0	0	0	+5	+5	5

Skill Rank Bonus Progression:

Race	Body Development	Channeling PP Development	Essence PP Development	Mentalism PP Development
Common Men	0 • 6 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
Mixed Men	0 • 6 • 5 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
High Men	0 • 7 • 5 • 3 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
Wood Elves	0 • 6 • 3 • 1 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
Grey Elves	0 • 6 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
High Elves	0 • 7 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
Half-elves	0 • 7 • 5 • 3 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 6 • 4 • 3	0 • 7 • 5 • 4 • 3
Dwarves	0 • 7 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 3 • 2 • 1 • 1	0 • 3 • 2 • 1 • 1
Halflings	0 • 6 • 2 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 2 • 1 • 1 • 1	0 • 2 • 1 • 1 • 1
Common Orcs	0 • 6 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 4 • 3 • 2 • 1	0 • 4 • 3 • 2 • 1
Greater Orcs	0 • 7 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 5 • 3 • 2 • 2	0 • 5 • 3 • 2 • 2
Half-orcs	0 • 7 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 4 • 3 • 2	0 • 6 • 4 • 3 • 2

Note: Hybrid PP progressions are calculated by taking the lesser of the Hybrid spell user's two realms' progressions.

BODY DEVELOPMENT SKILL DESCRIPTIONS

Body Development Skill Descriptions

The number of hits a character can take is equal to his Body Development skill bonus.

This skill enhances the character's ability to resist damage, and withstand pain and shock. A character's Body Development skill bonus determines how many hits (concussion hits) a character can take without passing out. Note that this is not merely strength training—training in this skill provides a greater tolerance for pain, physical toughness and discipline in the face of wounds and bleeding. An individual might remain a very slight and frail-looking individual but still hold a large number of ranks of body development.

Whenever this skill is developed, consult the Race Abilities Table T-1.1 and reference the character's race against the column titled Body Development. These numbers show the skill bonus progression for the character's race. {Co}

Note: *All characters receive a special +10 bonus to this skill.*

• • •

Each character has a maximum number of hits (also called concussion hits) equal to his skill bonus for Body Development. Normally, this skill bonus consists of the following:

Body Development skill bonus = **Total Hits**
= 10 + (2 x Co stat bonus) + SD stat bonus
+ profession bonus + skill rank bonus
+ any special bonuses

A character takes hits as damage from attacks—hits reflect pain, shock, and bleeding. When the hits that a character has taken is greater than or equal to his maximum hits, he passes out. When the hits that a character has taken is greater than or equal to his maximum hits plus his Constitution, he dies.

Hit Exhaustion: A character receives a penalty to his attacks and maneuvers based upon what percentage of his hits he has taken:

% of Hits Taken	Modification
0% to 25%	0
26% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Healing Hits: Once a character has taken hits, they may be "healed" in the following four ways:

1) If a character is active, one hit is recovered every three hours.
2) If a character is resting, (Co stat bonus ÷ 2) hits are healed every full continuous hour of rest (at least one hit is recovered, even if the Co stat bonus is less than one).
3) If a character is sleeping, (Co stat bonus x 2) hits are healed for every three hours of continuous sleep. If this sleep is interrupted, hits are still healed as in 2) above.
4) In addition, hits may be healed by outside methods (see Section 32.2); e.g., spells, herbs, etc.

Example: *Hoodaw the Half-elven Bard has decided that he's tired of his own sniveling every time he drops his staff on his foot. He began with 17 concussion hits [(10 (for the special bonus) + 7 (for the rank he receives during adolescence) + 5 (for the profession bonus he receives as a Bard) -6 (for twice his Constitution stat bonus of -3) + 1 (for his Self-Discipline stat bonus of +1) = 17]. He buys two more ranks in Body Development, and consults the Race Abilities Table. His progression (for Half-elves) is 0•7•5•3•1. As this is his second and third rank of Body Development (the rank during adolescence counts, remember), he is delighted to discover that he now gets to add 14 points to his Body Development total. He struts away, sneering at danger.*



A–1.11
COMBAT MANEUVERS SKILL CATEGORY

Skills: Mounted Combat, Quickdraw, Reverse Stroke, Subdual, Swashbuckling, Two-weapon Combat
Restricted: Adrenal Deflecting, Tumbling Evasion
Applicable Stat Bonuses: Ag/Qu/SD
Skill Rank Bonus Progression: Combined
Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0
Group: None
Classification: Static Maneuver, Special, and OB

This category deals with the use of specialized maneuvers used in combat to achieve specific results. This may include fighting styles, special strokes, or defensive maneuvers used in conjunction with a particular mode of combat. Note that these skills serve as limits and modifications to combat abilities and are not attacks in and of themselves.



Combat Maneuvers Static Maneuver Table T–4.8.10

-26 down Spectacular Failure: -50% • 2.0✕ • -30➠
Are you on drugs? Your opponent actually laughs as you fall all over yourself, dealing yourself a +30 Fall/Crush attack and a "Medium" Bone (-30 penalty) injury to a random location. You are stunned for two rounds. You'd better hope this was just for show….

-25 — 04 Absolute Failure: -25% • 1.5✕ • -15➠
It's unfortunate that you didn't listen to your first instinct, which was **not to try this!!** You deal yourself an injury (i.e., Critical) appropriate to the maneuver you were attempting (GM's discretion), and hopefully gain a little wisdom.

05 — 75 Failure: 0% • 1.0✕ • -5➠
What, do you think this is a game? You're not capable of that kind of maneuver. You fail.

UM 66 Unusual Event: 0% • 1.0✕ • +0➠
O hideous luck! You accomplish your maneuver perfectly, but in one of those perverse twists of fate, your opponent happens to do **exactly** the right thing to counter your maneuver (i.e., blocks your blow, steps out of the way, trips you up, etc.). The results are up to the GM's discretion, ranging from an effective counterattack by the target to simply a failed or aborted maneuver.

76 — 90 Partial Success: 20% • 1.25✕ • +5➠
Well, perhaps practice will eventually make perfect. If not in combat, you may abort your maneuver and try again next round. Otherwise, you're in for a pretty hairy round of combat.

UM 100 Unusual Success: 120% • 1.0✕ • +15➠
You not only successfully complete your maneuver, you confound your opponent's own maneuvers, leaving him unable to attack this round. Note that he may not use his aborted attack to boost his parry value! Use this chance wisely, my son.

91 — 110 Near Success: 80% • 1.0✕ • +10➠
You almost had it! An involuntary curse escapes your lips in frustration. If appropriate, you may make another attempt next round with a +10 modification.

111 — 175 Success: 100% • 1.0✕ • +20➠
Your long training pays off as you step through your maneuver with an almost instinctual ease.

176 up Absolute Success: 120% • 0.75✕ • +30➠
There's a rhythm to everything, and you have caught the rhythm of this maneuver. You may operate at a modification of +20 (non-cumulative) to this skill until you receive a result of **Absolute Failure** or **Spectacular Failure** on this table.

General and GM-Assigned Modifers

COMBAT MANEUVERS SKILL DESCRIPTIONS

Adrenal Deflecting

This skill provides a bonus for using the body (hands, etc.) or a weapon or a shield to deflect or even catch a thrown weapon or missile directed at the user (this is treated as an action requiring at least 50% activity; with a -1 modification for each 1% activity less than 50%). To determine the effect of such an attempt roll (open-ended) add the Adrenal Deflection skill bonus. Then refer to the *Maneuver/Movement Table, T-4.1,* using the "Extremely Hard" column against thrown weapons and the "Sheer Folly" column against missile weapons. If the result is a number, it is subtracted from the weapon's attack roll (in addition to the normal DB). If the missile or thrown object misses, the character has a chance of catching the item. Roll d100 (open-ended) and add the modification received earlier from the Movement Maneuver Table; if the result is over 100, the item has been caught, if desired. {SD}

Mounted Combat

This skill limits one's OB against an opponent while mounted. The OB of an attack made while mounted can **not** exceed the attacker's Mounted Combat skill bonus. A character's Mounted Combat skill cannot have more skill ranks developed than his Riding skill ranks. {Em}

> **Example:** *Kohrist the Surly prefers to use a battleaxe while horsed, and wields it with a formidable +98 OB. He is only an adequate rider, however, having 6 ranks in Riding. He is limited to 6 ranks, therefore, in Mounted Combat. After stat bonuses and other modifications, his Mounted Combat skill bonus is +37. He will therefore only be able to wield his battleaxe from horseback with an OB of +37. If he wishes to increase his Mounted Combat skill, he is going to have to increase his skill at Riding as well.*

Quickdraw

This skill provides a bonus for getting a weapon from scabbard into battle very quickly. If successful, the weapon is out of the scabbard and in hand and moreover may make an attack and/or move the same round without the normal 20% activity required (-20 penalty) for drawing a weapon. If the skill check fails, he has dropped the weapon. On a partial success, the character takes the normal time (and penalty) to draw the weapon. {SD}

Reverse Stroke

This skill provides a limit for applying one's melee OB against an opponent to one's flank or rear without turning or changing position. The OB of an attack made in this fashion can **not** exceed the attacker's Reverse Stroke skill bonus. Note that this skill must be developed separately for each weapon category. {Pr}

Subdual

This skill allows an individual to immobilize or render unconscious a target by applying a sharp blow to a precise point on the victim's upper body. The foe is assumed to be "of kind" (usually humanoid) and not "Large" or "Super-large." The OB of a subduing attack can **not** exceed the attacker's Subdual skill bonus (e.g., a Fighter with an OB of +120 and a Subdual bonus of +70 would only be able to apply a +70 OB to his attack). Instead of rolling criticals on the Critical Table indicated by the Weapon Attack Table, the *AL* Subduing Critical Table 4.9 should be used. {SD}

Swashbuckling

This skill allows an individual to perform elaborate maneuvers with his weapon, including flourishes and feats of weapon control. This skill may, at the GM's discretion, be used to recover control of a fumbled weapon (only possible if a fumble result has indicated that the wielder has "lost control" of a weapon, not "dropped" it), and may be used to perform unusual maneuvers with one's weapon. Note that fumbles resulting from swashbuckling attempts may **not** be negated by further use of this skill. {Pr}

Tumbling Evasion

This skill provides a bonus for evading a attack by using a tumbling maneuver. The skill rank (**not** the skill rank bonus) is added to the DB. This skill is rolled for during the round that the skill is actively used. Individual may not parry, use a shield, or attack while using this skill. {Ag}

Two-Weapon Fighting

This skill allows a combatant to fight with two weapons simultaneously. He is allowed to make 2 weapon attacks for each melee attack action, and may engage two opponents providing neither opponent is receiving any positional combat modifiers for their OB (e.g., If either opponent is receiving +15 for Flank Attack or +20 for Rear Attack the individual cannot attack both opponents in the same round).

Two Weapon Fighting skill must be developed for **each** individual two-weapon combination (e.g., shortsword/handaxe, rapier/dagger, etc.). A character's skill *rank* with a two-weapon combination may not exceed his skill rank of **either** of the individual weapons (e.g., if a Fighter has 5 skill ranks with a dagger and 9 skill ranks with a short sword, he may only have 5 skill ranks with his short sword/dagger two-weapon combination). The OB for each weapon attack is equal to the skill bonus for the Two Weapon Fighting skill for the combination of those two weapons.

Against 1 Opponent: There is no negative attack modification against one opponent.

Against 2 Opponents: There is -20 modification to both attacks.

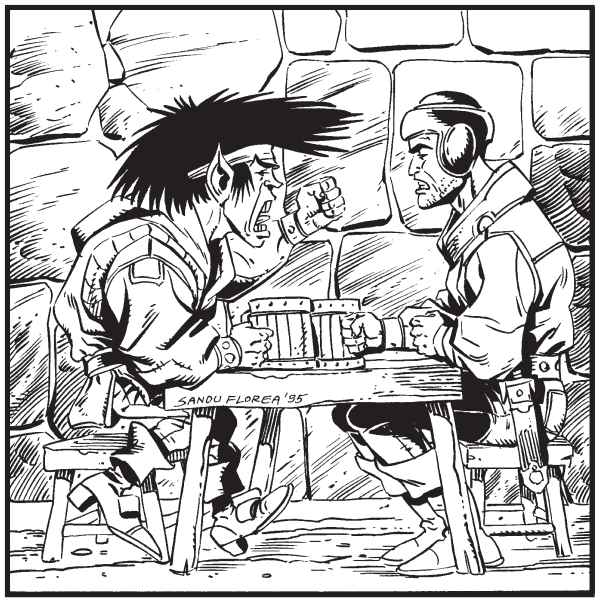
Parrying: The user must reduce **both** weapon OBs by the same amount (i.e., the amount of his parry). Against one opponent, the user increases his DB by the amount of his parry. Against two opponents, the amount of his parry must be split between the two opponents as the user sees fit.

Using the off-hand: Each weapon combination is considered to have been developed for each specific weapon in a specific hand. For example, a Rogue trained in a rapier/dagger combination might have decided to use the rapier left-handed and the dagger in his right. Switching either weapon to the other hand incurs the normal -20 penalty for use with the off-hand. {SD}

A–1.12
COMMUNICATION SKILL CATEGORY

Skills: Languages (each language written is a skill, each language spoken is a skill), Lip Reading, Signaling
Restricted: Magical Languages
Applicable Stat Bonuses: Re/Me/Em
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: None
Classification: Static Maneuver

This category encompasses those skills involving the coordinated transfer of information from one being to another by whatever means available or preferred. Whether this is in the form of language or smoke signals, it covers only the actual process of transfer and understanding of the communication medium, not the analysis or use of such information (e.g., understanding the words spoken by a Sphinx involves the use of these skills; figuring out the riddle does not).



Communication Static Maneuver Table T–4.8.11

-26 down Spectacular Failure: -100% • 2.0✕ • -30➠
If this was an attempt at normal communication, you have just delivered (or received) what seems to be a mortal insult. If this was an attempt to utilize a magical language, you have just opened a Lesser Demonic Gate (Evil Essence List 3.8.4: Entity Summons, *Spell Law*, p.126). Pretty glib, dude.

-25 — 04 Absolute Failure: -25% • 1.5✕ • -10➠
After a brief attempt at this communication, you realize that you seem to be conveying (or understanding) exactly the opposite of what was intended. You certainly **thought** that "Glubmuk" was a term of respect….

05 — 75 Failure: 0% • 1.0✕ • +0➠
Freeboab skiinkeedo meerpblorpop. Scibi-ibi? Fwooshkinoosh. Bork bork bork. (Whoa. Gibberish.)

UM 66 Unusual Event: -40% • 1.0✕ • -15➠
Well, you used the right words, but your body language was utterly wrong. Your target is convinced that you are mocking him maliciously, and takes the action most appropriate for his background and nature. You're not even sure if you should try again…

76 — 90 Partial Success: 30% • 1.5✕ • +5➠
You appear to be communicating somewhat, but all these strange references to your grandmother and cream cheese keep confusing the issue. Keep trying. Communication was at 5 ranks less efficacy than normal.

UM 100 Unusual Success: 130% • 0.8✕ • +35➠
Boy! It's scary how you keep knowing what everyone is going to say before they say it…Communication was at 5 ranks more efficacy than normal.

91 — 110 Near Success: 70% • 1.25✕ • +15➠
Cursed homonyms! Why is it that every language has fifty different words that sound alike? If appropriate, you may continue to elucidate for another round to make yourself clear. Communication was at 2 ranks less efficacy than normal.

111 — 175 Success: 100% • 1.0✕ • +20➠
You are clear, if not concise. Communication is fully achieved, and now you can explain what it was you were doing with the headman's daughter…

176 up Absolute Success: 120% • 0.8✕ • +30➠
Your command of the language is absolute, and the words fall effortlessly from you. If you have any speeches to make, make 'em now! Reactions to this communication are modified +30 in your favor. Communication was at 2 ranks more efficacy than normal.

General and GM-Assigned Modifers

COMMUNICATION SKILL DESCRIPTIONS

Language

Rolemaster is created for a world with a variety of cultures and languages. There is no such thing as a common tongue or an alignment tongue (though a GM can add them for his world system), although certain professions have developed their own languages for use in research. Each language must be developed individually, with the written and spoken versions of a language each counting separately. Skills in one language normally have little effect on others; however, "brother languages," those deriving from an immediate common ancestor, may be an exception.

One's skill **rank** indicates the level of comprehension of a spoken or written language. See the Language Rank Table T-4.7.

One's skill bonus with a written form of a language serves as a skill bonus to writing attempts using that language. The spoken skill bonus for a language is used to improve communication with someone. A successful static maneuver means that the spoken language rank of the person with whom you are communicating is temporarily increased for the purposes of this conversation, to a maximum of the rank developed by the individual performing the static maneuver. {Em}

> **Example**: *Beeborukamuk has 7 ranks and a bonus of +42 (through various bonuses) in the language of Jeepha. He is trying to communicate with Mook, who has only 3 ranks in it. He makes a static maneuver to attempt to communicate effectively with Mook at rank 7 (a -40 modification to the maneuver), and succeeds. Mook's rank in Jeepha is considered to be at rank 7 for the purposes of this single conversation. Note that there is no possibility that a maneuver could have raised Mook's effective rank to 8, as Beeborukamuk doesn't even speak that well.*

Racial Languages: These are the languages generally used and recognized by the individual races.

> **Example**: *Elvish and Dwarvish.*

Cultural Languages: These are the language variations in an area, usually related to some extent to the racial language(s).

> **Example:** *The sibilant tongue of the North Vestallans, or the guttural speech of the Gettians.*

Social Languages: These are the language variations in a particular culture.

> **Example**: *High Erian is used by the nobility in Eria, Common Erian is spoken by most others, while Street Talk is used by the lower classes. It is up to the individual GM to determine whether any such variants exist and what their similarity to each other is (e.g., knowing Erian High Speech allows half skill rank in Common Erian and 1/4 skill rank in Street Talk).*

Professional Languages: These Languages are the special Languages spoken by a particular profession, and need not be related to any spoken language.

> **Example**: *Sword Tongue is spoken by the members of the Brotherhood of the Blade and is a special manufactured language used for recognition and secrecy by the higher echelons. Old Landalian is spoken by the members of the Elcaluva College (spell users) for the same reasons plus the fact that it is the now dead language that many of the ancient Magi used (and wrote their texts in). The Thieves' Guild uses a hyper-slang language known as Thieves' Chant, for recognition, secrecy, and safety.*

Religious Languages: These Languages are the special Languages spoken by the various religious orders, for reasons of tradition, ceremony, and recognition. They may or may not be related to any other spoken language.

> **Example**: *The Priests of Kanorak speak Kanorakki in High Ceremony and for recognition (a god-given language for the followers of the True Faith), and Old Nakrin, an ancient form of the current language which can be spoken by laymembers at 1/2 skill rank. Druid Tongue, however, has been preserved unchanged untold Eons and while spoken by the Inner Circle of Druids, is now too far removed from current Languages to be considered related.*

Lip Reading

This skill provides a bonus for reading lips and sign language. Lip reading is only possible with languages that the lip reader knows and then only to the known spoken skill rank. Special creatures (e.g., the Chicken People) might cause a penalty to be added to the character's bonus due to distinct lack of lips. Line of sight must be maintained with the subject's mouth. Skill is halved for reading the lips of creatures not of the same general type. Types: Human, Reptile, Avian, Non-Human Mammalian, etc. {SD}

Each foot over 20' ..... -2

Magical Languages

This skill enables characters to learn magical languages. These languages are acquired in the same fashion as are regular languages. These Languages are rarely spoken except in conjunction with spell casting, where they aid the spell's potency. This is the language of Power Words. The effects of such languages will be covered in an upcoming ***RM*** supplement.{SD}

Signaling

This skill provides a bonus when using any form of signal communications. This skill is a specialized form of linguistics and linguistics guidelines apply. {Me}

A–1.13
CRAFTS SKILL CATEGORY

Skills: Cooking, Drafting, Fletching, Horticulture, Leather-crafts, Metal-crafts, Rope Mastery, Scribing, Service, Sewing/Weaving, Skinning, Stone-crafts, Trapping, Wood-crafts

Restricted: —

Applicable Stat Bonuses: Ag/Me/SD

Skill Rank Bonus Progression: Combined

Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0

Group: Craft

Classification: Static Maneuver

This category encompasses the use of particular craftsman skills, such as making jewelry, copper etching, cloth work, etc. Note that these skills are all physical applications of skill to produce a desired object or product. Skills dealing with the abstract analysis or theory of these obects should fall instead under the Technical/Trade Group.

The list above is not exhaustive; there is a nearly infinite number of possible crafts.

The following is a partial list of suggested crafts not defined within this section (each of which is developed separately):

- Barber: Hair groomer and shaver of beards, etc.
- Billeting: Innkeeping duties .
- Book Maker: Binds paper into books.
- Calligraphy: Attractive form of writing.
- Candle Maker: Use of wax and wicks to make candles.
- Ceramics: Glazing, staining of pottery, glass, etc. and firing it in a kiln to harden it.
- Cooper: Making or repairing of barrels.
- Crocheting: See Knitting.
- Dying: Coloring of fabric and cloth.
- Embalmer: Mummification of body after death.
- Embroidering: Decorating of fabric, cloth and leather.
- Enameler: Use of enamel to place a hard, long-lasting surface on objects.
- Furrier: Turning furs into clothing.
- Glass Blower: Turning of sand into glass objects.
- Guide: Pointing the way and leading.
- Knitting: Turning yarn and thread into cloth, using needles.
- Masseur/Masseuse: Manipulation of bones and muscle to relieve tension, etc.
- Messenger/Runner: Bearer of messages (written or verbal).
- Miller: Grinder of grains into flour.
- Net Maker: Make and repair of fishing nets.
- Paper making: Turning wood pulp into paper, reeds into papyrus, etc.
- Potter: Turning clay into objects.
- Quilting: Turning pieces of cloth into blankets, clothing, etc.
- Roofer: Putting roofs together, and maintaining them.
- Sail Maker: Making and repairing of sails.
- Scribe: One who copies manuscripts or other documents.
- Seneschal: Running of a household, daily routines, etc.
- Spinner: Turning wool or flax into thread.
- Stewardship: Management of land and people in the absence of the overlord.
- Tailoring: Turning cloth into articles of clothing.
- Taxidermist: Preparing and stuffing the skins of animals.
- Trapper: Capturing of animals either alive or dead.
- Tube Hollower: Hollows tubes out of stone, metal, wood, etc.
- Upholstery: Covering of furniture with material for decoration or comfort.
- Valet: Assists others in getting dressed and ready for various occasions.
- Weaving: Using Loom to make rugs, cloth, tapestries, etc.
- Wicker Worker: Use of wicker to make baskets, furniture, etc.

Crafts
Static Maneuver Table T–4.8.12

-26 down Spectacular Failure: -100% • 2.5✖ • -50➠
You have failed miserably in your craft. However, you are so oblivious and self-absorbed that you are convinced that you have, in fact, succeeded admirably. Your misguided efforts generate results similar to **Absolute Failure**, below, but you will defend yourself until irrefutable evidence is presented to you that you have failed.

-25 — 04 Absolute Failure: -50% • 1.5✖ • -30➠
In your haste, you have actually created extra work for yourself. The time to complete this task normally is doubled, and you have misplaced, misused or broken some or all of the people, tools or materials used in this task. You may not try again until 24 hours have passed, and that attempt will then be at a modification of -20.

05 — 75 Failure: 0% • 1.0✖ • +0➠
Your skills have deserted you, and you have wasted your effort. Hurts, don't it?

UM 66 Unusual Event: 100% • 1.5✖ • +10➠
You have a great idea for a unique style for your craftwork, and after an arduous effort, you successfully realize your work. Unfortunately, unbeknownst to you, another local craftsman has had the same idea before you, and your work is seen as a bald imitation. Lips curl.

76 — 90 Partial Success: 30% • 1.75✖ • +5➠
You know what you want to accomplish, but it just keeps falling short. Perhaps a different approach. Wait a full day before attempting this skill again.

UM 100 Unusual Success: 150% • 2.5✖ • +40➠
You have achieved a perfect union of form and function. Your craftwork may be up to 30% lighter or heavier (player's choice), and has an inherent non-magical bonus of +10 in addition to any other qualities. In addition, with an equivalent effort, you may reproduce this object exactly with a result of **Absolute Success** any time in the future. This could be your big-ticket item!

91 — 110 Near Success: 80% • 1.5✖ • +10➠
You aren't quite on, it seems. The small details keep escaping you, but you may yet manage to catch up. It takes a bit longer, but you may roll again with a +10 modification to finish your maneuver.

111 — 175 Success: 100% • 1.0✖ • +20➠
Your hands are sure, and your work is precise and artful. You got the knack.

176 up Absolute Success: 120% • 0.8✖ • +30➠
Your diligence is rewarded with your latest masterwork! Everyone can see the remarkable quality of your work, and your abilities will be more highly regarded than ever.

General and GM-Assigned Modifers

CRAFTS
SKILL DESCRIPTIONS

Cooking

This skill provides a bonus cooking or preparing food. This skill bonus may also be used when detecting bad food, or preparing/neutralizing dangerous food ingredients. {In}

The following is a partial listing of cookery skills:

- Baking: Turning of flour into breads, cakes, pies, etc.
- Brewing: Making ale, beer, cider, malt or mead beverages.
- Curing: Salting or preserving of food.
- Distilling: Making of alcohol.
- Winery: Making of wines.

Drafting

This skill provides a bonus to draw an item, object, blue prints, etc. This is not free hand drawing; specialized drafting equipment (squares, triangles, compasses, etc.) is used in making accurate and precise drawings (normally to scale). {SD}

Fletching

This skill provides a bonus for making an arrow out of available wood, metal, paper, and/or feathers. Note: With this skill, sophisticated types of special purpose arrows may be crafted (such as hunting, armor piercing, message, howling, poison bearing, etc.). {In}

Horticulture

This skill provides a bonus for growing flowers, fruits, fungi and vegetables. It includes the feeding, care, and harvesting of such plants. {Em}

Leather-crafts

This skill provides a bonus for working with hides and creating leather goods (e.g., leather armor, bolas, etc.). {SD}

The following is a partial listing of leather crafts:

- Cobbler: Making of shoes and boots.
- Saddler: Making of saddles and other horse trappings.
- Tanner: Turning hides into leather.
- Tooler: Decorating leather with imprinted designs & coloring them.

Metal-crafts

This skill provides a bonus for working with normal metals to create or repair desired objects (e.g., horse shoes, metal ornaments). Bonus for oven or kiln building, and doubling effects of fires. {In}

The following is a partial listing of smithing crafts (each is a separate skill that must be developed separately):

- Armorer: Making of iron or steel armor.
- Blacksmith: Making of small iron wares, horse shoes, etc.
- Bronze Smith: Working and casting of bronze.
- Copper Smith: Working and casting of copper.
- Etcher: Decorating of metals.
- Fire Starting: Starting of fires.
- Foundry: Casting, rolling, cutting and spinning of iron.
- Gold Smith: Working of gold into ornamental and functional items.
- Iron Smith: Making of iron wares.
- Silver Smith: Working of silver into ornamental and functional items.
- Tin Smith: Working of tin into ornamental and functional items.
- Tooler: Making of metal tools.
- Weapon Smith: Making of iron or steel weapons.

Rope Mastery

This skill provides a bonus for knot recognition, knot-tying, braiding, rope splicing, making a maneuver while suspended from a rope (or analogous flexible line), or when throwing a line. {In}

Scribing

This skill gives proficiency in secretarial skills, including calligraphy, taking dictation and librarian skills. {SD}

Service

This skill gives a bonus to performing service duties, such as those of a valet, maid, butler, etc. {SD}

Sewing/Weaving

This provides a bonus to static maneuvers involving sewing or weaving. These skills includes fashioning garments, blankets, etc., as well as repairing such items. {In}

Skinning

This skill provides a bonus for removing, preparing, treating and caring for animal skins. Note that while this would allow a simple drape to be fashioned, this does not provide the sewing skills necessary to create normal garments. {In}

Stone-crafts

This skill provides a bonus for working with stone and creating sculptures, writings, or any other form of inscription or relief. {In}

The following is a partial listing of stone crafts, each of which is a separate skill that must be developed separately:

- Brick Maker: Making of bricks.
- Gem Cutter: Cutting and setting of stones and gems.
- Masonry: Making of building, bridges, roads, etc. from bricks and stone.
- Stone Carving: Carving of stone.
- Stone Cutter: Cutting and shaping large stones from a quarry.

Trapping

This skill provides a bonus to trapping skills, including setting simple snares, identifying animal runs, and a knowledge of the values of various furs, skins, etc. {Em}

Wood-crafts

This skill provides a bonus for fashioning any object out of the required amount of wood, bone or similar material. {In}

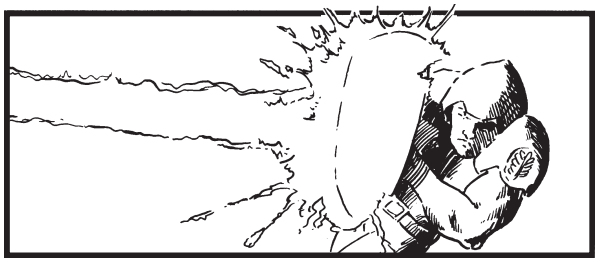
The following is a partial listing of wood crafts, each of which is a separate skill that must be developed separately:

- Carpentry: Cabinet maker.
- Cartwright: Maker of carts, wagons and other similar vehicles.
- Building: Construction of buildings from wood.
- Lumbering: Felling of trees.
- Shipwright: Building of sea going vessels.
- Wheelwright: Maker of wheels.
- Wood Carving: Carving of wood.

A–1.14
DIRECTED SPELLS SKILL CATEGORY

Skills: One for each directed attack (i.e., usually one for each element)
Applicable Stat Bonuses: Ag/SD/Ag
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: None
Classification: Offensive Bonus

Spell Law makes provision for attack rolls for certain "directed elemental" spells. (See Section 23.7) Skill must be developed separately for each such spell. A character wishing to develop skill with such a spell must be able to cast it at least once a day (either intrinsically or from an item).



General and GM-Assigned Modifers

Defender's Quickness	-25 to +35
Full Cover	-60
Partial Cover	-30
Static Target	+30
Wall Shield (NA)	-30
Full Shield (NA)	-20
Normal Shield (NA)	-15
Target Shield (NA)	-5
No Helmet	+5
Full Helmet (covers face)	-5
Range	-75 to +35



DIRECTED SPELLS SKILL DESCRIPTIONS

Directed Spells Skill Descriptions

The skills in this category provide bonuses to directed spell attacks utilizing the elemental form to which they apply. For example, skill in fire directed spells will give a bonus to all *Fire Bolts* (regardless of range). Skill may be developed separately for each such spell. A character wishing to develop skill with such a spell must be able to cast it without the need of a spell roll at least once a day, either intrinsically or from an item or runes (i.e., it cannot require overcasting, etc.).

The five types of directed spells (with their associated Attack Table) are *Fire Bolts* (*SL* 5.4), *Ice Bolts* (*SL* 5.5), *Lightning Bolts* (*SL* 5.6), *Shock Bolts* (*SL* 5.7) and *Water Bolts* (*SL* 5.8). See Section 23.7 for guidelines on handling Directed Spell attacks. {Ag}

Sample Directed Spells Attack Table

Below is an example of a Directed Spell Attack Table from *Spell Law*.



	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	–	–	–	–	03-10
11-20	F	F	F	F	F	F	F	F	–	–	–	–	–	–	–	–	–	–	–	–	11-20
21-30	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	21-30
31-35	2	3	1	–	3	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-35
36-40	3	5	3	2	5	3	1	–	–	–	–	–	1	–	–	–	–	–	–	–	36-40
41-45	5A	6	5	3	6	5	3	1	–	–	–	–	2	1	–	–	–	–	3A	–	41-45
46-50	6A	7A	7	5	7A	7	5	3	1	–	–	–	3	3	1	–	1	1	5A	1	46-50
51-55	7A	8A	8A	7	8A	9A	7A	5	2	1	1	–	4A	5A	3	1	2	3	7B	3	51-55
56-60	8A	9A	9A	9A	9A	10A	9A	7A	3	3	3	1	5A	6A	5A	3	4	5	9B	5A	56-60
61-65	9A	10A	10A	11B	10A	11A	11A	9B	4	5	5	3	6A	7B	7B	5A	6	7A	11C	7B	61-65
66-70	10A	11A	11B	13B	11B	12A	12B	11B	5A	7	7	5A	7B	8B	8B	7B	8A	9A	13D	9C	66-70
71-75	11A	12B	12B	14C	12B	13B	13B	13B	6A	8A	9A	7A	8B	9C	9C	9C	10A	11B	15D	11D	71-75
76-80	12B	13B	13B	15C	13B	13B	14B	15B	7A	9A	11A	9B	9C	10C	10D	11D	12B	13B	17E	13D	76-80
81-85	13B	14B	14C	16C	13B	14B	15B	17C	8A	10B	12B	11B	10C	11D	11D	12E	14B	15C	19E	15E	81-85
86-90	14B	14B	15C	17D	14C	14B	16C	18C	8A	11B	13B	13C	11D	12D	12E	14E	16C	17C	21F	17E	86-90
91-95	14B	15C	16C	18D	14C	15C	17C	19D	9B	12B	14C	15C	12D	13E	13E	16E	18C	19D	23F	19F	91-95
96-100	15C	15C	17D	19D	15C	15C	18D	20D	9B	12C	15C	15C	13E	14E	14E	18F	20D	21D	25F	21F	96-100
101-105	15C	16C	18D	20E	15D	15D	19D	21E	10B	13C	16D	18D	14E	15E	15E	15F	22D	23E	27G	23F	101-105
106-110	16C	16D	19E	21E	16D	16D	20E	22E	10C	13C	17D	19E	15E	16f	16F	22F	24E	25E	29G	25G	106-110
111-115	16D	17D	20E	22F	16E	16E	21E	23F	11C	14D	18E	20E	16F	17F	18F	24G	25E	27F	31G	27G	111-115
116-120	16D	17E	21F	23F	17E	17E	22F	24F	11D	14D	19E	21F	17F	18F	20G	25G	26F	28F	32H	29G	116-120
121-125	17E	18E	22F	24G	17F	18F	23F	25G	12D	15E	20F	22F	18F	19G	22G	28G	27F	29G	33H	31H	121-125
126-130	17E	18F	23G	25G	18F	19F	24G	26G	12E	15E	21F	23G	19G	20G	24G	30H	28G	30G	34H	33H	126-130
131-135	17F	19F	24G	26G	19G	20G	25G	27H	13E	16F	22G	24G	20G	21G	26H	31H	29G	31H	35I	35H	130-135
136-140	18F	19G	25H	26H	20G	21G	26H	27H	13F	16F	23G	24H	21G	22H	28H	33H	30H	32H	36I	37I	136-140
141-145	18F	20G	26H	27H	21H	22H	27H	28H	14F	17G	24H	25H	22H	23H	29H	34I	32H	33I	37I	39I	141-145
146-150	18G	20H	27I	27I	22H	22H	28I	28I	14G	18H	25I	25I	23H	24H	30I	35I	32I	34I	38I	40I	146-150
UM 100	22H	25I	32J	32J	25I	25I	33J	33J	20H	25I	30J	30J	27I	30I	38J	42J	38J	42J	43J	45J	100 UM

Range	Mod
0' - 10'	+35
11' - 50'	–
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' - up	-75



UM = Unmodified Roll

(For A, B, C, D, and E results, use Electricity Criticals)

Critical Result	Use Electricity	Use Impact	Use Heat
F	E	A	—
G	E	B	—
H	E	C	A
I	E	D	B

ATTACK TABLE 5.6
LIGHTNING BOLT
SPELL LAW

A–1.15
INFLUENCE SKILL CATEGORY

Skills: Bribery, Diplomacy, Duping, Interrogation, Leadership, Propaganda, Public Speaking, Seduction, Trading
Restricted: —
Applicable Stat Bonuses: Pr/Em/In
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: None
Classification: Static Maneuver

This category encompasses those skills which deal with an intentional and applied effort at influencing, manipulating, or deceiving others.



Influence Static Maneuver Table T–4.8.13

-26 down Spectacular Failure: -50% • 1.5✕ • -30➠
You've tried your tricks on the wrong person, this time. The worst possible reaction will be engendered in your target(s), and violence is a distinct possibility. With any luck, you'll just be arrested….

-25 — 04 Absolute Failure: -25% • 1.2✕ • -10➠
Your clumsy attempts at manipulation are transparent to all. The GM should roll for the reaction of the target(s), modified by -30. Any future attempt to influence this target will fail unless a result of **Absolute Success** is achieved.

05 — 75 Failure: 0% • 1.0✕ • +0➠
You fail to influence your target in the least. Your target may make a maneuver (open-ended roll modified by 3x Empathy stat bonus) to note your attempt.

UM 66 Unusual Event: 110% • 0.8✕ • +20➠
Your slick manner and glib words bowl over your target…the target becomes utterly fascinated (enamored) with you, mooning about constantly, attempting to satisfy your every whim and generally getting quite annoying. It gets to the point where it is positively counterproductive (even dangerous) to your business, but the only way you can think to get rid of the person is to shatter his/her fragile ego. What to do, what to do?

76 — 90 Partial Success: 30% • 1.0✕ • +0➠
You were doing great until you got impatient. You cut to the chase too soon, and your target is wary. If appropriate, roll again on this table next round with a -10 modification.

UM 100 Unusual Success: 110% • 0.8✕ • +15➠
Something you say seems to bring your target to rigid attention. You can't figure out what caused it, but your target is frightened nearly to death, and is utterly tractable. If you play it cool, you may continue to influence this individual with a modification of +30, until it either becomes clear to the target that you do not in fact know his secret. However, fear may drive your target to desperate acts…

91 — 110 Near Success: 80% • 1.5✕ • +10➠
It's taken longer than you had hoped, but you've almost successfully influenced your target. If appropriate, roll again next round with a +10 modification.

111 — 175 Success: 100% • 1.0✕ • +20➠
Oh ye of the silver tongue! You smooth-talk your target into tractability. Have you considered a career in politics?

176 up Absolute Success: 120% • 0.8✕ • +30➠
You must have been an incubus in a former life. In any case, you have your target(s) wrapped around your little finger, and any reactions are modified by +30 in your favor. This might be a good time to ask about that raise….

General and GM-Assigned Modifers

INFLUENCE SKILL DESCRIPTIONS

Bribery

This skill provides a bonus for offering a bribe to an individual in the proper and unobtrusive manner. At the GM's discretion, this may also allow the identification of bribeable individuals; the GM may also allow the use of this skill to help in identifying persons likely to have been bribed by the evidence of some unusual behavior. {In}



Diplomacy

This skill provides a bonus for operating successfully in a complex, bureaucratic foreign environment, such as a foreign royal court or any other large foreign government structure. Tact, negotiation, and deceit are all facets of diplomacy. It is used for the conducting of relations between nations. It is important to note that this skill provides a bonus for using the proper protocol in an **unfamiliar** situation and impressing a person in authority. This applies to situations ranging from an audience with the High King to an involuntary meeting with the Prince of Thieves. For operating within a familiar government system, refer to Administration. {In}

Duping

This skill provides a bonus for speaking quickly, convincingly, and confusingly in order to get a victim to do something they would not ordinarily do. This skill usually may be used on only one person at a time. {In}

Interrogation

This skill provides a bonus for extracting information from an intelligent source. This may or may not include causing discomfort to the target. However, if a target is discomforted and the "interrogation roll" fails, the target may suffer a major injury or death. In such a case, the target should roll an RR vs. level 10, using Co/SD/Co as a modifier to determine the extent of the injury. This skill not only applies to torture but also includes the ability to piece together scattered fragments of information received. {SD}

Causing "discomfort" to target ..... +10 to +25

Leadership

This skill provides a bonus to inspire and command others to follow you, and to make others believe that you are competent to lead and that you know what you are doing. This includes the ability to raise the morale of those you command. {Pr}

Propaganda

This skill provides a bonus for influencing others through indirect means, rather than direct speech. Includes such ideas as starting rumors, as well as designing large advertising campaigns. {Re}

Public Speaking

This skill provides a bonus for impressing, entertaining, or manipulating groups of people directly. Note that this is different from the Tale Telling skill, which is used on small groups, using stories and fables for entertainment and instruction. Public Speaking is for larger groups, is often more extemporaneous, and is used to manipulate the emotions or views of a crowd. {In}

Seduction

This skill provides a bonus when attempting to emotionally, sensually, or sexually manipulate someone. Note that this is not limited to sexual seduction! Manipulation of a persons sensual sensibilities, urging a person to indulge in some fantasy or desire, and convincing a person of some tenet on emotional rather than rational grounds can all be classified as seduction. {In}

Trading

This skill provides a bonus for transactions involving a bargained exchange of money or goods, particularly with respect to rolls on the purchase and resale price charts found in *Gamemaster Law*. {SD}

A–1.16 LORE SKILL CATEGORIES

Lore • General Skill Category

Skills: Culture Lore (one skill for each culture/race), Fauna Lore, Flora Lore, Heraldry, History (one skill for each field of history), Philosophy, Region Lore (one skill for each region), Religion
Restricted: —
Applicable Stat Bonuses: Me/Re/Me
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Lore
Classification: Static Maneuver

This category encompasses the use of informational and academic skills which are available to most people with the determination to learn them.

Lore • Magical Skill Category

Skills: Artifact Lore, Circle Lore, Planar Lore, Spell Lore, Symbol Lore, Undead Lore, Warding Lore
Restricted: —
Applicable Stat Bonuses: Me/Re/Me
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Lore
Classification: Static Maneuver

This category encompasses the use of informational and academic skills dealing with magic and magical things. They are usually available only to those with access to magical resources and/or instructors.

Lore • Obscure Skill Category

Skills: Demon/Devil Lore, Dragon Lore, Faerie Lore, Xeno-Lores (one skill for each type of "unusual" race or culture)
Restricted: —
Applicable Stat Bonuses: Me/Re/Me
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Lore
Classification: Static Maneuver

This category encompasses the use of informational and academic skills dealing with extremely unusual or obscure topics, often dealing with rare races and the like. Note that the availability of these skills should be limited to those with unusual magical or academic resources.

Lore • Technical Skill Category

Skills: Herb Lore, Lock Lore, Metal Lore, Poison Lore, Stone Lore, Trading Lore
Restricted: —
Applicable Stat Bonuses: Me/Re/Me
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Lore
Classification: Static Maneuver

This category encompasses the use of technical informational and academic skills dealing with relatively common topics.

Lore skills have a Standard skill bonus progression because it is assumed that there are common elements to certain "types" of Lores. The Lore Categories maintain this convention, but the GM may decide that these skills are disparate enough to warrant a Combined skill progression. If so, the development point costs should be doubled, reflecting the lack of skill category ranks.

Lore Static Maneuver Table T–4.8.14

-26 down Spectacular Failure: -100% • 3.0▩ • -30➠
Disaster! If researching a topic, you have accidentally damaged or destroyed your study materials with the beverage you upended upon them! Those materials that can be salvaged require a full day of careful tending, or they will be useless. Regardless, they will offer a permanent -10 modification to future skill rolls which utilize them even if they are saved from destruction. If you are attempting to remember a topic, you find your mind a blank. Due to your mental block on the subject, you will suffer a -30 (non-cumulative) modification to all attempts to recall this subject until you achieve an **Absolute Success** on this table.

-25 — 04 Absolute Failure: -50% • 2.0▩ • -20➠
What's all this? If you are attempting to study a subject, you have gotten your topics confused, and you spend a full day just trying to sort out your references. If attempting to recall a subject, you irretrievably confused yourself, and you cannot possibly recall this information without at least 12 hours of study to refamiliarize yourself with the topic.

05 — 75 Failure: 0% • 1.0▩ • -10➠
Hmmm. Nope. Nothing springs to mind. Perhaps if you were to spend another six hours studying the matter…

UM 66 Unusual Event: 0% • 2.5▩ • +0➠
Great Horny Toads! This is amazing! You've been using that word for **years**, and you suddenly realized that you were pronouncing it **completely** wrong! You whoop and gurgle happily as you roll your mouth around the new sound, your intellectual integrity positively beaming with the joy of authenticity…why is everybody staring at you like you're a lunatic? Whoops, you were supposed to be doing something, weren't you? Gads, you've gotten **nothing** done…how embarrassing.

76 — 90 Partial Success: 25% • 1.0▩ • +0➠
You uncover/remember some of the details of the subject…but no specific ones. Another hour of analysis might reveal more information, but for now, you have only the barest sketch of the topic as relates to your current search. (If you were studying a topic, your research took 2 hours; if you were merely attempting to remember a fact, it took only a few moments, but the full analysis time will be required to refresh yourself on the information).

UM 100 Unusual Success: +130% • 1.0▩ • +25➠
Who says you can't find everything you need in books? Your insight into the material is so clear that you have achieved a personal breakthrough. You may **immediately** develop two free ranks in a related (and appropriate) Technical/Trade or Science/Analytic skill. Needless to say, you succeed in your maneuver.

91 — 110 Near Success: 75% • 1.2▩ • +10➠
It's hovering at the edge of your consciousness…can you afford to spend 10 more minutes tracking it down? If so, you may roll again at +10 to put the final pieces in place. (If you were studying a topic, your research took 1 hour).

111 — 175 Success: 100% • 1.0▩ • +20➠
Ah! Of course! You already knew where to look to find this information, so your research was done inside of 20 minutes. A simple fact, of course, was right on the tip of your tongue.

176 up Absolute Success: 120% • 0.5▩ • +30➠
With a nonchalant air, you may relate the details of the topic from memory, including relevant quotations and analyses by authorities of note. **Now** who's the savant around here?

LORE SKILL DESCRIPTIONS

Lore Skill Descriptions

LORE • General

Culture Lore
This skill provides information about the beliefs, rituals, or other information about a specific culture. Note that skill for each culture or race must be developed separately. All characters begin with ranks in Culture Lore for their own culture. See Section 13.0. {Me}

Fauna Lore
This skill provides a bonus for recognizing and identifying the major animal forms within a specific area, region and climate. May be developed either in-depth for a specific area or as general education in fauna/zoological trends. Several different regions/climates may be developed simultaneously, provided that research materials are available. **Note:** This skill may be used for learning about specific species as well, providing great detail on the characteristics and habits of a particular type of animal. {Em}

Flora Lore
This skill provides a bonus for recognizing and identifying the major plant forms within a specific area, region and climate. May be developed either in-depth for a specific area or as general education in flora/botanical trends. Several different regions/climates may be developed simultaneously, provided that research materials are available. **Note:** This skill may be used for learning about specific species as well, providing great detail on the characteristics and habits of a particular type of plant. {Em}

Heraldry
This skill provides a bonus for designing or recognizing the particular heraldic crests (coats-of-arms) specific to a given culture. Separate cultures must be developed separately. {Me}

History
This skill provides knowledge about the past. One may develop this skill in general World History (subject to the available learning materials—i.e., if knowledge about the other side of the world is not available, it may not be learned) although the information will be far less specific, focusing instead on the broad strokes of history. If this skill is developed in the history of a particular region or subject, the information will be far more specific. In essence, the smaller the focus of the skill, the greater the level of detail and accuracy. Developing skill in the history of the Kingdom of Harran, for instance, might provide information about the rulers and the great events in the Kingdom's past; skill in the history of the Guild of Architects in the city of Jeppod would likely include all of the names of the Guild's officers, the bylaws memorized by heart, etc. This skill encompasses military history as well. {Me}

Philosophy
This skill provides a bonus for recognizing and identifying major aspects of philosophic doctrines. Each philosophy doctrine may be concentrated in and learned separately for in-depth knowledge and understanding. {In}

Region Lore
This skill provides knowledge about the beliefs, rituals, or other information about a specific region. Note that skill for each region must be developed separately. All characters begin with ranks in Region Lore for their own region. See Section 13.0. {Me}

Religion
This skill provides a bonus for recognizing and identifying major aspects of religious doctrines. Each religion may be concentrated in and learned separately for in-depth knowledge and understanding. {Me}

LORE • Magical

Artifact Lore
This skill provides a bonus for recognizing and knowing the powers of potent magical items. {Me}

Circle Lore
This skill provides a bonus for manipulating and using magical circles in conjunction with spells. It also allows non-magical research in defining, identifying new "Circles" in which to add to his repertoire of circle spells. {Me}

Planar Lore
This skill provides a bonus for recognizing and navigating other planes of existence; it also provides knowledge about other planes. {In}

Spell Lore
This skill provides a bonus to recognize and understand spells. When a character realizes that he has been targeted by a spell, this skill enables him to recognize the spell being used against him. When attempting to recognize an unfamiliar written spell, the character must be able to read the language used. {Me}
Instant spell cast ..... -30

Symbol Lore
This skill provides a bonus on manipulating and using symbols in conjunction with the appropriate symbol spells. Also allows non-magical research in defining and identifying new "Symbols" to add to his repertoire of symbol spells. Note that the GM may decide to allow this skill to help interpret dreams. {Em}

Undead Lore
This skill provides a bonus for recognizing and (with the proper magic and materials) creating Undead. {Me}

Warding Lore
This skill provides a bonus on manipulating and using wards in conjunction with the appropriate ward spells. Also allows non-magical research in defining & identifying new "Wards" which to add to his repertoire of ward spells. {Me}

LORE • Obscure

Demon/Devil Lore
This skill provides a bonus for recognizing, and identifying the major powers and abilities of extra-dimensional beings, and information pertaining to demons/devils (land, items, etc.). {Me}

Dragon Lore
This skill provides a bonus for recognizing and identifying the major powers and abilities of dragons, and information pertaining to dragons (e.g., lands, items). {Me}

Faerie Lore
This skill provides a bonus for recognizing and identifying the major powers and abilities of faeries, and information pertaining to faeries (e.g., lands, items, etc.). {Me}

Xeno-lores
This skill should be used by the GM to insert Lores dealing with unusual or rare races not listed here. This skill may also be used to simulate esoteric Lores developed **by** those races. {Me}

> **Example:** *The Shimmiebops of Dimension X have their own Philosophy which is radically different from our own . The GM rules that learning Shimmiebop Philosophy falls under Xeno-lore.*

LORE • Technical

Herb Lore
This skill provides a bonus for recognizing/identifying herbs. {Me}

Lock Lore
This skill provides a bonus for recognizing and identifying major forms of locks and similar devices. {Me}

Metal Lore
This skill provides a bonus for recognizing and identifying metals, alloys, metallic crystal structures, etc. Also will give information on famous, magical, historic, legendary, or cursed types of metals. Skill must be developed separately for each culture or region as applicable to the GM's world scheme. {Me}

Poison Lore
This skill provides a bonus for recognizing and identifying poisons, as well as knowledge of proper application and usage techniques. (These may require an Using/Removing Poison skill roll to actually carry through.) {Me}

Stone Lore
This skill provides a bonus for recognizing and identifying stones. Also will give information on famous, magical, powerful, historic, legendary or cursed types of stone. Skill lore is developed separately for each culture or region as applicable to GM's world scheme. {Me}

Trading Lore
This skill provides knowledge of trade-related affairs. Trade routes, customs laws, exchange rates, traditions and rituals, etc. are all encompassed by this skill. {Me}

A–1.17
MARTIAL ARTS SKILL CATEGORIES

Martial Arts • Striking Skill Category

Skills: Boxing, Striking Degree 1, Striking Degree 2, Striking Degree 3, Striking Degree 4, Tackling

Restricted: —

Applicable Stat Bonuses: St/Ag/St

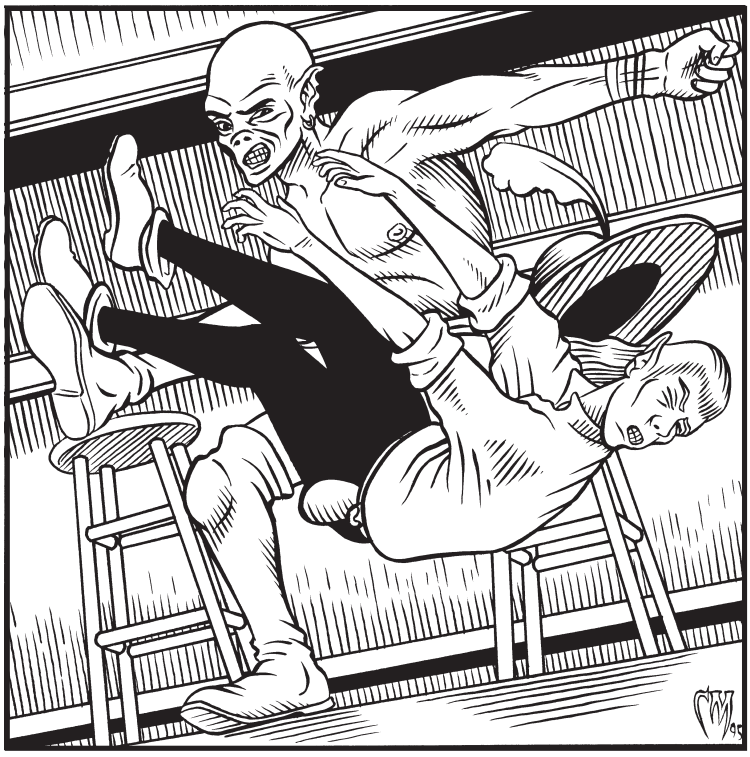
Skill Rank Bonus Progression: Standard

Skill Category Bonus Progression: Standard

Group: Martial Arts

Classification: Offensive Bonus

This category encompasses the use of Martial Arts skills involving the so-called "hard" martial arts, typified by devastating blows dealt with the hands, feet, elbows and the like. Boxing and such activities are also considered to be Martial Arts, and can be found in this category.



Martial Arts • Sweeps Skill Category

Skills: Blocking, Sweeps Degree 1, Sweeps Degree 2, Sweeps Degree 3, Sweeps Degree 4, Wrestling

Restricted: —

Applicable Stat Bonuses: Ag/St/Ag

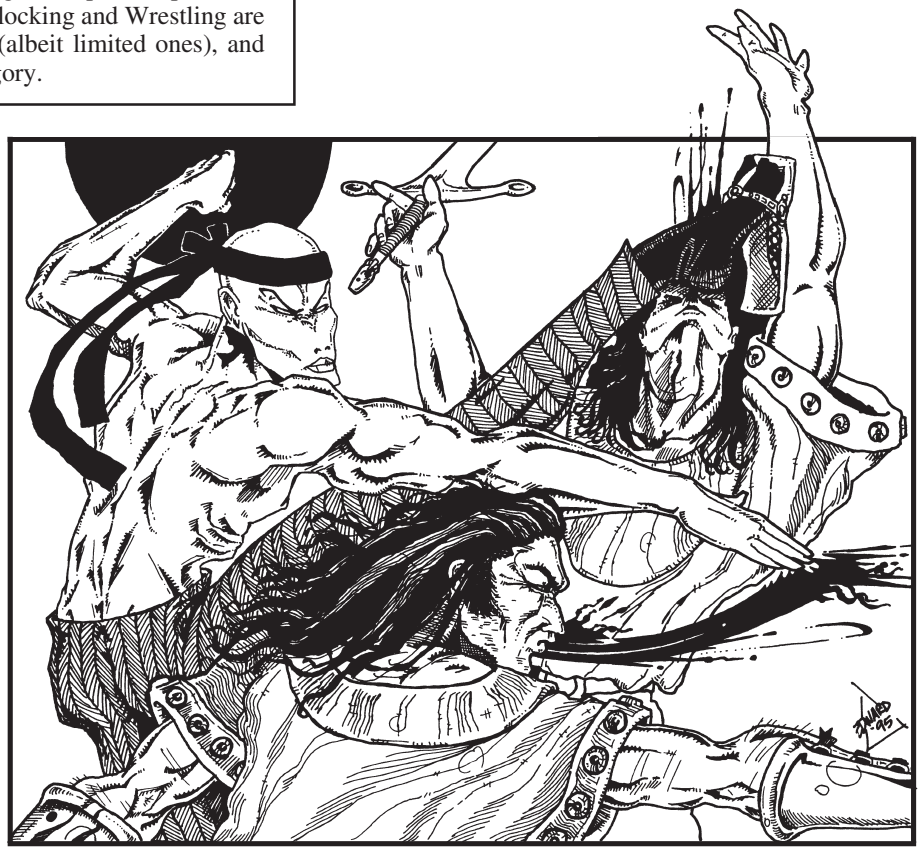
Skill Rank Bonus Progression: Standard

Skill Category Bonus Progression: Standard

Group: Martial Arts

Classification: Offensive Bonus

This category encompasses the use of Martial Arts involving the so-called "soft" martial arts, typified by throws, grappling, sweeps and powerful controlling techniques. Blocking and Wrestling are considered Martial Arts (albeit limited ones), and can be found in this category.



MARTIAL ARTS SKILL DESCRIPTIONS

MARTIAL ARTS • Strikes

Note: *Early editions of Arms Law refer to "Rank" 1-4 instead of "Degree" 1-4. This has been corrected and should be read as "Degree" 1-4.*

Boxing

This is the skill of using one's fists to strike at an opponent's upper body and torso, while protecting oneself from similar blows. This skill uses the *Arms Law* Martial Arts Strike Attack Table 3.8 and may not exceed the damage done by an equivalent Striking Degree 1 attack. {St}

Striking Degree 1

This skill represents the basic and most simple forms of a formal "hard" martial art. These forms must be learned before an individual may progress to the higher degrees, as it represents the fundamentals of the art. Criticals should be rolled on the Martial Arts Strikes Critical Strike Table 4.5.{St}

Striking Degree 2

This skill represents the intermediate forms of a "hard" martial art. Note that this skill is more effective than the Striking Degree 1 skill. Because this skill builds on the previous Degree of this art, the ranks of this skill cannot exceed the ranks the character has in Striking Degree 1. Criticals should be rolled on the Martial Arts Strikes Critical Strike Table 4.5.{St}

Striking Degree 3

This skill represents the advanced forms of a "hard" martial art. Note that this skill is more effective than the Striking Degree 2 skill. Because this skill builds on the previous Degree of this art, the ranks of this skill cannot exceed the ranks the character has in Striking Degree 2. Criticals should be rolled on the Martial Arts Strikes Critical Strike Table 4.5.{SD}

Striking Degree 4

This skill represents the most advanced forms of a "hard" martial art. Note that this skill is more effective than the Striking Degree 3 skill. Because this skill builds on the previous Degree of this art, the ranks of this skill cannot exceed the ranks the character has in Striking Degree 3. Criticals should be rolled on the Martial Arts Strikes Critical Strike Table 4.5.{SD}

Tackling

This is the skill of diving at a person in order to bring them to the ground in the intent of momentarily immobilizing them. Injury is more common than with wrestling (although part of this skill is avoiding injury to oneself during the tackle), and is used in moving situations such as chases, sports activities, etc. The *Arms Law* Martial Arts Strikes Attack Table 3.8 is used with a maximum result equal to an equivalent Striking Degree 1 attack, and Grappling Criticals are used. If a struggle continues after a successful tackle, the Wrestling skill should be used instead. {Qu}

MARTIAL ARTS • Sweeps

Blocking

This skill is used to knock down or hold a person at bay without intent of injury. Note that it is merely to keep a person from crossing some line or location, not to immobilize them. The *Arms Law* Martial Arts Sweeps Attack Table 3.9 is used with a maximum result equal to an equivalent Sweeps Degree 1 attack, and Unbalancing Criticals are used. {St}

Sweeps Degree 1

This skill represents the basic and most simple forms of a formal "soft" martial art. These forms must be learned before an individual may progress to the higher degrees, as it represents the fundamentals of the art. Criticals should be rolled on the Martial Arts Sweeps Critical Strike Table 4.6. {Ag}

Sweeps Degree 2

This skill represents the intermediate forms of a "soft" martial art. Note that this skill is more effective than the Sweeps Degree 1 skill. Because this skill builds on the previous Degree of this art, the rank of this skill cannot exceed the ranks the character has in Sweeps Degree 1. Criticals should be rolled on the Martial Arts Sweeps Critical Strike Table 4.6. {Ag}

Sweeps Degree 3

This skill represents the advanced forms of a "soft" martial art. Note that this skill is more effective than the Sweeps Degree 2 skill. Because this skill builds on the previous Degree of this art, the rank of this skill cannot exceed the ranks the character has in Sweeps Degree 2. Criticals should be rolled on the Martial Arts Sweeps Critical Strike Table 4.6. {SD}

Sweeps Degree 4

This skill represents the most advanced forms of a "soft" martial art. Note that this skill is more effective than the Sweeps Degree 3 skill. Because this skill builds on the previous Degree of this art, the rank of this skill cannot exceed the ranks the character has in Sweeps Degree 3. Criticals should be rolled on the Martial Arts Sweeps Critical Strike Table 4.6. {SD}

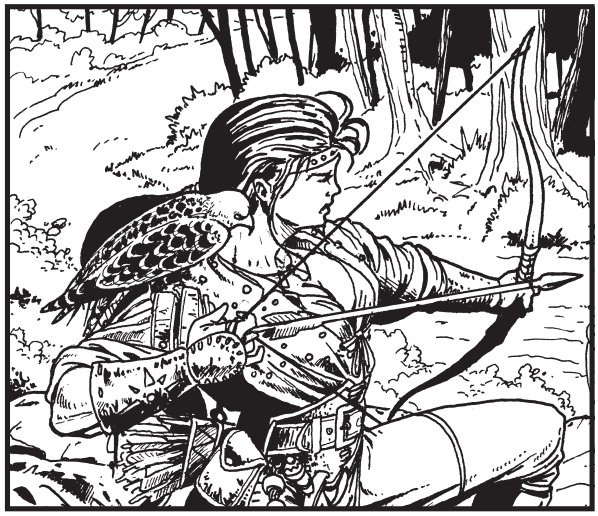
Wrestling

This is the skill of using one's arms and legs to grapple an opponent and immobilize him. Note that it is **not** normally intended to be injurious to either partner, although injury may inadvertently result (this skill may, however, be used to immobilize an opponent who does not wish to be held, but it assumed that injury is **not** the intent). Attacks are resolved on the *Arms Law* Martial Arts Sweeps Attack Table 3.9 with a maximum result equivalent to that of a Degree 1 attack, and Grappling criticals are used. {SD}

A–1.18
OUTDOOR • ANIMAL SKILL CATEGORY

Skills: Animal Handling, Animal Healing, Animal Training, Driving, Herding, Riding
Restricted: Animal Mastery
Applicable Stat Bonuses: Em/Ag/Em
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Outdoor
Classification: Static Maneuver

This category encompasses the use of skills involving the raising, handling, training, and care of animals.



General and GM-Assigned Modifers

Non-intelligent	-50
Low-intelligence	-10
Animal intelligence	0
Wild/Untamed	-20
Befriended/Raised from birth	+30
Amphibians (all)	-10
Arthropods (insects)	-50
Avian (birds)	-20
Bovine (cattle, buffalo, deer, etc.)	0
Canine (dogs, wolves, foxes, etc.)	+10
Cetacean (all sea mammals)	-20
Coelenterate (jellyfish, etc.)	-10
Equine (all horse types)	0
Feline (all cats)	-10
Fish (all fish with bones, scales, fins)	-30
Mollusca (snails, clams, squids, etc.	-40
Pacyderm (elephants, rhinoceros, etc.)	0
Rodents (rats, beavers, rabbits, etc.)	0
Saurians (dry-land, legged reptiles)	-10
Serpentine (all snakes and serpents)	-10
Simians (apes, monkeys and gorillas)	+50
Swine (pigs, boars, etc.)	0
Ursine (bears, wolverines, pandas, etc.)	0

Outdoor • Animal Static Maneuver Table T–4.8.15

-26 down Spectacular Failure: -50% • 3.0▩ • -20➠
You cad! Your cruel mistreatment of the beast is life-threatening; roll a random 'C' critical on the beast. All future attempts to work with this animal will be at a modification of -30 (non-cumulative) until you achieve a result of **Absolute Success** with it. In addition, it lashes out at you as per **Absolute Failure** below.

-25 — 04 Absolute Failure: -20% • 2.5▩ • -10➠
Your clumsy handling terrifies the poor animal. It lashes out at you, eyes rolling in frenzy. After making an attack at +30 against you, it will attempt to bolt in a random direction, heedless of its own health or safety. Any attempt the animal makes to escape a tether will be at +30.

05 — 75 Failure: 0% • 2.0▩ • +0➠
The animal responds poorly to your attempt, attempting to move away from you. You fail your maneuver.

UM 66 Unusual Event: 120% • 1.0▩ • +25➠
Your gentle handling of this animal binds it to you. It will follow you **everywhere**, insistently staying by your side (or even on your person if possible), in companionship and defense. It will put up a tremendous fuss at any separation (even at being forced to stay outdoors while its master goes indoors), and only a successful *Animal Mastery* static maneuver or a **lot** of *Animal Training* static maneuvers will enable you to cut the umbilical with this beast.

76 — 90 Partial Success: 10% • 1.75▩ • +0➠
Sometimes animals just seem to have a mind of their own, don't they? Nothing you do seems to get this animal to listen to you. Maybe you should have given it a scooby-snack.

UM 100 Unusual Success: 100% • 1.0▩ • +20➠
If you are already familiar with this animal, it obeys you completely. If not, you are surprised at its unusual obedience. This animal has clearly been trained in the past. What's more, there's a strange-looking brand on the animals flank…further inspection reveals that this animal has been mistreated in the past as well. The brand may give you some clue to its former existence….

91 — 110 Near Success: 90% • 1.25▩ • +10➠
The beast is unsure, and reluctantly submits to your ministrations. Try to keep your impatience in check, and make another roll next round at +10 if appropriate.

111 — 175 Success: 100% • 1.0▩ • +20
Your gentle touch and sure hand brings comfort and obedience to the beast. You are successful in your maneuver.

176 up Absolute Success: 120% • 0.5▩ • +30
Your rapport with the animal is perfect! It submits to your will almost instinctively.

OUTDOOR • ANIMAL SKILL DESCRIPTIONS

Animal Handling

This skill provides a bonus for the care and feeding of animals including bedding, hobbling, etc. This skill must be developed separately for each different type of animal. This skill is normally used in the handling of one animal at a time. {Em}

Animal Healing

This skill provides a bonus for administering medical aid to injured animals. Allows one to stabilize or repair light wounds and illnesses. Successful static maneuver can stop (or reduce) up to 5 hits/rd bleeding. The general modifications above do not apply to this skill. This skill must be developed separately for each different type of animal. {Em}

Animal Mastery

This skill provides a bonus for simple communicating and if possible, the mastering of an animal. This skill must be developed separately for each different type of animal. The animals that are controlled by use of this skill do not have to be trained or tame. The animal will only do what is within its capabilities. If the skill roll fails, the animal will revert back to its basic tendency. {Pr}



Animal Training

This skill provides a bonus for training a particular type of animal, such as birds of prey, dogs, bears, big cats, etc. Skill normally results in the taming of the animal. This skill must be developed separately for each different type of animal. {SD}

The following is a sample listing of animal skills:

- Bird Trainer: Trainer of attack birds or birds that perform services.
- Dog Trainer: Trainer of attack dogs, or dogs that perform tricks.
- Horse Trainer: Raising and rearing of horses.

Driving

As in Riding, skill ranks in driving must be developed separately for different types of vehicles. Vehicles are defined as animals pulling such objects as wagons, carts, sleighs, etc. One skill rank allows basic understanding of the controls; subsequent ranks reflect increased ability and some quickness in maneuvers. {In}

Herding

This skill provides a bonus for gathering, befriending, or manipulating herd animals. Skill normally deals with one coherent group (herd) of animals at a time. This skill must be developed separately for each different type of animal. {Em}

Riding

A single skill rank is necessary to keep from constantly falling off the animal being ridden. Higher skill ranks enhance the chance of controlling of the animal, or gaining control of an unfamiliar animal (of the type you have skill with). This skill must be developed separately for each different type of animal. See Section 18.2.8 for more information on Riding. {Em}

Activity Used for Riding	Penalty
5%	-30
10%	-25
20%	-20
30%	-15
40%	-10
50%	-5
60%	+0
70%	+10
80%	+20
90%	+35
100%	+50

A–1.19
OUTDOOR • ENVIRONMENTAL SKILL CATEGORY

Skills: Caving, Foraging, Hunting, Star-gazing, Survival, Weather Watching
Restricted: —
Applicable Stat Bonuses: SD/In/Me
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Outdoor
Classification: Static Maneuver

This category encompasses the use of skills involving information-gathering and surviving in the outdoors and other unusual environments. These skills may range from gathering food to understanding how best to resist extreme heat or cold.



Outdoor • Environmental Static Maneuver Table T–4.8.16

-26 down Spectacular Failure: -50% • 2.0✕ • -30➠
Now you're in trouble. You manage to get yourself into an accident (GM's discretion; perhaps a bad fall, earthquake, animal attack, etc.). You take at least an 'A' critical of an appropriate type, and must suffer the other consequences of the accident. Hope you're using the buddy system…

-25 — 04 Absolute Failure: -50% • 4.0✕ • -15➠
Over the course of your maneuver, you have managed to get yourself hopelessly lost. None of the landmarks are familiar, and your original task is forgotten as you begin to worry about your return.

05 — 75 Failure: 0% • 2.0✕ • -5➠
Apparently your last meal has come back to haunt you. You feel nauseous, and fail to complete your maneuver, due to an inability to concentrate.

UM 66 Unusual Event: 15% • 3.0✕ • +10➠
Uh-oh. As you move through the area, you come across the spoor of a local predator, one dangerous enough to pose a threat to you. You decide to avoid it, but after doubling back, you discover that its tracks are following your own; it clearly has your scent, and is stalking you. (GM's discretion as to specifics, and subsequent events.)

76 — 90 Partial Success: 20% • 2.0✕ • +0
You could swear someone keeps moving that landmark! Well, perhaps a bit more familiarization with the area will cause it to settle down.

UM 100 Unusual Success: 80% • 1.2✕ • +0➠
You encounter a hermit who is eminently knowledgeable about the area. Depending upon your initial encounter, he will either help or avoid you. However, he is a bit lonely and eccentric, and reactions to you will be modified +30 in your favor.

91 — 110 Near Success: 75% • 1.0✕ • +10➠
Hmmm. Well, you thought at first that this region was much like a place you knew in your youth. The similarity threw you off for a bit, but another attempt at +20 may resolve the differences.

111 — 175 Success: 100% • 1.0✕ • +20➠
You know (or learn) this area like the back of your hand, and completing your task is routine.

176 up Absolute Success: 150% • 0.75✕ • +0
Your insight into this region yields you extraordinary facility with activities in the area. Any further activities undertaken in this area using any skill in this category gain a modification of +30 (until a period of six months has passed).

General and GM-Assigned Modifers

OUTDOOR • ENVIRONMENTAL SKILL DESCRIPTIONS



Caving (Spelunking)

This skill provides a bonus for determining natural course and lay of a cave or cavern (passage or chamber). Bonus when attempting an unassisted maneuver in a cave. {Me}

Dwarves ..... +25

Foraging

This skill provides a bonus for finding any local source of potable water or edible plants and animals. Includes basic food acquisition such as gathering or fishing. {Em}

Hunting

This skill provides a bonus to hunting maneuvers. Note that tracking and recognizing game is covered by other skills; this skill gives bonuses to the actual hunt, including setting up blind runs, leading and driving game, etc. {Em}

Star-gazing

This skill provides a bonus for determining dates, directions, and locations when the stars are visible. May provide a bonus to one's navigation skills. {Me}

Survival

This skill provides a bonus for living in a specific dangerous or hostile environment. Note that this skill encompasses only those methods needed to stay alive against the actively dangerous elements of an environment (e.g., blistering heat, cold, pressure, unusual animals typical of the environment, etc.). It does **not** include food gathering, although it does include the knowledge necessary to find water. Skill must be developed in each type of environment (e.g., desert, jungle, arctic, water, etc.). The GM may rule that unusually hostile environments may also be covered by this skill (e.g., vacuum, underwater, elemental planes of fire, etc.). {In}

Weather Watching

This skill provides a bonus for determining local weather for next 24 hours. {In}

A–1.20
POWER AWARENESS SKILL CATEGORY

Skills: Attunement, Divination, Read Runes
Restricted: Power Perception
Applicable Stat Bonuses: Em/In/Pr
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: None
Classification: Static Maneuver

This category encompasses the use of skills involving the perception and interpretation of magical power, information, and writings.



Power Awareness Static Maneuver Table T–4.8.17

-26 down Spectacular Failure: -100% • 2.0▩ • -30➠
Your carelessness earns misfortune. You stare into the source of magic, and it blinds you as a gaze into the sun. Your inner eye (and thus all skills in this category) is at a -30 modification for the next month. You probably don't look both ways when crossing the street, do you? The spell, if any, goes off.

-25 — 04 Absolute Failure: -20% • 1.5▩ • -10➠
Great Jumpin' Lizards! Your attempt to tune your senses to mystical forces yields a power backlash! Roll on the Non-Attack • Other Spell category of the Spell Failure Table in *Spell Law* (6.6, p. 224). The spell, if any, goes off.

05 — 75 Failure: 0% • 1.25▩ • -5➠
The forces you seek elude you. Perhaps a period of meditation would clear your mind for another attempt. Then again, you may be beyond hope.

UM 66 Unusual Event: 130% • 3.0▩ • +30➠
You merge your senses with your target, and dip into a brief flash of psychometry. You glimpse a series of visions, scenes and significant events associated with the target's past. The visions last for 3 rounds, during which time you are in an unwakeable trance. When you emerge from the trance, you will have a great deal of information about the target, as well as being Attuned to it (if appropriate). Note that artifacts may receive RRs to this effect.

76 — 90 Partial Success: 20% • 1.25▩ • +0➠
You see what you are after, but it is meaningless to you. Your frame of reference is inappropriate to this venue. You may try again only after resting for 1 hour. [The realm of the spell (if any), is known.]

UM 100 Unusual Success:
With a mental wrench, you pull yourself into a higher plane of perception. Here, magical energies flow before you like bright threads and currents, brilliant in hue and of endless variety of form. You may, for the next 5 rounds, view and track such flows, as well as use them to your advantage. During this time you receive a +15 to all spell casting attempts, as well as being able to Attune yourself to any object which you can touch for a full round and concentrate. In addition, you may identify forms of magic (q.v. *Power Perception*). Whoa. [The spell (if any), is known and usable.]

91 — 110 Near Success: 80% • 1.25▩ • +10➠
Despite your best efforts, things remain just out of focus. Another attempt, if appropriate, may be made at +10 to clarify matters. [The spell (if any), is known.]

111 — 175 Success: 100% • 1.0▩ • +20➠
Your mystical senses are at your beck. Your maneuver succeeds normally. [The spell (if any), is known and usable.]

176 up Absolute Success: 120% • .75▩ • +30➠
You slip into the realm of the magical with effortless grace, discerning all you seek and more. You stare beyond the superficial into the workings of the forces you examine. Of course, this may be more than you wanted to know…be careful what you ask for, as you may get it! [The spell (if any), is known and usable.].

General and GM-Assigned Modifers

POWER AWARENESS SKILL DESCRIPTIONS

Attunement

This skill enables a character to use the spell abilities of a staff, wand, or any item with spell casting abilities. In order to cast spells from an item, the wielder of the item must have made an Attunement static maneuver.

If an item has several spells or groups of spells that are widely separated in power or type, the GM may require separate Attunement (staves & wands) static maneuvers for each spell or group of spells.

"Teaching" someone else an item is not permitted because using an item is a personal experience between the individual and the item. Although you may tell someone what the item does and thus remove any penalty for not knowing the spell(s) in the item, you cannot aid them. Certain spells on items do not normally require Attunement rolls, subject to GM stipulation. They include:

1) **Spells that operate constantly:** Boots of Silence, Cloaks of Invisibility, etc.
2) **Bonuses built into items:** Bonuses on weapons, bonuses on armor, spell adders, spell multipliers, etc.
3) **Spells in intelligent items:** Intelligent items can cast the spells that they contain when instructed by a wielder who can communicate with the item and whom the item will obey (unless specifically created otherwise, intelligent items will obey any wielder).

All of these cases include spells that do not require the conscious casting of any spell by the wielder of the item. A character should be given one chance to Attune to an item. If he fails, he may not try again until he improves his skill rank with Attunement. {Pr}

Character does not know the realm of the spell	-20
Character knows the realm of the spell	+10
Character does not know what spell is	-10
Character knows what spell is	+20
Character's realm differs from spell's	-30
Character can cast spell intrinsically	+30



Divination

This skill provides a bonus for the foretelling of the future or perceiving unknown quantities/qualities, with the use of divinatory means and methods (e.g., crystal balls, tarot cards, sticks, tea leaves, gleefully rooting around in the steaming entrails of freshly dead animals…ahem…sorry…dice, palms, etc.). Each method must be learned separately. Skill can also be used to scan the past and the present. {In}

Note: *Divinations are general in nature and are left up to interpretation of symbology rather than the cleaner, clear cut means that the appropriate* Divination *spells give you. Also, Divination methods take a minimum of 1 minute (and often considerably longer) to perform.*

	PAST	FUTURE	
Routine	+30	12 hours	10 minutes
Easy	+20	1 day	30 minutes
Light	+10	1 week	1 hour
Medium	+00	2 week	6 hours
Hard	-10	1 month	12 hours
Very Hard	-20	3 months	1 day
Extremely Hard	-30	6 months	1 week
Sheer Folly	-50	1 year	1 month
Absurd	-70	1 year+	6 months

Major influencing factor upon the past	+10
Minor influencing factor upon the past	-10
Major influencing factor upon the future	-30
Minor influencing factor upon the future	-70

Power Perception

This skill provides a bonus for seeing active Essence (blue), Channeling (red) and Mentalism (green) magic. If the GM allows players to develop the skill of *Power Perception* he should stipulate that *Detect Magic* spells will detect Magic, active or inactive (e.g., waiting spells). {Pr}

Read Runes

Rune skill enables a character to decipher and use Runes (spells inscribed in suitable media). If the level of the spell on the Rune is less than or equal to the level of the character attempting to use it to cast a spell, deciphering the Rune is sufficient to use it (subject to the normal chances of spell failure). If the Rune is a level above the character, or of a realm of magic other than his specialty, a second roll, similar to the first, must be made to successfully cast the spell from the Rune. Runes are generally not reusable, but the rune paper is.

A character should be given one chance to decipher a Rune. If he fails, he may not try again until he improves his skill rank with Read Runes. {Me}

Character does not know the realm of the spell	-20
Character knows the realm of the spell	+10
Character does not know what spell is	-10
Character knows what spell is	+20
Character's realm differs from spell's	-30
Character can cast spell intrinsically	+30

A–1.21
POWER MANIPULATION SKILL CATEGORY

Skills: Channeling, Magic Ritual, Spell Mastery (one skill for each spell list)
Restricted: Transcend Armor
Applicable Stat Bonuses: Em/In/Pr
Skill Rank Bonus Progression: Combined
Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0
Group: None
Classification: Static Maneuver

This category encompasses the use of skills involving the manipulation and alteration of spells and magical energies.



POWER MANIPULATION SKILL DESCRIPTIONS

Channeling

This is the skill of transmitting and receiving power between two willing individuals over any distance, provided that contact can be made. The transmitter of the power must be able to see the receiver or know his exact location (direction and distance, or a specific place). The receiver must know exactly when the spell is coming. For example, if a Cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell, then another spell user (or deity) could use Channeling to send him a spell (if he knew where the altar was and the correct time). In some cases it will occur when a Cleric is on a vital mission and his god decides to aid him. Characters may Channel to each other.

It is important to note that the spells a "Channeling" spell user, (e.g., Clerics, Animist, etc.) acquires normally through worship and the use of intrinsic power points (although the entire realm is termed "Channeling") are not subject to this rule. Similarly, the development of Channeling skill will not allow others to gain a "Channeling" spell user's intrinsic spell ability. This skill applies to extraordinary channeling.

Power Manipulation Static Maneuver Table T–4.8.18

-26 down Spectacular Failure: -100% • 0.5✕ • -30➠
Run for your life! You have torn the magical fabric of the plane! A bright, devouring hole appears in the air before you and will consume any matter or magical energies it encounters as it floats gently in a random direction at a walking pace for 1-100 rounds. After this time, it will seal itself over and disappear. You are completely drained of power points due to your proximity to the thing.

-25 — 04 Absolute Failure: -50% • 0.8✕ • -20➠
Your reach has exceeded your grasp this time. Your attempt to manipulate the magical energies ends in an involuntary channeling. Roll on the *Spell Law* Failure Table 6.6, "Force" column with a modification of +1 per power point involved.

05 — 75 Failure: 0% • 1.0✕ • -10➠
Your manipulation fails. Are you sure you were supposed to goggle your eyes like that?

UM 66 Unusual Event: 100% • 1.5✕ • +5➠
Your manipulation inadvertently creates a magical vacuum, with clutching tendrils of magic grasping your astral self in a ravening grasp. Your manipulation is successful, but you are drained of 50% of the Power Points remaining you **after** you subtract those necessary for the manipulation. With a supreme effort of will, you break free, but are shaken at how close you came to astral death.

76 — 90 Partial Success: 40% • 1.0✕ • +0➠
Your manipulation does not go as well as hoped. You take 10 concussion hits as you improperly manipulate the magical energies.

UM 100 Unusual Success: 110% • 1.0✕ • +25➠
You notice an odd twist in the magical forces, and realize that you could tie a thread of magic to this manipulation that would allow it to run itself unattended for a time. If you choose to do so, your manipulation will continue (with full effects) without need of concentration for 5 rounds after you complete it.

91 — 110 Near Success: 80% • 1.0✕ • +10➠
You grit your teeth as you attempt to bend the magical energies to your will. If the maneuver spans several rounds, you may make another roll next round with a +10 modification to complete the maneuver successfully.

111 — 175 Success: 100% • 1.0✕ • +20➠
Only a slight squint of concentration betrays the effort involved in your magical manipulations.

176 up Absolute Success: 120% • 0.8✕ • +30➠
The ease with which you control the magical energies surprises even you. No wonder you get to wear the pointy hat.

General and GM-Assigned Modifers

POWER MANIPULATION SKILL DESCRIPTIONS (CONTINUED)

Power Manipulation Skill Descriptions

Transmitting Power Points: Normally Channeling consists of transferring power points from one character to another. The sender expends the power points and multiples this number of power points by his channeling skill bonus expressed as a percentage—this is the number of PPs sent (e.g., a sender with a +50 Channeling skill bonus and expending 20 power points actually channels only 10 = 50% x 20). Treat channeling abilities of greater than 100 as 100.

The receiving character multiplies the number of points sent by his Channeling skill bonus expressed as a percentage (treat 100+ as 100). This result is the number of points received. These points may be used by the receiving character to cast spells as he wishes, although any unused points will be lost when next he sleeps.

Channeling between characters (including NPCs) may only take place if they are concentrating on the same realm of power. In other words a Cleric can't channel to a Magician. Gods are, of course, able to channel to whomever they please. Hybrids may channel to or be channeled to by the character's concentration on either of the Hybrid's realms (e.g., a Mystic can channel in either Essence or Mentalism).

Transmitting Spells: Spells may be channeled in rare cases. If the receiver is of the proper spell realm, the sender may cast spells through him. It is not necessary for the receiver to know how to cast the spell; he is not required to do any of the work. The spell is cast, and the power points expended by the sender. The power points are subject to the same modifications for Channeling skill rank bonuses as power points sent without a spell, and sufficient power points must be **received** to cast the spell. The spell may not be cast if it depends on the receiving character to provide any of the power points; nor may the spell be cast by one individual while the power points required to cast the spell are channeled by someone else.

> **Example:** *Bak is of the Mentalist realm of Magic. He has skill rank 1 in Channeling (+5) and no further bonuses. A high level Mentalist, Moour, offers to channel through him, and Bak agrees. Moour must either see Bak, make mental contact with him, or know exactly where Bak is. Bak must also know the exact time that the spell is being sent. Moour, in a crucial situation, throws* Shield *(a 3rd level spell) and puts 60 spell points into the effort. He has a +100 Channeling skill bonus and all 60 points are sent, but Bak receives only 5% or 3 of them. This, however, is enough to power the spell and it takes effect. Had Moour possessed only a +90 Channeling skill bonus, he would have had to expend 67 points for the spell to take effect (90% x 67 = 60 points sent, with 5% x 60 = 3 points being received). Failure to provide even one of these 67 spell points would cause the spell to fail.*

Burnout Due to Channeling: Successful Channeling can be dangerous. Roll 1-100 and add the number of power points received (this die roll is open-ended). Subtract the skill **rank** in Channeling of the receiving character. If the result is over 100, a burnout has occurred.

> **Example**: *Bak's brother Geen is a Cleric, with 14 skill ranks in Channeling. In a crucial situation, he asks his god, Blag, for help and Blag responds (the GM rolls an incredible reaction for the deity) by throwing the spell* Absolution Pure *through the Cleric. This is a 20th level spell and the god sends 40 power points with the spell. All 40 are sent (Blag is a god) and Geen receives 58% of them (23). He now rolls D100 to determine if it affects him. He rolls a 48 (+23 for the power points received in the spell), -14 for his skill rank (the skill rank, not the bonus is subtracted). The total is 57 (48 + 23 = 71 -14 = 57) and Geen does not suffer burnout.*

Suppose that Geen had rolled a 97 instead of a 48. Since 97 is over 95, under the "open-ended" rules, he must roll again and add the result. He rolls a 23 the second time for a total "roll" of 120 before modifications. Again +23-14, yielding a 129. Geen has suffered some form of burnout.

If burnout occurs, roll twice on the Stat Gain Table, T-2.3, using the number of points the roll was above 100 as the "Difference" used to determine the column used. This is the number of points that are lost from the Memory stat (the temporary not the potential). This process is repeated for Reasoning. If this process reduces either stat to 0 or below, all experience and skills are lost. On the brighter side, the character can switch professions as he has lost all memory of his adolescence and apprenticeship (though it will take him many years to function as an adult again). {SD}

Magic Ritual

This skill provides a bonus for enhancing a spell effect or duplicating a spell effect outside of normal spell resolution parameters (e.g., no power point expenditure). GM's are warned that this skill can be easily abused. GM's should understand how Magic works in their world before implementing this skill. Magic Rituals are not for hack-and-slash campaigns. Think of Celtic witches' incantations or Shamanistic dances and you have a good idea how this skill should work. (Other skills can complement this skill such as Herb Lore, Dancing, Demon/Devil Lore, Poetry and Singing to make chants, etc.). Be imaginative. Be careful. {SD}

Routine	+30	1 rnd
Easy	+20	2 rounds
Light	+10	3 rounds
Medium	+00	4 rounds
Hard	-10	6 rounds or 1 min
Very Hard	-20	30 rounds or 5 minutes
Extremely Hard	-30	90 rounds or 15 minutes
Sheer Folly	-50	180 rounds or 30 minutes
Absurd	-70	360 rounds or 1 hour
Taking extra time	+/-	(GM option)

Spell user	+5
Semi-spell user	-10
Non-spell user	-25

Spell Mastery

This skill allows user to modify spells within or beyond basic parameters. Each individual spell list requires separate skill development (as with Riding or Weapon skills). This skill might be used to change the orientation upon arrival of the target of a *Teleport* spell, or it might be used to allow a spell user to attempt to alter a *Bolt* spell into a *Ball* spell.

The character should roll for a successful Spell Mastery using the Power Manipulation Static Action Table. The result may indicate success or failure, as well as provide a modifier to the Spell Casting Static Maneuver Roll. {Pr}

Modifying the Range

x2 Normal	-20
x3 Normal	-30
x4 Normal	-40
x5 Normal	-50
Each additional x1	-10
Touch to 10'	-30†
Caster/Self to Target/Touch	-30†

Modifying the Area of Effect

x2 Normal	-20*
x3 Normal	-30*
x4 Normal	-40*
x5 Normal	-50*
Each additional x1	-10*

* Only for Areas of Effect that are not simply "target." For additional "targets" use:

+1 target	-30
"target" to 10'R	-50§

Modifying the Duration

x2 Normal	-20
x3 Normal	-30
x4 Normal	-40
x5 Normal	-50
Each additional x1	-10
No duration to 1 round	-50‡
Concentration to 1round/level (c)	-20‡
Concentration to 1 minute/level (c)	-50‡

† — may use a range multiplier afterwards
‡ — may use a duration multiplier afterwards
§ — may use an area of effect multiplier afterwards

Transcend Armor: The character's total skill bonus in Transcend Armor is applied against any Spell Casting Static Maneuver penalties accrued from wearing armor, wearing a helmet, or carrying equipment (similar in fashion to the way that Armor skills apply against maneuver penalties) to a maximum of a +0 modifier. If the penalty is reduced to zero, the character must still make the maneuver roll.

> **Example:** *If a character is an Essence user and wearing AT 13, he has a penalty of -40 to his Spell Casting Static Maneuvers. He may apply his Transcend Armor skill to this penalty to reduce it to zero.*

A–1.22
POWER POINT DEVELOPMENT SKILL CATEGORY

Skills: Power Points (only one skill)
Restricted: —
Applicable Stat Bonuses: Realm stat
Skill Rank Bonus Progression: Varies due to Race
Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0
Group: None
Classification: Special

Skill rank in Power Point Development is one of the factors which determines how many spells a character can cast within a given time period. A character's power point total is equal to his Power Point Development skill bonus. Hybrid spell users should average their realm stats to determine the stat bonus for this skill.



RACE ABILITIES TABLE T-1.1

Race	Racial Stat Bonus Modifications										RR Modifications					# BG opts
	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ess.	Chan.	Ment.	Pois.	Dis.	
Common Men	0	0	0	0	+2	0	0	0	0	+2	0	0	0	0	0	6
Mixed Men	0	+2	0	0	+2	+2	0	+2	0	+2	0	0	0	0	0	5
High Men	-2	+4	0	0	0	0	0	+4	-2	+4	-5	-5	-5	0	0	4
Wood Elves	+4	0	+2	0	-5	+2	0	+2	+2	0	-5	-5	-5	+10	+100	4
Grey Elves	+2	0	+2	0	-5	+2	0	+4	+4	0	-5	-5	-5	+10	+100	3
High Elves	+2	0	+2	0	-5	+2	0	+6	+6	0	-5	-5	-5	+10	+100	2
Half-elves	+2	+2	0	0	-3	0	0	+4	+4	+2	-5	-5	-5	0	+50	4
Dwarves	-2	+6	0	0	+2	-4	0	-4	-2	+2	+40	0	+40	+20	+15	5
Halflings	+6	+6	0	0	-4	-2	0	-6	+4	-8	+50	0	+40	+30	+15	5
Common Orcs	0	+2	-4	-2	-4	-2	-4	-2	0	+2	0	0	0	0	+5	5
Greater Orcs	0	+4	-2	-2	-2	-2	-2	-2	0	+4	0	0	0	+5	+10	4
Half-orcs	0	+2	0	0	+2	0	0	0	0	+2	0	0	0	+5	+5	5

Skill Rank Bonus Progression:

Race	Body Development	Channeling PP Development	Essence PP Development	Mentalism PP Development
Common Men	0 • 6 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
Mixed Men	0 • 6 • 5 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
High Men	0 • 7 • 5 • 3 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
Wood Elves	0 • 6 • 3 • 1 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
Grey Elves	0 • 6 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
High Elves	0 • 7 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
Half-elves	0 • 7 • 5 • 3 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 6 • 4 • 3	0 • 7 • 5 • 4 • 3
Dwarves	0 • 7 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 3 • 2 • 1 • 1	0 • 3 • 2 • 1 • 1
Halflings	0 • 6 • 2 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 2 • 1 • 1 • 1	0 • 2 • 1 • 1 • 1
Common Orcs	0 • 6 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 4 • 3 • 2 • 1	0 • 4 • 3 • 2 • 1
Greater Orcs	0 • 7 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 5 • 3 • 2 • 2	0 • 5 • 3 • 2 • 2
Half-orcs	0 • 7 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 4 • 3 • 2	0 • 6 • 4 • 3 • 2

Note: Hybrid PP progressions are calculated by taking the lesser of the Hybrid spell user's two realms' progressions.

POWER POINT DEVELOPMENT SKILL DESCRIPTIONS

Power Point Development

A character's total Power Point (PP) is equal to his Power Point Development skill bonus. This skill allows a spell user to increase the total number of power points he may hold at any given time. The skill bonus progression for this skill is found on the Race Abilities Table T–1.1 (note that a Hybridspell user mst use the lesser of his two realm's progressions) A Hybrid spell caster **averages** his Realm stat bonuses to obtain his stat bonus for this skill.

• • •

In order to cast a spell, a number of PPs equal to the spell's level must be used. Each character has a maximum number of Power Points (PPs) equal to his skill bonus for Power Point Development (see Appendix A-1.22). Normally, this skill bonus consists of the following:

PP Development skill bonus = **PP Total**
= "realm" stat bonus + profession bonus
+ skill rank bonus + any special bonuses

Recovering PPs: Once a character's PPs are used casting spells, they may be regained (up to the maximum) in the following three ways:

1) If the character is active, one PP is recovered every three hours.
2) If the character is resting, (realm stat bonus ÷ 2) PPs are recovered every full continuous hour of rest (at least one PP is recovered, even if the realm stat bonus is less than one). For a Hybrid spell user average the realm stat bonuses for his two realms before dividing by two.
3) If the character is sleeping, half of the maximum PPs are recovered for every three hours of continuous sleep. If this sleep is interrupted, PPs are still recovered as in 2) above.

Example: *Darien is a 20th level Illusionist (an Essence spell user) so his realm stat is Empathy. He has a Power Point Development skill bonus of 88 and an Empathy stat bonus of 9. So, he recovers 1 PP every three hours while active, 5 PPs (9÷2) every continuous hour of rest, and 44 PPs (88÷2) for every 3 hours of continuous sleep.*

PP Exhaustion: A character receives a modification to his spell casting static maneuvers (see Section 26.0) based upon what percentage of his Power Points he has used:

% of PPs Used	Modification
0% to 25%	0
26% to 50%	-10
51% to 75%	-20
76% to 100%	-30



A–1.23
SCIENCE/ANALYTIC SKILL CATEGORIES

Science/Analytic • Basic Skill Category

Skills: Basic Math, Research
Restricted: —
Applicable Stat Bonuses: Re/Me/Re
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Science/Analytic
Classification: Static Maneuver

This category encompasses the use of scientific and analytical skills which are available to most people with the determination to find and learn them.

Science/Analytic • Specialized Skill Category

Skills: Advanced Math, Anthropology, Alchemy, Astronomy, Biochemistry, Psychology, and others
Restricted: —
Applicable Stat Bonuses: Re/Me/Re
Skill Rank Bonus Progression: Combined
Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0
Group: Science/Analytic
Classification: Static Maneuver

This category encompasses the use of scientific and analytical skills dealing with unusual or obscure topics (in a fantasy adventuring setting). Note that the availability of these skills should be limited to those with unusual academic resources.



Science/Analytic Static Maneuver Table T–4.8.19

-26 down Spectacular Failure: -150% • 2.0✕ • -30➠
Pitiful. You not only fail to produce accurate results, your analysis produces **wrong** results. Even if you recognize that the results are wrong, you cannot for the life of you discover where you made your mistake. You may not attempt this task again until you have increased your rank in this skill.

-25 — 04 Absolute Failure: -100% • 2.0✕ • -15➠
You utterly fail to grasp the basic concept. Any time you have spent is wasted. Double the basic time required for this task. You may not attempt again until at least 24 hours have passed.

05 — 75 Failure: 10% • 1.5✕ • +0➠
This stuff is **way** over your head. You fail to achieve satisfactory results and may not attempt again until at least 24 hours have passed. Perhaps you should try something in the service industry…

UM 66 Unusual Event: 0% • 3.0✕ • +0➠
Good heavens! In the course of your analysis, you have stumbled across a hitherto unrealized theorem! Abandoning your current task, you follow up on this chain of reasoning for a time equal to the original task. (In fact, the character is utterly wrong, and will be ridiculed if he tries to share his "findings." The GM should concoct some outrageous theory for the character to have "discovered.") Your original task lies unattended, but surely the world must be told of your revelation!

76 — 90 Partial Success: 30% • 1.0✕ • +10➠
Persistence yields results. So persist.

UM 100 Unusual Success: 150% • 1.0✕ • +50➠
You blinded them with science! You achieve a hitherto unknown insight into the material! If you can disseminate this discovery, it will turn heads in your field.

91 — 110 Near Success: 70% • 1.0✕ • +10➠
This was tougher than it looked at first. You thought you'd be done by now, but in fact, you've only completed 70% of the job. Continue your research by spending another 50% of the original time and roll again with a +10 modification.

111 — 175 Success: 100% • 1.0✕ • +20➠
100% success! You've properly analyzed the material and arrived at what you are sure is the right answer. Pretty sure. No, it's right. Almost certainly right…

176 up Absolute Success: 130% • 0.7✕ • +35➠
Your seldom-appreciated genius rises to the fore. You power through your analysis in but 70% of the time normally required. In addition, you now hold a command of the material that will yield a +15 modification (non-cumulative) to future attempts about this specific topic.

General and GM-Assigned Modifers

SCIENCE/ANALYTIC SKILL DESCRIPTIONS

Science/ Analytic Skill Categories

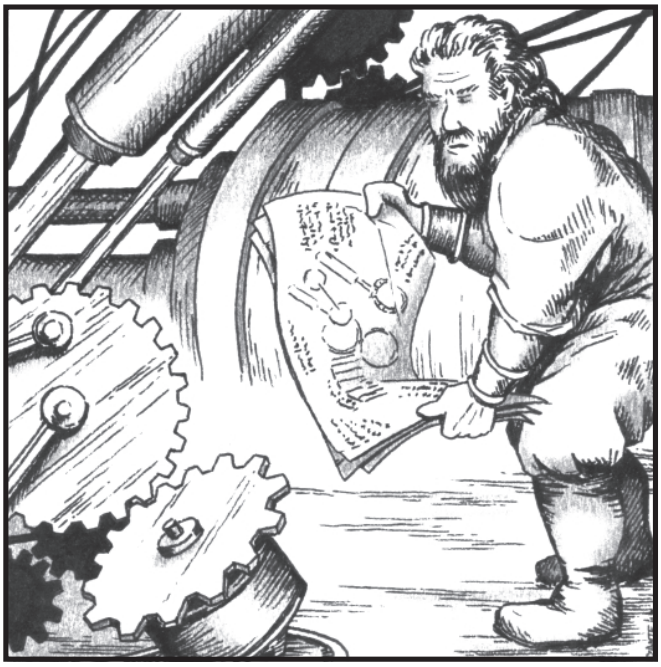
SCIENCE/ANALYTIC • Basic

Basic Math

This skill provides a bonus for everyday math. This includes simple counting up through proficiency at basic mathematical manipulations. Generally, the major mathematical functions (multiplication, division, addition, subtraction, etc.) may be acquired through the use of this skill. At much higher levels, skill in geometry and even algebra is possible. Calculus, trigonometry, tensor math, etc. all require the acquisition of Advanced Math. {Re}

Research

This skill provides a bonus for using multiple sources of reference to assimilate the knowledge and information necessary to solve a problem, support a creative effort, or otherwise answer questions important to the individual. It includes the skills necessary to organize and effect a search through reference material, and collate the results. Note that skill is necessary for the creation of new spell lists. If appropriate materials are available, a successful skill roll using such materials will give up to a +40 modification to a related Lore skill roll. {SD}



SCIENCE/ANALYTIC • Specialized

This category encompasses the skills below and others such as: Chemistry, Linguistics, Planetology, Physics, etc.

Advanced Math

This skill provides a bonus for using higher levels of mathematics (e.g., calculus, differential equations, basic relativity, etc.). You must develop a higher skill rank in Basic Mathematics (e.g., if your rank in Basic Math is 12 you may only develop this skill to 11 skill ranks). {Re}

Anthropology

This skill provides knowledge of linguistic trends, customs, habits and cultural trends of any known races and cultures. Skill may be developed in-depth of a specific race or culture from your home world. Several different anthropology races or cultures may be developed simultaneously, assuming research materials are available. {Em}

Alchemy

This skill provides a bonus for identifying and mixing various non-magical substances with relatively predictable results. Acids, itching powders, toxins, etc. are just a few of the possible results. Some combinations the GM may deem inappropriate for his world (e.g., he might disallow gunpowder or petroleum products). Allows user to know elemental composition, reactions, compounds, etc. Skill is modified from -30 to -70 for lack of laboratory equipment, supplies, etc. {In}

Astronomy

This skill provides a bonus for stellar analysis and survey. Skill is useful for aiding in divinations, and detailed knowledge of stars, planets, moons, etc. {Pr}

Biochemistry

This skill allows understanding and analysis of basic biochemistry and genetics for the life forms of a specific area. {In}

Psychology

This skill provides a bonus for recognizing and identifying major insanities (including manias, phobias, depressions, dementia, etc.) and attempting to heal or correct them. Must be developed either in-depth for a specific race or in general trends of multi-cultural racial makeups. Several races may be developed simultaneously provided research materials are available. See *Gamemaster Law* for more information on psychological disorders and their effects. {Pr}

Slight Mental Illness	+5
Moderate Mental Illness	-5
Severe Mental Illness	-20
Each year affected	-10
Severity of event which caused illness	+30/-70
Lvl of PC/NPC which caused illness	-1/Lvl

A–1.24
SELF CONTROL SKILL CATEGORY

Skills: Adrenal Balance, Adrenal Concentration, Adrenal Landing, Adrenal Leaping, Adrenal Quickdraw, Adrenal Speed, Adrenal Strength, Frenzy, Healing Trance, Meditation, Mnemonics, Sleep Trance, Stunned Maneuvering

Restricted: Adrenal Stabilization, Cleansing Trance, Control Lycanthropy, Death Trance

Applicable Stat Bonuses: SD/Pr/SD

Skill Rank Bonus Progression: Standard

Skill Category Bonus Progression: Standard

Group: None

Classification: Static Maneuver

This category encompasses the use of skills involving the exercise of self-control and willpower, ranging from body control to advanced mental techniques.



Self Control Static Maneuver Table T–4.8.20

-26 down Spectacular Failure: -25% • 1.5✖ • -20➠
What were you thinking? Your feeble attempt at focus has actually created a mental block which causes you to operate at a -30 modification (non-cumulative) to this skill until you achieve a result of **Absolute Success** on this table. In addition, you are stunned for two rounds as you contemplate your failure.

-25 — 04 Absolute Failure: 0% • special✖• -25➠
Surely you jest. I hope this wasn't a preparation round, because you get no benefits, and you lose 30% activity next round.

05 — 75 Failure: 0% • 1.0✖ • -5➠
You fail to summon the inner focus necessary for this feat, and receive no benefit or effects from your attempt. Thanks for playing.

UM 66 Unusual Event: special • special • +0
As you begin to summon your focus, you suddenly notice an unfamiliar darkness within yourself. Some influence has taken root in you, and is spreading. Your odd concentration enables you to purge it as with a successful *Cleansing Trance* static maneuver (along with any other influences that may be affected by a *Cleansing Trance* static maneuver). However, your original maneuver fails, and you have only 20% activity remaining this round.

76 — 90 Partial Success: 30% • 0.5✖ • +0➠
You are distracted at the critical moment. If not in combat, you may abort your attempt and try again. Perhaps you should switch to decaff.

UM 100 Unusual Success: 110% • 1.0✖ • +10➠
Wow! You not only succeed, but you have tapped into a reservoir of strength within yourself. You will operate at +20 (non-cumulative) on this table until you receive a result of **Absolute Failure** or **Spectacular Failure**.

91 — 110 Near Success: 80% • 1.0✖ • +10➠
If not in combat, you may immediately make another roll at +10 to achieve full concentration. Otherwise, it's tough noogies, friend.

111 — 175 Success: 100% • 1.0✖ • +20➠
You are a paragon of self-control. Now maybe you'll stay out of the cookie jar.

176 up Absolute Success: 120% • 0.1✖ • +30➠
You may attempt this skill again next round without preparation (i.e., you may operate at 100% activity this round and still use this skill next round).

General and GM-Assigned Modifers

For every three consecutive rounds of "preparation" using 100% activity gives a +10 modification to the Self Control static maneuver (to a maximum modification of +50).

SELF CONTROL SKILL DESCRIPTIONS

Self Control Skill Descriptions

Adrenal Balance

This skill enhances the ability of the character to maintain his balance in one maneuver action (requiring balance). The skill rank bonus is added to any maneuver roll required for the action (even if it takes several rounds). This skill requires taking a 20% activity action in a "preparation round" immediately prior to the use of this skill. {Ag}

Adrenal Concentration

This skill provides a bonus for achieving a special +25 bonus on any activity attempted using concentration and the focusing of internal reserves. If the user makes a successful static maneuver, +25 is added to any such activity the next round. However, this static maneuver requires 75% of the user's activity the round it is attempted. {Pr}

Adrenal Landing

With a successful static maneuver, a character may decrease the severity of a fall by his skill rank bonus times one foot. For example, if a character's skill rank bonus was +60, a 100' fall would be treated as a 40' fall. The severity of a fall can never be reduced below that of a 1' fall (requiring a roll on the Fall/Crush Attack Table with a +1 modification). A 20% activity action is required the round after the fall (assuming he's alive and conscious). This is the "recuperation" round. {Ag}

Adrenal Leaping

This allows the character to automatically increase the distance he can successfully leap from either a standing or a running start. The M/M Table T–4.1 can be used, with the skill bonus being added. A 100% would indicate a normal leap and results above that a longer jump. This skill requires taking a 20% activity action in a "preparation round" immediately prior to the use of this skill. {St}

Adrenal Quickdraw

Bonus for drawing your weapon with 0% activity. Success indicates you have your weapon ready and failure indicates you take the normal 20% activity action for drawing your weapon. This skill does count against the one adrenal move every other round limit. It must be developed separately for each type of weapon (1-handed edge, 1-handed crushing, 2-handed, thrown, etc.). {Ag}

Adrenal Speed

This allows a character to move at twice normal speed (as if *Hasted*) and thus increase his activity for one round (see Section 18.2.6). This skill requires taking a 20% activity action in a "preparation round" immediately prior to the use of this skill. {Qu}

Adrenal Stabilization

This skill provides a bonus for keeping oneself alive after being injured. This skill puts your body into a near death condition (coma) for 1 day/round before death. (Rounds before death is obtained from the description of the critical strike taken). Due to the slowing down of your body's metabolic rate, you will appear to be dead to all but the closest of scrutiny (-75 from other's perception).

If you fail to make a successful static maneuver, you immediately go into a coma but you still die at the appointed time. You may be awakened from this state by one or more of the following: Within 1 hour of the preset time **or** an *Awaken* spell **or** vigorous physical disturbance lasting more than 3 minutes. If you receive a critical that kills instantly, this skill will have no effect.

Certain types of damage may make it impossible to use this skill (e.g., massive brain damage, head being completely ripped off or destroyed, body dissolving in acid, heart being ripped out of chest, etc.). **Note:** This skill should only be available under unusual circumstances (e.g., Healers, exotic monastic order, fanatic assassin training, etc.) {SD}

Routine ..... +30	Practicing A.S. Trance	Very Hard ..... -20	Bleeding 5/round
Easy ..... +20	Bleeding 1/round	Extremely Hard -30	Bleeding 6+/round
Light ..... +10	Bleeding 2/round	Sheer Folly ..... -50	One limb amputated
Medium ..... +00	Bleeding 3/round	Absurd ..... -70	Two limbs amputated
Hard ..... -10	Bleeding 4/round		

Adrenal Strength

This skill gives a character a +10 modification on his OB and doubles the number of concussion hits that he delivers. This skill requires taking a 20% activity action in a "preparation round" immediately prior to the use of this skill. {St}

Cleansing Trance

This skill provides a bonus for purification ritual to help remove outside energies and influences that linger on a object, item, person, etc. The use of this skill enables the user to rid himself of the touch of curses and hexes. Skill must be used within 5 minutes/rank of Cleansing skill in order to benefit the user at all. Otherwise the only way to be cleansed is from a spell or a person with a higher skill rank in cleansing. Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25). {SD}

Control Lycanthropy

This skill provides a bonus for controlling one's lycanthropy. Note that this skill may only be developed by an individual already infected with an active form of lycanthropy. This skill may be used to prevent the onset of a lycanthropic change, to control one's bestial nature during such a change, or to initiate a change at will. {SD}

Modifiers to transformation rolls and control rolls

full moon	-100	daylight underground	+10
daybreak	+100	stop change	-25
half moon	-50	have taken hits	-25
daylight outdoors	+50	start change	+0
new moon	+00	have taken a critical	-50
daylight indoors	+25	see a friend wounded	-25
no moon	+00	see a friend killed	-50

Death Trance

This skill provides a bonus to causing oneself instantaneous and painless death. {SD}

Frenzy

This skill provides a bonus to attempt to go into a state of single-minded, unpredictable rage which results in an additional +30 to melee OB, the ability to take twice normal concussion damage and the ability to deliver double melee concussion hit damage. While in frenzy, you have no DB other than the armor bonus, get no shield bonus, and cannot parry. The static maneuver (i.e., preparation) for frenzy takes one round. Once in a frenzied state, the berserker may make a static maneuver each round in order to resume one's normal state. Once frenzied, the berserker will continue to fight until there is no one left standing except himself, at which time he receives a +30 modification to static maneuvers to end the frenzy. While frenzied, the berserker may attempt (with an Awareness roll at a -30 modification) to distinguish friend from foe. {SD}

Healing Trance

This skill provides a bonus for increasing one's healing rate. The individual using this skill goes into a coma. Healing rate is increased/decreased by the amount the static maneuver roll is over 100 as a percentage times the racial healing rate (see Section 32.2). Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25). {Em}

Meditation

This skill provides a bonus for an individual entering, leaving and exploiting a mental trance which the individual can use to help solve difficult problems, increase his chance to successfully cast a spell, aiding in Attunement rolls, etc. (subject to GM stipulation). Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25). {SD}

Elves ..... +25
varies due to situation
+30 for calm and sedate settings, etc.
-70 for on going battle & melee combat, etc.

Mnemonics

This skill provides a bonus for recalling information through the use of memory aids, techniques and tricks. {Me}

Per week in the past ..... -5
Carefully committed to memory ..... +30
Impact on PC ..... -10 to +30

Sleep Trance

This skill provides a bonus for decreasing the amount of time one needs to fully recover. The sleep time is increased/decreased by the amount of the static maneuver roll is over 100 as a percentage times racial sleep requirement. Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25). {SD}

Stunned Maneuvering

This skill enables an individual to throw off the effects of stunning blows. A successful static maneuver using this skill will remove one or more rounds of stun from yourself. Failure may result in greater disorientation than before the use of this skill. {Pr}

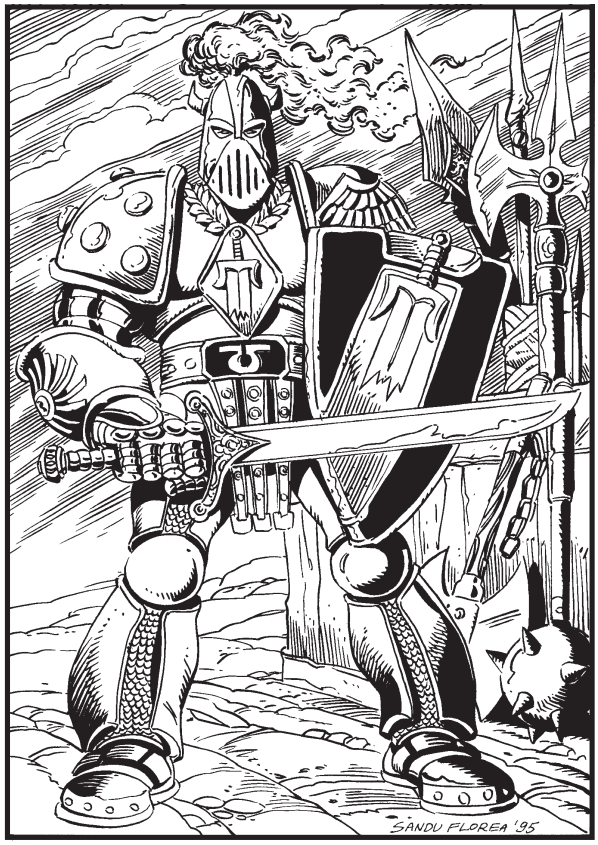
Spectacular Failure ..... +3 rounds of stun
Absolute Failure ..... +2 rounds of stun
Failure ..... +1 rounds of stun
Unusual Failure ..... +1 rounds of stun
Partial Success ..... +0 rounds of stun
Near Success ..... -1 rounds of stun
Success ..... -2 rounds of stun
Absolute Success ..... -3 rounds of stun
Unusual Success ..... -5 rounds of stun

Stun accrued	Difficulty	Modification
1	Medium	+00
2	Hard	-10
3 - 4	Very Hard	-20
5 - 7	Extremely Hard	-30
8 - 9	Sheer Folly	-50
10+	Absurd	-70

A–1.25 SPECIAL ATTACKS SKILL CATEGORY

Skills: Brawling, Disarm Foe (armed), Disarm Foe (unarmed), Jousting (Lancing)
Restricted: —
Applicable Stat Bonuses: St/Ag/SD
Skill Rank Bonus Progression: Combined
Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0
Group: None
Classification: Static Maneuver and Offensive Bonus

This category encompasses the use of skills involving specialized attacks (as opposed to specialized maneuvers during combat, which is handled under Combat Maneuvers).



Special Attacks Static Maneuver Table T–4.8.21

-26 down Spectacular Failure: -35% • 1.5✕ • -30➠
Doom, despair, and agony on you! You fracture your weapon hand (a "Medium" Bone wound), and drop your weapon if you have one. I hope you learned to use that backup weapon with your off hand? No? You don't even **have** a backup weapon? Gee, that's a shame.

-25 — 04 Absolute Failure: -20% • 1.0✕ • -15➠
Ho! Ha! Turn! Spin! Parry! WHACK! You deal yourself an 'A' Krush Critical after getting too fancy for your own good.

05 — 75 Failure: 0% • 1.0✕ • -10➠
You move with the grace of a beached manatee. You fail your maneuver miserably.

UM 66 Unusual Event: -25% • 2.0✕ • -25➠
You are a textbook example of evolution in action…prepare to be weeded out. You attempt a variation on your usual method and fail so miserably that you are left stunned and unable to parry this and next round. When will you learn?

76 — 90 Partial Success: 20% • 0.75✕ • +0➠
You were all lined up for a perfect textbook maneuver…too bad your opponent read the same textbook.

UM 100 Unusual Success: 110% • 0.75✕ • +35➠
It's the six-million gold piece man! Everything seems to slow down for you as you move, and events move with a crystalline clarity. You take your time and get the maneuver perfect, moving so smoothly that your opponent cannot track you. You succeed utterly. You stud. For some reason, however, you mutter a low "na-na-na-na…" throughout the maneuver….

91 — 110 Near Success: 80% • 1.0✕ • +10➠
Horseshoes and fireballs, buddy. Perhaps if you tried to convince your opponent that you were really close that time, and that he should just give up…

111 — 175 Success: 100% • 1.0✕ • +20➠
With a deft flick of the meaty forearm, you complete your maneuver. Nobody bothers **you**.

176 up Absolute Success: 160% • 0.4✕ • +30➠
Holy Shmokes, mon! You complete your maneuver using at most 40% of the activity for this round! Why, with a little more derring-do, you might make another attack this round!

General and GM-Assigned Modifers

SPECIAL ATTACKS SKILL DESCRIPTIONS

Brawling

This skill provides a bonus to combat in which there is no organized melee (tavern brawls, riots, etc.). Targets are chosen on the basis of proximity and blows are exchanged in an essentially random fashion. This skill allows one to better handle oneself in such situations.

Sometimes a character will find himself in combat without a weapon. If it is a general melee situation (i.e., combatants are using weapons designed kill each other), such a character may make "Martial Arts" attacks (e.g., degree 1-4 strikes, degree 1-4 sweeps, boxing, wrestling, tackling, etc.), see A-1.17. He may **not** use Brawling attacks in such a situation.

If such a combatant has a substantial object in his hands capable of blocking a weapon blow (e.g., a stool, a mattress, a log, a body), he may be given a shield bonus for the item. In such a case, a GM may even allow the combatant to make a "club" attack.

In a similar manner, a combatant may "parry" with suitable terrain features (e.g., dodge around a tree, duck under a large branch, step behind a door). As always, the GM is the final judge as to the appropriateness of such "parrying" situations.

In a *brawl* (i.e., a general fracas, the combatants are not using killing weapons; e.g., a barroom brawl), an unarmed character can make Brawling attacks **or** Martial Arts attacks as he chooses.

If the character chooses to make Brawling attacks, the *Arms Law* Attack Table 3.3 should be used with Brawling criticals. The benefit of such a choice is in the relative non-lethality of Brawling attacks. {St}

Disarm Foe (Armed)

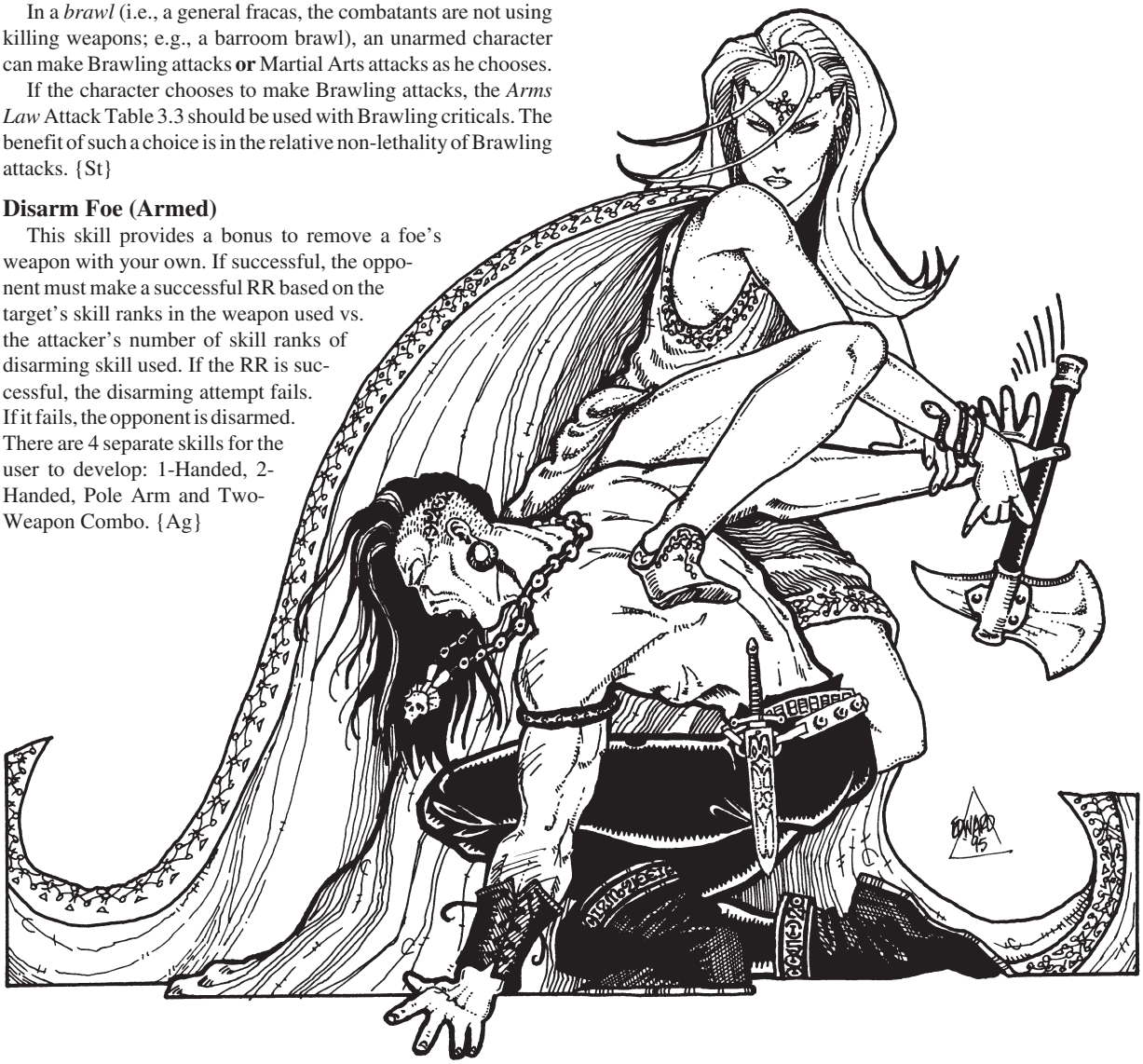
This skill provides a bonus to remove a foe's weapon with your own. If successful, the opponent must make a successful RR based on the target's skill ranks in the weapon used vs. the attacker's number of skill ranks of disarming skill used. If the RR is successful, the disarming attempt fails. If it fails, the opponent is disarmed. There are 4 separate skills for the user to develop: 1-Handed, 2-Handed, Pole Arm and Two-Weapon Combo. {Ag}

Disarm Foe (Unarmed)

This skill provides a bonus to remove a foe's weapon with your bare hands. If successful, the opponent must make a successful RR based on the target's skill ranks in the weapon used vs. the attacker's number of skill ranks of disarming skill used. This is an entirely different skill from *Disarm Foe (Armed)*. If the RR is successful, the character performing the maneuver takes a 'B' critical of the type appropriate to the weapon. If the RR fails, the character performing the maneuver may disarm the opponent, either discarding or acquiring the opponent's weapon. There are 4 separate skills for the user to develop: 1-Handed Edge, 1-Handed Concussion, Two-Handed, and Pole Arm.{Ag}

Jousting (Lancing)

This skill provides a bonus for using complex lancing (mounted) maneuvers, such as tilting, skewering rings in a tourney, etc. {SD}



A–1.26
SPECIAL DEFENSES SKILL CATEGORY

Standard Skills: Adrenal Defense, Adrenal Toughness
Restricted: —
Applicable Stat Bonuses: no stat bonus
Skill Rank Bonus Progression: Combined
Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0
Group: None
Classification: Special

This category encompasses the use of unusual defensive skills which are typically available only through special training.



Special Defenses Static Maneuver Table T–4.8.22

-26 down Spectacular Failure: -30% • 2.0✖ • -20➠
You are so disoriented that you not only fail, you are stunned for two rounds. Due to your shattered self-confidence, future attempts to use this skill will receive a -30 modification (non-cumulative) until you achieve a result of **Absolute Success** on this table.

-25 — 04 Absolute Failure: -15% • 1.0✖ • -10➠
Bad form! You are poorly positioned, and automatically receive an 'A' Impact critical (or raise the severity of any critical received by one, if applicable). Your teacher is rolling in his grave.

05 — 75 Failure: 0% • 1.0✖ • +0➠
You fail to summon the inner focus necessary for this feat, and receive no benefit or effects from your attempt. Well, it worked in the dojo….

UM 66 Unusual Event: 100% • 3.0✖ • +30➠
You accidentally enter a deep trance state. In combat, you will act as if stunned for two rounds (stunned maneuvering will **not** help, although *Stun Relief* spells still may), although the skill operates automatically during this time (e.g., Adrenal Toughness will reduce criticals received by one during this period). Out of combat, you succeed in this maneuver and may add +30 to any related maneuver next round, but remain as if stunned for two rounds.

76 — 90 Partial Success: 30% • 1.25✖ • +5➠
You are distracted at the critical moment. If not in combat, you may abort your attempt and try again next round. Perhaps you should switch to decaff.

UM 100 Unusual Success: 110% • 0.8✖ • +20➠
Wow! You not only succeed, but you have tapped into a reservoir of strength within yourself. You will operate at a modification of +20 (non-cumulative) on this table until you receive a result of **Absolute Failure** or **Spectacular Failure**.

91 — 110 Near Success: 80% • 1.0✖ • +10➠
Darn toothache! If in combat, you fail. If not in combat, you may immediately make another roll at +10 to achieve full concentration.

111 — 175 Success: 100% • 1.0✖ • +20➠
Ommmmmmm. You receive the full benefits of your maneuver. Good work, Grasshopper.

176 up Absolute Success: 120% • 0.75✖ • +30➠
You may attempt this skill again next round without preparation (i.e., you may operate at 100% activity this round and still use this skill next round). Your friends are impressed.

General and GM-Assigned Modifers

SPECIAL DEFENSES SKILL DESCRIPTIONS

Adrenal Defense

By using this skill, attacks with melee or missile weapons may be dodged or deflected (wholly or partially). The skill bonus of the Defender is added to his DB versus melee attacks. Against missile attacks the skill bonus is halved and added to the Defensive Bonus.

To use Adrenal Defense, you must be aware of the fact that you are under attack. In addition, the character must not be wearing any armor and cannot have a shield or large object in his hands. See Section 23.2.8. {—}

Adrenal Toughness

By using this skill, the individual may toughen his body to withstand blows that would otherwise inflict damage. This skill requires taking a 20% activity action in the round immediately prior to the use of this skill (**or** during the snap action phase of the same round). Then, the character must make a static maneuver modified by this skill bonus. If successful, the individual may reduce the severity of any critical by one (i.e., an 'E' becomes a 'D', a 'B' becomes an 'A', etc.) during the next round (or remainder of the current round). In addition, any self-inflicted critical stemming from the individual striking a surface or object is nullified completely (e.g., no Krush critical would be sustained from attempting to break a brick with one's hand, etc.). {—}



A–1.27 SPELLS SKILL CATEGORIES

For All "Spells •" Skill Categories:

Skills: One skill per spell list

Restricted: —

Applicable Stat Bonuses: Realm Stat

Skill Rank Bonus Progression: -30 • 1 • 1 • 0.5 • 0

Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0

Group: Spells

Classification: Static Maneuver and Special

Spells • Arcane Lists Skill Category

This category encompasses the acquisition and use of spells that manipulate Arcane magic, the oldest form of magic. Note that Arcane magic does not conform to the three realms of magic. Note also that the costs given here are for the Open Arcane Lists; full guidelines for the use of Arcane magic will be provided in the *Arcane Companion*.

Spells • Other Realm Base Lists Skill Category

This category encompasses the acquisition and use of spells from Base lists in a realm other than that of the spell user. Note that these are among the most difficult spells to master, due to the radical differences from the spells with which the spell user is most familiar.

Spells • Other Realm Closed Lists Skill Category

This category covers the acquisition and use of spells from Closed lists of a realm other than that of the spell user.

Spells • Other Realm Open Lists Skill Category

This category covers the acquisition and use of spells from Open lists of a realm other than that of the spell user.

Spells • Own Realm Closed Lists Skill Category

This category encompasses the acquisition and use of spells from the Closed lists of the spell user's own realm.

Spells • Own Realm Open Lists Skill Category

This category encompasses the acquisition and use of spells from the Open lists of the spell user's own realm.

Spells • Own Realm Other Base Lists Skill Category

This category encompasses the acquisition and use of spells from the Base lists of other professions within the same realm as the spell user.

Spells • Own Realm Own Base Lists Skill Category

This category encompasses the acquisition and use of spells from the spell user's own Base lists.

A character's skill rank for a spell list determines which spells on that list he may cast. In addition, if certain restrictions are not met, a character's skill bonus for a spell's list can affect the casting of that spell.

A character "learns" spells by developing skill ranks for the spell list that the spell is on. A character "knows" all of the spells on a spell list that have a level less than or equal to his skill rank for that spell list. See Section 8.1 and Appendix A-2 for more information on spell lists.

Normally, a character may cast any spell on a list that has a spell level that is less than or equal to his skill rank for that list (i.e., any spell he "knows"). A character must use Power Points to cast a spell (see Section 8.2). See Section 26.0 for details on preparing and casting spells.

Automatic Spell Casting: If a spell is cast automatically, no static maneuver is required. A spell may automatically be cast if the restrictions outlined in Section 26.0 are met. However, such a spell may still fail:

- All attack spells fail on an unmodified attack roll of 01-02 (see Sections 23.6-23.8). A 1d100 roll should also be made for each non-attack spells, the spell fails only on an unmodified 01-02.
- Attack spells can also fail on certain modified attack roll results (see Sections 23.6-23.8).

Spell Casting Static Maneuvers: If a caster can not automatically cast a spell, he must make a static maneuver roll in order to be able to cast the spell. If this maneuver is successful, the spell may be cast with the same normal failure chances outlined above.

This open-ended static maneuver roll is modified by +50, the caster's skill bonus for the spell's list, and all other appropriate modifications from the Spell Casting Modifications Table T-4.6.

Spell Casting Static Maneuver Roll =
1d100 (open-ended) + 50
+ caster's skill bonus for the spell's list
+ mods from Spell Casting Modifications Table T-4.6

Note: *This static maneuver is part of the spell casting action and is not a separate action.*

SPELL CASTING STATIC MANEUVER TABLE T–4.5

-26 down Spectacular Failure: 0% • 1.0✖ • -30➠
Your spell fails; roll on the *SL* Spell Failure Table 6.6 and add **three times** the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

-25 — 50 Absolute Failure: 0% • 1.0✖ • -10➠
Your spell fails; roll on the *SL* Spell Failure Table 6.6 and add **twice** the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

51 — 75 Failure: 0% • 1.0✖ • +0➠
Your spell fails; roll on the *SL* Spell Failure Table 6.6 and add the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

UM 66 Unusual Event: — • — • —
You become confused and somehow cast the wrong spell. The GM should randomly select one of your other spells. Any results are applied to the target of your original spell (a GM may choose to ignore normal range limitations).

76 — 90 Partial Success: 25% • 1.0✖ • +5➠
You complete part of the spell casting. You may cast the spell normally next round as a 50% activity action (i.e., no static maneuver is required).

91 — 110 Near Success: 100% • 1.0✖ • +10➠
You cast your spell normally at the end of the deliberate action phase of the current round.

UM 100 Unusual Success: 100% • 1.0✖ • +25➠
Your spell is cast and you get a +30 bonus (non-cumulative) to your next spell casting static maneuver (if it occurs in the next 10 minutes).

111 — 175 Success: 100% • 1.0✖ • +20➠
Your spell is cast normally.

176 up Absolute Success: 100% • 1.0✖ • +30➠
Your spell is cast and you get a +10 bonus (non-cumulative) to your next spell casting static maneuver (if it occurs in the next 10 minutes).

Spell Casting Modifications Table T-4.6

SPELL CASTING MODIFICATIONS TABLE T-4.6

MODIFICATIONS DUE TO LEVELS AND PREPARATION ROUNDS

Caster's Lvl – Spell Lvl	Instantaneous Spell	Non-instantaneous Spell — # of Preparation Rounds Taken						
		0	1	2	3-4	5-6	7-8	9+
9+	+15	+5	+10	+15	+20	+25	+30	+35
6–8	+10	0	+5	+10	+15	+20	+25	+30
5	+5	-10	0	+5	+10	+15	+20	+25
4	+5	-20	0	+5	+10	+15	+20	+25
3	+5	-30	0	+5	+10	+15	+20	+25
2	+0	-35	-10	0	+5	+10	+15	+20
1	+0	-45	-20	0	+5	+10	+15	+20
0	+0	-55	-30	0	+5	+10	+15	+20
-1	-30	-85	-60	-30	-25	-20	-15	-10
-2	-35	-90	-65	-35	-30	-25	-20	-15
-3	-40	-95	-70	-40	-35	-30	-25	-20
-4	-45	-100	-75	-45	-40	-35	-30	-25
-5	-50	-105	-80	-50	-45	-40	-35	-30
(-6) – (-7)	-70	-125	-100	-70	-65	-60	-55	-50
(-8) – (-10)	-95	-150	-125	-95	-90	-85	-80	-75
(-11) – (-15)	-120	-175	-150	-120	-115	-110	-105	-100
(-16) – (-20)	-170	-225	-200	-170	-165	-160	-155	-150
-21	-220	-275	-250	-220	-215	-210	-205	-200

OTHER MODIFICATIONS

CONDITION		Channeling	Essence	Mentalism
Skill for Spell's List:		+ (skill bonus)	+ (skill bonus)	+ (skill bonus)
Non-instantaneous Spell Cast as a Snap Action:		-20	-20	-20
Overall Power Points Used:	26% to 50%	-10	-10	-10
	51% to 75%	-20	-20	-20
	76% to 100%	-30	-30	-30
Spell List Type:	Own Base, Own Realm	+10	+10	+10
	Open, Own Realm	+5	+5	+5
	Closed, Own Realm	+0	+0	+0
	Arcane Lists	-5	-5	-5
	Other Base, Own Realm	-10	-10	-10
	Open List, Other Realm	-10	-10	-10
	Closed List, Other Realm	-20	-20	-20
	Base List, Other Realm	-30	-30	-30
Free Hands (*):	None	-20	-30	+0
	One	+0	+0	+0
	Two	+5	+10	+0
Use of Voice (*):	None	-10	-5	+0
	Whisper	+0	+0	+0
	Normal	+5	+0	+0
	Shout	+10	+5	+0
Helmet (*):	None	+0	+0	+0
	Leather	+0	-20	-30
	Leather & Metal	-10	-30	-40
	Metal	-20	-40	-60
Equipment (*†):	Organic Material, living	+0	-1 per 5 lb over 50 lb	+0
	Organic Material, non-living	+0	-1 per 1 lb over 10 lb	+0
	Inorganic Material	-1 per 1 lb over 10 lb	-2 per 1 lb over 5 lb	+0
Armor Status (*‡):	Normal ATs 1, 2, 3, 4	+0	+0	+0
	Normal ATs 5, 6	+0	-10	+0
	Normal ATs 7, 8	+0	-20	+0
	Normal ATs 9, 10	+0	-25	+0
	Normal ATs 11	+0	-40	+0
	Normal AT 12	+0	-50	+0
	Normal ATs 13, 14	-30	-40	+0
	Normal ATs 15, 16	-60	-70	+0
	Normal ATs 17, 18	-35	-45	+0
	Normal AT 19	-60	-75	+0
	Normal AT 20	-75	-90	+0

* — With each condition, use the worst (to the caster) mod. applicable during any preparation round or casting round.

† — Equipment other than helmet, armor, normal light clothing, and boots. Round up to the nearest pound.

‡ — These modifications may be modified by the caster's Transcend Armor skill bonus (see Appendix A-1.21).

A–1.28
SUBTERFUGE • ATTACK SKILL CATEGORY

Skills: Ambush, Silent Attack
Restricted: —
Applicable Stat Bonuses: Ag/SD/In
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Subterfuge
Classification: Special and Static Maneuver

This category encompasses the use of attack skills performed by stealth or misdirection.



Subterfuge • Attack Static Maneuver Table T–4.8.23

-26 down Spectacular Failure: -50% • 1.5✖ • -30➠
This will all seem funny years from now, if you survive. As **Absolute Failure** below, but your target may also make an attack with full bonuses for surprise in addition to whatever penalties you accrue for the fumble result. Next time you'll think about a stand-up fight, won't you?

-25 — 04 Absolute Failure: -20% • 1.5✖ • -15➠
Way to go, O Nimble One. Not only do you alert your target, you fumble your weapon. Roll on the appropriate column of the appropriate Fumble table (Table 4.13 or 4.14, *Arms Law*, p.107-8).

05 — 75 Failure: 0% • 1.5✖ • +0➠
Subterfuge is apparently an alien concept to you. You fail utterly in your maneuver.

UM 66 Unusual Event: 100% • 1.0✖ • +0➠
As you approach your target, he is alerted and swings around to face you, fury and triumph in his eyes. You blanch at your misfortune, caught between fight and flight…when your target loses his footing and goes down, cracking his skull sharply and falling instantly unconscious. Well, whatever works, right?

76 — 90 Partial Success: 30% • 0.7✖ • +0➠
As you begin your attack, you fail to mask the sound of your approach. Your target may make an Alertness (or Situational Awareness or Sense Ambush if appropriate) static maneuver modified by +30 to sense your approach. If you are noticed, your maneuver will fail.

UM 100 Unusual Success: 100% • 1.0✖ • +5➠
You approach your target without a sound. As you raise your hand for the telling blow, he noiselessly falls dead at your feet (GM's discretion as to cause). Someone has apparently beaten you to the punch…might you be next?

91 — 110 Near Success: 80% • 1.0✖ • +5➠
As you are nearly upon your target, something warns him. You may make a Moving Maneuver (modified by Quickness bonus +10) to close with your target and succeed in your maneuver before he can react. If you fail this MM, your maneuver will fail.

111 — 175 Success: 100% • 1.0✖ • +10➠
Now you have him, Cato! Your maneuver works perfectly. Be gentle.

176 up Absolute Success: 120% • 0.8✖ • +20➠
You strike like a viper, out of shadow. You may operate as if you had 5 more ranks in this skill for the length of this maneuver. Make them count.

General and GM-Assigned Modifers

SUBTERFUGE • ATTACK SKILL DESCRIPTIONS

Ambush

This skill is the ability to make a very precise attack. To use his Ambush skill a character must approach his foe undetected and be able to strike before the foe can react. At this point, the character must declare whether he is striking to kill or to subdue. An attack is then made normally, and an Ambush static maneuver is made (0% activity) and modified by position, target's alertness and other factors (e.g., position, lighting, etc.).

If the Ambush static maneuver is successful, the character may modify his result on the resulting critical strike roll (using the normal *Arms Law* Critical Table if the intent was to kill, or the Subdual Critical Table if the intent was to subdue). This modification consists of being allowed to adjust the critical strike roll by any number up to the Ambush skill **rank** (not bonus) of the attacker. This adjustment may be either up or down. Note that to use this bonus, the attacker must first get a normal critical strike result on an attack table. If he does, however, this ability greatly increases the chance of a killing or incapacitating blow and tremendously increases the chance of a result that takes effect instantly.

Since position is relatively unpredictable in a general melee situation, Ambush skill rank is halved if an ambushed foe is in a melee situation. (**Note:** You must still approach the foe undetected and strike before he can react.)

If a "Large" or "Super-large" creature is ambushed, the ambushing character may *not* declare a strike to subdue **and** the Ambush skill rank is *added* to the critical roll. If the resulting modified roll is above 95, a second roll is made and *added* to the modified critical as in a normal open-ended roll. {In}

Silent Kill

This skill is used in conjunction with an Ambush static maneuver. A successful Ambush static maneuver followed by a successful static maneuver using this skill (0% activity) results in the target being unable to make a sound during the attack. Note that this skill also requires that the attacker approach the foe undetected and strike before he can react. If an instant kill or immobilization result is obtained on a critical chart, the target does not make any noise. {In}



A–1.29
SUBTERFUGE • MECHANICS SKILL CATEGORY

Skills: Camouflage, Disarming Traps, Disguise, Counterfeiting, Forgery, Hiding Items, Picking Locks, Setting Traps, Trap Building, Using/Removing Poison

Restricted: —

Applicable Stat Bonuses: In/Ag/Re

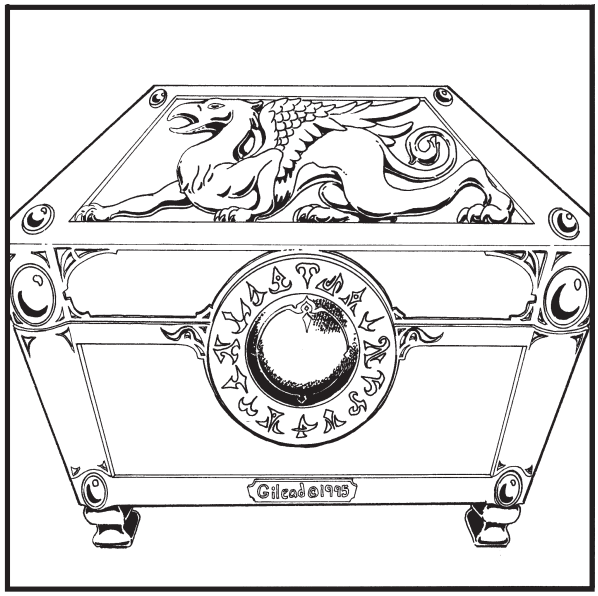
Skill Rank Bonus Progression: Standard

Skill Category Bonus Progression: Standard

Group: Subterfuge

Classification: Static Maneuver

This category encompasses the use of skills involving the creation and manipulation of physical objects and substances pertaining to subterfuge.



Subterfuge • Mechanics Static Maneuver Table T–4.8.24

-26 down Spectacular Failure: -50% • 2.0✖ • -20➠
You are convinced that you must be simply a character in some macabre game. The worst possible result occurs (a trap goes off on you, your lockpick breaks off within the mechanism, you poison yourself, you break or lose the item you are trying to hide, etc.). You may not try again. This only happens in stories, doesn't it? Perhaps you should get a day job.

-25 — 04 Absolute Failure: -25% • 1.0✖ • +0➠
Your subterfuge **seems** to work, but in fact it will come apart during its first authentic use. There is a 50% chance that it will activate, affecting you. Hopefully you careful enough to avoid having it traced back to you. Regardless, you may not try again.

05 — 75 Failure: 0% • 1.5✖ • +0➠
Your attempt fails utterly. You are crushed. There is a 20% chance that the mechanism will, in fact, activate, affecting you. You may not try again for at least 24 hours.

UM 66 Unusual Event: 0% • 1.0✖ • +0➠
As you are working on it, the mechanism activates, but incompletely! You have one hand on a catch to prevent complete activation, and the other hand is engaged in another part of the mechanism. If you let go with either hand, the mechanism will activate fully, affecting you! Hopefully, you brought a friend…. (For non-dangerous maneuvers, count this result as a failure.)

76 — 90 Partial Success: 20% • 2.0✖ • +5➠
Your attempt is marginal. You can't seem to do any better, but anyone attempting to circumvent your subterfuge will receive a modification of +20. You sigh in exasperation.

UM 100 Unusual Success: 115% • 1.0✖ • +20➠
As you work, you notice a way to improve the mechanism. If you choose, you may do so (giving it a non-magical modification of +15). (However, if relevant, the mechanism will clearly have been tampered with from its original state.)

91 — 110 Near Success: 90% • 1.0✖ • +10➠
You believe you have finished, and sign off on your work as complete, but you d5 rounds later, you realize that you have forgotten one key element. If it is possible to return to your work with your tools, you may make the necessary adjustment for normal operation with a roll modified by +10. If not, your attempt will fail. At least you know what went wrong.

111 — 175 Success: 100% • 1.0✖ • +20➠
With a sly smile, you place the polishing touch on your subterfuge. Success! A masterpiece, certainly, but is it art?

176 up Absolute Success: 120% • 0.8✖ • +30➠
Incredible! Your skills have soared! Your subterfuge is so perfect that any attempt to pierce it receives a modification of -20 in addition to any other modifiers.

General and GM-Assigned Modifers

SUBTERFUGE • MECHANICS SKILL DESCRIPTIONS

Camouflage

This skill provides a bonus in hiding or concealing an item or another person by using the natural attributes of the surrounding environment. {Em}

Disarming Traps

This skill provides a bonus in identifying and disarming, but not locating, an inanimate trap. {SD}

Disguise

This skill provides a bonus to change one's appearance (not his actual shape or weight) by application of cosmetics and other props. {Pr}

Counterfeiting

This skill provides a bonus for creation of false but believable writings or illustrations or records from scratch. It is used to falsify bank records and accounts, change testimony records to misrepresent the facts, etc. Also includes the ability to simulate official documents, official currency (coined or paper moneys), stocks and bonds. {Re}

Forgery

This skill provides a bonus to replicate specific objects, works of art, etc. Where counterfeiting is the skill of producing a believable copy of something, forgery represents the ability to reproduce a **specific** item. Note that this skill must be developed for a specific type of item, such as signatures, art, weapons, etc. {Re}

Hiding Items

The skill provides a bonus to hide an item from other beings. {Re}

Picking Locks

This skill provides a bonus for locking and unlocking locks and similar devices. {Re}

Successful Lock Lore prior to attempt	+40
Each time lock has been unsuccessfully attempted	-30
Have picked lock before	+50
Picker has picked this type of lock before	+25
Picker has description of mechanism	+10

Setting Traps

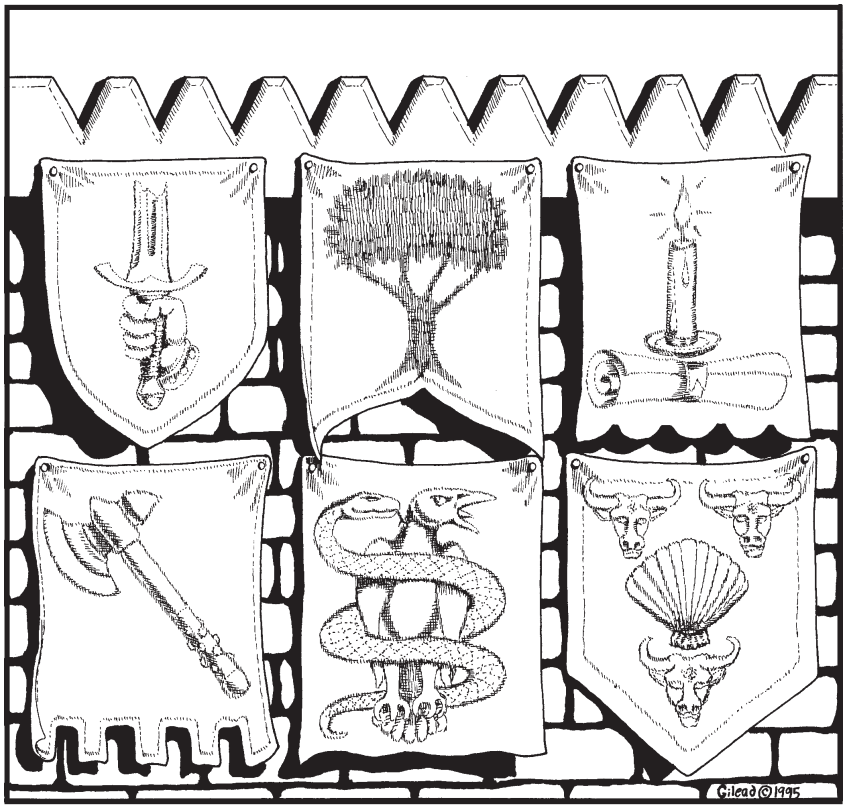
This skill provides a bonus for setting traps. Traps can be lethal or non-lethal. The traps used by this skill are either very simple snares or pre-built mechanisms that are set into place. {SD}

Trap Building

This skill provides a bonus to build complex mechanisms designed to injure or immobilize other creatures. Note that this skill is the actual building of the mechanism, not the effective placement or setting of a trap. {Re}

Using/Removing Poison

This skill provides a bonus for handling, caring and storing of poisons. Allows individual to use poison without accidentally poisoning himself or rendering the poison useless. {SD}



A–1.30
SUBTERFUGE • STEALTH SKILL CATEGORY

Skills: Hiding, Picking Pockets, Stalking, Trickery
Restricted: —
Applicable Stat Bonuses: Ag/SD/In
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Subterfuge
Classification: Static Maneuver

This category encompasses the use of subterfuge skills involving physical stealth, misdirection and manipulation.



Subterfuge • Stealth Static Maneuver Table T–4.8.25

-26 down Spectacular Failure: -50% • 2.0✕ • -30➠
The 'O' of surprise you have on your face might be endearing in other circumstances. At the present time, however, you are going to have to work mighty fast to avoid the consequences of your ineptitude. If you are within range, your quarry may take a melee attack on you with modifiers for position and surprise. In any case, you are seen by all within range. Your reputation is shot.

-25 — 04 Absolute Failure: -25% • 1.75✕ • -10➠
You fall, and instinctively try to catch yourself on the nearest object or person (up to and including your target). It's pretty obvious what you were trying to do. After taking your +10 Fall/Crush attack, you'll have to deal with your target.

05 — 75 Failure: 0% • 1.5✕ • +0➠
You stand out like a sore thumb. Your maneuver fails, and your quarry is staring right at you. What now?

UM 66 Unusual Event: 0% • 1.0✕ • -10➠
You catch a piece of your clothing (on your target if close enough; otherwise on some object in the environment). You are hung on that person or object for 2 rounds while you struggle to free yourself. Time to practice your stupid grin….

76 — 90 Partial Success: 30% • 1.25✕ • +5➠
Your target spots you, but doesn't immediately suspect you of any wrongdoing. If you talk fast, you might even get out of this alive.

UM 100 Unusual Success: 200% • 1.0✕ • +25➠
To weasels like you, stealth is second nature. You may choose to repeat this maneuver next round with automatic success, and it will take only 20% activity. What will you do with all that extra time?

91 — 110 Near Success: 70% • 1.5✕ • +10➠
It's one of those moments that freezes your heart. Your target has paused, thinking something seems wrong. Roll again with a modification of +10 to successfully ride out this harrying moment.

111 — 175 Success: 100% • 1.0✕ • +20➠
Aren't we the nimble one? You succeed in your maneuver.

176 up Absolute Success: 120% • 0.5✕ • +30➠
Surely your quarry is autistic! You may make another maneuver under cover of your impenetrable aura of stealth, so long as the maneuver does not take more than 50% activity. Regardless of the success of that maneuver, this one succeeds brilliantly.

General and GM-Assigned Modifers

The GM should note that static maneuvers using the skills in this category should be negatively modified by the target's Alertness, Situational Awareness (if applicable) **or** Observation skill bonus (if actively used).

SUBTERFUGE • STEALTH SKILL DESCRIPTIONS

Hiding

Hiding is the ability to conceal one's presence by remaining still within a place of concealment, using silence, shadow and camouflage; Stalking is the same ability used when moving. {In}

Quality of hiding place	
Bad	-30
Mediocre	-10
Fair	+0
Good	+10
Very Good	+30
Excellent	+50
Presence of hider is known to searchers	-30

Picking Pockets

This skill provides a bonus for picking pockets. If successful, the contents are lifted and the skill bonus is applied against the victim's perception. {Pr}

Stalking

Stalking is the ability to move using silence, camouflage, and shadows to conceal your presence; Hiding is the same ability used when not moving. {SD}

Pace	**Modifier**
Crawl (i.e., 0.25 x Base)	+10
Creep (i.e., 0.5 x Base)	+0
Walk	-10
Jog	-25
Run	-50
Sprint, Fast Sprint, Dash	-75



Trickery

This skill provides a bonus for any maneuvers involving slight of hand; confusing sight tricks and slight-of-hand diversions. {Pr}



A–1.31
TECHNICAL/TRADE • GENERAL SKILL CATEGORY

Skills: Begging, First Aid, Gambling, Operating Equipment, Mapping, Orienteering, Sailing, Tactical Games, Using Prepared Herbs
Restricted: —
Applicable Stat Bonuses: Re/Me/SD
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Technical/Trade
Classification: Static Maneuver

This category encompasses the use of technical and trade skills which are available to most people with the determination to find and learn them.



Technical/Trade • General Static Maneuver Table T–4.8.26

-26 down Spectacular Failure: -50% • 2.0✖ • -20➠
You manage to ruin the tools of your trade through carelessness and frustration. Your fumbling hands also inflict an 'A' Critical of an appropriate type upon your person. Is this your idea of fun?

-25 — 04 Absolute Failure: -20% • 1.0✖ • -10➠
You perform with uncharacteristic nervousness that is obvious to all. If the reaction of others is significant in your work, those reactions are modified by -30. Your failure is on display.

05 — 75 Failure: 0% • 0.5✖ • +0➠
This is just not going to work. You realize you will be unable to accomplish this task after half of the initial time estimate has passed. No wonder you're just a journeyman.

UM 66 Unusual Event: 0% • 1.0✖ • -20➠
Right in the middle of your maneuver, the tools of your trade spill out all over the ground. Besides looking foolish, you fail your maneuver. Hopefully, you weren't gambling…where'd all those extra cards come from?

76 — 90 Partial Success: 20% • 3.0✖ • +5➠
Unusual complications have arisen. Nothing you can't handle…but it's going to take some time. You may attempt to finish your work after spending a time period equal to twice the initial estimate.

UM 100 Unusual Success: 100% • 1.0✖ • +20➠
Nice work! Your worthy efforts are witnessed by a master in the trade; he offers you a position within his organization.

91 — 110 Near Success: 80% • 1.0✖ • +10➠
This project is taking too much time…but you can't quit now. You may make another attempt with a +10 modification after a round.

111 — 175 Success: 100% • 1.0✖ • +20➠
You perform your task with admirable skill. Now quit patting yourself on the back and get back to work.

176 up Absolute Success: 120% • 0.8✖ • +30➠
Your subtle mastery of your trade is reflected in your remarkable success and you receive favorable reactions to your work. You may perform this specific activity at a modification of +20 (non-cumulative) until you receive a result of **Absolute Failure** or **Spectacular Failure.**

General and GM-Assigned Modifers

TECHNICAL/TRADE • GENERAL SKILL DESCRIPTIONS

Begging
This skill provides a bonus for eliciting a sympathetic response from the person being solicited. {Pr}

First Aid
This skill provides a bonus for applications of emergency aid or treatment (limited to type of creature), such as attempts to halt or slow bleeding or damaging deterioration. It is suggested that, provided with the proper tools or bandages, a character using first aid could stop up to 5 hits/rnd of damage without resorting to a tourniquet. Used normally in the field without the benefits of a proper medical facility or elaborate equipment. See Section 32.2 for more details. {Em}

Gambling
This skill provides a bonus when playing any game with a significant element of luck. Also includes cheating as a form of improving one's luck at any game. {Pr}

Mapping
This skill provides a bonus to making, recognizing and using simple maps. This skill is not capable of producing fully detailed maps like those of a cartographer, but it is sufficient to the task of marking out one's journey well enough to find one's way home. {SD}

Operating Equipment
This skill provides a bonus to operate simple equipment, or specific set of complex equipment, such as millworks, automatic looms, etc. {In}

Orienteering
This skill provides a bonus for using landmarks, the sun, stars and other simple navigational tricks in order to arrive at a desired location. Note that Orienteering provides only a general sense of the proper direction towards a location; hazards, obstacles, or distances are not learned. It is not capable of the sort of precise results that Navigation will provide, but it is sufficient to make one's way across the countryside. {In}

Sailing
This skill provides a bonus for performing duties aboard a sailing vessel. {Co}

Tactical Games
This skill provides a bonus for playing games which contain very little chance element, such as Chess or Go. {SD}

Using Prepared Herbs
This skill allows the user to properly apply herbs that have already been prepared for use. {Ag}



A–1.32
TECHNICAL/TRADE • PROFESSIONAL/VOCATIONAL SKILL CATEGORIES

Technical/Trade • Professional Skill Category

Skills: Advertising, Architecture, Diagnostics, Dowsing, Engineering, Mechanition, Military Organization, Mining, Second Aid, Surgery

Restricted: —

Applicable Stat Bonuses: Re/Me/In

Skill Rank Bonus Progression: Combined

Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0

Group: Technical/Trade

Classification: Static Maneuver

This category encompasses the use of skills which are typically available only to specific professions, and require specialized training. The GM should limit the availability of these skills to those that would logically be available to the character according to his resources and heritage.

Technical/Trade • Vocational Skill Category

Skills: Administration, Appraisal, Boat Pilot, Cartography, Evaluate Armor, Evaluate Metal, Evaluate Stone, Evaluate Weapon, Gimmickry, Hypnosis, Midwifery, Navigation, Prepare Herbs, Prepare Poisons, Siege Engineering, Tactics

Restricted: —

Applicable Stat Bonuses: Me/In/Re

Skill Rank Bonus Progression: Combined

Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0

Group: Technical/Trade

Classification: Static Maneuver

This category encompasses the use of trade and technical skills which may be acquired through observation and understudy. They do not require extensive or specialized training; skill may be developed even without instruction.



Technical/Trade • Professional/Vocational Static Maneuver Table T–4.8.27

-26 down Spectacular Failure: -50% • 2.0✕ • -20➠
Your blatant disregard of professional methods might seem daring to some; your Guild finds it merely irresponsible and expels you, announcing your expulsion to the public. Your work is dangerous and is quickly condemned by all. Wow. Tough luck, dude.

-25 — 04 Absolute Failure: -25% • 1.5✕ • -10➠
Ineptitude becomes you, and you wear it like a badge while trying to compete this task. If you are working in a professional capacity, your clients/charges are disgusted with your methods and avail themselves of your competitors. Otherwise, you have achieved negative results with your efforts.

05 — 75 Failure: 0% • 1.25✕ • +0➠
Experience doesn't always outweigh knowledge. You should have studied more. You fail.

UM 66 Unusual Event: 100% • 1.0✕ • +30➠
You apply yourself to your work with a powerful intensity that consumes you. You **feel** the skills of your craft so deeply that they hit the level of instinct. You achieve extraordinary success, but your near-trance has altered your skill; you lose 3 ranks in this skill, but you gain a +10 permanent bonus to this category. If losing ranks drops you below 0, treat the situation as having 0 ranks in the skill. You may only receive this result once, re-rolling if you have already received this result. (The GM may rule this result to be inappropriate to his game; if this is the case, re-roll your static maneuver.)

76 — 90 Partial Success: 20% • 1.5✕ • +5➠
To your chagrin, you will have to consult another expert. If you are able to do so, you may try again in 24 hours to complete your task. Otherwise, you are stumped.

UM 100 Unusual Success: 125% • 1.0✕ • +30➠
As **Absolute Success** below, except that d10 persons come to you, wishing to study under you. They will not easily take no for an answer.

91 — 110 Near Success: 80% • 1.25✕ • +10➠
Your skills in this particular area are rusty. After 1 hour, you may roll again with a +10 modification.

111 — 175 Success: 100% • 1.0✕ • +20➠
Good work, Master Tradesman! Your effort succeeds in all respects.

176 up Absolute Success: 125% • 1.0✕ • +30➠
The spirit of the Muse enters you, and your work achieves the status of art. Your efficient design/work is combined with an elegance and simplicity of form that is admired even by those unlearned in the trade. You may work on similar projects at a modification of +20 (non-cumulative) until you receive a result of **Absolute Failure** or **Spectacular Failure** on this table.

General and GM-Assigned Modifers

TECHNICAL/TRADE • PROFESSIONAL/VOCATIONAL SKILL DESCRIPTIONS

TECHNICAL/TRADE • Professional

Advertising
This skill provides a bonus for successfully marketing a product or service. Must be developed separately for each culture encountered. {In}

Architecture
This skill provides a bonus for designing buildings, reading or creating blueprints and technical diagrams, and evaluating or appraising structures. This skill may also provide a bonus for locating hidden spaces within a structure. {In}

Diagnostics
This skill provides a bonus for determining medical condition a type of creature. Skill must be learned for a particular race, or type of creature. One must pick the skill in either general diagnosis, or diagnosis of a specific race. General diagnostics skill of 6 ranks or higher allows certification of simple medical practice on all races (use of field equipment and healing drugs). Diagnostics skill for a specific race of 12 ranks or higher is required for surgical certification (and reasonable competence). {Em}

Dowsing
This skill provides a bonus for locating underground water sources through the ground. The water will be directly under your feet when the skill has successfully been used. {In}

Drowsing
This skill provides a bonus to lazing about, drifting in and out of sleep, and falling asleep in uncomfortable or socially inappropriate places. {SD}

Engineering
This skill provides a bonus for knowing major facts about engineering of the appropriate technical level known to the culture. Also provides a bonus for attempts to utilize that knowledge in new engineering projects. A GM may require different types of Engineering to be treated as separate skills. {In}

Mechanition
This skill provides a bonus for building and using a machine that already exists. It will be necessary to have the appropriate skills to build the machine. Each type of machine must be learned as a separate skill. {Ag}

Military Organization
This skill provides a bonus for organization of a military force, not the actual deployment into battle (which is tactics). Includes knowledge of how to billet and supply a unit, posting of watch, running of patrols, etc. {In}

The following is a partial listing of types of military organization:
- Aerial Forces: Air Cav, aerial assault forces, etc.
- Ground Forces: Infantry, cavalry, or other similar types of units.
- Marine Forces: Marine, Merchant Marine or other similar units.
- Naval Forces: Sea, Ocean, or other similar water type units.

Mining
This skill provides a bonus for assessing the possibilities of mining in an area, and supervising the creation and running of the mine. Each type of mining process must be learned as separate skill. {In}

The following is a partial listing of mining process:
- Dredging: Scraping material off the bottom of a river, ocean, etc.
- Open Pit: Removal of top layers to extract materials.
- Quarry: Removal of materials in block form.
- Tunneling: Making of underground passages to extract materials.

Second Aid
This skill provides a bonus for performing minor surgery, including sewing closed wounds, removing diseased or mangled limbs, bone setting and any other minor surgery operation. {Em}

Surgery
This skill provides a bonus for performing major surgery, which includes performing exploratory surgery, organ transplants, acupuncture, and organ and limb repairs. Use of this skill is done with simple equipment (e.g., scalpel, anesthesia, hemostats, respirators etc.). {Em}

TECHNICAL/TRADE • Vocational

Administration
This skill provides a bonus for functioning successfully within a familiar government where record keeping, personnel interaction, and bureaucracy is present. Also useful in gaining public office and applying governmental power. {Pr}

Appraisal
This skill provides a bonus for determining or estimating the value of an object or goods other than Armor, Metal, Stones or Weapons. {Re}

Boat Pilot
This skill provides a bonus for knowledge of water courses such as the locations of sand bars, rapids, waterfalls, whirlpools, currents, reefs, icebergs, vegetation clogs (underwater snags and roots) (overhead hanging branches, and vines), etc. Skill is very useful for navigating water ways. Each water course must be learned separately. {Ag}

Cartography
This skill provides a bonus to the analysis, preparation and use of advanced maps and mapping techniques, using cartographic tools. This skill complements the skill of Navigation. {Re}

Evaluate Armor
Provides a bonus for determining the value and quality of armor. {Re}

Evaluate Metal
Provides a bonus for determining the value and quality of metal objects in worked, refined or raw condition. {Re}

Evaluate Stone
Provides a bonus for determining the value and quality of stone objects in worked, refined or raw condition. This skill is also used to evaluate gems. {Re}

Evaluate Weapon
Provides a bonus for determining the value and quality of weapons. {Re}

Gimmickry
This skill provides a bonus for making plans for an uncommon or not yet invented item. The character does not receive materials or other essentials for the production of item (such as mathematics, Laen, wood carving, etc.). The GM must approve the creation of any such item. {Re}

Hypnosis
This skill provides a bonus for placing a willing individual into a trance where they are responsive to suggestions. An unwilling individual receives a +50 RR bonus. Such an individual can be told to forget that they have been placed under hypnosis. He can be primed to perform some type of task which is triggered by a word, a gesture, a person, etc. {Em}

Midwifery
This skill provides a bonus for delivery and care of babies. {Em}

Navigation
This skill provides a bonus for determining proper directions and distances when using a map in conjunction with various directional aids, such as a compass, sextant, clock, etc. This includes the concept of orienting, and is applicable on land, water or the stars. Note that this skill is far more precise and complex than Orienteering. {Re}

Preparing Herbs
This skill provides a bonus to successfully prepare a medicinal herb from its natural state into a usable form. {Ag}

Preparing Poisons
This skill provides a bonus to successfully prepare a poison from its natural state into a usable form. {SD}

Siege Engineering
Allows the user knowledge of conducting all aspects of a siege. Includes proper and best positioning of siege weapons, determining weaker portions of a wall (for siege weapon assault and/or sapping), basic engineering knowledge for building ramps, digging trenches and horse traps (for opposing cavalry), etc. {Re}

Tactics
These skills provide bonuses for perceiving and planning appropriate and effective strategy in tactical military situations. Skill with each tactical situation must be developed separately. {Re}

The following is a partials listing of types of tactics:
- Battle Field: Cavalry and infantry tactics.
- Naval: Ship and boat tactics.
- Sabotage: Underground/behind enemy lines tactics.
- Siege: Reduction of fortified position tactics.
- Small Unit: Conflict between small groups.

A–1.33
URBAN SKILL CATEGORY

Skills: Contacting, Mingling, Scrounging, Streetwise
Restricted: —
Applicable Stat Bonuses: In/Pr/Re
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: None
Classification: Static Maneuver

This category involves the use of skills pertaining to an urban environment. They range from urban social skills to foraging for food in a town or city.



Urban Static Maneuver Table T–4.8.28

-26 down Spectacular Failure: -50% • 1.5✖ • -20➠
You have blundered badly, alienating your contacts and sources in this area. If they are inclined to violence, they will be so disposed towards you. Otherwise, they will hinder you when it is convenient to them, although they will not go out of their way to make your life miserable. What did you say, anyway?

-25 — 04 Absolute Failure: -20% • 1.2✖ • -10➠
Bad luck. Someone has recognized you from other circumstances…ones you would rather not have brought up just now. Any attempt to extricate yourself from this situation is at a -20 modification.

05 — 75 Failure: 0% • 1.5✖ • +0➠
Your wits have deserted you. You fail your maneuver.

UM 66 Unusual Event: 0% • 1.0✖ • +0➠
You are right in the middle of your maneuver when a huge disturbance in the streets draws all attention to it. Your maneuver is aborted as a result, but you may use the distraction to gain a +20 to any stealth activities for the next 3 rounds. Temptation is a wicked thing….

76 — 90 Partial Success: 20% • 0.8✖ • +5➠
You achieve only a fraction of your goal before you are interrupted by a civil disturbance in which you are embroiled. Spend 2d10 hours extricating yourself from this sticky situation before you may attempt your maneuver again.

UM 100 Unusual Success: 110% • 0.8✖ • +20➠
An individual you have not met before takes you for someone else, and proceeds to offer you everything you were looking for with your maneuver. He will be completely cooperative so long as he continues to believe that you are who he thinks you are….

91 — 110 Near Success: 80% • 1.0✖ • +10➠
You are almost successful, but you've hit that final wall so common in the urban environment…the greed of a functionary. You may use an appropriate Influence skill to complete this task (bribery, etc.), or you may roll again after two rounds on this chart with a -10 modification.

111 — 175 Success: 100% • 1.0✖ • +20➠
You are a creature of the streets, my friend. Your instincts serve you true, and you complete your task with alacrity.

176 up Absolute Success: 120% • 1.0✖ • +30➠
Your quick wits have gathered a new sheep into your fold. You make a new contact who is kindly disposed towards you. Your next transaction with him will have a +30 modifier in your favor for his reaction.

General and GM-Assigned Modifers

URBAN SKILL DESCRIPTIONS

Contacting

This skill provides a bonus to locating individuals of influence or knowledge within an urban environment. It includes knowledge of where such individuals may be found as well a information involving how they might be reached (e.g., locating a crime boss or fence, politician, etc.). This skill is the equivalent of Scrounging except that it operates for individuals or locations. Note that actual interaction with such persons are covered by the skills in the Influence Skill Category. {Re}

Mingling

This skill provides a bonus to attempts to mix easily with a large urban population, whether for the purposes of remaining unnoticed, escaping pursuers, or simply moving easily through a crowd. {Ag}

Scrounging

This skill provides a bonus in being able to come up with the location of a particular needed item, part or ingredient. This skill is normally used in an urban type of setting. This does not cover locating of food or water. {Re}

Streetwise

Awareness of events and protocol in the street society and underworld and the ability to interact with the individuals who run and live in the common or underworld society. Note that this skill does not necessarily enable a character to **find** such individuals. {Em}



A–1.34 WEAPON SKILL CATEGORIES

Weapon • 1-H Concussion Skill Category

Skills: one skill for each weapon in category
Restricted: —
Applicable Stat Bonuses: St/Ag/St
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Weapon
Classification: Offensive Bonus

This category encompasses the use of weapon skills utilizing one-handed crushing weapons. Maces, clubs and morning stars all fall into this category.

Weapon • 1-H Edged Skill Category

Skills: one skill for each weapon in category
Restricted: —
Applicable Stat Bonuses: St/Ag/St
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Weapon
Classification: Offensive Bonus

This category encompasses the use of weapon skills utilizing one-handed slashing weapons. Most swords, daggers and other small bladed weapons all fall into this category.

Weapon • 2-Handed Skill Category

Skills: one skill for each weapon in category
Restricted: —
Applicable Stat Bonuses: St/Ag/St
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Weapon
Classification: Offensive Bonus

This category encompasses the use of all weapons which require two hands to wield. Quarterstaves, flails, two-handed swords and the like all fall into this category.

Weapon • Missile Skill Category

Skills: one skill for each weapon in category
Restricted: —
Applicable Stat Bonuses: Ag/St/Ag
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Weapon
Classification: Offensive Bonus

This category encompasses the use of all hand weapons that are designed to project a missile of some kind. This includes self bows and crossbows, as well as slings.

Weapon • Missile Artillery Skill Category

Skills: one skill for each weapon in category
Restricted: —
Applicable Stat Bonuses: In/Ag/Re
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Weapon
Classification: Offensive Bonus

This category encompasses the use of all heavy missile weaponry, from catapults to trebuchets.

Weapon • Pole Arms Skill Category

Skills: one skill for each weapon in category
Restricted: —
Applicable Stat Bonuses: St/Ag/St
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Weapon
Classification: Offensive Bonus

This category encompasses the use of all polearms, from halberds to pikes and the ever-popular glaive-guisarme.

Weapon • Thrown Skill Category

Skills: one skill for each weapon in category
Restricted: —
Applicable Stat Bonuses: Ag/St/Ag
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Weapon
Classification: Offensive Bonus

This category encompasses the use of all thrown weapons, including knives, darts and javelins.



WEAPON SKILL DESCRIPTIONS



WEAPON • 1-Handed Concussion

These skills include weapon skills utilizing one-handed crushing weapons. Maces, clubs and morning stars all fall into this category. {St}

WEAPON • 1-Handed Edged

These skills include weapon skills utilizing one-handed slashing weapons. Most swords, daggers and other small bladed weapons all fall into this category. {Ag}

WEAPON • 2-Handed

These skills include all weapons which require two hands to wield. Quarterstaves, flails, two-handed swords and the like all fall into this category. {St}

WEAPON • Missile

These skills include all bow and sling weapons. This also includes crossbows. {Ag}

WEAPON • Missile Artillery

These skills include all heavy medieval weaponry, from catapults to trebuchets. {Re}

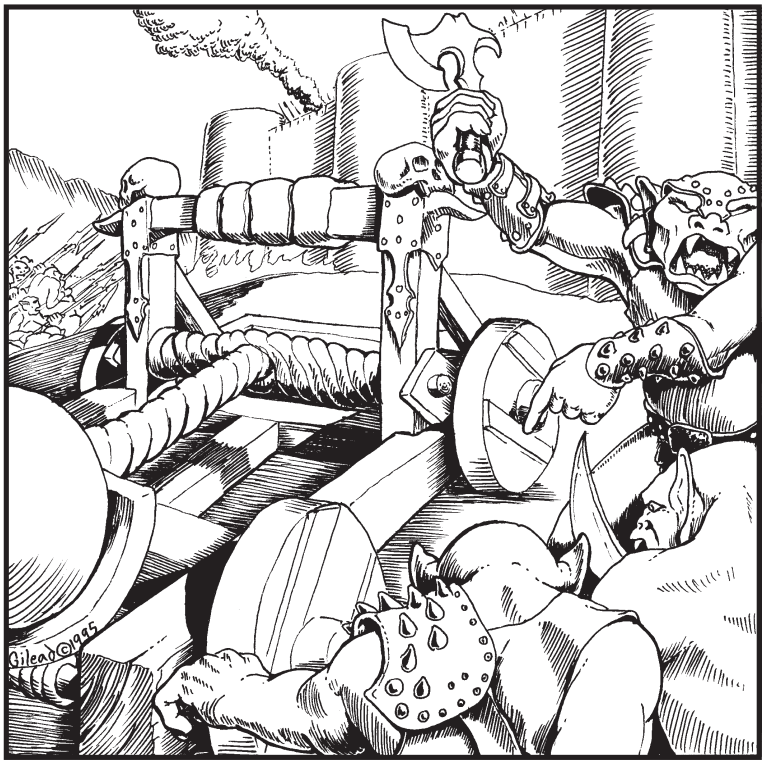
WEAPON • Pole Arms

These skills include all polearms, from halberds to pikes and the ever-popular glaive-guisarme. {St}

WEAPON • Thrown

This category encompasses the use of all thrown weapons, from thrown knives and javelins. {Ag}





THE SPELLS AND SPELL LISTS

This section explains how to use *Spell Law* with ***Rolemaster*** and how to read and understand the spell lists presented in *Spell Law*.

Spell Law provides a wide variety of options for the players. Spell users are allowed to know a large number of spells, but can only use a few before tiring and requiring rest. Real skill in play in emphasized, because the choice of a spell and its application to a given situation become the key points. To this end, *Spell Law* provides over 2,000 spells based upon three realms of power (Channeling, Essence, and Mentalism) and fifteen spell-using professions.

GENERAL GUIDELINES FOR SPELL LISTS

The spells found in *Spell Law* are organized into lists that reflect the similarities and basic applications common to the individual domains. Higher level spells found on a given list will reflect the increased knowledge and efficiency that comes from the use and practice of lower level spells on the same list. This reflects the learning process that accompanies development within a consistent spell grouping.

The spell lists are also grouped in units. These collections are based upon the spell users' various backgrounds within the greater realms of power. A Lay Healer's background and living experiences often differ significantly from the past life associated with a "pure" Mentalist. Thus, certain spell lists will be easier for the Mentalist to learn; correspondingly, others will seem simpler to the Lay Healer. Each profession will find that their education is colored by their own background.

The spells are described in a standard manner, using a basic format that simplifies usage. Most spells are specific, while others are accorded great flexibility. The latter group's spells have descriptions that are less concrete, providing the Gamemaster with a framework by which he can apply spell usages to variance in his world system or specific occurrences that demand certain flexibility.

Certain simplifications and organizational devices have been used to increase playability. Nonetheless, consistence and flavor are emphasized. After all, the world of spells is a rich one indeed.

CLASSIFICATIONS

Spell lists are classified according to their realm of power and availability to certain professions.

Base Lists—There are six base lists for each spell using profession (including Pure spell users, Semi spell users, and Hybrid spell users). These lists may only be learned easily by members of the appropriate profession (others may attempt to learn them at great expense). The spells on these lists represent professional specialties.

Closed Spell Lists—Closed spell lists involve the deepest and most powerful concepts common to each realm of magic, requiring tremendous dedication and specialization to master (or learn at all). Only Pure and Hybrid spell users learn these spell lists easily.

Open Spell Lists—Open spell lists involve the easiest concepts to master in each realm of power, although considerable dedication is required to learn their use.

Evil Spell Lists—Evil spell lists represent corrupt magic that is learned only by those who have given in to the darker side of magic.

WHAT'S IN SPELL LAW

Within *Spell Law*, there are 186 spell lists divided into:

- 15 sets of professional "base" lists.
- 1 set of "evil" spell lists for each realm of power.
- 1 set of "closed" spell lists for each realm of power.
- 1 set of "open" spell lists for each realm of power.
- 3 sets of "other" professional base lists (i.e., spell lists associated with non-standard professions).



THE SPELL DESCRIPTION KEY

Several types of codes may follow the spell names in the listings: area of effect, duration, range, and type. In addition, some descriptions will explain that a particular spell has an RR Modification (shown with the notation [RR Mod: #]). This section presents a key to those codes.

SPECIAL SPELL CODES

[RR Mod #] — Any RRs against the effects of this spell are modified by #.

* — Instantaneous; spell does not require preparation rounds.

• — Spell does not require power points.

‡ — Part of a set of spells that must be thrown in conjunction with other spells continuously to be effective (or fully effective).

SPELL TYPES

E — Elemental spell. These spells use the force of the spell to manipulate physical elements (heat, cold, wind, light, water, earth, sound, smell, taste, touch). These elements (and not the spell) are used to either create a phenomena that can affect the physical environment of the target (e.g., a "wall" spell) **or** the sense of the target (e.g., an "illusion" spell). Because the elements are real, no Resistance Rolls are normally allowed.

BE — Ball Elemental spell. These are elemental spells that attack an area with one of the physical elements. Such attacks are resolved on either *Spell Law* Attack Table 5.2 or *Spell Law* Attack Table 5.3.

DE — Directed Elemental spell. These are elemental spells that directly attack a target with one of the physical elements. Such attacks are resolved on one of the "bolt" attack tables (*Spell Law* Attack Tables 5.4 through 5.8).

F — Force spell. These spells involve the direct manipulation of matter, energy, the elements, or living beings through the use of a spell's force. If the spell has a target capable of resisting, the caster make an attack roll on the *Spell Law* Basic Spell Attack Table 5.1 to determine the RR modification for the target. Determine the type of armor the target is wearing and roll on the appropriate column of the table (using the Other column if nothing else applies). After determining the RR modification, the target makes an RR (on Table 5.10 in *Spell Law*, using the target's level and the attacker's level as the indices).

P — Passive spell. These spells usually only indirectly or passively affect a target. Thus, if an RR is allowed (GM's discretion), its purpose is only to determine if the target is aware of the spell. Many detection spells are of this type.

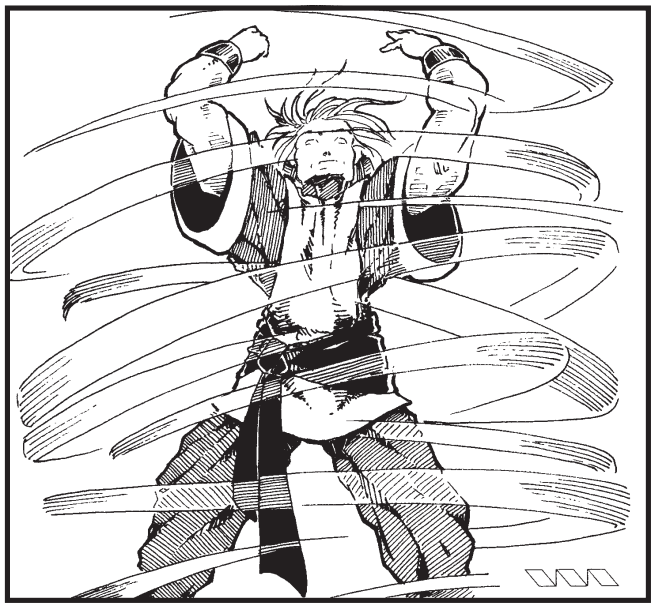
U — Utility spell. These spells only affect the caster, a willing target, or a target incapable of resistance. Thus, RRs are not usually necessary. A willing target who is capable of resisting may still be required to make an RR (GM's discretion), but it is modified by -50 (i.e., he mostly likely will not resist successful). Most healing spells are of this type.

I — Informational spell. These spells involve gathering information through means that do not require RRs.

SPELL SUB-TYPES

s — Subconscious spell. These spells are capable of being cast (or triggered) by the subconscious. The caster can always cast a spell of this type as a normal spell; and if he is unconscious (or is asleep or in a trance), a spell of this type can be cast by the subconscious as necessary (starting with the highest level spell needed). An exception to this is the *Stun Relief* spell. This spell may (at the option of the caster) be cast by the subconscious while the caster is stunned.

m — Mental Attack spell. These spells affect the target's mind and are subject to mental defenses.



SPELL AREAS OF EFFECT

***x* target(s)** — The spell affects *x* number of targets.

***x* target(s)/lvl** — The spell affects a number of targets equal to the caster's level times *x*.

***distance* R** — The spell affects all within a radius equal to *distance* in size.

***distance* R/lvl** — The spell affects all within a radius equal to *distance* times the caster's level in size.

area — The spell affects all within a fixed area of effect. Sometimes *area* will be specified as a specific target (e.g., 1 herb, 1 limb, etc.).

caster — The spell affects only the caster.

"—" — The spell has no area of effect.

varies — The exact size of the area of effect depends upon some other aspect of the spell.

SPELL DURATIONS

time — The spell has a fixed duration equal to time.

C — Concentration is required. Concentration takes 50% of the caster's normal activity. The caster cannot cast any other spells while concentrating.

***duration* (C)** — Concentration is required, except the period of concentration cannot exceed the *duration* given. The caster can stop concentrating and the spell effect will stop. If the duration has not expired, the caster can concentrate again and the spell effect will resume.

P — Permanent. The spell has a permanent effect (in the sense of creating a "permanent" physical or mental condition). The effects of permanent spells that manipulate matter **and** require concentration will disperse according to the normal physical laws once concentration is no longer applied (e.g., a frozen body of water will melt normally, a bowl of boiling water will cool). A spell with a permanent duration may be affect by outside forces. For example, the spell may be dispelled, cured, **or** otherwise disturbed by enchantment, physical force, etc.

varies — Variable. The exact duration depends upon some other aspect of the spell.

"—" — No duration. The effects of this spell required no duration and are applied immediately.

***time* / level** — The duration is the *time* multiplied by the level of the caster.

***time* / # fail** — The duration is based upon the difference between the target's modified RR and the minimum roll required to resist the spell (see Section 23.6). The duration is equal to this difference divided by # and then multiplied by *time*.

Example: *1 rnd/10 fail would mean that if the RR is failed by 20, the spell would last for 2 rounds.*

SPELL RANGES

self — The spell can only be cast upon the caster himself.

touch — The caster must touch the target to create the effect.

distance — The caster can be no further than *distance* to the desired area of effect.

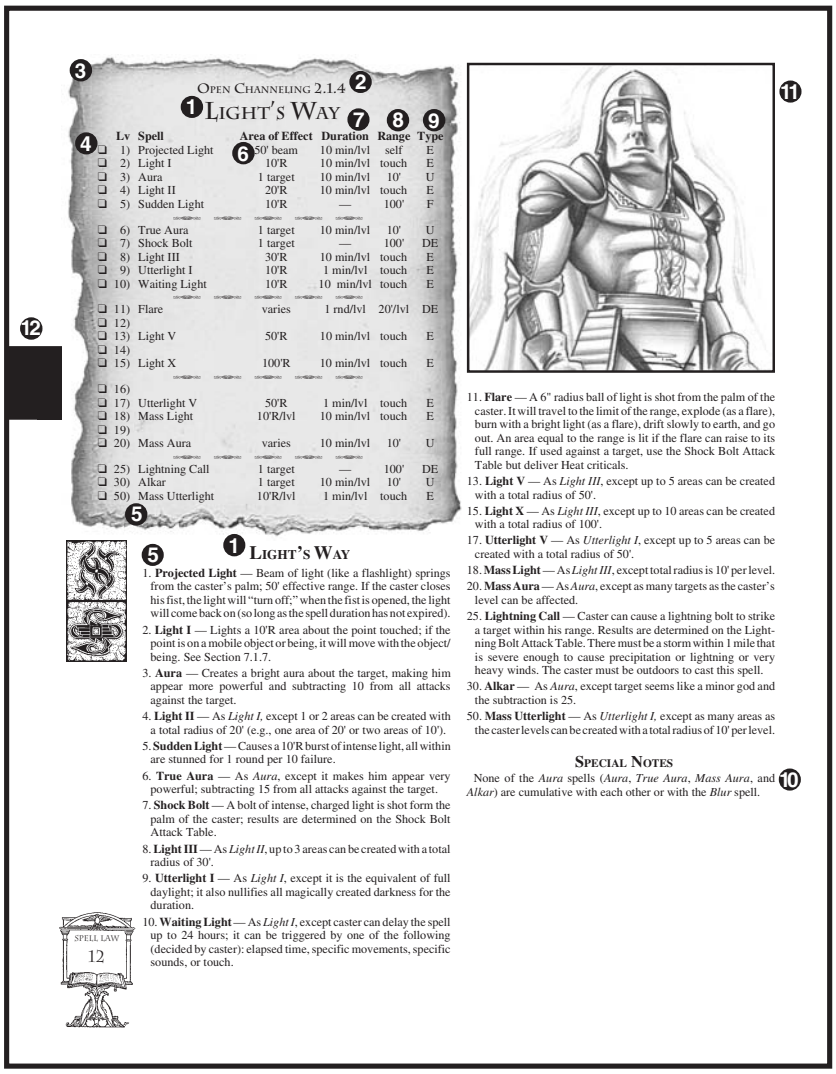
***distance* / lvl** — The distance to the area of effect can be no further than *distance* times the caster's level.

unlimited — There are no limitations placed upon the distance to the area of effect.

varies — The distance to the area of effect depends upon some other aspect of the spell.

WHAT'S ON A SPELL LIST

1. **Spell List Name**—The name of the spell list appears in two places on the page; above the descriptions and above the listing.
2. **Spell List Number**—Each spell list is given a unique identifier that combines its classification and a the equivalent of a section number from *Spell Law*.
3. **Listing**—In one of the upper corners of the page is a listing of all the spells on the list, sorted by level. This listing also shows important spell parameters.
4. **Check Box**—Beside each spell in the listing is a check box. Use this box to indicate the level two which your character currently knows spells on the list.
5. **Spell Level/Name**—The level and name of each spell appears in two places on the page; in the listing and in the descriptions. In all cases, if the name of two spells are the same (except for perhaps a roman numeral), the spells should be treated as the same.
6. **Area of Effect**—This is the area affected by the spell. If "varies" appears here, check the description for the exact area of effect.
7. **Duration**—This is the duration that the spell will remain active. If "varies" appears here, check the description for the exact duration.
8. **Range**—This is the range from the caster to the area of effect. If "varies" appears here, check the description for the exact range.
9. **Type**—This is the type of spell. The type of spell will determine what kind of resistance roll the target of the spell will get (if any).
10. **Notes**—If there are any global notes or special rules for spells in this list, they will be found here.
11. **Illustration**—Almost every spell list has an illustration demonstrating some spell effect or situation around a spell effect.
12. **Tabbed Dividers**—Every spell list is tabbed according to its realm of power(s) and/or according to the appropriate rules section. Note that hybrid lists will have two tabs (one for each realm).



OPEN CHANNELING 2.1.4

1 LIGHT'S WAY

	Lv	Spell	Area of Effect	Duration	Range	Type
❑	1)	Projected Light	50' beam	10 min/lvl	self	E
❑	2)	Light I	10'R	10 min/lvl	touch	E
❑	3)	Aura	1 target	10 min/lvl	10'	U
❑	4)	Light II	20'R	10 min/lvl	touch	E
❑	5)	Sudden Light	10'R	—	100'	F
❑	6)	True Aura	1 target	10 min/lvl	10'	U
❑	7)	Shock Bolt	1 target	—	100'	DE
❑	8)	Light III	30'R	10 min/lvl	touch	E
❑	9)	Utterlight I	10'R	1 min/lvl	touch	E
❑	10)	Waiting Light	10'R	10 min/lvl	touch	E
❑	11)	Flare	varies	1 rnd/lvl	20'/lvl	DE
❑	12)					
❑	13)	Light V	50'R	10 min/lvl	touch	E
❑	14)					
❑	15)	Light X	100'R	10 min/lvl	touch	E
❑	16)					
❑	17)	Utterlight V	50'R	1 min/lvl	touch	E
❑	18)	Mass Light	10'R/lvl	10 min/lvl	touch	E
❑	19)					
❑	20)	Mass Aura	varies	10 min/lvl	10'	U
❑	25)	Lightning Call	1 target	—	100'	DE
❑	30)	Alkar	1 target	10 min/lvl	10'	U
❑	50)	Mass Utterlight	10'R/lvl	1 min/lvl	touch	E

1 LIGHT'S WAY

1. **Projected Light** — Beam of light (like a flashlight) springs from the caster's palm; 50' effective range. If the caster closes his fist, the light will "turn off;" when the fist is opened, the light will come back on (so long as the spell duration has not expired).
2. **Light I** — Lights a 10'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being. See Section 7.1.7.
3. **Aura** — Creates a bright aura about the target, making him appear more powerful and subtracting 10 from all attacks against the target.
4. **Light II** — As *Light I*, except 1 or 2 areas can be created with a total radius of 20' (e.g., one area of 20' or two areas of 10').
5. **Sudden Light** — Causes a 10'R burst of intense light, all within are stunned for 1 round per 10 failure.
6. **True Aura** — As *Aura*, except it makes him appear very powerful; subtracting 15 from all attacks against the target.
7. **Shock Bolt** — A bolt of intense, charged light is shot form the palm of the caster; results are determined on the Shock Bolt Attack Table.
8. **Light III** — As *Light II*, up to 3 areas can be created with a total radius of 30'.
9. **Utterlight I** — As *Light I*, except it is the equivalent of full daylight; it also nullifies all magically created darkness for the duration.
10. **Waiting Light** — As *Light I*, except caster can delay the spell up to 24 hours; it can be triggered by one of the following (decided by caster): elapsed time, specific movements, specific sounds, or touch.

11. **Flare** — A 6" radius ball of light is shot from the palm of the caster. It will travel to the limit of the range, explode (as a flare), burn with a bright light (as a flare), drift slowly to earth, and go out. An area equal to the range is lit if the flare can raise to its full range. If used against a target, use the Shock Bolt Attack Table but deliver Heat criticals.
13. **Light V** — As *Light III*, except up to 5 areas can be created with a total radius of 50'.
15. **Light X** — As *Light III*, except up to 10 areas can be created with a total radius of 100'.
17. **Utterlight V** — As *Utterlight I*, except up to 5 areas can be created with a total radius of 50'.
18. **Mass Light** — As *Light III*, except total radius is 10' per level.
20. **Mass Aura** — As *Aura*, except as many targets as the caster's level can be affected.
25. **Lightning Call** — Caster can cause a lightning bolt to strike a target within his range. Results are determined on the Lightning Bolt Attack Table. There must be a storm within 1 mile that is severe enough to cause precipitation or lightning or very heavy winds. The caster must be outdoors to cast this spell.
30. **Alkar** — As *Aura*, except target seems like a minor god and the subtraction is 25.
50. **Mass Utterlight** — As *Utterlight I*, except as many areas as the caster levels can be created with a total radius of 10' per level.

SPECIAL NOTES

None of the *Aura* spells (*Aura*, *True Aura*, *Mass Aura*, and *Alkar*) are cumulative with each other or with the *Blur* spell.

SPELL LAW 12

THE SPELL LISTS

This is a list of all the normal spell lists that can be found in *Spell Law*.

OPEN CHANNELING LISTS

- Barrier Law
- Concussion's Ways
- Detection Mastery
- Light's Way
- Lofty Movements
- Nature's Law
- Purifications
- Sound's Ways
- Spell Defense
- Weather Ways

CLOSED CHANNELING LISTS

- Blood Law
- Bone Law
- Calm Spirits
- Creations
- Locating Ways
- Lore
- Muscle Law
- Nerve Law
- Organ Law
- Symbolic Ways

CLERIC BASE LISTS

- Channels
- Communal Ways
- Life Mastery
- Protections
- Repulsions
- Summons

ANIMIST BASE LISTS

- Animal Mastery
- Herb Mastery
- Nature's Lore
- Nature's Movement/Senses
- Nature's Protection
- Plant Mastery

RANGER BASE LISTS

- Inner Walls
- Moving Ways
- Nature's Guises
- Nature's Summons
- Nature's Way
- Path Mastery

PALADIN BASE LIST

- Communion
- Exorcism
- Holy Arms
- Holy Healing
- Holy Shields
- Inspiring Ways

HEALER BASE LIST

- Blood Ways
- Bone Ways
- Cleansing
- Muscle Ways
- Organ Ways
- Surface Ways

EVIL CHANNELING LISTS

- Curses
- Dark Channels
- Dark Lore
- Disease
- Necromancy
- Wounding

OPEN ESSENCE SPELL LISTS

- Delving Ways
- Detecting Ways
- Elemental Shields
- Essence Hand
- Essence's Perceptions
- Lesser Illusions
- Physical Enhancement
- Rune Mastery
- Spell Wall
- Unbarring Ways

CLOSED ESSENCE LISTS

- Dispelling Ways
- Gate Mastery
- Invisible Ways
- Living Change
- Lofty Bridge
- Rapid Ways
- Shield Mastery
- Spell Enhancement
- Spell Reins
- Spirit Mastery

MAGICIAN BASE LISTS

- Earth Law
- Fire Law
- Ice Law
- Light Law
- Water Law
- Wind Law

ILLUSIONIST BASE LISTS

- Feel-Taste-Smell
- Guises
- Illusion Mastery
- Light Molding
- Mind Sense Molding
- Sound Molding

MONK BASE LISTS

- Body Reins
- Body Renewal
- Evasions
- Mind Over Matter
- Monk's Bridge
- Monk's Sense

DABBLER BASE

- Concealment Mastery
- Influences
- Mechanisms
- Movement Mastery
- Senses
- Thieving Law

SORCERER BASE LISTS

- Flesh Destruction
- Fluid Destruction
- Gas Destruction
- Mind Destruction
- Solid Destruction
- Soul Destruction

EVIL ESSENCE LISTS

- Dark Contacts
- Dark Summons
- Darkness
- Entity Summons
- Matter Disruption
- Physical Erosion

OPEN MENTALISM LISTS

- Anticipations
- Attack Avoidance
- Brilliance
- Cloaking
- Damage Resistance
- Delving
- Detections
- Illusions
- Self Healing
- Spell Resistance

CLOSED MENTALISM LISTS

- Gas Manipulation
- Liquid Manipulation
- Mind Mastery
- Mind's Door
- Movement
- Sense Mastery
- Shifting
- Solid Manipulation
- Speed
- Telekinesis

MENTALIST BASE LISTS

- Mind Attack
- Mind Control
- Mind Merge
- Mind Speech
- Presence
- Sense Control

LAY HEALER BASE LISTS

- Blood Mastery
- Bone Mastery
- Concussion Mastery
- Muscle Mastery
- Nerve and Organ Mastery
- Prosthetics

BARD BASE LISTS

- Controlling Songs
- Entertaining Ways
- Item Lore
- Lores
- Sound Control
- Sound Projection

MAGENT BASE LISTS

- Assassination Mastery
- Disguises
- Escapes
- Gathering Secrets
- Misdirections
- Poison Mastery

MYSTIC BASE LISTS

- Confusing Ways
- Gas Alteration
- Hiding
- Liquid Alteration
- Mystical Change
- Solid Alteration

EVIL MENTALISM LISTS

- Mind Death
- Mind Disease
- Mind Domination
- Mind Erosion
- Mind Illusions
- Mind Subversion

THE CULTURES & RACES

The following are general descriptions of the races and cultures presented in the ***RMSS***—more cultures and races are available in the ***Rolemaster*** sourcebook, *Cultures & Races*. Certain modifiers are included for a greater sense of realism, but GMs should feel free to omit them if they consider them to be unwieldy.

The information is intended to serve as a guideline for equipping and developing both player characters and powerful or otherwise significant non-player characters. The outfitting options and the background options have been generated to enhance the process by which living peoples are translated into a game system.

An individual character may stray from the norms of his culture/race. A GM may decide to allow a character to possess a weapon typically not favored by his culture/race, to learn a language usually of little general interest, etc. How much deviation from the norms is to be allowed is up to the GM. And when a character does not follow the norms, the GM needs to include plausible reasons for the differences in the character's personal history and background.

Players developing their characters should follow the normal procedure for outfitting and utilizing background options described in Section 14.0. Where dice rolling is required (talents, special items, extra money), the information below should be inserted into or paired with Table T-1.5.

Remember that adventuring characters will come into contact with peoples and cultures unknown to them in their formative years. A Hillman warrior might speak only the Hill-speech and the Common-speech upon leaving his native lands and carry only his fishing spear. Six months later (possibly second or third level), he may have picked up a bit of High-elvish and be wielding a long kynac!

> **Note:** *Some Gamemasters may wish to include modifications for gender (male vs. female), particularly among races where there are wide gaps in size and character. (ICE suggests that this be done only in extreme cases—those where males and females differ markedly.)*

Sometimes a skill is listed that is not a standard skill. When this occurs, the skill category will be given in brackets after the skill name. Weapons are also listed that may not be familiar (i.e., they have no formal attack table of their own). When this occurs, see Section 5.10 in *Arms Law* for a table containing all of the necessary information on these weapons.

MEN

There are two greater groupings of Men: the High Men and the Common Men. Some speak of the Mixed Men as a third group—they are a result of unions between High Men and Common Men. Each Common Man and Mixed Man character must have a "culture"—one of the six provided in this appendix or another culure keyed to the GM's world.

The High Men are given their own entry. However, Common Men and Mixed Men must choose a culture. It is the culture that is described here (when necessary, two sets of stats are given—the first is for the Common Man, the second is for the Mixed Man).

ELVES

Though basically similar to mortal men in most ways, Elves have several important, if subtle, differences. As a race, they are taller than most Humans, although slender. Elven men have no facial hair, and as a rule, they are fairer and have less body hair than Humans.

The Elves revere the Gods 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, although much of it also stems from an understanding and joy regarding the creations of nature.

There are three types of Elves: Wood Elves, Grey Elves, and High Elves. They all have the following special abilities:

Cold Resistance: Apparently highly resistant to extremes of natural cold, their clothing is usually for decoration, camouflage, or, perhaps, modesty.

Disease Resistance: Their bodies are virtually immune to all bacterial and viral infections.

Immortality: Elves do not age or grow old. Thus, they are practically immortal (excepting violent death or as a result of a weariness of the world).

Rest Requirements: 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 day (this restores Power Points as a normal night's sleep). However, when pressed, they can function for many days with little or no relief (the restoration of Power Points still requires 2 hours of meditation). While in their meditative state, Elves are extremely difficult to awaken; they rise at a point previously decided.

Night Sight: Elves are able to see on a star-lit or moonlit night, as if full it were daylight. Their vision is restricted with less light—with any light source, they can see 50' perfectly and 100' fairly well. However, in absolute darkness they are no better than Men.

Superb Hearing: Their sense of hearing is also superb (+10 to Awareness maneuvers involving only hearing), 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. 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.

ORCS

There are two groupings of Orcs: the Greater Orcs and the Common Orcs. Generally, Orcs are very heavy of build, as they are bred as warriors and laborers. Common Orcs cannot stand daylight, and are at least partially blinded by the unshielded sun. Only at night can they see well (with sight like the Elves). Although Orcs are not inherently evil, they are culturally and mentally predisposed toward Darkness.

ADOLESCENCE RANK TABLE T-1.6

	Hillmen	Mariners	Nomads	Ruralmen	Urbanmen	Woodmen	High Men	Wood Elves	Grey Elves	High Elves	Half-elves	Dwarves	Halflings	Common Orcs	Greater Orcs	Half-orcs
Armor • Light skill category	1	2	1	1	1	1	1	0	0	0	1	1	0	3	3	3
Soft Leather skill	0	0	0	1	0	1	0	0	0	0	0	0	0	1	1	1
Rigid Leather skill	1	2	0	1	0	0	1	0	0	0	1	1	0	3	3	3
Armor • Medium skill category	0	0	0	0	0	0	2	0	0	0	1	3	0	2	3	1
Chain skill	0	0	0	0	0	0	2	0	0	0	1	3	0	2	3	1
Athletic • Brawn skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Athletic • Endurance skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Swimming skill	1	5	0	1	1	1	1	3	2	2	1	0	0	0	0	0
Athletic • Gymnastics skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Climbing skill	5	0	0	0	0	3	0	2	1	0	1	1	2	1	1	1
Awareness • Perceptions skill category	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Alertness skill	2	2	2	2	2	2	2	6	6	6	2	4	8	2	2	2
Awareness • Searching skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Body Development skill	3	2	2	2	1	2	3	1	1	1	1	3	2	2	3	2
Communications skill category	1	1	1	1	3	1	3	2	3	4	3	1	1	0	0	0
Language skills †	4	10	4	8	10	4	12	12	16	20	8	8	6	4	4	4
Lore • General skill category	3	3	3	3	3	3	3	3	3	3	3	3	2	1	1	2
"Own" Region Lore skill	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
"Own" Culture Lore skill	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Outdoor • Animal skill category	0	0	5	1	0	0	1	1	1	1	1	0	0	0	1	0
Riding skill (usually horses)	0	0	5	1	0	0	1	1	1	1	1	0	0	0	1	0
Outdoor • Environmental skill category	4	1	3	2	0	5	1	5	4	3	3	2	1	2	2	2
Power Awareness skill category *	0	0	0	0	2	0	1	1	1	2	1	0	0	0	0	0
Science/Analytic • Basic skill category	0	1	0	0	1	0	1	1	1	2	1	1	0	0	0	0
Spells • Own Realm Open Lists – skill in one spell list *	0	1	0	0	2	0	0	2	3	4	1	0	0	0	0	0
Subterfuge • Stealth skill category	2	0	0	1	0	4	0	4	3	2	2	0	5	0	0	0
Stalking skill	2	0	0	1	0	4	0	4	3	2	2	0	5	0	0	0
Hiding skill	2	0	0	1	0	4	0	4	3	2	2	0	5	0	0	0
Tech./Trade • General skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Urban skill skill category	0	1	0	0	5	0	0	0	0	0	0	0	0	0	0	0
Weapon • 1-H Conc. skill category	1	0	0	0	0	0	0	0	0	0	0	4	0	3	1	3
1 Weapon Based on Culture/Race ‡	1	0	0	0	0	0	0	0	0	0	0	4	0	3	1	3
Weapon • 1-H Edged skill category	0	2	1	1	1	1	2	1	1	1	1	0	0	0	4	0
1 Weapon Based on Culture/Race ‡	0	2	1	1	1	1	2	1	1	1	1	0	0	0	4	0
Weapon • 2-Handed skill category	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0
1 Weapon Based on Culture/Race ‡	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0
Weapon • Missile skill category	1	1	2	1	1	1	1	3	2	1	2	0	2	0	1	1
1 Weapon Based on Culture/Race ‡	1	1	2	1	1	1	1	3	2	1	2	0	2	0	1	1
Weapon • Pole-arms skill category	2	0	2	1	0	1	1	0	0	0	0	0	0	1	1	0
1 Weapon Based on Culture/Race ‡	2	0	2	1	0	1	1	0	0	0	0	0	0	1	1	0
Weapon • Thrown skill category	2	1	1	1	0	1	0	0	0	0	0	1	2	1	1	1
1 Weapon Based on Culture/Race ‡	2	1	1	1	0	1	0	0	0	0	0	1	2	1	1	1
Hobby Ranks (see Section 13.0) ‡	12	12	12	12	12	12	10	10	8	6	10	12	12	12	10	12
Number of Background Options §	6/5	6/5	6/5	6/5	6/5	6/5	4	4	3	2	4	5	5	5	4	5

* – If a GM is running a magic poor setting, these ranks are not available.

† – May only be allocated up to the maximum number of ranks listed for the "allowed adolescence languages" provided for a character's culture/race in Appendix A-3.

‡ – See the specific culture/race entry in Appendix A-3.

§ – See Section 14.0. Common Men get 6, Mixed Men get 5.

A-3.1 COMMON ORCS

Common Orcs fear the sun and make their dwellings in caverns beneath the mountains. Their myriad tribes prey upon the world of men, often prompted merely by a greed for plunder.

Physical Character

Build: Heavy, with thick hides, short legs, and long, thin arms. They have grotesque, fanged faces and random hair growth. Males and females average 65 pounds.

Coloring: Black or grey hair, black or reddish-brown eyes, and deep grey or black hides.

Endurance: Tremendous. They can travel for 2 days without sleep. +20 to exhaustion points (see Section 22.3).

Height: Males and females average 4'.

Lifespan: Indefinite; certainly hundreds of years, but the nature of their warlike life permits few to live past the age of 50.

Resistance: +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Common Orcs sleep during daylight hours, although they need sleep only once every 3 days (more often to restore Power Points). Common Orcish vision in most darkness is as good as a Man's during the height of day. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Common Orcs can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, they can see 10'.

Culture

Clothing & Decoration: Skins, leathers, and metal armor—crude, but well made and effective.

Fears & Inabilities: Natural sunlight and deep, running water. In full daylight, they only have 60% of normal activity each round; in artificial or magical daylight, they only have 80% of normal activity each round.

Lifestyle: Bred as laborers and warriors, Orcs respect power and terror above all things. They join and cooperate in substantial groups only when led by a "focused will," some overwhelmingly strong individual. To them, politics equates with force, and separate Orc tribes often war. Inter-tribal cannibalism is the norm.

They are, however, quite skilled. Their smiths rival those of the Dwarves and Elves and, although the items they produce lack beauty in form, they are exceptionally effective. Orcs are also fine healers, despite their lack of concern for scarring.

Marriage Pattern: Common Orcs do not marry; they breed. The females live together in secluded areas which are normally accessible only to the strongest males. In addition, the females are receptive only to the fiercest and most attractive males. This results in the strongest offspring. The many young are kept together and raised jointly by all the female Common Orcs.

Religion: Most Orcs worship Darkness and power.

Other Factors

Demeanor: Common Orcs are cruel, jealous, petty, ambitious, selfish, and suspicious. They are almost always uncomfortable and, aside from mealtime or battle, are never happy or at peace.

Language: *Starting Languages:* Orcish (S8/W2); Common-speech (S4/W0). *Allowed Adolescence Development:* Orcish (S10/W10), Common-speech (S6/W6), and Black-speech (S6/W6).

Prejudices: Common Orcs hate all races, including Orcs of other tribes. They particularly despise Elves, who they believe to be a spiteful, wicked, and wayward race.

Professions: Most Common Orcs are Fighters, Rogues, or Thieves; they make very poor spell users.

Special Skills: *Everyman:* Athletic Games (Brawn), Power-striking, Power-throwing, all skills within one of the following categories: Weapon • 2 Handed or Weapon • Polearm, Weight-lifting; *Restricted:* Public Speaking, Seduction, Trading.

Standard Hobby Skills: Acrobatics, Ambush, Animal Handling (bats and wolves), Appraisal, any Armor skills, Body Development, Caving, Climbing, Contortions, Disarming Traps, First Aid, Gambling, Hiding, Juggling, Jumping, Leather-crafts, Metal-crafts, Picking Locks, Pole-vaulting, Rappelling, Region Lore (any cavernous region), Riding (wolves), Scaling, Sprinting, Stalking, Tactics, Totem Making [Crafts], Tracking, Trickery, any Weapon skills, Wood-crafts.

Outfitting Options

Weapons: Club, dagger, handaxe, scimitar, short bow, spear, whip, harpoon, poisoned arrows.

Armor: None, soft or rigid leather. Leather helmet. Shields are rare.

Money: 20 sp of varying mints, obtained as plunder in battle or stolen from the tribe's hoard.

Background Options

Common Orcs get five background options.

Extra Languages: In addition to the tongues listed above: Wood-speech (S5/W5), Black-speech (S8/W8), and Common (S8/W8).

Extra Money: Varying mints, obtained as plunder in battle or stolen from the tribe's hoard.

Special Items: Daily spell items and spell adders not available (re-roll). Weapons and tools made by Common Orcs are ungainly to look upon, but serviceable. Iron, steel, hide, and sinew are typical materials.

Talents: Re-roll "spell user" and "high-culture" results.





Stat Bonuses:
Ag: +0
Co: +2
Me: -4
Re: -2
SD: -4
Em: -2
In: -4
Pr: -2
Qu: +0
St: +2

RR Mods:
Ess: +0
Chan: +0
Ment: +0
Poison: +0
Disease: +5

Body Dev. Progression:
0•6•3•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•4•3•2•1

Mentalism PP Dev. Progression:
0•4•3•2•1

A-3.2 DWARVES

Although Dwarves are spread across the world, they are close to one another and have spawned a universal reputation for ruggedness, practicality, and unwavering loyalty. Most groups favor the rocky highlands and deep caverns of the mountains. They are superior craftsmen and they love to mine the earth for precious gems and metals to forge into weapons of strength and artifacts of beauty and power.



Stat Bonuses:
Ag: -2
Co: +6
Me: +0
Re: +0
SD: +2
Em: -4
In: +0
Pr: -4
Qu: -2
St: +2

RR Mods:
Ess: +40
Chan: +0
Ment: +40
Poison: +20
Disease: +15

Body Dev. Progression:
0•7•4•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•3•2•1•1

Mentalism PP Dev. Progression:
0•3•2•1•1

Physical Character

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. +21 to exhaustion points (see Section 22.3).

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

Lifespan: 200-400 years.

Resistance: Resistance against flame and ice: +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Dwarves see well in extreme darkness. In the dimmest light, they can see 50' perfectly, and fairly well up to 100'. They can see 10' in total darkness (non-magical).

Culture

Clothing & Decoration: Beards, sometimes braided. Long hair. Heavy garb with colorful hooded cloaks.

Fears & Inabilities: Open water; they do not normally swim (-50 to Swimming maneuvers).

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 their maker, and believe that in each Dwarven King exists a part of his predecessors.

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. They enter into agreements with extreme care and honor them to the letter.

Language: *Starting Languages:* Among themselves, Dwarves speak Dwarvish (S8/W6), a guarded tongue. They also speak Common-speech (S5/W5) and Elvish (S4/W4). *Allowed Adolescence Development:* Dwarvish (S10/W10), Common-speech (S10/W10), Hill-speech (S2/W2), Plains-speech (Rank S6/W6), and Wood-speech (Rank S6/W6).

Prejudices: Orcs and Dragons are sworn enemies. In addition, they are extremely suspicious of mages and Elves.

Professions: Dwarves do not make good Essence or Mentalism spell users. They generally scoff at the ways of Elves or other conjurers, preferring instead to use such power in the making of permanent physical items.

Special Skills: *Everyman:* Caving, Leather-crafts, Metal-crafts, Mining, Smithing, Stone-crafts, Suvival (underground); *Restricted:* Swimming.

Standard Hobby Skills: Appraisal, any Armor skills, Attunement, Body Development, Caving, Climbing, Contortions, Disarming Traps, First Aid, Leather-crafts, Metal-crafts, Picking Locks, Public Speaking, Region Lore (any cavernous region), Riding (wolves and bears), Smithing, Tactics, Trap-building, any Weapon skills.

Outfitting Options

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

Armor: Any. Dwarves favor chain mail. Lamellar (treat as Chain with a -5 vs. melee, +5 vs. missile) and scale (treat as Plate) are also available. Target shields and wall shields are popular.

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

Background Options

Dwarves get five background options.

Extra Languages: In addition to the tongues listed above: High-speech (S5/W5), South-speech (S4/W4), and North-speech (S5/W5).

Extra Money: Gold pieces or a gem (emerald, amethyst, ruby, sapphire, diamond) of comparable value.

Special Items: Spell items may only contain Channeling spells. Any weapons will be of superior workmanship and forged of steel.

Talents: Re-roll all "spell user" results. For one background option a Dwarf may select one of the following talents (both for 2 options): (1) the ability to sense the presence of mechanical traps 50% of the time (GM should roll); (2) superior orienting abilities underground, the character always knows the direction of true north and the approximate elevation of his location.



A-3.3 GREATER ORCS

As a race, Greater Orcs were breed to be very capable of independent and intelligent action. They are much more suited to the formation of societies than are Common Orcs.

Physical Character

Build: While Greater Orcs have a more "human" appearance than Common Orcs, they are still heavy with cat-like eyes, fang-teeth, and thick hides. They have longer, stronger, and straighter legs than Common Orcs. Males and females average 145 pounds.

Coloring: Black or grey hair, black or reddish-brown eyes, and black/grey hides.

Endurance: Tremendous. They can travel for 2 days without sleep. +30 to exhaustion points (see Section 22.3).

Height: Greater Orcs average 5'6".

Lifespan: Indefinite; certainly hundreds of years, but the nature of their warlike life permits few to live past the age of 50.

Resistance: +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Greater Orcs usually sleep during daylight hours, although they need sleep only once every 3 days (more often to restore Power Points). Greater Orcs operate freely in daylight, and their vision in most darkness is as good as a Man's during the height of day. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Greater Orcs can see at least 30' perfectly and fairly well up to 75'. In absolute darkness, they can see 10'.

Culture

Clothing & Decoration: Skins, leathers, and metal armor—crude, but well made and effective.

Fears & Inabilities: They dislike natural sunlight and deep running water, but they do not fear them.

Lifestyle: Bred as warriors, Greater Orcs respect power and terror above all things.

Marriage Pattern: Greater Orcs do not marry; they breed. The females are receptive only to the fiercest and most attractive males.

Religion: Most Orcs worship Darkness and power.

Other Factors

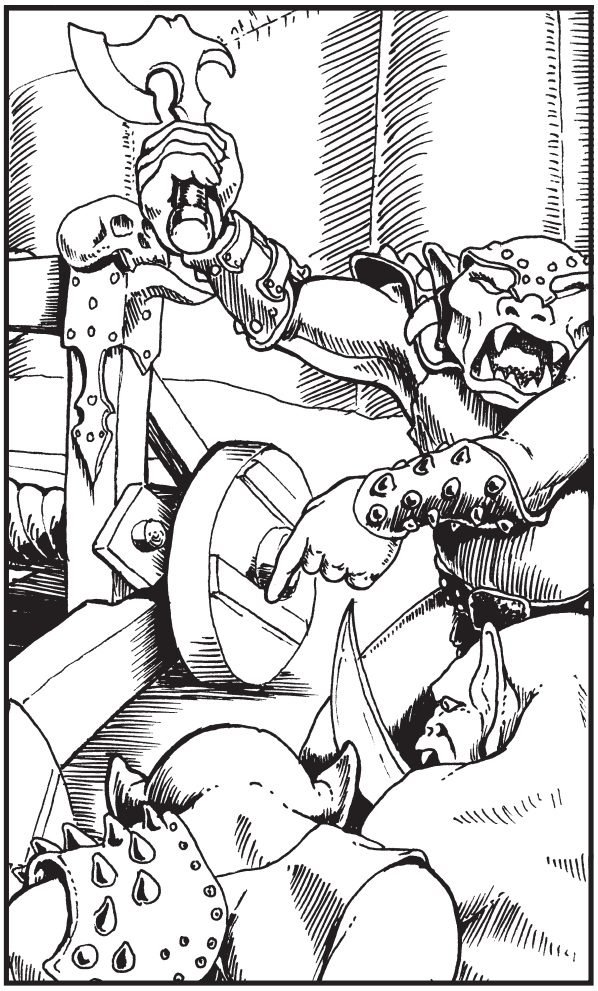
Demeanor: Greater Orcs possess more intelligence and cunning than Common Orcs, but they are still cruel, jealous, petty, ambitious, selfish, and suspicious.

Language: *Starting Languages:* Black-speech (S8/W2), Orcish (S8/W3), Common-speech (S5/W2). *Allowed Adolescence Development:* Black-speech (S10/W10), Orcish (S10/W10), Common (S8/W8), Wood-speech (S6/W3), Hill-speech (S6/W3).

Prejudices: Greater Orcs hate all other races. They particularly despise Elves, who they believe to be a spiteful, wicked, and wayward race.

Professions: Most Greater Orcs are Fighters, Rogues, and Thieves; they make very poor Essence and Mentalism spell users.

Special Skills: *Everyman:* all skills within one of the following categories: Weapon • 2 Handed) or Weapon • Polearm; *Restricted:* none.



Standard Hobby Skills: Acrobatics, Ambush, Animal Handling (bats and wolves), Appraisal, any Armor skills, Attunement, Body Development, Brawling, Caving, Climbing, Contortions, Disarming Traps, First Aid, Fletching, Gambling, Hiding, Interrogation, Jumping, Leadership, Leather-crafts, Metal-crafts, Military Organization, Picking locks, Pole Vaulting, Rappelling, Region Lore (any cavernous region), Riding (wolves), Scaling, Signaling, Sprinting, Stalking, Tactics, Totem Making [Crafts], Tracking, Trickery, any Weapon skills.

Outfitting Options

Weapons: Broadsword, club, dagger, handaxe, long bow, mace, scimitar, short bow, short sword, spear, whip, clawed club or clawed mace (use morning star table), long sword, harpoon, poisoned arrows.

Armor: Any, excepting plate armor. Steel helmets and round or target shields common.

Money: 20 sp of varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

Background Options

Greater Orcs get four background options.

Extra Languages: In addition to the tongues listed above: Plains-speech (S8/W6).

Extra Money: Varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

Special Items: Weapons and tools made by Greater Orcs are usually ungainly to look upon, but perform admirably. Iron, steel, hide, and sinew are typical materials.

Talents: Re-roll all "spell user" and "high-culture" results. results.



Stat Bonuses:
Ag: +0
Co: +4
Me: -2
Re: -2
SD: -2
Em: -2
In: -2
Pr: -2
Qu: +0
St: +4

RR Mods:
Ess: +0
Chan: +0
Ment: +0
Poison: +5
Disease: +10

Body Dev. Progression:
0•7•3•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•5•3•2•2

Mentalism PP Dev. Progression:
0•5•3•2•2

A-3.4 GREY ELVES

Less tall and lordly than the High Elves, the Grey Elves are nevertheless more noble than the Wood Elves. They are a settled people that feel a kinship for the sea (they are sometimes called the "Sea Elves").

Physical Character

Build: Thin when compared to Men, the Grey Elves are nearly as tall as the High Elves but are generally slighter of build. They are more muscular than the Wood Elf folk. Males average 190 pounds; females, 155 pounds.

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

Endurance: They are capable of traveling 16-20 hours a day. See the general Elf description in Section A-3.0.

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 cannot become sick or scarred and are virtually immune to disease. +15 DB and RR bonuses versus cold attacks.

Special Abilities: See the general Elf description in Section A-3.0.

Culture

Clothing & Decoration: Grey Elf clothing is exceedingly well made, yet subtle and utilitarian. Greys and silvers are their chosen colors.



Stat Bonuses:
Ag: +2
Co: +0
Me: +2
Re: +0
SD: -5
Em: +2
In: +0
Pr: +4
Qu: +4
St: +0

RR Mods:
Ess: -5
Chan: -5
Ment: -5
Poison: +10
Disease: +100

Body Dev. Progression:
0•6•3•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•7•6•5•4

Mentalism PP Dev. Progression:
0•6•5•4•3

Fears & Inabilities: Nothing special.

Lifestyle: The Grey Elves are the most open and cooperative of Elves. They are great teachers and borrowers and have an interest in the works of all races. Grey-elves are a settled people and enjoy the company of others—they build towns and havens and gather in close-knit communities. Many Grey Elves feel a kinship to the sea; they build superb ships and are renowned sailors.

The Grey Elves are less musical than the High Elves or Wood Elves, and are less skilled in forging or crafts than the High Elves. Nonetheless, they are adept at all the arts and excel in their special provinces.

Marriage Pattern: Monogamous and for life.

Religion: Informal and centered around communal celebration and personal meditation.

Other Factors

Demeanor: Of the three Elven races, the Grey Elves are the quietest and calmest, and appear to be the most content. They are less frivolous and playful than the Wood Elves and are less fiery and passionate than the High Elves. Grey Elves feelings are deep and not easily aroused, but when they are they cannot be stayed.

Language: *Starting Languages:* Grey-elvish (S10/W10), Common-speech (S8/W6), Elvish (S8/W6), High-elvish (S6/W4). *Allowed Adolescence Development:* Common-speech (S10/W10), Elvish (S10/W10), High-elvish (S8/W8), High-speech (S8/W8), Plains-speech (S8/W8), Wood-speech (S8/W8).

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

Professions: No special notes.

Special Skills: *Everyman:* Research, Public Speaking, Sailing; *Restricted:* None.

Standard Hobby Skills: Acting, Attunement, Boat Piloting, Embroidery [Crafts], Fletching, Hiding, Languages, Leadership, Linguistics, Meditation, Navigation, Observation, Play Instrument, Poetic Improvisation, Public Speaking, Read Runes, Rope Mastery, Sewing, Signaling, Singing, any Spell List skill, Spinning [Crafts], Stalking, Star-gazing, Ship-building [Crafts], Swimming, Any Weapon skills, Weather-watching, Weaving [Crafts], Wood-crafts.

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. Grey Elves 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.

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

Background Options

Grey Elves get three background options.

Extra Languages: In addition to the tongues listed above: South-speech (S6/W6), Black-speech (S6/W6), Sea-speech (S8/W8), and Orcish (S6/W6). For each background option allocated, a Grey Elf gets *two* languages.

Extra Money: Gems (fire opal, diamond, pearl, moonstone).

Special Items: All available. Most are beautifully crafted, and are constructed from fine materials.

Talents: All available.

A-3.5 HALF-ELVES

True Half-elves have one Human and one Elven parent. They must choose relatively early in life whether they shall be mortal (and of men) or immortal and of Elvenkind. Should they choose immortality, they usually follow the lifestyle and course of their Elven parent. They are akin to "High Men," for the latter may (depending on race and game setting) have varying degrees of Elven blood.

Physical Character

Build: Strong and slender, thinner than Men but stouter than Elves. They have thin, angular features. Males average 190 pounds, females 135 pounds.

Coloring: Fair, generally with brown or black hair and grey eyes.

Endurance: Considerable. Half-elves need but 4 hours rest a day: sleep for mortals or meditation for the immortals.

Height: Males average 6'3", females 5'11".

Lifespan: Mortal Half-elves live 250-500 years.

Resistance: Half-elves are highly resistant to disease and natural illness. They have a +5 DB and RR bonus versus cold attacks.

Special Abilities: Half-elves can see extremely well in the dark. Under moonlight or starlight they can see perfectly for 500'. In other darkness situations they see as Elves do (50' to 100' if a light source is available).

Culture

Clothing & Decoration: Varies, although it is generally well-made and beautifully and subtly adorned. Favored colors are deep blues and greens, greys and grey-greens, silver, and white.

Fears & Inabilities: Nothing special.

Lifestyle: Varies, although they generally live in secluded retreats or havens, or among Elvenkind. Their culture is much like that of the Grey Elves, although they are constantly concerned with the ways of Men.

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

Religion: Quiet, personal, and involving meditation—in general, they are like the Elves in this (see Section A-3.0).

Other Factors

Demeanor: Patient, reserved, considerate, balanced, mellow, and thoughtful.

Language: *Starting Languages:* Grey-elvish (S8/W6), Common-speech (S8/W6), High-elvish (S6/W5). *Allowed Adolescence Development:* Grey-elvish (S10/W10), Common-speech (S10/W10), High-elvish (S10/W10), High-speech (S10/W10), Elvish (S10/W10).

Prejudices: Orcs are their sworn enemies.

Professions: No special notes.

Special Skills: *Everyman:* none; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Acting, Ambush, Animal Handling, any Armor skills, Boat Piloting, Culture Lore, Diplomacy, First Aid, Fletching, Foraging, Hiding, History, Leadership, Meditation, Play Instrument, any Power Awareness skills, Public Speaking, Region Lore, Riding, Sewing, Singing, Skating, Skiing, Sprinting, Stalking, Star-gazing, Swimming, Tale Telling, Tracking, any Weapon skills, Weather-watching.

Outfitting Options

Weapons: Dagger, broadsword, long sword, war hammer, mace, morning star, composite bow, crossbow, battle-axe, flail, quarterstaff, two-handed sword, lance, spear, falchion, main gauche, rapier, dag, heavy crossbow, war mattock, bastard sword, boar spear.

Armor: Any. Half-elves are comfortable in plate, scale, and lamellar (as chain, -5 vs. melee, +5 vs. missile).

Money: 20 silver pieces in High Mannish mint.

Background Options

Because of their strong cultural and racial ties, Half-elves only get four background options.

Extra Languages: In addition to the tongues listed above: North-speech (S6/W6), Plains-speech (S6/W6), and Wood-speech (S6/W6).

Extra Money: Gold pieces of High Mannish mint.

Special Items: All available. Finely wrought metals are a popular material for such.

Talents: All available.





Stat Bonuses:
Ag: +2
Co: +2
Me: +0
Re: +0
SD: -3
Em: +0
In: +0
Pr: +4
Qu: +4
St: +2

RR Mods:
Ess: -5
Chan: -5
Ment: -5
Poison: +0
Disease: +50

Body Dev. Progression:
0•7•5•3•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•6•6•4•3

Mentalism PP Dev. Progression:
0•7•5•4•3



Stat Bonuses:
Ag: +0
Co: +2
Me: +0
Re: +0
SD: +2
Em: +0
In: +0
Pr: +0
Qu: +0
St: +2

RR Mods:
Ess: +0
Chan: +0
Ment: +0
Poison: +5
Disease: +5

Body Dev. Progression:
0•7•4•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•6•4•3•2

Mentalism PP Dev. Progression:
0•6•4•3•2

A-3.6 HALF-ORCS

Half-orcs are a hideous creation, born of Man and Orc. They are often confused with Greater Orcs, but are a distinct race, small in number but capable and deadly. Half-orcs normally have Hillman blood in them and some are capable of blending into Hillmen societies.

Physical Character

Build: Half-orcs are akin to Greater Orcs, but look more like dark Men. Males average 150 pounds; females, 135 pounds.

Coloring: Black or grey hair, black or reddish-brown eyes.

Endurance: They can travel for 2 days without sleep. +10 to exhaustion points (see Section 22.3).

Height: Males average 5'8"; females, 5'5".

Lifespan: Normally 250-500 years.

Resistance: +15 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Half-orcish vision in most darkness is at least 300'. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Half-orcs can see at least 25' perfectly and fairly well up to 50'. In absolute darkness, they can still see 5'.

Culture

Clothing & Decoration: Varies, but leather and metal armor is standard with other clothing being depend upon the Orcish or Mannish group they are currently associated with.

Fears & Inabilities: They perfer to avoid bright sunlit places, but they are not adversely affected by sunlight.

Lifestyle: Individual Half-orcs respect power and terror above all things. Their lifestyle is dependent upon the Orcish or Mannish group they are currently associated with.

Marriage Pattern: This is normally dependent upon the Orcish or Mannish group they are currently associated with.

Religion: Most Half-orcs worship Darkness and power.

Other Factors

Demeanor: Half-orcs are normally cruel, jealous, petty, ambitious, selfish, and suspicious.

Language: *Starting Languages:* Common-speech (S8/W4), Orcish (S8/W4), Black-speech (S4/W3). *Allowed Adolescence Development:* Common-speech (S10/W8), Orcish (S10/W8), Black-speech (S8/W8), Hill-speech (S6/W6).

Prejudices: Half-orcs dislike most races, but they particularily despise Elves and High Men.

Professions: No special notes.

Special Skills: *Everyman:* none; *Restricted:* none.



Standard Hobby Skills: Acting, Ambush, Animal Handling, Appraisal, any Armor skills, Attunement, Body Development, Bribery, Caving, Climbing, Directed Spells, Disarming Traps, Fletching, Gambling, Hiding, Jumping, Languages, Leadership, Leather-crafts, Metal-crafts, Military Organization, Observation, Picking Locks, Rappelling, Region Lore, Riding, Scaling, Seduction, Signaling, Sprinting, Stalking, Swimming, Tactics, Tale Telling, Tracking, Trap-building, Trickery, any Weapon skills, Weaving, Wood-crafts.

Outfitting Options

Armor: Any. Chain and plate armor are made of utilitarian steel.

Money: 20 silver pieces.

Weapons: Broadsword, club, dagger, handaxe, long bow, mace, morning star, scimitar, short bow, short sword, spear, war hammer, whip, clawed club or clawed mace (use morning star table), long sword, harpoon, poisoned arrows.

Background Options

Half-orcs get five background options.

Extra Languages: In addition to the tongues listed above: North-speech (S8/S8), and Wood-speech (S8/W8).

Extra Money: Coinage, gems, and weapons.

Special Items: All available. Most Half-orcs are equipped from the armories of their evil lords and thus have some of the finest gear.

Talents: All available.

A-3.7 HALFLINGS

Halflings have an unclear origin, although they arose about the same time as Men. Indeed, they are said to be related to Men. They are the smallest of the races, Halflings range between 2 and 4 feet in height, and tend to be fat or pudgy. They are sometimes called "The Hairfoots" because of their large hairy feet.

Physical Character

Build: They have large and hairy feet—to the point of being furry. Males average 54 pounds, while females average 51 pounds.

Coloring: Brown skin and hair. Neat and uniformly beardless.

Endurance: Halflings have a subtle ruggedness which is akin to that of Dwarves and Orcs. When pushed, they can travel long distances over tough terrain.

Height: Males average 3'5", females average 3'3".

Lifespan: 90-110 years. They become adults at 30.

Resistance: Their feet and hands are almost immune to heat and cold. Accordingly, they are almost always barefoot. +30 DB and RR bonuses versus heat and cold attacks. Their innate simplicity and innocence gives them heightened resistance to magical attacks (this is reflected in their high racial RR modification).

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 (this is reflected in their high racial Agility stat bonus).



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: Halflings shy away from the bizarre or unusual, but otherwise have normal dispositions.

Lifestyle: Generally, Halflings burrow and dig and reside in "holes." They are capable craftsmen, but are not friends of complex machines or magic. Their vices are few: six hefty meals a day, pipeweed smoking, and bright apparel.

Most Halflings 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.

Marriage Pattern: Monogamous. They trace their lines through either the male or female.

Religion: Halfling religion is without exception low-key and informal. It is actually a series of joyful celebrations centering on the gifts of Nature.

Other Factors

Demeanor: Halflings 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.

Language: *Starting Languages:* Small-speech (S8/W6), Common-speech (S8/W6). *Allowed Adolescence Development:* Small-speech (S10/W10), Common-speech (S10/W10), High-speech (S8/W8), Grey-elvish (S8/W8).

Prejudices: Halflings hate Orcs.

Professions: Halflings make very, very poor spell users; in fact they are unheard of.

Special Skills: *Everyman:* Caving (Halfling-holes), choice of any five skills within the Crafts category, Horticulture; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Animal Handling, Anthropology (Genealogy), Appraisal, Athletic Games (Gymnastic-horse shoes), Boat Piloting, Caving (Halfling-holes), Climbing, Cooking, Dancing, Disarming Traps, Fletching, Flora Lore, Horticulture, Juggling, Leather-crafts, Metal-crafts, any Missile weapon skills, Observation, Picking Locks, Play Instruments, Public Speaking, Region Lore (local region), Rope Mastery, Scaling, Sewing, Skating, stalk/hide, Star-gazing, Stilt-walking, Tale Telling, Tracking, Weather Watching, Wood-crafts.

Outfitting Options

Armor: None, or soft or rigid leather.

Money: 20 silver pieces of High Mannish mint.

Weapons: Dagger, handaxe, short sword, club, short bow, sling, blackjack, jo, pilum.

Background Options

Those Halflings who dare venture away from home are assumed to be extraordinary, and therefore get five background options.

Extra Languages: In addition to the tongues listed above: Hill-speech (S4/W4), Wood-speech (S6/W6), Orcish (S2/W2), and Elvish (S8/W8).

Extra Money: Gold pieces of High Mannish mint.

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 Halfling society.

Talents: Re-roll all "spell-user" results.



Stat Bonuses:
Ag: +6
Co: +6
Me: +0
Re: +0
SD: -4
Em: -2
In: +0
Pr: -6
Qu: +4
St: -8

RR Mods:
Ess: +50
Chan: +0
Ment: +40
Poison: +30
Disease: +15

Body Dev. Progression:
0•6•2•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•2•1•1•1

Mentalism PP Dev. Progression:
0•2•1•1•1



Stat Bonuses:
Ag: +2
Co: +0
Me: +2
Re: +0
SD: -5
Em: +2
In: +0
Pr: +6
Qu: +6
St: +0

RR Mods:
Ess: -5
Chan: -5
Ment: -5
Poison: +10
Disease: +100

Body Dev. Progression:
0•7•3•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•7•6•5•4

Mentalism PP Dev. Progression:
0•6•5•4•3

A-3.8 HIGH ELVES

The High Elves are called that ostensibly because they are considered to be the most noble of the Elves. They are said to have once resided in the land of demi-gods and may still maintain close ties to those demi-gods.

Physical Character

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

Coloring: Most are dark haired and have greyish eyes, but a few are fair haired and blue eyed.

Endurance: They are capable of traveling 16-20 hours a day. See the general Elf description in Section A-3.0.

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 cannot become sick or scarred and are virtually immune to disease. +20 DB and RR bonuses versus cold attacks.

Special Abilities: See the general Elf description in Section A-3.0. High Elves are unparalleled at understanding and working with crafts. They get a special +20 bonus to their Attunement skill.

Culture

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

Fears & Inabilities: Nothing special.

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

Marriage Pattern: Monogamous and for life.

Religion: Informal and centered around communal celebration and personal meditation. Like the Dwarves, the High Elves are fiery craftsmen with a heightened respect for physical objects.

Other Factors

Demeanor: Regardless of the line, all High Elves are noble of bearing and carry themselves with assurance. They are haughty and often appear to be 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.

Language: *Starting Languages:* High-elvish (S10/W10), Grey-elvish (S8/W6), Common-speech (S8/W6). *Allowed Adolescence Development:* Grey-elvish (S10/W10), Common-speech (S10/W10), North-speech (S6/W6), Elvish (S8/W8).

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

Professions: Any. They produce the greatest number of Elven Bards and loremasters.

Special Skills: *Everyman:* all skills within the Crafts category; *Restricted:* none.

Standard Hobby Skills: Acting, any Armor skills, Attunement, Body Development, Dancing, Directed Spells, Embroidery [Crafts], History (famous weapons, enchanted creations), Jewelry-smithing [Crafts], Languages, Leadership, Meditation, Metal-crafts, Observation, Play Instruments, Poetic Improvisation, Public Speaking, Read Runes, Riding, Sewing, Singing, spell lists, Star-gazing, any Weapon skills, Weather-watching.

Outfitting Options

Armor: Any. High Elves 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.

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

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

Background Options

High Elves only get two background options.

Extra Languages: In addition to the tongues listed above: North-speech (S8/W8), and Elvish (S10/W10), Black-speech (S6/W6), Woods-speech (S6/W6), and Plains-speech (S6/W6).

Extra Money: Gems (amethyst, diamond, emerald, opal, sapphire).

Special Items: All available. Most should be constructed from fine or rare materials.

Talents: All available. For one background option a High Elf may select the following talent: Sensitive to the Essence, the way it pools and flows; this sensitivity allows the character to be aware of the presence of any enchantments or spells (cast by Essence or Mentalism users only) within 50 feet (when he concentrates).



A-3.9 HIGH MEN

High Men are great warriors and builders of empires, for their initiative matches their physical stature. They are said to have traces of Elven blood and maybe even a little blood of the Gods.

Physical Character

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

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

Endurance: Considerable.

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

Lifespan: 100-300 years.

Resistance: Normal.

Special Abilities: None.

Culture

Clothing & Decoration: Rich and well made, with elaborate collars. The High Men of the southern lands wear light tunics and often go without leggings. Those of colder areas wear more. They favor feathers and white symbols on dark fields.

Fears & Inabilities: The High Men fear Death, for they are acutely aware of their own great skills and potential.

Lifestyle: Well organized, comfortable, and centered around cosmopolitan cities and towns. High Men are traditional and well-educated—their early days are so filled with learning.

Marriage Pattern: Monogamous. They often marry folk of other races. The line is traced through the male.

Religion: Restrained and personal. The High Men revere the "True Gods." They have elaborate burials involving preservation of the body.

Other Factors

Demeanor: Noble, confident, impatient, proud, and often haughty.

Language: *Starting Languages:* High-speech (S8/W6), Common-speech (S8/W6), Grey-elvish (S6/W6), High-elvish (S2/W2). *Allowed Adolescence Development:* High-speech (S10/W10), Common-speech (S10/W10), Grey-elvish (S8/W8), High-elvish (S6/W6), Hill-speech (S6/W6), Sea-speech (S8/W8), Small-speech (S6/W6), Plains-speech (S6/W6).

Prejudices: The High Men hate the Mariners, for they blame them for a variety of wars that plagued the southern lands. The Hillmen and Orcs have always been their enemies.

Professions: Any. They are well-suited to magic, although the High Men of the North use spells and enchantments more often than any other group. However, in both North and South, the royal lines, court artisans, and court seers practice various forms of traditional and blessed magic (e.g., sword-making and observations through Seeing-stones).

Special Skills: *Everyman:* none; *Restricted:* none.

Standard Hobby Skills: Animal Handling, any Armor skills, Boat Piloting, Body Development, Diplomacy, Culture Lore (Elven), Embroidery [Crafts], First Aid, Fletching, Hiding, History, Jumping, Languages, Leadership, Meditation, Metalcrafts, Military Organization, Observation, Play Instrument, Poetic Improvisation, Pole Vaulting, Public Speaking, Read Runes, Riding, Rope Mastery, Sewing, Singing, Skating, Skiing, Sprinting, Stalking, Star-gazing, Stone-crafts, Swimming, Tactics, Tracking, any Weapon skills, Weather-watching.



Outfitting Options

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

Money: 20 silver pieces.

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.

Background Options

High Men get four background options.

Extra Languages: In addition to the tongues listed above: High-elvish (S8/W8), Hill-speech (S8/W8), Plains-speech (S8/W8), North-speech (S8/W8), and Wood-speech (S8/W8).

Extra Money: Gold pieces.

Special Items: All available.

Talents: All available.

Stat Bonuses:
Ag: -2
Co: +4
Me: +0
Re: +0
SD: +0
Em: +0
In: +0
Pr: +4
Qu: -2
St: +4

RR Mods:
Ess: -5
Chan: -5
Ment: -5
Poison: +0
Disease: +0

Body Dev. Progression:
0•7•5•3•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•6•5•4•3

Mentalism PP Dev. Progression:
0•7•6•5•4

A-3.10 HILLMEN

This group of Common Men traditionally lives in the hills and highlands. Many have become settled farmers and herders and make up majority populations in many rural areas. Others remain pure and live in the foothills and mountain vales.



Stat Bonuses*:
Ag: +0/+0
Co: +0/+2
Me: +0/+0
Re: +0/+0
SD: +2/+2
Em: +0/+2
In: +0/+0
Pr: +0/+2
Qu: +0/+0
St: +2/+2

RR Mods:
Ess: +0
Chan: +0
Ment: +0
Poison: +0
Disease: +0

Body Dev. Progression:*
0•6•4•2•1/
0•6•5•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•6•5•4•3

Mentalism PP Dev. Progression:
0•7•6•5•4

* 1st value is for Common Men, 2nd is for Mixed Men

Physical Character

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: They get a special +20 bonus for Scaling skill, Acrobatics skill, Public Speaking skill, and Acting skill.

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 around the spirits in the earth and plants (which come forth at night).

Lifestyle: Hillmen 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 common. Line traced through the female.

Religion: Superstitious rituals devoted to a complex grouping of vengeful petty deities. Many are vaguely based on the Hillmen's peculiar interpretations of the "True Gods." 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:* Hill-speech (S8/W4), Common-speech (S8/W4). Written Hill-speech is rare, for a premium is placed on oration and the performing arts. *Allowed Adolescence Development:* Hill-speech (S10/W10), Common-speech (S10/W10), Plains-speech (S8/W8).

Prejudices: Hillmen generally hate the Nomads; many also despise the High Men, Dwarves, and Orcs.

Professions: No special notes.

Special Skills: *Everyman:* Driving, Herding, Horticulture, Hunting, Play Instrument, Poetic Improvisation, Singing, Tale Telling; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Acting, Ambush, Animal Handling, any Armor • Light skills, Attunement, Body Development, Painting (body painting), Brawling, Caving, Climbing, Directed Spells, Foraging, Hiding, History (Hillmen), Jumping, Leather-crafting, Metal-crafting, Observation, Play Instrument, Poetic Improvisation, Public Speaking, Region Lore (local) , Riding, Scaling, Singing, Spell Lists, Sprinting, Stalking, Star-gazing, Swimming, Tale Telling, Tattooing [Craft], Tracking, any Weapon skills, Weather-watching.

Outfitting Options

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

Money: Goods to be bartered or exchanged for coinage: 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.

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

Background Options

Common Men get get six background options; Mixed Men get five background options.

Extra Languages: In addition to the tongues listed above: Plains-speech (S10/W10) and North-speech (S8/W8).

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

Special Items: All available. Hillmen 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).

Talents: All available.

A-3.11 MARINERS

The Mariners are descendants of High Man rebels who fled the southern empires. Most settled in the far south and began a long struggle for control with the native elements. Since that time, modest inbreeding with the locals has created a somewhat distinct group, although their High Man roots remain strong. Their heritage as sailors and merchantmen from the southern empires still influences their culture and lifestyle. They long to reclaim the southern empires.

Physical Character

Build: Strong of build. Males average 215 pounds; women, 145 pounds.

Coloring: Mariners are generally fair skinned and have grey or bluish eyes and black or dark brown hair.

Endurance: Considerable. They do not get seasick.

Height: Men average 6'3"; women, 5'9".

Lifespan: 95-190 years.

Resistance: Normal.

Special Abilities: They get a special +20 bonus for the following skills: Boat Piloting, Navigation, Rope Mastery, Rowing, Sailing, Star Gazing, Weather Watching.

Culture

Clothing & Decoration: Mariners favor purple, red, and gold clothing made from silk or fine cotton. They wear tunics and only rarely don leggings. Men wear gold collars, while women are well-adorned with jewelry.

Fears & Inabilities: Disease and illness, and their own natural mortality.

Lifestyle: Mariner culture reflects the conservative elements found among southern empires' aristocracy, only it is carried to an extreme.

Marriage Pattern: Monogamous. Line is traced through male.

Religion: Mariner religion is preoccupied with Death and Darkness, and largely revolves around ancestor and hero worship. The great Ancient Kings are revered as god-like. Ceremonies dwell on the perpetuation of the life of the individual and, more importantly, the lineage. The dead are buried with elaborate fanfare and are laid to rest in a preserved state, one of pronounced splendor.

Other Factors

Demeanor: Aggressive, haughty, determined, embittered—the Mariners have the attitude of royalty in unjust exile.

Language: *Starting Languages:* High-speech (S8/W6), Common-speech (S8/W6), Sea-speech (S8/W6). *Allowed Adolescence Development:* High-speech (S10/W10), Common-speech (S10/W10), Sea-speech (S10/W10), South-speech (S8/W8), Wood-speech (S6/W6), Plains-speech (S6/W6).

Prejudices: Their greatest enemies are the High Men, because they are held to blame for the wars of the southern empires.

Professions: No special notes.

Special Skills: *Everyman:* Rope Mastery, Rowing, Sailing, Star Gazing; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Acting, Ambush, Appraisal, any Armor skills, Boat Piloting, Body Development, Climbing, Cultural Lore, Dance, Embroidery [Craft], First Aid, Hiding, History, Jumping, Leadership, Metal-crafting, Navigation, Observation, Painting, Public Speaking, Rappelling, Region Lore, Riding, Rope Mastery, Sculpting, Signaling, Spell Lists, Sprinting, Stalking, Star-gazing, Swimming, Tracking, Trading, any Weapon skills, Weather-watching, Wood-crafting.

Outfitting Options

Armor: Any. Mariners who are wealthy adorn their armor with gold chasing or engraving.

Money: 2 gold pieces.

Weapons: Dagger, scimitar, broadsword, short sword, mace, morning star, whip, bola, composite bow, long bow, short bow, flail, quarterstaff, two-handed sword, lance, spear, armored fist, bastard sword, boar spear, cat of nine tails, cutlass, falchion, harpoon, main gauche, net, pole arm, sabre.

Background Options

Common Men get get six background options; Mixed Men get five background options.

Extra Languages: In addition to the tongues listed above: Wood-speech (S8/W8), Plains-speech (S8/W8), Black-speech (S8/W8), Orcish (S6/W6), Grey-elvish (S6/W6), and Elvish (S6/W6).

Extra Money: Gold pieces.

Special Items: All available. Mariners favor weapons and tools ornamented with gold.

Talents: All available.





Stat Bonuses*:
Ag: +0/+0
Co: +0/+2
Me: +0/+0
Re: +0/+0
SD: +2/+2
Em: +0/+2
In: +0/+0
Pr: +0/+2
Qu: +0/+0
St: +2/+2

RR Mods:
Ess: +0
Chan: +0
Ment: +0
Poison: +0
Disease: +0

Body Dev. Progression*:
0•6•4•2•1
0•6•5•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•6•5•4•3

Mentalism PP Dev. Progression:
0•7•6•5•4

* 1st value is for Common Men, 2nd is for Mixed Men.



Stat Bonuses*:
Ag: +0/+0
Co: +0/+2
Me: +0/+0
Re: +0/+0
SD: +2/+2
Em: +0/+2
In: +0/+0
Pr: +0/+2
Qu: +0/+0
St: +2/+2

RR Mods:
Ess: +0
Chan: +0
Ment: +0
Poison: +0
Disease: +0

Body Dev. Progression:*
0•6•4•2•1/
0•6•5•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•6•5•4•3

Mentalism PP Dev. Progression:
0•7•6•5•4

* 1st value is for Common Men, 2nd is for Mixed Men

A-3.12 NOMADS

This term refers to the many nomadic peoples who live in the plains and steppes. These nomadic tribes and confederations are ever in search of territory and wealth and have been known to invade the lands of their neighbors. Each group has its own subculture and dialect, although most are related—the following descriptions are a general view of an "average" tribe.



Physical Character

Build: Compact and agile. Men average 135 pounds; women, 95 pounds.

Coloring: Swarthy, with a tan or yellowish/tan quality.

Endurance: Normal, although they can ride horses, wagons, or chariots for long periods without exhaustion (accumulate only half normal exhaustion in these conditions).

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

Lifespan: Short, about 40-65 years.

Resistance: Normal.

Special Abilities: They are superb with riding animals and produce fabulous horsemen. They get a special +20 bonus for Mounted Combat and all Outdoor • Animal skills.

Culture

Clothing & Decoration: Colorful linen cloaks, woolen tunics, leather pants, and lower leg protectors. They also wear fur hats with ear flaps, or fur-covered pot helms. Some groups paint their upper bodies and faces.

Fears & Inabilities: Darkness and thunderstorms.

Lifestyle: They are nomads who live in mobile camps and move their camps using great wagons (wains). Warriors all, they also herd horses and cattle. The leaders travel in, and fight from, rugged war chariots.

Marriage Pattern: Men may take more than one wife, but this is rare and costly since they must pay a bride-price. The line is traced through the male.

Religion: Superstitious rituals concerning nature spirits and heroic ancestral deities. Many worship Darkness.

Other Factors

Demeanor: Cold, determined, brave to the point of foolhardiness. They relish, or are at the least unconcerned with, death in battle.

Language: *Starting Languages:* Plains-speech (S8/W6), Common-speech (S4/W4). *Allowed Adolescence Development:* Plains-speech (S10/W10), Common-speech (S10/W10), South-speech (S6/W6), Black-speech (S6/W6).

Prejudices: Nomads have little regard for anyone except their own people. They hate the High Men.

Professions: No special notes.

Special Skills: *Everyman:* Mounted Combat skill and all Outdoor • Animal skills involving horses (unless Profession cost is cheaper); *Restricted:* none.

Standard Hobby Skills: Acrobatics, Ambush, Animal Handling, Attunement, Body Development, Painting (body painting), Bone-carving [Crafts], Contortions, Crewelwork [Crafts], Directed Spells, Fauna Lore, Fletching, Foraging, Hiding, Leather-crafting, Military Organization, Observation, Riding, Signaling, Spell Lists, Stalking, Star-gazing, Tactics, Tale Telling, Thrown and Missile Weapon skills, Tracking, any Weapon skills, Weather-watching.

Outfitting Options

Armor: None but shield and helm.

Money: Draft-kine worth 20 sp.

Weapons: Bola, dagger, javelin, scimitar, short bow, short sword, sling, long sword, usriev (8-foot long cross between a lance and a long, thin two-handed sword—razor-sharp 4-foot blade—use two-handed sword table, changing Krush crits to Puncture crits).

Background Options

Common Men get get six background options; Mixed Men get five background options.

Extra Languages: In addition to the tongues listed above: South-speech (S8/W8), Black-speech (S8/W8), North-speech (S6/W6), Orcish (S6/W6), and Elvish (S6/W6).

Extra Money: Livestock and possibly a wain (wagon) or a war chariot (draft-kine, 20 sp each; light horse, 45 sp each; wain, 6 gp; war chariot, 25 gp).

Special Items: All available. Nomad crafts involve shapely creations from bone, leather, iron and bronze.

Talents: All available. Animal Empathy (Minor Talent) may be chosen with no flaw for only one background option.

A-3.13 RURALMEN

This is a generalized label for the rural folk of the northern and southern empires. Ruralmen contain varying degrees of Hillman, Nomad, Woodman, and High Man blood. This catagory represents men born and raised on farms, on grazing lands, and in small hamlets.

Physical Character

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: Nothing special, 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 the "True Gods."

Other Factors

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

Language: *Starting Languages:* Common-speech (S8/W6). *Allowed Adolescence Development:* Common-speech (S10/W10), High Man (S6/W6), Small-speech (S6/W6).

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

Professions: No special notes.

Special Skills: *Everyman:* none; *Restricted:* none.

Standard Hobby Skills: Armor • Light skills, Acrobatics, Animal Handling, Caving, Climb, Cooking, Dancing, Foraging, Hiding, Leather-crafting, Observation, Rope Mastery, Scaling, Stalking, Star-gazing, Swimming, Tracking, any Weapon skills, Weather-watching, Wood-crafting.

Outfitting Options

Armor: Leather or no armor.

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).

Weapons: Dagger, handaxe, club, throwing dagger, sling, quarterstaff, fishing spear (treat as -5 javelin).

Background Options

Common Men get get six background options; Mixed Men get five background options.

Extra Languages: In addition to the tongues listed above: High-speech (S8/W8), Small-speech (S8/W8), and Hill-speech (S8/W8).

Extra Money: Silver and bronze pieces.

Special Items: All 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.

Talents: All available.



Stat Bonuses*:
Ag: +0/+0
Co: +0/+2
Me: +0/+0
Re: +0/+0
SD: +2/+2
Em: +0/+2
In: +0/+0
Pr: +0/+2
Qu: +0/+0
St: +2/+2

RR Mods:
Ess: +0
Chan: +0
Ment: +0
Poison: +0
Disease: +0

Body Dev. Progression*:
0•6•4•2•1
0•6•5•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•6•5•4•3

Mentalism PP Dev. Progression:
0•7•6•5•4

* 1st value is for Common Men, 2nd is for Mixed Men.



Stat Bonuses*:
Ag: +0/+0
Co: +0/+2
Me: +0/+0
Re: +0/+0
SD: +2/+2
Em: +0/+2
In: +0/+0
Pr: +0/+2
Qu: +0/+0
St: +2/+2

RR Mods:
Ess: +0
Chan: +0
Ment: +0
Poison: +0
Disease: +0

Body Dev. Progression:*
0•6•4•2•1/
0•6•5•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•6•5•4•3

Mentalism PP Dev. Progression:
0•7•6•5•4

* 1st value is for Common Men, 2nd is for Mixed Men

A-3.14 URBANMEN

This is a generalized label for the town and city folk of the northern and southern empires. Urbanmen contain varying degrees of Hillman, Nomad, Woodman, and High Man blood. This catagory represents men born and raised in major towns and cities.

Physical Character

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: Nothing special, 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 the "True Gods."

Other Factors

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

Language: *Starting Languages:* Common-speech (S8/W6). *Allowed Adolescence Development:* Common-speech (S10/W10), High-speech (S8/W8), Sea-speech (S8/W8), Grey-elvish (S8/W8).

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

Professions: No special notes.

Special Skills: *Everyman:* all skills in the Urban category; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Acting, Ambush, Animal Handling, Appraisal, any Armor skills, Boat Piloting, Body Development, Bribery, Climbing, Contortions, Cooking, Dancing, Diplomacy, Disarming Traps, Embroidery [Crafts], First Aid, Fletching, Gambling, Hiding, History (city), Interrogation, Juggling, Languages, Leather-crafting, Metal-crafting, Observation, Painting, Picking Locks, Play Instrument, Public Speaking, Read Runes, Region Lore, Riding, Sculpting, Seduction, Sewing, Singing, Stalking, Stilt-walking, Stone-crafting, Tightrope-walking, Trading, Trap Building, Trickery, any Weapon skills, Wood-crafting.

Outfitting Options

Armor: Any. Inhabitants of the larger cities have more reliable access to to chain and plate mail than do those in towns or small cities.

Money: 20 silver pieces of High Mannish mint.

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.

Background Options

Common Men get get six background options; Mixed Men get five background options.

Extra Languages: In addition to the tongues listed above: Hill-speech (S6/W6), Small-speech (S6/W6), Plains-speech (S8/W8), and High-elvish (S6/W6).

Extra Money: Silver pieces.

Special Items: All available. Items made by urban Urbanmen 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 normally available, however.

Talents: All available.



A-3.15 WOOD ELVES

Wood Elves are more numerous and "rustic" than their brethren, the High Elves and the Grey Elves. They live in the safety of the woods, forests, and mountains.

Physical Character

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. Generalizations are difficult, however, since they are many kindreds.

Endurance: They are capable of traveling 16-20 hours a day. See the general Elf description in Section A-3.0.

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

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 cannot become sick or scarred and are virtually immune to disease. +10 DB and RR bonuses versus cold attacks.

Special Abilities: See the general Elf description in Section A-3.0. The Wood Elf folk are superb musicians and have tremendous hearing, even for Elves (they get a special +10 bonus to Base Spell attacks from Bard spell lists). They get a special +10 bonus to their Trickery skill and their Stalking, and Hiding skill.

Culture

Clothing & Decoration: Their preferred clothes are usually forest green, grey, or brown, and range from functional designs to fanciful expressions of individual creativity.

Fears & Inabilities: Nothing special.

Lifestyle: The culture of the Wood Elves is best characterized as unstructured and rustic by Elven standards, but rich and relatively advanced when compared to the ways of Men. They are independent, but many have settled in kingdoms ruled by the High Elves or Grey Elves. Still, all the Wood Elf 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 Wood Elves are also masters of the wood and know much of wood-craft and wood-lore.

Marriage Pattern: Monogamous and for life.

Religion: Informal and centered around communal celebration and personal meditation.

Other Factors

Demeanor: They are a fun-loving but guarded folk. Outward mirth often hides their grim intentions.

Language: *Starting Languages:* Elvish (S10/W10), Grey-elvish (S8/W6), Common-speech (S8/W6), High-elvish (S4/W4). *Allowed Adolescence Development:* Grey-elvish (S10/W10), Common-speech (S10/W10), High-elvish (S10/W10), High-speech (S4/W4), Plains-speech (S8/W8), Wood-speech (S8/W8).

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

Professions: No special notes.

Special Skills: *Everyman:* Music, Play Instrument, Trickery, Wood-crafting; *Restricted:* none.



Standard Hobby Skills: Armor • Light skills, Acrobatics, Acting, Ambush, Animal Handling, Attunement, Boat Piloting, Climbing, Cooking, Directed Spells, Fauna Lore, First Aid, Fletching, Flora Lore, Foraging, Hiding, Languages, Leathercrafting, Meditation, Observation, Play Instruments, Rappelling, Rope Mastery, Signaling, Singing, Skating, Skiing, Spell Lists, Spinning, Stalking, Star-gazing, Surfing, Swimming, Tracking, any Weapon skills, Weather-watching, Weaving [Crafts], Wood-crafting.

Outfitting Options

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

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), or an assortment of precious stones (lapis lazuli, malachite, agate, turquoise, onyx, amber) worth 2 gp.

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

Background Options

Wood Elves get four background options.

Extra Languages: In addition to the tongues listed above: High-speech (S8/W8), South-speech (S6/W6), Black-speech (S6/W6).

Extra Money: Gems (aquamarine, black opal, bloodstone, carnelian, garnet, fire opal, blue topaz, jade, star sapphire).

Special Items: All available. Due to the Wood Elf fondness for woodland, many items should be fashioned from fine or enchanted wood, even weaponry typically metal in other cultures.

Talents: All available. For one background option a Wood Elf may select the following talent: special affinity with trees and woodland foliage; all physical activities performed by the character get a special +15 bonus when in forested terrain.



Stat Bonuses:
Ag: +4
Co: +0
Me: +2
Re: +0
SD: -5
Em: +2
In: +0
Pr: +2
Qu: +2
St: +0

RR Mods:
Ess: -5
Chan: -5
Ment: -5
Poison: +10
Disease: +100

Body Dev. Progression:
0•6•3•1•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•7•6•5•4

Mentalism PP Dev. Progression:
0•6•5•4•3

A-3.16 WOODMEN

The Woodmen have long dwelt in the great forests. They are a loose tribe of hunter/gatherers who live in or below the trees as extended families, bands, or clans.



Stat Bonuses*:
Ag: +0/+0
Co: +0/+2
Me: +0/+0
Re: +0/+0
SD: +2/+2
Em: +0/+2
In: +0/+0
Pr: +0/+2
Qu: +0/+0
St: +2/+2

RR Mods:
Ess: +0
Chan: +0
Ment: +0
Poison: +0
Disease: +0

Body Dev. Progression:*
0•6•4•2•1/
0•6•5•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•6•5•4•3

Mentalism PP Dev. Progression:
0•7•6•5•4

* 1st value is for Common Men, 2nd is for Mixed Men

Physical Character

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. They get a special +20 bonus to Climbing skill and Acrobatics skill. They get a special +10 bonus to Foraging skill.



Culture

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

Fears & Inabilities: Nothing special.

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 Wood 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 shamans act as seers, healers, and spiritual leaders. They manage the ancient Cult of Growing ("Alanakyn") which meets for rare tribal ceremonies.

Other Factors

Demeanor: Quiet, independent, reclusive.

Language: *Starting Languages:* Wood-speech (S8/W6), Common-speech (S6/W4), Grey-elvish (S4/W3). *Allowed Adolescence Development:* Wood-speech (S10/W10), Common-speech (S8/W8), Grey-elvish (S6/W6), Plains-speech (S6/W6).

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

Professions: No special notes.

Special Skills: *Everyman:* Climbing, Foraging, Hiding, Hunting, Tracking; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Ambush, Armor • Light skills, Body Development, Climbing, Crewelwork [Crafts], Dancing, Fauna Lore, First Aid, Fletching, Flora Lore, Foraging, Hiding, Leather-crafting, Observation, Rappelling, Read Runes, Region Lore (forested regions), Rope Mastery, Signaling, Stalking, Swim, Tale Telling, Tightrope-walking, Tracking, any Weapon skills, Woodcrafting.

Outfitting Options

Armor: None or soft leather.

Money: Herbs worth 20 sp.

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

Background Options

Common Men get get six background options; Mixed Men get five background options.

Extra Languages: In addition to the tongues listed above: Grey-elvish (S8/W8), Plains-speech (S8/W8), Orcish (S6/W6), and Elvish (S6/W6).

Extra Money: Herbs worth 1-200 gp.

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

Talents: All available.

THE PROFESSIONS

This section contains a one-page description for each character profession.

PROFESSION ENTRIES

The following information is provided for each profession:

1) **Profession Name:** The name of the profession is at the top of the page.
2) **Introductory Paragraph:** A short paragraph describing the profession. When appropriate, some literary examples of the profession are given.
3) **Prime Stats:** The prime stats for the profession are listed here. These stats must have a starting Temporary value of at least 90.
4) **Special Notes:** Listed here are any special skill bonuses or other notes that are applicable to the profession. (not shown)
5) **Spell Lists:** Listed here are summaries of the base lists that are available to the profession. In addition, a listing of the other commonly available spell lists is given.
6) **Profession Bonuses:** Listed here are the bonuses that this profession gets in specific skill areas. These bonuses modify the indicated skill category(s) bonus(es).
7) **Skills and Skill Categories:** Listed here are the standard skill category costs. After the skill category costs, a list of the skills that have the Everyman skill cost (2/4), the skills have have the Occupational skill cost (1/2/3), and the skills that are Restricted (see Section 15.2) for the profession are given. See Section 15.2 for a full discussion of Everyman, Occupational, and Restricted skill categories (and their associated DP costs).
8) **Spell Development:** Listed here are the development point costs for developing skill for certain spell lists at various ranks. The numbers in parentheses are the ranges for the rank(s) being developed.
9) **Training Packages:** Listed here are all of the training packages and how many development points each costs. Some training packages are indicated as typical for the profession. Some packages are not normally available to this profession (though the GM may decide to allow them).

A-4.7 ILLUSIONIST

❶

Illusionists are Pure spell users who have concentrated in spells of misdirection and illusion. Their base spells deal mainly with the manipulation of elements that affect the human senses. Illusionists have adventages in specific skills (senses, Stalking, Hiding, etc.) over other spell users. ❷

Myrth chuckled to himself as he stormed down the street of the village. Women and children ran from his path and the men were running for weapons. By the time the villagers were organized, he would have all of the gold from the tax man's coffers. The "monster" that ate the gold will live in their nightmares.

❸ **Prime Stats:** Empathy and Reasoning

Illusionist Spell Lists

The Illusionist has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 93-98). For a slightly higher development point cost, he may also develop Open and Closed Essence spell lists. Full descriptions of these lists can be found in *Spell Law* (pages 73-92). Other spell lists may be developed, but will cost a more development points. ❺

Feel-Taste-Smell: Creating real (albeit temporary) manifestations of feelings, tastes, or smells.

Guises: Altering appearances.

Illusion Mastery: Combining spells from other Illusionist lists.

Light Molding: Creating real (albeit temporary) manifestations of light (i.e., visual effects).

Mind Sense Molding: Creating impresions or auras that are false or misleading (to magical types of detections).

Sound Molding: Creating real (albeit temporary) manifestations of sounds (i.e., audio effects).



Profession Bonuses ❻

Awareness Group	+5	Power Manipulation	+10
Directed Spells	+5	Power Point Dev.	+5
Lore • Magical	+10	Spell Group	+5
Power Awareness	+10		

Skills and Skill Categories

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	9	Outdoor • Environment.	3
Armor • Medium	10	Power Awareness	1/4
Artistic • Active	1/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	7	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	6
Awareness • Perception	4	Special Attacks	15
Awareness • Searching	3	Special Defenses	40
Awareness • Senses	2/6	Subterfuge • Attack	9
Body Development	15	Subterfuge • Stealth	3
Combat Maneuvers	18	Subterfuge • Mechanics	8
Communications	1/1/1	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/6	Technical • Vocational	5/12
Influence	2/5	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	1/4	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

❼

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Meditation, Spell Mastery

Occupational Skills: none

Restricted Skills: Channeling

Spell Development ❽

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20)	4/4/4
Open list (21+)	6/6/6	Closed list (21+)	8/8

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	33	Highwayman	30
Amateur Mage †	24	Hunter	34
Animal Friend	31	Knight	46
Assassin	36	Loremaster †	19
Berserker	45	Martial Artist	40
Burglar	31	Mercenary	44
City Guard	31	Merchant †	18
Cloistered Academic †	20	Performer †	20
Con Man	25	Philosopher	26
Crafter	24	Sailor	23
Crusading Academic	29	Scout	31
Cut Purse	29	Shaman Priest	28
Detective	28	Soldier	37
Diplomat	21	Spy	30
Doctor	23	Traveller	20
Explorer	31	Wanderer	29
Guardian	40	Weapon Master	84
Herbalist	26	Zealot	27

❾

†: Typical ‡: Not normally allowed

STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE T-2.8

Skill Category	Fighter	Thief	Rogue	Warrior Mk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Mystic	Sorcerer	Ranger	Paladin	Monk	Dabbler	Bard	Magent
Armor • Heavy	2/2/2	4/4/4	3/3/3	10	4/4/4	11	11	11	11	7/7/7	5/5/5	7/7/7	7/7/7	11	5/5/5	3/3/3	11	11	5/5/5	6/6/6
Armor • Light	1/1/1	2/2/2	1/1/1	9	2/2/2	9	9	2/2/2	2/2/2	4/4/4	2/2/2	4/4/4	4/4/4	9	2/2/2	1/1/1	9	5/5/5	2/2/2	2/2/2
Armor • Medium	2/2/2	3/3/3	2/2/2	10	3/3/3	10	10	10	10	6/6/6	4/4/4	6/6/6	6/6/6	10	4/4/4	2/2/2	10	10	3/3/3	4/4/4
Artistic • Active	2/5	2/4	2/4	2/5	2/5	2/5	1/5	2/5	2/5	2/5	2/5	2/5	1/4	2/5	2/5	2/5	2/5	2/4	1/2	2/4
Artistic • Passive	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	1/3	2/5
Athletic • Brawn	2/5	3/6	2/6	2/5	3/6	6	7	5	4	5	6	6	7	7	3/7	3/7	3/7	3/9	4/9	3/9
Athletic • Endurance	2/6	2/7	2/5	2/6	2/7	3	3	3	3	3	3	3	3	3	1/5	2/7	2/7	2/7	2/7	2/7
Athletic • Gymnastics	2/5	1/3	1/5	1/3	2/6	3	3	3	3	3/9	3/9	3	3	3	3/6	3/7	1/5	2/4	2/6	2/4
Awareness • Perceptions	2/9	2/5	2/6	2/9	3/10	6	4	6	6	5	5	6	3	6	3/12	5/14	4/14	4/12	4/12	3/10
Awareness • Searching	2/5	1/3	1/5	2/5	2/6	3	3	2/6	1/5	3	3	3	2/4	3	1/4	2/6	2/6	2/6	2/6	1/5
Awareness • Senses	2/6	2/5	2/6	2/5	2/6	3/7	2/6	3/7	3/7	3/7	3/7	3/7	2/6	3/7	2/5	3/7	3/7	3/7	3/7	2/6
Body Development	2/5	5/12	3/9	4/10	4/12	15	15	10	8	12	12	2/6	15	15	4/12	4/10	6/14	6/14	6/14	6/14
Combat Maneuvers	3/9	4/12	4/10	4/9	4/12	18	18	10	10	14	14	18	18	18	5/12	4/10	5/12	6/14	6/14	6/14
Communications	3/3/3	3/3/3	3/3/3	3/3/3	2/2/2	2/2/2	1/1/1	2/2/2	2/2/2	2/2/2	2/2/2	2/2/2	1/1/1	2/2/2	3/3/3	3/3/3	3/3/3	2/2/2	1/1/1	1/1/1
Crafts	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10
Directed Spells	20	20	20	20	3/6	2/5	2/6	3	3	2/6	2/7	3	2/6	2/5	15	20	9	5	10	10
Influence	2/7	2/5	2/5	2/7	2/5	2/6	2/5	2/4	2/6	2/6	2/6	2/6	1/4	2/6	2/6	1/5	2/6	2/4	1/4	1/5
Lore • General	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/2	1/3
Lore • Magical	6	5	4	6	3	1/4	1/4	2/4	2/5	2/4	2/5	2/5	2/5	2/5	3/6	3/6	3/6	2/6	1/4	3/6
Lore • Obscure	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/4	3/7
Lore • Technical	2/6	2/4	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/5	2/4	2/5
Martial Arts • Striking	3/5	3/7	3/7	1/3	3	9	9	6	6	3	3	6	6	9	4	6	2/5	4	3	3
Martial Arts • Sweeps	3/5	3/7	3/7	1/3	3	9	9	6	6	3	3	6	6	9	4	6	2/5	4	3	3
Outdoor • Animal	1/4	2/5	1/5	2/6	2/5	3	3	3	1/2	3	3	3	3	3	1/5	2/6	2/7	2/6	2/7	2/7
Outdoor • Environmental	2/5	2/6	2/4	2/6	2/5	3	3	2/7	1/2	3	3	3	3	3	1/3	2/6	2/6	2/6	2/6	2/6
Power Awareness	8	6	7	8	4/7	1/4	1/4	2/5	2/6	2/5	2/6	2/6	2/5	2/5	5	6	3/7	2/7	3/6	3/7
Power Manipulation	18	18	12	14	8	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	6/12	6/12	6/12	6/12	6/12	6/12
Power Point Development	20	15	12	15	10	4	4	4	4	4	4	6	6	6	8	8	8	8	8	8
Science/Analytic • Basic	3/6	3/6	3/6	3/6	2/5	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	2/5	2/5	2/5	2/5	2/5	2/5
Science/Analytic • Specialized	12	12	12	12	8	6/14	6/14	6/14	6/14	6/14	6/14	6/14	6/14	6/14	8	8	8	8	8	8
Self Control	2/6	2/6	2/6	1/3	2/7	6	6	5	5	3	3	2/7	5	5	2/7	2/7	2/4	2/7	2/7	2/6
Special Attacks	2/6	2/8	2/7	2/10	5/11	15	15	10	10	12	12	15	15	15	3/9	2/8	5	6	6	4
Special Defenses	35	35	35	6/12	30	40	40	40	40	25	25	25	25	40	40	40	10	40	20	20
Spells • Arcane Open Lists †	30	22	20	25	15	6/6	6/6	6/6	6/6	6/6	6/6	5/5	5/5	5/5	12	12	12	12	12	12
Other Realm Base Lists †	120	120	120	120	100	50	50	50	50	50	50	60	60	60	80	80	80	80	80	80
Other Realm Closed Lists †	105	100	90	95	80	20	20	20	20	20	20	25	25	25	45	45	45	45	45	45
Other Realm Open Lists †	90	80	60	70	40	10/10	10/10	10/10	10/10	10/10	10/10	12	12	12	30	30	30	30	30	30
Own Realm Closed Lists †	40	35	25	30	15	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	10/10	10/10	10/10	10/10	10/10	10/10
Own Realm Open Lists †	25	18	15	20	10	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	8/8	8/8	8/8	8/8	8/8	8/8
Own Realm Other Base Lists †	80	70	50	60	30	8/8	8/8	8/8	8/8	8/8	8/8	10/10	10/10	10/10	25	25	25	25	25	25
Own Realm Own Base Lists	–	–	–	–	–	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6
Subterfuge • Attack	6/10	2/6	4/8	6/12	6/12	15	9	15	10	15	15	15	15	15	6	15	8	6/12	12	5/10
Subterfuge • Mechanics	3/8	1/3	2/5	3/9	3/6	7	8	7	8	7	8	8	7	7	4	7	4	2/6	4	2/7
Subterfuge • Stealth	2/5	1/3	1/3	2/4	2/6	5	3	5	3	5	6	6	2/7	6	1/5	5	2/7	1/5	2/7	1/4
Technical/Trade • General	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7
Technical/Trade • Professional	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Technical/Trade • Vocational	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12
Urban	2/4	1/2	1/3	3/6	2/5	3	3	3	4	3	3	3	2/5	3	3/6	4	3/7	1/5	2/4	1/4
Weapon • 1-H Concussion *	1/5	2/7	2/5	4	3/6	9	9	6	6	6	6	9	9	9	3/7	2/5	5	3/9	3/9	3/7
Weapon • 1-H Edged *	2/5	3/8	3/8	6	3/6	20	20	7	7	8	8	20	20	20	4	3/8	8	6	6	4
Weapon • 2-Handed *	2/7	4	3/9	8	4	20	20	9	9	15	15	20	20	20	6	4	8	7	7	6
Weapon • Missile *	2/7	4	3/9	8	5	20	20	9	9	20	20	20	20	20	6	4	8	8	7	7
Weapon • Missile Artillery *	2/7	4	3/9	8	6	20	20	9	9	20	20	20	20	20	6	4	15	10	7	8
Weapon • Pole Arms *	5	6	6	15	7	20	20	20	20	20	20	20	20	20	9	6	15	15	15	9
Weapon • Thrown *	5	6	6	15	7	20	20	20	20	20	20	20	20	20	9	6	15	15	15	10

* — The DP costs for skill categories in this groups may be freely assigned to the categories in that group (see Section 15.2).

† — Skill rank DP costs for ranks may vary due to the number of the rank being developed (see the Spell Lists DP Cost Table T-2.4).

Note: Some skills are designated as either Restricted, Everyman, or Occupational. See Section 15.2 for rules on developing these specific skills.

TRAINING PACKAGE DP COST TABLE T-2.7

Training Package	Months	Fighter	Thief	Rogue	Warrior Monk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Sorcerer	Mystic	Ranger	Paladin	Monk	Dabbler	Bard	Magent
Adventurer (L)	24	29	29	29	29	29	34	33	32	31	31	31	31	34	32	29	31	29	29	29	29
Amateur Mage (L)	53	43	37	36	40	32	24	24	26	26	26	26	26	26	26	31	32	30	29	29	30
Animal Friend (L)	102	26	26	24	28	28	33	31	31	22	33	33	33	33	30	22	30	28	28	28	26
Assassin (V)	30	25	16	20	25	28	40	36	38	34	37	38	40	41	37	26	(34)	29	27	31	24
Berserker (L)	64	22	26	26	28	28	45	45	36	36	34	34	42	44	44	28	26	31	29	29	28
Burglar (V)	33	21	16	19	20	23	31	31	30	30	29	29	30	31	30	26	(28)	22	22	25	21
City Guard (V)	25	15	17	16	23	20	31	31	28	27	29	28	29	31	30	20	20	25	20	21	20
Cloistered Academic (L)	95	29	29	29	29	29	23	20	24	24	24	24	24	24	20	28	28	28	25	22	24
Con Man (V)	32	21	18	18	22	21	27	25	26	24	27	28	28	28	19	20	(25)	22	19	19	14
Crafter (V)	28	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24
Crusading Academic (L)	110	29	29	29	29	28	30	29	29	29	28	28	29	30	26	29	29	29	28	24	24
Cut Purse (V)	37	24	15	15	25	25	32	29	32	30	32	33	34	34	26	24	(33)	26	20	25	18
Detective (V)	33	22	18	18	23	24	30	28	28	27	29	29	30	30	22	21	28	26	25	25	19
Diplomat (V)	48	28	27	27	28	25	26	21	25	25	26	26	26	26	19	28	28	28	25	19	18
Doctor (V)	18	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23
Explorer (L)	66	27	27	27	26	28	31	31	30	30	29	29	30	31	30	28	28	27	28	28	28
Guardian (L)	116	27	28	27	32	29	40	40	33	31	35	32	35	40	34	28	29	34	32	30	29
Herbalist (V)	33	23	23	23	23	23	26	26	23	20	23	23	23	23	23	20	23	23	23	23	23
Highwayman (V)	35	19	21	20	22	22	30	30	27	24	29	29	28	30	30	18	(22)	25	23	23	23
Hunter (L)	18	29	27	27	30	30	36	34	32	29	35	35	36	36	33	25	31	30	29	30	28
Knight (L)	69	25	29	28	34	31	46	46	40	40	40	38	43	46	43	31	28	36	36	32	32
Loremaster (V)	40	29	28	26	29	24	19	19	20	20	20	20	20	20	20	24	24	24	20	18	24
Martial Artist (L)	73	30	30	30	24	30	40	40	35	35	30	30	35	40	35	31	35	28	31	29	30
Mercenary (L)	80	28	30	29	33	31	44	44	36	35	38	38	39	44	40	31	29	35	32	32	31
Merchant (V)	23	25	25	25	25	21	20	18	20	20	20	20	20	20	18	24	24	24	21	21	21
Performer (V)	40	28	28	28	28	25	26	20	26	26	26	26	26	26	18	28	28	28	25	16	20
Philosopher (L)	130	32	32	32	32	29	29	26	29	29	29	29	29	29	25	32	32	32	30	26	26
Sailor (V)	28	20	19	19	19	20	23	23	22	20	23	23	23	23	23	18	20	19	20	20	20
Scout (V)	33	21	20	19	25	25	31	31	28	20	30	30	31	31	30	16	24	26	25	25	21
Shaman Priest (L)	69	34	33	31	33	30	29	28	29	26	29	29	29	29	28	29	29	30	29	28	28
Soldier (V)	26	15	22	19	31	23	37	37	29	29	31	30	30	37	34	23	20	32	28	25	25
Spy (V)	44	28	22	23	28	27	33	30	33	30	33	35	35	34	27	25	(32)	28	24	25	18
Traveller (V)	18	13	12	10	13	14	20	20	18	13	20	20	20	20	19	10	15	13	14	14	13
Wanderer (L)	95	29	28	28	29	28	30	29	29	26	30	30	30	30	29	27	29	29	28	26	29
Weapon Master (L)	95	29	34	32	45	36	84	84	51	51	61	61	84	84	84	39	34	49	43	43	39
Zealot (L)	73	25	25	25	25	25	28	27	26	26	25	25	26	28	23	26	23	25	25	20	20

PROFESSION TABLE T-1.4

Profession	Prime Stats	Realm(s) of Power	Profession Bonuses For Categories & Groups of Categories
Fighter	St/Co	Choice	Armor Group (10); Body Development (10); Combat Maneuvers (10); Weapon Group (20)
Thief	Ag/Qu	Choice	Athletic • Gymnastics (5); Awareness Group (10); Body Development (5); Self Control (5); Subterfuge Group (15); Weapon Group (10)
Rogue	Ag/St	Choice	Armor Group (5); Athletic • Gymnastics (5); Awareness Group (5); Body Development (5); Combat Maneuvers (5); Subterfuge Group (10); Weapon Group (15)
Warrior Monk	Qu/SD	Choice	Athletic • Gymnastics (5); Awareness Group (5); Body Development (10); Martial Arts Group (15); Self Control (15)
Layman	none	Choice	Athletic Group (5); Awareness Group (5); Body Development (5); Crafts (5); Outdoor Group (5); Power Awareness (5); Power Manipulation (5); Self Control (5); Technical/Trade Group (5); Weapon Group (5)
Magician	**Em**/Re	Essence	Directed Spells (10); Lore • Magical (10); Power Awareness (10); Power Manipulation (10); Power Point Development (5); Spells Group (5)
Illusionist	**Em**/Re	Essence	Awareness Group (5); Directed Spells (5); Lore • Magical (10); Power Awareness (10); Power Manipulation (10); Power Point Development (5); Spells Group (5)
Cleric	**In**/Me	Channeling	Awareness Group (5); Influence (5); Lore • Magical (5); Outdoor Group (5); Power Awareness (10); Power Manipulation (5); Power Point Development (5); Spell Group (5); Weapon Group (5)
Animist	**In**/Me	Channeling	Awareness Group (5); Lore • Magical (5); Outdoor Group (20); Power Awareness (5); Power Manipulation (5); Power Point Development (5); Spell Group (5)
Mentalist	**Pr**/SD	Mentalism	Awareness Group (5); Body Development (5); Influence (10); Lore • Magical (5); Power Awareness (5); Power Manipulation (5); Power Point Development (5); Self Control (5); Spell Group (5)
Lay Healer	**Pr**/SD	Mentalism	Awareness Group (5); Body Development (10); Lore • Magical (5); Power Awareness (5); Power Manipulation (5); Power Point Development (5); Self Control (10); Spell Group (5)
Healer	**In**/**Pr**/SD	Channeling & Mentalism	Awareness Group (5); Body Development (10); Lore • Magical (5); Power Awareness (5); Power Manipulation (5); Power Point Development (5); Self Control (10); Spell Group (5)
Mystic	**Em**/**Pr**/SD	Essence & Mentalism	Awareness Group (5); Influence (5); Lore • Magical (5); Power Awareness (10); Power Manipulation (5); Power Point Development (5); Self Control (5); Spell Group (5); Subterfuge • Stealth (5)
Sorcerer	**Em**/**In**/SD	Channeling & Essence	Directed Spells (5); Lore • Magical (10); Power Awareness (10); Power Manipulation (15); Power Point Development (5); Spell Group (5)
Ranger	**In**/Co	Channeling	Athletic Group (5); Awareness Group (10); Body Development (5); Outdoor Group (20); Subterfuge • Stealth (5); Weapon Group (5)
Paladin	**In**/SD	Channeling	Athletic Group (5); Armor Group (5); Awareness Group (5); Body Development (10); Combat Maneuvers (10); Power Manipulation (5); Weapon Group (10)
Monk	**Em**/SD	Essence	Athletic • Gymnastics (5); Awareness Group (5); Body Development (5); Martial Arts Group (10); Power Awareness (5); Self Control (10); Subterfuge • Stealth (5); Weapon Group (5)
Dabbler	**Em**/Ag	Essence	Awareness Group (10); Body Development (5); Influence (5); Lore • Magical (5); Power Awareness (5); Power Manipulation (5); Subterfuge Group (5); Urban (5); Weapon Group (5)
Bard	**Pr**/Me	Mentalism	Artistic • Active (5); Awareness Group (5); Body Development (5); Communications (5); Influence (5); Lore Group (10); Power Awareness (5); Self Control (5); Weapon Group (5)
Magent	**Pr**/Re	Mentalism	Awareness Group (10); Body Development (5); Communications (5); Influence (5); Power Awareness (5); Self Control (10); Subterfuge Group (5); Weapon Group (5)

Note: Realm stats are shown in boldface.

A-4.1 FIGHTER

Fighters are non spell users who will find it relatively easy to develop a variety of different weapons and to wear heavier types of armor. They are less skilled in manuevering and manipulating mechanical devices such as locks and traps (though they are still superior to most spell users in these areas). They have the greatest difficulty learning anything connected with spells. Some literary examples of a Fighter might include Conan the Barbarian, Little John, and Gimli the Dwarf.

Kohrist hefted his battleaxe. It was time for battle. The enemy may defeat him today, but they will also remember he who is the Warlord.

Prime Stats: Constitution and Strength

Fighter Spell Lists

The Fighter has no base lists, though he may learn (at a high development point cost) spells from his chosen realm of magic.

Profession Bonuses

Armor Group	+10	Combat Manuevers	+10
Body Development	+10	Weapon Group	+20

Skills and Skill Categories

Armor • Heavy	2/2/2	Outdoor • Animal	1/4
Armor • Light	1/1/1	Outdoor • Environment.	2/5
Armor • Medium	2/2/2	Power Awareness	8
Artistic • Active	2/5	Power Manipulation	18
Artistic • Passive	2/5	Power Point Develop.	20
Athletic • Brawn	2/5	Science • Basic	3/6
Athletic • Endurance	2/6	Science • Specialized	12
Athletic • Gymnastic	2/5	Self Control	2/6
Awareness • Perception	2/9	Special Attacks	2/6
Awareness • Searching	2/5	Special Defenses	35
Awareness • Senses	2/6	Subterfuge • Attack	6/10
Body Development	2/5	Subterfuge • Stealth	2/5
Combat Manuevers	3/9	Subterfuge • Mechanics	3/8
Communications	3/3/3	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	20	Technical • Vocational	5/12
Influence	2/7	Urban	2/4
Lore • General	1/3	Weapon • Category 1	1/5
Lore • Magical	6	Weapon • Category 2	2/5
Lore • Obscure	3/7	Weapon • Category 3	2/7
Lore • Technical	2/6	Weapon • Category 4	2/7
Martial Arts • Strikes	3/5	Weapon • Category 5	2/7
Martial Arts • Sweeps	3/5	Weapon • Category 6	5
		Weapon • Category 7	5

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Situational Awareness: Combat, Leadership, Frenzy, any one non-Restricted Combat Manuever, Boxing, Wrestling

Occupational Skills: none

Restricted Skills: Channeling (if the character's chosen realm is not Channeling)

Spell Development

Open list (1-5)	25	Closed list (1-5)	40
Open list (6-10)	50	Closed list (6-10)	80
Open list (11-15)	75	Closed list (11-15)	120
Open list (16-20)	100	Closed list (16-20)	160
Open list (21+)	125	Closed list (21+)	200

For spell lists not shown, see the Spell List DP Cost Table T-2.4.



Training Packages

Adventurer	29	Highwayman †	19
Amateur Mage	43	Hunter	29
Animal Friend	26	Knight †	25
Assassin	25	Loremaster	29
Berserker †	22	Martial Artist	30
Burglar	21	Mercenary	28
City Guard †	15	Merchant	25
Cloistered Academic	29	Performer	28
Con Man	21	Philosopher	32
Crafter	24	Sailor †	20
Crusading Academic	29	Scout	21
Cut Purse	24	Shaman Priest	34
Detective	22	Soldier †	15
Diplomat	28	Spy	28
Doctor	23	Traveller	13
Explorer	27	Wanderer	29
Guardian	27	Weapon Master	29
Herbalist	23	Zealot †	25

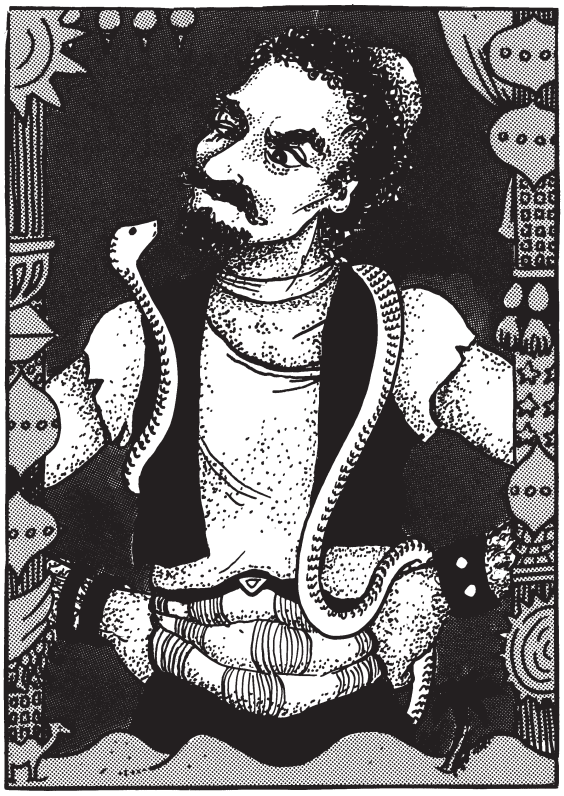
†: Typical ‡: Not normally allowed

A-4.2 THIEF

Thieves are non spell users who are specialists at maneuvering and manipulating. They have the easiest time learning mechanical skills (such as picking locks and disarming traps) and are fairly good at picking up weapon skills. Thieves are also unusually adept at subterfuge skills (Stalking, Hiding, etc.). They rarely wear heavy armor, although armor does not especially hinder the exercising of their professional abilities (other than limiting their superb maneuvering abilities). Some literary examples of Thieves might include Will Scarlet and Bilbo Baggins.

Vylan was stalking quietly through the streets. They were mostly deserted at this hour of the morning, but you never know when you would chance upon a merchant who was trying to open his shop early. The serpent, Slith, was coiled around his upper arm. Vylan and Slith stopped at the side of the jeweler's shop; the window was still partially opened, just like he left it.

Prime Stats: Agility and Quickness



Thief Spell Lists

The Thief has no base lists, though he may learn (at a high development point cost) spells from his chosen realm of magic.

Profession Bonuses

Athletic • Gymnastic	+5	Self Control	+5
Awareness Group	+10	Subterfuge Group	+15
Body Development	+5	Weapon Group	+10

Skills and Skill Categories

Armor • Heavy	4/4/4	Outdoor • Animal	2/5
Armor • Light	2/2/2	Outdoor • Environment.	2/6
Armor • Medium	3/3/3	Power Awareness	6
Artistic • Active	2/4	Power Manipulation	18
Artistic • Passive	2/5	Power Point Develop.	15
Athletic • Brawn	3/6	Science • Basic	3/6
Athletic • Endurance	2/7	Science • Specialized	12
Athletic • Gymnastic	1/3	Self Control	2/6
Awareness • Perception	2/5	Special Attacks	2/8
Awareness • Searching	1/3	Special Defenses	35
Awareness • Senses	2/5	Subterfuge • Attack	2/6
Body Development	5/12	Subterfuge • Stealth	1/3
Combat Maneuvers	4/12	Subterfuge • Mechanics	1/3
Communications	3/3/3	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	20	Technical • Vocational	5/12
Influence	2/5	Urban	1/2
Lore • General	1/3	Weapon • Category 1	2/7
Lore • Magical	5	Weapon • Category 2	3/8
Lore • Obscure	3/7	Weapon • Category 3	4
Lore • Technical	2/4	Weapon • Category 4	4
Martial Arts • Strikes	3/7	Weapon • Category 5	4
Martial Arts • Sweeps	3/7	Weapon • Category 6	6
		Weapon • Category 7	6

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: choice of one Situational Awareness, Duping, Subdual, Operating Equipment

Occupational Skills: Lock Lore

Restricted Skills: Channeling (if the character's chosen realm is not Channeling)

Spell Development

Open list (1-5)	18	Closed list (1-5)	35
Open list (6-10)	36	Closed list (6-10)	70
Open list (11-15)	54	Closed list (11-15)	105
Open list (16-20)	72	Closed list (16-20)	140
Open list (21+)	90	Closed list (21+)	175

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	29	Highwayman	21
Amateur Mage	37	Hunter	27
Animal Friend	26	Knight	29
Assassin †	16	Loremaster	28
Berserker	26	Martial Artist	30
Burglar †	16	Mercenary	30
City Guard †	17	Merchant	25
Cloistered Academic	29	Performer	28
Con Man †	18	Philosopher	32
Crafter	24	Sailor †	19
Crusading Academic	29	Scout †	20
Cut Purse †	15	Shaman Priest	33
Detective †	18	Soldier	22
Diplomat	27	Spy	22
Doctor	23	Traveller	11
Explorer	27	Wanderer	28
Guardian	28	Weapon Master	34
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed

A-4.3 ROGUE

Rogues are non spell users with some expertise in thiefly abilities and a more specialized knowledge of arms than that possessed by Fighters. Normally, a Rogue will be almost as good as a Fighter with one weapon of his choice. The cost, in development points, of developing his thiefly skills will generally not allow him to be as good in these areas as a Thief, but his flexibility is unmatched by either profession. Some literary examples of Rogues might include Fahfard and the Grey Mouser, Robin Hood.

Silk stood in the doorway to the tent. The merchant would be asleep for quite some time, thanks to that sleeping powder the old witch gave him. Soon Silk would be back on his ship and sailing towards his next victim.

Prime Stats: Agility and Strength

Rogue Spell Lists

The Rogue has no base lists, though he may learn (at a high development point cost) spells from his chosen realm of magic.

Profession Bonuses

Armor Group	+5	Combat Maneuvers	+5
Athletic • Gymnastic	+5	Subterfuge Group	+10
Awareness Group	+5	Weapon Group	+15
Body Development	+5		

Skills and Skill Categories

Armor • Heavy	3/3/3	Outdoor • Animal	1/5
Armor • Light	1/1/1	Outdoor • Environment.	2/4
Armor • Medium	2/2/2	Power Awareness	7
Artistic • Active	2/4	Power Manipulation	12
Artistic • Passive	2/5	Power Point Develop.	12
Athletic • Brawn	2/6	Science • Basic	3/6
Athletic • Endurance	2/5	Science • Specialized	12
Athletic • Gymnastic	1/5	Self Control	2/6
Awareness • Perception	2/6	Special Attacks	2/7
Awareness • Searching	1/5	Special Defenses	35
Awareness • Senses	2/6	Subterfuge • Attack	4/8
Body Development	3/9	Subterfuge • Stealth	1/3
Combat Maneuvers	4/10	Subterfuge • Mechanics	2/5
Communications	3/3/3	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	20	Technical • Vocational	5/12
Influence	2/5	Urban	1/3
Lore • General	1/3	Weapon • Category 1	2/5
Lore • Magical	4	Weapon • Category 2	3/8
Lore • Obscure	3/7	Weapon • Category 3	3/9
Lore • Technical	2/5	Weapon • Category 4	3/9
Martial Arts • Strikes	3/7	Weapon • Category 5	3/9
Martial Arts • Sweeps	3/7	Weapon • Category 6	6
		Weapon • Category 7	6

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Duping, Lock Lore, choice of one Situational Awareness, one of either Boxing or Wrestling.

Occupational Skills: none

Restricted Skills: Channeling (if the character's chosen realm is not Channeling)

Spell Development

Open list (1-5)	15	Closed list (1-5)	25
Open list (6-10)	30	Closed list (6-10)	50
Open list (11-15)	45	Closed list (11-15)	75
Open list (16-20)	60	Closed list (16-20)	100
Open list (21+)	75	Closed list (21+)	125

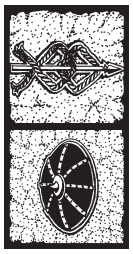
For spell lists not shown, see the Spell List DP Cost Table T-2.4.



Training Packages

Adventurer	29	Highwayman †	20
Amateur Mage	36	Hunter	27
Animal Friend †	24	Knight	28
Assassin †	20	Loremaster	26
Berserker	26	Martial Artist	30
Burglar †	19	Mercenary	29
City Guard †	16	Merchant	25
Cloistered Academic	29	Performer	28
Con Man †	18	Philosopher	32
Crafter	24	Sailor †	19
Crusading Academic	29	Scout †	19
Cut Purse †	15	Shaman Priest	31
Detective †	18	Soldier †	19
Diplomat	27	Spy	23
Doctor	23	Traveller	10
Explorer	27	Wanderer	28
Guardian	27	Weapon Master	32
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed



A-4.4 WARRIOR MONK

Warrior Monks are non spell users who are experts at maneuvering and martial arts. Warrior Monks may learn to use normal weapons, although not as easily as others in the realm of Arms. They prefer to utilize unarmed combat. Some literary examples of a Warrior Monk might include Kwi Chang Kane.

Lotus crossed her legs as she sat down on the rocky ledge. Behind her, the rest of the group was preparing for the evening of rest. Lotus looked down upon the valley below and began to meditate.

Prime Stats: Quickness and Self Discipline

Warrior Monk Spell Lists

The Warrior Monk has no base lists, though he may learn (at a high development point cost) spells from his chosen realm of magic.



Profession Bonuses

Athletic • Gymnastic	+5	Martial Arts Group	+15
Awareness Group	+5	Self Control	+15
Body Development	+10		

Skills and Skill Categories

Armor • Heavy	10	Outdoor • Animal	2/6
Armor • Light	9	Outdoor • Environment.	2/6
Armor • Medium	10	Power Awareness	8
Artistic • Active	2/5	Power Manipulation	14
Artistic • Passive	2/5	Power Point Develop.	15
Athletic • Brawn	2/5	Science • Basic	3/6
Athletic • Endurance	2/6	Science • Specialized	12
Athletic • Gymnastic	1/3	Self Control	1/3
Awareness • Perception	2/9	Special Attacks	2/10
Awareness • Searching	2/5	Special Defenses	6/12
Awareness • Senses	2/5	Subterfuge • Attack	6/12
Body Development	4/10	Subterfuge • Stealth	2/4
Combat Maneuvers	4/9	Subterfuge • Mechanics	3/9
Communications	3/3/3	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	20	Technical • Vocational	5/12
Influence	2/7	Urban	3/6
Lore • General	1/3	Weapon • Category 1	4
Lore • Magical	6	Weapon • Category 2	6
Lore • Obscure	3/7	Weapon • Category 3	8
Lore • Technical	2/6	Weapon • Category 4	8
Martial Arts • Strikes	1/3	Weapon • Category 5	8
Martial Arts • Sweeps	1/3	Weapon • Category 6	15
		Weapon • Category 7	15

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Sense Ambush, any one Combat Maneuver

Occupational Skills: none

Restricted Skills: Boxing, Wrestling, Channeling (if the character's chosen realm is not Channeling)

Spell Development

Open list (1-5)	20	Closed list (1-5)	30
Open list (6-10)	40	Closed list (6-10)	60
Open list (11-15)	60	Closed list (11-15)	90
Open list (16-20)	80	Closed list (16-20)	120
Open list (21+)	100		
		Closed list (21+)	150

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	29	Highwayman	22
Amateur Mage	40	Hunter	30
Animal Friend	28	Knight	34
Assassin	25	Loremaster	29
Berserker	28	Martial Artist †	24
Burglar †	20	Mercenary	33
City Guard	23	Merchant	25
Cloistered Academic	29	Performer	28
Con Man	22	Philosopher	32
Crafter	24	Sailor †	19
Crusading Academic	29	Scout	25
Cut Purse	25	Shaman Priest	33
Detective	23	Soldier	31
Diplomat	28	Spy	28
Doctor	23	Traveller	13
Explorer	26	Wanderer	29
Guardian	32	Weapon Master	45
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed

A-4.5 LAYMAN

Normally each character has an "adventuring" profession, reflecting how his early training and life have moulded his thought patterns. However, the Layman profession represents characters who do not have a standard "adventuring" profession. Most non-adventuring NPCs will have the Layman profession.

Rachel stared out of the window in the scribe's shop. It had been a long morning… a long month… a long year. Something would happen soon, she needed out of this boring life. Some adventure to spice up her boring existence.

Prime Stats: None

Special: Every Layman should select an occupation. The GM should move skills to the Everyman and Occupational categories as is appropriate to the occupation. For example, a Layman (Blacksmith) should probably have Metal-crafting (smithing) and Evaluate Metal as Occupational skills. In addition, he might get Metal Lore, Evalutate Armor, and Evaluate Weapon as Everyman skills.

Layman Spell Lists

The Layman has no base lists, though he may learn (at a high development point cost) spells from his chosen realm of magic.

Profession Bonuses

Athletic Group	+5	Power Awareness	+5
Awareness Group	+5	Power Manipulation	+5
Body Development	+5	Self Control	+5
Crafts	+5	Technical/Trade Group	+5
Outdoor Group	+5	Weapon Group	+5

Skills and Skill Categories

Armor • Heavy	4/4/4	Outdoor • Animal	2/5
Armor • Light	2/2/2	Outdoor • Environment.	2/5
Armor • Medium	3/3/3	Power Awareness	4/7
Artistic • Active	2/5	Power Manipulation	8
Artistic • Passive	2/5	Power Point Develop.	10
Athletic • Brawn	3/6	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastic	2/6	Self Control	2/7
Awareness • Perception	3/10	Special Attacks	5/11
Awareness • Searching	2/6	Special Defenses	30
Awareness • Senses	2/6	Subterfuge • Attack	6/12
Body Development	4/12	Subterfuge • Stealth	2/6
Combat Maneuvers	4/12	Subterfuge • Mechanics	3/6
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3/6	Technical • Vocational	5/12
Influence	2/5	Urban	2/5
Lore • General	1/3	Weapon • Category 1	3/6
Lore • Magical	3	Weapon • Category 2	3/6
Lore • Obscure	3/7	Weapon • Category 3	4
Lore • Technical	2/6	Weapon • Category 4	5
Martial Arts • Strikes	3	Weapon • Category 5	6
Martial Arts • Sweeps	3	Weapon • Category 6	7
		Weapon • Category 7	7

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: none



Occupational Skills: any one Craft (and any associated skills from other categories, GM's discretion).

Restricted Skills: Channeling (if the character's chosen realm is not Channeling)

Spell Development

Open list (1-5)	10	Closed list (1-5)	15
Open list (6-10)	20	Closed list (6-10)	30
Open list (11-15)	30	Closed list (11-15)	45
Open list (16-20)	40	Closed list (16-20)	60
Open list (21+)	50	Closed list (21+)	75

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	29	Highwayman	22
Amateur Mage	32	Hunter	30
Animal Friend	28	Knight	31
Assassin	28	Loremaster	24
Berserker	28	Martial Artist	30
Burglar	23	Mercenary	31
City Guard †	20	Merchant	21
Cloistered Academic	29	Performer	25
Con Man	21	Philosopher	29
Crafter	24	Sailor †	20
Crusading Academic	28	Scout	25
Cut Purse	25	Shaman Priest	30
Detective	24	Soldier	23
Diplomat	25	Spy	27
Doctor	23	Traveller	14
Explorer	28	Wanderer	28
Guardian	29	Weapon Master	36
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed

A-4.6 MAGICIAN

Magicians are Pure spell users of Essence who have concentrated on elemental spells. Their base spells deal with the elements of earth, water, air, heat, cold, and light.

Taelya began chanting. The door in front of her begain to creak under the pressure of the creature on the other side. Just a few more seconds and the beast would be through. She began to sweat, her spell had to be completed before the door gave way…

Prime Stats: Empathy and Reasoning



Magician Spell Lists

The Magician has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 99-104). For a slightly higher development point cost, he may also develop Open and Closed Essence spell lists. Full descriptions of these lists can be found in *Spell Law* (pages 73-92). Other spell lists may be developed, but will cost a higer number of development points.

Earth Law: Manipulating earth, stone, and other inorganic materials.

Fire Law: Manipulating fire and heat manipulation (including elemental attacks).

Ice Law: Manipulating ioe and cold (including elemental attacks).

Light Law: Manipulating light and electricity (including elemental attacks).

Water Law: Manipulating water and other fluids (including elemental attacks).

Wind Law: Manipulating wind and air.

Profession Bonuses

Directed Spells	+10	Power Manipulation	+10
Lore • Magical	+10	Power Point Dev.	+5
Power Awareness	+10	Spell Group	+5

Skills and Skill Categories

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	9	Outdoor • Environment.	3
Armor • Medium	10	Power Awareness	1/4
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	6	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	6
Awareness • Perception	6	Special Attacks	15
Awareness • Searching	3	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	15	Subterfuge • Stealth	5
Combat Maneuvers	18	Subterfuge • Mechanics	7
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/5	Technical • Vocational	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	1/4	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Magic Ritual, Spell Mastery, Meditation

Occupational Skills: none

Restricted Skills: Channeling

Spell Development

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20)	4/4/4
Open list (21+)	6/6/6	Closed list (21+)	8/8

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	34	Highwayman	30
Amateur Mage †	24	Hunter	36
Animal Friend	33	Knight	46
Assassin	40	Loremaster †	19
Berserker	45	Martial Artist	40
Burglar	31	Mercenary	44
City Guard	31	Merchant †	20
Cloistered Academic †	23	Performer	26
Con Man	27	Philosopher	29
Crafter	24	Sailor	23
Crusading Academic	30	Scout	31
Cut Purse	32	Shaman Priest	29
Detective	30	Soldier	37
Diplomat	26	Spy	33
Doctor	23	Traveller	20
Explorer	31	Wanderer	30
Guardian	40	Weapon Master	84
Herbalist	26	Zealot	28

†: Typical ‡: Not normally allowed

A-4.7 ILLUSIONIST

Illusionists are Pure spell users who have concentrated in spells of misdirection and illusion. Their base spells deal mainly with the manipulation of elements that affect the human senses. Illusionists have adventages in specific skills (senses, Stalking, Hiding, etc.) over other spell users.

Myrth chuckled to himself as he stormed down the street of the village. Women and children ran from his path and the men were running for weapons. By the time the villagers were organized, he would have all of the gold from the tax man's coffers. The "monster" that ate the gold will live in their nightmares.

Prime Stats: Empathy and Reasoning

Illusionist Spell Lists

The Illusionist has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 93-98). For a slightly higher development point cost, he may also develop Open and Closed Essence spell lists. Full descriptions of these lists can be found in *Spell Law* (pages 73-92). Other spell lists may be developed, but will cost a more development points.

Feel-Taste-Smell: Creating real (albeit temporary) manifestations of feelings, tastes, or smells.

Guises: Altering appearances.

Illusion Mastery: Combining spells from other Illusionist lists.

Light Molding: Creating real (albeit temporary) manifestations of light (i.e., visual effects).

Mind Sense Molding: Creating impresions or auras that are false or misleading (to magical types of detections).

Sound Molding: Creating real (albeit temporary) manifestations of sounds (i.e., audio effects).



Profession Bonuses

Awareness Group	+5	Power Manipulation	+10
Directed Spells	+5	Power Point Dev.	+5
Lore • Magical	+10	Spell Group	+5
Power Awareness	+10		

Skills and Skill Categories

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	9	Outdoor • Environment.	3
Armor • Medium	10	Power Awareness	1/4
Artistic • Active	1/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	7	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	6
Awareness • Perception	4	Special Attacks	15
Awareness • Searching	3	Special Defenses	40
Awareness • Senses	2/6	Subterfuge • Attack	9
Body Development	15	Subterfuge • Stealth	3
Combat Maneuvers	18	Subterfuge • Mechanics	8
Communications	1/1/1	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/6	Technical • Vocational	5/12
Influence	2/5	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	1/4	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Meditation, Spell Mastery

Occupational Skills: none

Restricted Skills: Channeling

Spell Development

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20)	4/4/4
Open list (21+)	6/6/6	Closed list (21+)	8/8

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	33	Highwayman	30
Amateur Mage †	24	Hunter	34
Animal Friend	31	Knight	46
Assassin	36	Loremaster †	19
Berserker	45	Martial Artist	40
Burglar	31	Mercenary	44
City Guard	31	Merchant †	18
Cloistered Academic †	20	Performer †	20
Con Man	25	Philosopher	26
Crafter	24	Sailor	23
Crusading Academic	29	Scout	31
Cut Purse	29	Shaman Priest	28
Detective	28	Soldier	37
Diplomat	21	Spy	30
Doctor	23	Traveller	20
Explorer	31	Wanderer	29
Guardian	40	Weapon Master	84
Herbalist	26	Zealot	27

†: Typical ‡: Not normally allowed

A-4.8 CLERIC

Clerics are pure spell users of Channeling who have concentrated in spells that require direct power from their deities. These spell users are the most powerful of the spell users of Channeling, but they are also the most restricted because of the requirements of their deity.

Evryx hated the night before a large battle. They always revelled too much; too much noise, too much drink, and too little care for the enemy. It was a good thing that the Dwarven Council sent him along. He will ensure there are no spies at the feast tonight. He will ensure that the soldiers are up in time to shake off the effects of the feast. Tomorrow there is battle.

Prime Stats: Intuition and Memory

Cleric Spell Lists

The Cleric has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 35-40). For a slightly higher development point cost, he may also develop Open and Closed Channeling spell lists. Full descriptions of these lists can be found in *Spell Law* (pages 9-28). Other spell lists may be developed, but will cost more development points.

Channels: Channeling direct power from a deity for attacks.

Communal Ways: Divining information.

Life Mastery: Restoring and preserving life in dead bodies.

Protections: Providing protections from a variety of different types of hostile forces.

Repulsions: Repelling undead and cancelling magic.

Summons: Summoning creatures to aid or assist.

Profession Bonuses

Awareness Group	+5	Power Manipulation	+5
Influence	+5	Power Point Dev.	+5
Lore • Magical	+5	Spell Group	+5
Outdoor Group	+5	Weapon Group	+5
Power Awareness	+10		

Skills and Skill Categories

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	2/2/2	Outdoor • Environment.	2/7
Armor • Medium	10	Power Awareness	2/5
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	5	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	5
Awareness • Perception	6	Special Attacks	10
Awareness • Searching	2/6	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	10	Subterfuge • Stealth	5
Combat Maneuvers	10	Subterfuge • Mechanics	7
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3	Technical • Vocational	5/12
Influence	2/4	Urban	3
Lore • General	1/3	Weapon • Category 1	6
Lore • Magical	2/4	Weapon • Category 2	7
Lore • Obscure	3/7	Weapon • Category 3	9
Lore • Technical	2/6	Weapon • Category 4	9
Martial Arts • Strikes	6	Weapon • Category 5	9
Martial Arts • Sweeps	6	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Meditation, Channeling
Occupational Skills: Religion, Divination
Restricted Skills: none

Spell Development

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20)	4/4/4
Open list (21+)	6/6/6	Closed list (21+)	8/8

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.



Training Packages

Adventurer	32	Highwayman	27
Amateur Mage	26	Hunter	32
Animal Friend	31	Knight	40
Assassin	38	Loremaster †	20
Berserker	36	Martial Artist	35
Burglar	30	Mercenary	36
City Guard	28	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	26	Philosopher	29
Crafter	24	Sailor	22
Crusading Academic	29	Scout	38
Cut Purse	32	Shaman Priest	29
Detective	28	Soldier	29
Diplomat	25	Spy	33
Doctor	23	Traveller	18
Explorer	30	Wanderer	29
Guardian	33	Weapon Master	51
Herbalist	23	Zealot	26

†: Typical ‡: Not normally allowed

A-4.9 ANIMIST

Animists are Pure spell users of Channeling specializing in studies and powers concerning living things (e.g., druids, Shinto priests, etc.). Their base spells deal with plants, animals, weather, and nature in general.

Rosa was content. She had her garden, a pair of lovely children, a wonderful husband (well, if he would spend more time with the children; and less with that no-good Shem). She even had the animals, who helped her keep her garden clean. Yes, life was good.

Prime Stats: Intuition and Memory

Animist Spell Lists

The Animist has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 29-34). For a slightly higher development point cost, he may also develop Open and Closed Channeling spell lists. Full descriptions of these lists can be found in *Spell Law* (pages 9-28). Other spell lists may be developed, but will cost a larger number of development points.

Animal Mastery: Calming, befriending, and affecting animals in various ways.

Herb Mastery: Finding, preparing, and enhancing herbs (and herbal cures).

Nature's Lore: Gleaning information from the environment.

Nature's Movement/Senses: Enhancing abilities and senses of the Animist.

Nature's Protection: Resisting and protecting using the elements of nature.

Plant Mastery: Growing, restoring, and affecting plants in various ways.



Profession Bonuses

Awareness Group	+5	Power Manipulation	+5
Lore • Magical	+5	Power Point Dev.	+5
Outdoor Group	+20	Spell Group	+5
Power Awareness	+5		

Skills and Skill Categories

Armor • Heavy	11	Outdoor • Animal	1/2
Armor • Light	2/2/2	Outdoor • Environment.	1/2
Armor • Medium	10	Power Awareness	2/6
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	4	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	5
Awareness • Perception	6	Special Attacks	10
Awareness • Searching	1/5	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	10
Body Development	8	Subterfuge • Stealth	3
Combat Maneuvers	10	Subterfuge • Mechanics	8
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3	Technical • Vocational	5/12
Influence	2/6	Urban	4
Lore • General	1/3	Weapon • Category 1	6
Lore • Magical	2/5	Weapon • Category 2	7
Lore • Obscure	3/7	Weapon • Category 3	9
Lore • Technical	2/6	Weapon • Category 4	9
Martial Arts • Strikes	6	Weapon • Category 5	9
Martial Arts • Sweeps	6	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Meditation, Channeling, Religion, Divination

Occupational Skills: Herb Lore

Restricted Skills: none

Spell Development

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20)	4/4/4
Open list (21+)	6/6/6	Closed list (21+)	8/8

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	31	Highwayman	24
Amateur Mage	26	Hunter	29
Animal Friend †	22	Knight	40
Assassin	34	Loremaster †	20
Berserker	36	Martial Artist	35
Burglar	30	Mercenary	35
City Guard	27	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	24	Philosopher	29
Crafter	24	Sailor †	20
Crusading Academic	29	Scout †	30
Cut Purse	30	Shaman Priest	26
Detective	27	Soldier	29
Diplomat	25	Spy	30
Doctor	23	Traveller	13
Explorer	30	Wanderer	26
Guardian	31	Weapon Master	51
Herbalist †	20	Zealot	26

†: Typical ‡: Not normally allowed

A-4.10 MENTALIST

Mentalists are the basic spell users of Mentalism who have concentrated on spells that deal with the interaction of minds. Their base spells deal with the detection of mental Presence, mental communication, mind control, mind attack, mind merging, and sense control.

Johan raised his glass for the toast. The glove on his left hand set him apart from the rest of the king's guests. Many people eyed him with curiosity. Not many understood the delicate nature of mental powers. That was fine with Johan. The less people knew about the king's personal advisor, the better.

Prime Stats: Presence and Self Discipline

Mentalist Spell Lists

The Mentalist has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 163-168). For a slightly higher development point cost, he may also develop Open and Closed Mentalism spell lists. Full descriptions of these lists can be found in *Spell Law* (pages 137-156). Other spell lists may be developed, but will cost a larger number of development points.

Mind Attack: Attacking (stunning, shocking) a target through mental energies.

Mind Control: Controlling a target's mind through mental domination.

Mind Merge: Sharing thoughts and mental processes with a target.

Mind Speech: Communicating without verbal transmission.

Presence: Discerning information about a target.

Sense Control: Affecting a target's sensory input.

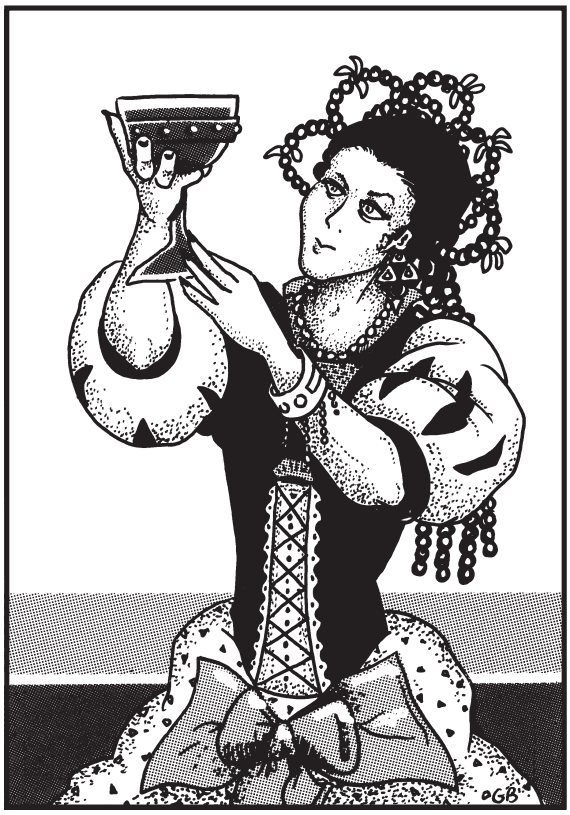
Profession Bonuses

Awareness Group	+5	Power Manipulation	+5
Body Development	+5	Power Point Dev.	+5
Influence	+10	Self Control	+5
Lore • Magical	+5	Spell Group	+5
Power Awareness	+5		

Skills and Skill Categories

Armor • Heavy	7/7/7	Outdoor • Animal	3
Armor • Light	4/4/4	Outdoor • Environment.	3
Armor • Medium	6/6/6	Power Awareness	2/5
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	5	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3/9	Self Control	3
Awareness • Perception	5	Special Attacks	12
Awareness • Searching	3	Special Defenses	25
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	12	Subterfuge • Stealth	5
Combat Maneuvers	14	Subterfuge • Mechanics	7
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/6	Technical • Vocational	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	6
Lore • Magical	2/4	Weapon • Category 2	8
Lore • Obscure	3/7	Weapon • Category 3	15
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	3	Weapon • Category 5	20
Martial Arts • Sweeps	3	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.



Everyman Skills: Lie Perception, Time Sense, Seduction
Occupational Skills: none
Restricted Skills: Channeling

Spell Development

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20)	4/4/4
Open list (21+)	6/6/6	Closed list (21+)	8/8

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	31	Highwayman	29
Amateur Mage	26	Hunter	35
Animal Friend	33	Knight	40
Assassin	37	Loremaster †	20
Berserker	34	Martial Artist	30
Burglar	29	Mercenary	38
City Guard	29	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	27	Philosopher	29
Crafter	24	Sailor	23
Crusading Academic	28	Scout	30
Cut Purse	32	Shaman Priest	29
Detective	29	Soldier	31
Diplomat	26	Spy	33
Doctor	23	Traveller	20
Explorer	29	Wanderer	30
Guardian	35	Weapon Master	61
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed

A-4.11 LAY HEALER

Lay Healers can aid the recuperative powers of others. Lay Healers are Pure spell users of Mentalism who have concentrated on spells that heal people and animals. Their base spells deal with the specific healing of certain diseases and injuries: organs, blood, muscles, bones, and concussion hits.

Wolly examined his handiwork. It would definitely be his best leg yet. Shem would be happy to know that he would soon have a functioning leg again.

Prime Stats: Presence and Self Discipline

Lay Healer Spell Lists

The Lay Healer has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 157-162). For a slightly higher development point cost, he may also develop Open and Closed Mentalism spell lists. Full descriptions of these lists can be found in *Spell Law* (pages 137-156). Other spell lists may be developed, but will cost a larger number of development points.

Blood Mastery: Healing bleeding wounds.

Bone Mastery: Healing a variety of types of bone damage.

Concussion Mastery: Healing minor types of damage (including concussion hits).

Muscle Mastery: Healing a variety of types of muscle damage (including damaged tendons).

Nerve and Organ Mastery: Healing a variety of types of nerve damage (including paralysis).

Prosthetics: Creating and animating false limbs.

Profession Bonuses

Awareness Group	+5	Power Manipulation	+5
Body Development	+10	Power Point Dev.	+5
Lore • Magical	+5	Self Control	+10
Power Awareness	+5	Spell Group	+5

Skills and Skill Categories

Armor • Heavy	5/5/5	Outdoor • Animal	3
Armor • Light	2/2/2	Outdoor • Environment.	3
Armor • Medium	4/4/4	Power Awareness	2/6
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	6	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3/9	Self Control	3
Awareness • Perception	5	Special Attacks	12
Awareness • Searching	3	Special Defenses	25
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	12	Subterfuge • Stealth	6
Combat Maneuvers	14	Subterfuge • Mechanics	8
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/7	Technical • Vocational	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	6
Lore • Magical	2/5	Weapon • Category 2	8
Lore • Obscure	3/7	Weapon • Category 3	15
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	3	Weapon • Category 5	20
Martial Arts • Sweeps	3	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Animal Healing, Adrenal Stabilization, Use Prepared Herbs, and choice of one of Second Aid, Surgery, or Midwifery

Occupational Skills: Sculpting, First Aid

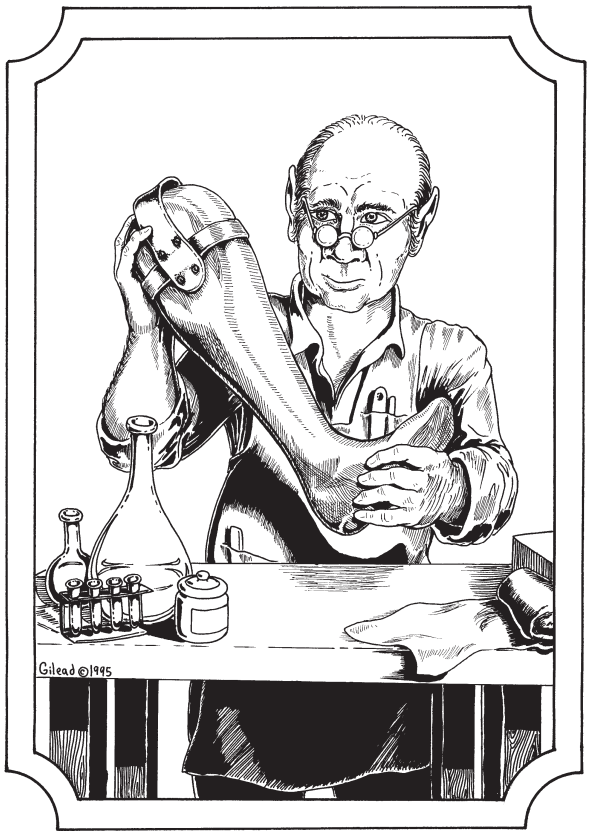
Restricted Skills: Channeling

Spell Development

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20)	4/4/4
Open list (21+)	6/6/6	Closed list (21+)	8/8

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.



Training Packages

Adventurer	31	Highwayman	29
Amateur Mage	26	Hunter	35
Animal Friend	33	Knight	38
Assassin	38	Loremaster †	20
Berserker	34	Martial Artist	30
Burglar	29	Mercenary	38
City Guard	28	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	28	Philosopher	29
Crafter	24	Sailor	23
Crusading Academic	28	Scout	30
Cut Purse	33	Shaman Priest	29
Detective	29	Soldier	30
Diplomat	26	Spy	35
Doctor	23	Traveller	20
Explorer	29	Wanderer	30
Guardian	32	Weapon Master	61
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed

A-4.12 HEALER

Healers are Hybrid spell users who combine the realms of Channeling and Mentalism; they channel power to take wounds from others and use the enormous recuperative power of their bodies to heal the wounds once taken. Thus, a Healer could heal a person by taking his patient's injury upon himself and then healing this injury gradually.

Soryth looked over the ward. Wounded bodies laying in bed; the smell of antiseptic wash; the soft sounds of the nurses' shuffling feet; the soft golden glow of the morning sun through the windows. They will live. They will live.

Prime Stats: Intuition, Presence, and Self Discipline



Healer Spell Lists

The Healer has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 53-58). For a slightly higher development point cost, he may also develop Open and Closed Channeling spell lists (see Spell Law, pages 9-28) and the Open and Closed Mentalism spell lists (see *Spell Law*, pages 137-156). Other spell lists may be developed, but will cost a larger number of development points.

Blood Ways: Healing bleeding wounds on the caster.

Bone Ways: Healing a variety of types of bone damage on the caster.

Cleansing: Purifying diseases and poisons on the caster (also includes the spell to transfer wounds from a target to the caster).

Muscle Ways: Healing a variety of types of muscle damage (including damaged tendons) on the caster.

Organ Ways: Healing a variety of types of organ and nerve damage on the caster.

Surface Ways: Healing minor damage of a variety of types on the caster.

Profession Bonuses

Awareness Group	+5	Power Manipulation	+5
Body Development	+10	Power Point Dev.	+5
Lore • Magical	+5	Self Control	+10
Power Awareness	+5	Spell Group	+5

Skills and Skill Categories

Armor • Heavy	7/7/7	Outdoor • Animal	3
Armor • Light	4/4/4	Outdoor • Environment.	3
Armor • Medium	6/6/6	Power Awareness	2/6
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	6
Athletic • Brawn	6	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	2/7
Awareness • Perception	6	Special Attacks	15
Awareness • Searching	3	Special Defenses	25
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	2/6	Subterfuge • Stealth	6
Combat Maneuvers	18	Subterfuge • Mechanics	8
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3	Technical • Vocational	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	2/5	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	6	Weapon • Category 5	20
Martial Arts • Sweeps	6	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Adrenal Stabilization, Herb Lore, Use Prepared Herbs, Foraging, and choice of one of Surgery, Second Aid, or Midwifery

Occupational Skills: Animal Healing, First Aid

Restricted Skills: none

Spell Development

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	6/6/6
Open list (11-15)	6/6/6	Closed list (11-15)	8/8
Open list (16-20)	8/8	Closed list (16-20)	10/10
Open list (21+)	12	Closed list (21+)	25

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	31	Highwayman	28
Amateur Mage	26	Hunter	36
Animal Friend	33	Knight	43
Assassin	40	Loremaster †	20
Berserker	42	Martial Artist	35
Burglar	30	Mercenary	39
City Guard	29	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	28	Philosopher	29
Crafter	24	Sailor	23
Crusading Academic	29	Scout	31
Cut Purse	34	Shaman Priest	29
Detective	30	Soldier	30
Diplomat	26	Spy	35
Doctor	23	Traveller	20
Explorer	30	Wanderer	30
Guardian	35	Weapon Master	84
Herbalist	23	Zealot	26

†: Typical ‡: Not normally allowed

A-4.13 MYSTIC

Mystics are Hybrid spell users who combine the realms of Essence and Mentalism; they have concentrated on subtle spells of misdirection and modification. Their base spells deal with personal illusion as well as the modification of matter.

Sulaan adjusted his bandanna as the wagon rolled towards the city. The wagon produced a music of its own as the wheels passed over the rutted road—pots, pans, and trinkets rattling loudly. A new city. A new set of opportunities. Sulaan was not known here… yet.

Prime Stats: Empathy, Presence, and Self Discipline

Mystic Spell Lists

The Mystic has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 181-186). For a slightly higher development point cost, he may also develop Open and Closed Mentalism spell lists (see Spell Law, pages 137-156) and the Open and Closed Essence spell lists (see *Spell Law*, pages 73-92). Other spell lists may be developed, but will cost a larger number of development points.

Confusing Ways: Affecting a target's senses in a variety of ways.

Gas Alteration: Manipulating and controlling gasses in a variety of ways.

Hiding: Causing things to be harder to detect (including invisibility).

Liquid Alteration: Manipulating and controlling liquids in a variety of ways.

Mystical Change: Creating illusions on the caster.

Solid Alteration: Manipulating and controlling solids in a variety of ways.

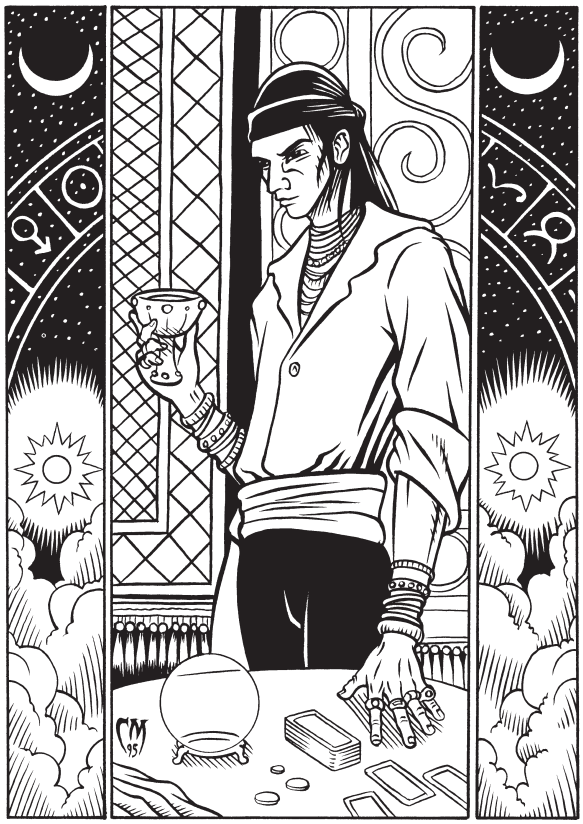
Profession Bonuses

Awareness Group	+5	Power Point Dev.	+5
Influence	+5	Self Control	+5
Lore • Magical	+5	Spell Group	+5
Power Awareness	+10	Subterfuge • Stealth	+5
Power Manipulation	+5		

Skills and Skill Categories

Armor • Heavy	7/7/7	Outdoor • Animal	3
Armor • Light	4/4/4	Outdoor • Environment.	3
Armor • Medium	6/6/6	Power Awareness	2/5
Artistic • Active	1/4	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	6
Athletic • Brawn	7	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	5
Awareness • Perception	3	Special Attacks	15
Awareness • Searching	2/4	Special Defenses	25
Awareness • Senses	2/6	Subterfuge • Attack	15
Body Development	15	Subterfuge • Stealth	2/7
Combat Maneuvers	18	Subterfuge • Mechanics	7
Communications	1/1/1	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/6	Technical • Vocational	5/12
Influence	1/4	Urban	2/5
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	2/5	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	6	Weapon • Category 5	20
Martial Arts • Sweeps	6	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.



Everyman Skills: Time Sense, Adrenal Stabilization, Magic Ritual, Spell Mastery, Meditation

Occupational Skills: none

Restricted Skills: Channeling

Spell Development

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	6/6/6
Open list (11-15)	6/6/6	Closed list (11-15)	8/8
Open list (16-20)	8/8	Closed list (16-20)	10/10
Open list (21+)	12	Closed list (21+)	25

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	32	Highwayman	30
Amateur Mage	26	Hunter	33
Animal Friend	30	Knight	43
Assassin	37	Loremaster †	20
Berserker	44	Martial Artist	35
Burglar	30	Mercenary	40
City Guard	30	Merchant †	18
Cloistered Academic †	20	Performer †	18
Con Man †	19	Philosopher †	25
Crafter	24	Sailor	23
Crusading Academic	26	Scout	30
Cut Purse	26	Shaman Priest	28
Detective	22	Soldier	34
Diplomat †	19	Spy	27
Doctor	23	Traveller	19
Explorer	30	Wanderer	29
Guardian	34	Weapon Master	84
Herbalist	23	Zealot †	23

†: Typical ‡: Not normally allowed

A-4.14 SORCERER

Sorcerers are Hybrid spell users who combine the realms of Essence and Channeling, concentrating on spells of destruction. Their base spells deal with the specific destruction of animate and inanimate material.

Renlyn closed his eyes. The moaning sounds of his victims were faint in his ears. More importantly, he could hear the sounds of the serpents slithering on the floor. Death. Destruction. Survival. He smiled.

Prime Stats: Empathy, Intuition, and Self Discipline



Socerer Spell Lists

The Sorcerer has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 117-122). For a slightly higher development point cost, he may also develop Open and Closed Channeling spell lists (see Spell Law, pages 9-28) and the Open and Closed Essence spell lists (see *Spell Law*, pages 73-92). Other spell lists may be developed, but will cost a larger number of development points.

Flesh Destruction: Damaging various parts of the body.

Fluid Destruction: Destroying and manipulating liquids in a variety of ways.

Gas Destruction: Destroying and manipulating various types of gasses.

Mind Destruction: Damaging various mental processes.

Solid Destruction: Destroying and manipulating various types of solids.

Soul Destruction: Damaging various aspects of the soul.

Profession Bonuses

Directed Spells	+5	Power Manipulation	+15
Lore • Magical	+10	Power Point Dev	+5
Power Awareness	+10	Spell Group	+5

Skills and Skill Categories

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	9	Outdoor • Environment.	3
Armor • Medium	10	Power Awareness	2/5
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	6
Athletic • Brawn	7	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	5
Awareness • Perception	6	Special Attacks	15
Awareness • Searching	3	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	15	Subterfuge • Stealth	6
Combat Maneuvers	18	Subterfuge • Mechanics	7
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/5	Technical • Vocational	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	2/5	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Magic Ritual, Spell Mastery, Meditation, Channeling, Divination

Occupational Skills: none

Restricted Skills: none

Spell Development

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	6/6/6
Open list (11-15)	6/6/6	Closed list (11-15)	8/8
Open list (16-20)	8/8	Closed list (16-20)	10/10
Open list (21+)	12	Closed list (21+)	25

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	34	Highwayman	30
Amateur Mage	26	Hunter	36
Animal Friend	33	Knight	46
Assassin	41	Loremaster †	20
Berserker	44	Martial Artist	40
Burglar	31	Mercenary	44
City Guard	31	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	28	Philosopher	29
Crafter	24	Sailor	23
Crusading Academic	30	Scout	31
Cut Purse	34	Shaman Priest	29
Detective	30	Soldier	37
Diplomat	26	Spy	34
Doctor	23	Traveller	20
Explorer	31	Wanderer	30
Guardian	40	Weapon Master	84
Herbalist	23	Zealot	28

†: Typical ‡: Not normally allowed

A-4.15 RANGER

Rangers are Semi spell users who combine the realm of Channeling with the realm of Arms. Their base spells deal with operating in the outdoors and manipulating the weather.

Kyraal leaned on his long bow. The bushes around him rustled in the wind. With no more sound than the rustling leaves around him, he raised his bow, nocked an arrow, and drew back. With only the slightest movement, the arrow flew….

Prime Stats: Constitution and Intuition

Ranger Spell Lists

The Ranger has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 47-52). For a slightly higher development point cost, he may also develop Open Channeling spell lists (see Spell Law, pages 9-18). Other spell lists may be developed, but will cost a larger number of development points.

Inner Walls: Providing resistance to the natural elements and bonuses to certain types of activities.

Moving Ways: Enhancing the moving abilities of the caster.

Nature's Guises: Providing hiding and disguises.

Nature's Summons: Summoning assistance in the form of various types of animals, assisting the local plant life in growth, and praying for weather effects.

Nature's Way: Surviving in the wilderness (e.g., finding water, shelter, etc.).

Path Mastery: Discovering information about paths.

Profession Bonuses

Athletic Group	+5	Outdoor Group	+20
Awareness Group	+10	Subterfuge • Stealth	+5
Body Development	+5	Weapon Group	+5

Skills and Skill Categories

Armor • Heavy	5/5/5	Outdoor • Animal	1/5
Armor • Light	2/2/2	Outdoor • Environment.	1/3
Armor • Medium	4/4/4	Power Awareness	5
Artistic • Active	2/5	Power Manipulation	6/12
Artistic • Passive	2/5	Power Point Develop.	8
Athletic • Brawn	3/7	Science • Basic	2/5
Athletic • Endurance	1/5	Science • Specialized	8
Athletic • Gymnastic	3/6	Self Control	2/7
Awareness • Perception	3/12	Special Attacks	3/9
Awareness • Searching	1/4	Special Defenses	40
Awareness • Senses	2/5	Subterfuge • Attack	6
Body Development	4/12	Subterfuge • Stealth	1/5
Combat Maneuvers	5/12	Subterfuge • Mechanics	4
Communications	3/3/3	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	15	Technical • Vocational	5/12
Influence	2/6	Urban	3/6
Lore • General	1/3	Weapon • Category 1	3/7
Lore • Magical	3/6	Weapon • Category 2	4
Lore • Obscure	3/7	Weapon • Category 3	6
Lore • Technical	2/6	Weapon • Category 4	6
Martial Arts • Strikes	4	Weapon • Category 5	6
Martial Arts • Sweeps	4	Weapon • Category 6	9
		Weapon • Category 7	9

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: none

Occupational Skills: none

Restricted Skills: none

Spell Development

Base list (all)	6/6/6	Closed list (1-5)	10/10
Open list (1-10)	8/8	Closed list (6-10)	12
Open list (11-15)	12	Closed list (11-15)	25
Open list (16-20)	18	Closed list (16-20)	40
Open list (21+)	25	Closed list (21+)	60

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.



Training Packages

Adventurer	29	Highwayman †	18
Amateur Mage	31	Hunter †	25
Animal Friend †	22	Knight	31
Assassin	26	Loremaster	24
Berserker	28	Martial Artist	31
Burglar	26	Mercenary	31
City Guard †	20	Merchant	24
Cloistered Academic	28	Performer	28
Con Man †	20	Philosopher	32
Crafter	24	Sailor †	18
Crusading Academic	29	Scout †	16
Cut Purse	24	Shaman Priest	29
Detective	21	Soldier	23
Diplomat	28	Spy	25
Doctor	23	Traveller	10
Explorer	28	Wanderer	27
Guardian	28	Weapon Master	39
Herbalist †	20	Zealot	26

†: Typical ‡: Not normally allowed

A-4.16 PALADIN

Paladins are Semi spell users who combine the realm of Arms with the realm of Channeling. Their base spells primarily deal with combat and protection. An example of a Paladin (from literature) might be Lancelot or Percival (from King Arthur's knights).

Padraic staggered down the hall. He could feel the blood oozing from his many wounds. By sheer willpower, he made his feet continue to move. It would be easy to stop moving; just sit down and die. But that would be the end. He must get back and warn the others. He must live that long; then he could die….

Prime Stats: Self Discipline and Intuition

Special Notes: The Paladin receives a special bonus of +20 to his Transcend Armor skill.

Paladin Spell Lists

The Paladin has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 41-46). For a slightly higher development point cost, he may also develop Open Channeling spell lists (see Spell Law, pages 9-18). Other spell lists may be developed, but will cost a larger number of development points.

Communion: Gathering information and cancelling (including dispelling) magic.

Exorcism: Repelling undead and banishing demons.

Holy Arms: Increasing offensive combat ability.

Holy Healing: Healing a variety of types of damage.

Holy Shields: Increasing defensive combat ability.

Inspiring Ways: Influencing others in a variety of ways.

Profession Bonuses

Armor Group	+5	Combat Maneuvers	+10
Athletic Group	+5	Power Manipulation	+5
Awareness Group	+5	Weapon Group	+10
Body Development	+10		

Skills and Skill Categories

Armor • Heavy	3/3/3	Outdoor • Animal	2/6
Armor • Light	1/1/1	Outdoor • Environment.	2/6
Armor • Medium	2/2/2	Power Awareness	6
Artistic • Active	2/5	Power Manipulation	6/12
Artistic • Passive	2/5	Power Point Develop.	8
Athletic • Brawn	3/7	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastic	3/7	Self Control	2/7
Awareness • Perception	5/14	Special Attacks	2/8
Awareness • Searching	2/6	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	4/10	Subterfuge • Stealth	5
Combat Maneuvers	4/10	Subterfuge • Mechanics	7
Communications	3/3/3	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	20	Technical • Vocational	5/12
Influence	1/5	Urban	4
Lore • General	1/3	Weapon • Category 1	2/5
Lore • Magical	3/6	Weapon • Category 2	3/8
Lore • Obscure	3/7	Weapon • Category 3	4
Lore • Technical	2/6	Weapon • Category 4	4
Martial Arts • Strikes	6	Weapon • Category 5	4
Martial Arts • Sweeps	6	Weapon • Category 6	6
		Weapon • Category 7	6

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Jousting

Occupational Skills: Religion

Restricted Skills: none

Spell Development

Base list (all)	6/6/6	Closed list (1-5)	10/10
Open list (1-10)	8/8	Closed list (6-10)	12
Open list (11-15)	12	Closed list (11-15)	25
Open list (16-20)	18	Closed list (16-20)	40
Open list (21+)	25	Closed list (21+)	60

First 5 lists developed in a given level: ..... x1 cost
6th - 10th lists developed in a given level: ..... x2 cost
11th - up lists developed in a given level: ..... x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	31	Highwayman	‡ (22)
Amateur Mage	‡ (32)	Hunter	31
Animal Friend	30	Knight	28
Assassin	‡ (34)	Loremaster	24
Berserker	‡ (26)	Martial Artist	‡ (35)
Burglar	‡ (28)	Mercenary	‡ (29)
City Guard †	20	Merchant	24
Cloistered Academic	28	Performer	28
Con Man	‡ (25)	Philosopher	32
Crafter	24	Sailor †	20
Crusading Academic	29	Scout	24
Cut Purse	‡ (33)	Shaman Priest	29
Detective	28	Soldier †	20
Diplomat	28	Spy	‡ (32)
Doctor	23	Traveller	15
Explorer	28	Wanderer	29
Guardian	29	Weapon Master	34
Herbalist	23	Zealot †	23

†: Typical ‡: Not normally allowed



A-4.17 MONK

Monks are Semi spell users who combine the realm of Essence with the realm of Arms. Their base spells deal with personal movement and the control of their own body and mind, while their arms capabilities are concentrated in unarmored, unarmed combat.

Byrad sighed. He hated resorting to violence; even against these stupid goblins. However, they refused even to start any negotiations. Byrad let his walking stick fall to the ground—its bell clanged against the floor. Byrad took up a defensive stance and readied himself.

Prime Stats: Self Discipline and Empathy

Monk Spell Lists

The Monk has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 111-116). For a slightly higher development point cost, he may also develop Open Essence spell lists (see Spell Law, pages 73-82). Other spell lists may be developed, but will cost a larger number of development points.

Body Reins: Allowing the caster to perform abnormal feats (e.g., breathe underwater).

Body Renewal: Incresaing the healing rate of the caster's body.

Evasions: Allowing the caster to make incredible evasive maneuvers.

Mind Over Matter: Hardening the caster's body, resulting in more lethal blows and tougher defense.

Monk's Bridge: Allowing the caster to move in unusual fashions.

Monk's Sense: Enhancing the caster's senses.

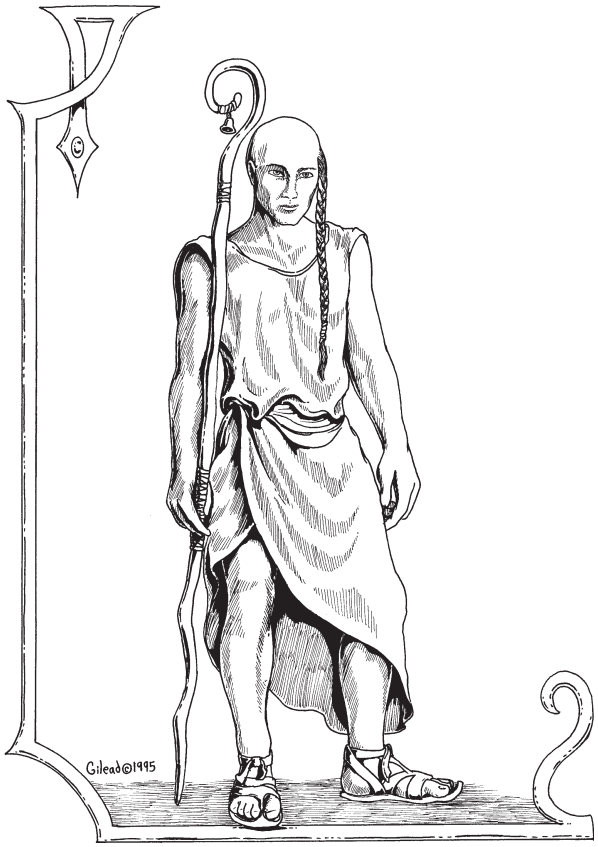
Profession Bonuses

Athletic • Gymnastic	+5	Power Awareness	+5
Awareness Group	+5	Self Control	+10
Body Development	+5	Subterfuge • Stealth	+5
Martial Arts Group	+10	Weapon Group	+5

Skills and Skill Categories

Armor • Heavy	11	Outdoor • Animal	2/7
Armor • Light	9	Outdoor • Environment.	2/6
Armor • Medium	10	Power Awareness	3/7
Artistic • Active	2/5	Power Manipulation	6/12
Artistic • Passive	2/5	Power Point Develop.	8
Athletic • Brawn	3/7	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastic	1/5	Self Control	2/4
Awareness • Perception	4/14	Special Attacks	5
Awareness • Searching	2/6	Special Defenses	10
Awareness • Senses	3/7	Subterfuge • Attack	8
Body Development	6/14	Subterfuge • Stealth	2/7
Combat Maneuvers	5/12	Subterfuge • Mechanics	4
Communications	3/3/3		
		Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	9	Technical • Vocational	5/12
Influence	2/6	Urban	3/7
Lore • General	1/3	Weapon • Category 1	5
Lore • Magical	3/6	Weapon • Category 2	8
Lore • Obscure	3/7	Weapon • Category 3	8
Lore • Technical	2/6	Weapon • Category 4	8
Martial Arts • Strikes	2/5	Weapon • Category 5	15
Martial Arts • Sweeps	2/5	Weapon • Category 6	15
		Weapon • Category 7	15

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.



Everyman Skills: Time Sense
Occupational Skills: Meditation
Restricted Skills: Channeling

Spell Development

Base list (all)	6/6/6	Closed list (1-5)	10/10
Open list (1-10)	8/8	Closed list (6-10)	12
Open list (11-15)	12	Closed list (11-15)	25
Open list (16-20)	18	Closed list (16-20)	40
Open list (21+)	25	Closed list (21+)	60

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	29	Highwayman	25
Amateur Mage	30	Hunter	30
Animal Friend	28	Knight	36
Assassin	29	Loremaster	24
Berserker	31	Martial Artist	28
Burglar	22	Mercenary	35
City Guard	25	Merchant	24
Cloistered Academic	28	Performer	28
Con Man	22	Philosopher	32
Crafter	24	Sailor †	19
Crusading Academic	29	Scout	26
Cut Purse	26	Shaman Priest	30
Detective	26	Soldier	32
Diplomat	28	Spy	28
Doctor	23	Traveller	13
Explorer	27	Wanderer	29
Guardian	34	Weapon Master	49
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed

A-4.18 DABBLER

Dabblers are Semi spell users who combine the realm of Essence with the realm of Arms. Their base spells deal with stealth, detection, perception, movement and manipulating locks and traps.

Trancavel held her breath. Walking tightropes was always a scary moment for her. Below her the people in the street were unaware of her plight. She kept her eyes focussed straight ahead; on the back of the man she was chasing. He was just reaching the roof of the next building. He turned around quickly, pulling out his knife. He was going to cut the rope that she was walking on!

Prime Stats: Agility and Empathy



Dabbler Spell Lists

The Dabbler has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 105-110). For a slightly higher development point cost, he may also develop Open Essence spell lists (see Spell Law, pages 73-82). Other spell lists may be developed, but will cost a larger number of development points.

Concealment Mastery: Hiding things and making things harder to find.

Influences: Affecting targets and their thought processes.

Mechanisms: Manipulating locks, traps, and other devises.

Movement Mastery: Enhancing the caster's movement

Senses: Enhancing the caster's sensory capabilities.

Thieving Law: Enhancing the caster's ability to operate as a thief.

Profession Bonuses

Awareness Group	+10	Power Manpulation	+5
Body Development	+5	Subterfuge Group	+5
Influence	+5	Urban	+5
Lore • Magical	+5	Weapon Group	+5
Power Awareness	+5		

Skills and Skill Categories

Armor • Heavy	11	Outdoor • Animal	2/6
Armor • Light	5/5/5	Outdoor • Environment.	2/6
Armor • Medium	10	Power Awareness	2/7
Artistic • Active	2/4	Power Manipulation	6/12
Artistic • Passive	2/5	Power Point Develop.	8
Athletic • Brawn	3/9	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastic	2/4	Self Control	2/7
Awareness • Perception	4/12	Special Attacks	6
Awareness • Searching	2/6	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	6/12
Body Development	6/14	Subterfuge • Stealth	1/5
Combat Maneuvers	6/14	Subterfuge • Mechanics	2/6
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	5	Technical • Vocational	5/12
Influence	2/4	Urban	1/5
Lore • General	1/3	Weapon • Category 1	3/9
Lore • Magical	2/6	Weapon • Category 2	6
Lore • Obscure	3/7	Weapon • Category 3	7
Lore • Technical	2/5	Weapon • Category 4	8
Martial Arts • Strikes	4	Weapon • Category 5	10
Martial Arts • Sweeps	4	Weapon • Category 6	15
		Weapon • Category 7	15

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Sense Ambush, Time Sense, Detect Traps, Locate Hidden

Occupational Skills: Lock Lore

Restricted Skills: Channeling

Spell Development

Base list (all)	6/6/6	Closed list (1-5)	10/10
Open list (1-10)	8/8	Closed list (6-10)	12
Open list (11-15)	12	Closed list (11-15)	25
Open list (16-20)	18	Closed list (16-20)	40
Open list (21+)	25	Closed list (21+)	60

First 5 lists developed in a given level: ..... x1 cost
6th - 10th lists developed in a given level: ..... x2 cost
11th - up lists developed in a given level: ..... x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	29	Highwayman	23
Amateur Mage	29	Hunter	29
Animal Friend	28	Knight	36
Assassin	27	Loremaster †	20
Berserker	29	Martial Artist	31
Burglar	22	Mercenary	32
City Guard †	20	Merchant	21
Cloistered Academic	25	Performer	25
Con Man †	19	Philosopher	30
Crafter	24	Sailor †	20
Crusading Academic	28	Scout	25
Cut Purse †	20	Shaman Priest	29
Detective	25	Soldier	28
Diplomat	25	Spy	24
Doctor	23	Traveller	14
Explorer	28	Wanderer	28
Guardian	32	Weapon Master	43
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed

A-4.19 BARD

Bards are Semi spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with sound, lore, entertaining, and item use.

Dior sat on the end of the pier. The city gates were locked behind him. He strummed his lute. The notes were haunting as they travelled across the lapping waters. His only audience tonight would be the crabs and herons.

Prime Stats: Memory and Presence

Bard Spell Lists

The Bard has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 169-174). For a slightly higher development point cost, he may also develop Open Mentalism spell lists (see Spell Law, pages 137-146). Other spell lists may be developed, but will cost a larger number of development points.

Controlling Songs: Controlling a target in a variety of ways.

Entertaining Ways: Providing assistance to a stage performance.

Item Lore: Discerning information about objects.

Lores: Affecting the caster's ability to learn or know information.

Sound Control: Controlling sounds to produce a variety of effects.

Sound Projection: Enhancing sounds in a variety of ways (including enhancing spells from the Controlling Songs spell list).

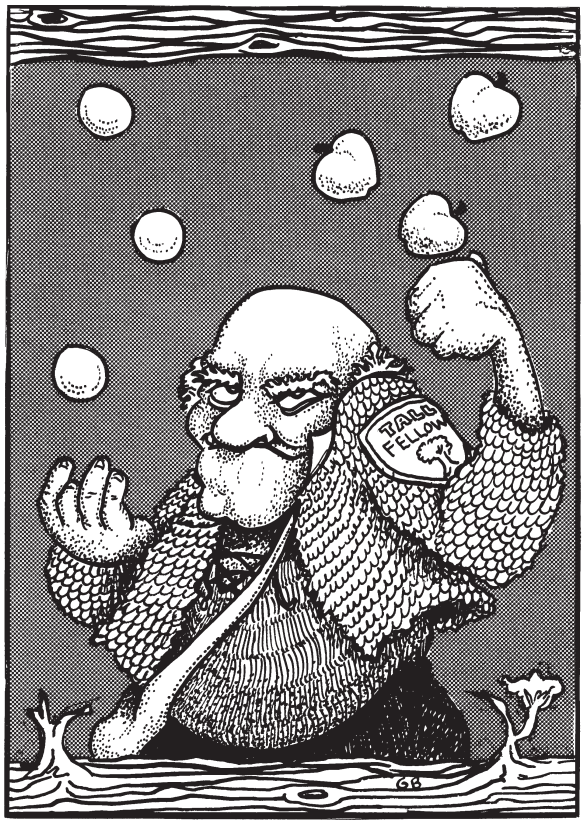
Profession Bonuses

Artistic • Active	+5	Lore Group	+10
Awareness Group	+5	Power Awareness	+5
Body Development	+5	Self Control	+5
Communications	+5	Weapon Group	+5
Influence	+5		

Skills and Skill Categories

Armor • Heavy	5/5/5	Outdoor • Animal	2/7
Armor • Light	2/2/2	Outdoor • Environment.	2/6
Armor • Medium	3/3/3	Power Awareness	3/6
Artistic • Active	1/2	Power Manipulation	6/12
Artistic • Passive	1/3	Power Point Develop.	8
Athletic • Brawn	4/9	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastic	2/6	Self Control	2/7
Awareness • Perception	4/12	Special Attacks	6
Awareness • Searching	2/6	Special Defenses	20
Awareness • Senses	3/7	Subterfuge • Attack	12
Body Development	6/14	Subterfuge • Stealth	2/7
Combat Maneuvers	6/14	Subterfuge • Mechanics	4
Communications	1/1/1	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	10	Technical • Vocational	5/12
Influence	1/4	Urban	2/4
Lore • General	1/2	Weapon • Category 1	3/9
Lore • Magical	1/4	Weapon • Category 2	6
Lore • Obscure	2/4	Weapon • Category 3	7
Lore • Technical	2/4	Weapon • Category 4	7
Martial Arts • Strikes	3	Weapon • Category 5	7
Martial Arts • Sweeps	3	Weapon • Category 6	15
		Weapon • Category 7	15

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.



Everyman Skills: Time Sense
Occupational Skills: none
Restricted Skills: Channeling

Spell Development

Base list (all)	6/6/6	Closed list (1-5)	10/10
Open list (1-10)	8/8	Closed list (6-10)	12
Open list (11-15)	12	Closed list (11-15)	25
Open list (16-20)	18	Closed list (16-20)	40
Open list (21+)	25	Closed list (21+)	60

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	29	Highwayman	23
Amateur Mage	29	Hunter	30
Animal Friend	28	Knight	32
Assassin	31	Loremaster †	18
Berserker	29	Martial Artist	29
Burglar	25	Mercenary	32
City Guard	21	Merchant	21
Cloistered Academic †	22	Performer †	16
Con Man †	19	Philosopher	26
Crafter	24	Sailor †	20
Crusading Academic†	24	Scout	25
Cut Purse	25	Shaman Priest	28
Detective	25	Soldier	25
Diplomat †	19	Spy	25
Doctor	23	Traveller	14
Explorer	28	Wanderer	26
Guardian	30	Weapon Master	43
Herbalist	23	Zealot †	20

†: Typical ‡: Not normally allowed

A-4.20 MAGENT

Magents are Semi spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with information gathering, subterfuge, and performing stealthy missions.

Ice pulled his cloak around himself. The shadows of the rooftop were cold, like the expression on his face. His gaze never left the window of the building across the street. A silhouette passed in front of the curtain. The lights in the room were extinguished. Time to go to work….

Prime Stats: Reasoning and Presence

Magent Spell Lists

The Magent has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law* (pages 175-180). For a slightly higher development point cost, he may also develop Open Mentalism spell lists (see Spell Law, pages 137-146). Other spell lists may be developed, but will cost a larger number of development points.

Assassination Mastery: Enhancing the caster's ability to perform missions.

Disguise Mastery: Changing the caster's appearance.

Escapes: Allowing the caster to get free from various types of bonds.

Gathering Secrets: Gathering information in various forms.

Misdirections: Redirecting target(s) senses to cause confusion and misconceptions.

Poison Mastery: Working with and resisting poisons.



Profession Bonuses

Awareness Group	+10	Power Awareness	+5
Body Development	+5	Self Control	+10
Communications	+5	Subterfuge Group	+5
Influence	+5	Weapon Group	+5

Skills and Skill Categories

Armor • Heavy	6/6/6	Outdoor • Animal	2/7
Armor • Light	2/2/2	Outdoor • Environment.	2/6
Armor • Medium	4/4/4	Power Awareness	3/7
Artistic • Active	2/4	Power Manipulation	6/12
Artistic • Passive	2/5	Power Point Develop.	8
Athletic • Brawn	3/9	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastic	2/4	Self Control	2/6
Awareness • Perception	3/10	Special Attacks	4
Awareness • Searching	1/5	Special Defenses	20
Awareness • Senses	2/6	Subterfuge • Attack	5/10
Body Development	6/14	Subterfuge • Stealth	1/4
Combat Maneuvers	6/14	Subterfuge • Mechanics	2/7
Communications	1/1/1	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	10	Technical • Vocational	5/12
Influence	1/5	Urban	1/4
Lore • General	1/3	Weapon • Category 1	3/7
Lore • Magical	3/6	Weapon • Category 2	4
Lore • Obscure	3/7	Weapon • Category 3	6
Lore • Technical	2/5	Weapon • Category 4	7
Martial Arts • Strikes	3	Weapon • Category 5	8
Martial Arts • Sweeps	3	Weapon • Category 6	9
		Weapon • Category 7	10

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.



Everyman Skills: none
Occupational Skills: none
Restricted Skills: Channeling

Spell Development

Base list (all)	6/6/6	Closed list (1-5)	10/10
Open list (1-10)	8/8	Closed list (6-10)	12
Open list (11-15)	12	Closed list (11-15)	25
Open list (16-20)	18	Closed list (16-20)	40
Open list (21+)	25	Closed list (21+)	60

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For spell lists not shown, see the Spell List DP Cost Table T-2.4.

Training Packages

Adventurer	29	Highwayman	23
Amateur Mage	30	Hunter	28
Animal Friend	26	Knight	32
Assassin	24	Loremaster	24
Berserker	28	Martial Artist	30
Burglar	21	Mercenary	31
City Guard †	20	Merchant	21
Cloistered Academic †	24	Performer †	20
Con Man †	14	Philosopher	26
Crafter	24	Sailor †	20
Crusading Academic†	24	Scout	21
Cut Purse †	18	Shaman Priest	28
Detective †	19	Soldier	25
Diplomat †	18	Spy †	18
Doctor	23	Traveller	13
Explorer	28	Wanderer	29
Guardian	29	Weapon Master	39
Herbalist	23	Zealot †	20

†: Typical ‡: Not normally allowed

THE TALENTS AND FLAWS

Talents and Flaws represent unusual abilities or circumstances that are somehow related to a character. In general, a talent has a corresponding flaw.

There are four degrees of talents: Lesser, Minor, Major, and Greater. Lesser and Greater talents should be examined carefully before including them in a game. The Lesser talents can easily be given out as part of a normal character's background; while the Greater talents have vast and broad reaching effects on game mechanics and should be carefully controlled by the GM.

To determine how many background options must be allocated to gain a talent, consult the chart below. If a random talent is called for, the GM should roll (not open-ended) for the talent (perhaps re-rolling any results that are inappropriate for the character or world). The exact nature of the talent may be such that the character is initially unaware of the talent.

To generate a flaw, the GM must roll on the flaw chart that corresponds the talent. For example, if the player selects a Major talent, the GM must generate a Major flaw. However, if a player is willing to take a flaw of one higher degree (i.e., a Major flaw when only a Minor talent is gained), the number of background options needed is lowered (see the chart below). In this case, a Greater Talent is taken with a Special Flaw. Because the flaw is GM generated, he may deem it appropriate not to reveal the nature of the flaw until it arises during play.

A character cannot gain talents that duplicate each other. For example, a character cannot take a +3 St stat bonus and a +8 St stat bonus. However, flaws can duplicate (or perhaps contradict) talents as they are always rolled randomly.

The charts on the following pages are not meant to be exhaustive. GMs should feel free to add to the charts (or modify the charts) as appropriate to his world. In the upcoming *Talent Law*, a fully detailed and much expanded version of this talents system will be presented.

Note: *A GM may allow talents to be generated before a profession is chosen. In this case, the Background Options required must be allocated during the proper phase (you may not generate a talent and then decide that you do not want it).*

TOURNAMENT NOTE

When creating characters for tournaments, players should always use Selected Talents. When the character is brought to the tournament, the GM should generate a flaw for the tournament. It is strongly recommended that tournament GMs already have pre-generated flaws appropriate to the game he is running.



TALENT/FLAW COST CHART

Degree	Random w/ Flaw *	Random w/ no Flaw	Random w/ Flaw+1 ‡	Selected w/ Flaw *	Selected w/ no Flaw	Selected w/ Flaw+1 ‡
Lesser	—	1	—	—	2 †	1
Minor	1	2	—	2	3	1
Major	2	3	1	3	4	2
Greater	3	4	2	4	5	3

* — Character must take a flaw of an equal degree.

‡ — Character must take a flaw of one greater degree (greater talent gets a Special Flaw).

† — If the talent matches the player's background, the GM may allow the character to select the talent for 1 background option.

TALENTS SUMMARY

LESSER TALENTS

01-06	Animal Friend
07-12	Blessed
13-18	Conspiracy Background
19-24	Criminal Background
25-29	Destiny Sense
30-35	Equipper
36-41	Favored
42-47	Guilded Background ‡
48-53	Impressive Scar
54-59	Knighted ‡
60-65	Long Winded
66-71	Mentor
72-77	Multi-cultural
78-83	Royal Blood
84-89	Very Attractive
90-94	Visions
95-100	Wealthy

MINOR TALENTS

01-04	Agile §
05-08	Animal Empathy
09-12	Commanding §
13-16	Controlled §
17-19	Cook
20-22	Danger Sense
23-26	Disarming Skill
27-29	Ensorcellment Cures
30-33	Healthy §
34-37	Inner Strength
38-41	Intuitive §
42-45	Judge of Quality
46-48	Light Sleeper
49-51	Magical Awareness
52-54	Natural Archer
55-57	Night Vision
58-60	Odor Masking
61-64	Outdoorsman
65-68	Quick §
69-72	Rational §
73-76	Sensitive §
77-80	Sharp §
81-83	Soothing Voice
84-86	Springy Legs
87-89	Strong Lungs
90-93	Strong §
94-96	Survival Instinct
97-100	Tactician

MAJOR TALENTS

01-04	Acute Sense of Hearing
05-08	Acute Sense of Smell
09-11	Ambidextrous
12-14	Ethereal Sight
15-17	Fast Healer
18-20	Look of Eagles
21-23	Lucky
24-26	Magically Resistant
27-29	Magically Tolerant
30-32	Natural Mage †
33-35	One Track Mind
36-38	Portage
39-41	Power Sensitive †
42-45	Sharp Eyes
46-48	Spec. Weapon Master
49-51	Stamina
52-54	Strong Will
55-57	Subtle
58-60	Tolerance
61-64	Very Agile §
65-68	Very Commanding §
69-72	Very Controlled §
73-76	Very Healthy §
77-80	Very Intuitive §
81-84	Very Quick §
85-88	Very Rational §
89-92	Very Sensitive §
93-96	Very Sharp §
97-100	Very Strong §

GREATER TALENTS

01-02	Assassin Training
03-04	Bane
05-06	Dispelling Touch
07-08	Enchanted Quality
09-12	Extremely Agile §
13-16	Extremely Commanding §
17-20	Extremely Controlled §
21-22	Extremely Graceful
23-26	Extremely Healthy §
27-30	Extremely Intuitive §
31-34	Extremely Quick §
35-38	Extremely Rational §
39-42	Extremely Sensitive §
43-46	Extremely Sharp §
47-50	Extremely Strong §
51-52	Facility with Armor
53-54	Hammer Hands
55-56	Lightning Reactions
57-59	Lycanthropy
60-61	Magical Immunity
62-63	Magical Training
64-65	Magically Intuition Tune
66-67	Martial Arts Training
68-69	Master of Magic †
70-71	Natural Athlete
72-74	Natural Physique
75-77	Natural Reserves †
78-79	Natural Weapons Master
80-81	Power Source
82-84	Quick/Quiet Stride
85-86	Scope †
87-88	Shape Changer
84-90	Sonic Attack
91-92	Sparkling Eyes
93-94	Spatial Skills †
95-96	Strong Wrists
97-98	Subconscious Preparation
99-100	Temporal Skills †

FLAWS SUMMARY

MINOR FLAWS

01-04	Absent Minded
05-08	Animal Bane
09-12	Blood Guilt §
13-16	Chivalrous
17-20	Dishonored Knight
21-24	Fearless §
25-28	Fragile Wrists
29-32	Inner Ear Problem
33-36	Lost a Finger
37-40	Lost Favor
41-44	Minor Fear §
45-48	Minor Trauma §
49-52	Orphan
53-56	Poor
57-60	Prejudice
61-64	Rain Trauma †
65-68	Scarred
69-72	Short of Breath
73-76	Superstitious
77-80	Tired Legs
81-84	Uncommon Allergy
85-88	Unfortunate Appearance
89-92	Vassal
93-96	Wanted Criminal
97-100	Cursed

MAJOR FLAWS

01-04	Clumsy
05-07	Cold Sensitive
08-10	Common Allergy
11-13	Wrath of the Gods
14-16	Dark Pact
17-19	Deep Sleeper
20-23	Forgetful
24-26	Heat Sensitive
27-30	Illogical
31-34	Innocuous
35-37	Locking Wrists
38-40	Magic Allergy
41-43	Magically Vulnerable
44-46	Major Fear §
47-49	Major Trauma §
50-52	Nose Bleeds
53-55	Passive
56-58	Power Burn
59-61	Psychotic Temper §
62-65	Sickly
66-69	Slow
70-72	Spasm §
73-75	Uncontrollable Strength §
76-79	Unfeeling
80-82	Unhealthy
83-86	Unintuitive
87-89	Unlucky
90-92	Visible Aura
93-96	Weak-willed
97-100	Weak

GREATER FLAWS

01-03	Distracted
04-06	Easily Charmed
07-10	Greater Trauma
11-13	Hemophilia
14-16	Loss of Vision
17-19	Lycanthropy
20-22	Magic Allergy
23-25	Magically Intolerant
26-28	Magically Susceptible
29-31	Memory Loss
32-34	No Endurance
35-37	Not Subtle
38-40	Oblivious
41-43	Open Door
44-46	Pain Intolerant
47-49	Power Blind
50-52	Slow Healer
53-55	Split Personality
56-58	Unmagical
59-61	Unwakeable
62-64	Very Clumsy
65-67	Very Common Allergy
68-70	Very Forgetful
71-73	Very Illogical
74-76	Very Innocuous
77-79	Very Sickly
80-82	Very Slow
83-85	Very Unfeeling
86-88	Very Unintuitive
89-91	Very Weak-willed
92-94	Weak
95-97	Weapon Bane
98-100	Weight Intolerant

SPECIAL FLAWS

01-04	Breaker
05-07	Complete Klutz
08-10	Disavowed Weapons
11-13	Easy Mark
14-16	Extremely Clumsy
17-19	Extremely Forgetful
20-22	Extremely Illogical
23-25	Extremely Innocuous
26-28	Extremely Sickly
29-31	Extremely Slow
32-34	Extremely Unfeeling
35-37	Extremely Unintuitive
38-40	Extremely Weak-willed
41-43	Fear of Armor
44-46	Fear of Magic
47-49	Hideous Appearance
50-52	Indecision
53-55	Lack of Range
56-58	Lack of Scope
59-61	Loss of Time
62-64	Magic Bane
65-67	Muddled Mind
68-70	Mute
71-73	Natural Wimp
74-76	Not Graceful
77-79	Off Balance
80-82	Part Animal §
83-85	Power Drain
86-88	Power Leakage
89-91	Shape Shifter §
92-94	Sloth
95-97	The Slain
98-100	Weak Musculature

A-5.1
THE TALENTS

This section presents four charts of the talents available (grouped by degree). Remember that each GM should examine these charts carefully. What we have classified as a Lesser talent may be a Major talent in some games. For example, being knighted may have no practical effect in some games (e.g., every minor nobleman knights every one of his sons—a lesser talent); in some games, being knighted could mean that you can gain the ear of the king if the situation is right (perhaps a Minor talent); while in other games, being knighted means you are an elite class of warrior and are deemed vastly important in the world (i.e., it's a Major talent).

Talents that are primarily keyed to spell users are marked with a †. Talents that are particular to a very cultured society are termed High-culture talents and are marked with a ‡.

LESSER TALENTS CHART

01-06	**Animal Friend:** You were reared around one species of animal and possess an intimate understanding of their habits, signals, ways of thinking, lifestyle, etc.
07-12	**Blessed:** The character is blessed by one or more deities. The exact effects of this are left to the GM's discretion.
13-18	**Conspiratorial Background:** You or your family is connected with an association of powerful individuals (e.g., a cult) intent upon seizing control of a large governmental body (e.g., empire, kingdom, etc.). They control assassins, rebels, and other subversive elements, as well as legitimate political and mercantile organizations. You carry an item or phrase of recognition employed by the group.
19-24	**Criminal Background:** You were reared in or around an organized guild/network of brigands. You carry an item or phrase of recognition associated with the group.
25-29	**Destiny Sense:** The character sometimes has glimpses into the future. Up to once per day (at the GM's discretion), the character will see into the near future (as per an *Intuitions V* spell).
30-35	**Equipper:** The character has a friend who can get him equipment of almost any type (short of enchanted).
36-41	**Favored:** The character has the favor of someone in the upper echelons of society. The exact effects of this should vary according to the society.
42-47	**Guilded Background:** Your family is connected with an association of merchants or craftsmen. You carry an item or phrase of recognition employed by the guild. ‡
48-53	**Impressive Scar:** You have a scar from a past experience that is impressive (and you probably have a great story to go with it—true or not). You have your Appearance lowered by d10. However, you have an equal positive modifier to your Presence stat bonus. For example, if you have a -2 to your Appearance, you will have a special +2 Presence stat bonus.
54-59	**Knighted:** The character has been knighted and is entitled to all the benefits of knighthood. The exact effects of this should vary according to the society. ‡
60-65	**Long Winded:** You have 10% more Exhaustion Points than normal.
66-71	**Mentor:** The character has a benevolent mentor who will help to train the character and otherwise assist the character.
72-77	**Multi-cultural:** You were raised in a multicultural environment (i.e., one parent was from one culture/race, while the other from a different culture/race—they raised you in both). If the cultures/races have different languages, you gain double the normal number of language ranks for Adolescent development, split evenly between the two culture/race's languages. You will also have double the normal amount of cultural lore skill ranks normally available.
78-83	**Royal Blood:** You possess royal blood (though perhaps very distant in relation).
84-89	**Very Attractive:** You have one body feature that is unnaturally attractive (i.e., beautiful eyes, perfect hair, etc.). Increase your Appearance by d10 (maximum of 101).
90-94	**Visions:** Sometimes the character has visions when he touches something that he has never touched before. If the character concentrates, there is a chance (GM's discretion) that he will receive a "vision" of some significant event in the object's past.
95-100	**Wealthy:** Your family is rich. You may take a free wealth roll with a special +20 modifier.

† — Talents that are primarily keyed to spell users.

‡ — Talents that are particular to a very cultured society (High-culture).

MINOR TALENTS CHART

01-04 **Agile:** A special +3 Agility stat bonus. §

05-08 **Animal Empathy:** A special +25 bonus to all skills (Riding, Mounted Combat, etc.) involving one specific type of animal (chosen by the GM). A special +5 to the Outdoor • Animal category.

09-12 **Commanding:** A special +3 Presence stat bonus. §

13-16 **Controlled:** A special +3 Self Discipline stat bonus. §

17-19 **Cook:** +50 on all attempts at cooking and preparing food (this does not allow preparation of medicines).

20-22 **Danger Sense:** The character is aware of any being within 10' that has hostile intentions towards him. The hostility must be specifically directed at the character and the being's hostility must be active (i.e., driving the being to perform aggressive actions) not passive (i.e., hate exists, but no action is planned).

23-26 **Disarming Skill:** A special +25 bonus to all attempts at disarming an opponent [e.g., Disarm Foe (Armed) skill, Disarm Foe (Unarmed) skill].

27-29 **Ensorcellment Cures:** If the character touches someone who suffering from a curse or disease brought on by a spell, the curse/disease must make an RR versus the character's level or be removed. This ability can only be used once per curse or disease.

30-33 **Healthy:** A special +3 Constitution stat bonus. §

34-37 **Inner Strength:** A special +25 bonus to Adrenal • Strength, Adrenal • Speed, Adrenal • Leaping, Adrenal • Landing, Adrenal • Quickdraw, and Adrenal: Balance.

38-41 **Intuitive:** A special +3 Intuition stat bonus. §

42-45 **Judge of Quality:** A special +25 bonus to all attempts at appraising the value of objects (this does not allow appraisal of magical value). This includes Appraisal, Evalutate Weapon, Evaluate Metal, Evaluate Stone, Evaluate Armor, and any other similar skill.

46-48 **Light Sleeper:** The character can make a Alertness static maneuver (without penalty) to awaken from sleep.

49-51 **Magical Awareness:** A special +10 bonus to all Power Awareness skills.

52-54 **Natural Archer:** All bow ranges are increased by 25%.

55-57 **Night Vision:** The character has +50' *Nightvision*. If the character already possessed *Nightvision* (due to racial ability), the range is increased by 50'. If the character did not possess *Nightvision*, he now has *Nightvision* at 50'. This ability does not enhance or change in any way the effects of a *Nightvision* spell.

58-60 **Odor Masking:** Within a 5'R of the character, all odors are masked. In addition, he leaves no odor or residual smell as he moves.

61-64 **Outdoorsman:** A special +25 bonus to the Outdoor • Environmental category.

65-68 **Quick:** A special +3 Quickness stat bonus. §

69-72 **Rational:** A special +3 Reasoning stat bonus. §

73-76 **Sensitive:** A special +3 Empathy stat bonus. §

77-80 **Sharp:** A special +3 Memory stat bonus. §

81-83 **Soothing Voice:** A special +10 bonus to all Influence skills and Basic Spell Attack Rolls for Calm spells.

84-86 **Springy Legs:** A special +15 bonus to all Athletic • Gymnastic skills.

87-89 **Strong Lungs:** The character can hold his breath for double the normal duration.

90-93 **Strong:** A special +3 Strength stat bonus. §

94-96 **Survival Instinct:** When parrying with 100% OB, you get an additional +25 to his DB.

97-100 **Tactician:** A special +25 bonus to any attempts to evaluate a tactical situation.

§ — A talent that gives a special bonus to a stat cannot be combined with another talent that gives a special stat bonus to the same stat. If another is randomly rolled, roll again.

† — Talents that are primarily keyed to spell users.

‡ — Talents that are particular to a very cultured society (High-culture).



MAJOR TALENTS CHART

01-04	**Acute Sense of Hearing:** A special +25 bonus to all attempts to perceive something by the sense of hearing alone. A special +10 bonus to all attempts to perceive something using hearing combined with other senses.
05-08	**Acute Sense of Smell:** A special +25 bonus to all attempts to perceive something by the sense of smell alone. A special +10 bonus to all attempts to perceive something using smell combined with other senses.
09-11	**Ambidextrous:** You suffer no penalty when using your "off" hand.
12-14	**Ethereal Sight:** By closing his eyes and concentrating for 2d10 rounds, the character can change his vision so that he can perceive invisible things (objects and creatures). This effect only lasts for 10d10 minutes and can only be used once per day. Using this ability does not interfere with normal vision.
15-17	**Fast Healer:** The character's normal recover rate from all wounds and damage is doubled.
18-20	**Look of Eagles:** While the character is in sight of allies, they gain a special +50 bonus to all RRs versus Fear and all morale checks.
21-23	**Lucky:** For this character, rolls are high open-ended for results from 95 to 100 (not just 96 to 100).
24-26	**Magically Resistant:** This character has a special +10 bonus to all RRs versus magic spells and effects.
27-29	**Magically Tolerant:** A special +25 bonus to all RRs versus a specific realm (selected by the GM).
30-32	**Natural Mage:** This character may add a special +10 bonus to all spell casting static maneuvers and attacks. †
33-35	**One Track Mind:** A special +25 bonus to the Self Control category.
36-38	**Portage:** All encumbrance penalties for this character are halved if the character has time to organize the load he is carrying.
39-41	**Power Sensitive:** A special +10 bonus to all Power Manipulation skills. †
42-45	**Sharp Eyes:** The character has an acute sense of all spatial relationships. A special +25 bonus to all attempts at finding irregularities in objects (non-living). A special +10 bonus to all Awareness • Searching skills.
46-48	**Specialized Weapon Master:** The character's primary (i.e., cheapest) weapon skill category cost is halved. For example, a Fighter would pay 1/3 for his primary weapon skill category, a Thief would pay 1/4 for his primary weapon skill category, a Rogue would pay 1/3 for his primary weapon skill category, etc.
49-51	**Stamina:** The character has double the normal number of Exhaustion Points.
52-54	**Strong Will:** A special +50 bonus to all RRs versus Sleep, Charm, and Fear effects (and all similar types of effects).
55-57	**Subtle:** A special +25 bonus to all attempts at Hiding and Stalking. In addition, you gain a special +10 to the Subterfuge • Stealth category.
58-60	**Tolerance:** The character can take 150% of his hits before falling unconscious. Note that he will still suffer from the penalties of being wounded (-40 for 101% to 125%, -50 for 126% to 150%). This bonus is replaced by the bonus gained from Frenzy.
61-64	**Very Agile:** A special +5 Agility stat bonus. §
65-68	**Very Commanding:** A special +5 Presence stat bonus. §
69-72	**Very Controlled:** A special +5 Self Discipline stat bonus. §
73-76	**Very Healthy:** A special +5 Constitution stat bonus. §
77-80	**Very Intuitive:** A special +5 Intuition stat bonus. §
81-84	**Very Quick:** A special +5 Quickness stat bonus. §
85-88	**Very Rational:** A special +5 Reasoning stat bonus. §
89-92	**Very Sensitive:** A special +5 Empathy stat bonus. §
93-96	**Very Sharp:** A special +5 Memory stat bonus. §
97-100	**Very Strong:** A special +5 Strength stat bonus. §

§ — A talent that gives a special bonus to a stat cannot be combined with another talent that gives a special stat bonus to the same stat. If another is randomly rolled, roll again.

† — Talents that are primarily keyed to spell users.

‡ — Talents that are particular to a very cultured society (High-culture).

GREATER TALENTS CHART

01-02	**Assassin Training:** Your cost for the Subterfuge • Attack category is halved.
03-04	**Bane:** The GM may select one race (not the character's own) against whom all attacks will deliver an additional Slaying critical.
05-06	**Dispelling Touch:** Any active spell on a target that the character touches must make an RR versus your level or be dispelled. Certain items may receive a bonus (GM's discretion).
07-08	**Enchanted Quality:** The cost to develop Open Lists (in your own realm) is halved.
09-12	**Extremely Agile:** A special +8 Agility stat bonus. §
13-16	**Extremely Commanding:** A special +8 Presence stat bonus. §
17-20	**Extremely Controlled:** A special +8 Self Discipline stat bonus. §
21-22	**Extremely Graceful:** This character gets a special +10 bonus to all moving maneuvers.
23-26	**Extremely Healthy:** A special +8 Constitution stat bonus. §
27-30	**Extremely Intuitive:** A special +8 Intuition stat bonus. §
31-34	**Extremely Quick:** A special +8 Quickness stat bonus. §
35-38	**Extremely Rational:** A special +8 Reasoning stat bonus. §
39-42	**Extremely Sensitive:** A special +8 Empathy stat bonus. §
43-46	**Extremely Sharp:** A special +8 Memory stat bonus. §
47-50	**Extremely Strong:** A special +8 Strength stat bonus. §
51-52	**Facility with Armor:** For every skill and category rank in the Armor group developed, the character gains two ranks.
53-54	**Hammer Hands:** The character may make Martial Arts • Strikes attacks with his bare hands and inflicts an Impact critical equal in severity to any normal critical delivered.
55-56	**Lightning Reactions:** This character has a special +5 DB, +5 OB, and may roll an extra die when checking for initiative (added to the normal dice rolled). See Section 18.1.
57-59	**Lycanthropy:** The character is a lycanthrope (of an animal type chosen by the GM—see *C&M* for full rules on lycanthropes). In addition, he has a special +25 bonus to Control Lycanthropy skill.
60-61	**Magical Immunity:** This character is naturally magical and has a +50 RR versus one specific realm (chosen by the GM).
62-63	**Magical Training:** This character gets 10 ranks in one base list. If the character is a Non spell caster, he may designate one open spell list (in his realm) as a base list (and develop it at a cost of 6/6/6).
64-65	**Magically In Tune:** All penalties for wearing armor while spell casting are halved.
66-67	**Martial Arts Training:** A special +25 bonus to the Martial Arts Group.
68-69	**Master of Magic:** All spell casting static maneuvers have a +20 modifier. †
70-71	**Natural Athlete:** A special +20 bonus to the Athletic Group. In addition, the character has 25% more exhaustion points than normal.
72-74	**Natural Physique:** A special +3 Hits per rank of Body Development.
75-77	**Natural Reserves:** A special +2 PPs per rank of Power Point Development. †
78-79	**Natural Weapons Master:** A special +15 bonus to the Weapon Group (all categories).
80-81	**Power Source:** All adders have +1 to their normal ability (e.g., a +1 adder becomes +2, a +2 adder becomes a +3 adder, etc.). All multipliers have 1 added to their ability (e.g., a x2 multiplier becomes a x3 multiplier, etc.).
82-84	**Quick/Quiet Stride:** A special +20 bonus to Stalking maneuvers, +2 ranks of Ambush, and a special +20 bonus to all maneuvers involving balance.
85-86	**Scope:** All spells cast by this character have double the normal area of effect. †
87-88	**Shape Changer:** The character is a shape changer. He may change is shape into a specific animal (chosen by the GM). The GM may require the character to take skill in Control Lycanthropy to control the change.
84-90	**Sonic Attack:** Once per day, the character can scream loud enough to shatter fragile glass (non-fragile glass must make an RR versus the character's level or crack/break) within 50' radius. All creatures capable of hearing within this radius, must make an RR (versus the character's level) or be stunned for 1 round per 5 failure. Sentient targets that cannot hear will still be aware of the scream.
91-92	**Sparkling Eyes:** A special +50 bonus to all Influence skills if the target can see the character's eyes.
93-94	**Spatial Skills:** All spells ranges are increased by 50%. †
95-96	**Strong Wrists:** A special +20 bonus to all throwing actions (including thrown weapon attacks as well as Martial Arts • Sweeps).
97-98	**Subconscious Preparation:** This character only suffers a -5 penalty for snap actions.
99-100	**Temporal Skills:** All spells you cast have double their normal duration. †

§ — A talent that gives a special bonus to a stat cannot be combined with another talent that gives a special stat bonus to the same stat. If another is rolled, roll again.

† — Talents that are primarily keyed to spell users.

‡ — Talents that are particular to a very cultured society (High-culture).

A-5.2
THE FLAWS

This section presents four charts for the flaws available (grouped by degree). Use the chart at the beginning of this section to determine which type of flaw to generate. Remember that flaws should always be randomly generated (by the GM, not the player).

Some flaws are marked with a §. This indicates that the character may (at the GM's discretion) develop skill in helping overcome the condition. This skill should be placed in the Self Control category (and a separate skill for each flaw would be required).

MINOR FLAWS CHART

01-04	**Absent Minded:** You are constantly losing things. Every week, there is a 5% chance that you have lost some piece of equipment.
05-08	**Animal Bane:** One specific type of animal will attack you on sight. It is possible (50% of the time) that this type of animal will hunt you if you are in its area.
09-12	**Blood Guilt:** Every time you deliver a serious injury to a person, there is a 10% chance that you will fall to the ground sobbing. §
13-16	**Chivalrous:** You will never strike the first blow in a battle (unless your opponent has struck an ally or innocent). You will attempt to stop wicked actions, but will not respond by striking, until such a time as you are forced to defend yourself.
17-20	**Dishonored Knight:** You were a knight at one time, but were dishonored and will be recognized by other knights (and maybe some noblemen) as a traitor to your vows.
21-24	**Fearless:** When you are aware of an enemy, you will usually charge into battle. The chance of losing control is (50% - (SD stat bonus x 3)%). §
25-28	**Fragile Wrists:** Every time you fall, leap, climb, hang, throw an object or attack with a melee weapon there is a 2% chance that you will sprain your wrist (stunned for d10 rounds, a special penalty of -50 for d10 days).
29-32	**Inner Ear Problem:** Anytime you are in the rain or have your head underwater, you will be deafened (operate at -30 and cannot hear anything) for d10 minutes.
33-36	**Lost a Finger:** You have lost your pinky finger in an accident.
37-40	**Lost Favor:** You were closely associated with someone in the upper echelons of society. However, you have lost the favor and this person will never support you (and perhaps hinder you whenever he or she can).
41-44	**Minor Fear:** Whenever you encounter a specific thing (of uncommon occurrence—e.g., a spider), there is a 50% chance that you will flee from the thing. If you do not flee, there is a 25% chance that you will fall into a coma-like state for d10 hours. §
45-48	**Minor Trauma:** You suffer from flashbacks that completely immobilize you (i.e., no voluntary actions) for d10 minutes. However, they only occur at uncommon triggers. For example, every time you see a horse eat an apple, etc. An attack upon you that delivers a critical will cause you to "snap" out of it. §
49-52	**Orphan:** You have no family and any records of your actual origins are inaccessible.
53-56	**Poor:** You start with half the normal amount of money. If you spend a background option for wealth, it represents money that you found or discovered recently.
57-60	**Prejudice:** You have extreme prejudice against all races that are not your own.
61-64	**Rain Trauma:** When it is raining, roll d100 for each 4 hour period that you are not in a completely enclosed space (i.e., no open windows, fully covered, etc.). If the result is 01 to 25, you cannot speak for that 4 hour period (or until the rain stops). †
65-68	**Scarred:** You have a very obvious scar. You have a special penalty of -d10 to your Appearance (with a minimum of a 1 stat).
69-72	**Short of Breath:** You have 10% less Exhaustion Points than normal.
73-76	**Superstitious:** You are very superstitious and will always take precautions to follow the demands of your superstition.
77-80	**Tired Legs:** You cannot walk for more than 5 hours without resting for at least 2 hours. If you do walk for more than 5 hours, there is a 25% chance that your legs will cramp (roll separately for each leg) for d10 hours (they will be completely useless).
81-84	**Uncommon Allergy:** You are allergic to something that is uncommon (e.g., coniferous plants, etc.—GM's discretion). If you are exposed to this type of thing for more than 1 minute, you will operate with a -20 penalty to all actions (due to runny nose and watery eyes) for d100 minutes.
85-88	**Unfortunate Appearance:** You have an unattractive appearance due to an unusual feature (i.e., bulbous nose, receding hairline, etc.). You have a special penalty of -d10 to both your Appearance and your Presence bonus (with a minimum of a 1 stat).
89-92	**Vassal:** You are a vassal to a Lord or Lady of a diametrically opposed alignment.
93-96	**Wanted Criminal:** You are wanted by one or more groups of people for committing crimes. You may or may not be guilty of the crimes (GM's discretion).
97-100	**Cursed:** You have been cursed by one or more deities. The exact effects of this are left to the GM's discretion.

§ — At the GM's discretion, the character may develop skill (in the Self Control category) at controlling this aspect of his character.

MAJOR FLAWS CHART

01-04	**Clumsy:** A special penalty of -3 to your Agility stat bonus.
05-07	**Cold Sensitive:** Whenever the surrounding temperature is below 40°, you are at -10 for each increment of 10° below 40.
08-10	**Common Allergy:** You are allergic to something that is common (e.g., pollen, common weeds, etc.—GM's discretion). If you are exposed to this type of thing for more than 1 minute, you will operate with a special penalty of -20 to all actions (due to runny nose and watery eyes) for d100 minutes.
11-13	**Wrath of the Gods:** You have incurred the wrath of one or more deities. The exact effects of this are left to the GM's discretion.
14-16	**Dark Pact:** You have made a deal with a dark/demonic force. This force will visit you at random times to remind you of the deal. This force will never help you in any way. The benefit gained from this past deal should be the character's most valuable talent.
17-19	**Deep Sleeper:** You cannot be awakened for the first hour of sleep.
20-23	**Forgetful:** A special penalty of -3 to your Memory stat bonus.
24-26	**Heat Sensitive:** Whenever the surrounding temperature is above 80°, you are at -10 for each increment of 10° over 80°.
27-30	**Illogical:** A special penalty of -3 to your Reasoning stat bonus.
31-34	**Innocuous:** A special penalty of -3 to your Presence stat bonus.
35-37	**Locking Wrists:** Whenever you strike something, there is a 5% chance that your wrist will lock up completely (a special penalty of -100 to all actions with wrist movement).
38-40	**Magic Allergy:** Whenever you try to use magic (either from a spell or an item) from one realm (chosen by the GM, but should not be the character's chosen realm), there is a 50% chance that you will fall to the ground in convulsions (a special penalty of -d100 to all actions for d10 rounds). If someone uses magic from this realm and you are near them (within 10') there is a 10% chance that you will suffer the same effects.
41-43	**Magically Vulnerable:** All spells cast against you have +10 added to their attack rolls.
44-46	**Major Fear:** Whenever you encounter a specific thing (of common occurrence—e.g., women), there is a 50% chance that you will flee from the thing. If you do not flee, there is a 25% chance that you will fall into a coma-like state for d10 hours. §
47-49	**Major Trauma:** You suffer from flashbacks that can completely immobilize you (i.e., no voluntary actions) for d10 minutes. They only occur at common triggers. For example, every time a bell chimes, etc. §
50-52	**Nose Bleeds:** You are sensitive to altitudes. For every 1,000' above sea level, you operate with a special penalty of -5 to all actions (due to sinus pressure and nose bleeds).
53-55	**Passive:** You will suffer a -15 to all OBs until you get "worked up." The chance of getting worked up is 25% + (SD stat bonus x3)% and may be checked in each round of combat. For every round after the chance is increased by 5% (cumulative).
56-58	**Power Burn:** For every PP you expend, you take one concussion hit of damage.
59-61	**Psychotic Temper:** You will usually respond to an insult or offense with an vicious and brutal attack. The chance of losing control is (50% - (SD stat bonus x 3)%). §
62-65	**Sickly:** A special penalty of -3 to your Constitution stat bonus.
66-69	**Slow:** A special penalty of -3 to your Quickness stat bonus.
70-72	**Spasm:** Anytime you roll a 66, you experience a spasm: take d10 hits and are immobilized for d10 rounds. §
73-75	**Uncontrollable Strength:** You have a problem with uncontrollable fits of strength. Whenever you experience extremes of emotion (love, happiness, hate, etc.), there is a 10% chance that you will receive triple your normal Strength stat bonus for 1 round. This could result in the character constantly crushing and hurting those he cares about (i.e., loves), severely mauling those who insult him, etc. §
76-79	**Unfeeling:** A special penalty of -3 to your Empathy stat bonus.
80-82	**Unhealthy:** Every week, there is a 2% chance that you will break out in a rash and be sick. You will suffer a special penalty of -20 to all actions and your Appearance and Presence will be halved (due to rashes and swelling).
83-86	**Unintuitive:** A special penalty of -3 to your Intuition stat bonus.
87-89	**Unlucky:** All Open-Ended Low rolls begin on a 01 to 06 (instead of 01 to 05).
90-92	**Visible Aura:** Whenever you experience an extreme of emotion (happiness, anger, etc.), you glow with an aura that gives off light equivalent to a campfire.
93-96	**Weak-willed:** A special penalty of -3 to your Self Discipline stat bonus.
97-100	**Weak:** A special penalty of -3 to your Strength stat bonus.

§ — At the GM's discretion, the character may develop skill (in the Self Control category) at controlling this aspect of his character.

GREATER FLAWS CHART

01-03	**Distracted:** A special penalty of -25 to the Self Control category.
04-06	**Easily Charmed:** A special penalty of -50 to all RRs versus Sleep, Charm, and Fear effects (and similar types of effects).
07-10	**Greater Trauma:** You suffer from flashbacks that completely immobilize you (no voluntary actions) for d10 rounds. They only occur at very common triggers. For example, every time a horse rides by, etc.
11-13	**Hemophilia:** All bleeding wounds are doubled (i.e. a 2 per round bleeder becomes a 4 per round bleeder). In addition, all non-bleeding criticals have a 50% chance of delivering a 1 per round bleeder.
14-16	**Loss of Vision:** Whenever you are struck by a blow, there is a 5% chance that you will lose your sight for d10 minutes.
17-19	**Lycanthropy:** You suffer from a wild lycanthropic strain. All attempts to control this condition have a -50 penalty.
20-22	**Magic Allergy:** Whenever you try to use magic (from a spell or an item) from either of two realms, there is a 50% chance that you will fall and have convulsions (a special penalty of -d100 to all actions for d10 rounds). The GM should select the realms to which you are allergic (if you are not a Hybrid, it will be the two realms that are not your own). If someone uses magic from this realm and you are near them (within 10') there is a 10% chance that you will suffer the same effects.
23-25	**Magically Intolerant:** A special penalty of -25 to all RRs versus one specific realm of magic (selected by the GM).
26-28	**Magically Susceptible:** A special penalty of -15 to all RRs versus spells and spell effects.
29-31	**Memory Loss:** Once per month, for a week, you will suffer random memory loss (losing d10 hours of memory every day for that week).
32-34	**No Endurance:** Half the normal number of Exhaustion Points available.
35-37	**Not Subtle:** A special penalty of -15 to all attempts at Hiding and Stalking. In addition, you suffer a special penalty of -10 to the Subterfuge • Stealth category.
38-40	**Oblivious:** You have a special penalty of -15 to the Awareness group (all categories within that group).
41-43	**Open Door:** You are subject to demonic possession. There is a 2% chance per week that you will be possessed by a minor demon (though extraordinarily strong). You are aware of this situation and the fact that it will last for 2d10 hours. This is always preceded by an event (e.g., you have nightmares about killing your friends, etc.). This event occurs repeatedly during the d10 days before the possession.
44-46	**Pain Intolerant:** You fall unconscious after taking 50% of your normal hits.
47-49	**Power Blind:** A special penalty of -10 to the Power Awareness category.
50-52	**Slow Healer:** All healing times for wounds and damage is doubled.
53-55	**Split Personality:** You have 1-3 "other" personalities. All physical characteristics (appearance, hair color, eye color) should remain the same, but stats, skills, etc. should be different. At random times, you will shift personality (GM's discretion).
56-58	**Unmagical:** You have a -10 to all spell casting attempts and attempts to use magical items that must be activated.
59-61	**Unwakeable:** Cannot be awakened while sleeping (this includes meditation). The character must sleep for 6 hours every night (or meditate for 6 hours).
62-64	**Very Clumsy:** A special penalty of -5 to your Agility stat bonus.
65-67	**Very Common Allergy:** You are allergic to something that is very common (e.g., dust, common grass, etc.—GM's discretion). If you are exposed to this type of thing for more than 1 minute, you will operate at a special penalty of -20 to all actions (due to runny nose and watery eyes) for d100 minutes.
68-70	**Very Forgetful:** A special penalty of -5 to your Memory stat bonus.
71-73	**Very Illogical:** A special penalty of -5 to your Reasoning stat bonus.
74-76	**Very Innocuous:** A special penalty of -5 to your Presence stat bonus.
77-79	**Very Sickly:** A special penalty of -5 to your Constitution stat bonus.
80-82	**Very Slow:** A special penalty of -5 to your Quickness stat bonus.
83-85	**Very Unfeeling:** A special penalty of -5 to your Empathy stat bonus.
86-88	**Very Unintuitive:** A special penalty of -5 to your Intuition stat bonus.
89-91	**Very Weak-willed:** A special penalty of -5 to your Self Discipline stat bonus.
92-94	**Weak:** A special penalty of -5 to your Strength stat bonus.
95-97	**Weapon Bane:** All weapon costs, except for your primary category (i.e., the category with the lowest development point costs), are doubled.
98-100	**Weight Intolerant:** All encumbrance penalties are doubled.

§ — At the GM's discretion, the character may develop skill (in the Self Control category) at controlling this aspect of his character.

SPECIAL FLAWS CHART

01-04	**Breaker:** All breakage numbers for any equipment you handle are increased by one. In addition, all breakage checks for equipment that you are using suffer a special -15 penalty.
05-07	**Complete Klutz:** Skill categories in the Martial Arts group have a special penalty of -25.
08-10	**Disavowed Weapons:** A special -15 penalty to skill categories in the Weapons group.
11-13	**Easy Mark:** Every time someone uses Ambush against you, they receive a special +15 modifier to their Ambush skill. In addition, they receive an extra 3 ranks when adjusting any critical against you.
14-16	**Extremely Clumsy:** A special penalty of -8 to your Agility stat bonus.
17-19	**Extremely Forgetful:** A special penalty of -8 to your Memory stat bonus.
20-22	**Extremely Illogical:** A special penalty of -8 to your Reasoning stat bonus.
23-25	**Extremely Innocuous:** A special penalty of -8 to your Presence stat bonus.
26-28	**Extremely Sickly:** A special penalty of -8 to your Constitution stat bonus.
29-31	**Extremely Slow:** A special penalty of -8 to your Quickness stat bonus.
32-34	**Extremely Unfeeling:** A special penalty of -8 to your Empathy stat bonus.
35-37	**Extremely Unintuitive:** A special penalty of -8 to your Intuition stat bonus.
38-40	**Extremely Weak-willed:** A special penalty of -8 to your Self Discipline stat bonus.
41-43	**Fear of Armor:** All costs to develop Armor skills are doubled.
44-46	**Fear of Magic:** You have no base lists and can only develop Open spell lists.
47-49	**Hideous Appearance:** You are hideous to view and have a skewed visage. Every person who sees your uncovered face must make an RR or be struck with fear. You have a -50 to all interaction and influence rolls. This penalty applies even if the person you are interacting with cannot see you (your slurred speech and general appearance and stench cause this).
50-52	**Indecision:** This character suffers an a special additional penalty of -30 for all snap actions.
53-55	**Lack of Range:** All spell casting ranges and missile fire ranges are halved.
56-58	**Lack of Scope:** All spells cast by this character have half their normal area of effect (rounded up). For example, a spell that affects 1 target will still affect 1 target; but a spell that affects a 10'R would only affect a 5'R.
59-61	**Loss of Time:** All spell durations for spells cast by this character are halved.
62-64	**Magic Bane:** All costs to develop spells are doubled.
65-67	**Muddled Mind:** All spell casting attempts suffer a special -20 penalty.
68-70	**Mute:** You cannot talk at all. You will suffer the normal penalties for not speaking while casting spells.
71-73	**Natural Wimp:** A special -20 penalty to skill categories in the Athletic group. In addition, the character has 25% fewer exhaustion points than normal.
74-76	**Not Graceful:** A special -10 penalty to all moving maneuvers.
77-79	**Off Balance:** A special penalty of -30 to Stalking maneuvers, and a special penalty of -30 to all maneuvers involving balance.
80-82	**Part Animal:** One of your parents was a wild animal (of a type chosen by the GM). You were blessed (or cursed) with normal intelligence and raised by your non-animal parent and have a normal physical appearance. However, your animal nature sometimes surfaces and you lose all control of yourself. The exact effects of this should vary according to the animal type (and is subject to the GM's discretion). For example, if you are part dog, you might always have to "mark" your territory, or stop at every tree, etc. §
83-85	**Power Drain:** For you, all adders have -1 applied to their normal ability (i.e., a +2 adder becomes a +1 adder, a +1 adder does nothing). In addition, all multipliers have their potency lowered by 1 (i.e., a x3 multiplier becomes a x2 multiplier, a x2 multiplier does nothing).
86-88	**Power Leakage:** -2 PPs per rank of Power Point Development.
89-91	**Shape Shifter:** Once per week, there is a 5% chance that you will change into an animal for d10 days (do not roll for a change during this time). The animal will be random, but is always small and non-threatening. §
92-94	**Sloth:** You have a special penalty of -5 to all OBs, and a special penalty of -5 to DB, and a special penalty of -5 to all initiative rolls.
95-97	**The Slain:** All criticals delivered by a specific race (not the character's own, chosen by the GM) are Slaying against you.
98-100	**Weak Musculature:** -3 Hits per rank of Body Development.

§ — At the GM's discretion, the character may develop skill (in the Self Control category) at controlling this aspect of his character.

TRAINING PACKAGES

A training package is a group of benefits (and sometimes disadvantages) that can be developed using development points. The skills and abilities gained through a package represent long periods of exposure or training (sometimes years). If these packages are developed after Apprentice level, the character should be required to spend time in training (the exact time will vary from package to package).

There are two different types of training packages: Vocational and Lifestyle. Most of the time, a character may have only one Lifestyle training package (GM discretion). However, he can have as many vocational training packages as he can afford to purchase.

VOCATIONAL TRAINING PACKAGES

These training packages represent specific occupations in which a character may become proficient. He will gain groups of skills and abilities that would necessarily be developed if the character were in the occupation.

For example, if the character were a member of the City Guard, he would have to know a little about how to get around in the city (as well as have some skill with weapons). The training packages that are vocational are given the type "V" in the master list.

LIFESTYLE TRAINING PACKAGES

These training packages represent groups of skills and abilities that would be gained by living a particular lifestyle. Lifestyle packages should be hard to acquire, and take long periods of time when they are allowed.



For example, a character who spends most of his life around animals might develop the Animal Friend package to represent the animal skills he would have gained. The lifestyle training packages are given the type "L" in the master list.

TRAINING PACKAGE ENTRIES

Each training package gives a character one or more of the following benefits/disadvantages. In addition, each training package costs a different number of development points (based upon the character's profession)

- **Time to Acquire:** This is the amount of time the character needs to train before gaining the benefits of the package. This time should be modified by a percentage equal to triple the character's SD stat bonus (expressed as a percentage).

  Example: *If a character has a +5 SD stat bonus, he would gain the benefits of a training package 15% earlier than someone with a +0 SD bonus (i.e., 85% of the normal time). However, if the character has a -5 SD stat bonus, he would take 15% longer to gain the benefit (i.e., 115% of the normal time).*

  For starting characters, total the amount of time spent in training packages and add it to the normal starting age to determine the starting age of the character (see Section 17.1).
- **Starting Money:** Some occupations (or lifestyles) have more or less starting money than others. Most packages list a modification to the "normal" starting money. This includes the starting type of coins (silver, gold, bronze, etc.). For example, if the normal starting money is 10 silver, the Adventurer package would have 10 silver plus d10 (open-ended) silver.

  Note: *There is one notation unique to the packages: d10 (open-ended). This means roll d10; if the result is 1 to 9, keep the result; if the result is a d10, roll d10 again and add it to 9; continue until a 10 is not the result.*

  If the training package is developed after Apprentice level, the starting money does not apply. When generating starting money, either the GM should make the rolls; or the player can simply take 51 (for each d100 roll) or 6 (for each d10 roll).
- **Special:** The GM should make a d100 roll (open-ended) for each item, adding the number in parentheses after the item (the items should be rolled for in the order that they are presented). If the result is over 100, the character gains the special item or quirk. After successfully gaining one item, the chances of gaining any further items is halved (i.e., the number in parentheses is halved). After successfully gaining another item, the next chance is halved again (repeating each time an item is gained). If no items are gained, the last item in the list is automatically gained (if the GM is unavailable to roll, the player should take the last item). If the package is developed after Apprentice level, the benefits gained here may be inappropriate (GM's discretion).

Note: *The GM may choose to allow every character who develops a training package to have the last item in the list (even if previous items were gained).*

- **Skill and Skill Category Ranks:** All packages give some skill ranks and/or skill category ranks to the character. These skill ranks represent special training that comes with the occupation or lifestyle. Occasionally, the package will list Weapon/Attack. This means that the character can choose either a weapon skill rank or martial arts attack skill rank. In addition, a Training Package **cannot** raise a skill rank above 10th rank.

  Example: *Kohrist takes the City Guard training package. This package awards him 2 ranks in 1-H Edged Weapons. However, he already has 9 ranks; this means that he only gains 1 more rank from the training package.*

- **Stat Gains:** Some Training Packages allow the character to make extra stat gain rolls. This section shows which stats get the extra rolls.
- **Cost by Profession:** This section shows how much the Training Package costs (in development points) for each profession. Note that some Training Packages have a cost listed with a † and a number in parentheses. This indicates that the Training Package in not normally available, but if the GM decides to allow it, the cost in parenthesis should be used.

GAINING TRAINING PACKAGES LATER

A GM may decide to allow characters to develop training packages after their Apprenticeship level. If so, the proper amount of time must be spent (as indicated in the Time to Acquire entry). The time must be continuous and uninterrupted by any major activities (i.e., the character must spend 8 hours a day for the indicated duration working on the training package). In addition, he must spend the appropriate number of development points (as indicated in the cost entry). In return, he will gain all of the skills listed with the package. The GM should decide how much money the character has gained (i.e., do not use the Starting Money entry; this is for starting characters only). Remember that a training package cannot raise any skill rank above the 10th rank. However, after Apprenticeship level, it is possible to gain another Lifestyle training package (though only one Lifestyle change should be allowed per level).

GMs might want to require the player to role play through some (or all) of the time spent gaining a Training Package. This could result in many interesting adventures. In addition, if the character decides to purchase a Lifestyle Training Package, he should demonstrate a change in his lifestyle.

Example: *If Blackoak the Druid wants to get the Animal Friend Training Package after his Apprenticeship, he should spend a lot of time helping animals and befriending animals.*



A-6.1
ADVENTURER (L)

This is the character who seeks his fame and fortune by exploration and taking risks with his own life. The adventurer is at home in most types of habited places as well as many kinds of wilderness locales.

Time to Acquire: 24 months

Starting Money: normal + d10 (open-ended)

Special:

Weapon (+10 non-magic)	30
Armor (+10 non-magic)	30
Other Equipment (+5 non-magic)	30
Spell Adder (+1) **or** Daily I Item (1st level spell)	30
Choice of weapon or armor (+5 non-magic)	0

Category or Skill	**# of ranks**
Body Development skill category	0
Body Development	1
Weapon/Attack skill category (choice)	1
Weapon/Attack (choice)	1
Athletic • Gymnastic skill category	2
Climbing	1
Athletic • Endurance skill category	2
Swimming	1
Awareness • Perception skill category	0
Alertness	2
Awareness • Searching skill category	2
Observation	1
Power Awareness skill category	1
Attunement	1
Technical/Trade • General skill category	1
First Aid	1

Stat Gains: choice of two different stats

Cost by Profession

Fighter	29	Lay Healer	31
Thief	29	Healer	31
Rogue	29	Mystic	32
Warrior Monk	29	Sorcerer	34
Layman	29	Ranger	29
Magician	34	Paladin	31
Illusionist	33	Monk	29
Cleric	32	Dabbler	29
Animist	31	Bard	29
Mentalist	31	Magent	29

A-6.2
AMATEUR MAGE (L)

The Amateur Mage studies magic in his off-time. He is intrigued by the powers of magic and wants to know more.

Time to Acquire: 53 months

Starting Money: normal

Special:

Spell adder (+2)	50
Daily II item (casting a 3rd level spell)	50
Daily I item (casting a 5th level spell)	40
Spell multiplier (x2)	10
Spell adder (+1)	0

Category or Skill	**# of ranks**
Spells • Own Realm, Open List skill category	0
choice of up to three skills	3 (total)
Lore • Magical skill category	2
choice of one skill	2
Lore • Technical skill category	1
choice of one skill	1
Power Awareness skill category	2
Attunement	1
Reading Runes	1

Stat Gains: one realm stat, Memory

Cost by Profession

Fighter	43	Lay Healer	26
Thief	37	Healer	26
Rogue	36	Mystic	26
Warrior Monk	40	Sorcerer	26
Layman	32	Ranger	31
Magician	24	Paladin	32
Illusionist	24	Monk	30
Cleric	26	Dabbler	29
Animist	26	Bard	29
Mentalist	26	Magent	30





A-6.3
ANIMAL FRIEND (L)

Generally a loner, except for his animal friends, this type of character spends a great deal of time in the wilderness.

Time to Acquire: 102 months

Starting Money: normal

Special:

Wolf friend	20
Wild cat friend	30
Raccoon friend	40
Ferret friend	40
Owl friend	40
Pigeon friend	50
Snake friend	30
Normal dog friend (mutt)	0

Category or Skill	**# of ranks**
Outdoor • Environmental skill category	2
choice of up to two skills	2 (total)
Outdoor • Animal skill category	4
choice of up to three skills	4 (total)
Lore • General skill category	4
Fauna Lore	2
Flora Lore	1
Region Lore	1
Awareness • Searching skill category	2
Reading Tracks	1
Tracking	1
Subterfuge • Stealth skill category	2
Stalking	1
Hiding	1

Stat Gains: Empathy

Cost by Profession

Fighter	26	Lay Healer	33
Thief	26	Healer	33
Rogue	24	Mystic	30
Warrior Monk	28	Sorcerer	33
Layman	28	Ranger	22
Magician	33	Paladin	30
Illusionist	31	Monk	28
Cleric	31	Dabbler	28
Animist	22	Bard	28
Mentalist	33	Magent	26

A-6.4
ASSASSIN (V)

A professional, hired by someone to kill someone else. This occupation is perhaps one of the most dangerous. However, it is possible that an assassin can be owed favors by one or more people in high ranking positions in society (denoted by "High ranking favor" below).

Time to Acquire: 30 months

Starting Money: normal + d10

Special:

Hand weapon (+10 non-magical)	50
Missile weapon (+10 non-magical)	50
2d10 missiles (+10 non-magical)	50
Underworld contacts	30
High ranking favor	20
High ranking favor	20
High ranking favor	20
High ranking favor	20
Reliable safe house (place of hiding)	0

Category or Skill	**# of ranks**
Subterfuge • Stealth skill category	2
choice of up to two skills	2 (total)
Subterfuge • Mechanics	1
choice of one skill	1
Weapon/Attack skill category (choice)	1
Weapon/Attack skill (choice)	1
Subterfuge • Attack skill category	0
choice of up to two skills	3 (total)
Awareness • Senses skill category	1
choice of one skill	1
Special Attacks skill category	0
choice of one skill	2

Stat Gains: none

Cost by Profession

Fighter	25	Lay Healer	38
Thief	16	Healer	40
Rogue	20	Mystic	37
Warrior Monk	25	Sorcerer	41
Layman	28	Ranger	26
Magician	40	Paladin	† (34)
Illusionist	36	Monk	29
Cleric	38	Dabbler	27
Animist	34	Bard	31
Mentalist	37	Magent	24

A-6.5
BERSERKER (L)

A berserker is trained to lose control of his normal sensibilities in battle and become a fierce killing machine.

Time to Acquire: 64 months

Starting Money: normal

Special:

Hand weapon (+10 non-magic)	50
Hand weapon (+5 non-magic)	50
Two-handed weapon	0

Category or Skill	**# of ranks**
Self Control skill category	4
Frenzy	4
Weapon Skill Category #1	3
choice of two skills	3 (total)
Weapon Skill Category #2	1
choice of one weapon skill	1
Body Development skill category	0
Body Development	1

Stat Gains: Strength

Cost by Profession

Fighter	22	Lay Healer	34
Thief	26	Healer	42
Rogue	26	Mystic	44
Warrior Monk	28	Sorcerer	44
Layman	28	Ranger	28
Magician	45	Paladin	26
Illusionist	45	Monk	31
Cleric	36	Dabbler	29
Animist	36	Bard	29
Mentalist	34	Magent	28

Note: *No more than two ranks may be allocated to any one weapon skill.*



A-6.6
BURGLAR (V)

A burglar makes his living stealing goods from peoples homes or businesses. They ply their trade around heavily populated areas and then move on to another area.

Time to Acquire: 33 months

Starting Money: normal plus d10 (open-ended)

Special:

Stolen jewelry (worth 10d10 sp)	50
Stolen gems (worth 10d10 sp)	50
Stolen piece of art (worth 10d10 sp)	50
Lockpick kit (+10 non-magic)	30
Disarm trap kit (+10 non-magic)	30
Reliable fencing contacts	20
Lockpicks and disarm trap kit (+5 non-magic)	0

Category or Skill	**# of ranks**
Subterfuge • Mechanics skill category	2
choice of up to two skills	2 (total)
Athletic • Gymnastic skill category	2
Climbing	1
choice of one skill	1
Weapon/Attack skill category	1
Weapon/Attack skill	1
Lore • General skill category	2
Culture Lore (specific city)	1
Heraldry	1
Lore • Technical skill category	2
Lock Lore	2

Stat Gains: none

Cost by Profession

Fighter	21	Lay Healer	29
Thief	16	Healer	30
Rogue	19	Mystic	30
Warrior Monk	20	Sorcerer	31
Layman	23	Ranger	26
Magician	31	Paladin	† (28)
Illusionist	31	Monk	22
Cleric	30	Dabbler	21
Animist	30	Bard	25
Mentalist	29	Magent	21

A-6.7
CITY GUARD (V)

Almost every urban area has some sort of paid police force. These character are in charge of making sure that the city remains free of bedlam in the streets. If a promotion is gained (in the Special section), the character has been promoted in the ranks (more promotions equate to higher ranks).

Time to Acquire: 25 months

Starting Money: normal plus d10

Special:

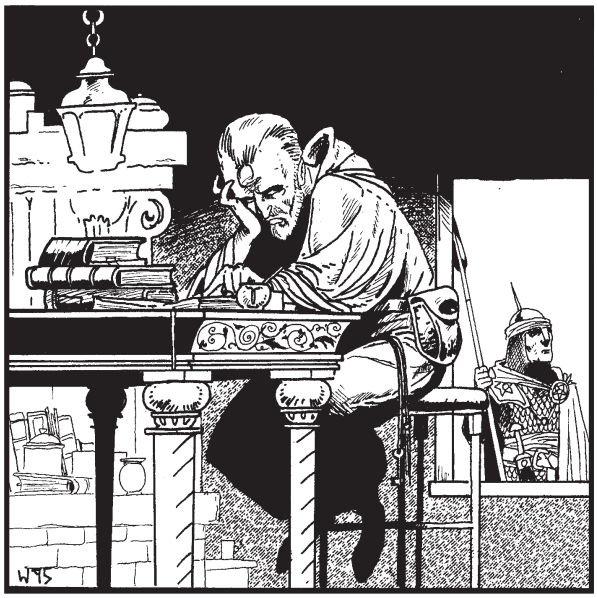
Useful city contacts	20
Useful underworld contacts	20
Promotion	50
Promotion	40
Promotion	30
Weapon (+10 non-magic)	10
Weapon (+5 non-magic)	0

Category or Skill	**# of ranks**
Weapon skill category (GM assigned)	2
choice of 1 skill	2
Body Development skill category	0
Body Development	1
Urban skill category	1
Streetwise	1
Awareness • Searching skill category	1
Observation	1
Lore • General skill category	1
Heraldry	1
Technical/Trade • General skill category	1
First Aid	1

Stat Gains: none

Cost by Profession

Fighter	15	Lay Healer	28
Thief	17	Healer	29
Rogue	16	Mystic	30
Warrior Monk	23	Sorcerer	31
Layman	20	Ranger	20
Magician	31	Paladin	20
Illusionist	31	Monk	25
Cleric	28	Dabbler	20
Animist	27	Bard	21
Mentalist	29	Magent	20



A-6.8
CLOISTERED ACADEMIC (L)

The cloistered academic spends his days locked away from the rest of the world, embroiled in his learning. Books are his life. If he is close to anyone, it will usually only be a small pet. Even servants and others living in the same household are largely ignored.

Time to Acquire: 95 months

Starting Money: normal

Special:

Patron (provides financial support)	40
Book (+10 non-magic to a specific lore)	30
Book (+10 non-magic to a specific lore)	30
Book (+10 non-magic to a specific lore)	30
Book (+10 non-magic to a specific lore)	30
Book (+10 non-magic to a specific lore)	30
Pet (small animal)	0

Category or Skill	**# of ranks**
Lore • General skill category	4
choice of up to four skills	4 (total)
Lore • Technical skill category	3
choice of up to three skills	3 (total)
Lore • Magical skill category	1
choice of one skill	1
Science/Analytic • Basic skill category	2
Research	1
choice of one skill	1
Communications skill category	3
one written language	3

Stat Gains: none

Cost by Profession

Fighter	29	Lay Healer	24
Thief	29	Healer	24
Rogue	29	Mystic	20
Warrior Monk	29	Sorcerer	24
Layman	26	Ranger	28
Magician	24	Paladin	28
Illusionist	23	Monk	28
Cleric	24	Dabbler	25
Animist	24	Bard	22
Mentalist	24	Magent	24

A-6.9
CON MAN (V)

The lure of quick money often draws street urchins into the realm of the Con Man. The Con Man is adept at setting people up to rip them off. He often has several identities that he can assume (and proper papers to back up the identities).

Time to Acquire: 32 months

Starting Money: normal + d10 (open-ended)

Special:

Underworld contacts	30
Favor from an underworld figure	20
Fake identification (+30 Duping)	20
Investment (2d10 sp per year)	10
Fake identification (+15 Duping)	0

Category or Skill	**# of ranks**
Awareness • Searching skill category	1
Lie Perception	1
Influence skill category	3
Duping	2
choice of one skill	1
Subterfuge • Stealth skill category	2
choice of up to two skills	2 (total)
Technical/Trade • General skill category	1
Begging	1
Urban skill category	1
choice of one skill	1

Stat Gains: none

Cost by Profession

Fighter	21	Lay Healer	28
Thief	18	Healer	28
Rogue	18	Mystic	19
Warrior Monk	22	Sorcerer	28
Layman	21	Ranger	20
Magician	27	Paladin	† (25)
Illusionist	25	Monk	22
Cleric	26	Dabbler	19
Animist	24	Bard	19
Mentalist	27	Magent	14

A-6.10
CRAFTER (V)

Many people are good with their hands and have the desire to create things. This training package represents all those people; from the blacksmith, to the coppersmith, to the jeweler.

Time to Acquire: 28 months

Starting Money: normal + d10 (open-ended)

Special:

Exceptional crafted work (10d10 sp)	50
Exceptional crafted work (8d10sp)	50
Exceptional crafted work (6d10 sp)	50
Exceptional crafted work (4d10 sp)	50
Exceptional crafted work (2d10 sp)	50
Set of fine crafting tools (+15 to a specific craft)	40
Set of good crafting tools (+10 to a specific craft)	30
Set of crafting tools (+5 to a specific craft)	0

Category or Skill	**# of ranks**
Technical/Trade • General skill category	3
choice of up to three skills	3 (total)
Technical/Trade • Vocational skill category	0
choice of up to two skills	2 (total)
Craft skill category	0
choice of up to three skills	3 (total)

Stat Gains: none

Cost by Profession

Fighter	24	Lay Healer	24
Thief	24	Healer	24
Rogue	24	Mystic	24
Warrior Monk	24	Sorcerer	24
Layman	24	Ranger	24
Magician	24	Paladin	24
Illusionist	24	Monk	24
Cleric	24	Dabbler	24
Animist	24	Bard	24
Mentalist	24	Magent	24



A-6.11
CRUSADING ACADEMIC (L)

Having spent years studying, the Crusading Academic now has a cause and is ready to tell the world about it. He is ready to travel the world, meet new people, and see strange places.

Time to Acquire: 110 months

Starting Money: normal

Special:

Weapon (+10 non-magic)	30
Book (+10 non-magic to a specific lore)	20
Book (+10 non-magic to a specific lore)	20
A token/sigil recognized by scholars	50
Riding horse/beast	0

Category or Skill	# of ranks
Influence skill category	2
Public Speaking	2
Communications skill category	5
choice of up to 5 languages spoken	5 (total)
Lore • General skill category	4
Culture Lore (up to two cultures)	2
choice of up to two skills	2 (total)
Lore • Technical skill category	2
choice of up to two skills	2 (total)
Weapon/Attack skill category	1
Weapon/Attack skill	1
Outdoor • Environmental skill category	1
choice of one skill	1

Stat Gains: none

Cost by Profession

Fighter	29	Lay Healer	28
Thief	29	Healer	29
Rogue	29	Mystic	26
Warrior Monk	29	Sorcerer	30
Layman	28	Ranger	29
Magician	30	Paladin	29
Illusionist	29	Monk	29
Cleric	29	Dabbler	28
Animist	29	Bard	24
Mentalist	28	Magent	24

A-6.12
CUT PURSE (V)

A specialized type of thief, the Cut Purse works the streets. He is particularly adept at watching crowds and determining who should have the heaviest pockets.

Time to Acquire: 37 months

Starting Money: normal + d10 (open-ended)

Special:

Stolen jewelry (worth 10d10 sp)	50
Stolen gems (worth 10d10 sp)	50
Stolen document (e.g., map, deed, etc.)	50
Disguise kit (+10 non-magic)	40
Reliable fencing contacts	30
Underworld contacts	0

Category or Skill	# of ranks
Subterfuge • Stealth skill category	4
Picking Pockets	2
choice of up to 2 skills	2 (total)
Urban skill category	3
choice of up to 2 skills	3 (total)
Athletic • Gymnastic skill category	1
choice of one skill	1
Awareness • Perception skill category	0
Alertness	2
Awareness • Searching skill category	1
Observation	1

Stat Gains: none

Cost by Profession

Fighter	24	Lay Healer	33
Thief	15	Healer	34
Rogue	15	Mystic	26
Warrior Monk	25	Sorcerer	34
Layman	25	Ranger	24
Magician	32	Paladin	† (33)
Illusionist	29	Monk	26
Cleric	32	Dabbler	20
Animist	30	Bard	25
Mentalist	32	Magent	18





A-6.13
DETECTIVE (V)

A detective is the character who investigates a mysterious happening. This could be a member of the city guard or a specialist called upon when needed. A detective is rarely found outside an urban environment unless he is seeking clues to the current case.

Time to Acquire: 33 months

Starting Money: normal

Special:

Contacts in a city's administration	40
Piece of jewelry (reward—worth 10d10 sp)	50
d100 Gems (reward—worth 10d10 sp total)	50
Piece of artwork (reward—worth d10 sp)	50
Favor from an important person	30
Underworld contacts	0

Category or Skill	**# of ranks**
Awareness • Perceptions skill category	0
Alertness	4
Awareness • Searching skill category	4
choice of up to four skills	4 (total)
Awareness • Senses	1
choice of one skill	1
Influence skill category	1
choice of one skill	1
Urban skill category	1
choice of one skill	1

Stat Gains: none

Cost by Profession

Fighter	22	Lay Healer	29
Thief	18	Healer	30
Rogue	18	Mystic	22
Warrior Monk	23	Sorcerer	30
Layman	24	Ranger	21
Magician	30	Paladin	28
Illusionist	28	Monk	26
Cleric	28	Dabbler	25
Animist	27	Bard	25
Mentalist	29	Magent	19

A-6.14
DIPLOMAT (V)

A diplomat is a person who has made it his job to negotiate and talk to various other people in positions of power and authority. He is usually well versed in more than one culture and has contacts in many cities.

Time to Acquire: 48 months

Starting Money: normal + d10 (open-ended)

Special:

City administration contacts in city A	50
City administration contacts in city B	60
Favor from an important person	40
Favor from an important person	30
Favor from an important person	20
Potion (one dose, level 1 spell)	20
Rune (level 1 spell)	20
Finely crafted object (gift)	0

Category or Skill	**# of ranks**
Communications skill category	6
choice of up to 3 written languages	3 (total)
choice of up to 3 spoken languages	3 (total)
Awareness • Searching skill category	1
Lie Perception	1
Influence skill category	2
Bribery	1
Diplomacy	1
Lore • General skill category	4
Culture Lore (culture X)	1
Culture Lore (culture Y)	1
Region Lore (region P)	1
Region Lore (region Q)	1

Stat Gains: none

Cost by Profession

Fighter	28	Lay Healer	26
Thief	27	Healer	26
Rogue	27	Mystic	19
Warrior Monk	28	Sorcerer	26
Layman	25	Ranger	28
Magician	26	Paladin	28
Illusionist	21	Monk	28
Cleric	25	Dabbler	25
Animist	25	Bard	19
Mentalist	26	Magent	18

A-6.15
DOCTOR (V)

A doctor is a person dedicated to tended to the sick. This should include all types of persons who are caring for the sick, not just those that actually perform the healing (e.g., the nurses, attendants, etc.). Most people who tend to the sick are doing so on a voluntary basis.

Time to Acquire: 18 months

Starting Money: normal

Special:

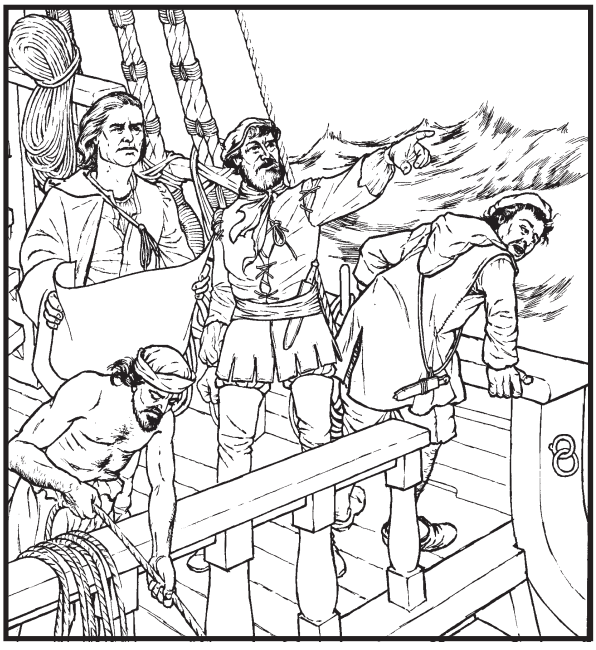
2d10 Concussion Repair herbs	50
d10 Poison antidotes	30
d10 Burn/Exposure herbs	30
d10 Circulatory Repair herbs	30
d10 General Purpose herbs	30
Superior medical kit (+15 non-magical)	30
Medical kit (+5 non-magical)	0

Category or Skill	**# of ranks**
Technical/Trade • Professional skill category	2
Diagnostics	1
Second Aid	1
Technical/Trade • General skill category	0
First Aid	1
Use Prepared Herbs	1
Technical/Trade • Vocational skill category	0
Midwifery	1
Prepare Herbs	1

Stat Gains: none

Cost by Profession

Fighter	23	Lay Healer	23
Thief	23	Healer	23
Rogue	23	Mystic	23
Warrior Monk	23	Sorcerer	23
Layman	23	Ranger	23
Magician	23	Paladin	23
Illusionist	23	Monk	23
Cleric	23	Dabbler	23
Animist	23	Bard	23
Mentalist	23	Magent	23



A-6.16
EXPLORER (L)

Similar to the Adventurer, the Explorer specializes in travelling in uncharted areas and outdoor exploration. This could include sailing explorers as well as overland explorers.

Time to Acquire: 66 months

Starting Money: normal

Special:

Weapon (+10 non-magic)	40
Riding animal (GM's choice)	40
Passage credit on a ship (GM's discretion)	40
d10 herbs (GM's choice)	30
Map of the known world	0

Category or Skill	**# of ranks**
Weapon/Attack skill category (choice)	1
Weapon/Attack skill (choice)	1
Athletic • Gymnastic skill category	1
Climbing	1
Athletic • Endurance skill category	1
Swimming	1
Awareness • Searching skill category	1
Observation	1
Lore • General skill category	2
choice of up to two skills	2 (total)
Technical/Trade • General	3
First Aid	1
choice of up to two skills	2 (total)

Stat Gains: Constitution, choice of one other stat

Cost by Profession

Fighter	27	Lay Healer	29
Thief	27	Healer	30
Rogue	27	Mystic	30
Warrior Monk	26	Sorcerer	31
Layman	28	Ranger	28
Magician	31	Paladin	28
Illusionist	31	Monk	27
Cleric	30	Dabbler	28
Animist	30	Bard	28
Mentalist	29	Magent	28

A-6.17
GUARDIAN (L)

A guardian is a person who is given a specific area or region to guard and protect. Sometimes, guardians work together in larger organizations to protect very large regions.

Time to Acquire: 116 months

Starting Money: normal

Special:

Melee weapon (+10 non-magical)	50
Missile weapon (+10 non-magical)	50
An animal companion (GM's discretion)	30
Camouflaged cloak (+10 Hiding)	30
Very good boots (+10 Stalking)	30
A token/sigil recognized by local populace	0

Category or Skill	# of ranks
Weapon/Attack skill category (choice)	2
Weapon/Attack skill (choice)	2
Armor • Light skill category	2
choice of one skill	2
Athletic • Endurance skill category	2
choice of one skill	2
Awareness • Perceptions skill category	0
choice of one skill	1
Awareness • Searching skill category	2
choice of up to two skills	2
Awareness • Senses skill category	1
choice of one skill	1
Outdoor • Environmental skill category	6
choice of up to three skills	6 (total)

Stat Gains: Constitution

Cost by Profession

Fighter	27	Lay Healer	32
Thief	28	Healer	35
Rogue	27	Mystic	34
Warrior Monk	32	Sorcerer	40
Layman	29	Ranger	28
Magician	40	Paladin	29
Illusionist	40	Monk	34
Cleric	33	Dabbler	32
Animist	31	Bard	30
Mentalist	35	Magent	29

A-6.18
HERBALIST (V)

A herbalist is a person who specializes in growing, preparing, and cultivating herbs. Very often, herbalists are found near urban areas (where demand for herbs is higher), though they also like to secluded nature of a more rural environment.

Time to Acquire: 33 months

Starting Money: normal + d10 (open-ended)

Special:

3 Poison antidotes	50
4 Bone Repair herbs	50
10 Burn/Exposure herbs	50
2 Circulatory Repair herbs	50
10 Concussion Repair herbs	50
d10 General Purpose herbs	50
1 Life Preservation herbs	50
5 Muscle/Cartilage Repair herbs	50
3 Nerve Repair herbs	50
4 Organ Repair herbs	50
d10 Intoxicant herbs	30
d10 Poison herbs	30
d10 Concussion Repair herbs	0

Category or Skill	# of ranks
Craft skill category	0
Horticulture	2
Lore • General skill category	2
Flora Lore	2
Outdoor • Environmental skill category	4
Foraging	3
choice of one skill	1
Technical/Trade • Vocational skill category	0
Prepare Herbs	2

Stat Gains: none

Cost by Profession

Fighter	23	Lay Healer	23
Thief	23	Healer	23
Rogue	23	Mystic	23
Warrior Monk	23	Sorcerer	23
Layman	23	Ranger	20
Magician	26	Paladin	23
Illusionist	26	Monk	23
Cleric	23	Dabbler	23
Animist	20	Bard	23
Mentalist	23	Magent	23



A-6.19
HIGHWAYMAN (V)

A highwayman is a roguish character who specializes in waylaying travellers on the road. They are often well-versed in regional lore and the outdoors in general.

Time to Acquire: 35 months

Starting Money: normal + d100 (open-ended)

Special:

Weapon (+5 non-magic)	30
Stolen jewelry (5d10 sp)	50
Stolen gems (5d10 sp)	50
Stolen piece of art (5d10 sp)	50
Riding beast (GM's discretion)	0

Category or Skill	**# of ranks**
Weapon skill category (choice)	1
choice of 1 weapon attack	1
Awareness • Perception skill category	0
Alertness	1
Body Development skill category	0
Body Development	1
Lore • General skill category	3
Region Lore	3
Outdoor • Environment skill category	4
choice of two skills	4 (total)

Stat Gains: none

Cost by Profession

Fighter	19	Lay Healer	29
Thief	21	Healer	28
Rogue	20	Mystic	30
Warrior Monk	22	Sorcerer	30
Layman	22	Ranger	18
Magician	30	Paladin	† (22)
Illusionist	30	Monk	25
Cleric	27	Dabbler	23
Animist	24	Bard	23
Mentalist	29	Magent	23

A-6.20
HUNTER (L)

The Hunter is at home in the wilds. He ventures into the civilized areas only to buy supplies and sell his pelts.

Time to Acquire: 18 months

Starting Money: normal + d10 (open-ended)

Special:

d10 Animal Pelts (d10 sps each)	50
d10 Animal Pelts (d10 sps each)	50
d10 Animal Pelts (d10 sps each)	50
Good set of traps (+15 non-magic)	30
Reliable buyer for animal pelts	30
Traps (+10 non-magic)	0

Category or Skill	**# of ranks**
Missile Weapon skill category	1
choice of one skill	1
Outdoor • Environmental skill category	4
Hunting	2
choice of two skills	2 (total)
Lore • General skill category	3
Fauna Lore	2
Flora Lore	1
Craft skill category	0
Skinning	1
Awareness • Searching skill category	4
Reading Tracks	2
Tracking	2
Subterfuge • Stealth skill category	2
Hiding	1
Stalking	1

Stat Gains: Constitution

Cost by Profession

Fighter	29	Lay Healer	35
Thief	27	Healer	36
Rogue	27	Mystic	33
Warrior Monk	30	Sorcerer	36
Layman	30	Ranger	25
Magician	36	Paladin	31
Illusionist	34	Monk	30
Cleric	32	Dabbler	29
Animist	29	Bard	30
Mentalist	35	Magent	28



A-6.21
KNIGHT (L)

A knight is a warrior dedicated to a cause or a lord (as opposed to a Paladin, who is dedicated to a greater power). A knight is known for his heavy armor and ability with weapons. Note that some GM's may decide that the character who takes this package must also take the "Knighted" talent (see Appendix A-5 for more information on Talents).

Time to Acquire: 69 months

Starting Money: normal

Special:

Warhorse (+10 to Riding, Mounted Combat)	30
Warhorse (+5 Riding, Mounted Combat)	30
Warhorse	30
Weapon (+10 non-magic)	40
Armor (+10 non-magic)	40
Shield (+10 non-magic)	50
Weapon (+5 non-magic)	30
Armor (+5 non-magic)	30
Shield (+5 non-magic)	40
Riding horse (+5 Riding)	0

Category or Skill	**# of ranks**
Melee Weapon skill category	2
choice of one skill	2
Armor • Heavy skill category	2
Plate	2
Combat Maneuvers skill category	0
Mounted Combat	1
choice of one skill	1
Lore • General skill category	2
Heraldry	2
Outdoor • Animal skill category	1
Riding	1
Special Attacks skill category	0
Jousting	2

Stat Gains: Strength, Self Discipline

Cost by Profession

Fighter	25	Lay Healer	38
Thief	29	Healer	43
Rogue	28	Mystic	43
Warrior Monk	34	Sorcerer	46
Layman	31	Ranger	31
Magician	46	Paladin	28
Illusionist	46	Monk	36
Cleric	40	Dabbler	36
Animist	40	Bard	32
Mentalist	40	Magent	32

A-6.22
LOREMASTER (V)

The perpetual scholar. The Loremaster studies, constantly striving to know all there is to know. Some Loremasters specialize in areas of knowledge; while others are diverse, knowing little bits about lots of things.

Time to Acquire: 40 months

Starting Money: normal

Special:

Book (+20 to a specific lore skill)	50
Book (+15 to a specific lore skill)	40
Book (+10 to a lore category)	30
1-5 books (+5 to specific lore skills)	10
Book (+5 to a lore category)	0

Category or Skill	**# of ranks**
Lore • General skill category	6
choice of up to three skills	6 (total)
Lore • Technical skill category	1
choice of one skills	1
Lore • Obscure skill category	1
choice of one skill	1
Lore • Magical skill category	3
choice of up to two skills	3 (total)

Stat Gains: none

Cost by Profession

Fighter	29	Lay Healer	20
Thief	28	Healer	20
Rogue	26	Mystic	20
Warrior Monk	29	Sorcerer	20
Layman	24	Ranger	24
Magician	19	Paladin	24
Illusionist	19	Monk	24
Cleric	20	Dabbler	20
Animist	20	Bard	18
Mentalist	20	Magent	24

A-6.23
MARTIAL ARTIST (L)

A martial artist is a warrior trained in the ways of unarmed combat and maneuvering. However, a martial artist is also schooled in the areas of knowledge and arts.

Time to Acquire: 73 months

Starting Money: normal

Special:

Book (+10 non-magic to a specific lore)	40
Book (+5 non-magic to a lore category)	40
Gloves (+5 Martial Arts • Strikes)	30
Boots (+5 Martial Arts • Sweeps)	30
Cloak (+10 Hiding)	40
Book (+5 non-magic to a specific lore)	0

Category or Skill	**# of ranks**
Martial Arts • Strikes skill category	3
Degree 1	2
Degree 2	1
Martial Arts • Sweeps skill category	3
Degree 1	2
Degree 2	1
Artistic • Passive skill category	2
choice of one skill	2
Lore • General skill category	2
choice of up to two skills	2 (total)

Stat Gains: Strength, Agility

Cost by Profession

Fighter	30	Lay Healer	30
Thief	30	Healer	35
Rogue	30	Mystic	35
Warrior Monk	24	Sorcerer	40
Layman	30	Ranger	31
Magician	40	Paladin	35
Illusionist	40	Monk	28
Cleric	35	Dabbler	31
Animist	35	Bard	29
Mentalist	30	Magent	30



A-6.24
MERCENARY (L)

A mercenary is an independent soldier who works for the highest paying employer. Most armies have at least a few mercenaries to fill out their ranks (and some are comprised mostly of mercenaries). Most mercenaries are well-versed in more than one culture and have a good working knowledge of warfare.

Time to Acquire: 80 months

Starting Money: normal + d10 (open-ended)

Special:

Weapon (+10 non-magic)	50
Armor (+10 non-magic)	50
Shield (+10 non-magic)	50
Medal (for wartime performance)	50
Favor from military figure	50
Favor from military figure	50
Extra d10 (open-ended) in money	50
Extra d10 (open-ended) in money	0

Category or Skill	**# of ranks**
Weapon skill category (choice)	2
choice of one skill	2
Armor • Light skill category	1
choice of one skill	1
Athletic • Brawn skill category	1
choice of one skill	1
Body Development skill category	0
Body Development	2
Combat Maneuvers skill category	0
choice of one skill	1
Communications skill category	0
choice of one spoken language	2
Special Attacks skill category	0
choice of one skill	1
Technical/Trade • General skill category	1
choice of one skill	1
Technical/Trade • Professional skill category	0
Military Organization	1
Technical/Trade • Vocational skill category	0
Siege Engineering	1

Stat Gains: Constitution

Cost by Profession

Fighter	28	Lay Healer	38
Thief	30	Healer	39
Rogue	29	Mystic	40
Warrior Monk	33	Sorcerer	44
Layman	31	Ranger	31
Magician	44	Paladin	29
Illusionist	44	Monk	35
Cleric	36	Dabbler	32
Animist	35	Bard	32
Mentalist	38	Magent	31



A-6.25
MERCHANT (V)

From the miserly old cloth-maker to the industrious, travelling silk merchant, everyone eventually deals with a seller of goods.

Time to Acquire: 23 months

Starting Money: normal + d10 (open-ended)

Special:

Close friends with a merchant	40
Close friends with a merchant	40
Close friends with a merchant	40
Merchant's scale and weights	30
Trade goods (10d10 sp)	30
Trade goods (10d10 sp)	30
Trade goods (d10 sp)	0

Category or Skill	**# of ranks**
Communications skill category	3
choice of up to three languages	3 (total)
Science/Analytic • Basic skill category	1
Basic Math	1
Technical/Trade • Professional skill category	0
Advertising	1
Technical/Trade • Vocational skill category	0
Appraisal	2

Stat Gains: none

Cost by Profession

Fighter	25	Lay Healer	20
Thief	25	Healer	20
Rogue	25	Mystic	18
Warrior Monk	25	Sorcerer	20
Layman	21	Ranger	24
Magician	20	Paladin	24
Illusionist	18	Monk	24
Cleric	20	Dabbler	21
Animist	20	Bard	21
Mentalist	20	Magent	21

A-6.26
PERFORMER (V)

A performer is a character who makes it his business to entertain crowds, large or small. He will often be found in taverns or perhaps in organized theaters. He is a restless soul, however, and will seldom stay in one place for very long.

Time to Acquire: 40 months

Starting Money: normal + d10 (open-ended)

Special:

Disguise kit (+15 non-magic)	50
Performance props (+10 non-magic)	50
Close friends with a tavern owner	40
Close friends with a tavern owner	40
Close friends with a famous performer	20
Make-up kit (+5 non-magic)	0

Category or Skill	**# of ranks**
Artistic • Active skill category	3
choice of one skill	3
Athletic • Gymnastic skill category	1
choice of one skill	1
Communications skill category	5
choice of up to five languages	5 (total)
Influence skill category	2
choice of up to two skills	2 (total)

Stat Gains: none

Cost by Profession

Fighter	28	Lay Healer	26
Thief	28	Healer	26
Rogue	28	Mystic	18
Warrior Monk	28	Sorcerer	26
Layman	25	Ranger	28
Magician	26	Paladin	28
Illusionist	20	Monk	28
Cleric	26	Dabbler	25
Animist	26	Bard	16
Mentalist	26	Magent	20



A-6.27
PHILOSOPHER (L)

The Philosopher spends a great deal of time theorizing about the reasons things happen. He is not generally well-suited for adventuring, but occasions do arise when his knowledge and/or wisdom is needed.

Time to Acquire: 130 months

Starting Money: normal

Special:

1-5 books (+5 to specific lore skills)	50
1-5 books (+5 to specific science skills)	50
Large book (+10 to a specific lore category)	30
Large book (+10 to a specific science category)	30
Spell adder (+1)	20
A book (+5 to a specific lore skill)	0

Category or Skill	**# of ranks**
Lore • General skill category	5
choice of up to four skills	5 (total)
Science/Analytic • Basic skill category	2
choice of up to two skills	2 (total)
Artistic • Passive skill category	1
choice of one skill	1
Communications skill category	5
choice of up to five languages	10 (total)
Awareness • Perceptions	0
Alertness	1

Stat Gains: Reasoning

Cost by Profession

Fighter	32	Lay Healer	29
Thief	32	Healer	29
Rogue	32	Mystic	25
Warrior Monk	32	Sorcerer	29
Layman	29	Ranger	32
Magician	29	Paladin	32
Illusionist	26	Monk	32
Cleric	29	Dabbler	30
Animist	29	Bard	26
Mentalist	29	Magent	26

A-6.28
SAILOR (V)

A sailor rarely travels inland; preferring to feel the spray of the ocean on his face. He is perfectly at home on the water (though he might spend a bit of time in the taverns on the docks).

Time to Acquire: 28 months

Starting Money: normal

Special:

Passage credit on a ship	50
Trade good (10d10 sp)	40
Passage credit on a ship	50
Passage credit on a ship	50
Close friends with a tavern owner	20
Close friends with a ship captain	20
Passage credit on a ship	0

Category or Skill	**# of ranks**
Athletic • Endurance skill category	2
Swimming	2
Athletic • Gymnastic skill category	1
Climbing	1
Crafting skill category	0
Rope Mastery	1
Lore • General skill category	2
choice of two skills	2 (total)
Outdoor • Environmental skill category	1
choice of Star Gazing or Weather Watching	1
Technical/Trade • General	1
Orienteering	1

Stat Gains: none

Cost by Profession

Fighter	20	Lay Healer	23
Thief	19	Healer	23
Rogue	19	Mystic	23
Warrior Monk	19	Sorcerer	23
Layman	20	Ranger	18
Magician	23	Paladin	20
Illusionist	23	Monk	19
Cleric	22	Dabbler	20
Animist	20	Bard	20
Mentalist	23	Magent	20

A-6.29
SCOUT (V)

Scouts can find employment in a variety of settings. Their general duties include travelling in front of a group for the purposes of finding hazards and/or dangers for the rest of the group to avoid.

Time to Acquire: 33 months

Starting Money: normal + d10 (open-ended)

Special:

1 detailed map of a region	40
d10 sketchy maps of several regions	40
Good riding beast (+10 Riding)	30
Missile weapon (+5 non-magic)	20
Riding beast (GM's discretion)	0

Category or Skill	# of ranks
Outdoor • Environmental skill category	3
choice of up to three skills	3 (total)
Outdoor • Animal skill category	2
choice of up to two skills	2 (total)
Awareness • Searching skill category	4
Observation	2
Read Tracks	1
Tracking	1
Weapon skill category (choice)	1
choice of one skill	1

Stat Gains: none

Cost by Profession

Fighter	21	Lay Healer	30
Thief	20	Healer	31
Rogue	19	Mystic	30
Warrior Monk	25	Sorcerer	31
Layman	25	Ranger	16
Magician	31	Paladin	24
Illusionist	31	Monk	26
Cleric	28	Dabbler	25
Animist	20	Bard	25
Mentalist	30	Magent	21

A-6.30
SHAMAN PRIEST (L)

In tribal communities, there are seldom organized churches. Instead, the groups often lead by a single religious leader. This leader will often use animal totems and other forces of nature to assist him in his duties.

Time to Acquire: 69 months

Starting Money: normal

Special:

Large animal companion (GM's choice)	20
Spell adder (+1)	50
Daily I spell item (2nd level spell)	40
Weapon (+10 non-magic)	40
Armor (+10 non-magic)	40
Small animal companion (GM's choice)	0

Category or Skill	# of ranks
Outdoor • Animal skill category	3
choice of up to four skills	3 (total)
Spells • Own Realm Open List skill category	0
choice of one list	2 (total)
Communications skill category	2
choice of one language	2 (total)
Influence skill category	1
choice of one skill	1
Lore • General skill category	2
choice of up to two skills	2 (total)

Stat Gains: Intuition, Presence

Cost by Profession

Fighter	34	Lay Healer	29
Thief	33	Healer	29
Rogue	31	Mystic	28
Warrior Monk	33	Sorcerer	29
Layman	30	Ranger	29
Magician	29	Paladin	29
Illusionist	28	Monk	30
Cleric	29	Dabbler	29
Animist	26	Bard	28
Mentalist	29	Magent	28



A-6.31
SOLDIER (V)

In almost every culture there is a professional warrior; whose job is to protect the peoples of that culture. If a promotion is gained (in the Special section), the character has been promoted in the ranks (more promotions equate to higher ranks).

Time to Acquire: 26 months

Starting Money: normal + d10 (open-ended)

Special:

Melee Weapon (+10 non-magic)	30
Missile Weapon (+10 non-magic)	30
Shield (+10 non-magic)	40
Helm (+10 non-magic)	50
Armor (+10 non-magic)	40
Friends with a ranking officer	20
Promotion	20
Promotion	20
Promotion	20
Promotion	20
Promotion	20
Nothing special	0

Category or Skill	**# of ranks**
Weapon skill category (choice)	2
choice of one skill	2
Armor • Light skill category	2
choice of one skill	2
Lore • General skill category	1
Heraldry	1
Body Development skill category	0
Body Development	2
Technical/Trade • Professional skill category	0
Military Organization	1

Stat Gains: none

Cost by Profession

Fighter	15	Lay Healer	30
Thief	22	Healer	30
Rogue	19	Mystic	34
Warrior Monk	31	Sorcerer	37
Layman	23	Ranger	23
Magician	37	Paladin	20
Illusionist	37	Monk	32
Cleric	29	Dabbler	28
Animist	29	Bard	25
Mentalist	31	Magent	25



A-6.32
SPY (V)

A spy is a person who makes it his job to infiltrate enemy positions, gather information, and return that information to his people.

Time to Acquire: 44 months

Starting Money: normal + d10 (open-ended)

Special:

False identification (+10 non-magic)	50
Cloak (+10 non-magic)	40
Contacts within friendly government	40
Lock picks (+10 non-magic)	30
Important papers (worth 10d10 sp)	20
Weapon (+5 non-magic)	0

Category or Skill	**# of ranks**
Subterfuge • Stealth skill category	4
choice of up to four skills	4 (total)
Subterfuge • Mechanics skill category	1
choice of one skill	1
Awareness • Searching skill category	2
choice of up to two skills	2 (total)
Awareness • Perceptions skill category	0
Alertness	1
Communications skill category	2
choice of up to two skills	2 (total)
Influence skill category	2
choice of up to two skills	2 (total)

Stat Gains: none

Cost by Profession

Fighter	28	Lay Healer	35
Thief	22	Healer	35
Rogue	23	Mystic	27
Warrior Monk	28	Sorcerer	34
Layman	27	Ranger	25
Magician	33	Paladin	† (32)
Illusionist	30	Monk	28
Cleric	33	Dabbler	24
Animist	30	Bard	25
Mentalist	33	Magent	18

A-6.33
TRAVELLER (V)

The traveller is simply that, a traveller. He is somewhat knowledgeable about his local region and knows the basics of the outdoors.

Time to Acquire: 18 months

Starting Money: normal

Special:

Weather-resistant clothing	80
Riding beast (GM's discretion)	30
Simple map of the local region	0

Category or Skill	**# of ranks**
Athletic • Gymnastic skill category	1
Climbing	1
Athletic • Endurance skill category	1
Swimming	1
Awareness • Searching skill category	1
Observation	1
Outdoor • Environmental skill category	1
choice of one skill	1
Outdoor • Animal skill category	1
Riding	1

Stat Gains: none

Cost by Profession

Fighter	13	Lay Healer	20
Thief	12	Healer	20
Rogue	10	Mystic	19
Warrior Monk	13	Sorcerer	20
Layman	14	Ranger	10
Magician	20	Paladin	15
Illusionist	20	Monk	13
Cleric	18	Dabbler	14
Animist	13	Bard	14
Mentalist	20	Magent	13



A-6.34
WANDERER (L)

The wanderer is similar to a traveller, except he has no "home" region. He has forsaken any roots and chooses instead to wander the world.

Time to Acquire: 95 months

Starting Money: normal

Special:

Weather-resistant clothing	80
Riding beast (GM's discretion)	40
Cloak (+5 Hiding)	30
Boots (+5 Stalking)	30
Simple map of the known world	0

Category or Skill	**# of ranks**
Lore • General skill category	3
choice of up to three skills	3 (total)
Athletic • Gymnastic skill category	1
Climbing	1
Athletic • Endurance skill category	1
Swimming	1
Awareness • Searching skill category	1
Observation	1
Outdoor • Environmental skill category	3
choice of up to three skills	3 (total)
Outdoor • Animal skill category	1
Riding	1
Communications skill category	3
choice of up to three skills	3 (total)

Stat Gains: Constitution

Cost by Profession

Fighter	29	Lay Healer	30
Thief	28	Healer	30
Rogue	28	Mystic	29
Warrior Monk	29	Sorcerer	30
Layman	28	Ranger	27
Magician	30	Paladin	29
Illusionist	29	Monk	29
Cleric	29	Dabbler	28
Animist	26	Bard	26
Mentalist	30	Magent	29

A-6.35
WEAPON MASTER (L)

A weapon master has made a life out of studying and perfecting the use of weapons. However, he seldom has learned much beyond the use of weapons.

Time to Acquire: 95 months

Starting Money: normal

Special:

Weapon (+15 non-magic)	40
Weapon (+15 non-magic)	40
Weapon (+10 non-magic)	30
Weapon (+10 non-magic)	30
Weapon (+5 non-magic)	0

Category or Skill	**# of ranks**
Weapon skill category #1	5
choice of up to five skills	5 (total)
Weapon skill category #2	4
choice of up to four skills	4 (total)
Weapon skill category #3	3
choice of up to three skills	3 (total)
choice of one other skill	1
Weapon skill category #4	1
choice of one skill	1

Stat Gains: Strength, Agility

Cost by Profession

Fighter	29	Lay Healer	61
Thief	34	Healer	84
Rogue	32	Mystic	84
Warrior Monk	45	Sorcerer	84
Layman	36	Ranger	39
Magician	84	Paladin	34
Illusionist	84	Monk	49
Cleric	51	Dabbler	43
Animist	51	Bard	43
Mentalist	61	Magent	39

Note: *No more than two ranks may be allocated to any one weapon skill.*

A-6.36
ZEALOT (L)

A zealot is a fanatic for a religion. They are generally enthusiastic, but not necessarily aggressive.

Time to Acquire: 73 months

Starting Money: normal

Special:

Weapon (+10 non-magic)	30
Daily I item (level 1 spell)	30
Special religious token/sigil	0

Category or Skill	**# of ranks**
Lore • General skill category	4
Religion	3
specific lore related to the cause	1
Communications skill category	2
native language	2
Influence skill category	3
Public Speaking	3
Weapon/Attack skill category	1
choice of one skill	1

Stat Gains: Intuition

Cost by Profession

Fighter	25	Lay Healer	25
Thief	25	Healer	26
Rogue	25	Mystic	23
Warrior Monk	25	Sorcerer	28
Layman	25	Ranger	26
Magician	28	Paladin	23
Illusionist	27	Monk	25
Cleric	26	Dabbler	25
Animist	26	Bard	20
Mentalist	25	Magent	20



THE CREATURES

No fantasy role playing game would be complete without creatures to threaten the character (after all, not all opponents can be highly intelligent, powerful, wizards). There are two sources for creatures in ***Rolemaster***. In the back of *Arms Law* (pages 136-137) there are two summary charts giving a sampling of normal creatures and monsters. In addition, *Creatures & Monsters (C&M)* is a whole book devoted to hundreds of different animals and monsters. This section explains how to use *C&M* entries with your ***Rolemaster*** game.

CREATURES ARE NOT CHARACTERS!

"Creatures" is a general term used to describe both monsters and animals that can be dangerous for characters. Creatures have different types of stats than characters. In most cases, creatures do not have "skills" that they will use. Though each creature will have combat related information, they are generally not classified as skills. The types of information given for creatures will be presented in two different fashions: summary table(s) and description entry(s).



Listed below are descriptions of the entries in *C&M*. See *C&M* for a full description of these entries.

1. **Type** — This is the type of creature. In some cases, the entry is indented. This means that it is a subclass of creature under another creature. For example, under Cold Drake, there are three entries: Young, Mature, and Old. This indicates that there are three different types of Cold Drakes.
2. **Level** — This is the average experience level of the creature. This level should be used for RR purposes. The letter code following the level indicates a variability around the average.
3. **Base Rate** — This is the base movement rate for the creature (in its natural habitat).
4. **Max Pace/MN Bonus** — This is the maximum movement pace that the creature can attain as well as the manueuver bonus the creature uses when making manuever rolls.
5. **MS/AQ** — This is the manuever speed and attack quickness for the creature. These codes indicate DB modifiers in certain tactical situations as well as the creatures initiative modifiers.
6. **Size/Crit** — This code indicates the physical size of the creature and whether or not the creature has special critical results applied to it.
7. **Hits** — This code indicates the average number of hits the creature has. The letter code following the hits indicates the variability around the average.
8. **AT(DB)** — This is the standard AT and DB for the creature.
9. **Attacks** — These are the standard attacks (and their OBs) that the creature will use.
10. **# Enc.** — This is the number of creatures usually found in and/or around the creature's lair.
11. **Treaure** — These codes indicate the amount and quality of the treasure found within the creature's lair.
12. **Bonus EP** — This code indicates the amount of bonus experience points generally awarded for defeating this creature.
13. **Outlook(IQ)** — This code indicates the level of intelligence that an average creature of this type has. In addition, it shows the creatures general outlook on the world.
14. **Habitat** — This code indicates the climate and habitat for this creature.
15. **Description** — This is a physical description of the creature.
16. **Lifestyle** — These are notes on the creature's lifestyle.
17. **Combat** — These are notes on the creature's combat abilities.
18. **Background** — This is a discourse on the background of the creature.
19. **Observations** (not shown) — This is a personal account concerning the creature.

DRAGONS (GREAT DRAKES)

1 Type	2 Lvl	3 Base Rate	4 Max Pace/ MN Bonus	5 Speed MS/AQ	6 Size/ Crit	7 Hits	8 AT (DB)	9 Attacks	10 # Enc.	11 Treasure	12 Bonus EP	13 Outlook (IQ)
Cold Drake (land, 15% winged)												
Young	10G	170	FSpt/20	FA/VF	H/LA	400G	12(60)	80HBi/100HCl/90HBa/60HHo/50CBr/60IBr*	1	yz	I	Varies(AA)
Mature	30G	150	Spt/10	FA/FA	H/SL	500G	20(50)	120HBi/120HCl/120HBa/80HHo/60CBr/80IBr*	1	yyz	K	Varies(SU)
Old	50G	130	Spt/0	FA/FA	H/SL	650G	20(65)	150HBi/130HCl/150HBa/90HHo/75CBr/100IBr*	1	yysz	L	Varies(HI)
Dark Drake (air, 75% winged)												
Young	10G	210	Dash/30	VF/VF	H/LA	300G	12(60)	70HBi/100HCl/75HBa/60HHo/80DBr	1	yz	I	Varies(SU)
Mature	32G	190	Dash/20	VF/FA	H/SL	400G	16(50)	100HBi/120HCl/90HBa/60HHo/80DBr	1	yyz	K	Varies(HI)
Old	60G	180	FSpt/10	FA/FA	H/SL	500G	20(60)	120HBi/130HCl/100HBa/80HHo/120DBr	1	yyyz	L	Varies(VH)
Fire Drake (air, 60% winged)												
Young	10G	210	Dash/30	VF/VF	H/LA	350G	12(60)	70HBi/120HCl/80HBa/50HHo/80FBr*	1	yz	I	Varies(HI)
Mature	38G	200	FSpt/15	VF/FA	H/SL	450G	16(50)	100HBi/140HCl/110HBa/70HHo/100FBr*	1	yyz	K	Varies(VH)
Old	66G	180	Spt/0	FA/FA	H/SL	600G	20(75)	125HBi/150HCl/130HBa/90HHo/120FBr*	1	yyyz	L	Varies(EX)
Gas Drake (land, 20% winged)												
Young	10G	140	FSpt/20	FA/FA	H/LA	300G	12(50)	80HBi/80HCl/80HBa/70HHo/GBr*	1	yz	I	Varies(HI)
Mature	20G	120	FSpt/15	FA/FA	H/SL	350G	20(40)	100HBi/100HCl/100HBa/80HHo/GBr*	1	ysz	J	Varies(VH)
Old	30G	100	FSpt/10	MF/FA	H/SL	400G	20(50)	120HBi/120HCl/120HBa/90HHo/GBr*	1	yysz	K	Varies(EX)
Light Drake (air, 80% winged)												
Young	10G	280	Dash/40	BF/VF	H/LA	200G	12(70)	60HBi/80HCl/60HBa/90HHo/100LBr*	1	yz	I	Varies(SU)
Mature	34G	250	Dash/25	BF/VF	H/SL	300G	12(60)	80HBi/100HCl/70HBa/100HHo/120LBr*	1	yyz	K	Varies(HI)
Old	60G	220	FSpt/10	VF/FA	H/SL	450G	12(50)	90HBi/110HCl/80HBa/110HHo/140LBr*	1	yyyz	L	Varies(VH)
Plasma Drake (air, 70% winged)												
Young	10G	200	Dash/30	VF/VF	H/LA	250G	12(50)	60HBi/75HCl/60HBa/90HHo/100PBr	1	yz	I	Varies(AA)
Mature	34G	180	Dash/15	VF/FA	H/SL	350G	20(40)	80HBi/100HCl/70HBa/100HHo/110PBr	1	yyz	K	Varies(SU)
Old	62G	170	Dash/5	FA/FA	H/SL	450G	20(60)	90HBi/110HCl/80HBa110HHo/120PBr	1	yyyz	L	Varies(HI)
Sea Drake (water, 2% winged)												
Young	10G	120	Spt/30	FA/FA	H/LA	250G	12(50)	100HBi/60HCl/120HBa/40HHo/90WBr*	1	yz	I	Varies(AV)
Mature	25G	100	Spt/20	FA/MF	H/SL	350G	16(30)	110HBi/80HCl/150HBa/60HHo/120WBr*	1	ysz	J	Varies(AA)
Old	40G	90	Spt/10	MF/MF	H/SL	500G	16(50)	130HBi/90HCl/180HBa/80HHo/150WBr*	1	yysz	K	Varies(SU)

*: Special (see description)

COLD DRAKE

YOUNG

Level: 10G **Size:** H **MS/AQ:** FA/VF
Base Move: 170 **Max Pace:** FSpt **MM Bonus:** +20
Hits: 400G **Crits:** LA **AT(DB):** 12(60)
 # Enc: 1 **Treasure:** yz **Bonus XP:** I
Attacks: 80HBi / 100HCl / 90HBa / 60HHo / 50CBr/ 60IBr
Habitat: ktcf-EVX@#,G,ARUW,T-8
Outlook (IQ): Varies (AA)

MATURE

Level: 30G **Size:** H **MS/AQ:** FA/FA
Base Move: 150 **Max Pace:** Spt **MM Bonus:** +10
Hits: 500G **Crits:** SL **AT(DB):** 20(50)
 # Enc: 1 **Treasure:** yyz **Bonus XP:** K
Attacks: 120HBi / 120HCl / 120HBa / 80HHo / 60CBr / 80IBr
Habitat: ktcf-EVX@#,G,ARUW,T-8
Outlook (IQ): Varies (SU)

OLD

Level: 50G **Size:** H **MS/AQ:** FA/FA
Base Move: 130 **Max Pace:** Spt **MM Bonus:** +0
Hits: 650G **Crits:** SL **AT(DB):** 20(65)
 # Enc: 1 **Treasure:** yysz **Bonus XP:** L
Attacks: 150HBi / 130HCl / 150HBa / 90HHo / 75CBr/ 100IBr
Habitat: ktcf-EVX@#,G,ARUW,T-8
Outlook (IQ): Varies (HI)

Description: Cold Drakes are frequently grey-white or even white and live in cool or frigid climes. They are proportionally bulkier than other Dragons and although relatively few have wings (15%), they are good swimmers. The cold drake has a 30'-80' body, and a 50'-120' wingspan.

Lifestyle: Rugged and agile, they can negotiate almost any terrain in their wide search for prey. No Dragon can go so far on so little, and no Dragon is as likely to physically attack its enemies. They often lair in deep ice caves or within glaciers, and these places often contain an exit via an underwater passage just large enough for the Dragon to pass through. This exit is often covered in a layer of ice that is thin enough for the Dragon to break and can be found at the deepest spot in the lair.

Combat: In addition to the standard Dragon spells, Cold Drakes know the "Ice Law" spell list (Magician base) and the "Delving Ways" spell list (open Essence). They have 8 PP per level. They may attack with cold breath (usable once per minute, up to 50 times per day) in the form of a cone of cold or a bolt of ice (cone length 300', base 50'; bolt range of 500'). These drakes do like to try and achieve surprise in battle. Waiting under the ice of a frozen-over pool, only to burst out and attack, is a favorite ploy.

Background: These savage beasts are often thought of as the least sophisticated of the Great Drakes. They are often quick tempered, and even callously cruel, killing lesser creatures just because they can. In their frozen realm, there is little that can challenge them, and they often control an area with terror and viciousness. At best, they are almost totally unapproachable due to their tempers and love of battle.



THE EQUIPMENT

On the following pages are charts listing standard equipment. Along with each chart are a number of other factors. The first item is a unique identifier. The sections below describe the other factors found on each chart.

Note: *The prices given here presume that the object is being purchased in a normal town. Prices should vary according to the situation. More complete equipment charts can be found in Gamemaster Law.*

ACCESSORIES

These are common items that adventuring characters often need. The price given is the average price for this item in a medieval/fantasy setting. Also shown are the average weight and the average construction time. The other notes section details any special notes for the item (including what the item is made of when it is not obvious).



ARMOR

These are the various types of armor generally found in a medieval/fantasy setting. Shown with each piece of armor is the Armor Type (AT) that is associated with the armor. Also shown is the standard price for the armor, how long the armor takes to make, and how much the standard piece of armor weighs. The notes section also gives further description to the armor.

FOOD AND LODGING

These are standard food and lodging services found in a medieval/fantasy setting. GMs should use the list only as a guideline, as each gaming world is slightly different (e.g., beer is only found in Country A while mead is only found in Country B). Along with the prices are shown other notes about the item (including the standard serving size or duration of service).

TRANSPORT

This chart shows the different types of transport generally available in a game world. There are two types of transport: an item (or animal) that is purchased by the character (e.g., a riding horse or a wagon) and a service that is used by a character for a short duration (a ferry or coach passage).

Purchased transports are given a price that is typical of a medieval/fantasy setting. In addition, a movement rate for the item is given (in both feet per round and miles per hour). There is also a standard maneuver bonus given (as some types of transport are easier to control). Also shown is the standard size (height and weight) for the transport. In addition, the standard carrying capacity (in pounds) is shown. Finally, if the transport is capable of fighting, a standard (untrained) Offensive Bonus (OB) is given.

For temporary transport, the price shown has a "per mile" addition. This reflects that the further you travel, the more you pay. The movement rates for the transport are also given. If any other statistics are needed, use a comparable "purchased" transport to determine the figures.

WEAPONS

These are all of the weapons that are typically available in a medieval/fantasy world. In addition to the price, the weapon category is shown. Also shown is the average time it takes to make the item and how much the average item weighs. Finally, some figures are given for typical breakage numbers, strengths, and fumble ranges (see Section 32.4 for more on how to use these numbers).

HERBS AND POISONS

These are charts showing samples of enchanted herbs (and herbs with special healing properties) and a variety of poisons.

The herb chart contains the form and preparation method of the herb. In addition, the codes showing the climate and locale are shown (along with a difficulty modifier). Also, the Addiction Factor (AF) is shown. Finally, the suggested effect for the herb is shown. The notes before the chart show further details on each of these factors. The poison chart also shows a "level" that indicates the lethality.

ACCESSORY CHART

ID#	Item	Cost	Weight	Prod. Time	Other Notes
001	Arrows (20)	4bp	3 lbs.	1 day	Wooden shafts and iron tips.
002	Backpack	2bp	2-3 lbs.	1 day	Leather or canvas. Holds 20 lbs; 1 cubic foot.
003	Bedroll (light)	2bp	4-7 lbs.	0.5 days	Wool blanket. 2 season.
004	Bedroll (heavy)	7bp	8-11 lbs	1 day	Wool/fur. 4 season.
005	Boots	1sp	3-4 lbs.	3 days	Leather.
006	Brush (writing)	5cp	0.25 lbs.	4 hrs	Wooden shaft with hair bristles. Capped.
007	Bucket	4bp	2-3 lbs.	1 day	Copper. Holds 3 gallons.
008	Caltrops (5)	8bp	2 lbs.	1 day	Portable spike traps.
009	Candle	4cp	0.25 lbs.	0.5 days	Wax or tallow. Lights 10' diameter; burns 2 hrs.
010	Case	4sp	1 lb.	2 days	Water-resist. Made of leather. 12" x 3" x 6".
011	Cask	24bp	5 lbs.	1.5 days	Wood. Holds 4 gallons.
012	Chain	6bp	8-10 lbs	1 day	Iron. 10'.
013	Chalk (10)	2bp	0.25 lbs.	2 hrs	White. 5" long.
014	Charcoal	22cp	1 lb.	0.5 days	Hot, 4-hour fire.
015	Chisel	9bp	1 lb.	1 day	Iron. -40 dagger.
016	Cloak	9bp	2-3 lbs.	1 day	Heavy linen or wool.
017	Climbing pick	28bp	2 lbs.	1 day	Iron. -15 war mattock.
018	Coat	15bp	5-9 lbs.	2 days	Leather or heavy linen.
019	Crossbow bolts (20)	11bp	3 lbs.	2 days	Wooden shafts with iron tips.
020	Fire-starting bow	8tp	0.5 lbs.	1 hr	Starts fire in 5 minutes.
021	Flint and steel	1bp	0.5 lbs.	—	Starts fire in 3 minutes.
022	Framepack	33cp	3-4 lbs.	1.5 days	Canvas. Holds 45 lbs; 2 cubic feet.
023	Gloves	2bp	0.5 lbs.	1 day	Heavy leather; lined.
024	Grappling hook	1sp	1 lb.	1 day	Iron. Grip fails on a 02-03 on a maneuver roll.
025	Hammer	1sp	1 lb.	1 day	Iron. -30 mace.
026	Hammock	1bp	2-3 lbs.	3 days	Rope; wood spreaders; iron hooks.
027	Harness	1sp	4 lbs.	2 days	Leather/iron. Includes bit and reins.
028	Hat	6bp	1 lb.	1 day	Leather.
029	Hood	16cp	0.5 lbs.	0.5 day	Covers head & shoulders.
030	Ink	14cp	0.25 lbs.	—	Black; non-soluble.
031	Ladder	32cp	15 lbs.	2 days	Wood. 10'. Bears 400 lbs.
032	Lantern	12bp	1-2 lbs.	4 days	Lights 40' diameter.
033	Lock pick kit	1sp	0.5 lbs.	2 days	+5 skill bonus to Lock Picking.
034	Mirror	35bp	0.5 lbs.	1 day	Silvered glass. 6" x 4".
035	Nails (20)	9tp	0.5 lbs.	3 hrs	Iron. 3" length.
036	Oar	6cp	4-5 lbs.	7 hrs	Wood. 6'-8'.
037	Oil flask	3bp	1 lb.	1 day	Includes 1 pint oil (6 hr refill).
038	Padded Undercoat	6bp	2-4 lbs.	2 days	Heavy linen or wool.
039	Paddle	5cp	3 lbs.	5 hrs	Wood. 4'-5'.
040	Padlock	23bp	1 lb.	2 days	Iron; with 2 keys. +0 to Lock picking attempts.
041	Pants	25cp	1-2 lbs.	1 day	Linen.
042	Paper (10)	12bp	0.25 lbs.	1 day	10 sheets. 12" x 6".
043	Parchment (10)	2sp	0.25 lbs.	1 day	10 sheets. 12" x 6". Very durable.
044	Pegs (10)	9tp	2 lbs.	2 hrs	Wood.
045	Pitons (10)	2bp	2-3 lbs.	1 day	Iron.
046	Plank	6tp	11-12 lb.	4 hrs	Wood. 10' x 6' x 2". Bears 350 lbs.
047	Pole	5cp	5-10 lbs.	3 hrs	Wood. 10'.
048	Pot (cooking)	7bp	2-3 lbs.	1 day	Iron. Holds 2 gallons.
049	Quill-pens (10)	4cp	0.25 lbs.	2 hrs	Goose feather quills.
050	Quiver	1bp	0.5 lbs.	1 day	Holds 20 arrows/bolts.
051	Rope	4bp	4-7 lbs.	3 days	Hemp. 50'.
052	Rope (superior)	12bp	2-4 lbs.	5 days	Reinforced hemp. 50'.
053	Sack (50 lb)	8cp	2-3 lbs.	2 hrs	Holds 50 lbs. 3 cubic feet.
054	Saddle	5sp	10-12 lb.	6 days	Includes stirrups, blanket.
055	Saddle bag	8bp	4-6 lbs.	2 days	Holds 15 lbs. 1.5 cubic feet.
056	Saw	23bp	2-3 lbs.	2 days	Iron. 24" wood-tool.
057	Scabbard (belt)	25bp	1 lb.	1 day	Holds one 1-h weapon.
058	Scabbard (shoulder)	3sp	1.5 lbs.	1 day	Holds one 2-h weapon.
059	Shirt	3bp	1 lb.	1.5 days	Linen
060	Spade	16bp	3-4 lbs.	1 day	Iron. Wood shaft.
061	Sundial	3sp	1 lb.	2 days	Iron. Gives approximate time.
062	Surcoat	9bp	1-2 lbs.	1.5 days	Linen
063	Tarp	1bp	3-5 lbs.	2 hrs	Canvas. 5' x 8'.
064	Tent	2sp	8-10 lbs.	2 days	Canvas. 5' x 8'. Two man.
065	Tinderbox	2cp	0.25 lbs.	0.5 days	Wood. Enough for 7 fires.
066	Torch	3tp	1 lb.	1 hr	Lights 20' diameter. (6 hrs).
067	Vial	2bp	0.25 lbs.	2 hrs	Glass. Holds 2 oz.
068	Water skin	1cp	0.25 lbs.	6 hrs	Holds 1 pint (.5 lbs).
069	Weapon belt	5bp	1 lb.	0.5 days	Holds 2 scabbards, 3 pouches.
070	Wedge (staying)	1cp	1 lb.	1 hr	Hardwood.
071	Wedge (splitting)	3cp	3 lbs.	2 hrs	Iron.
072	Wire (10 gauge)	9bp	3 lbs.	5 hrs	Iron. 100'.
073	Whistle	2sp	0.5 lb.	1 day	Wood/iron. 4". Range 1+ mi.

ARMOR CHART

ID#	Item	AT	Cost	Prod. Time	Weight	Note
101	Leather Jerkin	5	1sp	1 day	7-12 lbs.	Vest which covers abdomen.
102	Arm Greaves	—	1sp	2 days	2-3 lbs.	Protects versus arm crits.
103	Leg Greaves	—	1sp	2 days	3-4 lbs.	Protects versus leg crits.
104	Leather Coat	6	6sp	6 days	15-20 lbs.	Protects most of legs.
105	Rein. Leather Coat	7	9sp	2 weeks	17-25 lbs.	Protects most of legs.
106	Rein. Full Lthr Coat	8	11sp	16 days	19-30 lbs.	Protects legs and arms.
107	Leather Breastplate	9	45bp	4 days	10-18 lbs.	Rigid vest which covers abdomen.
108	Chain Shirt	13	15sp	3 weeks	15-25 lbs.	Covers abdomen, half upper arms.
109	Full Chain*	15	65sp	2 months	35-50 lbs.	Long-sleeved shirt and leggings.
110	Chain Hauberk	16	55sp	35 days	35-40 lbs.	Long coat that covers arms and legs.
111	Breastplate	17	20sp	21 days	20-30 lbs.	2 pc. metal vest. Covers abdomen.
112	Half Plate	19	100sp	10 weeks	50-70 lbs.	Plate/chain. Covers whole body.
113	Full Plate*	20	200sp	4 months	60-85 lbs.	Plate covering all exposed areas.
114	Target Shield	—	35bp	3 days	3-10 lbs.	+20 vs. melee; +10 vs. missile.
115	Normal Shield	—	55bp	5 days	10-20 lbs.	+20 versus melee or missile.
116	Full Shield	—	7sp	6 days	15-30 lbs.	+25 versus melee or missile.
117	Wall Shield	—	9sp	7 days	30-50 lbs.	+30 vs. melee; +40 vs. missile.
118	Leather Helmet	—	15bp	1 day	1-2 lbs.	Padded skullcap.
119	Super. Leather Helm	—	25bp	1.5 days	1.5-2.5 lbs.	Reinforced metal/leather.
120	Plate Helm	—	35bp	1 day	1.5-3 lbs.	Interlocking, overlapping plates.
121	Pot Helm	—	4sp	3 days	1.5-3 lbs.	Reinforced metal skullcap.
122	Full Helm	—	9sp	8 days	2.5-5 lbs.	Covers neck and face; has vent slits.
123	Visored Helm	—	125bp	10 days	2-5 lbs.	Covers neck; movable face covering.
124	Aventail	—	3sp	5 days	1 lb.	Chain neck armor; attaches to helm.
125	Leather Barding	7	35sp	2 weeks	100 lbs.	Covers horse's trunk. -15 to maneuv.
126	Chain Barding	16	150sp	40 days	160 lbs.	Covers horse's trunk. -20 to maneuv.
127	Plate Barding	19	300sp	4 months	190 lbs.	Covers horse's trunk. -30 to maneuv.
128	Leather Chanfron	—	6sp	1 week	15 lbs.	Covers horse's head. Treat as helm.
129	Plate Chanfron	—	9sp	9 days	25 lbs.	Covers horse's head. Treat as helm.
130	Leather Crinet	—	5sp	6 days	25 lbs.	Covers horse's neck. -5 to maneuv.
131	Chain Crinet	—	27sp	10 days	31 lbs.	Covers horse's neck. -5 to maneuv.
132	Plate Crinet	—	60sp	20 days	38 lbs.	Covers horse's neck. -5 to maneuv.
133	Leather Bracer	—	1sp	1 day	0.5 lbs.	Wrist-guard. 25% greave prot.
134	Plate Bracer	—	2sp	2 days	0.75 lbs.	Wrist-guard. 50% greave prot.
135	Metal Gauntlet	—	2sp	4 days	0.5 lbs.	+5 Brawling OB

* Helm of choice included in price.

Note: *Armor types 3, 4, 11, and 12 are animal armors, natural body coverings with no normal armor equivalents. One cannot achieve such an AT without acquiring some enchanted and specially designed armor (e.g., magic fell beast skin). ATs 10, 14, and 18 are achieved by using the appropriate base armor (9, 13, and 17, respectively) with greaves.*

FOOD, LODGING, AND SERVICES CHART

ID#	Good/Service	Cost	Note
301	Beer/ale	2tp	Pint.
302	Brandy	10tp	Half-pint.
303	Cider	1tp	Pint.
304	Mead	5tp	Pint.
305	Wine	6tp	Pint.
306	Light meal	6tp	1% chance of illness*.
307	Normal meal	10tp	1% chance of illness*.
308	Heavy meal	12tp	1% chance of illness*.
309	Week's rations	5cp	Normal spoilage. 18 lbs.
310	Trail rations	1bp	1 week. Preserved. 14 lbs.
311	Greatbread	3gp	1 week. Preserved. 4 lbs.
312	Waybread	15gp	1 month. Preserved. 4 lbs.
313	Poor lodging	1cp	Per night. Communal sleeping.
314	Average lodging	2cp	Per night. Separate bedding.
315	Good lodging	22tp	Per night. Separate room.
316	Stable	2tp	Per day. Includes food for beast.
317	Hospitalization	6cp**	2 times heal rate. Bedding, food, care. Often a fee in the form of a required "contribution."
318	Library Access	1sp	4 hour visit. No withdrawals.
319	Public Bath	5tp	1% chance of disease*. Gender separation.
320	Private Bath	1cp	0% chance of disease*. Must pay extra for oils and perfumes.
321	Scribe	1cp	Per page of simple text.
322	Crier/Herald	5tp	Per announcement. Announced once per hour for 4 hours.
323	Legal Services	3sp	Per legal appearance (approximately 3 hours of work).
324	Laundry	3tp	Per laundry load (simple laundry care).
325	Leather care	6tp	Per item to be handled (includes simple repairs and cleaning).
326	Metal care	12tp	Per item to be handled (includes simple repairs and cleaning).
327	Personal grooming	3cp	Per visit (approximately 1 hour).
328	Research	1sp	Per simple topic.

* This risk may be increased or reduced by circumstance, or by prudent instructions, additional payment, etc.

TRANSPORT CHART

ID#	Item	Cost	ft/rnd	mi/hr	Man.	Ht/Wt	Capacity	OB
401	Camel (draft)	12gp	60	4	+10	7' / 900	350 lbs.	—
402	Camel (racing)	40gp	90	6	+20	7' / 750	200 lbs.	—
403	Elephant	50gp	120	8	+10	12' / 11,000	1,000 lbs.	—
404	Horse (light)	45sp	100	7	+40	5' / 800	200 lbs.	+5
405	Horse (medium)	60sp	110	7.5	+25	6' / 900	300 lbs.	+5
406	Horse (heavy)	80sp	80	5	+10	6'+ / 1,300	400 lbs.	+5
407	Llama/alpaca	7gp	100	7	+30	4' / 200	50 lbs.	—
408	Mule/donkey	32sp	90	6	+20	4'+ / 550	250 lbs.	—
409	Ox	95sp	60	4	+20	5' / 2,000	700 lbs.	—
410	Pony (mature)	40sp	70	4.5	+30	4' / 500	180 lbs.	—
411	Sled dog	13sp	110	7.5	+20	2.5' / 85	40 lbs.	—
412	Warhorse (lesser)	20gp	90	6	+30	6' / 950	350 lbs.	+20
413	Warhorse (greater)	75gp**	80	5	+40	6'+ / 1,100	375 lbs.	+30
414	Boat (small)	7gp	30***	2.5***	—	10' / 200	1,000 lbs.	—
415	Boat (medium)	11gp	40***	3***	—	20' / 800	4,000 lbs.	—
416	Boat (large)	40gp	30***	2.5***	—	30' / 2,000	7,000 lbs.	—
417	Canoe	8gp	50***	3.5	—	15' / 130	700 lbs.	—
418	Chariot (war)	16gp	90	6	+20	15' / 400	400 lbs.	+25
419	Coracle	8sp	30***	2.5***	—	7' / 140	700 lbs.	—
420	Dog-sled	7gp	90	6	-10	11'+ / 350	450 lbs.	—
421	Hand-cart	11sp	40	3	-70	4.5' / 100	250 lbs.	—
422	Horse-cart (open)	4gp	50	3.5	-25	6' / 450	800 lbs.	—
423	Ship (small)	80gp	40***	3***	—	45' / 6,000	19,000 lbs.	—
424	Ship (medium)	190gp	30***	2.5***	—	60' / 12,000	35,000 lbs.	—
425	Ship (large)	650gp	30***	2.5***	—	80' / 20,000	55,000 lbs.	—
426	Skis	7cp	90	6	-10	6' / 15	300 lbs.	—
427	Sledge (covered)	12cp	70	4.5	-20	10' / 100	400 lbs.	—
428	Wagon (open)	6gp	50	3.5	-30	8' / 600	1,200 lbs.	—
429	Wagon (closed)	9gp	40	3	-40	9' / 850	1,300 lbs.	—
430	Coach service	1bp+1cp/mi	60	4	—	—	—	—
431	Ferry service	1bp+2cp/mi	30	2.5	—	—	—	—
432	Ship passage	5bp+2tp/mi	30***	2.5***	—	—	—	—
433	Toll charge	1cp	—	—	—	—	—	—

* Height is at shoulder level. Size reflects low to average.

** Rarely available unless purchased from lord or wealthy dealer.

*** Speed in dead water. Add or subtract the affect of currents and winds.

WEAPON CHART

ID#		Item	Cost	Type	Prod. Time	Weight	B#s	Str.	Fumble
500	[ax]	Axe	2sp	1he	1 day	4-6 lbs.	1-7	56-64(w)	01-04
501	[bd]	Bastard Sword	20sp	1he/2h	45 days	4-6 lbs.	1-4/1-5	68-82	01-04/05
502	[ba]	Battle Axe	13sp	2h	2 days	5-9 lbs.	1-8	65-75(w)	01-05
503	[bj]	Blackjack	2cp	1hc	6 hours	0.5 lbs.	1-8	47-53(s)	01
504	[bp]	Blowpipe	12sp	mis	1 day	2-4 lbs.	—	—	01-05
505	[br]	Boar Spear	25bp	pa	1 day	3-6 lbs.	1-5	47-53(w)	01-05
506	[bo]	Bola (2 handed)	5sp	th	1 day	2-6 lbs.	1-6	47-53(s)	01-07
507	[bm]	Boomerang	2sp	th	12 hours	0.5 lbs.	1-7	47-53(w)	01-04
508	[bs]	Broadsword	10sp	1he	3 days	3-5 lbs.	1-7	75-86	01-03
509	[ca]	Cat-o'-nine tails	1sp	1hc/1he	1 day	3-5 lbs.	1-4	56-64(s)	01-07
510	[cm]	Claymore	20sp	1he	3 days	5-10 lbs.	1-8	68-82	01-04
511	[cl]	Club	1cp	1hc	6 hours	3-7 lbs.	1-8	46-54(w)	01-04
512	[cb]	Composite Bow	17sp	mis	14 days	2-3 lbs.	—	—	01-04
513	[xh]	Crossbow, Hvy	25sp	mis	16 days	8-12 lbs.	—	—	01-05
514	[xl]	Crossbow, Lt.	11sp	mis	7 days	4-8 lbs.	—	—	01-05
515	[cd]	Cudgel	5cp	1hc/2h	12 hours	2-4 lbs.	1-8	47-53(w)	01-03
516	[cu]	Cutlass	9sp	1he	2 days	3-5 lbs.	1-6	73-87	01-03
517	[da]	Dagger	3sp	1he/th	1 day	0.75 lbs.	1-6	74-86	01
518	[dt]	Dart	1sp	th	6 hours	0.5-1 lbs.	1-6	38-42(w)	01-05
519	[di]	Dirk	4sp	1he	1 day	0.75 lbs.	1-6	73-87	01
520	[fa]	Falchion	15sp	1he	3 days	3.5-5 lbs.	1-7	74-86	01-05
521	[fl]	Flail	19sp	2h	5 days	4-8 lbs.	1-7	65-75	01-08
522	[fo]	Foil	21sp	1he	5 days	2-3.5 lbs.	1-3	28-32	01-03
523	[hb]	Halbard	14sp	pa	2 days	6-9 lbs.	1-7	65-75(w)	01-07
524	[ha]	Handaxe	5sp	1he	1 day	4-6 lbs.	1-7	65-75(w)	01-04
525	[hp]	Harpoon	25bp	th	1 day	4-8 lbs.	1-6	47-53(w)	01-04
526	[ja]	Javelin	3sp	pa/th	1 day	3-5 lbs.	1-5	38-42(w)	01-04
527	[jo]	Jo	3cp	1hc/2h	12 hours	2.5-6 lbs.	1-6/1-7	47-53(w)	01-03/05
528	[ka]	Katana	23sp	1hs/2h	5 days	4-6 lbs.	1-7	76-92	01-03
529	[la]	Lance	5sp	pa	1 day	8-15 lbs.	1-8	56-74(w)	01-07
530	[lo]	Lasso	4tp	th	6 hours	2-5 lbs.	1-4	46-54(s)	01-06
531	[lb]	Long Bow	10sp	mis	9 days	2-3 lbs.	—	—	01-05
532	[ls]	Long Sword	18sp	1he	4 days	3.5-8 lbs.	1-6	64-76	01-04
533	[ma]	Mace	6sp	1hc	2 days	3.5-8 lbs.	1-8	74-86(w)	01-02
534	[mg]	Main Gauche	12sp	1he	3 days	1-2 lbs.	1-6	65-75	01-02
535	[ms]	Morning Star	16sp	1hc	2 days	4-8 lbs.	1-7	65-75(w)	01-08
536	[nf]	Net (fishing)	1sp	1hc/th	3 days	3-5 lbs.	1-5	56-64(s)	01-08
537	[ng]	Net (gladiator)	7sp	1hc/th	7 days	2-4 lbs.	1-5	56-64(s)	01-05
538	[nd]	No-dachi	25sp	2h	6 days	5-9 lbs.	1-7	68-82	01-05
539	[nu]	Nunchaku	4cp	1hc/2h	1 day	1-2 lbs.	1-7	47-53(w)	01-07
540	[pi]	Pick	4sp	2h	2 days	3-7 lbs.	1-8	47-53(w)	01-06
541	[pl]	Pilum	10sp	pa/th	2 days	4-7 lbs.	1-6	38-42(w)	01-05
542	[qs]	Quarterstaff	5cp	2h	1 day	3-5 lbs.	1-7	66-74(w)	01-03
543	[ra]	Rapier	22sp	1he	5 days	1.5-3 lbs.	1-4	38-42	01-04
544	[sa]	Sabre	9sp	1he	2 days	3-4 lbs.	1-5	64-76	01-03
545	[si]	Sai	13sp	1he	4 days	2-4 lbs.	1-5	64-76	01-02
546	[sc]	Scimitar	10sp	1he	3 days	3-5 lbs.	1-5	56-64	01-04
547	[sb]	Short Bow	6sp	mis	3 days	2-3 lbs.	—	—	01-04
548	[ss]	Short Sword	7sp	1he	2 days	2-4 lbs.	1-6	74-86	01-02
549	[sh]	Shuriken	4sp	th	1 day	0.25-0.75 lb.	1-5	55-65	01-05
550	[sl]	Sling	9bp	mis	12 hours	0.5-1 lb.	—	—	01-06
551	[sp]	Spear	23bp	pa/th	1 day	3-8 lbs.	1-5	47-53(w)	01-05
552	[to]	Tomahawk	4cp	1he/th	12 hours	2-4 lbs.	1-7	47-53(w)	01-02
553	[tf]	Tonfa	9cp	1hc	1 day	2-5 lbs.	1-7	47-53(w)	01-04
554	[tr]	Trident	4sp	pa	2 days	4-6 lbs.	1-6	38-42(w)	01-05
555	[ts]	Two-Hand Sword	20sp	2h	5 days	5-12 lbs.	1-8	69-81	01-05
556	[wh]	War Hammer	15sp	1hc	2 days	4-7 lbs.	1-8	74-86(w)	01-04
557	[wm]	War Mattock	15sp	2h	2 days	4-8 lbs.	1-8	65-75(w)	01-06
558	[wp]	Whip	2sp	1hc	12 hours	2-5 lbs.	1-4	65-75(s)	01-06

The letters in brackets are the standard abbreviation for that weapon (used throughout the *RMSS*).

Type is the *RMSS* weapon category that applies to the weapon. When two categories could be applied, they will be separated by a slash (each type must be developed separately).

A "(w)" after the strength of the weapon indicates the stats for the weapon are for a wooden shaft.

A "(s)" after the strength of the weapon indicates that the stats for the weapon are for soft (i.e., leather) weapons.

Note: *Missile weapons are not given breakage numbers and strengths because they are not directly used to strike something. Full rules for "device" breakage can be found in Section 32.4.*

HERB CHART

ID#	Name	Codes	Form/Prep	Cost	AF	Effect
Bone Repair						
610	Arfandas	c-F-6	Stem/apply	2sp	1	Doubles rate of healing for fractures.
614	Gursamel	t-S-7	Stalk/apply	30gp	5	Mends bone.
Burn & Exposure Relief						
622	Culkas	a-Z-4	Leaf/apply	35gp	0	Heals 10 square feet of burns (any).
623	Jojojopo	f-M-4	Leaf/apply	9sp	0	Cures frostbite. Heals 2-20 hits resulting from cold.
Circulatory Repair						
631	Fek	h-O-6	Nut/brew	50gp	5	Stops any bleeding. Takes 1-10 rds to take effect. Patient cannot move (appreciably) without reopening the wound.
632	Harfy	s-S-6	Resin/apply	175gp	9	Immediately stops any form of bleeding.
Concussion Relief						
640	Akbutege	s-O-2	Leaf/ingest	3sp	1	Heals 1-10.
642	Cusamar	c-H-7	Flower/ingest	30gp	3	Heals 15-60 (10 + 5d10).
649	Reglen	t-M-3	Moss/brew	75gp	7	Heals 50.
650	Rewk	t-D-3	Nodule/brew	9sp	1	Heals 2-20.
653	Yavethalion	m-O-5	Fruit/ingest	45gp	4	Heals 5-50.
Muscle, Cartilage, & Tendon Repair						
681	Arpsusar	t-F-5	Stalk/brew	30gp	15	Mends muscle damage.
684	Ebur	m-O-4	Flower/ingest	22gp	18	Repairs sprains.
Nerve Repair						
691	Terbas	m-D-3	Leaf/apply	2gp	4	Doubles healing rate for nerve damage.
Organ Repair & Preservation						
701	Berterin	m-D-3	Moss/brew	19gp	20	Preservation of organic material (up to body size) for 1 day.
703	Kakduram	h-J-7	Fruit/ingest	90gp	6	Restores hearing.
Stun Relief						
741	Suranie	t-F-3	Berry/ingest	2gp	3	Stun relief (1 round).
Enchanted Breads						
750	Alshanak	t-T-2	Bread/ingest	35gp	5	4 oz. slice is one dose. Heat sensitive vision (infravision up to 50') for 1 hour. Loaf keeps 1-2 months.
752	Hesguratu	c-M-3	Bread/ingest	45gp	10	4 oz. slice is one dose. Increase strength for 1 minute. +10 Strength stat bonus; double concussion hits delivered. Loaf keeps 1 month.

POISON CHART

ID#	Name	Codes	Form/Prep	Cost	AF	Effect
901	Jeggarukh	m-U-5	Bats/powder	71gp	3	Level 6 poison. Black powder gives 10-100 hits.
904	Sharkasar	m-C-6	Root/paste	2gp	0	Level 10 poison. Brown paste gives 1-10 hits.
915	Taynaga	c-C-5	Bark/powder	27gp	0	Level 8 poison. Brownish powder sterilizes and gives 5-50 hits.
920	Dynallca	h-F-3	Leaf/paste	14gp	3	Level 3 poison. Tan paste destroys hearing and gives 1-10 hits.
933	Juth	a-Z-5	Scorpion/liq	41gp	0	Level 2 poison (insanity in 1-100 weeks).
943	Silmaana	m-T-2	Stalk/powder	4gp		Level 9 poison. Silver powder scars skin; gives 2-20 hits.
945	Zaganzar	t-M-6	Root/liquid	139gp	0	Level 5 poison. Bluish extract (blinds by reducing optic nerve to water); gives 1-10 hits.
953	Jitsu	m-O-4	Clams/liquid	34gp	0	Level 5 poison. Yellow venom gives 5-50 hits.
956	Uraana	t-S-3	Leaf/paste	12gp	6	Level 6 poison. Creamy paste gives 3-30 hits.
957	Vuraana	h-T-4	Flower/paste	42gp	6	Level 2 poison. Pinkish paste delivers 1-100 hits.

Codes: The Codes give a small letter for the climate of areas where the herb (or poison) is normally found, a capital letter for the type of locale or terrain commonly associated with the herb, and a number corresponding to a difficulty modifier which is applied to any search rolls.

Climate Codes: a= arid; c = cold; e = everlasting cold; f = frigid; h = hot and humid; m = mild temperate; s = semi-arid; t = cool temperate.

Locale Codes: A = Alpine; B = Breaks/wadis; C = Coniferous forest; D = Deciduous/mixed forest; F = Freshwater coasts & banks; G = Glacier/snowfield; H = Heath/scrub/moor; J = Jungle/rain forest; O = Ocean/saltwater shores; M = Mountain; S = Short grass; T = Tall grass; U = Underground; V = Volcanic; W = Waste; Z = Desert.

Difficulty of Finding: 1 = Routine (+30); 2 = Easy (+20); 3 = Light (+10); 4 = Medium (+0); 5 = Hard (-10); 6 = Very Hard (-20); 7 = Extremely Hard (-30); 8 = Sheer Folly (-50); 9 = Absurd (-70).

Form and Preparation: Brew — Effective when drunk 20 rounds after water is boiled; Ingest — Immediately usable and may be eaten, chewed, drunk, or inhaled, whichever is appropriate; Apply — Requires 1-10 rounds to prepare; herb is then applied directly onto injured area; Paste — Raw matter is made into a paste which may put in food or drink or be applied to tools or weapons and stays effective up to 1 week, or until an object or person is struck; if a poison paste is used and a critical is obtained, the foe must make a RR or he receives the effect; if the attack result is merely hits (no crit), the poison is gone. Liquid — As paste, except it remains effective for 1 hour. Powder - May not be applied to weapons; only effective in food or drink.

Addiction Factor (AF): GMs may wish to make certain herbs addictive. The tables below show the suggested addiction factor. Each time an herb is used, the GM should roll d100 and add the AF to see if the user becomes addicted. If the result is over 100, the herb user is addicted. The character will now have a level 1 addiction. For each level of addiction that a character has, he must take that many doses of that herb in a week (making addiction rolls each time he takes the herb). Each subsequently failed addiction roll results in raising the addiction level by one. If the character fails to take enough of the herb in a given week, he will suffer the effects of withdrawal (see *Gamemaster Law* for rules on chemical dependency and withdrawal).

Effect: Unless otherwise stated, a maximum of one herb (dose) can take effect in a given round. The effect is based on a dose weighing approximately half an ounce. For poisons, the effect is the most severe effect that can be gained with the herb.

OPTIONAL RULES

This section presents a number of optional rules that can help a GM mold the *RMSS* to better fit his world system. They can provide more flexibility and detail within the framework of the basic rules. However, they can involve complications and additional bookkeeping. A GM should examine these rules and determine which ones are appropriate for the pace, flavor, and detail he wishes to inject into his game.

A-9.1 TRAINING

Section 7.3 suggests requiring two hours of "practice" or "contemplation" for each skill rank or skill category rank developed. This section presents a more comprehensive approach that provides a more realistic slant on handling training.

Note: *The issue of training and the resources and facilities required for training will be handled in detail in Gamemaster Law.*

Base Time to Train

The time required to train is based upon the rank that the character is attempt to learn. The higher the rank, the longer it should take to learn. For each rank, the Base Training Time Chart provides the required training based upon a scale using days. A GM may wish to wish to change this scale in order to decrease or increase the amount of time his characters must devote to training.

Scale	Ratio to Base Training Time
Very Low	1 day = 1 hour
Low	1 day = 2 hours
Medium	1 day = 4 hours
Base	1 day = 8 hours
High	1 day = 16 hours
Very High	1 day = 32 hours
Extremely High	1 day = 56 hours

It is presumed that a character can spend roughly eight, uninterrupted hours each day training with a skill. If the character has a teacher who has a higher skill rank than the skill rank that the character is trying to learn, training time is decreased by 10%. If the character has access to proper facilities, he can decrease the training time by 10%. If the character has access to books and/or other resources, he can decrease the training time by 10%. All of the decreases listed above are cumulative (i.e., add the percentages together, a maximum of a 30% decrease).

BASE TRAINING TIME CHART

Rank	Time	Rank	Time
1 or 2	1 day	21	55 days
3 or 4	2 days	22	61 days
5	3 days	23	66 days
6	5 days	24	72 days
7	6 days	25	78 days
8	8 days	26	85 days
9	10 days	27	91 days
10	13 days	28	98 days
11	15 days	29	105 days
12	18 days	30	113 days
13	21 days	31	120 days
14	25 days	32	128 days
15	28 days	33	136 days
16	32 days	34	145 days
17	36 days	35	153 days
18	41 days	36	162 days
19	45 days	37	171 days
20	50 days	+1	+10 days

Note: *While teaching, a teacher cannot be training with his own skills. Also, there are usually a limited number of students that can use facilities and other resources (GM's discretion).*

A-9.2 VARIABLE STAT BONUSES BASED ON SKILLS

In the *RMSS*, all skills within a category use the same stat bonuses. If a GM wishes a finer granularity in individualizing skills, he can assign two stat bonuses to the category and then a third to each individual skill.

When using this optional rule, each skill category bonus uses the first *two* stat bonuses given for the skill category (given in the Skill Summary Table T-2.5 and Appendix A-1). Then, each skill gets a special bonus that is equal to the stat bonus for the stat given in brackets (i.e., {xxx}) after the skill's description in Appendix A-1.

The net result is that three stat bonuses affect each skill bonus (just as they do if this optional rule is not used).

Example: *The Awareness • Searching category has eight skills listed in it. The stats that give the stat bonuses for the category are "In/Re/SD." If this optional rule is being used, the skill category bonus would be figured as normal, except that only the In and Re stat bonuses would be added in. As each skill is developed, it would receive a special bonus equal to the stat bonus for the individual skill. Detect Traps and Locate Hidden would get a special bonus equal to the In stat bonus. Lie Perception would get a special bonus equal to the Em stat bonus. Poison Perception would get a bonus equal to the Me stat bonus. Observation, Reading Tracks, Surveillance, and Tracking would get a special bonus equal to the SD stat bonus.*



A-9.3 RESTRAINING MAGIC

If a GM wishes to use a world system where the use of magic is relatively rare and dangerous, he can use the guidelines in this section.

To restrain magic, a GM can use two principal dangers. The first of these is the existence of a "great evil force" that actively searches for and either destroys or corrupts users of magic. For Gamemasters who want to encourage restraint in spell casting, Section A-9.3.1 presents a mechanism for reflecting this danger.

The other danger is the corrupting influence of the use of significant magic for "non-pure" goals. Unless a spell is cast for the purposes of combating Darkness or maintaining the "Balance," there is a chance that the caster will be corrupted, "drawn towards darkness." This is what happened to Saruman—he used too many powerful spells, too often. Section A-9.3.2 presents a mechanism for reflecting such corruption.

Note: *A "great evil force" can actually be of any alignment (see Section 16.1). E.g., "great good force" could be suppressing magic, a "great capitalistic force" could be "taxing" spell usage, etc.*

Example: *In the Third Age of Middle-earth, the use of magic was quite subtle and rare—a result of the presence of the "great evil," Sauron of Mordor. The other masters of magic in Middle-earth employed their abilities in relative secret. Magic-users were relatively rare, and open displays of power were still rarer. Elves certainly employed magic in daily life, and Dwarves used spells for a variety of reasons. Nonetheless, such enchanting skills were not necessarily the norm.*

A-9.3.1 · RISK FACTORS

One of the primary reasons for the subtle and secret use of magic and spells is the presence of a great evil that actively searches for the use of magic. Those who live under this threat must be particularly careful not to cause attention to be brought upon themselves.

The danger that a "great evil" presents to spell casters is reflected by "risk factors." Each spell type has a risk factor which reflects the potential of drawing the attention of the great evil or its minions. Each Gamemaster must decide whether or not to use risk factors in his game.

Using Risk Factors

Each time a character casts a spell, the Gamemaster should make an open-ended roll and add the *risk factor* for the spell's type. The risk factor can be determine from the Risk Factor Section on the Spell Use Risk Chart by cross-indexing the spell's type and the "activity level of the great evil." For his world, a GM must decide how active the great evil is at the current time.

Spell Use Risk Roll = open-ended roll + Risk Factor

If the modified result is 100 or more, some sort of "Evil-force" has noticed the casting of the spell. A second open-ended roll must be made on the Spell Use Risk Chart. Otherwise, nothing unusual happens.

The results on the Spell Use Risk Chart are guidelines to help a Gamemaster determine the consequences of the spell being noticed. The GM should modify the results to reflect the specific area and circumstances.

A-9.3.2 · CORRUPTION

If a GM uses these guidelines, whenever a spell failure occurs there is a chance that the spell caster will be partially corrupted and "drawn towards the darkness." The spell failure is resolved normally, and the same roll is applied to the Corruption Point Chart to determine how many Corruption Points (CPs) the spell caster receives.

CORRUPTION POINT CHART

	SPELL TYPE				
Roll	**BE/DE**	**E/F**	**P**	**U**	**I**
01-60	0	0	0	0	0
61-65	1	0	0	0	0
66-75	2	1	0	0	0
76-85	6	2	1	0	0
86-100	8	6	2	0	0
101-150	10	8	2	1	0
151-175	12	10	3	1	0
176-190	14	12	3	2	1
191-200	16	13	4	2	1
201-300	18	14	4	3	1
301+	20	15	5	3	1

When this happens, the spell caster is allowed to make a Resistance Roll against Essence (the attack level is the level of the spell being cast). If this RR is successful, only half (round down) of the CPs are received; otherwise, all of the CPs are received.

A Gamemaster should not apply Corruption Points (CPs) if an *appropriate* spell was cast for "pure" goals (i.e., directly working against or fighting evil, protecting the weak and helpless, healing the sick and injured, etc.). The key word here is appropriate. For example, a *Fire Bolt* is not appropriate to use on a bully or a thief but a *Sleep* spell might be.

A GM may also want to have "evil" items give Corruption Points when they are used. The origins of any item are very important, even innocent spell adders and multipliers—if an item was made by the "great evil" or one of his minions, its use will affect the user negatively even if only in a minor way. In this case, each time a character uses an evil item, he must make an RR against Essence (the attack level is 10). If this RR is successful, no CPs are received; otherwise, one CP is received. Certain very powerful evil artifacts may give more than one CP when this RR results in failure.

Note: *A Gamemaster may wish to use a RR against the realm of power of the spell being cast.*

The Gamemaster should keep track of each character's CP total as play progresses. Each character's CP total normally starts at zero, and increases through spell failure and using evil items. A GM may also want to assign CPs for particularly evil acts by characters. A GM may wish to allow certain rituals at certain places to "cleanse" (i.e., remove) CPs from characters.

In general, a character's CPs reflect his tendency towards evil. On this scale, a total of zero indicates an "innocent" and a 100+ indicates a totally evil being. The effects of Corruption Points is up to the GM and the player of the corrupt character, but we suggest the following:

- If the character is faced with temptation, the GM may make an open-ended roll and add the character's CP total and subtract three times his Self Discipline stat bonus. A result of 100+ means that the character must give in to the temptation.
- If the character is in the presence of an "evil being" who commands the character to do something, the character must make an Essence RR modified by subtracting his CP total and adding his three times Self Discipline stat bonus (use the evil being's level for the attack level). Failure means that the character must obey the evil being's command.

  A RR should be made for each such command. During a given day, each RR is modified by an additional +5 for every such RR already made that day (e.g., the sixth RR against evil commands made on a given day would have a +25 RR modi-

SPELL USE RISK CHART

If the GM is using risk factors, he should make an open-ended roll each time a character casts a spell and add the Risk Factor for the spell:

Spell Use Risk Roll = open-ended roll + Risk Factor

If the modified result is 100 or more, some sort of "Evil-force" has noticed the casting of the spell. A second open-ended roll must be made on the Spell Use Risk Chart. Otherwise, nothing unusual happens.

The results on the Spell Use Risk Chart are guidelines to help a Gamemaster determine the consequences of the spell being noticed. The GM should modify the results to reflect the specific area and circumstances.

RISK FACTOR SECTION

Spell Type	ACTIVITY LEVEL OF EVIL-FORCES Low	Medium	High	Very High
BE	+25	+35	+50	+75
DE	+15	+25	+40	+65
E	+0	+10	+25	+50
F	-5	+5	+20	+45
P	-15	-5	+10	+35
U	-20	-10	+5	+30
I	-25	-15	+0	+25

Roll	AREA TYPE Haven	Civilized/ Urban	Civilized/ Rural	Border/ Urban	Border/ Rural	Wilds	Evil Activity	Evil Garrison
≤ 05	nothing	nothing	nothing	nothing	nothing	nothing	nothing	Sighting
06–20	nothing	nothing	nothing	Sighting	nothing	nothing	Sighting	Spotting
21–30	nothing	Sighting	nothing	Sighting	Sighting	nothing	Spotting	Creature
31–40	nothing	Sighting	Sighting	Spotting	Sighting	Sighting	Spotting	Creature
41–50	nothing	Sighting	Sighting	Spotting	Spotting	Spotting	Creature	Patrol
51–60	nothing	Spotting	Spotting	Spotting	Spotting	Creature	Creature	Patrol
61–70	nothing	Spotting	Spotting	Ambush	Creature	Creature	Patrol	Ambush
71-80	Sighting	Ambush	Creature	Kidnapping	Creature	Creature	Patrol	Army Unit
81–90	Sighting	Kidnapping	Ambush	Kidnapping	Ambush	Creature	Ambush	Army Unit
91–100	Spotting	Assassin	Assassin	Assassin	Patrol	Ambush	Army Unit	Special
101–150	Spotting	Kidnapping	Kidnapping	Kidnapping	Assassin	Patrol	Special	Special
151–200	Kidnapping	Assassin	Assassin	Assassin	Special	Special	Special	Special
201+	Assassin	Special	Special	Special	Special	Special	Special	Special

AREA TYPE —

Haven: An area completely clear of any overt evil forces. Hidden agents and traitors may still be present.

Civilized/Urban: A city or town in a region relatively free of evil forces.

Civilized/Rural: The countryside in a region relatively free of evil forces.

Border/Urban: A city or town in a less civilized region on the border of the wild or the border of evil territory.

Border/Rural: The countryside in a less civilized region on the border of the wild or the border of evil territory .

Wilds: Sparsely populated, uncivilized regions that may cover most of the area of certain regions.

Evil Activity: A region with some active evil forces and settlements.

Evil Garrison: A region with a heavy concentration of evil forces and settlements.

RESULTS —

Sighting: Any evil forces in the area are aware of the fact that a spell has been cast as well as the general direction to the spell caster. This can lead to a "pursuit" situation (or "hue and cry" in areas of Evil Activity or Evil Garrison). See Section 30.2.

Spotting: Includes the effects of a "Sighting" **plus** at least one evil force knows the exact direction and approximate distance to the spell caster.

Creature: An evil creature in the vicinity senses the spell and begins to pursue, stalk, attack, or ambush the spell caster.

Patrol: Includes the effects of a "Spotting," **plus** at least one organized evil patrol begins to pursue, stalk, attack or ambush the spell caster.

Ambush: Includes the effects of a "Spotting," **plus** at least one evil force is in position to attempt to set up an ambush.

Army Unit: Includes the effects of a "Patrol," **plus** at least one large, organized evil force is in position to directly attack the spell caster.

Kidnapping: Includes the effects of a "Spotting," **plus** at least one of the evil forces sensing the spell will attempt to kidnap the spell caster.

Assassin: Includes the effects of a "Spotting," **plus** at least one of the evil forces sensing the spell is a evil assassin, who will attempt to assassinate the spell caster.

Special: Includes the effects of a "Spotting," **plus** at least one of the nearby evil forces sensing the spell is a very powerful evil agent or lieutenant; perhaps even a powerful spell caster and his retinue.

A-9.4 SELF DISCIPLINE FOR MENTAL INITIATIVE

Normally an initiative roll (see Section 18.1) is modified by a character's Qu stat bonus. If this optional rule is used, an initiative roll is modified by the SD stat bonus (instead of the Qu stat bonus) for a *mental* action. A mental action is a "non-physical" action, e.g., talking, doing basic math, most self control static maneuvers, etc. For these purposes, casting a spell is considered to be a mental action.

A-9.5 VARYING INITIATIVE

A GM can vary the effect of Quickness on initiative by basing initiative rolls (see Section 18.1) on 1d10 or 3d10 instead of 2d10. A 1d10 based initiative roll will make Quickness more important, while a 3d10 based initiative roll will make it less important.

A-9.6 MISSILE WEAPONS IN MELEE

In general, missile weapons cannot be used while engaged in melee (see Section 18.2.7). However, a GM may allow a relatively small one-handed weapon (e.g., a thrown dagger) to be thrown during melee in certain situations.

The potential firer must declare a normal melee attack (i.e., he may parry normally), and he receives a -2 initiative roll modification. The thrower should make a static maneuver roll to see if he can throw; this roll is modified by triple the thrower's Ag stat bonus **or** his "thrown weapon in melee" skill bonus (a Combat Maneuver skill). If successful, the thrower throws his weapon normally; otherwise, he throws his weapon with a special modification in addition to other modifications. The special modification is: near success: -25; partial success: -50; failure: -75. In any case, the character does not make a normal melee attack.

A-9.7 SHIELD BASH

A character may use his shield as a weapon. Such an attack is called a "shield bash" and is treated as a "Small Bash" attack (use *AL* Attack Table 3.10). Skill for this "attack" is developed as if it were a One-Handed Concussion weapon. All of the Two-weapon Fighting skill rules apply (see Appendix 1.11). The -20 modification for non-dominant hand use applies if the shield is used on the non-dominant arm.

If using this rule, a shield may still be used for its normal defense function as outlined in Sections 23.2.2 and 23.4.1.

A-9.8 ARMOR DAMAGE

A GM may want to keep track of the damage done to armor; if so, use the guidelines presented in AL Section 5.8.8. Keep in mind that these procedures can involve quite a bit of bookkeeping.

A-9.9 LINEAR STAT GAINS

The stat gain method presented in Section 12.2 gives non-linear results. For more linear results, a GM can use the following for each stat gain roll:

Stat Gain = 1d (potential stat - temporary stat)

Example: *Dana has a 98 potential SD stat, but his temporary SD stat is only 43. So when he make a stat gain roll for SD, he rolls 1d55 (i.e., roll 1d100 and reroll results of 56 to 100).*

A-9.10 BACKGROUND OPTIONS

A GM may want to allow his players to use a background option to select an "occupation." This can be handled as outlined in the Layman profession description in Appendix A-4.5.

In addition, a GM may want to allow his players to use a background option to increase the value of his potential stats. Each background option used in this way gives the player "20 points" to assign to his potential stats. If a stat is 90 or less, one of these points can raise a potential stat by one. If a potential stat is above 90, the number of points required to raise a stat by one is equal to:

(minimum points required for the stat) -
(minimum points required for: stat+1)

The minimum points required are given in the Stat Assignment Table T-1.2. A stat may be raised more than once using the 20 points provided by a background option.

Example: *Dana has a 98 potential SD stat and a 57 potential ME stat. He uses a background option to get 20 points to raise his potential stats. A 98 stat requires a minimum of 154 points (see Table T-1.2) and a 99 stat requires a minimum of 171 points. So, Dana uses 17 (171-154) points to raise his SD potential stat to 99, and he uses the remaining 3 points to raise his Me stat to 60.*

PART VII THE TABLES, CHARTS, AND RECORD SHEETS

STAT ASSIGNMENT TABLE T-1.2

Stat Value	Points Assigned
100	190+
99	171-189
98	154-170
97	139-153
96	126-138
95	115-125
94	106-114
93	99-105
92	94-98
91	91-93
20-90	20-90

Note: The minimum points required for a stat above 90 are equal to 90 + [stat value – 90]^2.

POTENTIAL STAT TABLE T-1.3

Temporary Stat	Potential Stat	Fixed Mod.†
20-24	20 + 8d10	+44
25-34	30 + 7d10	+39
35-44	40 + 6d10	+33
45-54	50 + 5d10	+28
55-64	60 + 4d10	+22
65-74	70 + 3d10 *	+17
75-84	80 + 2d10 *	+11
85-91	90 + 1d10	+6
92	91 + 1d9	+5
93	92 + 1d8	+4
94	93 + 1d7	+4
95	94 + 1d6	+3
96	95 + 1d5	+3
97	96 + 1d4	+2
98	97 + 1d3	+2
99	98 + 1d2	+1
100	99 + 1d2	+1

Note: See Section 1.4 for guidelines for making 1d2 through 1d9 die rolls.

* — A starting potential stat will be at least as high as its temporary stat. So, if a roll for a potential stat gives a result that is less than its corresponding temporary stat, the potential stat is instead equal to the temporary stat.

† — These modifications are only used if the fixed modification option is used for all stats.

RACE ABILITIES TABLE T-1.1

Race	Racial Stat Bonus Modifications										RR Modifications					# BG opts
	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ess.	Chan.	Ment.	Pois.	Dis.	
Common Men	0	0	0	0	+2	0	0	0	0	+2	0	0	0	0	0	6
Mixed Men	0	+2	0	0	+2	+2	0	+2	0	+2	0	0	0	0	0	5
High Men	-2	+4	0	0	0	0	0	+4	-2	+4	-5	-5	-5	0	0	4
Wood Elves	+4	0	+2	0	-5	+2	0	+2	+2	0	-5	-5	-5	+10	+100	4
Grey Elves	+2	0	+2	0	-5	+2	0	+4	+4	0	-5	-5	-5	+10	+100	3
High Elves	+2	0	+2	0	-5	+2	0	+6	+6	0	-5	-5	-5	+10	+100	2
Half-elves	+2	+2	0	0	-3	0	0	+4	+4	+2	-5	-5	-5	0	+50	4
Dwarves	-2	+6	0	0	+2	-4	0	-4	-2	+2	+40	0	+40	+20	+15	5
Halflings	+6	+6	0	0	-4	-2	0	-6	+4	-8	+50	0	+40	+30	+15	5
Common Orcs	0	+2	-4	-2	-4	-2	-4	-2	0	+2	0	0	0	0	+5	5
Greater Orcs	0	+4	-2	-2	-2	-2	-2	-2	0	+4	0	0	0	+5	+10	4
Half-orcs	0	+2	0	0	+2	0	0	0	0	+2	0	0	0	+5	+5	5

Skill Rank Bonus Progression:

Race	Body Development	Channeling PP Development	Essence PP Development	Mentalism PP Development
Common Men	0 • 6 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
Mixed Men	0 • 6 • 5 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
High Men	0 • 7 • 5 • 3 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4
Wood Elves	0 • 6 • 3 • 1 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
Grey Elves	0 • 6 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
High Elves	0 • 7 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 7 • 6 • 5 • 4	0 • 6 • 5 • 4 • 3
Half-elves	0 • 7 • 5 • 3 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 6 • 4 • 3	0 • 7 • 5 • 4 • 3
Dwarves	0 • 7 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 3 • 2 • 1 • 1	0 • 3 • 2 • 1 • 1
Halflings	0 • 6 • 2 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 2 • 1 • 1 • 1	0 • 2 • 1 • 1 • 1
Common Orcs	0 • 6 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 4 • 3 • 2 • 1	0 • 4 • 3 • 2 • 1
Greater Orcs	0 • 7 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 5 • 3 • 2 • 2	0 • 5 • 3 • 2 • 2
Half-orcs	0 • 7 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	0 • 6 • 4 • 3 • 2	0 • 6 • 4 • 3 • 2

Note: Hybrid PP progressions are calculated by taking the lesser of the Hybrid spell user's two realms' progressions.

PROFESSION TABLE T-1.4

Profession	Prime Stats	Realm(s) of Power	Profession Bonuses For Categories & Groups of Categories
Fighter	St/Co	Choice	Armor Group (10); Body Development (10); Combat Maneuvers (10); Weapon Group (20)
Thief	Ag/Qu	Choice	Athletic • Gymnastics (5); Awareness Group (10); Body Development (5); Self Control (5); Subterfuge Group (15); Weapon Group (10)
Rogue	Ag/St	Choice	Armor Group (5); Athletic • Gymnastics (5); Awareness Group (5); Body Development (5); Combat Maneuvers (5); Subterfuge Group (10); Weapon Group (15)
Warrior Monk	Qu/SD	Choice	Athletic • Gymnastics (5); Awareness Group (5); Body Development (10); Martial Arts Group (15); Self Control (15)
Layman	none	Choice	Athletic Group (5); Awareness Group (5); Body Development (5); Crafts (5); Outdoor Group (5); Power Awareness (5); Power Manipulation (5); Self Control (5); Technical/Trade Group (5); Weapon Group (5)
Magician	**Em**/Re	Essence	Directed Spells (10); Lore • Magical (10); Power Awareness (10); Power Manipulation (10); Power Point Development (5); Spells Group (5)
Illusionist	**Em**/Re	Essence	Awareness Group (5); Directed Spells (5); Lore • Magical (10); Power Awareness (10); Power Manipulation (10); Power Point Development (5); Spells Group (5)
Cleric	**In**/Me	Channeling	Awareness Group (5); Influence (5); Lore • Magical (5); Outdoor Group (5); Power Awareness (10); Power Manipulation (5); Power Point Development (5); Spell Group (5); Weapon Group (5)
Animist	**In**/Me	Channeling	Awareness Group (5); Lore • Magical (5); Outdoor Group (20); Power Awareness (5); Power Manipulation (5); Power Point Development (5); Spell Group (5)
Mentalist	**Pr**/SD	Mentalism	Awareness Group (5); Body Development (5); Influence (10); Lore • Magical (5); Power Awareness (5); Power Manipulation (5); Power Point Development (5); Self Control (5); Spell Group (5)
Lay Healer	**Pr**/SD	Mentalism	Awareness Group (5); Body Development (10); Lore • Magical (5); Power Awareness (5); Power Manipulation (5); Power Point Development (5); Self Control (10); Spell Group (5)
Healer	**In**/**Pr**/SD	Channeling & Mentalism	Awareness Group (5); Body Development (10); Lore • Magical (5); Power Awareness (5); Power Manipulation (5); Power Point Development (5); Self Control (10); Spell Group (5)
Mystic	**Em**/**Pr**/SD	Essence & Mentalism	Awareness Group (5); Influence (5); Lore • Magical (5); Power Awareness (10); Power Manipulation (5); Power Point Development (5); Self Control (5); Spell Group (5); Subterfuge • Stealth (5)
Sorcerer	**Em**/**In**/SD	Channeling & Essence	Directed Spells (5); Lore • Magical (10); Power Awareness (10); Power Manipulation (15); Power Point Development (5); Spell Group (5)
Ranger	**In**/Co	Channeling	Athletic Group (5); Awareness Group (10); Body Development (5); Outdoor Group (20); Subterfuge • Stealth (5); Weapon Group (5)
Paladin	**In**/SD	Channeling	Athletic Group (5); Armor Group (5); Awareness Group (5); Body Development (10); Combat Maneuvers (10); Power Manipulation (5); Weapon Group (10)
Monk	**Em**/SD	Essence	Athletic • Gymnastics (5); Awareness Group (5); Body Development (5); Martial Arts Group (10); Power Awareness (5); Self Control (10); Subterfuge • Stealth (5); Weapon Group (5)
Dabbler	**Em**/Ag	Essence	Awareness Group (10); Body Development (5); Influence (5); Lore • Magical (5); Power Awareness (5); Power Manipulation (5); Subterfuge Group (5); Urban (5); Weapon Group (5)
Bard	**Pr**/Me	Mentalism	Artistic • Active (5); Awareness Group (5); Body Development (5); Communications (5); Influence (5); Lore Group (10); Power Awareness (5); Self Control (5); Weapon Group (5)
Magent	**Pr**/Re	Mentalism	Awareness Group (10); Body Development (5); Communications (5); Influence (5); Power Awareness (5); Self Control (10); Subterfuge Group (5); Weapon Group (5)

Note: Realm stats are shown in boldface.

BACKGROUND OPTIONS TABLE T-1.5

Special Items (choose for 2 BOs) —

See the notes below and Section 32.1 for descriptions of the various types of items.

Roll	Item
01-05	*Choice of the following:* a +1 spell adder **or** one special bread/poison/herb (Appendix A-8). The GM should assign a bread/poison/herb that is appropriate.
11-10	*Choice of the following:* a +1 spell adder **or** two +5 non-magic items.
21-20	*Choice of the following:* a +1 spell adder **or** one +10 non-magic item.
31-30	*Choice of the following:* a +1 spell adder **or** two +5 magic items.
31-65	*Choice of the following:* a +1 spell adder **or** one +10 magic item.
66	*Choice of the following:* a +3 spell adder **or** a loyal domesticated animal (e.g., a dog) **or** one +20 non-magic item.
66-75	*Choice of the following:* a Daily III spell item **or** a +2 spell adder, **or** three +5 non-magic items **or** three doses of a potion (with a level 1-5 spell).
76-80	*Choice of the following:* Daily III spell item **or** a +2 spell adder, **or** one +15 non-magic item **or** three doses of a potion (with a level 1-5 spell).
81-85	*Choice of the following:* Daily IV spell item, **or** a +2 spell adder, **or** three +5 magic items, **or** five doses of a potion (with a level 1-5 spell).
86-90	*Choice of the following:* Daily IV spell item, **or** a +2 spell adder, **or** one +15 magic item, **or** five doses of a potion (with a level 1-5 spell).
91-95	*Choice of the following:* a +3 spell adder **or** **or** two +10 magic items **or** two Daily III items.
96-97	*Choice of the following:* a +3 spell adder **or** **or** one +20 magic item **or** a Daily IV item.
98	*Choice of the following:* a +3 spell adder **or** **or** a Daily VI item **or** three +10 magic items.
99	*Choice of the following:* a +3 spell adder **or** **or** a Daily VII item **or** two +20 magic items.
100	*Choice of the following:* a +3 spell adder **or** a Daily VIII item **or** a loyal unusual creature (e.g., a monster).

Item Note: *If multiple background options are used to take items, it is suggested that the player have the choice of having all of the abilities joined in one item or spread throughout two or more separate items. The bonuses on items and spell adders would be cumulative (up to a total of +30 for a bonus and +3 for an adder) if taken in one item.*

Item Note: *A "+# magic item" gives a +# bonus to any skill with which the item is used (e.g., a +10 mace would increase the wielder's OB by 10 when used in combat, a +10 lockpick would give a +10 bonus for picking locks, a +10 saddle would give a +10 bonus to riding, a +10 suit of armor would increase the wearer's DB by 10, etc.).*

Item Note: *A "+# spell adder" allows the caster to cast one additional spell per day without expending power points (see Section 32.1). It is suggested that such items be at least 2' long and hand-held.*

Item Note: *A "Daily #" spell item allows a chosen spell to be cast a certain number of times a day without expending power points (see Section 32.1). The "#" is greater than or equal to the level of the spell times the number of times a day that it can be cast. E.g., a Daily IV item could cast a 1st level spell four times a day, a 2nd level spell two times a day, or a 3rd or 4th level spell once a day. The player may choose any appropriate spell and the type of item (if the GM deems it appropriate) **or** the Gamemaster and player may agree on a special magic item (e.g., a canteen that refills once a day, a rope that ties and unties itself, a backpack which is weightless regardless of contents, etc.).*

Extra Languages —

Allocate 20 skill ranks to the extra languages listed for your culture/race in Appendix A-3.

Extra Money Option (choose for 2 BOs) —

Roll	Amount
01–02	1 gp
03–05	2 gp
06–15	5 gp
16–25	10 gp
26–35	15 gp
36–45	20 gp
46–55	30 gp
56–65	35 gp
66–70	40 gp
71–75	50 gp
76–80	60 gp
81–85	70 gp
86–90	80 gp
91–94	100 gp
95–97	125 gp
98–99	150 gp
100	200 gp

Extra Stat Gain Rolls —

Make an extra stat gain roll for each of your stats (see Section 7.3).

Special Bonuses (choose one) —

- A special +10 bonus for one skill.
- A special +5 bonus for one skill category.

Talents (& Flaws) —

Roll or select a talent and any associated flaw; requires one or more background options (see Appendix A-5 and the Talent/Flaw Cost Chart)

ADOLESCENCE RANK TABLE T-1.6

	Hillmen	Mariners	Nomads	Ruralmen	Urbanmen	Woodmen	High Men	Wood Elves	Grey Elves	High Elves	Half-elves	Dwarves	Halflings	Common Orcs	Greater Orcs	Half-orcs
Armor • Light skill category	1	2	1	1	1	1	1	0	0	0	1	1	0	3	3	3
Soft Leather skill	0	0	0	1	0	1	0	0	0	0	0	0	0	1	1	1
Rigid Leather skill	1	2	0	1	0	0	1	0	0	0	1	1	0	3	3	3
Armor • Medium skill category	0	0	0	0	0	0	2	0	0	0	1	3	0	2	3	1
Chain skill	0	0	0	0	0	0	2	0	0	0	1	3	0	2	3	1
Athletic • Brawn skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Athletic • Endurance skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Swimming skill	1	5	0	1	1	1	1	3	2	2	1	0	0	0	0	0
Athletic • Gymnastics skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Climbing skill	5	0	0	0	0	3	0	2	1	0	1	1	2	1	1	1
Awareness • Perceptions skill category	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Alertness skill	2	2	2	2	2	2	2	6	6	6	2	4	8	2	2	2
Awareness • Searching skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Body Development skill	3	2	2	2	1	2	3	1	1	1	1	3	2	2	3	2
Communications skill category	1	1	1	1	3	1	3	2	3	4	3	1	1	0	0	0
Language skills †	4	10	4	8	10	4	12	12	16	20	8	8	6	4	4	4
Lore • General skill category	3	3	3	3	3	3	3	3	3	3	3	3	2	1	1	2
"Own" Region Lore skill	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
"Own" Culture Lore skill	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Outdoor • Animal skill category	0	0	5	1	0	0	1	1	1	1	1	0	0	0	1	0
Riding skill (usually horses)	0	0	5	1	0	0	1	1	1	1	1	0	0	0	1	0
Outdoor • Environmental skill category	4	1	3	2	0	5	1	5	4	3	3	2	1	2	2	2
Power Awareness skill category *	0	0	0	0	2	0	1	1	1	2	1	0	0	0	0	0
Science/Analytic • Basic skill category	0	1	0	0	1	0	1	1	1	2	1	1	0	0	0	0
Spells • Own Realm Open Lists – skill in one spell list *	0	1	0	0	2	0	0	2	3	4	1	0	0	0	0	0
Subterfuge • Stealth skill category	2	0	0	1	0	4	0	4	3	2	2	0	5	0	0	0
Stalking skill	2	0	0	1	0	4	0	4	3	2	2	0	5	0	0	0
Hiding skill	2	0	0	1	0	4	0	4	3	2	2	0	5	0	0	0
Tech./Trade • General skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Urban skill skill category	0	1	0	0	5	0	0	0	0	0	0	0	0	0	0	0
Weapon • 1-H Conc. skill category	1	0	0	0	0	0	0	0	0	0	0	4	0	3	1	3
1 Weapon Based on Culture/Race ‡	1	0	0	0	0	0	0	0	0	0	0	4	0	3	1	3
Weapon • 1-H Edged skill category	0	2	1	1	1	1	2	1	1	1	1	0	0	0	4	0
1 Weapon Based on Culture/Race ‡	0	2	1	1	1	1	2	1	1	1	1	0	0	0	4	0
Weapon • 2-Handed skill category	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0
1 Weapon Based on Culture/Race ‡	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0
Weapon • Missile skill category	1	1	2	1	1	1	1	3	2	1	2	0	2	0	1	1
1 Weapon Based on Culture/Race ‡	1	1	2	1	1	1	1	3	2	1	2	0	2	0	1	1
Weapon • Pole Arms skill category	2	0	2	1	0	1	1	0	0	0	0	0	0	1	1	0
1 Weapon Based on Culture/Race ‡	2	0	2	1	0	1	1	0	0	0	0	0	0	1	1	0
Weapon • Thrown skill category	2	1	1	1	0	1	0	0	0	0	0	1	2	1	1	1
1 Weapon Based on Culture/Race ‡	2	1	1	1	0	1	0	0	0	0	0	1	2	1	1	1
Hobby Ranks (see Section 13.0) ‡	12	12	12	12	12	12	10	10	8	6	10	12	12	12	10	12
Number of Background Options §	6/5	6/5	6/5	6/5	6/5	6/5	4	4	3	2	4	5	5	5	4	5

* – If a GM is running a magic-poor setting, these ranks are not available.

† – May only be allocated up to the maximum number of ranks listed for the "allowed adolescence languages" provided for a character's culture/race in Appendix A-3.

‡ – See the specific culture/race entry in Appendix A-3.

§ – See Section 14.0. Common Men get 6, Mixed Men get 5.

RANDOM ROLE TRAIT TABLE T-1.7

Personality Traits: Make the 1st roll (not open-ended) to determine the "range of the role trait." Then make a 2nd roll (not open-ended) to get a general idea where in the range your character's role trait falls (low results to the left in the range and high results to the right in the range).

1st Roll — Range of the Role Trait

01-02	Sullen, Morose, Somber, Serious	Lighthearted, Cheerful, Joyous
03-04	Merciful, Compassionate, Kind	Uncaring, Mean, Ruthless, Cruel
05-06	Austere, Sober, Restrained, Temperate, Moderate	Unrestrained, Indulgent
07-08	Docile, Pliable, Amenable, Cooperative	Stubborn, Obstinate
09-10	Martyr, Over-protective, Protective	Intimidating, Overbearing, Bully
11-12	Radical, Liberal, Open-minded Orthodox, Conservative, Reactionary	
13-14	Loving, Friendly, Amicable	Quarrelsome, Hostile, Antagonistic
15-16	Prudent, Patient, Cautious	Impatient, Impulsive, Reckless, Rash
17-18	Confident, Sanguine, Secure	Nervous, Apprehensive,Daunted
19-20	Extrovert, Out-going, Talkative	Reserved, Shy, Timid, Introvert
21-22	Pacific, Nonviolent, Peaceful	Pugnacious, Belligerent, Bellicose
23-24	Meek, Self-effacing, Modest, Humble	Proud, Conceited, Cocky, Pompous, Arrogant
25-26	Lethargic, Lazy, Idle, Easy Going, Laid Back	Vibrant, Energetic, Enterprising, Ambitious
27-28	Deferential, Respectful, Courteous, Polite, Civil	Impolite, Rude, Impudent, Insolent
29-30	Charitable, Forgiving	Vindictive, Vengeful
31-32	Benevolent, Generous, Giving	Selfish, Miserly, Greedy
33-34	Honest, Direct, Trustworthy	Shifty, Deceitful, Dishonest
35-36	Honorable, High-principled	Dishonorable
37-38	Loyal, Faithful, Reliable	Treacherous, Disloyal
39-40	Lawful, Just, Upright	Arbitrary, Chaotic, Corrupt
41-42	Moral, Ethical, Principled	Amoral, Immoral
43-44	Pious, Devout, Religious	Worldly, Impious
45-46	Quixotic, Idealistic	Practical, Pragmatic, Cynical
47-48	Gullible, Trusting	Skeptical, Suspicious, Paranoid
49-50	Curious, Inquisitive	Apathetic, Incurious
51-52	Focused, Attentive	Distracted, Absent-minded
53-54	Continent, Chaste	Lustful, Licentious, Lecherous
55-56	Quiet, Reserved	Flamboyant, Boisterous, Loud
57-58	Valorous, Brave, Bold, Audacious	Timid, Cowardly, Craven
59-60	Passive, Detached, Calm	Forceful, Enthusiastic, Excitable
61-62	Calm, Even-tempered	Quick-Tempered, Hot-headed
63-64	Stoic, Impassive, Stolid	Responsive, Complainer
65-66	Sociable, Gregarious	Nonsocial, Antisocial, Cold
67-68	Optimistic, Upbeat	Uncertain, Cynical, Fatalistic, Pessimistic
69-70	Creative, Inventive, Original	Conformist, Uncreative
71-72	Tolerant, Open-minded	Snobbish, Prejudiced, Intolerant
73-74	Disordered, Messy	Orderly, Perfectionist
75-76	Tolerant, Understanding	Envious, Possessive, Jealous
77-78	Dependent, Clinging	Self-reliant, Independent
79-89	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a -20 modification.	
90-100	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a +20 modification.	

Motivation Traits: Make a roll (not open-ended) to determine the first part of the role trait. If necessary, you or your GM may choose the rest of the trait.

Roll — Role Trait

01-05	**Destroy:** evil, dark lord's forces, culture/race, country, guild, population center, individual, etc.
06-10	**Hate & Work Against:** evil, dark lord's forces, culture/race, country, guild, population center, individual, etc.
11-15	**Hate:** evil, dark lord's forces, culture/race, country, guild, population center, individual, etc.
16-20	**Dislike:** evil, dark lord's forces, culture/race, country, guild, population center, individual, etc.
21-25	**Revenge against:** individual, family, clan, culture/race, population center, guild, etc.
26-30	**Preserve:** individual, family, clan, ruler, country, culture/race, population center, guild, etc.
31-35	**Protect:** individual, family, clan, ruler, country, culture/race, population center, guild, "the weak," etc.
36-40	**Serve:** individual, family, clan, ruler, country, culture/race, population center, guild, etc.
41-45	**Promote:** peace, freedom, justice, religion, morality, war, free enterprise, etc.
46-50	**Rebuild/Restart:** guild, population center, religion, clan, dynasty, etc.
51-55	**Fanatic about:** spreading religion, freedom, cleanliness, law & order, etc.
56-60	**Compulsive about:** spreading religion, freedom, cleanliness, law & order, etc.
61-65	**Fear of (Phobia):** heights, darkness, water, etc.
66-70	**Acquire xxx for yyy:** "xxx" is wealth, power, knowledge, magic items, etc. "yyy" is a ruler, country, culture/race, guild, religion, clan, population center, etc.
71-75	**Acquire Personal:** power, knowledge, magic items, pleasure, fame, etc.
76-80	**Acquire and Maintain Personal Honor**
81-85	**Adventure, Thrills, Excitement**
86-90	**Self-centered, general self-interest**
91-95	**Heroism**
96-100	**"Make the World a Better Place"**

Alignment Traits: Make the 1st roll (not open-ended) to determine the "range of the role trait." Then make a 2nd roll (not open-ended) to get a general idea where in the range your character's role trait falls (low results to the left in the range and high results to the right in the range).

1st Roll — Range of the Role Trait

01-06	Good	Neutral	Evil
07-12	Laws/Government	Neutral	Anarchy
13-18	Government	Neutral	Rebels/Opposing Government*
19-24	Laws/Principles	Neutral	Opportunism, "*The End Justifies the Means*" (Machiavellianism)
25-30	Religion	Neutral	Atheism
31-36	Religion	Neutral	Opposing Religion†
37-42	Free Enterprise	Neutral	Cartels/Guilds/Monopolies
43-48	Free Enterprise	Neutral	Socialism
49-54	Asceticism	Neutral	Hedonism
55-60	Altruism	Neutral	Egoism
61-66	Spiritual	Neutral	Materialist
67-72	Metaphorical	Neutral	Literal
73-86	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a -20 modification.		
87-100	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a +20 modification.		

BASIC STAT BONUS TABLE T-2.1

Stat	Basic Stat Bonus	Optional Formula
102+	14	*(Stat - 95) x 2*
101	12	*(Stat - 95) x 2*
100	10	*(Stat - 81) ÷ 2*
98-99	9	*(Stat - 81) ÷ 2*
96-97	8	*(Stat - 81) ÷ 2*
94-95	7	*(Stat - 81) ÷ 2*
92-93	6	*(Stat - 81) ÷ 2*
90-91	5	*(Stat - 81) ÷ 2*
85-89	4	*(Stat - 67) ÷ 5*
80-84	3	*(Stat - 67) ÷ 5*
75-79	2	*(Stat - 67) ÷ 5*
70-74	1	*(Stat - 67) ÷ 5*
31-69	0	—
26-30	-1	*(Stat - 33) ÷ 5*
21-25	-2	*(Stat - 33) ÷ 5*
16-20	-3	*(Stat - 33) ÷ 5*
11-15	-4	*(Stat - 33) ÷ 5*
10	-5	*(Stat - 21) ÷ 2*
08-09	-6	*(Stat - 21) ÷ 2*
06-07	-7	*(Stat - 21) ÷ 2*
04-05	-8	*(Stat - 21) ÷ 2*
02-03	-9	*(Stat - 21) ÷ 2*
01	-10	*(Stat - 21) ÷ 2*

SKILL BONUS TABLE T-2.2

Rank	Standard Skill Rank Bonus	Standard Skill Category Bonus	Combined Skill Rank Bonus
0	-15	-15	-30
1	3	2	5
2	6	4	10
3	9	6	15
4	12	8	20
5	15	10	25
6	18	12	30
7	21	14	35
8	24	16	40
9	27	18	45
10	30	20	50
11	32	21	53
12	34	22	56
13	36	23	59
14	38	24	62
15	40	25	65
16	42	26	68
17	44	27	71
18	46	28	74
19	48	29	77
20	50	30	80
21	51	31	82
22	52	31	83
23	53	32	85
24	54	32	86
25	55	33	88
26	56	33	89
27	57	34	91
28	58	34	92
29	59	35	94
30	60	35	95
31+	60 + 0.5 per rank over 30	35	95 + 0.5 per rank over 30

STAT GAIN TABLE T-2.3

High Die	Low Die	*(Diff = Potential - Temporary)* Diff 10	10<Diff 20	Diff>20
1	1	-1	-1	-1
2	2	-2	-2	-2
3	3	-3	-3	-3
4	4	-4	-4	-4
5	5	-5	-5	-5
6	6	+12	+12	+12
7	7	+14	+14	+14
8	8	+16	+16	+16
9	9	+18	+18	+18
10	10	+20	+20	+20
Otherwise		Low Die	High Die	Sum of Dice

SPELL LIST DP COST TABLE T-2.4

List Type	Skill Rank #	SPELL USER TYPE Pure	Hybrid	Semi	Non
Own Realm:					
Own Base Lists	1+	3/3/3	3/3/3	6/6/6	–
Open Lists	1-5	4/4/4	4/4/4	8/8	x1
	6-10	4/4/4	4/4/4	8/8	x2
	11-15	4/4/4	6/6/6	12	x3
	16-20	4/4/4	8/8	18	x4
	21+	6/6/6	12	25	x5
Closed Lists	1-5	4/4/4	4/4/4	10/10	x1
	6-10	4/4/4	6/6/6	12	x2
	11-15	4/4/4	8/8	25	x3
	16-20	4/4/4	10/10	40	x4
	21+	8/8	25	60	x5
Other Base Lists	1-5	8/8	10/10	25	x1
	6-10	10/10	12	40	x2
	11-15	12	25	60	x3
	16-20	25	40	80	x4
	21+	40	60	100	x5
Other Realm:					
Open Lists	1-5	10/10	12	30	x1
	6-10	12	25	60	x2
	11-15	25	40	80	x3
	16-20	40	60	100	x4
	21+	60	80	120	x5
Closed Lists	1-5	20	25	45	x1
	6-10	25	40	60	x2
	11-15	40	60	80	x3
	16-20	60	80	100	x4
	21+	80	100	120	x5
Other Base Lists	1-5	50	60	80	x1
	6-10	70	80	100	x2
	11-15	90	100	120	x3
	16-20	110	120	140	x4
	21+	130	140	160	x5
Arcane "Realm:"					
Open Arcane Lists	1-5	6/6	5/5	12	x1
	6-10	8/8	6/6	25	x2
	11-15	10/10	8/8	40	x3
	16-20	12	10/10	60	x4
	21+	25	12	80	x5

Multipliers:

First 5 Lists Developed This Level x1
6th – 10th Lists Developed This Level x2
11th – up Lists Developed This Level x4

SKILL SUMMARY TABLE T-2.5

Skill Category	Applicable Stats	Skill Rank Bonus Progression	Skill Category Rank Bonus Progression	Skills
Armor • Heavy	St/Ag/St	Standard	Standard	Plate
Armor • Light	Ag/St/Ag	Standard	Standard	Soft Leather, Rigid Leather
Armor • Medium	St/Ag/St	Standard	Standard	Chain
Artistic • Active	Pr/Em/Ag	Standard	Standard	Acting, Dancing, Mimery, Mimicry, Play Instrument†, Poetic Improvisation, Singing, Tale Telling, Ventriloquism
Artistic • Passive	Em/In/Pr	Standard	Standard	Music, Painting, Poetry, Sculpting
Athletic • Brawn	St/Co/Ag	Standard	Standard	Athletic Games (Brawn)†, Jumping, Power-striking, Power-throwing, Weight-lifting
Athletic • Endurance	Co/Ag/St	Standard	Standard	Athletic Games (Endurance)†, Distance Running, Rowing, Scaling, Sprinting, Swimming
Athletic • Gymnastics	Ag/Qu/Ag	Standard	Standard	Acrobatics, Athletic Games (Gymnastics)†, Climbing, Contortions, Diving, Flying/Gliding, Juggling, Pole-vaulting, Rappelling, Skating, Skiing, Stilt Walking, Surfing, Tightrope-walking, Tumbling
Awareness • Perceptions	In/SD/In	0•1•1•0.5•0	0•0•0•0•0	Alertness, Sense Ambush
Awareness • Searching	In/Re/SD	Standard	Standard	Detect Traps, Lie Perception, Locate Hidden, Observation, Poison Perception, Reading Tracks, Surveillance, Tracking
Awareness • Senses	In/SD/In	Standard	Standard	Direction Sense, *Reality Awareness*, Situational Awareness†, *Spacial Location Awareness*, Sense Awareness†, Time Sense
Body Development	Co/SD/Co	See Table T-1.1	0•0•0•0•0	Body Development
Combat Maneuvers	Ag/Qu/SD	Combined	0•0•0•0•0	*Adrenal Deflecting*, Mounted Combat, Quickdraw, Reverse Stroke†, Subdual, Swashbuckling, *Tumbling Evasion*, Two-weapon Combat
Communication	Re/Me/Em	Standard	Standard	Two skills for each language (spoken & written)†, Lip Reading, *Magical Languages*, Signaling
Crafts	Ag/Me/SD	Combined	0•0•0•0•0	Drafting, Cooking, Fletching, Horticulture, Leather-crafts†, Metal-crafts†, Rope Mastery, Scribing, Service, Sewing/weaving, Skinning, Stone-crafts†, Trapping, Wood-crafts†, and others†
Directed Spells	Ag/SD/Ag	Standard	Standard	One skill for each type of directed attack†
Influence	Pr/Em/In	Standard	Standard	Bribery, Diplomacy, Duping, Interrogation, Leadership, Propaganda, Public Speaking, Seduction, Trading
Lore • General	Me/Re/Me	Standard	Standard	Culture Lore†, History†, Fauna Lore, Flora Lore, Heraldry, Philosophy, Region Lore†, Religion
Lore • Magical	Me/Re/Me	Standard	Standard	Artifact Lore, Circle Lore, Planar Lore, Spell Lore, Symbol Lore, Undead Lore, Warding Lore
Lore • Obscure	Me/Re/Me	Standard	Standard	Demon/Devil Lore, Dragon Lore, Faerie Lore, Xeno-lores†
Lore • Technical	Me/Re/Me	Standard	Standard	Herb Lore, Lock Lore, Metal Lore, Poison Lore, Stone Lore, Trading Lore
Martial Arts • Striking	St/Ag/St	Standard	Standard	Boxing, Striking Degree 1, Striking Degree 2, Striking Degree 3, Striking Degree 4, Tackling
Martial Arts • Sweeps	Ag/St/Ag	Standard	Standard	Blocking, Sweeps Degree 1, Sweeps Degree 2, Sweeps Degree 3, Sweeps Degree 4, Wrestling
Outdoor • Animal	Em/Ag/Em	Standard	Standard	Animal Handling†, Animal Healing†, *Animal Mastery*†, Animal Training†, Driving†, Herding†, Riding†
Outdoor • Environmental	SD/In/Me	Standard	Standard	Caving, Foraging, Hunting, Star-gazing, Survival†, Weather Watching
Power Awareness	Em/In/Pr	Standard	Standard	Attunement, Divination, *Power Perception*, Read Runes
Power Manipulation	Em/In/Pr	Combined	0•0•0•0•0	Channeling, Magic Ritual, Spell Mastery†, *Transcend Armor*
Power Point Development	realm stat‡	See Table T-1.1	0•0•0•0•0	Power Point Development
Science/Analytic • Basic	Re/Me/Re	Standard	Standard	Basic Math, Research
Science/Analytic • Specialized	Re/Me/Re	Combined	0•0•0•0•0	Advanced Math, Anthropology†, Alchemy, Astronomy, Biochemistry, Psychology†, and others†
Self Control	SD/Pr/SD	Standard	Standard	Adrenal Balance, Adrenal Concentration, Adrenal Landing, Adrenal Leaping, Adrenal Quickness, Adrenal Speed, *Adrenal Stabilization*, Adrenal Strength, *Cleansing Trance, Control Lycanthropy, Death Trance,* Frenzy, Healing Trance, Meditation, Mnemonics, Sleep Trance, Stunned Maneuvering

Skill Summary Table T-2.5
Experience Point Table T-2.6

SKILL SUMMARY TABLE T-2.5

Skill Category	Applicable Stats	Skill Rank Bonus Progression	Skill Category Rank Bonus Progression	Skills
Special Attacks	St/Ag/SD	Combined	0•0•0•0•0	Brawling, Disarm Foe (armed)†, Disarm Foe (unarmed)†, Jousting (Lancing)
Special Defenses	None	Combined	0•0•0•0•0	Adrenal Defense, Adrenal Toughness
Spells • Arcane Open Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†
Other Realm Base Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†
Other Realm Closed Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†
Other Realm Open Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†
Own Realm Closed Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†
Own Realm Open Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type†
Own Realm Other Base Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type.†
Own Realm Own Base Lists	realm stat‡	0•1•1•0.5•0	0•0•0•0•0	One skill per spell list of this type.†
Subterfuge • Attack	Ag/SD/In	Standard	Standard	Ambush, Silent Attack
Subterfuge • Mechanics	In/Ag/Re	Standard	Standard	Camouflage, Disarming Traps, Disguise, Counterfeiting, Forgery, Hiding Items, Picking Locks, Setting Traps, Trap Building, Using/Removing Poison
Subterfuge • Stealth	Ag/SD/In	Standard	Standard	Hiding, Picking Pockets, Stalking, Trickery
Technical/Trade • General	Re/Me/SD	Standard	Standard	Begging, First Aid, Gambling, Mapping, Operating Equipment, Orienteering, Sailing, Tactical Games, Using Prepared Herbs
Technical/Trade • Professional	Re/Me/In	Combined	0•0•0•0•0	Advertising, Architecture, Diagnostics†, Dowsing, Engineering†, Mechanition†, Military Organization†, Mining†, Second Aid, Surgery
Technical/Trade • Vocational	Me/In/Re	Combined	0•0•0•0•0	Administration, Appraisal, Boat Pilot†, Cartography, Evaluate Armor, Evaluate Metal, Evaluate Stone, Evaluate Weapon, Gimmickry, Hypnosis, Mechanition, Midwifery, Navigation, Preparing Herbs, Preparing Poisons, Siege Engineering, Tactics†
Urban	In/Pr/Re	Standard	Standard	Contacting, Mingling, Scrounging, Streetwise
Weapon • 1-H Concussion	St/Ag/St	Standard	Standard	One skill for each weapon in the category. †
Weapon • 1-H Edged	St/Ag/St	Standard	Standard	One skill for each weapon in the category. †
Weapon • 2-Handed	St/Ag/St	Standard	Standard	One skill for each weapon in the category. †
Weapon • Missile	Ag/St/Ag	Standard	Standard	One skill for each weapon in the category. †
Weapon • Missile Artillery	In/Ag/Re	Standard	Standard	One skill for each weapon in the category. †
Weapon • Pole Arms	St/Ag/St	Standard	Standard	One skill for each weapon in the category. †
Weapon • Thrown	Ag/St/Ag	Standard	Standard	One skill for each weapon in the category. †

Note: Skills in italics are "restricted" (see Section 6.3).

† — This skill is actually a number of skills based on a certain factor. Each skill must be developed separately (e.g., Riding skill must be developed separately for each type of mount: horse, elephant, Dragon, etc.).

‡ — A realm stat is: In for Channeling, Em for Essence, and Pr for Mentalism. A Hybrid spell user averages his two realm stat bonuses to obtain his stat bonus for these skills.

EXPERIENCE POINT TABLE T-2.6

Level	EPs Required	Level	EPs Required
1	10,000	11	180,000
2	20,000	12	210,000
3	30,000	13	240,000
4	40,000	14	270,000
5	50,000	15	300,000
6	70,000	16	340,000
7	90,000	17	380,000
8	110,000	18	420,000
9	130,000	19	460,000
10	150,000	20	500,000
		21+	500,000 + 50,000 per level over 20th

TRAINING PACKAGE DP COST TABLE T-2.7

Training Package	Months	Fighter	Thief	Rogue	Warrior Monk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Sorcerer	Mystic	Ranger	Paladin	Monk	Dabbler	Bard	Magent
Adventurer (L)	24	29	29	29	29	29	34	33	32	31	31	31	31	34	32	29	31	29	29	29	29
Amateur Mage (L)	53	43	37	36	40	32	24	24	26	26	26	26	26	26	26	31	32	30	29	29	30
Animal Friend (L)	102	26	26	24	28	28	33	31	31	22	33	33	33	33	30	22	30	28	28	28	26
Assassin (V)	30	25	16	20	25	28	40	36	38	34	37	38	40	41	37	26	(34)	29	27	31	24
Berserker (L)	64	22	26	26	28	28	45	45	36	36	34	34	42	44	44	28	26	31	29	29	28
Burglar (V)	33	21	16	19	20	23	31	31	30	30	29	29	30	31	30	26	(28)	22	22	25	21
City Guard (V)	25	15	17	16	23	20	31	31	28	27	29	28	29	31	30	20	20	25	20	21	20
Cloistered Academic (L)	95	29	29	29	29	29	23	20	24	24	24	24	24	24	20	28	28	28	25	22	24
Con Man (V)	32	21	18	18	22	21	27	25	26	24	27	28	28	28	19	20	(25)	22	19	19	14
Crafter (V)	28	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24
Crusading Academic (L)	110	29	29	29	29	28	30	29	29	29	28	28	29	30	26	29	29	29	28	24	24
Cut Purse (V)	37	24	15	15	25	25	32	29	32	30	32	33	34	34	26	24	(33)	26	20	25	18
Detective (V)	33	22	18	18	23	24	30	28	28	27	29	29	30	30	22	21	28	26	25	25	19
Diplomat (V)	48	28	27	27	28	25	26	21	25	25	26	26	26	26	19	28	28	28	25	19	18
Doctor (V)	18	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23
Explorer (L)	66	27	27	27	26	28	31	31	30	30	29	29	30	31	30	28	28	27	28	28	28
Guardian (L)	116	27	28	27	32	29	40	40	33	31	35	32	35	40	34	28	29	34	32	30	29
Herbalist (V)	33	23	23	23	23	23	26	26	23	20	23	23	23	23	23	20	23	23	23	23	23
Highwayman (V)	35	19	21	20	22	22	30	30	27	24	29	29	28	30	30	18	(22)	25	23	23	23
Hunter (L)	18	29	27	27	30	30	36	34	32	29	35	35	36	36	33	25	31	30	29	30	28
Knight (L)	69	25	29	28	34	31	46	46	40	40	40	38	43	46	43	31	28	36	36	32	32
Loremaster (V)	40	29	28	26	29	24	19	19	20	20	20	20	20	20	20	24	24	24	20	18	24
Martial Artist (L)	73	30	30	30	24	30	40	40	35	35	30	30	35	40	35	31	35	28	31	29	30
Mercenary (L)	80	28	30	29	33	31	44	44	36	35	38	38	39	44	40	31	29	35	32	32	31
Merchant (V)	23	25	25	25	25	21	20	18	20	20	20	20	20	20	18	24	24	24	21	21	21
Performer (V)	40	28	28	28	28	25	26	20	26	26	26	26	26	26	18	28	28	28	25	16	20
Philosopher (L)	130	32	32	32	32	29	29	26	29	29	29	29	29	29	25	32	32	32	30	26	26
Sailor (V)	28	20	19	19	19	20	23	23	22	20	23	23	23	23	23	18	20	19	20	20	20
Scout (V)	33	21	20	19	25	25	31	31	28	20	30	30	31	31	30	16	24	26	25	25	21
Shaman Priest (L)	69	34	33	31	33	30	29	28	29	26	29	29	29	29	28	29	29	30	29	28	28
Soldier (V)	26	15	22	19	31	23	37	37	29	29	31	30	30	37	34	23	20	32	28	25	25
Spy (V)	44	28	22	23	28	27	33	30	33	30	33	35	35	34	27	25	(32)	28	24	25	18
Traveller (V)	18	13	12	10	13	14	20	20	18	13	20	20	20	20	19	10	15	13	14	14	13
Wanderer (L)	95	29	28	28	29	28	30	29	29	26	30	30	30	30	29	27	29	29	28	26	29
Weapon Master (L)	95	29	34	32	45	36	84	84	51	51	61	61	84	84	84	39	34	49	43	43	39
Zealot (L)	73	25	25	25	25	25	28	27	26	26	25	25	26	28	23	26	23	25	25	20	20

STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE T-2.8

Skill Category	Fighter	Thief	Rogue	Warrior Mk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Mystic	Sorcerer	Ranger	Paladin	Monk	Dabbler	Bard	Magent
Armor • Heavy	2/2/2	4/4/4	3/3/3	10	4/4/4	11	11	11	11	7/7/7	5/5/5	7/7/7	7/7/7	11	5/5/5	3/3/3	11	11	5/5/5	6/6/6
Armor • Light	1/1/1	2/2/2	1/1/1	9	2/2/2	9	9	2/2/2	2/2/2	4/4/4	2/2/2	4/4/4	4/4/4	9	2/2/2	1/1/1	9	5/5/5	2/2/2	2/2/2
Armor • Medium	2/2/2	3/3/3	2/2/2	10	3/3/3	10	10	10	10	6/6/6	4/4/4	6/6/6	6/6/6	10	4/4/4	2/2/2	10	10	3/3/3	4/4/4
Artistic • Active	2/5	2/4	2/4	2/5	2/5	2/5	1/5	2/5	2/5	2/5	2/5	2/5	1/4	2/5	2/5	2/5	2/5	2/4	1/2	2/4
Artistic • Passive	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	1/3	2/5
Athletic • Brawn	2/5	3/6	2/6	2/5	3/6	6	7	5	4	5	6	6	7	7	3/7	3/7	3/7	3/9	4/9	3/9
Athletic • Endurance	2/6	2/7	2/5	2/6	2/7	3	3	3	3	3	3	3	3	3	1/5	2/7	2/7	2/7	2/7	2/7
Athletic • Gymnastics	2/5	1/3	1/5	1/3	2/6	3	3	3	3	3/9	3/9	3	3	3	3/6	3/7	1/5	2/4	2/6	2/4
Awareness • Perceptions	2/9	2/5	2/6	2/9	3/10	6	4	6	6	5	5	6	3	6	3/12	5/14	4/14	4/12	4/12	3/10
Awareness • Searching	2/5	1/3	1/5	2/5	2/6	3	3	2/6	1/5	3	3	3	2/4	3	1/4	2/6	2/6	2/6	2/6	1/5
Awareness • Senses	2/6	2/5	2/6	2/5	2/6	3/7	2/6	3/7	3/7	3/7	3/7	3/7	2/6	3/7	2/5	3/7	3/7	3/7	3/7	2/6
Body Development	2/5	5/12	3/9	4/10	4/12	15	15	10	8	12	12	2/6	15	15	4/12	4/10	6/14	6/14	6/14	6/14
Combat Maneuvers	3/9	4/12	4/10	4/9	4/12	18	18	10	10	14	14	18	18	18	5/12	4/10	5/12	6/14	6/14	6/14
Communications	3/3/3	3/3/3	3/3/3	3/3/3	2/2/2	2/2/2	1/1/1	2/2/2	2/2/2	2/2/2	2/2/2	2/2/2	1/1/1	2/2/2	3/3/3	3/3/3	3/3/3	2/2/2	1/1/1	1/1/1
Crafts	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10
Directed Spells	20	20	20	20	3/6	2/5	2/6	3	3	2/6	2/7	3	2/6	2/5	15	20	9	5	10	10
Influence	2/7	2/5	2/5	2/7	2/5	2/6	2/5	2/4	2/6	2/6	2/6	2/6	1/4	2/6	2/6	1/5	2/6	2/4	1/4	1/5
Lore • General	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/2	1/3
Lore • Magical	6	5	4	6	3	1/4	1/4	2/4	2/5	2/4	2/5	2/5	2/5	2/5	3/6	3/6	3/6	2/6	1/4	3/6
Lore • Obscure	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/4	3/7
Lore • Technical	2/6	2/4	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/5	2/4	2/5
Martial Arts • Striking	3/5	3/7	3/7	1/3	3	9	9	6	6	3	3	6	6	9	4	6	2/5	4	3	3
Martial Arts • Sweeps	3/5	3/7	3/7	1/3	3	9	9	6	6	3	3	6	6	9	4	6	2/5	4	3	3
Outdoor • Animal	1/4	2/5	1/5	2/6	2/5	3	3	3	1/2	3	3	3	3	3	1/5	2/6	2/7	2/6	2/7	2/7
Outdoor • Environmental	2/5	2/6	2/4	2/6	2/5	3	3	2/7	1/2	3	3	3	3	3	1/3	2/6	2/6	2/6	2/6	2/6
Power Awareness	8	6	7	8	4/7	1/4	1/4	2/5	2/6	2/5	2/6	2/6	2/5	2/5	5	6	3/7	2/7	3/6	3/7
Power Manipulation	18	18	12	14	8	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	6/12	6/12	6/12	6/12	6/12	6/12
Power Point Development	20	15	12	15	10	4	4	4	4	4	4	6	6	6	8	8	8	8	8	8
Science/Analytic • Basic	3/6	3/6	3/6	3/6	2/5	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	2/5	2/5	2/5	2/5	2/5	2/5
Science/Analytic • Specialized	12	12	12	12	8	6/14	6/14	6/14	6/14	6/14	6/14	6/14	6/14	6/14	8	8	8	8	8	8
Self Control	2/6	2/6	2/6	1/3	2/7	6	6	5	5	3	3	2/7	5	5	2/7	2/7	2/4	2/7	2/7	2/6
Special Attacks	2/6	2/8	2/7	2/10	5/11	15	15	10	10	12	12	15	15	15	3/9	2/8	5	6	6	4
Special Defenses	35	35	35	6/12	30	40	40	40	40	25	25	25	25	40	40	40	10	40	20	20
Spells • Arcane Open Lists †	30	22	20	25	15	6/6	6/6	6/6	6/6	6/6	6/6	5/5	5/5	5/5	12	12	12	12	12	12
Other Realm Base Lists †	120	120	120	120	100	50	50	50	50	50	50	60	60	60	80	80	80	80	80	80
Other Realm Closed Lists †	105	100	90	95	80	20	20	20	20	20	20	25	25	25	45	45	45	45	45	45
Other Realm Open Lists †	90	80	60	70	40	10/10	10/10	10/10	10/10	10/10	10/10	12	12	12	30	30	30	30	30	30
Own Realm Closed Lists †	40	35	25	30	15	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	10/10	10/10	10/10	10/10	10/10	10/10
Own Realm Open Lists †	25	18	15	20	10	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	8/8	8/8	8/8	8/8	8/8	8/8
Own Realm Other Base Lists †	80	70	50	60	30	8/8	8/8	8/8	8/8	8/8	8/8	10/10	10/10	10/10	25	25	25	25	25	25
Own Realm Own Base Lists	–	–	–	–	–	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6
Subterfuge • Attack	6/10	2/6	4/8	6/12	6/12	15	9	15	10	15	15	15	15	15	6	15	8	6/12	12	5/10
Subterfuge • Mechanics	3/8	1/3	2/5	3/9	3/6	7	8	7	8	7	8	8	7	7	4	7	4	2/6	4	2/7
Subterfuge • Stealth	2/5	1/3	1/3	2/4	2/6	5	3	5	3	5	6	6	2/7	6	1/5	5	2/7	1/5	2/7	1/4
Technical/Trade • General	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7
Technical/Trade • Professional	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Technical/Trade • Vocational	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12
Urban	2/4	1/2	1/3	3/6	2/5	3	3	3	4	3	3	3	2/5	3	3/6	4	3/7	1/5	2/4	1/4
Weapon • 1-H Concussion *	1/5	2/7	2/5	4	3/6	9	9	6	6	6	6	9	9	9	3/7	2/5	5	3/9	3/9	3/7
Weapon • 1-H Edged *	2/5	3/8	3/8	6	3/6	20	20	7	7	8	8	20	20	20	4	3/8	8	6	6	4
Weapon • 2-Handed *	2/7	4	3/9	8	4	20	20	9	9	15	15	20	20	20	6	4	8	7	7	6
Weapon • Missile *	2/7	4	3/9	8	5	20	20	9	9	20	20	20	20	20	6	4	8	8	7	7
Weapon • Missile Artillery *	2/7	4	3/9	8	6	20	20	9	9	20	20	20	20	20	6	4	15	10	7	8
Weapon • Pole Arms *	5	6	6	15	7	20	20	20	20	20	20	20	20	20	9	6	15	15	15	9
Weapon • Thrown *	5	6	6	15	7	20	20	20	20	20	20	20	20	20	9	6	15	15	15	10

* — The DP costs for skill categories in this groups may be freely assigned to the categories in that group (see Section 15.2).

† — Skill rank DP costs for ranks may vary due to the number of the rank being developed (see the Spell Lists DP Cost Table T-2.4).

Note: Some skills are designated as either Restricted, Everyman, or Occupational. See Section 15.2 for rules on developing these skills.

COMMON ACTIONS TABLE T-3.2

Action	% of Total Activity
Movement as a snap action	1-20%
Movement as a normal action	1-50%
Movement as a deliberate action	1-80%
Preparing a spell (see Sec. 18.2.4)	90%
Casting a non-instantaneous spell ‡	75%
Casting an instantaneous spell ‡	10%
Concentration (i.e., to maintain a spell, balance, etc.)	50%
Disengage from Melee (may move 10')	25%
Making a moving maneuver (see Sec. 25.0)	varies
Making a static maneuver (see Sec. 24.0) †	varies
Full melee attack (see Sec. 23.4) *	60-100%
Press & melee attack (see Sec. 23.4) *	80-100%
React & melee attack (see Sec. 23.4) *	80-100%
Making a missile attack (see Sec. 23.5)*	30-60%
Parrying a missile attack (see Sec. 23.5)	50%
Loading or Reloading a sling	50%
Loading or Reloading a short bow	50%
Loading or Reloading a composite bow	60%
Loading or Reloading a long bow	70%
Loading or Reloading a light crossbow	160%
Loading or Reloading a heavy crossbow	220%
Shifting a weapon	10%
Drawing a weapon	20%
Changing weapons	50%
Making an Awareness static maneuver (Sec. 21.2)	10%
Controlling mount (see Sec. 18.2.8)	10-100%

* — If less than the maximum % activity indicated is used, the attack has a -1 modification for every 1% under the maximum (see Section 23.3.7).

† — Unless stated otherwise by the GM or by the description of the skill used (see Appendix A-1), a static maneuver takes 100% activity. This may be reduced up to 50% by taking a -1 penalty for every 1% reduced.

‡ — A character may only cast one spell each round.

Variable Percentage Activities

The percentage activity required for certain actions varies based upon the character, the situation, and other variables. The following actions and their corresponding % activities are just suggestions. Each time a character takes one of these actions, the GM should make a ruling on the actual % activity requires.

Action	% of Total Activity
Making rapid Observation Maneuver (-40 mod)	30%
Making half Observation Maneuver (-20 mod)	50%
Making full Observation Maneuver (+0 mod)	70%
Rapid dismount from a riding animal	20%
Careful dismount from a riding animal	50%
Mounting a riding animal	50%
Relaxed swim	50%
Hard swim	90%
Hiding	20%
Stalking	at least 50%
Climbing	60-100%
Standing up from a seated position	10%
Standing up from "on knees/crouch"	20%
Moving up from prone to "on knees/crouch"	30%
Standing up from a prone position	50%
Rapid drop to the ground	10%
Careful drop to the ground	20%
Picking something up off the ground	30%
Dropping something	0%

BATTLE ROUND SEQUENCE TABLE T-3.1

1) **Action Declaration Phase** — Declare all actions: snap actions, normal actions, and deliberate actions. Each combatant may declare up to one of each of the three types of actions, but the total activity percentage of all of his declared actions may not exceed 100%. If a melee attack or a missile parry is declared, parry proportions must also be declared (see Section 23.2.6).

2) **Initiative Determination Phase** — Each combatant must make an *initiative roll*:
(2d10 + Qu Bonus + modifications)

3) **Snap Action Phase** — Resolve all snap actions in the order indicated by initiative rolls. 20% is the maximum activity for a movement action.

4) **Normal Action Phase** — Resolve all normal actions in the order indicated by initiative rolls. 50% is the maximum activity for a movement action.

5) **Deliberate Action Phase** — Resolve all deliberate actions in the order indicated by initiative rolls. 80% is the maximum activity for a movement action.

ARMOR TABLE T-3.3

Armor Type	Minimum Maneuver Mod.*	Maximum Maneuver Mod.†	Missile Attack Penalty‡	Armor Quickness Penalty§
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-20	5	0
7	-10	-40	15	10
8	-15	-50	15	15
9	-5	-50	0	0
10	-10	-70	10	5
11	-15	-90	20	15
12	-15	-110	30	15
13	-10	-70	0	5
14	-15	-90	10	10
15	-25	-120	20	20
16	-25	-130	20	20
17	-15	-90	0	10
18	-20	-110	10	20
19	-35	-150	30	30
20	-45	-165	40	40

* — Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type (see Section 8.6).

† — Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type (see Section 8.6).

‡ — The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms of a combatant (see Section 23.5.2).

§ — An Armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB (see Section 5.4.4). Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus (see Section 23.2.1).

RESISTANCE ROLL TABLE T-3.4

Target Level	Attack Level * 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	> 15 †	Target Level
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	+	**1**
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	+	**2**
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	+	**3**
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	+	**4**
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	+	**5**
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	+	**6**
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	+	**7**
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	+	**8**
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	+	**9**
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	+	**10**
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	+	**11**
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	+	**12**
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	+	**13**
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	+	**14**
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	+	**15**
> 15†	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	**>15**

* The Attack Level is the level of the caster.

† For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

To resist the target's RR must be greater than or equal to the number given above.

OFFENSIVE CAPABILITIES TABLE T-3.5

FACTOR	ATTACK ROLL MODIFICATIONS VERSUS: Melee	Missile	Basic Spells	Directed Spells	Area Spells	Special
Skill Bonus	full	full	none	full	none	OB for the weapon or spell.
Skill Rank	none	none	full	none	full	Skill rank of spell's list.
Special Items	full	full	full	full	full	Varies due to type of item.
Weapon Quality	full	full	none	none	none	This is normally part of the OB.
Using Less Than Max. % Activity	varies	varies	none	none	none	-1 mod for each 1% less than max used.
Position:						
Flank Attack	+15	+0	+0	+0	+0	Cumulative with other position mods.
Rear Attack	+20	+0	+0	+0	+0	Cumulative with other position mods.
Surprise Attack	+20	+0	+0	+0	+0	Cumulative with other position mods.
Target Status:						
Static Target	+0	+0	+10	+30	+30	Applies to prone and/or surprised targets with no cover. Target gets no Qu bonus to his DB.
Stunned Target	+20	+20	+0	+0	+0	Not cumulative with other target status mods.
Downed Target	+30	+30	+0	+0	+0	Not cumulative with other target status mods.
Prone Target	+50	+50	+0	+0	+0	Not cumulative with other target status mods.
Attacker Status:						
% of Hits Taken:						
26-50%	-10	-10	-10	-10	-10	Not cumulative with other Hits Taken mods.
51-75%	-20	-20	-20	-20	-20	Not cumulative with other Hits Taken mods.
76-100%	-30	-30	-30	-30	-30	Not cumulative with other Hits Taken mods.
% of Exhaustion Points Taken:						
26-50%	-10	-10	-10	-10	-10	Not cumulative with other ExPs Taken mods.
51-75%	-20	-20	-20	-20	-20	Not cumulative with other ExPs Taken mods.
76-90%	-30	-30	-30	-30	-30	Not cumulative with other ExPs Taken mods.
91-99%	-60	-60	-60	-60	-60	Not cumulative with other ExPs Taken mods.
100+%	-100	-100	-100	-100	-100	Not cumulative with other ExPs Taken mods.
Range Mods:	none	varies	varies	varies	varies	Based on weapon or spell used.
Center Point:	none	none	none	none	+20	Only applies to area attack spells.
Armor Penalty:	none	varies	none	none	none	Based on armor worn (Armor Table T-3.4).

DEFENSIVE CAPABILITIES TABLE T-3.6

FACTOR	DEFENSIVE BONUS MOD. VERSUS: Melee	Missile	Basic Spells	Directed Spells	Area Spells	Special
Quickness x 3	full	full	none	full	full	Modified due to armor worn.
Adrenal Defense	full	half	none	half	none	Special restrictions.
Special Items	full	full	full	full	full	Varies due to type of item.
Armor Quality	full	full	none	full	half	—
Shield:						
Wall Shield	30	40	*	30	0	May parry melee & missile attacks.
Full Shield	25	25	*	20	0	May parry melee & missile attacks.
Normal Shield	20	20	*	15	0	May parry melee & missile attacks.
Target Shield	20	10	*	5	0	May parry melee & missile attacks.
Weapon:						
Main Gauche	15§	0	0	0	0	May parry melee attacks.
1-Handed Weapons	5§	0	0	0	0	May parry melee attacks.
2-Handed Weapons	5§	0	0	0	0	May parry melee attacks; only up to 50% of OB can be used against 1-Handed weapons.
Pole Arms	5§	0	0	0	0	May parry melee attacks; only up to 50% of OB can be used against non-pole arm weapons.
Helmet:						
No Helmet	0	0	**	-5	-5	—
Helmet	0	0	**	0	0	—
Full Helmet	0	0	**	5	5	—
Cover:						
Full "Soft" Cover ‡	na	na	20	na	40	—
Half "Soft" Cover ††	20	40	10	20	20	May parry melee & missile attacks (e.g., a light wooden wall could be used to parry a missile).
Partial "Soft" Cover †	10	20	0	20	20	May parry melee & missile attacks (e.g., a light wooden wall could be used to parry a missile).
Full "Hard" Cover ‡	na	na	20	na	60	—
Half "Hard" Cover ††	30	60	10	30	30	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile).
Partial "Hard" Cover †	15	30	0	30	30	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile).

na — Normally, an attack may not be made against such a target.

* — If the target of a basic Channeling spell is not wearing metal armor, a metal shield (i.e., most shields have a significant amount of metal) will determine the column used for a basic spell attack.

** — A target's leather or metal helmet will determine the column used against a basic Mentalism spell.

§ — Can only be used if the weapon is not used to attack **or** if 100% of OB is used to parry.

† — 50-75%of the target can be seen.

†† — 01-49% of the target can be seen.

‡ — The target is detected but not sighted (i.e., no line of sight) and the target does not use its tripled Quickness bonus for its DB (i.e., the target is hiding behind something). Normally melee and missile attacks may not be made.

PACE LIMITATIONS CHART

Weight Penalty	Maximum Pace	Maneuver Difficulty Based on Pace *					
		Walk	Jog	Run	Sprint	Fast Sprint	Dash
0	Dash	none	none	none	Routine	Easy	Light
-1 to -10	Dash	none	none	none	Easy	Light	Medium
-10 to -25	Fast Sprint	none	none	Easy	Light	Medium	—
-26 to -40	Sprint	none	Easy	Light	Medium	—	—
-41 to -65	Run	Easy	Light	Medium	—	—	—
-66 to -100	Jog	Light	Medium	—	—	—	—
-101 and up	Walk	Medium	—	—	—	—	—

* — Modify maneuvers for the walk, jog, and run paces by either three times the character's Ag stat bonus or his distance running skill bonus (use the highest). Modify maneuvers for sprint, fast sprint, and dash paces by the character's sprinting skill bonus.

PACE CHART

Pace	Pace Multiplier	Normal Maneuver Difficulty †	Exhaustion Point Cost/Rnd
Walk	1x	none	1 every 60 rnds
Fast Walk / Jog	1.5x	none	1 every 30 rnds
Run	2x	none	1 every 12 rnds
Sprint / Fast Run	3x	easy	2/rnd
Fast Sprint	4x	light	6/rnd
Dash	5x	medium	50/rnd

† — Assumes a Weight Penalty of -1 to -10 (see the Pace Limitations Chart).

EXHAUSTION MODIFIER CHART

Factor	Modification to Exhaustion Points Expended
Temp. above 100˚F	2x
Temp. above 120˚F	4x
Temp. above 130˚F	8x
Temp. below 20˚F	2x
Temp. below -10˚F	3x
Temp. below -30˚F	5x
Temp. below -50˚F	8x
Rough Terrain	2x
Mountainous Terrain	3x
Sand	3x
Bog	4x
Hits or wounds above 25%	2x
Hits or wounds above 50%	4x
More than 10 hours without sleep	2x
More than 15 hours without sleep *	3x

* — Increase by modification by +1x for each additional 5 hours without sleep.

ENCUMBRANCE CHART

Number of Weight Allowance Units *More Than*	*Less Than or Equal to*	Encumbrance Penalty
0x	1x	0
1x	2x	-8
2x	3x	-16
3x	4x	-24
4x	5x	-32
5x	6x	-40
6x	7x	-48
7x	8x	-56
8x	9x	-64
9x	10x	-72
10x	11x	-80
11x	12x	-88
12x	13x	-96
13x	14x	-104
14x and up		-104 + (-8 per additional weight allowance)

Note: Encumbrance Penalty = -8 x *truncated* [10 x dead weight ÷ character's weight]

COMBAT EXHAUSTION CHART

Character's Situation	Exhaustion Point Expenditure
Melee	1 every 2 rnds
Missile Fire	1 every 6 rnds
Concentration	1 every 6 rnds

MOVING MANEUVER TABLE T-4.1

ROLL	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
-201	Fall down. +2 hits. You are out 3 rounds.	Fall. Knock self out. You are out for 12 rounds. +9 hits.	Fall. Break arms. You are out for 6 rnds. +10 hits.	Fall. Break arm. You are out for 9 rnds. +15 hits.	Fall. Break arms. Your arms are useless, out for 18 rnds. +20 hits.	Fall. Break both arms and neck. You are out for 60 rnds. +30 hits.	Fall sends you into a coma for 3 yrs. Broken spine. +30 hits.	Fall breaks neck. You die in 3 rounds.	Fall crushes skull.
(-200) – (-151)	Fail to act.	Fall down. Lose 2 rounds. +2 hits.	Fall down. You are out for 4 rnds. +3 hits.	Fall. Break wrist. You are out for 6 rnds. +10 hits.	Fall. Break leg. You are out for 9 rnds. +15 hits.	Fall. Break arms. Your arms are useless, out for 18 rnds. +20 hits.	Fall. Break back and legs. Paralysis of lower body. +25 hits.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from the neck down.
(-150) – (-101)	10	Fail to act.	Fall down. You are out for 2 rnds. +2 hits.	Fall down. Sprain ankle. You are at -25. +6 hits.	Fall. Break arm. Out for 6 rnds, stunned for 3 rnds. +10 hits.	Fall. Break leg. You are out for 6 rnds. +15 hits.	Fall. Shatter knee. You are at -80, out for 6 rnds. +30 hits.	Fall. Break both arms and neck. You are out for 60 rnds. +30 hits.	Fall. You smash your backbone and are in a coma for 1 year.
(-100) – (-51)	30	10	Fail to act.	Fall down. Lose 2 rnds. +3 hits.	Fall down. Sprain ankle. You are at -25. +5 hits.	Fall. Break your wrist. Out for 6 rnds. +20 hits. Not very smooth.	Fall. Break arm. You are out for 6 rnds. +12 hits.	Fall. Shatter knee. You are at -80, out for 9 rnds. +30 hits.	Fall. Break back and legs. Paralysis of lower body. +25 hits.
(-50) – (-26)	50	30	10	Fail to act.	Fall down. You are out for 3 rnds. +5 hits.	Fall. Sprain ankle and tear ligament. You are at -30. +15 hits.	Fall. Knock yourself out for 18 rnds. +10 hits. You lose, pal.	Fall. Break arm. You are out for 6 rnds. +12 hits.	Fall. Break both arms. You are out for 18 rnds. +25 hits.
(-25) – 0	70	50	30	5	Fail to act.	Fall down. You are out for 3 rnds. +5 hits.	Fall. Sprain ankle and tear ligament. You are at -30. +10 hits.	Fall. Break your wrist. Out for 2 rnds. +20 hits. Not very smooth.	Fall. Break leg. You are at -75, out for 6 rnds. +10 hits.
01 – 20	80	60	50	10	5	Fail to act.	Fall down. You are out for 3 rnds. +5 hits.	Fall. Pull a leg muscle. You are at -25, out for 2 rnds. +5 hits.	Fall. Break arm. You are out for 6 rnds. +15 hits.
21 – 40	90	70	60	20	10	5	Fail to act.	Fall down. You take 3 hits per rnd., out for 2 rnds. +7 hits.	Fall. Knock yourself out. You are out for 3 rnds. +10 hits.
41 – 55	100	80	70	30	20	10	5	Fall down. You are out for 3 rnds. +5 hits.	Fall. Sprain ankle. You are at -30. +15 hits.
56 – 65	100	90	80	40	30	20	10	Fail to act.	Fall. 3 hits per rnd., out for 2 rnds. +7 hits.
66– 75	100	100	90	50	40	30	20	5	Freeze for 2 rounds.
76 – 85	100	100	100	60	50	40	30	10	Fail to act.
86 – 95	100	100	100	70	60	50	40	20	5
96 – 105	110	100	100	80	70	60	50	25	10
106 – 115	110	110	100	90	80	70	60	30	20
116 – 125	120	110	110	100	90	80	70	40	30
126 – 135	120	120	110	100	100	90	80	50	40
136 – 145	130	120	120	110	100	100	90	60	50
146 – 155	130	130	120	120	110	100	100	70	60
156 – 165	140	130	120	120	120	110	100	80	70
166 – 185	140	140	130	Super move. You feel great. Heal 4 hits.	Excellent move. You are unstunned. +10 to allies' rolls for 2 rnds.	120	110	90	80
186 – 225	150	140	Great move. You feel better. Heal 4 hits.	Move inspires all. You are unstunned. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 2 rnds.	120	100	90
226 – 275	150	Incredible move. You feel great. Heal 3 hits.	Move inspires all. You are unstunned. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +25 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 3 rnds.	You have half the round to act.	100	100
275+	Incredible move. You feel great. Heal 3 hits.	Brilliant move inspires all. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +25 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 4 rnds.	Move inspires your allies. +30 to friendly rolls for 4 rnds.	Move stuns foes within 30' for 1 rnd. You still have half a rnd.	Move stuns foes within 50' for 1 rnd.

Standard Moving Maneuver Modifications Table T-4.2
General Static Maneuver Table T-4.3

STANDARD MOVING MANEUVER MODIFICATIONS TABLE T-4.2

General Modifiers	Modification
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Moving Maneuver Penalty	See Section 8.6
Modified Encumbrance Penalty ‡	See Section 22.2

% of Hits Taken	Modification
0% to 25%	0
25% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Other Wounds	Penalty
Hits/Rnd Being Taken	-5 per hit/rnd
Stunned	-50 + 3x SD stat bonus

% of ExPs Expended	Penalty
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Combat Situation	Modification
Engaged in melee	-30
In a melee environment	-10
Under missile fire	-10

Lighting, if Required †	Modification
No Shadows	+10
Light Shadows	+5
Medium Shadows	+0
Heavy Shadows	-10
Dark	-25
Pitch Black	-40

‡ — Add the lesser of: 0 **or** the character's Encumbrance Penalty (see Section 8.6) modified by three times his St stat bonus.

† — These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

GENERAL STATIC MANEUVER TABLE T-4.3

-26 down Spectacular Failure: -50% • 5.0 • -30
You make a thorough mess of your attempt as you forget even the most basic principles of this maneuver. You are at -20 modification to your next two actions while you recover from your stunning failure.

-25 — 04 Absolute Failure: -20% • 3.0 • -10
Your remarkable failure marks you for ridicule. Hope your parents weren't watching…

05 — 75 Failure: 0% • 2.0 • +0
You fail. Your skill is not up to the task. Maybe next time.

UM 66 Unusual Event: — • — • —
Your maneuver is beset by an unusual event. It may or may not be a beneficial occurrence (GM should choose or determine randomly).

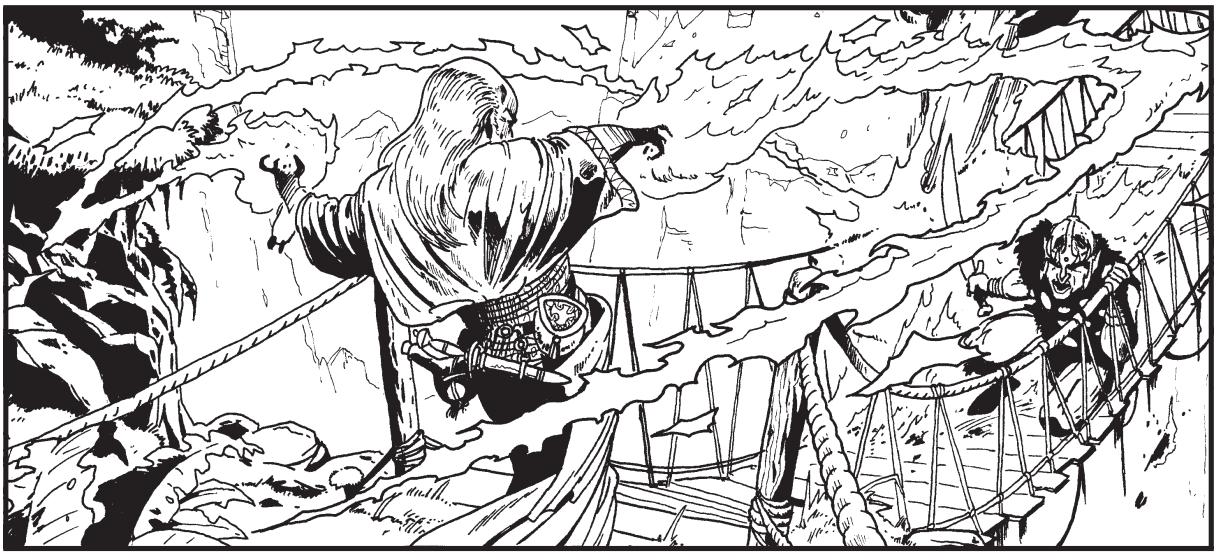
76 — 90 Partial Success: 20% • 1.5 • +5
Your attempt bears little fruit, but you appear to be on the right track. Perhaps more attention to detail will improve your chances.

91 — 110 Near Success: 80% • 1.25 • +10
You are within sight of your goal! If appropriate, you may attempt to complete your maneuver with another roll with a modification of +10.

UM 100 Unusual Success: 125% • 1.0 • +25
You have achieved a remarkable success in an unusual fashion. The GM should determine the details; this result may occur because of an unexpected extraneous event or because of a remarkable personal effort.

111 — 175 Success: 100% • 1.0 • +20
Congratulations! You are completely successful in your attempt. Carry on.

176 up Absolute Success: 120% • 0.75 • +30
Zounds! Your masterful performance has stretched the boundaries of your own abilities! You operate at +10 (non-cumulative) to all future attempts to use this skill, until you receive a result of **Absolute Failure** or **Spectacular Failure**.



STANDARD STATIC MANEUVER MODIFICATIONS TABLE T-4.4

General Modifiers	Modification
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Less than normal % activity used	-1 per 1% less

% of Hits Taken	Modification
0% to 25%	0
25% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Other Wounds	Penalty
Hits/Rnd Being Taken	-5 per hit/rnd
Stunned	-50 + 3x SD stat bonus

% of ExPs Expended	Penalty
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Difficulty	Modification
Routine	+30
Easy	+20
Light	+10
Medium	+0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70

Combat Situation	Modification
Engaged in melee	not allowed
In a melee environment	-20
Under missile fire	-10

Lighting, if Required †	Modification
No Shadows	+10
Light Shadows	+5
Medium Shadows	+0
Heavy Shadows	-10
Dark	-25
Pitch Black	-40

Darkness, if Advantageous †	Modification
No Shadows	-30
Light Shadows	-20
Medium Shadows	+0
Heavy Shadows	+10
Dark	+30
Pitch Black	+40

† — These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

SPELL CASTING STATIC MANEUVER TABLE T-4.5

-26 down Spectacular Failure: 0% • 1.0✕ • -30➠
Your spell fails; roll on the *SL* Spell Failure Table 6.6 and add **three times** the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

-25 — 50 Absolute Failure: 0% • 1.0✕ • -10➠
Your spell fails; roll on the *SL* Spell Failure Table 6.6 and add **twice** the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

51 — 75 Failure: 0% • 1.0✕ • +0➠
Your spell fails; roll on the *SL* Spell Failure Table 6.6 and add the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

UM 66 Unusual Event: — • — • —
You become confused and somehow cast the wrong spell. The GM should randomly select one of your other spells. Any results are applied to the target of your original spell (a GM may choose to ignore normal range limitations).

76 — 90 Partial Success: 25% • 1.0✕ • +5➠
You complete part of the spell casting. You may cast the spell normally next round as a 50% activity action (i.e., no static maneuver is required).

91 — 110 Near Success: 100% • 1.0✕ • +10➠
You cast your spell normally at the end of the deliberate action phase of the current round.

UM 100 Unusual Success: 100% • 1.0✕ • +25➠
Your spell is cast and you get a +30 bonus (non-cumulative) to your next spell casting static maneuver (if it occurs in the next 10 minutes).

111 — 175 Success: 100% • 1.0✕ • +20➠
Your spell is cast normally.

176 up Absolute Success: 100% • 1.0✕ • +30➠
Your spell is cast and you get a +10 bonus (non-cumulative) to your next spell casting static maneuver (if it occurs in the next 10 minutes).

SPELL CASTING MODIFICATIONS TABLE T-4.6

MODIFICATIONS DUE TO LEVELS AND PREPARATION ROUNDS

Caster's Lvl – Spell Lvl	Instantaneous Spell	Non-instantaneous Spell — # of Preparation Rounds Taken 0	1	2	3-4	5-6	7-8	9+
9+	+15	+5	+10	+15	+20	+25	+30	+35
6–8	+10	0	+5	+10	+15	+20	+25	+30
5	+5	-10	0	+5	+10	+15	+20	+25
4	+5	-20	0	+5	+10	+15	+20	+25
3	+5	-30	0	+5	+10	+15	+20	+25
2	+0	-35	-10	0	+5	+10	+15	+20
1	+0	-45	-20	0	+5	+10	+15	+20
0	+0	-55	-30	0	+5	+10	+15	+20
-1	-30	-85	-60	-30	-25	-20	-15	-10
-2	-35	-90	-65	-35	-30	-25	-20	-15
-3	-40	-95	-70	-40	-35	-30	-25	-20
-4	-45	-100	-75	-45	-40	-35	-30	-25
-5	-50	-105	-80	-50	-45	-40	-35	-30
(-6) – (-7)	-70	-125	-100	-70	-65	-60	-55	-50
(-8) – (-10)	-95	-150	-125	-95	-90	-85	-80	-75
(-11) – (-15)	-120	-175	-150	-120	-115	-110	-105	-100
(-16) – (-20)	-170	-225	-200	-170	-165	-160	-155	-150
-21	-220	-275	-250	-220	-215	-210	-205	-200

OTHER MODIFICATIONS

CONDITION		Channeling	Essence	Mentalism
Skill for Spell's List:		+ (skill bonus)	+ (skill bonus)	+ (skill bonus)
Non-instantaneous Spell Cast as a Snap Action:		-20	-20	-20
Overall Power Points Used:	26% to 50%	-10	-10	-10
	51% to 75%	-20	-20	-20
	76% to 100%	-30	-30	-30
Spell List Type:	Own Base, Own Realm	+10	+10	+10
	Open, Own Realm	+5	+5	+5
	Closed, Own Realm	+0	+0	+0
	Arcane Lists	-5	-5	-5
	Other Base, Own Realm	-10	-10	-10
	Open List, Other Realm	-10	-10	-10
	Closed List, Other Realm	-20	-20	-20
	Base List, Other Realm	-30	-30	-30
Free Hands (*):	None	-20	-30	+0
	One	+0	+0	+0
	Two	+5	+10	+0
Use of Voice (*):	None	-10	-5	+0
	Whisper	+0	+0	+0
	Normal	+5	+0	+0
	Shout	+10	+5	+0
Helmet (*):	None	+0	+0	+0
	Leather	+0	-20	-30
	Leather & Metal	-10	-30	-40
	Metal	-20	-40	-60
Equipment (*†):	Organic Material, living	+0	-1 per 5 lb over 50 lb	+0
	Organic Material, non-living	+0	-1 per 1 lb over 10 lb	+0
	Inorganic Material	-1 per 1 lb over 10 lb	-2 per 1 lb over 5 lb	+0
Armor Status (*‡):	Normal ATs 1, 2, 3, 4	+0	+0	+0
	Normal ATs 5, 6	+0	-10	+0
	Normal ATs 7, 8	+0	-20	+0
	Normal ATs 9, 10	+0	-25	+0
	Normal AT 11	+0	-40	+0
	Normal AT 12	+0	-50	+0
	Normal ATs 13, 14	-30	-40	+0
	Normal ATs 15, 16	-60	-70	+0
	Normal ATs 17, 18	-35	-45	+0
	Normal AT 19	-60	-75	+0
	Normal AT 20	-75	-90	+0

* — With each condition, use the worst (to the caster) mod. applicable during any preparation round or casting round.

† — Equipment other than helmet, armor, normal light clothing, and boots. Round up to the nearest pound.

‡ — These modifications may be modified by the caster's Transcend Armor skill bonus (see Appendix A-1.21).

LANGUAGE RANK TABLE T-4.7

Spoken Ability	Written Ability
Skill Rank 1 — Allows recognition of the language when spoken.	**Skill Rank 1** — Allows recognition of the language in written form.
Skill Rank 2 — Allows user to communicate and understand very basic concepts in the form of single words or very short phrases (e.g., eat, danger, room, money, cost, enemy, bathroom, pain, etc.).	**Skill Rank 2** — Allows user to read or write very simple phrases and words and possibly to understand the context of very simple passages.
Skill Rank 3 — User can distinguish between major dialects. Allows user to communicate moderately basic concepts in the form of phrases. User can get the tone/context of the language when spoken at a normal rate, but no more. He can, however, understand basic phrases spoken at a slow pace.	**Skill Rank 3** — User can get an overview of simple writings, but will have trouble with specific details. Allows user to write very short sentences of a moderately simple nature (i.e., at third grade level).
Skill Rank 4 — User may converse on very simple subjects, using whole sentences instead of broken phrases. User can understand everyday conversation when spoken slowly.	**Skill Rank 4** — User can read moderately simple writings and understand most of the details. User still has trouble with subtle concepts. Basically, newspaper level reading ability. Allows user to write sentences at a fifth grade level.
Skill Rank 5 — Allows user to converse freely in everyday conversation of an average nature (e.g., market talk, peasant discussions, conversation with guards, etc.). Rapid and/or sophisticated speech is still troublesome.	**Skill Rank 5** — Allows reading of most everyday writings and normal books. User can write on a seventh grade level.
Skill Rank 6 — The normal speaking level of the native population, the common man. Subtle or particularly sophisticated concepts still prove troublesome. User cannot understand dialects or archaic speech out of the norm. User can converse freely on the same level.	**Skill Rank 6** — Reading level of the average literate man. Allows user to write at a ninth grade level.
Skill Rank 7 — True fluency. Allows understanding of, and conversation with, the most learned of native speakers. Sophisticated folk may still brand you as an "outlander," however, and archaic or unusual concepts will still prove troublesome.	**Skill Rank 7** — Allows one to write at an eleventh grade level, and reading ability is that of an average member of the nobility.
Skill Rank 8 — Fluency plus the ability to recognize the regional and cultural origin of all speech (although such speech will still prove troublesome to speak or understand).	**Skill Rank 8** — College writing level of an average nature. Allows one to read relatively complex material and recognize (but not fully understand) the nature of archaic or unusual dialects and concepts.
Skill Rank 9 — Absolute fluency in chosen dialect plus simple understanding and speaking ability in closely related dialects.	**Skill Rank 9** — Allows one to write very complex passages, even technical books and read the same, but only in the chosen dialect. Allows moderate translation of closely related dialects, and simple writing ability in such areas.
Skill Rank 10 — Absolute fluency of the chosen language and all closely related dialects. Extremely archaic and complex concepts may prove troublesome.	**Skill Rank 10** — Allows reading and writing of the most complex nature in the chosen language, as well as strong reading/writing abilities in closely related dialects.
Skill Rank 10+ — As for skill rank 10, unless the GM's world system calls for extremely complex languages and/or dialects.	**Skill Rank 10+** — As for skill rank 10, unless the GM's world system calls for extremely complex languages and/or dialects.

General Static Maneuver Table T–4.8.1

-26 down Spectacular Failure: -50% • 5.0✖ • -30➠
You make a thorough mess of your attempt as you forget even the most basic principles of this maneuver. You are at -20 modification to your next two actions while you recover from your stunning failure.

-25 — 04 Absolute Failure: -20% • 3.0✖ • -10➠
Your remarkable failure marks you for ridicule. Hope your parents weren't watching…

05 — 75 Failure: 0% • 2.0✖ • +0➠
You fail. Your skill is not up to the task. Maybe next time.

UM 66 Unusual Event: — • — • —
Your maneuver is beset by an unusual event. It may or may not be a beneficial occurrence (GM should choose or determine randomly).

76 — 90 Partial Success: 20% • 1.5✖ • +5➠
Your attempt bears little fruit, but you appear to be on the right track. Perhaps more attention to detail will improve your chances.

91 — 110 Near Success: 80% • 1.25✖ • +10➠
You are within sight of your goal! If appropriate, you may attempt to complete your maneuver with another roll with a modification of +10.

UM 100 Unusual Success: 125% • 1.0✖ • +25➠
You have achieved a remarkable success in an unusual fashion. The GM should determine the details; this result may occur because of an unexpected extraneous event or because of a remarkable personal effort.

111 — 175 Success: 100% • 1.0✖ • +20➠
Congratulations! You are completely successful in your attempt. Carry on.

176 up Absolute Success: 120% • 0.75✖ • +30➠
Zounds! Your masterful performance has stretched the boundaries of your own abilities! You operate at +10 (non-cumulative) to all future attempts to use this skill, until you receive a result of **Absolute Failure** or **Spectacular Failure**.

General and GM-Assigned Modifers

Standard	Modification
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Less than normal % activity used	-1 per 1% less

Difficulty	Modification
Routine	+30
Easy	+20
Light	+10
Medium	+0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70

% of Hits Taken	Modification
0% to 25%	0
25% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Other Wounds	Penalty
Hits/Rnd Being Taken	-5 per hit/rnd
Stunned	-50 + 3x SD stat bonus

% of ExPs Expended	Penalty
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Combat Situation	Modification
Engaged in melee	not allowed
In a melee environment	-20
Under missile fire	-10

Lighting, if Required †	Mod.
No Shadows	+10
Light Shadows	+5
Medium Shadows	+0
Heavy Shadows	-10
Dark	-25
Pitch Black	-40

Darkness, if Advantageous †	Mod.
No Shadows	-30
Light Shadows	-20
Medium Shadows	+0
Heavy Shadows	+10
Dark	+30
Pitch Black	+40

† — These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

Artistic • Active Static Maneuver Table T–4.8.2

-26 down Spectacular Failure: -50% • 1.3✖ • -20➠
Horrors! Your mind has gone blank, and the rest of your performance went with it! You are so rattled that you attempt to improvise and fail miserably, offending your patrons in what is most certainly the worst performance of your career. Your reputation suffers commensurately, and you operate at a -20 modification (non-cumulative) to future attempts at this skill until you achieve a result of **Absolute Success** in a future attempt.

-25 — 04 Absolute Failure: 0% • 0.6✖ • -10➠
Your mind is out of sync with your body, and you somehow manage to fall all over yourself during a critical moment. Your audience laughs derisively and turns its attention elsewhere. Maybe you should join the circus. You abort the rest of your performance.

05 — 75 Failure: 10% • 1.0✖ • +0➠
Yecch. A lackluster performance leaves your audience yawning. The snores drown out the feeble applause.

UM 66 Unusual Event: 100% • 1.0✖ • +0➠
Oops! Unbeknownst to you, two rival factions (political, philosophical, etc.) were in the audience, and you have inadvertently given offense to one of them. As a result, the other faction wildly applauds your performance, while the recipient of your little bon mot is apoplectic in fury. You find yourself embroiled in a raging dispute in what had been, until then, the performance of your career. Some days, it just doesn't pay to get out of bed.

76 — 90 Partial Success: 80% • 1.0✖ • +5➠
Not bad. Not good, but not bad. You hold the attention of the audience, but a few key blunders spoil an otherwise satisfactory performance.

UM 100 Unusual Success: 150% • 1.1✖ • +50➠
Astounding! You establish your dominion over your audience quite early, and in a feeling of invincibility, you begin to improvise around the material. Your audience (and supporting cast, if applicable) is left breathless by the end of your performance, and your new interpretation of the work is the talk of the land for days to come. Your confidence soars, and you operate with a modification of +20 (non-cumulative) to this skill until you achieve a result of **Absolute Failure** or **Spectacular Failure.**

91 — 110 Near Success: 80% • 0.8✖ • +10➠
You near the completion of the act. Fine tuning is all that you lack. Roll again with a +10 modification to bring it home.

111 — 175 Success: 100% • 1.0✖ • +20➠
Bravo! Your performance is a success, and the enthusiastic response of your audience warms your old performer's heart.

176 up Absolute Success: 120% • 1.0✖ • +30➠
You have surpassed yourself, and your audience mobs you for autographs, bits of string from your outfit, and kisses. What will you do for an encore?

General and GM-Assigned Modifers

Practiced piece	+(1-3 x Memory bonus)
Improvisation	-20
With interactive partner	-10
7+ ranks in a specific related Lore	+10

Artistic • Passive Static Maneuver Table T–4.8.3

-26 down Spectacular Failure: -10% • 1.0▩ • -25➠
You artist types! In a fit of pique, there is a chance (50% - (3 x SD) that you will destroy your artistic materials, including any previous works you may have on hand (roll for each item). Although you are sorry about it an hour later, the damage is done. Any further work with this skill will suffer for your lack of equipment and source material.

-25 — 04 Absolute Failure: -100% • 2.5▩ • -10➠
Your frustration knows no bounds. In the course of trying to actualize your vision, it is lost to distractions and poor media. It will be at least a week before you will be able to use this skill again.

05 — 75 Failure: 0% • 1.5▩ • +0➠
Whatever is locked in your head remains so. You find yourself utterly unable to transfer your concept to another medium. Perhaps another day will yield better results.

UM 66 Unusual Event: 50% • 2.0▩ • special➠
Your interpretation of this piece is a profound departure from your normal style. In fact, it is a profound departure from **any** previous style! It is brilliant, but only those able to make an Extremely Hard (-30) static maneuver of the appropriate Artistic • Passive skill will be able to appreciate it. Others will think to be either childish, obscene or just plain bad. Your reputation will wax or wane accordingly.

76 — 90 Partial Success: 25% • 1.5▩ • +5➠
Your temper flares as your attempts to create fall short of your expectations. While your work has merit, you clearly have not effectively grasped your own intent. A rest period might provide the centering necessary to complete this masterpiece.

UM 100 Unusual Success: 135% • 1.5▩ • +35➠
Your work is witnessed by a rich nobleman who decides that he must have it for his own. He attempts to purchase your work at an astonishingly high price. If you wish not to sell, he will swear to obtain it by any means, up to and including violence. Ah, the travails of a master!

91 — 110 Near Success: 80% • 1.25▩ • +10➠
Your lip is raw from the chewing you've been giving it. You can see the outline of your creation within your work, but it refuses to emerge. You take a deep breath and close your eyes a moment, then try again with a +10 modification.

111 — 175 Success: 100% • 1.0▩ • +20➠
'Twas nothing! You have once again demonstrated your ample genius to all with the ability to see. If only the whole world weren't blind compared to you….

176 up Absolute Success: 150% • 1.0▩ • +35
Ahhh, Bach! The masterstroke of your piece falls into place with the surety of perfection. This piece will make your reputation, if not your fortune. Who says you have to die to be great?

General and GM -Assigned Modifiers

Athletic • Brawn Static Maneuver Table T–4.8.4

-26 down Spectacular Failure: 5% • 1.5▩ • -25➠
Agony! Mere strength cannot overcome bad leverage; you may have snapped a bone or severed a muscle (GM's discretion or random); take a 'B' critical (Krush or Slash, as appropriate) and add 5 rounds of stun. You will operate at a -25 modification (-50 to this skill) until this "Medium" injury has fully healed. You failed the maneuver, by the way.

-25 — 04 Absolute Failure: 10% • 1.2▩ • -15➠
Sloppy, sloppy…you planted poorly and pulled a muscle (GM's discretion or random); you will operate at a -20 modification (-40 to this skill) until this "Light" injury has fully healed. Oh, and you failed.

05 — 75 Failure: 15% • 1.0▩ • -10➠
Who are you trying to impress? You just sound constipated. You fail your maneuver.

UM 66 Unusual Event:
You don't know your own strength! You break the equipment you are using for this maneuver; if no equipment is being used, you inflict a "Medium" injury on your opponent or partner! This does little to engender goodwill from him…

76 — 90 Partial Success: 30% • 1.0▩ • +5➠
You have potential…perhaps some kind of training regimen…? Might solve that sand-in-the-face problem….

UM 100 Unusual Success:
Adrenaline surges through you as you make your attempt; you succeed with contemptuous ease. You still have 80% activity left for the round.

91 — 110 Near Success: 80% • 1.0▩ • +10➠
Argh, so close! If appropriate, you may make a roll to finish the maneuver next round at a +10 modification.

111 — 175 Success: 100% • 1.0▩ • +20➠
Unnff! Ah, nice work! Your mighty thews have carried the day. You feel the burn.

176 up Absolute Success: 120% • 0.8▩ • +30➠
You have a place waiting for you at the circus, Herc.

General and GM-Assigned Modifers
Without proper equipment ..... -10 to -50

Athletic • Endurance Static Maneuver Table T–4.8.5

-26 down Spectacular Failure: 5% • 1.75✱ • -20➠
You've seriously injured yourself through muscle stress and severe fatigue. Take a Medium muscular injury in an appropriate muscle group (GM's discretion to location and penalty). Good luck, buddy.

-25 — 04 Absolute Failure: 10% • 1.5✱ • -10➠
You're in trouble! You expend 2.0x normal exhaustion points due to a virus you've been fighting, and find yourself in danger (whether a bad fall or slipping while climbing, etc.). Any maneuver you make to extricate yourself from the situation will be at a -10 modification.

05 — 75 Failure: 25% • 1.5✱ • -10➠
Exhaustion claims you. You utterly mismanage your resources, and expend 1.5x the normal exhaustion points, as well as failing in your maneuver. You do manage to reach safety, if it is nearby and necessary.

UM 66 Unusual Event: 100% • 1.2✱ • +0➠
You begin to feel soreness in a limb (GM's discretion or random) partway through your activity. You complete your maneuver successfully, but you have given yourself a stress fracture in that limb. This "Light" bone injury (-20 penalty) will heal normally, but only if you don't continue to use it. If you don't stay off of it, it will take 3x the normal time to heal.

76 — 90 Partial Success: 30% • 1.25✱ • +0➠
A good start, but you've misjudged the length of time necessary to finish.

UM 100 Unusual Success: 125% • 0.75✱ • +30➠
You've got the rhythm now! You breeze through this maneuver, and you will operate at a bonus of +20 (non-cumulative) to this activity until you receive a result of **Absolute Failure** or **Spectacular Failure**.

91 — 110 Near Success: 80% • 0.8✱ • +10➠
You've reached the wall…keep going! If appropriate, roll next round at a +10 modification to get your second wind.

111 — 175 Success: 100% • 1.0✱ • +20➠
Good wind, a cool sweat…you look marvelous, darling.

176 up Absolute Success: 120% • 0.8✱ • +30➠
Your incredible body control leaves you stamina to spare at the end of your endeavor. You're ready for the Decathlon.

General and GM-Assigned Modifers
Without proper equipment ..... -10 to -50

Athletic • Gymnastic Static Maneuver Table T–4.8.6

-26 down Spectacular Failure: -50% • 1.5✱ • -20➠
In your zeal, you have forgotten to fully warm up. You severely pull a major muscle group (GM's discretion or randomly determined) in the middle of your maneuver, inflicting a "Medium" Muscle wound (with a -30 penalty) and two rounds of stun (from the pain). Yer goin' down, buddy!

-25 — 04 Absolute Failure: 10% • 1.5✱ • -10➠
Poor judgment yields poor control. You slip and fall to the ground, taking damage commensurate with the distance fallen. I hope this was just a surfing roll…

05 — 75 Failure: 0% • 1.25✱ • +0➠
You freeze at the critical moment, failing your maneuver. If appropriate, you may roll on the General Static Maneuver Table with a +20 modification to abort your maneuver in time. Otherwise, you take your chances like the rest of us.

UM 66 Unusual Event: 10% • 0.3✱ • +0➠
Your equipment breaks suddenly, leaving you dangerously unbalanced (or falling). You may make another skill roll at a modification of -20 to recover from this disaster, otherwise you will not only fail your maneuver…you will take a +20 Fall/Crush attack (in addition to any other suitable modifiers). Either way, you look foolish.

76 — 90 Partial Success: 20% • 2.0✱ • +5➠
And everything was going so well…you cannot seem to follow through, and it is going to take longer than you thought to get this maneuver back under control…

UM 100 Unusual Success: 150% • 0.75✱ • +35➠
You skip a light fandango; turn cartwheels 'cross the floor. You complete your maneuver with the kind of precision and grace that you have always daydreamed about. Onlookers cannot help but watch your moves, as you make the impossible look easy.

91 — 110 Near Success: 80% • 0.8✱ • +10➠
You are seeming inches from your goal…if appropriate, you may roll again next round at a +10 modification to complete your maneuver.

111 — 175 Success: 100% • 1.0✱ • +20➠
Fancy footwork, my friend! You complete your maneuver in fine form.

176 up Absolute Success: 120% • 0.8✱ • +30➠
You barely broke a sweat. Must be the shoes.

General and GM-Assigned Modifers
Without proper equipment ..... -10 to -50

Awareness • Perceptions Static Maneuver Table T–4.8.7

-26 down Spectacular Failure: -20% • — • -20➠
What was that?! You are distracted by a figment of your own perception, and miss the trigger event entirely. The red herring seems dangerous, and you focus your attention upon it entirely, giving any actions against you this round a modification of +20.

-25 — 04 Absolute Failure: -10% • — • -10➠
You are distracted by some minor bodily function (a fierce itch, a sneeze, a quest for nose gold, etc.), and utterly fail to notice the world around you for a few moments.

05 — 75 Failure: 0% • — • +0➠
Zzzzzzz. You notice nothing.

UM 66 Unusual Event:
One of those bizarre unexplainable pains you get suddenly jerks you alert, cursing mildly at the discomfort. Your sudden shift brings the trigger event to your attention; however, you will operate at a -20 modification for 5 rounds due to the nagging pain. Quit complaining.

76 — 90 Partial Success: 20% • — • +5➠
The back of your neck prickles a bit, but this feeling of "missing something" can't be pinpointed. It was probably just that bit of melon you had for breakfast.

UM 100 Unusual Success:
You've heard of danger sense? Well, this is it. You become aware of "something" a full two rounds before it appears. When it **does** appear, you will immediately recognize it as the thing that caught your attention. Did you do anything useful with all that extra time?

91 — 110 Near Success: 80% • — • +10➠
Your hindbrain is apparently smarter than the rest of you. If appropriate, you pull up short and try to pinpoint what has caught your attention by making another roll next round at a +10 modification.

111 — 175 Success: 100% • — • +20➠
The angel hovering over your shoulder has something to tell you. You notice the trigger for this maneuver, and may direct conscious activity to its observation.

176 up Absolute Success: 120% • — • +30➠
Almost before you can focus your attention on what your subconscious is telling you, you begin to react. You gain one round's worth of direct observation through your overactive awareness of your environment. This information is free of activity penalties, requiring no time to acquire.

General and GM-Assigned Modifers
Specific target for search ..... +10 to +50

Awareness • Searching Static Maneuver Table T–4.8.8

-26 down Spectacular Failure: -25% • 1.0▩ • -30➠
You glean enormous amounts of information about your target…all of it wrong. A dangerous target will be perceived as safe, and vice versa. You utterly misrepresent what you perceive, and you are **sure** that you are correct.

-25 — 04 Absolute Failure: 0% • 2.0▩ • -10➠
There is a great future waiting for you as an art critic. You fail to notice even the most obvious information about your target.

05 — 75 Failure: 0% • 1.0▩ • +0➠
Attempting to emulate the perceptive abilities of an eggplant, you notice nothing useful.

UM 66 Unusual Event: 100% • 3.0▩ • +10➠
You gain full information about your target, but the event triggers a flashback to your past. The memory of some similar event, item, or person rushes back to you and consumes your attention for 3 rounds, during which time you relive the experience in a trance-like state. You act as if stunned (no parry) during this time, although you may make a -30 Awareness static maneuver (see Section 21.2) to emerge earlier. If you are struck or shaken, you will emerge from the trance automatically.

76 — 90 Partial Success: 20% • 1.75▩ • +0➠
Your interest is piqued, but you can glean minimal information. You may try again in 6 rounds, if appropriate.

UM 100 Unusual Success: 130% • 0.5▩ • +30➠
Shades of the Oracle! Your powerful perception pierces the veil of ignorance; you notice everything relevant about your target, and you may make a free (0% activity) static maneuver for the purposes of analysis or identification (e.g., a Science/Analytic static maneuver, a Lore static maneuver, etc.).

91 — 110 Near Success: 80% • 1.0▩ • +10➠
Following your instincts, you focus your attention. You gather some general information on your target, but not the specifics which you feel lie just beyond your grasp. If appropriate, roll again next round with a modification of +10 to pinpoint what has eluded you.

111 — 175 Success: 100% • 1.0▩ • +20➠
Extraordinary! Your finely-tuned perception has revealed that which you sought.

176 up Absolute Success: 120% • 1.0▩ • +30➠
Elementary, my dear boy! You identify with casual ease the target and/or information you seek, along with contextual information not obvious to a lesser eye.

General and GM-Assigned Modifers

Awareness • Senses Static Maneuver Table T-4.8.9
Combat Maneuvers Static Maneuver Table T-4.8.10

Awareness • Senses Static Maneuver Table T–4.8.9

-26 down Spectacular Failure: -50% • 2.0✕ • -20➠
Sensory overload renders you partially insensible with hallucinations and shock trauma, you are stunned for 1-10 rounds. You will operate at a -20 modification (non-cumulative) to this skill until you receive a result of **Absolute Success**.

-25 — 04 Absolute Failure: -20% • 1.5✕ • -10➠
Your senses refuse to operate correctly. Your disorientation renders you stunned for two rounds.

05 — 75 Failure: 0% • 1.0✕ • +0➠
You learn nothing of import. Perhaps there **is** nothing of import to learn…perhaps not.

UM 66 Unusual Event: -25% • 1.2✕ • +0➠
Ragweed season! You have encountered a powerful allergen to which you are sensitive. Your nose stops up, your eyes water, you sneeze and ache slightly all over. All Awareness static maneuvers are at a modification of -40 until you have left the area and washed your face.

76 — 90 Partial Success: 20% • 1.0✕ • +5➠
You are wary. If another skill would be appropriate to the situation, you are aware of this and may utilize it.

UM 100 Unusual Success: 120% • 1.0✕ • +25➠
Your senses are so acute that you may operate as if you had a +70 skill bonus in Spatial Location Awareness for the next 10 rounds (this skill bonus is **not** cumulative with a normal SLA skill bonus). You gain full information this round about your target.

91 — 110 Near Success: 80% • 1.2✕ • +10➠
You have a vague grasp of the information you seek. Time to pay attention. If appropriate, you may roll again next round with a modification of +10.

111 — 175 Success: 100% • 1.0✕ • +20➠
Your senses never lie. You pick up all pertinent information on your target or situation.

176 up Absolute Success: 120% • 0.75✕ • +30➠
The hairs on the back of your neck spring upright! With preternatural intuition, you may react immediately (with no penalty) to any information you receive on your target or situation. In addition, you receive unusual or extraneous information, and you may make a secondary static maneuver at no penalty to utilize this information (e.g., a Tactics roll, an attempt at identification, etc.).

General and GM-Assigned Modifers

Combat Maneuvers Static Maneuver Table T–4.8.10

-26 down Spectacular Failure: -50% • 2.0✕ • -30➠
Are you on drugs? Your opponent actually laughs as you fall all over yourself, dealing yourself a +30 Fall/Crush attack and a "Medium" Bone (-30 penalty) injury to a random location. You are stunned for two rounds. You'd better hope this was just for show….

-25 — 04 Absolute Failure: -25% • 1.5✕ • -15➠
It's unfortunate that you didn't listen to your first instinct, which was **not to try this!!** You deal yourself an injury (i.e., Critical) appropriate to the maneuver you were attempting (GM's discretion), and hopefully gain a little wisdom.

05 — 75 Failure: 0% • 1.0✕ • -5➠
What, do you think this is a game? You're not capable of that kind of maneuver. You fail.

UM 66 Unusual Event: 0% • 1.0✕ • +0➠
O hideous luck! You accomplish your maneuver perfectly, but in one of those perverse twists of fate, your opponent happens to do **exactly** the right thing to counter your maneuver (i.e., blocks your blow, steps out of the way, trips you up, etc.). The results are up to the GM's discretion, ranging from an effective counterattack by the target to simply a failed or aborted maneuver.

76 — 90 Partial Success: 20% • 1.25✕ • +5➠
Well, perhaps practice will eventually make perfect. If not in combat, you may abort your maneuver and try again next round. Otherwise, you're in for a pretty hairy round of combat.

UM 100 Unusual Success: 120% • 1.0✕ • +15➠
You not only successfully complete your maneuver, you confound your opponent's own maneuvers, leaving him unable to attack this round. Note that he may not use his aborted attack to boost his parry value! Use this chance wisely, my son.

91 — 110 Near Success: 80% • 1.0✕ • +10➠
You almost had it! An involuntary curse escapes your lips in frustration. If appropriate, you may make another attempt next round with a +10 modification.

111 — 175 Success: 100% • 1.0✕ • +20➠
Your long training pays off as you step through your maneuver with an almost instinctual ease.

176 up Absolute Success: 120% • 0.75✕ • +30➠
There's a rhythm to everything, and you have caught the rhythm of this maneuver. You may operate at a modification of +20 (non-cumulative) to this skill until you receive a result of **Absolute Failure** or **Spectacular Failure** on this table.

General and GM-Assigned Modifers

Communication Static Maneuver Table T–4.8.11

-26 down Spectacular Failure: -100% • 2.0▩ • -30➠
If this was an attempt at normal communication, you have just delivered (or received) what seems to be a mortal insult. If this was an attempt to utilize a magical language, you have just opened a Lesser Demonic Gate (Evil Essence List 3.8.4: Entity Summons, *Spell Law*, p.126). Pretty glib, dude.

-25 — 04 Absolute Failure: -25% • 1.5▩ • -10➠
After a brief attempt at this communication, you realize that you seem to be conveying (or understanding) exactly the opposite of what was intended. You certainly **thought** that "Glubmuk" was a term of respect….

05 — 75 Failure: 0% • 1.0▩ • +0➠
Freeboab skiinkeedo meerpblorpop. Scibi-ibi? Fwooshkinoosh. Bork bork bork. (Whoa. Gibberish.)

UM 66 Unusual Event: -40% • 1.0▩ • -15➠
Well, you used the right words, but your body language was utterly wrong. Your target is convinced that you are mocking him maliciously, and takes the action most appropriate for his background and nature. You're not even sure if you should try again…

76 — 90 Partial Success: 30% • 1.5▩ • +5➠
You appear to be communicating somewhat, but all these strange references to your grandmother and cream cheese keep confusing the issue. Keep trying. Communication was at 5 ranks less efficacy than normal.

UM 100 Unusual Success: 130% • 0.8▩ • +35➠
Boy! It's scary how you keep knowing what everyone is going to say before they say it…Communication was at 5 ranks more efficacy than normal.

91 — 110 Near Success: 70% • 1.25▩ • +15➠
Cursed homonyms! Why is it that every language has fifty different words that sound alike? If appropriate, you may continue to elucidate for another round to make yourself clear. Communication was at 2 ranks less efficacy than normal.

111 — 175 Success: 100% • 1.0▩ • +20➠
You are clear, if not concise. Communication is fully achieved, and now you can explain what it was you were doing with the headman's daughter…

176 up Absolute Success: 120% • 0.8▩ • +30➠
Your command of the language is absolute, and the words fall effortlessly from you. If you have any speeches to make, make 'em now! Reactions to this communication are modified +30 in your favor. Communication was at 2 ranks more efficacy than normal.

General and GM-Assigned Modifers

Crafts Static Maneuver Table T–4.8.12

-26 down Spectacular Failure: -100% • 2.5▩ • -50➠
You have failed miserably in your craft. However, you are so oblivious and self-absorbed that you are convinced that you have, in fact, succeeded admirably. Your misguided efforts generate results similar to **Absolute Failure**, below, but you will defend yourself until irrefutable evidence is presented to you that you have failed.

-25 — 04 Absolute Failure: -50% • 1.5▩ • -30➠
In your haste, you have actually created extra work for yourself. The time to complete this task normally is doubled, and you have misplaced, misused or broken some or all of the people, tools or materials used in this task. You may not try again until 24 hours have passed, and that attempt will then be at a modification of -20.

05 — 75 Failure: 0% • 1.0▩ • +0➠
Your skills have deserted you, and you have wasted your effort. Hurts, don't it?

UM 66 Unusual Event: 100% • 1.5▩ • +10➠
You have a great idea for a unique style for your craftwork, and after an arduous effort, you successfully realize your work. Unfortunately, unbeknownst to you, another local craftsman has had the same idea before you, and your work is seen as a bald imitation. Lips curl.

76 — 90 Partial Success: 30% • 1.75▩ • +5➠
You know what you want to accomplish, but it just keeps falling short. Perhaps a different approach. Wait a full day before attempting this skill again.

UM 100 Unusual Success: 150% • 2.5▩ • +40➠
You have achieved a perfect union of form and function. Your craftwork may be up to 30% lighter or heavier (player's choice), and has an inherent non-magical bonus of +10 in addition to any other qualities. In addition, with an equivalent effort, you may reproduce this object exactly with a result of **Absolute Success** any time in the future. This could be your big-ticket item!

91 — 110 Near Success: 80% • 1.5▩ • +10➠
You aren't quite on, it seems. The small details keep escaping you, but you may yet manage to catch up. It takes a bit longer, but you may roll again with a +10 modification to finish your maneuver.

111 — 175 Success: 100% • 1.0▩ • +20➠
Your hands are sure, and your work is precise and artful. You got the knack.

176 up Absolute Success: 120% • 0.8▩ • +30➠
Your diligence is rewarded with your latest masterwork! Everyone can see the remarkable quality of your work, and your abilities will be more highly regarded than ever.

General and GM-Assigned Modifers

Influence Static Maneuver Table T-4.8.13
Lore Static Maneuver Table T-4.8.14

Influence Static Maneuver Table T–4.8.13

-26 down Spectacular Failure: -50% • 1.5✖ • -30➠
You've tried your tricks on the wrong person, this time. The worst possible reaction will be engendered in your target(s), and violence is a distinct possibility. With any luck, you'll just be arrested….

-25 — -04 Absolute Failure: -25% • 1.2✖ • -10➠
Your clumsy attempts at manipulation are transparent to all. The GM should roll for the reaction of the target(s), modified by -30. Any future attempt to influence this target will fail unless a result of **Absolute Success** is achieved.

-05 — 75 Failure: 0% • 1.0✖ • +0➠
You fail to influence your target in the least. Your target may make a maneuver (open-ended roll modified by 3x Empathy stat bonus) to note your attempt.

UM 66 Unusual Event: 110% • 0.8✖ • +20➠
Your slick manner and glib words bowl over your target…the target becomes utterly fascinated (enamored) with you, mooning about constantly, attempting to satisfy your every whim and generally getting quite annoying. It gets to the point where it is positively counterproductive (even dangerous) to your business, but the only way you can think to get rid of the person is to shatter his/her fragile ego. What to do, what to do?

76 — 90 Partial Success: 30% • 1.0✖ • +0➠
You were doing great until you got impatient. You cut to the chase too soon, and your target is wary. If appropriate, roll again on this table next round with a -10 modification.

UM 100 Unusual Success: 110% • 0.8✖ • +15➠
Something you say seems to bring your target to rigid attention. You can't figure out what caused it, but your target is frightened nearly to death, and is utterly tractable. If you play it cool, you may continue to influence this individual with a modification of +30, until it either becomes clear to the target that you do not in fact know his secret. However, fear may drive your target to desperate acts…

91 — 110 Near Success: 80% • 1.5✖ • +10➠
It's taken longer than you had hoped, but you've almost successfully influenced your target. If appropriate, roll again next round with a +10 modification.

111 — 175 Success: 100% • 1.0✖ • +20➠
Oh ye of the silver tongue! You smooth-talk your target into tractability. Have you considered a career in politics?

176 up Absolute Success: 120% • 0.8✖ • +30➠
You must have been an incubus in a former life. In any case, you have your target(s) wrapped around your little finger, and any reactions are modified by +30 in your favor. This might be a good time to ask about that raise….

General and GM-Assigned Modifers

Lore Static Maneuver Table T–4.8.14

-26 down Spectacular Failure: -100% • 3.0✖ • -30➠
Disaster! If researching a topic, you have accidentally damaged or destroyed your study materials with the beverage you upended upon them! Those materials that can be salvaged require a full day of careful tending, or they will be useless. Regardless, they will offer a permanent -10 modification to future skill rolls which utilize them even if they are saved from destruction. If you are attempting to remember a topic, you find your mind a blank. Due to your mental block on the subject, you will suffer a -30 (non-cumulative) modification to all attempts to recall this subject until you achieve an **Absolute Success** on this table.

-25 — -04 Absolute Failure: -50% • 2.0✖ • -20➠
What's all this? If you are attempting to study a subject, you have gotten your topics confused, and you spend a full day just trying to sort out your references. If attempting to recall a subject, you irretrievably confused yourself, and you cannot possibly recall this information without at least 12 hours of study to refamiliarize yourself with the topic.

-05 — 75 Failure: 0% • 1.0✖ • -10➠
Hmmm. Nope. Nothing springs to mind. Perhaps if you were to spend another six hours studying the matter…

UM 66 Unusual Event: 0% • 2.5✖ • +0➠
Great Horny Toads! This is amazing! You've been using that word for **years**, and you suddenly realized that you were pronouncing it **completely** wrong! You whoop and gurgle happily as you roll your mouth around the new sound, your intellectual integrity positively beaming with the joy of authenticity…why is everybody staring at you like you're a lunatic? Whoops, you were supposed to be doing something, weren't you? Gads, you've gotten **nothing** done…how embarrassing.

76 — 90 Partial Success: 25% • 1.0✖ • +0➠
You uncover/remember some of the details of the subject…but no specific ones. Another hour of analysis might reveal more information, but for now, you have only the barest sketch of the topic as relates to your current search. (If you were studying a topic, your research took 2 hours; if you were merely attempting to remember a fact, it took only a few moments, but the full analysis time will be required to refresh yourself on the information).

UM 100 Unusual Success: +130% • 1.0✖ • +25➠
Who says you can't find everything you need in books? Your insight into the material is so clear that you have achieved a personal breakthrough. You may **immediately** develop two free ranks in a related (and appropriate) Technical/Trade or Science/Analytic skill. Needless to say, you succeed in your maneuver.

91 — 110 Near Success: 75% • 1.2✖ • +10➠
It's hovering at the edge of your consciousness…can you afford to spend 10 more minutes tracking it down? If so, you may roll again at +10 to put the final pieces in place. (If you were studying a topic, your research took 1 hour).

111 — 175 Success: 100% • 1.0✖ • +20➠
Ah! Of course! You already knew where to look to find this information, so your research was done inside of 20 minutes. A simple fact, of course, was right on the tip of your tongue.

176 up Absolute Success: 120% • 0.5✖ • +30➠
With a nonchalant air, you may relate the details of the topic from memory, including relevant quotations and analyses by authorities of note. **Now** who's the savant around here?

General and GM-Assigned Modifers

Outdoor • Animal Static Maneuver Table T-4.8.15
Outdoor • Environmental Static Maneuver Table T-4.8.16

Outdoor • Animal Static Maneuver Table T–4.8.15

-26 down Spectacular Failure: -50% • 3.0▩ • -20➠
You cad! Your cruel mistreatment of the beast is life-threatening; roll a random 'C' critical on the beast. All future attempts to work with this animal will be at a modification of -30 (non-cumulative) until you achieve a result of **Absolute Success** with it. In addition, it lashes out at you as per **Absolute Failure** below.

-25 — -04 Absolute Failure: -20% • 2.5▩ • -10➠
Your clumsy handling terrifies the poor animal. It lashes out at you, eyes rolling in frenzy. After making an attack at +30 against you, it will attempt to bolt in a random direction, heedless of its own health or safety. Any attempt the animal makes to escape a tether will be at +30.

-05 — 75 Failure: 0% • 2.0▩ • +0➠
The animal responds poorly to your attempt, attempting to move away from you. You fail your maneuver.

UM 66 Unusual Event: 120% • 1.0▩ • +25➠
Your gentle handling of this animal binds it to you. It will follow you **everywhere**, insistently staying by your side (or even on your person if possible), in companionship and defense. It will put up a tremendous fuss at any separation (even at being forced to stay outdoors while its master goes indoors), and only a successful *Animal Mastery* static maneuver or a **lot** of *Animal Training* static maneuvers will enable you to cut the umbilical with this beast.

76 — 90 Partial Success: 10% • 1.75▩ • +0➠
Sometimes animals just seem to have a mind of their own, don't they? Nothing you do seems to get this animal to listen to you. Maybe you should have given it a scooby-snack.

UM 100 Unusual Success: 100% • 1.0▩ • +20➠
If you are already familiar with this animal, it obeys you completely. If not, you are surprised at its unusual obedience. This animal has clearly been trained in the past. What's more, there's a strange-looking brand on the animals flank…further inspection reveals that this animal has been mistreated in the past as well. The brand may give you some clue to its former existence….

91 — 110 Near Success: 90% • 1.25▩ • +10➠
The beast is unsure, and reluctantly submits to your ministrations. Try to keep your impatience in check, and make another roll next round at +10 if appropriate.

111 — 175 Success: 100% • 1.0▩ • +20
Your gentle touch and sure hand brings comfort and obedience to the beast. You are successful in your maneuver.

176 up Absolute Success: 120% • 0.5▩ • +30
Your rapport with the animal is perfect! It submits to your will almost instinctively.

General and GM-Assigned Modifers

Non-intelligent	-50
Low-intelligence	-10
Animal intelligence	0
Wild/Untamed	-20
Befriended/Raised from birth	+30
Amphibians (all)	-10
Arthropods (insects)	-50
Avian (birds)	-20
Bovine (cattle, buffalo, deer, etc.)	0
Canine (dogs, wolves, foxes, etc.)	+10
Cetacean (all sea mammals)	-20
Coelenterate (jellyfish, etc.)	-10
Equine (all horse types)	0
Feline (all cats)	-10
Fish (all fish with bones, scales, fins)	-30
Mollusca (snails, clams, squids, etc.	-40
Pacyderm (elephants, rhinoceros, etc.)	0
Rodents (rats, beavers, rabbits, etc.)	0
Saurians (dry-land, legged reptiles)	-10
Serpentine (all snakes and serpents)	-10
Simians (apes, monkeys and gorillas)	+50
Swine (pigs, boars, etc.)	0
Ursine (bears, wolverines, pandas, etc.)	0

Outdoor • Environmental Static Maneuver Table T–4.8.16

-26 down Spectacular Failure: -50% • 2.0▩ • -30➠
Now you're in trouble. You manage to get yourself into an accident (GM's discretion; perhaps a bad fall, earthquake, animal attack, etc.). You take at least an 'A' critical of an appropriate type, and must suffer the other consequences of the accident. Hope you're using the buddy system…

-25 — -04 Absolute Failure: -50% • 4.0▩ • -15➠
Over the course of your maneuver, you have managed to get yourself hopelessly lost. None of the landmarks are familiar, and your original task is forgotten as you begin to worry about your return.

-05 — 75 Failure: 0% • 2.0▩ • -5➠
Apparently your last meal has come back to haunt you. You feel nauseous, and fail to complete your maneuver, due to an inability to concentrate.

UM 66 Unusual Event: 15% • 3.0▩ • +10➠
Uh-oh. As you move through the area, you come across the spoor of a local predator, one dangerous enough to pose a threat to you. You decide to avoid it, but after doubling back, you discover that its tracks are following your own; it clearly has your scent, and is stalking you. (GM's discretion as to specifics, and subsequent events.)

76 — 90 Partial Success: 20% • 2.0▩ • +0
You could swear someone keeps moving that landmark! Well, perhaps a bit more familiarization with the area will cause it to settle down.

UM 100 Unusual Success: 80% • 1.2▩ • +0➠
You encounter a hermit who is eminently knowledgeable about the area. Depending upon your initial encounter, he will either help or avoid you. However, he is a bit lonely and eccentric, and reactions to you will be modified +30 in your favor.

91 — 110 Near Success: 75% • 1.0▩ • +10➠
Hmmm. Well, you thought at first that this region was much like a place you knew in your youth. The similarity threw you off for a bit, but another attempt at +20 may resolve the differences.

111 — 175 Success: 100% • 1.0▩ • +20➠
You know (or learn) this area like the back of your hand, and completing your task is routine.

176 up Absolute Success: 150% • 0.75▩ • +0
Your insight into this region yields you extraordinary facility with activities in the area. Any further activities undertaken in this area using any skill in this category gain a modification of +30 (until a period of six months has passed).

General and GM-Assigned Modifers

Power Awareness Static Maneuver Table T-4.8.17
Power Manipulation Static Maneuver Table T-4.8.18

Power Awareness Static Maneuver Table T–4.8.17

-26 down Spectacular Failure: -100% • 2.0✱ • -30➠
Your carelessness earns misfortune. You stare into the source of magic, and it blinds you as a gaze into the sun. Your inner eye (and thus all skills in this category) is at a -30 modification for the next month. You probably don't look both ways when crossing the street, do you? The spell, if any, goes off.

-25 — -04 Absolute Failure: -20% • 1.5✱ • -10➠
Great Jumpin' Lizards! Your attempt to tune your senses to mystical forces yields a power backlash! Roll on the Non-Attack • Other Spell category of the Spell Failure Table in *Spell Law* (6.6, p. 224). The spell, if any, goes off.

-05 — 75 Failure: 0% • 1.25✱ • -5➠
The forces you seek elude you. Perhaps a period of meditation would clear your mind for another attempt. Then again, you may be beyond hope.

UM 66 Unusual Event: 130% • 3.0✱ • +30➠
You merge your senses with your target, and dip into a brief flash of psychometry. You glimpse a series of visions, scenes and significant events associated with the target's past. The visions last for 3 rounds, during which time you are in an unwakeable trance. When you emerge from the trance, you will have a great deal of information about the target, as well as being Attuned to it (if appropriate). Note that artifacts may receive RRs to this effect.

76 — 90 Partial Success: 20% • 1.25✱ • +0➠
You see what you are after, but it is meaningless to you. Your frame of reference is inappropriate to this venue. You may try again only after resting for 1 hour. [The realm of the spell (if any), is known.]

UM 100 Unusual Success:
With a mental wrench, you pull yourself into a higher plane of perception. Here, magical energies flow before you like bright threads and currents, brilliant in hue and of endless variety of form. You may, for the next 5 rounds, view and track such flows, as well as use them to your advantage. During this time you receive a +15 to all spell casting attempts, as well as being able to Attune yourself to any object which you can touch for a full round and concentrate. In addition, you may identify forms of magic (q.v. *Power Perception*). Whoa. [The spell (if any), is known and usable.]

91 — 110 Near Success: 80% • 1.25✱ • +10➠
Despite your best efforts, things remain just out of focus. Another attempt, if appropriate, may be made at +10 to clarify matters. [The spell (if any), is known.]

111 — 175 Success: 100% • 1.0✱ • +20➠
Your mystical senses are at your beck. Your maneuver succeeds normally. [The spell (if any), is known and usable.]

176 up Absolute Success: 120% • .75✱ • +30➠
You slip into the realm of the magical with effortless grace, discerning all you seek and more. You stare beyond the superficial into the workings of the forces you examine. Of course, this may be more than you wanted to know…be careful what you ask for, as you may get it! [The spell (if any), is known and usable.].

General and GM-Assigned Modifers

Power Manipulation Static Maneuver Table T–4.8.18

-26 down Spectacular Failure: -100% • 0.5✱ • -30➠
Run for your life! You have torn the magical fabric of the plane! A bright, devouring hole appears in the air before you and will consume any matter or magical energies it encounters as it floats gently in a random direction at a walking pace for 1-100 rounds. After this time, it will seal itself over and disappear. You are completely drained of power points due to your proximity to the thing.

-25 — -04 Absolute Failure: -50% • 0.8✱ • -20➠
Your reach has exceeded your grasp this time. Your attempt to manipulate the magical energies ends in an involuntary channeling. Roll on the *Spell Law* Failure Table 6.6, "Force" column with a modification of +1 per power point involved.

-05 — 75 Failure: 0% • 1.0✱ • -10➠
Your manipulation fails. Are you sure you were supposed to goggle your eyes like that?

UM 66 Unusual Event: 100% • 1.5✱ • +5➠
Your manipulation inadvertently creates a magical vacuum, with clutching tendrils of magic grasping your astral self in a ravening grasp. Your manipulation is successful, but you are drained of 50% of the Power Points remaining you **after** you subtract those necessary for the manipulation. With a supreme effort of will, you break free, but are shaken at how close you came to astral death.

76 — 90 Partial Success: 40% • 1.0✱ • +0➠
Your manipulation does not go as well as hoped. You take 10 concussion hits as you improperly manipulate the magical energies.

UM 100 Unusual Success: 110% • 1.0✱ • +25➠
You notice an odd twist in the magical forces, and realize that you could tie a thread of magic to this manipulation that would allow it to run itself unattended for a time. If you choose to do so, your manipulation will continue (with full effects) without need of concentration for 5 rounds after you complete it.

91 — 110 Near Success: 80% • 1.0✱ • +10➠
You grit your teeth as you attempt to bend the magical energies to your will. If the maneuver spans several rounds, you may make another roll next round with a +10 modification to complete the maneuver successfully.

111 — 175 Success: 100% • 1.0✱ • +20➠
Only a slight squint of concentration betrays the effort involved in your magical manipulations.

176 up Absolute Success: 120% • 0.8✱ • +30➠
The ease with which you control the magical energies surprises even you. No wonder you get to wear the pointy hat.

General and GM-Assigned Modifers

Science/ Analytic Static Maneuver Table T-4.8.19
Self Control Static Maneuver Table T-4.8.20

Science/Analytic Static Maneuver Table T–4.8.19

-26 down Spectacular Failure: -150% • 2.0✖ • -30➠
Pitiful. You not only fail to produce accurate results, your analysis produces **wrong** results. Even if you recognize that the results are wrong, you cannot for the life of you discover where you made your mistake. You may not attempt this task again until you have increased your rank in this skill.

-25 — -04 Absolute Failure: -100% • 2.0✖ • -15➠
You utterly fail to grasp the basic concept. Any time you have spent is wasted. Double the basic time required for this task. You may not attempt again until at least 24 hours have passed.

-05 — 75 Failure: 10% • 1.5✖ • +0➠
This stuff is **way** over your head. You fail to achieve satisfactory results and may not attempt again until at least 24 hours have passed. Perhaps you should try something in the service industry…

UM 66 Unusual Event: 0% • 3.0✖ • +0➠
Good heavens! In the course of your analysis, you have stumbled across a hitherto unrealized theorem! Abandoning your current task, you follow up on this chain of reasoning for a time equal to the original task. (In fact, the character is utterly wrong, and will be ridiculed if he tries to share his "findings." The GM should concoct some outrageous theory for the character to have "discovered.") Your original task lies unattended, but surely the world must be told of your revelation!

76 — 90 Partial Success: 30% • 1.0✖ • +10➠
Persistence yields results. So persist.

UM 100 Unusual Success: 150% • 1.0✖ • +50➠
You blinded them with science! You achieve a hitherto unknown insight into the material! If you can disseminate this discovery, it will turn heads in your field.

91 — 110 Near Success: 70% • 1.0✖ • +10➠
This was tougher than it looked at first. You thought you'd be done by now, but in fact, you've only completed 70% of the job. Continue your research by spending another 50% of the original time and roll again with a +10 modification.

111 — 175 Success: 100% • 1.0✖ • +20➠
100% success! You've properly analyzed the material and arrived at what you are sure is the right answer. Pretty sure. No, it's right. Almost certainly right…

176 up Absolute Success: 130% • 0.7✖ • +35➠
Your seldom-appreciated genius rises to the fore. You power through your analysis in but 70% of the time normally required. In addition, you now hold a command of the material that will yield a +15 modification (non-cumulative) to future attempts about this specific topic.

General and GM-Assigned Modifers

Self Control Static Maneuver Table T–4.8.20

-26 down Spectacular Failure: -25% • 1.5✖ • -20➠
What were you thinking? Your feeble attempt at focus has actually created a mental block which causes you to operate at a -30 modification (non-cumulative) to this skill until you achieve a result of **Absolute Success** on this table. In addition, you are stunned for two rounds as you contemplate your failure.

-25 — -04 Absolute Failure: 0% • special✖• -25➠
Surely you jest. I hope this wasn't a preparation round, because you get no benefits, and you lose 30% activity next round.

-05 — 75 Failure: 0% • 1.0✖ • -5➠
You fail to summon the inner focus necessary for this feat, and receive no benefit or effects from your attempt. Thanks for playing.

UM 66 Unusual Event: special • special • +0
As you begin to summon your focus, you suddenly notice an unfamiliar darkness within yourself. Some influence has taken root in you, and is spreading. Your odd concentration enables you to purge it as with a successful *Cleansing Trance* static maneuver (along with any other influences that may be affected by a *Cleansing Trance* static maneuver). However, your original maneuver fails, and you have only 20% activity remaining this round.

76 — 90 Partial Success: 30% • 0.5✖ • +0➠
You are distracted at the critical moment. If not in combat, you may abort your attempt and try again. Perhaps you should switch to decaff.

UM 100 Unusual Success: 110% • 1.0✖ • +10➠
Wow! You not only succeed, but you have tapped into a reservoir of strength within yourself. You will operate at +20 (non-cumulative) on this table until you receive a result of **Absolute Failure** or **Spectacular Failure**.

91 — 110 Near Success: 80% • 1.0✖ • +10➠
If not in combat, you may immediately make another roll at +10 to achieve full concentration. Otherwise, it's tough noogies, friend.

111 — 175 Success: 100% • 1.0✖ • +20➠
You are a paragon of self-control. Now maybe you'll stay out of the cookie jar.

176 up Absolute Success: 120% • 0.1✖ • +30➠
You may attempt this skill again next round without preparation (i.e., you may operate at 100% activity this round and still use this skill next round).

General and GM-Assigned Modifers
For every three consecutive rounds of "preparation" using 100% activity gives a +10 modification to the Self Control static maneuver (to a maximum modification of +50).

Special Attacks Static Maneuver Table T-4.8.21
Special Defenses Static Maneuver Table T-4.8.22

Special Attacks Static Maneuver Table T–4.8.21

-26 down Spectacular Failure: -35% • 1.5✖ • -30➠
Doom, despair, and agony on you! You fracture your weapon hand (a "Medium" Bone wound), and drop your weapon if you have one. I hope you learned to use that backup weapon with your off hand? No? You don't even **have** a backup weapon? Gee, that's a shame.

-25 — -04 Absolute Failure: -20% • 1.0✖ • -15➠
Ho! Ha! Turn! Spin! Parry! WHACK! You deal yourself an 'A' Krush Critical after getting too fancy for your own good.

-05 — 75 Failure: 0% • 1.0✖ • -10➠
You move with the grace of a beached manatee. You fail your maneuver miserably.

UM 66 Unusual Event: -25% • 2.0✖ • -25➠
You are a textbook example of evolution in action…prepare to be weeded out. You attempt a variation on your usual method and fail so miserably that you are left stunned and unable to parry this and next round. When will you learn?

76 — 90 Partial Success: 20% • 0.75✖ • +0➠
You were all lined up for a perfect textbook maneuver…too bad your opponent read the same textbook.

UM 100 Unusual Success: 110% • 0.75✖ • +35➠
It's the six-million gold piece man! Everything seems to slow down for you as you move, and events move with a crystalline clarity. You take your time and get the maneuver perfect, moving so smoothly that your opponent cannot track you. You succeed utterly. You stud. For some reason, however, you mutter a low "na-na-na-na…" throughout the maneuver….

91 — 110 Near Success: 80% • 1.0✖ • +10➠
Horseshoes and fireballs, buddy. Perhaps if you tried to convince your opponent that you were really close that time, and that he should just give up…

111 — 175 Success: 100% • 1.0✖ • +20➠
With a deft flick of the meaty forearm, you complete your maneuver. Nobody bothers **you**.

176 up Absolute Success: 160% • 0.4✖ • +30➠
Holy Shmokes, mon! You complete your maneuver using at most 40% of the activity for this round! Why, with a little more derring-do, you might make another attack this round!

General and GM-Assigned Modifers

Special Defenses Static Maneuver Table T–4.8.22

-26 down Spectacular Failure: -30% • 2.0✖ • -20➠
You are so disoriented that you not only fail, you are stunned for two rounds. Due to your shattered self-confidence, future attempts to use this skill will receive a -30 modification (non-cumulative) until you achieve a result of **Absolute Success** on this table.

-25 — -04 Absolute Failure: -15% • 1.0✖ • -10➠
Bad form! You are poorly positioned, and automatically receive an 'A' Impact critical (or raise the severity of any critical received by one, if applicable). Your teacher is rolling in his grave.

-05 — 75 Failure: 0% • 1.0✖ • +0➠
You fail to summon the inner focus necessary for this feat, and receive no benefit or effects from your attempt. Well, it worked in the dojo….

UM 66 Unusual Event: 100% • 3.0✖ • +30➠
You accidentally enter a deep trance state. In combat, you will act as if stunned for two rounds (stunned maneuvering will **not** help, although *Stun Relief* spells still may), although the skill operates automatically during this time (e.g., Adrenal Toughness will reduce criticals received by one during this period). Out of combat, you succeed in this maneuver and may add +30 to any related maneuver next round, but remain as if stunned for two rounds.

76 — 90 Partial Success: 30% • 1.25✖ • +5➠
You are distracted at the critical moment. If not in combat, you may abort your attempt and try again next round. Perhaps you should switch to decaff.

UM 100 Unusual Success: 110% • 0.8✖ • +20➠
Wow! You not only succeed, but you have tapped into a reservoir of strength within yourself. You will operate at a modification of +20 (non-cumulative) on this table until you receive a result of **Absolute Failure** or **Spectacular Failure**.

91 — 110 Near Success: 80% • 1.0✖ • +10➠
Darn toothache! If in combat, you fail. If not in combat, you may immediately make another roll at +10 to achieve full concentration.

111 — 175 Success: 100% • 1.0✖ • +20➠
Ommmmmmm. You receive the full benefits of your maneuver. Good work, Grasshopper.

176 up Absolute Success: 120% • 0.75✖ • +30➠
You may attempt this skill again next round without preparation (i.e., you may operate at 100% activity this round and still use this skill next round). Your friends are impressed.

General and GM-Assigned Modifers

Subterfuge • Attack Static Maneuver Table T–4.8.23

-26 down Spectacular Failure: -50% • 1.5✖ • -30➠
This will all seem funny years from now, if you survive. As **Absolute Failure** below, but your target may also make an attack with full bonuses for surprise in addition to whatever penalties you accrue for the fumble result. Next time you'll think about a stand-up fight, won't you?

-25 — -04 Absolute Failure: -20% • 1.5✖ • -15➠
Way to go, O Nimble One. Not only do you alert your target, you fumble your weapon. Roll on the appropriate column of the appropriate Fumble table (Table 4.13 or 4.14, *Arms Law*, p.107-8).

-05 — 75 Failure: 0% • 1.5✖ • +0➠
Subterfuge is apparently an alien concept to you. You fail utterly in your maneuver.

UM 66 Unusual Event: 100% • 1.0✖ • +0➠
As you approach your target, he is alerted and swings around to face you, fury and triumph in his eyes. You blanch at your misfortune, caught between fight and flight…when your target loses his footing and goes down, cracking his skull sharply and falling instantly unconscious. Well, whatever works, right?

76 — 90 Partial Success: 30% • 0.7✖ • +0➠
As you begin your attack, you fail to mask the sound of your approach. Your target may make an Alertness (or Situational Awareness or Sense Ambush if appropriate) static maneuver modified by +30 to sense your approach. If you are noticed, your maneuver will fail.

UM 100 Unusual Success: 100% • 1.0✖ • +5➠
You approach your target without a sound. As you raise your hand for the telling blow, he noiselessly falls dead at your feet (GM's discretion as to cause). Someone has apparently beaten you to the punch…might you be next?

91 — 110 Near Success: 80% • 1.0✖ • +5➠
As you are nearly upon your target, something warns him. You may make a Moving Maneuver (modified by Quickness bonus +10) to close with your target and succeed in your maneuver before he can react. If you fail this MM, your maneuver will fail.

111 — 175 Success: 100% • 1.0✖ • +10➠
Now you have him, Cato! Your maneuver works perfectly. Be gentle.

176 up Absolute Success: 120% • 0.8✖ • +20➠
You strike like a viper, out of shadow. You may operate as if you had 5 more ranks in this skill for the length of this maneuver. Make them count.

General and GM-Assigned Modifers

Subterfuge • Mechanics Static Maneuver Table T–4.8.24

-26 down Spectacular Failure: -50% • 2.0✖ • -20➠
You are convinced that you must be simply a character in some macabre game. The worst possible result occurs (a trap goes off on you, your lockpick breaks off within the mechanism, you poison yourself, you break or lose the item you are trying to hide, etc.). You may not try again. This only happens in stories, doesn't it? Perhaps you should get a day job.

-25 — -04 Absolute Failure: -25% • 1.0✖ • +0➠
Your subterfuge **seems** to work, but in fact it will come apart during its first authentic use. There is a 50% chance that it will activate, affecting you. Hopefully you careful enough to avoid having it traced back to you. Regardless, you may not try again.

-05 — 75 Failure: 0% • 1.5✖ • +0➠
Your attempt fails utterly. You are crushed. There is a 20% chance that the mechanism will, in fact, activate, affecting you. You may not try again for at least 24 hours.

UM 66 Unusual Event: 0% • 1.0✖ • +0➠
As you are working on it, the mechanism activates, but incompletely! You have one hand on a catch to prevent complete activation, and the other hand is engaged in another part of the mechanism. If you let go with either hand, the mechanism will activate fully, affecting you! Hopefully, you brought a friend…. (For non-dangerous maneuvers, count this result as a failure.)

76 — 90 Partial Success: 20% • 2.0✖ • +5➠
Your attempt is marginal. You can't seem to do any better, but anyone attempting to circumvent your subterfuge will receive a modification of +20. You sigh in exasperation.

UM 100 Unusual Success: 115% • 1.0✖ • +20➠
As you work, you notice a way to improve the mechanism. If you choose, you may do so (giving it a non-magical modification of +15). (However, if relevant, the mechanism will clearly have been tampered with from its original state.)

91 — 110 Near Success: 90% • 1.0✖ • +10➠
You believe you have finished, and sign off on your work as complete, but you d5 rounds later, you realize that you have forgotten one key element. If it is possible to return to your work with your tools, you may make the necessary adjustment for normal operation with a roll modified by +10. If not, your attempt will fail. At least you know what went wrong.

111 — 175 Success: 100% • 1.0✖ • +20➠
With a sly smile, you place the polishing touch on your subterfuge. Success! A masterpiece, certainly, but is it art?

176 up Absolute Success: 120% • 0.8✖ • +30➠
Incredible! Your skills have soared! Your subterfuge is so perfect that any attempt to pierce it receives a modification of -20 in addition to any other modifiers.

General and GM-Assigned Modifers

Subterfuge • Stealth Static Maneuver Table T-4.8.25
Technical/ Trade • General Static Maneuver Table T-4.8.26

Subterfuge • Stealth Static Maneuver Table T–4.8.25

-26 down Spectacular Failure: -50% • 2.0✕ • -30➠
The 'O' of surprise you have on your face might be endearing in other circumstances. At the present time, however, you are going to have to work mighty fast to avoid the consequences of your ineptitude. If you are within range, your quarry may take a melee attack on you with modifiers for position and surprise. In any case, you are seen by all within range. Your reputation is shot.

-25 — -04 Absolute Failure: -25% • 1.75✕ • -10➠
You fall, and instinctively try to catch yourself on the nearest object or person (up to and including your target). It's pretty obvious what you were trying to do. After taking your +10 Fall/ Crush attack, you'll have to deal with your target.

-05 — 75 Failure: 0% • 1.5✕ • +0➠
You stand out like a sore thumb. Your maneuver fails, and your quarry is staring right at you. What now?

UM 66 Unusual Event: 0% • 1.0✕ • -10➠
You catch a piece of your clothing (on your target if close enough; otherwise on some object in the environment). You are hung on that person or object for 2 rounds while you struggle to free yourself. Time to practice your stupid grin….

76 — 90 Partial Success: 30% • 1.25✕ • +5➠
Your target spots you, but doesn't immediately suspect you of any wrongdoing. If you talk fast, you might even get out of this alive.

UM 100 Unusual Success: 200% • 1.0✕ • +25➠
To weasels like you, stealth is second nature. You may choose to repeat this maneuver next round with automatic success, and it will take only 20% activity. What will you do with all that extra time?

91 — 110 Near Success: 70% • 1.5✕ • +10➠
It's one of those moments that freezes your heart. Your target has paused, thinking something seems wrong. Roll again with a modification of +10 to successfully ride out this harrying moment.

111 — 175 Success: 100% • 1.0✕ • +20➠
Aren't we the nimble one? You succeed in your maneuver.

176 up Absolute Success: 120% • 0.5✕ • +30➠
Surely your quarry is autistic! You may make another maneuver under cover of your impenetrable aura of stealth, so long as the maneuver does not take more than 50% activity. Regardless of the success of that maneuver, this one succeeds brilliantly.

General and GM-Assigned Modifers

The GM should note that static maneuvers using the skills in this category should be negatively modified by the target's Alertness, Situational Awareness (if applicable) **or** Observation skill bonus (if actively used).

Technical/Trade • General Static Maneuver Table T–4.8.26

-26 down Spectacular Failure: -50% • 2.0✕ • -20➠
You manage to ruin the tools of your trade through carelessness and frustration. Your fumbling hands also inflict an 'A' Critical of an appropriate type upon your person. Is this your idea of fun?

-25 — -04 Absolute Failure: -20% • 1.0✕ • -10➠
You perform with uncharacteristic nervousness that is obvious to all. If the reaction of others is significant in your work, those reactions are modified by -30. Your failure is on display.

-05 — 75 Failure: 0% • 0.5✕ • +0➠
This is just not going to work. You realize you will be unable to accomplish this task after half of the initial time estimate has passed. No wonder you're just a journeyman.

UM 66 Unusual Event: 0% • 1.0✕ • -20➠
Right in the middle of your maneuver, the tools of your trade spill out all over the ground. Besides looking foolish, you fail your maneuver. Hopefully, you weren't gambling…where'd all those extra cards come from?

76 — 90 Partial Success: 20% • 3.0✕ • +5➠
Unusual complications have arisen. Nothing you can't handle…but it's going to take some time. You may attempt to finish your work after spending a time period equal to twice the initial estimate.

UM 100 Unusual Success: 100% • 1.0✕ • +20➠
Nice work! Your worthy efforts are witnessed by a master in the trade; he offers you a position within his organization.

91 — 110 Near Success: 80% • 1.0✕ • +10➠
This project is taking too much time…but you can't quit now. You may make another attempt with a +10 modification after a round.

111 — 175 Success: 100% • 1.0✕ • +20➠
You perform your task with admirable skill. Now quit patting yourself on the back and get back to work.

176 up Absolute Success: 120% • 0.8✕ • +30➠
Your subtle mastery of your trade is reflected in your remarkable success and you receive favorable reactions to your work. You may perform this specific activity at a modification of +20 (non-cumulative) until you receive a result of **Absolute Failure** or **Spectacular Failure.**

General and GM-Assigned Modifers

Technical/Trade • Professional/Vocational Static Maneuver Table T–4.8.27

-26 down Spectacular Failure: -50% • 2.0✖ • -20➠
Your blatant disregard of professional methods might seem daring to some; your Guild finds it merely irresponsible and expels you, announcing your expulsion to the public. Your work is dangerous and is quickly condemned by all. Wow. Tough luck, dude.

-25 — -04 Absolute Failure: -25% • 1.5✖ • -10➠
Ineptitude becomes you, and you wear it like a badge while trying to compete this task. If you are working in a professional capacity, your clients/charges are disgusted with your methods and avail themselves of your competitors. Otherwise, you have achieved negative results with your efforts.

-05 — 75 Failure: 0% • 1.25✖ • +0➠
Experience doesn't always outweigh knowledge. You should have studied more. You fail.

UM 66 Unusual Event: 100% • 1.0✖ • +30➠
You apply yourself to your work with a powerful intensity that consumes you. You **feel** the skills of your craft so deeply that they hit the level of instinct. You achieve extraordinary success, but your near-trance has altered your skill; you lose 3 ranks in this skill, but you gain a +10 permanent bonus to this category. If losing ranks drops you below 0, treat the situation as having 0 ranks in the skill. You may only receive this result once, re-rolling if you have already received this result. (The GM may rule this result to be inappropriate to his game; if this is the case, re-roll your static maneuver.)

76 — 90 Partial Success: 20% • 1.5✖ • +5➠
To your chagrin, you will have to consult another expert. If you are able to do so, you may try again in 24 hours to complete your task. Otherwise, you are stumped.

UM 100 Unusual Success: 125% • 1.0✖ • +30➠
As **Absolute Success** below, except that d10 persons come to you, wishing to study under you. They will not easily take no for an answer.

91 — 110 Near Success: 80% • 1.25✖ • +10➠
Your skills in this particular area are rusty. After 1 hour, you may roll again with a +10 modification.

111 — 175 Success: 100% • 1.0✖ • +20➠
Good work, Master Tradesman! Your effort succeeds in all respects.

176 up Absolute Success: 125% • 1.0✖ • +30➠
The spirit of the Muse enters you, and your work achieves the status of art. Your efficient design/work is combined with an elegance and simplicity of form that is admired even by those unlearned in the trade. You may work on similar projects at a modification of +20 (non-cumulative) until you receive a result of **Absolute Failure** or **Spectacular Failure** on this table.

General and GM-Assigned Modifers

Urban Static Maneuver Table T–4.8.28

-26 down Spectacular Failure: -50% • 1.5✖ • -20➠
You have blundered badly, alienating your contacts and sources in this area. If they are inclined to violence, they will be so disposed towards you. Otherwise, they will hinder you when it is convenient to them, although they will not go out of their way to make your life miserable. What did you say, anyway?

-25 — -04 Absolute Failure: -20% • 1.2✖ • -10➠
Bad luck. Someone has recognized you from other circumstances…ones you would rather not have brought up just now. Any attempt to extricate yourself from this situation is at a -20 modification.

-05 — 75 Failure: 0% • 1.5✖ • +0➠
Your wits have deserted you. You fail your maneuver.

UM 66 Unusual Event: 0% • 1.0✖ • +0➠
You are right in the middle of your maneuver when a huge disturbance in the streets draws all attention to it. Your maneuver is aborted as a result, but you may use the distraction to gain a +20 to any stealth activities for the next 3 rounds. Temptation is a wicked thing….

76 — 90 Partial Success: 20% • 0.8✖ • +5➠
You achieve only a fraction of your goal before you are interrupted by a civil disturbance in which you are embroiled. Spend 2d10 hours extricating yourself from this sticky situation before you may attempt your maneuver again.

UM 100 Unusual Success: 110% • 0.8✖ • +20➠
An individual you have not met before takes you for someone else, and proceeds to offer you everything you were looking for with your maneuver. He will be completely cooperative so long as he continues to believe that you are who he thinks you are….

91 — 110 Near Success: 80% • 1.0✖ • +10➠
You are almost successful, but you've hit that final wall so common in the urban environment…the greed of a functionary. You may use an appropriate Influence skill to complete this task (bribery, etc.), or you may roll again after two rounds on this chart with a -10 modification.

111 — 175 Success: 100% • 1.0✖ • +20➠
You are a creature of the streets, my friend. Your instincts serve you true, and you complete your task with alacrity.

176 up Absolute Success: 120% • 1.0✖ • +30➠
Your quick wits have gathered a new sheep into your fold. You make a new contact who is kindly disposed towards you. Your next transaction with him will have a +30 modifier in your favor for his reaction.

General and GM-Assigned Modifers

Encounter Table T-5.3

ENCOUNTER TABLE T-5.1

Encounter Result	POPULATION DENSITY Dense	Moderate	Light	Sparse	Waste
< 01	–/–	–/–	–/–	–/–	–/–
01–30	s/–	–/–	–/–	–/–	–/–
31–50	e/–	s/–	–/s	–/s	–/–
51–60	e/–	s/–	s/s	–/s	–/–
61–70	e/–	e/–	s/s	–/s	–/s
71–80	e/–	e/s	s/s	–/s	–/s
81–90	e/–	e/s	e/s	–/s	–/h
91–100	h/s	e/s	e/s	–/h	–/h
101–120	h/h	e/s	e/h	s/h	–/h
121–140	a/h	h/h	h/h	e/h	s/a
141–160	a/a	a/h	h/h	e/h	e/a
161–180	a/a	a/a	a/h	h/a	h/a
181–200	t/a	a/a	a/a	a/a	a/t
201+	t/t	t/t	t/t	t/t	t/t

Encounter Result = Activity Roll – Avoidance Roll

Note: This table is intended to cover the usual pattern of encounters between player characters and local inhabitants or wild beasts. The "Population Density" categories (i.e., each column) represent the relative density of social beings or inhabitants. The "Encounter Result" is the difference between the GM's Activity Roll and the traveling group's Avoidance Roll (see Section 30.2).

Results: The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashes cover interaction with wild beasts. If there is a letter in both categories, the GM should roll again: a low result (i.e., 01-50) means that there is an encounter with wild beasts; a high result (i.e., 51-00) means interaction with social beings.

Encounter Codes:

t ..... trap or ambush or surprise attack
a ..... attacking group
h ..... hostile group
e ..... basic encounter
s ..... sighting by another group

The encounter codes are meant to be general and relative. A basic encounter with a group from an outrageously brutal or suspicious culture may be more dangerous than a hostile force of passive people. The GM should take note of the local folk and beasts to determine which type will be involved and what their relative strength will be. A simple rule of thumb: the higher the Encounter Result (i.e., the difference between the Activity Roll and the Avoidance Roll), the more dangerous the encounter. The GM may wish to increase the number of capabilities of the given inhabitants or beasts accordingly.

MODIFICATIONS TO THE ACTIVITY ROLL:

Terrain Moving In:

+30 ..... Road
+20 ..... Open
+10 ..... Sand
+0 ..... Snow
-10 ..... Forest
-15 ..... Rough
-30 ..... Forest and Rough
-35 ..... Swamp
-40 ..... Mountainous

Activity of Inhabitants:

+25 ..... Hostile
+50 ..... Patrolled area
+100 ..... If hue and cry (see Section 30.2)
+30 ..... Night-adapted inhabitants at night
-30 ..... Night-adapted inhabitants during day

General:

-50 ..... Traveling at night *
variable ..... spells used to detect groups

MODIFICATIONS TO THE AVOIDANCE ROLL:

Group Size: **

+50 ..... one
+20 ..... two
-0 ..... 3 to 4
-10 ..... 5 to 7
-20 ..... 8 to 10
-50 ..... 11 to 20
-75 ..... 21 to 50
-100 ..... 51+

Travel Mode:

+50 ..... Sneaking
+20 ..... Careful walk
-0 ..... Normal walk
-10 ..... Jog/walk
-20 ..... Slow ride
-40 ..... Fast ride
variable ..... Flying, boat, ship, etc.

General:

+30 ..... if actively searching for something
variable ..... spell used by the group
-20 ..... if in camp and traveled 12 hours
-40 ..... if in camp and traveled 16 hours

* – This can be lowered depending upon the lighting (e.g., moon or stars on a clear night).

** – Rangers, Animists, Elves, and Halflings count half.

STRATEGIC MOVEMENT RATE TABLE T-5.2

Transport Type/Pace	TERRAIN TYPE Road	Open/ Path	Forest	Rough	Rough & Forest	Swamp	Sand	Moun-tainous	Snow
Sneaking	4	4	3	2	2	1.5	1.5	1	0.5
Careful walk	8	7	4	4	3	2.5	2.5	2	1
Normal walk	10	8	6	5	3	2.5	2.5	2	1.5
Jog/Walk	15‡	12‡	9‡	7‡	4†	3†	3†	3†	2†
Camel	16	16	8‡	10	6	3†	10	6	4‡
Elephant	20	20	15	12	10	4‡	5	8†	6‡
Slow Ride (Horse)	15	12	9‡	7‡	4‡	3†	6	3†	2‡
Fast Ride (Horse)	25	18‡	12†	10†	6†	4.5*	8‡	4†	3†
Mule/Donkey	12	12	10	10‡	10‡	3†	6	5‡	3‡

Note: Result is the miles covered in a 4 hour period. Note that the results for multiple transport types/paces may be combined to derive an average during periods when the group moves by more than one type/pace of transport. Running, sprinting, and dashing paces are not listed, since a group of characters cannot normally keep up such paces over a four hour period. They may, however, be used sparingly to increase the average of an otherwise slow gait (e.g., intermittent running, when combined with a sneaking pace, may average to a careful walk pace).

* — Requires a maneuver roll once every 1 hour from each character.

† — Requires a maneuver roll once every 2 hours from each character.

‡ — Requires a maneuver roll once every 4 hours from each character.

WEATHER & VISIBILITY MODIFIERS:

% of Normal Movement Rate	Condition
100%	At night, all characters have nightvision
10%	At night, no characters have nightvision
50%	At night, < 50% of characters have nightvision
75%	At night, 50% of characters have nightvision

% of Normal Movement Rate	Condition
100%	Light Rain
75%	Normal Rain
50%	Fog, snow, or heavy rain *
25%	Electrical or sand storm **

MAGIC ITEM PRICING TABLE T-5.3

COST =
(Base Cost + Additional Cost) x Multiplicative Factors

MULTIPLICATIVE FACTORS:

Due to Item Bonus	Due to Item Weight
10x ... +5 bonus	1x ... 100% of weight given
50x ... +10 bonus	10x ... 80–99% of weight given
250x ... +15 bonus	50x ... 60–79% of weight given
1000x ... +20 bonus	100x ... 40–59% of weight given
5000x .... +25 bonus	

BASE COST:

A piece of Rune Paper (holds one spell)	1 gp
A vial of Potion (holds one spell)	10 gp
A Charge Item:	
Wand	10 gp + the normal cost of the item
Rod	30 gp + the normal cost of the item
Staff	100 gp + the normal cost of the item
A Daily Item	20 gp + the normal cost of the item
+1 spell adder	50 gp
+2 spell adder	100 gp
+3 spell adder	200 gp
+4 spell adder	400 gp
x2 spell multiplier	200 gp
x3 spell multiplier	400 gp
A bonus item	the normal cost of the item

ADDITIONAL COST (in gold pieces) DUE TO IMPLANTED SPELLS:

Type of Item or Bonus	Level of the Spell in the Item * 1	2	3	4	5	6	7	8	9	10
Rune Paper	3	10	20	30	40	60	80	100	125	150
Potion	5	15	30	45	60	90	120	150	200	225
Daily Item †	15	50	100	150	200	300	400	500	600	750
Wand	10	30	—	—	—	—	—	—	—	—
Rod	40	80	120	150	200	—	—	—	—	—
Staff	100	150	200	250	300	400	500	600	700	800

Note: Recharging a wand, rod or staff after it has been exhausted costs half of the above—although, finding someone with both the skill and the willingness to perform such an operation may be difficult.

* – Channeling spells cost double these prices.

† – Once per day; add half of factor for each additional time per day.

HEALING RECOVERY TABLE T-5.4

Burn	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	4	20	48
-25 – 15	3	15	36
16 – 65	2	10	24
66 or more	1	5	12

Bone	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	7	28	70
-25 – 15	5	20	50
16 – 35	3	12	30
36 – 65	2	8	20
66 or more	1	4	10

Skin/Tissue	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	5	25	40
-25 – 15	3	15	24
16 – 35	2	10	16
36 or more	1	5	8

Head	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	13	78	130
-25 – 15	10	60	100
16 – 35	7	42	70
36 – 65	5	30	50
66 – 90	3	18	30
91 – 105	2	12	20
106 or more	1	6	10

Organ	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	13	65	130
-25 – 15	9	45	90
16 – 35	6	30	60
36 – 65	4	20	40
66 – 90	3	15	30
91 – 105	2	10	20
106 or more	1	5	10

Muscle/ Tendon	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	11	44	88
-25 – 15	7	28	56
16 – 35	4	16	32
36 – 65	3	12	24
66 – 90	2	8	16
91 or more	1	4	8

Note: To use this table, roll d100 (open-ended and add 3x the character's Co stat bonus. Then look up the result in the section for the most appropriate type of wound. The result is the normal number of days needed for a given wound to heal. Some races heal faster or slower than others. Each race has a healing "recovery multiplier"—just multiply this factor by the normal number of healing days to get the actual number of healing days required.

STAT LOSS TABLE T-5.6

Rounds After Death	Race Type 1	2	3	4	5
1 – 6	0	1d2-1	1d5-1	1d5-1	1d10
7 – 18	1d2-1	1d5-1	1d5-1	1d10	2d10-1
19 and up	1d5-1	1d5+1	1d10	2d10-1	2d10-1

RACE HEALING FACTORS TABLE T-5.5

Race	# Rnds. To Soul Departure	Race Type for Stat Loss	Recovery Multiplier
Common Men	12	2	x1.0
Mixed Men	11	2	x0.9
High Men	10	2	x0.75
Wood Elves	3	3	x1.5
Grey Elves	2	4	x2.0
High Elves	1	5	x3.0
Half-elves	6	3	x1.5
Dwarves	21	1	x0.5
Halflings	18	1	x0.5
Common Orcs	1	2	x0.5
Greater Orcs	1	2	x0.5
Half-orcs	6	2	x0.75

KILL EP CHART

Opponent's Level	Level of the Character Delivering the "Killing" Blow										
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**10+**
0	50	45	40	35	30	25	20	15	10	5	0
1	200	150	130	110	100	90	80	70	60	50	40
2	250	200	150	130	110	100	90	80	70	60	50
3	300	250	200	150	130	110	100	90	80	70	60
4	350	300	250	200	150	130	110	100	90	80	70
5	400	350	300	250	200	150	130	110	100	90	80
6	450	400	350	300	250	200	150	130	110	100	90
7	500	450	400	350	300	250	200	150	130	110	100
8	550	500	450	400	350	300	250	200	150	130	130
9	600	550	500	450	400	350	300	250	200	150	150
10+	*	*	*	*	*	*	*	*	*	*	*

Note: Result is a number of experience points received by the character delivering the "Killing" blow (this result is reduced by an amount equal to the EPs awarded for individual criticals delivered.

* — EPs awarded for levels above 9th are: 200 + (50 x (opponent's level - character's level) *with a minimum of 200.*

SPELL EP CHART

Spell Level	Level of the Character Casting the Spell										
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11+**
1	100	90	80	70	60	50	40	30	20	10	*
2	110	100	90	80	70	60	50	40	30	20	*
3	120	110	100	90	80	70	60	50	40	30	*
4	130	120	110	100	90	80	70	60	50	40	*
5	140	130	120	110	100	90	80	70	60	50	*
6	150	140	130	120	110	100	90	80	70	60	*
7	160	150	140	130	120	110	100	90	80	70	*
8	170	160	150	140	130	120	110	100	90	80	*
9	180	170	160	150	140	130	120	110	100	90	*
10	190	180	170	160	150	140	130	120	110	100	*
11+	200	*	*	*	*	*	*	*	*	*	*

Note: Result is a number of experience points received by the character casting the spell.

* — For characters and/or spells above 10th level the spell EP result is:
100 - (10 x (level of the caster - level of the spell cast) *with a maximum result of 200 and a minimum result of 0.*

CRITICAL EP CHART

Opponent's Level	Critical Delivered				
	A	**B**	**C**	**D**	**E**
0	3	5	8	10	13
1	5	10	15	20	25
2	10	20	30	40	50
3	15	30	45	60	75
4	20	40	60	80	100
5	25	50	75	100	125
6	30	60	90	120	150
7	35	70	105	140	175
8	40	80	120	160	200
9	45	90	135	180	225
10	50	100	150	200	250
for each level above 10th	+5	+10	+15	+20	+25
to self *	100	200	300	400	500

* – These points are awarded to a character for criticals inflicted upon him by a foe, for these points the "level of the foe" is always treated as 20.

MANEUVER EP CHART

Routine	0
Easy	5
Light	10
Medium	50
Hard	100
Very Hard	150
Extremely Hard	200
Sheer Folly	300
Absurd	500

Note: Result is a number of experience points received by the character making the maneuver.

MASTER CHARACTER TABLE T-5.8

Profession	Level	AT (DB)	Hits	PPs	#1 OB	#2 OB	MMP	Locks/ Traps	Climb/ Swim	Alert.	Obser.	#ranks Spells	Ambush (ranks)	Stalk/ Hide	Attune./ Runes	#ranks Lang.	Lore/ Craft ‡
	1	8(30s)	56	0	50me	45ms	-15	-30	20	2	5	0	5(1)	10	-30	32	10(2)
	5	17(30s)	109	9	95me	93ms	-15	19	34	13	29	0	29(4)	44	-21	33	39(4)
Fighter	10	20(30s)	143	15	122me	122ms	-45	33	49	17	54	1	44(7)	68	14	34	64(6)
	15	20(30s)	162	15	135me	135ms	-45	43	64	20	65	1	62(11)	89	14	35	64(11)
	20	20(30s)	172	21	140me	140ms	-45	59	70	23	74	2	74(15)	98	19	36	64(16)
	1	6(15)	35	0	35ms	20me	0	25	30	12	20	0	30(2)	35	-30	32	15(2)
	5	9(24)	68	15	54ms	39me	-5	64	59	26	44	1	79(10)	74	14	33	54(4)
Thief	10	9(24)	94	21	79ms	54me	-5	89	80	30	72	2	109(20)	97	24	35	69(11)
	15	9(24)	114	27	94ms	64me	-5	109	95	35	84	3	124(30)	115	34	36	69(16)
	20	9(24)	130	39	109ms	79me	-5	119	107	40	99	5	129(40)	125	39	38	69(21)
	1	7(30s)	41	0	50me	45ms	-10	15	35	7	15	0	25(2)	25	-30	32	15(2)
	5	13(30s)	86	15	79me	64ms	-10	49	69	20	39	1	59(7)	64	14	34	49(4)
Rogue	10	13(30s)	114	21	104me	89ms	-10	60	84	25	54	2	89(15)	86	19	35	69(9)
	15	13(30s)	136	27	114me	104ms	-10	84	112	30	70	3	107(22)	106	24	37	69(14)
	20	13(30s)	148	33	119me	119ms	-10	101	124	35	79	4	119(30)	116	34	38	69(19)
	1	1(25a)	51	0	25ma	25ma	0	-30	15	11	15	0	10(1)	15	-30	32	10(2)
	5	1(74a)	104	9	70ma	70ma	0	14	34	22	29	0	29(3)	44	-21	34	34(4)
Warrior	10	1(104a)	140	15	98ma	98ma	0	24	39	25	39	1	49(7)	64	14	36	49(6)
Monk	15	1(119a)	158	15	122ma	122ma	0	34	49	27	44	1	64(10)	79	14	38	64(8)
	20	1(124a)	168	21	129ma	129ma	0	39	59	30	54	2	73(13)	94	19	40	64(13)
	1	5(0)	35	0	20me	15ms	0	5	20	6	10	0	-30(0)	5	-25	35	25(5)
	5	8(12)	71	18	42me	32ms	-15	27	42	20	32	0	17(1)	27	-13	38	76(11)
Layman	10	8(12)	97	24	52me	42ms	-15	37	52	21	42	1	27(3)	42	22	41	91(21)
	15	8(12)	117	30	67me	47ms	-15	52	67	23	52	1	37(5)	52	27	44	91(31)
	20	8(12)	130	36	73me	57ms	-15	62	73	25	65	2	47(7)	65	32	47	91(41)
	1	6(30s*)	30	16	20me	20me	0	-25	15	16	15	13	-25(0)	10	15	35	25(3)
Pure	5	10(30s*)	51	43	49me	39me	-10	19	29	26	34	74	19(1)	24	39	40	78(10)
Channeling	10	10(30s*)	63	73	64me	49me	-10	24	39	28	44	157	24(2)	34	59	45	78(15)
User	15	10(30s*)	81	98	79me	64me	-10	29	44	30	59	240	29(3)	44	75	50	78(20)
	20	10(30s*)	89	123	92me	70me	-10	34	54	31	69	323	34(4)	49	87	55	78(25)
	1	1(0*)	30	16	20ds	10me	0	-25	10	1	10	13	-30(0)	5	25	35	25(3)
Pure	5	1(12*)	51	43	72ds	27me	0	19	24	12	34	74	14(1)	19	54	40	78(10)
Essence	10	1(12*)	63	73	102ds	32me	0	24	34	13	49	157	19(2)	34	80	45	78(15)
User	15	1(12*)	81	98	117ds	37me	0	29	44	15	64	240	24(3)	44	98	50	78(20)
	20	1(12*)	89	123	122ds	42me	0	34	49	17	84	323	29(4)	54	110	55	78(25)
	1	5(30s*)	30	17	15me	5me	0	-30	10	12	15	13	-25(0)	10	15	35	20(3)
Pure	5	13(30s*)	51	48	44me	22me	-10	14	29	22	34	74	19(1)	29	44	40	73(10)
Mentalism	10	13(30s*)	63	83	59me	27me	-10	19	34	24	44	157	24(2)	34	69	45	73(15)
User	15	13(30s*)	81	113	74me	37me	-10	24	44	25	59	240	29(3)	44	84	50	73(20)
	20	13(30s*)	89	143	87me	42me	-10	29	54	27	69	323	34(4)	54	99	55	73(25)
	1	1(0*)	30	16	10me	5ds	0	-25	10	16	20	12	-20(0)	15	25	35	20(3)
	5	1(6*)	48	43	27me	37ds	0	19	24	27	39	70	24(1)	29	44	40	73(10)
Hybrid	10	1(6*)	60	73	32me	62ds	0	24	34	28	49	148	29(2)	39	59	45	73(15)
User	15	1(6*)	78	98	37me	77ds	0	29	44	30	64	227	34(3)	49	74	50	73(20)
	20	1(6*)	86	123	42me	92ds	0	34	49	32	74	305	39(4)	54	85	55	73(25)
	1	6(30s*)	45	11	20me	20me	0	-25	20	16	20	3	15(1)	15	-25	32	10(3)
Semi	5	10(30s*)	84	26	62me	49me	-10	19	44	27	39	19	34(3)	34	19	34	62(4)
Channeling	10	10(30s*)	104	38	88me	64me	-10	24	59	30	54	40	44(7)	49	24	36	72(14)
User	15	10(30s*)	124	56	102me	79me	-10	29	70	33	64	61	69(10)	64	29	38	72(19)
	20	10(30s*)	142	68	115me	92me	-10	34	82	35	74	82	88(13)	72	39	40	72(24)
	1	1(0*)	35	11	20me	10ma	0	10	25	12	15	3	-25(0)	10	-20	32	15(3)
Semi	5	1(12*)	74	26	57me	42ma	0	24	49	25	39	19	29(3)	34	24	34	70(10)
Essence	10	1(12*)	94	38	82me	67ma	0	34	64	29	54	40	44(6)	49	34	36	75(15)
User	15	1(12*)	114	56	100me	82ma	0	39	81	33	69	61	59(9)	64	44	38	75(20)
	20	1(12*)	132	68	109me	97ma	0	49	90	38	84	82	70(12)	73	49	40	75(25)
	1	5(30s*)	35	12	20me	20me	0	-25	15	7	15	3	19(1)	10	15	32	15(3)
Semi	5	13(30s*)	74	29	57me	49me	-10	24	39	19	39	19	34(4)	39	39	35	67(4)
Mentalism	10	13(30s*)	94	43	82me	64me	-10	29	65	22	49	40	54(8)	59	54	38	77(14)
User	15	13(30s*)	114	64	100me	79me	-10	39	80	25	69	61	70(12)	73	69	41	77(19)
	20	13(30s*)	132	78	109me	92me	-10	49	91	29	78	82	82(16)	85	81	44	77(24)

‡ — The first number is the skill bonus for each craft/lore skill, while the second number is the number of craft/lore skills.

Key: Unless otherwise noted, the values given are skill bonuses. *DB codes:* s = includes shield bonus; a = includes adrenal defense; * = this value is often increased by bonuses from spells. *OB codes:* me = melee attack (with a weapon); ms = missile attack; ma = martial arts attack; ds = directed spell attack.

Character Record Sheet T-6.1

Character Name:

Player: _____

Campaign (GM): _____

Experience Points | Level:

Race: _____
Profession: _____
Training Packages: _____
_____
_____
Realm: _____

Armor Type: _____
MMP: _____
Weight Penalty: _____
Missile Penalty: _____

Quickness Penalty: _____
Quickness Bonus: _____
Adrenal Defense: _____
Shield Bonus: _____
Magic (Spells, Items, etc.): _____
Total DB: _____

RESISTANCE ROLLS:
Channeling (3 x In): _____
Essence (3 x Em): _____
Mentalism (3 x Pr) _____
Chan/Ess (In + Em): _____
Chan/Ment (In + Pr): _____
Ess/Ment (Em + Pr): _____
Arcane (Em + In + Pr): _____
Poison/Disease (3 x Co): _____
Fear (3 x SD): _____

RACE/STAT FIXED INFO:
Soul Departure: ___ rounds
Recovery Multiplier: x ___
Body Development Progression:
_____
PP Development Progression:
_____
Recover: ___ hits/hour resting
___ hits/sleep cycle
___ PPs/hour resting
___ PPs/sleep cycle

ROLE TRAITS:
Appearance: ____
Sex: _____ Skin: _____
Apparent Age: ___ Actual Age: _____
Height: _____ Weight: _____
Hair: _____ Eyes: _____
Personality: _____
_____
Motivations: _____
_____
Alignment: _____

BACKGROUND INFORMATION:
Nationality: _____
Home Town/City: _____
Deity: _____
Patron/Lord: _____
Parents: _____
Spouse: _____
Children: _____
Other: _____
_____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	____	____	____	____	____	☐
Constitution	____	____	____	____	____	☐
Memory	____	____	____	____	____	☐
Reasoning	____	____	____	____	____	☐
Self Discipline	____	____	____	____	____	☐
Empathy	____	____	____	____	____	☐
Intuition	____	____	____	____	____	☐
Presence	____	____	____	____	____	☐
Quickness	____	____	____	____	____	☐
Strength	____	____	____	____	____	☐

Rune

Rune

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges				
_____	____	____	___	___	___	___	___	___	___	___
_____	____	____	___	___	___	___	___	___	___	___
_____	____	____	___	___	___	___	___	___	___	___
_____	____	____	___	___	___	___	___	___	___	___
_____	____	____	___	___	___	___	___	___	___	___
_____	____	____	___	___	___	___	___	___	___	___

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____

Hits:

Exhaustion Points:

Power Points:

Permission granted to photocopy for non-commercial, personal use. ©1995 Iron Crown Enterprises, Inc. All rights reserved

Skill Category Record Sheet T-6.2

Character: _____

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Bonuses: Rank	Stat	Prof.	Special	Special	Total
Armor • Heavy	St/Ag/St			❑❑❑						
Armor • Light	Ag/St/Ag			❑❑❑						
Armor • Medium	St/Ag/St			❑❑❑						
Artistic • Active	Pr/Em/Ag			❑❑❑						
Artistic • Passive	Em/In/Pr			❑❑❑						
Athletic • Brawn	St/Co/Ag			❑❑❑						
Athletic • Endurance	Co/Ag/St			❑❑❑						
Athletic • Gymnastics	Ag/Qu/Ag			❑❑❑						
Awareness • Perceptions	In/SD/In		na	‡	0					
Awareness • Searching	In/Re/SD			❑❑❑						
Awareness • Senses	In/SD/In			❑❑❑						
Body Development	Co/SD/Co		na	†	0					
Combat Maneuvers	Ag/Qu/SD		na	*	0					
Communcations	Re/Me/Em			❑❑❑						
Crafts	Ag/Me/SD		na	*	0					
Directed Spells	Ag/SD/Ag			❑❑❑						
Influence	Pr/Em/In			❑❑❑						
Lore • General	Me/Re/Me			❑❑❑						
Lore • Magical	Me/Re/Me			❑❑❑						
Lore • Obscure	Me/Re/Me			❑❑❑						
Lore • Technical	Me/Re/Me			❑❑❑						
Martial Arts • Striking	St/Ag/St			❑❑❑						
Martial Arts • Sweeps	Ag/St/Ag			❑❑❑						
Outdoor • Animal	Em/Ag/Em			❑❑❑						
Outdoor • Environmental	SD/In/Me			❑❑❑						
Power Awareness	Em/In/Pr			❑❑❑						
Power Manipulation	Em/In/Pr		na	*	0					
Power Point Development			na	†	0					
Science/Analytic • Basic	Re/Me/Re			❑❑❑						
Science/Analytic • Specialized	Re/Me/Re		na	*	0					
Self Control	SD/Pr/SD			❑❑❑						
Special Attacks	St/Ag/SD		na	*	0					
Special Defenses	none		na	*	0					
Spells • Arcane Open Lists			na	‡	0					
Other Realm Base Lists			na	‡	0					
Other Realm Closed Lists			na	‡	0					
Other Realm Open Lists			na	‡	0					
Own Realm Closed Lists			na	‡	0					
Own Realm Open Lists			na	‡	0					
Own Realm Other Base Lists			na	‡	0					
Own Realm Own Base Lists			na	‡	0					
Subterfuge • Attack	Ag/SD/In			❑❑❑						
Subterfuge • Mechanics	In/Ag/Re			❑❑❑						
Subterfuge • Stealth	Ag/SD/In			❑❑❑						
Technical/Trade • General	Re/Me/SD			❑❑❑						
Technical/Trade • Professional	Re/Me/In		na	*	0					
Technical/Trade • Vocational	Me/In/Re		na	*	0					
Urban	In/Pr/Re			❑❑❑						
Weapon • 1-H Concussion	St/Ag/St			❑❑❑						
Weapon • 1-H Edged	St/Ag/St			❑❑❑						
Weapon • 2-Handed	St/Ag/St			❑❑❑						
Weapon • Missile	Ag/St/Ag			❑❑❑						
Weapon • Missile Artillery	In/Ag/Re			❑❑❑						
Weapon • Pole Arms	St/Ag/St			❑❑❑						
Weapon • Thown	Ag/St/Ag			❑❑❑						
_____				❑❑❑						
_____				❑❑❑						
_____				❑❑❑						
_____				❑❑❑						
_____				❑❑❑						

Progression — no symbol: Standard — *: Combined — †: See Table T-1.1 — ‡: "0•0•0•0•0" for skill category ranks and "0•1•1•0.5•0" for skill ranks.

Skill Record Sheet T-6.3

Character:

Player: _____

Level: _____

Skill Name	#Ranks	New Ranks	Bonuses					
			Rank	Category	Item	Special	Special	Total
_____	_____	❑❑❑	_____	_____	_____	_____	_____	_____

Money & Equipment Record Sheet T-6.4

Character:

Player: _____

Last Updated: _____

Equipment and Gear

Item (Description)	Location	Weight

Combined Category/Skill Record Sheet T-6.5

Character:

Player: _____

Level: _____

_____ Category Rank Cost:_____ # Ranks:_____ Rank Bonus:_____ New Ranks: ❑❑❑

Stats:_____ Stat Bonus:_____ Profession Bonus:_____ Special Bonus:_____ Total Category Bonus:_____

Skill Name	#Ranks	New Ranks	Bonuses:	Rank	Category	Item	Special	Total
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____

_____ Category Rank Cost:_____ # Ranks:_____ Rank Bonus:_____ New Ranks: ❑❑❑

Stats:_____ Stat Bonus:_____ Profession Bonus:_____ Special Bonus:_____ Total Category Bonus:_____

Skill Name	#Ranks	New Ranks	Bonuses:	Rank	Category	Item	Special	Total
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____

_____ Category Rank Cost:_____ # Ranks:_____ Rank Bonus:_____ New Ranks: ❑❑❑

Stats:_____ Stat Bonus:_____ Profession Bonus:_____ Special Bonus:_____ Total Category Bonus:_____

Skill Name	#Ranks	New Ranks	Bonuses:	Rank	Category	Item	Special	Total
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____

_____ Category Rank Cost:_____ # Ranks:_____ Rank Bonus:_____ New Ranks: ❑❑❑

Stats:_____ Stat Bonus:_____ Profession Bonus:_____ Special Bonus:_____ Total Category Bonus:_____

Skill Name	#Ranks	New Ranks	Bonuses:	Rank	Category	Item	Special	Total
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____

_____ Category Rank Cost:_____ # Ranks:_____ Rank Bonus:_____ New Ranks: ❑❑❑

Stats:_____ Stat Bonus:_____ Profession Bonus:_____ Special Bonus:_____ Total Category Bonus:_____

Skill Name	#Ranks	New Ranks	Bonuses:	Rank	Category	Item	Special	Total
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____

_____ Category Rank Cost:_____ # Ranks:_____ Rank Bonus:_____ New Ranks: ❑❑❑

Stats:_____ Stat Bonus:_____ Profession Bonus:_____ Special Bonus:_____ Total Category Bonus:_____

Skill Name	#Ranks	New Ranks	Bonuses:	Rank	Category	Item	Special	Total
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____

_____ Category Rank Cost:_____ # Ranks:_____ Rank Bonus:_____ New Ranks: ❑❑❑

Stats:_____ Stat Bonus:_____ Profession Bonus:_____ Special Bonus:_____ Total Category Bonus:_____

Skill Name	#Ranks	New Ranks	Bonuses:	Rank	Category	Item	Special	Total
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____
_____	_____	❑❑❑	*Bonuses:*	_____	_____	_____	_____	_____

Permission granted to photocopy for non-commercial, personal use. ©1995 Iron Crown Enterprises, Inc. All rights reserved

Status Record Sheet T-6.6

Character:

Player: _____

Campaign (GM): _____

CONCUSSION HITS

Total Hits = _____ Rounds of Stun: _____ Bleeding/Round: _____

❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ -0
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ -10
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ -20
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ -30

❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ unc.
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ unc.
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ unc.
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ unc.

Recover _____ hits per round of rest. Recover _____ hits per sleep cycle.

Divide the total number of hits by four and distribute them evenly between the top four lines. Fill the bottom lines across with a number equal to your Constitution. Cross off concussion hits horizontally. When all of the hits on one line are gone, the penalty on the next line is applied.

POWER POINTS

Power Points = _____ Active Multiplier: _____ Active Adder: _____

❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ -0
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ -10
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ -20
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ -30

Recover _____ PPs per round of rest. Recover _____ PPs per sleep cycle.

Divide the total number of PPs by four and distribute them evenly between the four lines. Cross off PPs horizontally. When all of the hits on one line are gone, the penalty on the next line is applied.

EXHAUSTION POINTS

Total Exhaustion Points= _____

❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑. ..... -0
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑. ..... -5
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑. .... -15
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑. ..... -30
❑❑❑❑❑ ❑❑❑❑❑ ❑. ..... -60
❑. ..... -100

Recover _____ points per minute of rest.

Distribute the total number of exhaustion points among the lines as follows: 25% on the first line, 25% on the second line, 25% on the third line, 15% on the third line, 9% on the fourth line, and 1% on the last line (with a minimum of 1 on each line). Cross off exhaustion points horizontally; when one line is finished, the penalty on the next line applies.

Expend exhaustion points at the rate of 1 every 2 rounds of melee, 1 oever 6 rounds of missile fire or concentration. When moving, expend exhaustion points at the rate shown below.

MOVEMENT

Base Move Rate (BMR) = _____ feet per round

50 + 3 x (Quickness Stat Bonus)

Pace	BMR	Times	Move Rate	Exh. Pts	Man. Diff.
Walk	_____	x1 =	_____	1/60 rnds	none
Fast Walk	_____	x1.5 =	_____	1/30 rnds	none
Run	_____	x2 =	_____	1/12 rnds	none
Sprint	_____	x3 =	_____	2/rnd	easy
Fast Sprint	_____	x4 =	_____	6/rnd	light
Dash	_____	x5 =	_____	50/rnd	medium

ENCUMBRANCE

Basic Weight Allowance (BWA) = _____ pounds

character's body weight ÷ 10

Carrying Weight >		≤		Enc. Pen.
(0 x BWA)	_____ to	_____	(1 x BWA)	-0
(1 x BWA)	_____ to	_____	(2 x BWA)	-8
(2 x BWA)	_____ to	_____	(3 x BWA)	-16
(3 x BWA)	_____ to	_____	(4 x BWA)	-24
(4 x BWA)	_____ to	_____	(5 x BWA)	-32
(5 x BWA)	_____ to	_____	(6 x BWA)	-40
(6 x BWA)	_____ to	_____	(7 x BWA)	-48
(7 x BWA)	_____ to	_____	(8 x BWA)	-56
(8 x BWA)	_____ to	_____	(9 x BWA)	-64
(9 x BWA)	_____ to	_____	(10 x BWA)	-72
(10 x BWA)	_____ to	_____	(11 x BWA)	-80
(11 x BWA)	_____ to	_____	(12 x BWA)	-88
(12 x BWA)	_____ to	_____	(13 x BWA)	-96
(13 x BWA)	_____ to	_____	(14 x BWA)	-104
(14 x BWA)	_____	or more		-8 / inc.

Weight Penalty = *lesser of* 0 **or** [Armor Qu Penalty + Encumbrance Penalty + (3 x St Stat Bonus)]

This penalty is applied to the Base Movement Rate.

Permission granted to photocopy for non-commercial, personal use. ©1995 Iron Crown Enterprises, Inc. All rights reserved

Experience Point Log T-6.7

Player: _____
Character (Level): _____
Session Ending: _____

GM Use Only
Notes:

MANUEVERS

Difficulty	Danger Rating: None	Some	Danger	Ex. Dang.	Defeated	Unknown
Easy						
Light						
Medium						
Hard						
Very Hard						
Ex. Hard						
Sheet Folly						
Absurd						

Manuever EP Key

1. Keep a tally of how many of each type of manuever was performed.
2. The Danger Rating refers to the situation in which the manuever was performed (not the danger of the manuever itself). The ratings are: character is in no danger (None), character is in some danger (Some), character is in danger (Danger), character is in extreme danger (Ex. Danger), and/or Foe was defeated as a direct result of the manuever (Defeat). Use the Unknown column if the danger rating is not known.

Spell EP Key

1. Keep a talley of how many of each level spell is cast. Use the "Other" row for spells above 10th level (recording the level of the spell).
2. The Danger Rating refers to the situation in which the sl was cast (not the danger of the spell itself). The ratings are: Spell caster is in no danger (None), Spell caster is in some danger (Some), Spell caster is in danger (Danger), Spell caster is in extreme danger (Ex. Danger), and/or Foe was defeated as a direct result of the spell (Defeat). Use the Unknown column if the danger rating is not known.

SPELL CASTING

Spell	Danger Rating: None	Some	Danger	Ex. Dang.	Defeated	Unknown
1st Level						
2nd Level						
3rd Level						
4th Level						
5th Level						
6th Level						
7th Level						
8th Level						
9th Level						
10th Level						
Other Level						

COMBAT: CONCUSSION HITS

1st Combat	2nd Combat	3rd Combat	4th Combat
Character KOd ❑ Foe KOd ❑	Character KOd ❑ Foe KOd ❑	Character KOd ❑ Foe KOd ❑	Character KOd ❑ Foe KOd ❑

COMBAT: CRITICALS

Severity	Condition: Norm	Dead	Unc.	Down	Stun	Solo	Large	SLarge
A								
B								
C								
D								
E								

Combat EP Key

1. Keep a talley of how many concussion hits given and taken in each combat.
2. If knocked out during the battle, check the "Character KOd" box. If foe is knocked out from the blow, check the "Foe KOd" box.
3. Keep a talley of the number of criticals you give to foes. When delivering a Large or Super-Large critical, be sure to note the original critical result (from the attack table). The condition indicates the condition of your opponent at the time you struck him. The possible conditions are: foe is normal (Norm), foe is dead (Dead), foe is unconscious (Unc.), foe is down (Down), foe is stunned (Stun), you are fighting foe by yourself (Solo), foe takes Large criticals (Large), foe takes Super-Large criticals (SLarge).

TRAVEL (IN MILES)

Normal:
Dangerous:
Ext. Dangerous:

Travel EP Key

1. Normal indicates travel in well-known areas. Dangerous indicates travel in unknown areas. Ext. Dangerous indicates travel in openly hostile areas.

IDEAS AND OTHER INTERESTING THINGS

Permission granted to photocopy for non-commercial, personal use. ©1995 Iron Crown Enterprises, Inc. All rights reserved

Session Log T-6.8

GM: _____
Session Ending: _____
Location: _____

Total Time in Session:
Next Session Date:
Next Session Location:

PLAYER CHARACTERS PRESENT	NPC ALLIES PRESENT	NPC ENEMIES ENCOUNTERED
Character: _____	Character: _____	Character: _____
Player: _____	Role: _____	Role: _____
Character: _____	Character: _____	Character: _____
Player: _____	Role: _____	Role: _____
Character: _____	Character: _____	Character: _____
Player: _____	Role: _____	Role: _____
Character: _____	Character: _____	Character: _____
Player: _____	Role: _____	Role: _____
Character: _____	Character: _____	Character: _____
Player: _____	Role: _____	Role: _____
Character: _____	Character: _____	Character: _____
Player: _____	Role: _____	Role: _____
Character: _____	Character: _____	Character: _____
Player: _____	Role: _____	Role: _____
Character: _____	Character: _____	Character: _____
Player: _____	Role: _____	Role: _____
Character: _____	Character: _____	Character: _____
Player: _____	Role: _____	Role: _____

ADVENTURE LOCALE

GM's Notes:

Information Gained by the Player:

ADVENTURE NOTES

GM's Notes:

Information Gained by the Player:

OTHER NOTES

Permission granted to photocopy for non-commercial, personal use. ©1995 Iron Crown Enterprises, Inc. All rights reserved



High Man, male



High Man, female



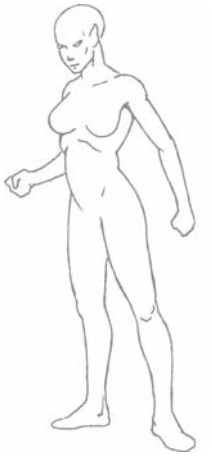
Common Man, male



Common Man, female



Elf, male



Elf, female



Orc, male



Half-orc, male



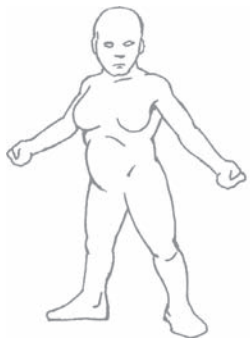
Dwarf, male



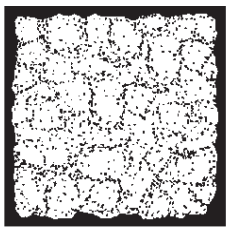
Dwarf, female

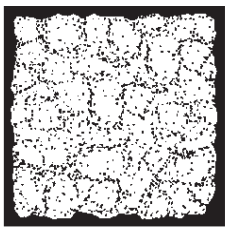


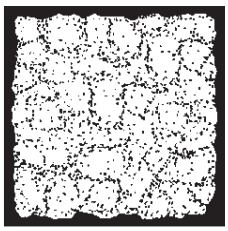
Halfling, male

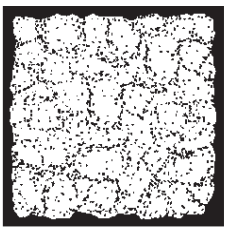


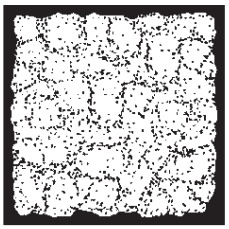
Halfling, female











Permission granted to photocopy for non-commercial, personal use. ©1995, 1999 Iron Crown Enterprises, Inc. All rights reserved

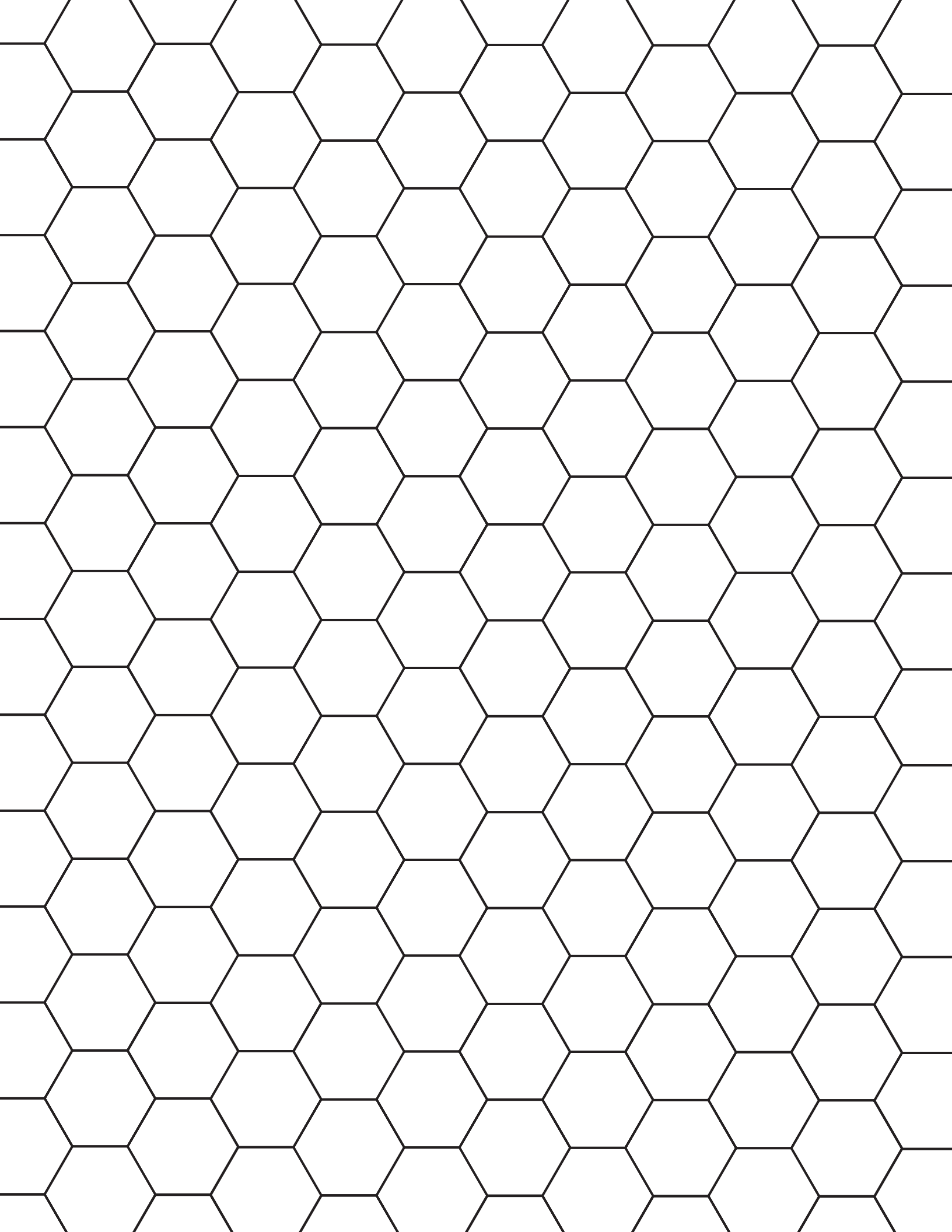


TABLE & CHART INDEX

A

Accessory Chart 288
Adolescence Rank
Table T-1.6 ..... 56, 214, 300
Armor Chart 289
Armor Quickness Chart 84
Armor Table T-3.3 .... 39, 91, 141, 307
Artistic • Active
Static Maneuver
Table T–4.8.2 ..... 143, 316
Artistic • Passive
Static Maneuver
Table T–4.8.3 ..... 145, 317
Athletic • Brawn
Static Maneuver
Table T-4.8.4 ..... 147, 317
Athletic • Endurance
Static Maneuver
Table T-4.8.5 ..... 149, 318
Athletic • Gymnastic
Static Maneuver
Table T-4.8.6 ..... 151, 318
Awareness • Perceptions Static
Maneuver Table T-4.8.7 . 153, 319
Awareness • Searching Static
Maneuver Table T-4.8.8 . 155, 319
Awareness • Senses
Static Maneuver
Table T-4.8.9 ..... 157, 320

B

Background Options
Table T-1.5 ..... 58, 299
Base Training Time Chart 293
Basic Stat Bonus
Table T-2.1 ..... 28, 54, 302
Battle Round Sequence
Table T-3.1 307
Blank Hex Sheet T-6.10 344

C

Character Development
Tables T-2 302-306
Character Figure
Templates T-6.9 343
Character Record Sheet T-6.1 335
Combat Exhaustion Chart 86, 310
Combat Maneuvers
Static Maneuver
Table T-4.8.10 ..... 161, 320
Combined Category/Skill
Record Sheet T-6.5 339
Common Actions Table T-3.2 307
Communications
Static Maneuver
Table T-4.8.11 ..... 163, 321
Corruption Chart 294
Crafts Static Maneuver
Table T-4.8.12 ..... 165, 321
Critical EP Chart 125, 333

D

Defensive Capabilities
Table T-3.6 ..... 93, 309

E

Encounter Table T-5.1 ..... 119, 330
Encumbrance Chart 68, 85, 310
Exhaustion Modifier Chart 86, 310
Experience Point
Charts T-5.7 ..... 123-125, 333
Experience Point Log T-6.7 341
Experience Point
Table T-2.6 ..... 35, 304

F

Food, Lodging, and
Services Chart 290

G

Gamemaster Tables T-5 330-334
General Action Tables T-3 307-310
General Static Maneuver
Table T-4.3 ..... 102, 312
General Static Maneuver
Table T–4.8.1 ..... 140, 316
Greater Flaws Chart 263
Greater Talents Chart 260

H

Healing Recovery
Table T-5.4 ..... 130, 332
Herb Chart 292

I, J

Influence Static Maneuver
Table T-4.8.13 ..... 169, 322
Initial Character Design
Tables T-1 297-301

K

Kill EP Chart 125, 333

L

Language Rank Table T-4.7 315
Lesser Talents Chart 257
Lore • General
Static Maneuver
Table T-4.8.14 ..... 171, 322

M, N

Magic Item Pricing
Table T-5.3 ..... 128, 331
Major Flaws Chart 262
Major Talents Chart 259
Maneuver EP Chart 123, 333
Maneuver Tables T-4 311-329
Master Character
Table T-5.8 ..... 112, 334
Minor Flaws Chart 261
Minor Talents Chart 258
Money & Equipment Record
Sheet T-6.4 338
Movement, Encumbrance,
& Exhaustion Charts
T-3.T-3.7 ..... 83-86, 310
Moving Maneuver Table T-4.1 311

O

Offensive Capabilities
Table T-3.5 ..... 95, 308
Outdoor • Animal Static Maneuver
Table T-4.8.15 ..... 175, 323
Outdoor • Environmental
Static Maneuver
Table T-4.8.16 ..... 177, 323

P, Q

Pace Chart 84, 310
Pace Limitations Chart 84, 310
Poison Chart 292
Potential Stat Table T-1.3 ..... 54, 297
Power Awareness
Static Maneuver
Table T-4.8.17 ..... 179, 324
Power Manipulation
Static Maneuver
Table T-4.8.18 ..... 181, 324
Profession Table T-1.4 .... 52, 234, 298

R

Race Abilities
Table T-1.1 . 22, 50, 159, 183, 297
Race Healing Factors
Table T-5.5 ..... 132, 332
Random Role Trait
Table T-1.7 ..... 66, 301
Resistance Roll Table T-3.4 308

S

Science/Analytic • Basic
Static Maneuver
Table T-4.8.19 ..... 185, 325
Self Control Static Maneuver
Table T-4.8.20 ..... 187, 325
Session Log T-6.8 342
Skill Bonus Table T-2.2 ..... 30, 302
Skill Category
Record Sheet T-6.2 336
Skill Record Sheet T-6.3 337
Skill Summary Table T-2.5 ..... 33, 303
Special Attacks
Static Maneuver
Table T-4.8.21 ..... 189, 326
Special Defenses
Static Maneuver
Table T-4.8.22 ..... 191, 326
Special Flaws Chart 264
Spell Casting Modifications
Table T-4.6 ..... 106, 194, 314
Spell Casting Static Maneuver
Table T-4.5 ..... 105, 193, 313
Spell EP Chart 124, 333
Spell List
DP Cost Table T-2.4 ..... 61, 302
Spell Use Risk Chart 295
Standard Moving
Maneuver Modifications
Table T-4.2 ..... 104, 312
Standard Skill Category
Developent Point Cost
Table T-2.8 ..... 64, 232, 306
Standard Static Maneuver
Modifications
Table T-4.4 ..... 102, 313
Stat Assignment Table T-1.2 ... 53, 297
Stat Gain Table T-2.3 ..... 36, 302
Stat Loss Table T-5.6 ..... 132, 332
Static Maneuver
Tables T-4.8 316-329
Status Record Sheet T-6.6 340
Strategic Movement Rate
Table T-5.2 ..... 120, 331
Stride Modification Chart 83
Subterfuge • Attack
Static Maneuver
Table T-4.8.23 ..... 195, 327
Subterfuge • Mechanics
Static Maneuver
Table T-4.8.24 ..... 197, 327
Subterfuge • Stealth
Static Maneuver
Table T-4.8.25 ..... 199, 328

T

Talent/Flaw Cost Chart 255
Technical/Trade • General
Static Maneuver
Table T-4.8.26 ..... 201, 328
Technical/Trade • Professional/
Vocational Static Maneuver
Table T-4.8.27 ..... 203, 329
The Record Sheets T-6 335-344
Training Package DP Cost
Table T-2.7 ..... 63, 233, 305
Transport Chart 290

U, V

Urban Static Maneuver
Table T-4.8.28 ..... 205, 329

W, X, Y, Z

Weapon Chart 291



A

Acrobatics 151
Acting 143
Administration 203
Adrenal Balance 187
Adrenal Concentration 187
Adrenal Defense 191
Adrenal Deflecting 161
Adrenal Landing 187
Adrenal Leaping 187
Adrenal Quickdraw 187
Adrenal Speed 187
Adrenal Stabilization 187
Adrenal Strength 187
Adrenal Toughness 191
Advanced Math 185
Advertising 203
Alchemy 185
Alertness 153
Ambush 195
Animal Handling 175
Animal Healing 175
Animal Mastery 175
Animal Training 175
Animal Training: Bird 176
Animal Training: Dog 176
Animal Training: Horse 176
Anthropology 185
Appraisal 203
Arcane Lists 193
Architecture 203
Armor • Light/Medium/Heavy 141
Artifact Lore 171
Artistic • Active 143
Artistic • Passive 145
Astronomy 185
Athletic Games (Brawn) 147
Athletic Games (Endurance) . 149
Athletic Games (Gymnastic) . 151
Athletic • Brawn 147
Athletic • Endurance 149
Athletic • Gymnastics 151
Attunement 179
Awareness • Perception 153
Awareness • Searching 155
Awareness • Senses 157

B

Barber 165
Basic Math 185
Begging 201
Billeting 165
Biochemistry 185
Blocking 173
Boat Pilot 203
Body Development 159
Body Development 159
Book Maker 165
Boxing 173
Brawling 189
Bribery 169

C

Calligraphy 165
Camouflage 197
Candle Maker 165
Caving (Spelunking) 177
Ceramics 165
Channeling 181
Circle Lore 171
Cleansing Trance 187
Climbing 151
Combat Maneuvers 161
Communication 163
Contacting 205
Contortions 151
Control Lycanthropy 187
Cooking 165
Cooking: Baking 166
Cooking: Brewing 166
Cooking: Curing 166
Cooking: Distilling 166
Cooking: Winery 166
Cooper 165
Counterfeiting 197
Crafts 165
Crocheting 165
Cultural Language 164
Culture Lore 171

D

Dancing 143
Death Trance 187
Demon/Devil Lore 171
Detect Traps 155
Diagnostics 203
Diplomacy 169
Directed Spells 167
Directed Spells 168
Directed Spell: Fire Bolt 168
Directed Spell: Ice Bolt 168
Directed Spell: Lightning Bolt 168
Directed Spell: Shock Bolt 168
Directed Spell: Water Bolt 168
Direction Sense 157
Disarm Foe (Armed) 189
Disarm Foe (Armed): 1-Handed 190
Disarm Foe (Armed): 2-Handed 190
Disarm Foe (Armed): Pole Arm 190
Disarm Foe (Armed): Two-Weapon Combo 190
Disarm Foe (Unarmed) 189
Disarm Foe (Unarmed): 1-Handed 190
Disarm Foe (Unarmed): 2-Handed 190
Disarm Foe (Unarmed): Pole Arm 190
Disarm Foe (Unarmed): Two-Weapon Combo 190
Disarming Traps 197
Disguise 197
Distance Running 149
Distilling 166
Divination 179
Diving 151
Dowsing 203
Drafting 165
Dragon Lore 171
Driving 175
Drowsing 203
Duping 169
Dying 165

E

Embalmer 165
Embroidering 165
Enameler 165
Engineering 203
Evaluate Armor 203
Evaluate Metal 203
Evaluate Stone 203
Evaluate Weapon 203

F

Faerie Lore 171
Fauna Lore 171
First Aid 201
Fletching 165
Flora Lore 171
Flying/Gliding 151
Foraging 177
Forgery 197
Frenzy 187
Furrier 165

G

Gambling 201
Gem Cutter 166
Gimmickry 203
Glass Blower 165
Guide 165

H

Healing Trance 187
Heavy Armor 141
Heraldry 171
Herb Lore 171
Herding 175
Hiding 199
Hiding Items 197
History 171
Horticulture 165
Hunting 177
Hypnosis 203

I

Influenece 169
Interrogation 169

J

Jousting (Lancing) 189
Juggling 151
Jumping 147

K

Knitting 165

L

Language 163
Leadership 169
Leather-crafts 165
Leather-crafts: Cobbler 166
Leather-crafts: Saddler 166
Leather-crafts: Tanner 166
Leather-crafts: Tooler 166
Lie Perception 155
Light Armor 141
Lip Reading 163
Locate Hidden 155
Lock Lore 171
Lore 171
Lore • General 171
Lore • Magical 171
Lore • Obscure 171
Lore • Technical 171

M

Magic Ritual 181
Magical Languages 163
Mapping 201
Martial Arts 173
Martial Arts • Strikes 173
Martial Arts • Sweeps 173
Masseur/Masseuse 165
Mechanition 203
Meditation 187
Medium Armor 141
Messenger/Runner 165
Metal Lore 171
Metal-crafts 165
Metal-crafts: Armorer 166
Metal-crafts: Blacksmith 166
Metal-crafts: Bronze Smith ... 166
Metal-crafts: Copper Smith ... 166
Metal-crafts: Etcher 166
Metal-crafts: Fire Starting 166
Metal-crafts: Foundry 166
Metal-crafts: Gold Smith 166
Metal-crafts: Iron Smith 166
Metal-crafts: Silver Smith 166
Metal-crafts: Tin Smith 166
Metal-crafts: Tooler 166
Metal-crafts: Weapon Smith . 166
Midwifery 203
Military Organization 203
Military Organization: Aerial Forces 204
Military Organization: Ground Forces 204
Military Organization: Marine Forces 204
Military Organization: Naval Forces 204
Miller 165
Mimery 143
Mimicry 143
Mingling 205
Mining 203
Mining: Dredging 204
Mining: Open Pit 204
Mining: Quarry 204
Mining: Tunneling 204
Mnemonics 187
Mounted Combat 161
Music 145

N

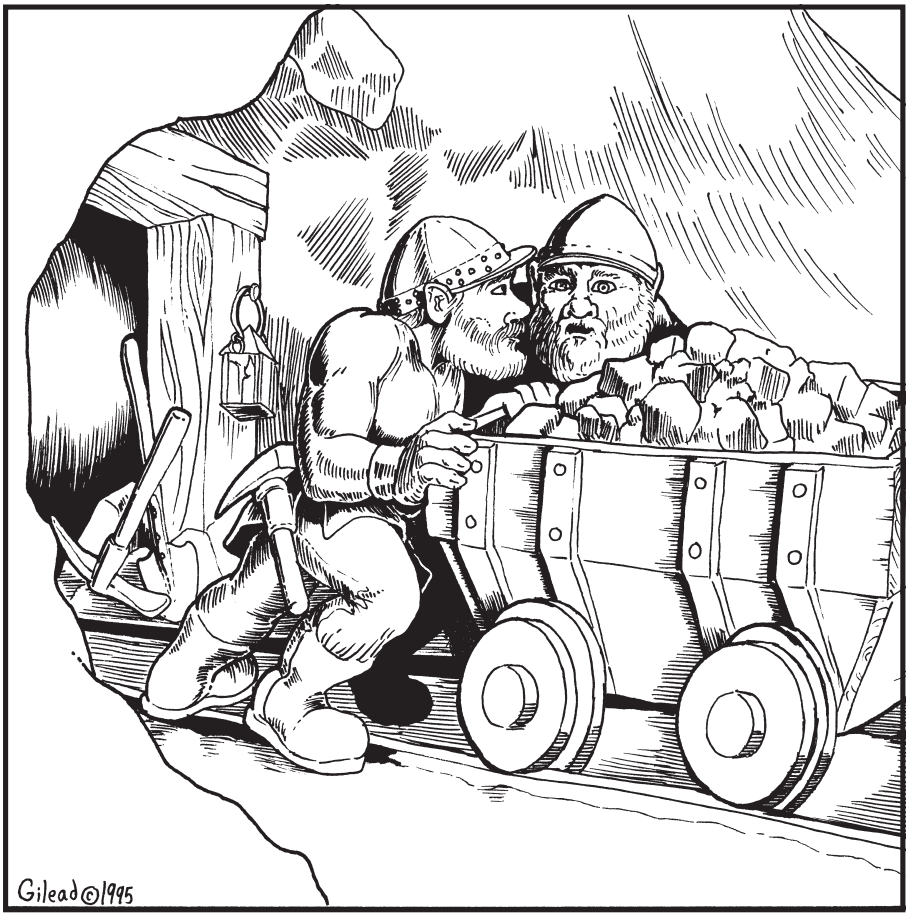
Navigation 203
Net Maker 165

O

Observation 155
Operating Equipment 201
Orienteering 201
Other Realm Base Lists 193
Other Realm Closed Lists 193
Other Realm Open Lists 193
Outdoor • Animal 175
Outdoor • Environmental ... 177
Own Realm Closed Lists 193
Own Realm Open Lists 193
Own Realm Other Base Lists 193
Own Realm Own Base Lists . 193

P

Painting 145
Paper Making 165
Philosophy 171
Picking Locks 197
Picking Pockets 199
Planar Lore 171
Play Instrument 143
Poetic Improvisation 143
Poetry 145
Poison Lore 171
Poison Perception 155



Pole-vaulting 151
Potter 165
Power Awareness 179
Power Manipulation 181
Power Perception 179
Power Point Development ... 183
Power Point Development 183
Power-striking 147
Power-throwing 147
Preparing Herbs 203
Preparing Poisons 203
Propaganda 169
Psychology 185
Public Speaking 169

Q

Quickdraw 161
Quilting 165

R

Rappelling 151
Read Runes 179
Reading Tracks 155
Reality Awareness 157
Region Lore 171
Religion 171
Research 185
Reverse Stroke 161
Riding 175
Rigid Leather Base Armor 142
Roofer 165
Rope Mastery 165
Rowing 149

S

Sail Maker 165
Scaling 149
Science/Analytic 185
Science/Analytic • Basic 185
Science/Analytic • Specialized 185
Scribing 165
Scrounging 205
Sculpting 145
Second Aid 203
Seduction 169
Self Control 187
Seneschal 165
Sense Ambush 153
Sense Awareness 157
Service 165
Setting Traps 197
Sewing/Weaving 165
Siege Engineering 203
Signaling 163
Silent Kill 195
Singing 143
Situational Awareness 157
Skating 151
Skiing 151
Skill Categories 185
Skinning 165
Sleep Trance 187
Spatial Location Awareness .. 157
Special Attacks 189
Special Defenses 191
Spell Lore 171
Spell Mastery 181
Spells 193
Spinner 165
Sprinting 149
Stalking 199
Star-gazing 177
Stewardship 166
Stilt-walking 151
Stone Lore 171
Stone-crafts 165
Stone-crafts: Brick Maker 166
Stone-crafts: Gem Cutter 166
Stone-crafts: Masonry 166
Stone-crafts: Masonry 166
Stone-crafts: Stone Carving ... 166
Stone-crafts: Stone Cutter 166
Streetwise 205
Striking Degree 1 173
Striking Degree 2 173
Striking Degree 3 173
Striking Degree 4 173
Stunned Maneuvering 187
Subdual 161
Subterfgue • Attack 195
Subterfuge • Mechanics 197
Subterfuge • Stealth 199
Surfing 151
Surgery 203
Surveillance 155
Survival 177
Swashbuckling 161
Sweeps Degree 1 173
Sweeps Degree 2 173
Sweeps Degree 3 173
Sweeps Degree 4 173
Swimming 149
Symbol lore 171

T

Tackling 173
Tactical Games 201
Tactics 203
Tactics: Battle Field 204
Tactics: Naval 204
Tactics: Sabotage 204
Tactics: Siege 204
Tactics: Small Unit 204
Tailoring 166
Tale Telling 143
Taxidermist 166
Technical/Trade 203
Technical/Trade • General 201
Technical/Trade • Professional 203
Technical/Trade • Vocational 203
Tightrope-walking 151
Time Sense 157
Tracking 155
Trading 169
Trading Lore 171
Trap Building 197
Trapping 165
Trickery 199
Tube Hollower 166
Tumbling 151
Tumbling Evasion 161
Two-Weapon Fighting 161

U

Undead Lore 171
Urban 205
Upholstery 165
Using Prepared Herbs 201
Using/Removing Poison 197

V

Valet 165
Ventriloquism 143

W

Warding Lore 171
Weapon 207
Weapon • 1-Handed Concussion 207
Weapon • 1-Handed Edged 207
Weapon • 2-Handed 207
Weapon • Missile 207
Weapon • Missile Artillery 207
Weapon • Pole Arms 207
Weapon • Thrown 207
Weaving 165
Weather Watching 177
Weight-lifting 147
Wicker Worker 165
Wood-crafts 165
Wood-crafts: Building 166
Wood-crafts: Carpentry 166
Wood-crafts: Cartwright 166
Wood-crafts: Lumbering 166
Wood-crafts: Shipwright 166
Wood-crafts: Wheelwright 166
Wood-crafts: Woodcarving ... 166
Wrestling 173

X, Y, Z

Xeno-lores 171

STANDARD INDEX

A

Abilities, Special 39
Abilties, Racial 21
Absolution 129, 131
Absurd, Maneuver Difficulty 101, 103
Accessories 287, 288
Acrobatics 151
Acting 143
Action Declaration Phase 73
Action(s) 12, 71, 79
Action, Cancelling 75
Action, Common 80
Action, Conflicting 81
Action, Deliberate 12, 73
Action, Normal 12, 73
Action, Opportunity 75
Action, Simple 79
Action, Snap 12, 73, 105
Action, Throw & Melee 98
Activity in Civilized Areas 117
Activity in the Countryside ... 118
Activity Penalties 94
Activity, Percentage 80, 101
Activity, Variable Percentage .. 80
Additional Base Lists 51
Administration 203
Adolescence Skill Development 55
Adrenal Balance 187
Adrenal Concentration 187
Adrenal Defense 92, 191
Adrenal Deflecting 161
Adrenal Landing 187
Adrenal Leaping 187
Adrenal Quickdraw 187
Adrenal Speed 187
Adrenal Stabilization 187
Adrenal Strength 187
Adrenal Toughness 191
Advanced Math 185
Advancing a Level 36
Adventure Sites, Looking For 121
Adventure Sites, Setting 109
Adventurer 267
Adventures & Activities in the Strategic Environment 117
Adventures, Typical 122
Advertising 203
Ag (Agility) 27
Age 67
Agility 27
Alchemy 185
Alertness 81, 82, 153
Alignment 41, 43
Allies 114
Amateur Mage 267
Ambush 195
Animal Friend 268
Animal Handling 175
Animal Healing 175
Animal Mastery 175
Animal Training 175
Animals, Healing 129
Animist 23, 243
Anthropology 185
Appearance 41, 44, 49, 65
Appearance, Potential 65
Appearance, Temporary 65
Appraisal 203
Apprenticeship Skill Development 59
Apprenticeship Skills 59
Arcane Lists 193
Architecture 203
Area of Effect, Spell 209
Area Spell Attacks 87, 100
Armor • Light/Medium/Heavy 141
Armor 90, 287, 289
Armor Missile Attack Penalties 98
Armor Penalties 90, 105
Armor Quality 90
Armor Type 90
Armor, Chail Mail Base 90
Armor, Cloth-Skin Base 90
Armor, Plate Base 90
Armor, Rigid Leather Base 90
Armor, Soft Leather Base 90
Arms 23, 25
Arms Law 10, 12, 17, 87
Artifact Lore 171
Artistic • Passive 145
Artistic • Active 143
Assassin 268
Associates of Player Characters 114
Astronomy 185
AT (Armor Type) 90
Athletic • Brawn 147
Athletic • Endurance 149
Athletic • Gymnastics 151
Athletic Games (Brawn) 147
Athletic Games (Endurance) . 149
Athletic Games (Gymnastic) . 151
Attack 87
Attack Result 88, 89
Attack, Area Spell 87, 100
Attack, Basic Spell 87, 99
Attack, Declaring a Melee Attack 97
Attack, Directed Spell 87, 100
Attack, Full Melee 97
Attack, Maximum Results 87
Attack, Melee 87, 96
Attack, Minimum Results 87
Attack, Missile 87, 98
Attack, No Melee Weapon 96
Attack, One-Handed Weapon .. 96
Attack, One-Handed Weapon w/Shield 96
Attack, Press & Melee 97
Attack, React & Melee 97
Attack, Resolution 87
Attack, Second-Line Pole Arm 97
Attack, Two One-Handed Weapons 96
Attack, Two-Handed Weapon 96
Attack, Weapon Combinations 96
Attunement 179
Automatic Spell Casting Restrictions 105
Avoiding Melee 81
Awareness • Perception 153
Awareness • Searching 155
Awareness • Senses 157
Awareness 81
Awareness, Alertness 81, 82
Awareness, Situational 81, 82

B

Background Details 41, 65
Background Options 12, 55, 57, 255
Background Options, Languages 57
Background Options, Money .. 57
Background Options, Special Bonus 57
Background Options, Special Item 57
Background Options, Talent 57
Bard 26, 253
Base Lists 209
Base Lists, Additional 51
Base Movement Rate 83, 85
Basic Experience Point Category 123
Basic Math 185
Basic Spell Attacks 87, 99
Battle Round Sequence 73
Begging 201
Biochemistry 185
Bleeding, Hits Per Round 89
Blocking 173
Boat Pilot 203
Body 129
Body Development 159
Body Development 159
Bonus Spell Items 127
Boxing 173
Brawling 189
Breakage 134, 135
Bribery 169
Buying 117, 136

C

Camouflage 197
Camp Sites for Resting and Sleeping 118
Cancelling Action 75
Cartography 203
Casting Spells 37, 105
Caving (Spelunking) 177
Center Point, Spell 100
Chain Mail Base Armor 90
Chance of Success 103
Channeling (realm) 23
Channeling 181
Character 19
Character Level 35
Character Record Sheet 45
Charged Spell Item 127
Circle Lore 171
City Guard 270
Civilized Areas, Setting 109
Cleansing Trance 187
Cleric 23, 242
Climbing 151
Cloistered Academic 270
Closed Spell Lists 209
Cloth-Skin Base Armor 90
Co (Constitution) 27
Combat Maneuvers 161
Combat Experience Points 124
Combined Skill Rank Bonus Progression 29
Common Actions 80
Common Men 21, 49
Common Orcs 21, 49
Common Orcs 215
Communication 163
Communication 77
Con Man 271
Conflicting Actions 81
Constitution 27
Contacting 205
Contortions 151
Control Lycanthropy 187
Cooking 165
Cost to Develop a Training Package 266
Counterfeiting 197
Countryside, Setting 109
Cover 91
Crafter 271
Crafts 165
Creatures & Monsters 13, 285
Creatures 114, 285
Critical Key 89
Critical Strike, Attack Result ... 88
Crusading Academic 272
Cultural Abilities 40
Culture 11, 21, 49, 213
Culture Lore 171
Culture, Hillmen 21, 49, 224
Culture, Mariners 21, 49, 225
Culture, Nomads 21, 49, 226
Culture, Ruralmen 21, 49, 227
Culture, Urbanmen 21, 49, 228
Culture, Woodmen 21, 49, 230
Cut Purse 272

D

Dabbler 26, 252
Daily Spell Item 127
Damage, Nerve 130
Damage, Permanent 134
Dancing 143
DB (Defensive Bonus) 28, 39, 68, 90, 97, 948, 99, 100
Death 129, 131
Death Trance 187
Death, Effects of 132
Declaring a Melee Attack 97
Defense, Adrenal Defense 92
Defense, Cover 91
Defense, Greaves 91
Defense, Helmets 91
Defense, Parrying 92
Defense, Position 91
Defense, Quickness Stat Modification 92
Defense, Shields 91
Defense, Special Items 92
Defense, Weapons as Shields .. 91
Defensive Bonus 28, 39, 68, 90, 97, 948, 99, 100
Defensive Capabilities 90
Definitions 15
Degrees of Injury 129
Deliberate Action 12, 73
Deliberate Action Phase 73, 74
Demon/Devil Lore 171
Designing a Character 47
Detect Traps 155
Detective 273
Development Cost 32
Development Point Cost, Standard 59
Development Point Cost, Variable 60
Development Points 31, 59
Development Stat 27, 31
Diagnostics 203
Dice Rolling 14
Diplomacy 169
Diplomat 273
Directed Spells 167
Directed Spell Attack 87, 100
Direction Sense 157
Disarm Foe (Armed) 189
Disarm Foe (Unarmed) 189
Disarming Traps 197
Disease 39, 136
Disguise 197
Distance Running 149
Divination 179
Diving 151
Doctor 274
Dowsing 203
Drafting 165
Dragon Lore 171
Driving 175
Drowsing 203
Duels, Adventures 122
Duping 169
Dwarves 21, 49, 216

E

Easy, Maneuver Difficulty 101, 103
Economics 135
Effects of Death 132
Effects of Stun 89
Elves, General Racial Notes .. 213
Em (Empathy) 27
Empathy 27
Encounters 117
Encounters in the Countryside 118
Encumbrance 68, 83, 85, 105
Engineering 203
Equipment 40, 287
ESF (Extraordinary Spell Failure) 12
Essence (realm) 23, 24
Evaluate Armor 203
Evaluate Metal 203
Evaluate Stone 203
Evaluate Weapon 203
Evasion/Hiding in the Countryside 118
Everyman Skill Category .. 30, 61
Evil Spell Lists 209
Exceptions to Sequencing 75
Exceptions, Cancelling Action 75
Exceptions, Haste and Speed ... 76
Exceptions, Melee vs. Melee Initiative . 75
Exceptions, Missile Fire in Melee 76
Exceptions, Mounted Combatants 76
Exceptions, Multi-round Action 76
Exceptions, Opportunity Action 75
Exceptions, Spell Preparation/Casting .. 75
Exceptions, Stunned Maneuvers 76
Exceptions, Surprise 76
Exhaustion 83, 86
Exhaustion Modifiers 86
Exhaustion Penalties 38, 86
Exhaustion Point Recovery 38, 86
Exhaustion Points 12, 38, 86
Exhaustion, Combat 86
Exhaustion, Hits 38
Exhaustion, Pace 86
Exhaustion, Power Point 105
Experence 35
Experience Level 10, 35
Experience Point Multipliers 123
Experience Points 35, 123-126
Explorer 274
Extra Languages, Background Options 57
Extra Money, Background Options 57
Extraordinary Spell Failure 12
Extremely Hard, Maneuver Difficulty 101, 103

F

Facing 77
Faerie Lore 171
Failure, Attack Result 88
Fantasy Role Playing 8
Fauna Lore 171
Fear (RR) 39
Fighter 25, 235
Final Character Preparation 67
First Aid 133, 201
Flaws 12, 40, 255, 261
Fletching 165
Flora and Fauna 113
Flora Lore 171
Flying/Gliding 151
Food and Lodging . 117, 287, 290
Foraging 177
Forgery 197
Fractions 14
Free Hands 105
Frenzy 187
FRP (Fantasy Role Playing) 8
Full Melee Attack 97
Fumble, Attack Result 88

G

Gaining Training Packages Later 266
Gambling 201
Gamemaster 18
Gamemaster Law ... 10, 12, 17, 54, 107-136
Gathering Information 117
General Encounters 122
General Politics, The Plot 115
General Populace, NPCs 111
Gimmickry 203
GM (Gamemaster) 18
GM's Task, World System 107
Goals and Objectives 109
Greater Flaw 263
Greater Orcs 21, 49, 217
Greater Talent 260
Greaves 91
Grey Elves 21, 49, 218
Guardian 275
Guardians, Adventure Sites ... 114

H

Half-elves 21, 49, 219
Half-orcs 21, 49, 220
Halflings 21, 49, 221
Handling Creatures 114
Hard, Maneuver Difficulty 101, 103
Haste 76
Hazards, Adventure Sites 109
Healer 26, 246
Healing 117, 129
Healing Hits 38
Healing Spells 129
Healing Trance 187
Heavy Armor 141
Helmet 91, 105
Heraldry 171
Herb Lore 171
Herbalist 275
Herbs 121, 287, 292
Herding 175
Hiding 199
Hiding Items 197
High Elves 21, 49, 222
High Men 21, 49, 223
High Open-ended Roll 14
Highwayman 276
Hillmen 21, 49, 224
Hiring Non-player Characters 114
History 171
Hits 12, 38, 68, 89, 134
Hits Exhaustion 38
Hits per Round 89
Hits, Attack Result 88
Hobby Ranks 55
Horticulture 165
Hostile Populations, NPCs 111
Hunter 276
Hunting 177
Hybrid Spell User 23, 26
Hypnosis 203

I

Idea Experience Points 126
Illusionist 24, 241
Immune to Criticals, Attack Result 88
In (Intuition) 27
Influence 169
Inhabitants of Adventure Sites 112
Initiative Determination Phase 73, 74
Initiative Roll 12
Initiative, Melee versus Melee 75
Injury 129, 133
Instantaneous Spell 105
Interrogation 169
Intuition 27
Item Bonus 68

J

Jousting (Lancing) 189
Juggling 151
Jumping 147

K

Knight 277

L

Language 163
Languages 21, 49, 55
Languages, Extra 57
Languages, Starting 55
Large Criticals, Attack Result . 88
Lay Healer 25, 245
Layman 25, 239
Leadership 169
Learning Spells 37
Leather-crafts 165
Lesser Talent 257
Level 10, 35
Level, Spell 105
Lie Perception 155
Lifegiving 131
Lifekeeping 132
Lifestyle TP, Adventurer 267
Lifestyle TP, Amateur Mage . 267
Lifestyle TP, Animal Friend .. 268
Lifestyle TP, Berserker 269
Lifestyle TP, Cloistered Academic 270
Lifestyle TP, Crusading Academic 272
Lifestyle TP, Explorer 274
Lifestyle TP, Guardian 275
Lifestyle TP, Hunter 276
Lifestyle TP, Knight 277
Lifestyle TP, Martial Artist ... 278
Lifestyle TP, Mercenary 278
Lifestyle TP, Philosopher 280
Lifestyle TP, Shaman Priest .. 281
Lifestyle TP, Wanderer 283
Lifestyle TP, Weapon Master 284
Lifestyle TP, Zealot 284
Lifestyle Training Packages .. 265
Light Armor 141
Light Injury 133
Light, Maneuver Difficulty 101, 103
Lip Reading 163
Locate Hidden 155
Lock Lore 171
Looking for Adventure Sites 121
Looting Attack, Adventures .. 122
Lore 171
Lore • General 171
Lore • Magical 171
Lore • Obscure 171
Lore • Technical 171
Loremaster 277
Loss of Stats 132
Low Open-ended Roll 14

M

Magent 26, 254
Magic Item Relative Values .. 128
Magic Items 127
Magic Items Containing Spells 127
Magic Items with Bonuses 127
Magic Ritual 181
Magical Languages 163
Magician 24, 240
Major Flaw 262
Major Talent 259
Major Wounds 131
Maneuver Difficulty 101, 103, 123
Maneuver Experience Points . 123
Maneuvers 79
Mapping 201
Mariners 21, 49, 225
Martial Arts 173
Martial Arts • Strikes 173
Martial Arts • Sweeps 173
Martial Artist 278
Massive Shock 131
Maximum Results, Attacks 87
Me (Memory) 27
Mechanition 203
Meditation 187
Medium Armor 141
Medium Injury 133
Medium, Maneuver Difficulty 101, 103
Melee Attack & Press 97
Melee Attack & Reaction 97
Melee Attack, Declaring 97
Melee Attack, Full 97
Melee Attacks 87, 96
Melee versus Melee Initiative . 75
Melee, Avoiding 81
Memory 27
Men, General Racial Notes ... 213
Mentalism (realm) 23, 24
Mentalist 25, 244
Mercenary 278
Merchant 279
Metal Lore 171
Metal-crafts 165
Midwifery 203
Military Organization 203
Mimery 143
Mimicry 143
Mingling 205
Minimum Results, Attacks 87
Mining 203
Minor Flaw 261
Minor Talent 258
Miscellaneous Experience Points 126
Missile Attacks 87, 98
Missile Attacks, Reloading 98
Missile Fire in Melee 76
Missions, Adventures 122
Mixed Men 21, 49
MMP (Moving Maneuver Penalty) 39, 103
Mnemonics 187
Modifiers, Exhaustion 86

Money & Equipment Record Sheet 45
Money 40, 136
Money, Extra 57
Money, Starting 67
Monk 26, 251
Monsters and Other Creatures 113
Motivation 41, 42
Mounted Combat 76, 161
Movement 83
Movement in the Countryside 118
Movement Limitations 73
Movement Rate 83
Movement, Pace 84
Moving Maneuver Penalty 39, 68, 103
Moving Maneuver Result 103
Moving Manuever 29, 84, 103
Multi-round Action 76
Music 145
Must Parry 89
Mystic 26, 247

N

Natural Healing 129
Navigation 203
Negative Experience Points ... 126
Nerve Damage 130
No Parry 89
Nomads 21, 49, 226
Non-Attack Activities Affecting OB 94
Non-player Characters 45, 111
Normal Action 12, 73
Normal Action Phase 73, 74
NPC Objectives and Plans, The Plot 116
NPCs (Non-player Characters) 45

O

OB (Offensive Bonus) 29, 94, 97, 94, 98, 99, 100
Observation 155
Occupational Skill Category 30, 61
Offensive Bonus 29, 94, 97, 98, 99, 100
Offensive Capabilities 94
Open Spell Lists 209
Open-ended Roll 14
Operating Devices, Breakage 135
Operating Equipment 201
Opportunity Action 75
Orcs, General Racial Notes ... 213
Orientation 81
Orienteering 201
Other Realm Base Lists 193
Other Realm Closed Lists 193
Other Realm Open Lists 193
Other Skill Rank Bonus Progression 29
Outdoor • Animal 175
Outdoor • Environmental 177
Outfitting 67
Own Realm Closed Lists 193
Own Realm Open Lists 193
Own Realm Other Base Lists 193
Own Realm Own Base Lists . 193

P

Pace 83, 86
Painting 145
Paladin 26, 250
Parrying 92, 94
Partial Success 103
PC Goals and Incentives, The Plot 116
Penalties to Offensive Bonus .. 94
Penalties, Armor 90
Penalties, Armor Missile Attack 98
Percentage Activity 80, 101
Performer 279
Performing Actions 71
Permanent Damage 134
Personality 41
Phase, Action Declaration 73
Phase, Deliberate Action ... 73, 74
Phase, Initiative Determination 73, 74
Phase, Normal Action 73, 74
Phase, Snap Action 73, 74
Philosopher 280
Philosophy 171
Physical Appearance 41, 44, 49, 65
Physical Layouts, Adventure Sites 109
Picking Locks 197
Picking Pockets 199
Planar Lore 171
Plate Base Armor 90
Play Aids 108
Play Instrument 143
Player(s) 18
Poetic Improvisation 143
Poetry 145
Poison 39, 136, 287, 292
Poison Lore 171
Poison Perception 155
Pole-vaulting 151
Position 91, 94
Potential Appearance 65
Potential Stat 27, 54
Potion 127
Power Awareness 179
Power Manipulation 181
Power Point Development 183
Power Perception 179
Power Point Development 183
Power Point Exhaustion .. 38, 105
Power Points 12, 38, 68, 105
Power-striking 147
Power-throwing 147
PPs (Power Points) 12, 38, 68, 105
Pr (Presence) 27
Preparing Herbs 203
Preparing Poisons 203
Presence 27
Preservation 132
Press & Melee Attack 97
Primary Stat 27
Prime Stats 23, 51, 231
Profession 51
Profession Bonus 23, 51, 68, 231
Profession, Animist 23, 243
Profession, Bard 26, 253
Profession, Cleric 23, 242
Profession, Dabbler 26, 252
Profession, Fighter 25, 235
Profession, Healer 26, 246
Profession, Illusionist 24, 241
Profession, Lay Healer 25, 245
Profession, Layman 25, 239
Profession, Magent 26, 254
Profession, Magician 24, 240
Profession, Mentalist 25, 244
Profession, Monk 26, 251
Profession, Mystic 26, 247
Profession, Paladin 26, 250
Profession, Ranger 26, 249
Profession, Rogue 25, 237
Profession, Sorcerer 26, 248
Profession, Thief 25, 236
Profession, Warrior Monk 25, 238
Professions 9, 11, 23, 231
Propaganda 169
Psychology 185
Public Speaking 169

Q

Qu (Quickness) 27
Quality, Armor 90
Quality, Weapon 94
Quickdraw 161
Quickness 27, 92

R

Race 11, 21, 49, 213
Race, Common Men 21, 49
Race, Common Orcs .. 21, 49, 215
Race, Dwarves 21, 49, 216
Race, Greater Orcs 21, 49, 217
Race, Grey Elves 21, 49, 218
Race, Half-elves 21, 49, 219
Race, Half-orcs 21, 49, 220
Race, Halflings 21, 49, 221
Race, High Elves 21, 49, 222
Race, High Men 21, 49, 223
Race, Mixed Men 21, 49
Race, Wood Elves 21, 49, 229
Racial Abilities 21, 40
Racial Stat Bonus Modification(s) 21
Raiding, Adventures 122
Range 94
Range, Spell 99, 100
Rank Development 31
Rappelling 151
Re (Reasoning) 27
React & Melee Attack 97
Reaction Rolls 111
Read Runes 179
Reading Tracks 155
Reality Awareness 157
Realm of Arms 23, 25
Realm of Channeling 23
Realm of Essence 23, 24
Realm of Mentalism 23, 24
Realm of Power 51
Reasoning 27
Record Sheet, Character 45
Record Sheet, Money & Equipment 45
Record Sheet, Skill 45, 46
Record Sheet, Skill Category 45, 46
Record Sheets 48
Recovery 12
Recovery, Exhaustion Points 12, 38
Recovery, Hits 12
Recovery, Injuries 129
Recovery, Power Points 12
Recovery, PPs 38
Recovery, Soul Damage 134
Recuperation 117
Region Lore 171
Religion 134
Religion 171
Reloading 98
Representing the Physical Situation 77
Research 185
Resistance Roll 39, 81
Resistance Roll Modification 21, 28, 88
Resistance Roll versus Disease 39, 81
Resistance Roll versus Fear 39, 81
Resistance Roll versus Poison 39, 81
Resistance Roll versus Spells 39, 81
Resolving Attacks 87
Restricted Category 30
Restricted Skill Category 61
Reverse Stroke 161
Riding 175
Rigid Leather Base Armor 90
Rogue 25, 237
Role Traits 65
Rolemaster GM Screen 13
Rope Mastery 165
Routine, Maneuver Difficulty 101, 103
Rowing 149
RR (Resistance Roll) 39, 81
Rune Paper 127
Ruralmen 21, 49, 227

S

Sailor 280
Scaling 149
Scenarios, Adventures 122
Science/Analytic 185
Science/Analytic • Basic 185
Science/Analytic • Specialized 185
Scout 281
Scouting the Countryside 121
Scouting, Adventures 122
Scribing 165
Scrounging 205
Sculpting 145
SD (Self Discipline) 27
Sea Law 13
Searching for Herbs 121
Second Aid 203
Seduction 169
Self Control 187
Self Discipline 27
Selling 117, 136
Semi Spell User 23, 26
Sense Ambush 153
Sense Awareness 157
Sequencing Actions in a Round 73
Service 165
Setting Traps 197
Setting, Adventure Sites 109
Setting, Civilized Areas 109
Setting, Countryside 109
Severe Injury 133
Sewing/Weaving 165
Shaman Priest 281
Sheer Folly, Maneuver Difficulty 101, 103
Shields 91
Siege Engineering 203
Signaling 163
Silent Kill 195
Simple Actions 79
Singing 143
Situational Awareness 81, 82, 157
Skating 151
Skiing 151
Skill 9, 11, 27, 139, 231
Skill Bonus 29, 68, 94

Skill Category 9, 11, 29, 32, 185, 231
Skill Category Bonus ... 28, 29, 68
Skill Category Groups 30
Skill Category Rank 30
Skill Category Ranks from a TP 266
Skill Category Record Sheet 45, 46
Skill Development 11, 32, 36
Skill Rank 29
Skill Rank Bonus 29
Skill Ranks from a TP 266
Skill Record Sheet 45, 46
Skinning 165
Slaying Critical, Attack Result 89
Sleep Trance 187
Smashing Things, Breakage .. 135
Snap Action 12, 73, 105
Snap Action Phase 73, 74
Soft Leather Base Armor 90
Soldier 282
Sorcerer 26, 248
Soul 129
Soul Damage 129
Soul Death 131
Soul Departure 132
Soul Withering 132, 134
Spatial Location Awareness .. 157
Speaking 105
Special Attacks 189
Special Defenses 191
Special Abilities 39
Special Bonus 57, 68
Special Flaw 264
Special Item 57, 92, 94
Special Purpose 29
Special Situations 81
Special Things from a TP 265
Speed 76
Spell Area of Effect 209
Spell Casting 75
Spell Casting Static Maneuever 12, 105
Spell Casting, Armor Penalties 105
Spell Casting, Automatic 105
Spell Casting, Free Hands 105
Spell Casting, Speaking 105
Spell Center Point 100
Spell Development 231
Spell Durations 209
Spell Experience Points 124
Spell Law 10, 12, 17, 37
Spell Level 105
Spell List Development 12
Spell List Development Point Costs 60
Spell Lists 37, 209, 212, 231
Spell Lore 171
Spell Mastery 181
Spell Preparation 75, 105
Spell Range 99, 100, 209
Spell Sub-Type 209
Spell Target 99
Spell Type 209
Spell User 23
Spell, Instantaneous 105
Spells 193
Spells 209
Spells, Healing 129
Spells, Resistance Roll 39
Sprains 129
Sprinting 149
Spy 282
St (Strength) 27
Stalking 199
Standard Development Point Cost 59
Standard Skill Rank Bonus Progression 29
Star-gazing 177
Starting Languages 55
Starting Money 67
Starting Money from a TP 265
Stat 83
Stat Bonus 28, 54, 68
Stat Gain Rolls 36
Stat Gain Rolls, Extra 62
Stat Gains from a TP 266
Stat Loss 132
Static Maneuver 12, 29, 101
Stats 9, 11, 27, 53
Status 94
Stilt-walking 151
Stone Lore 171
Stone-crafts 165
Streetwise 205
Strength 27
Stride 83
Striking Degree 1 173
Striking Degree 2 173
Striking Degree 3 173
Striking Degree 4 173
Stun 76, 89
Stun, Effects of 89
Stunned Maneuvering 187
Stunned Maneuvers 76
Subdual 161
Subterfuge • Attack 195
Subterfuge • Mechanics 197
Subterfuge • Stealth 199
Super-Large Criticals, Attack Result 88
Surfing 151
Surgery 203
Surprise 76
Surveillance 155
Survival 177
Swashbuckling 161
Sweeps Degree 1 173
Sweeps Degree 2 173
Sweeps Degree 3 173
Sweeps Degree 4 173
Swimming 149
Symbol lore 171

T

Tackling 173
Tactical Games 201
Tactical Situation 72
Tactics 203
Tale Telling 143
Talent 12, 40, 57, 255, 257
Target, Spell 99
Technical/Trade 203
Technical/Trade • General 201
Technical/Trade • Professional 203
Technical/Trade • Vocational 203
Temporary Appearance 65
Temporary Stat 27, 53
The Plot 115
The Setting 109
Thief 25, 236
Thinking Races 113
Thrown & Melee Action 98
Tightrope-walking 151
Time Sense 157
Time to Acquire a TP 265
Totalling the Bonuses 68
Tournaments, Adventures 122
TP (Training Package) 62, 231, 265, 266
Tracking 155
Trading 169
Trading Lore 171
Training Package 62, 231, 265, 266
Training Package, Adventurer 267
Training Package, Amateur Mage 267
Training Package, Animal Friend 268
Training Package, Assassin ... 268
Training Package, Berserker . 269
Training Package, Burglar 269
Training Package, City Guard 270
Training Package, Cloistered Academic 270
Training Package, Con Man .. 271
Training Package, Crafter 271
Training Package, Crusading Academic 272
Training Package, Cut Purse . 272
Training Package, Detective .. 273
Training Package, Diplomat .. 273
Training Package, Doctor 274
Training Package, Explorer ... 274
Training Package, Guardian .. 275
Training Package, Herbalist .. 275
Training Package, Highwayman 276
Training Package, Hunter 276
Training Package, Knight 277
Training Package, Loremaster 277
Training Package, Martial Artist 278
Training Package, Mercenary 278
Training Package, Merchant 279
Training Package, Performer 279
Training Package, Philosopher 280
Training Package, Sailor 280
Training Package, Scout 281
Training Package, Shaman Priest 281
Training Package, Soldier 282
Training Package, Spy 282
Training Package, Traveller .. 283
Training Package, Wanderer . 283
Training Package, Weapon Master 284
Training Package, Zealot 284
Transport 287, 290
Trap Building 197
Trapping 165
Travel Experience Points 126
Traveller 283
Treasure, Adventure Sites 109
Treatment of Injuries 133
Trickery 199
Tumbling 151
Tumbling Evasion 161
Two-Weapon Fighting 161
Typical Adventures 122

U

Undead 131, 132
Undead Lore 171
Unmodified Roll 14, 87, 101
Unusual Objects, Breakage ... 135
Urban 205
Urbanmen 21, 49, 228
Using Prepared Herbs 201
Using/Removing Poison 197

V

Value of Magic Items 128
Variable Development Point Cost 60, 61
Variable Percentage Activity 80
Ventriloquism 143
Very Hard, Maneuver Difficulty 101, 103
Vocational TP, Assassin 268
Vocational TP, Burglar 269
Vocational TP, City Guard 270
Vocational TP, Con Man 271
Vocational TP, Crafter 271
Vocational TP, Detective 273
Vocational TP, Diplomat 273
Vocational TP, Doctor 274
Vocational TP, Herbalist 275
Vocational TP, Highwayman 276
Vocational TP, Loremaster 277
Vocational TP, Merchant 279
Vocational TP, Performer 279
Vocational TP, Sailor 280
Vocational TP, Scout 281
Vocational TP, Soldier 282
Vocational TP, Spy 282
Vocational TP, Traveller 283
Vocational TPe, Cut Purse 272
Vocational Training Packages 265

W

Wanderer 283
War Law 13
Warding Lore 171
Warrior Monk 25, 238
Weapon 207
Weapon • 1-Handed Concussion 207
Weapon • 1-Handed Edged ... 207
Weapon • 2-Handed 207
Weapon • Missile 207
Weapon • Missile Artillery 207
Weapon • Pole Arms 207
Weapon • Thrown 207
Weapon Breakage 134
Weapon Combinations 96
Weapon Development Point Costs 60
Weapon Master 284
Weapon Quality 94
Weapons 287, 291
Weapons as Shields 91
Weather 136
Weather Watching 177
Weight Penalty 83
Weight-lifting 147
Wood Elves 21, 49, 229
Wood-crafts 165
Woodmen 21, 49, 230
World System, GM's Task 107
Wounds 133
Wrestling 173

X, Y

Xeno-lores 171

Z

Zealot 284

ROLEMASTER STANDARD RULES™

The *Rolemaster Standard System* is a detailed, state-of-the-art FRP system that adds realism and depth to your campaign without sacrificing playability. The *Rolemaster Standard Rules* are the cornerstone of this system and provide all the rules and guidelines that you need to play in one of the most realistic FRP systems available. Experience the ultimate in fantasy role playing, *Rolemaster*.

The *Rolemaster Standard Rules* provide:

- A wide range of character creation choices—20 professions, 16 cultures & races, and 36 training packages (spy, loremaster, diplomat, scout, etc.).
- Material for unique character backgrounds, including: a wide variety of background options, a comprehensive system of talents and flaws, and a system of role traits.
- A system of temporary and potential stats determined by using both assigned and random elements.
- A skill development system that allows a character to develop ability in skills without absolute restrictions. Each skill is grouped with, similar skills in a *skill category*. In addition to developing individual skills, each skill category can be developed, improving all of the skills in that category.
- Complete, consolidated guidelines for resolving actions: moving maneuvers, static maneuvers (a table for each skill category), extraordinary spell casting attempts, and attacks (melee, missile, and spell).
- Action sequencing based on how fast a character attempts to perform an action: as a snap action (quick with a penalty), as a normal action, or as a deliberate action (slow with a bonus).

Get Real, Get Rolemaster!

The latest in the evolution of role playing. Now provided in a convenient 3-hole punch format, the *Rolemaster Standard System* contains four basic parts:

- *Rolemaster Standard Rules*™: This is it!
- *Arms Law*™: The complete *Rolemaster* melee and missile combat system!
- *Spell Law*™: The complete *Rolemaster* magic system (over 2,000 spells)!
- *Gamemaster Law*™: The definitive guide for GMs of all systems!

Arms Law and *Spell Law* are designed for use with the *Rolemaster Standard System*, but each is fully compatible with older versions of *Rolemaster*.

In addition, you can test the waters. For those who have been intimidated by the system in the past:

- *Rolemaster – The Basics*™: This boxed set contains all the basic information needed to learn the *Rolemaster* system.
- *Rolemaster – Player Guide*™: A must for all players! This covers all the basic information that a *Rolemaster* player needs to know.

ROLEMASTER™
THE STANDARD SYSTEM

1-55806-233-5 ICE 17.50

This specially-priced PDF is available through the ICE Online Store at www.ironcrown.com

Made in USA #5500P

Produced and Distributed by:
ICE, Inc.
P.O. Box 1605
Charlottesville,
VA 22902 USA