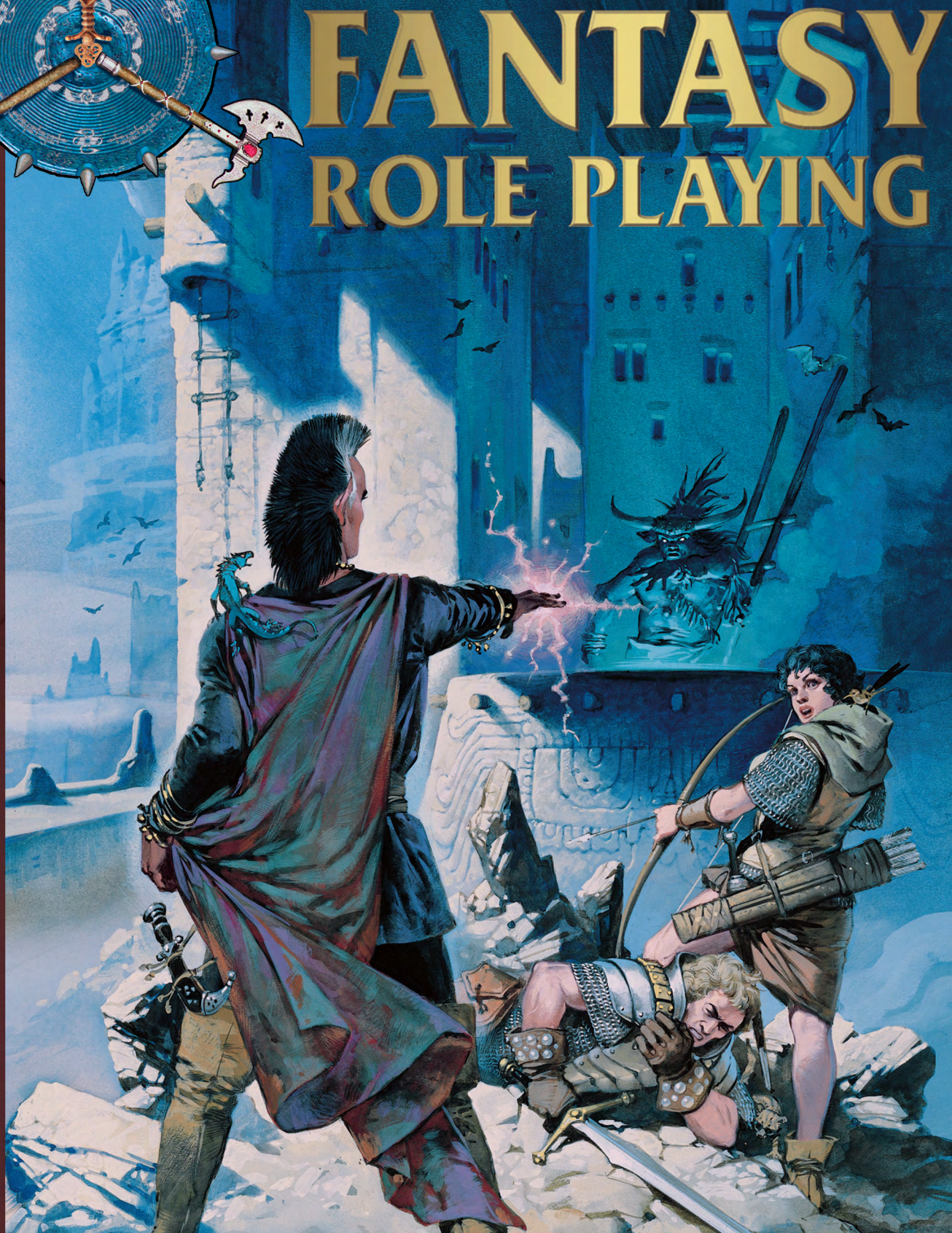


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PART I

INTRODUCTION

Rolemaster Fantasy Role Playing is ICE's complete set of rules for those who are looking for a realistic yet playable fantasy role playing system. It is also suitable for experienced gamers who want guidelines and material to inject into their own existing game systems and world systems.

Rolemaster Fantasy Role Playing contains complete rules for handling most of the situations that arise in fantasy role playing games. A variety of tables and charts add a great deal of flavor and detail to a game without significantly decreasing playability.

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 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 takes on the role of his character. 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). The Gamemaster uses detailed descriptions, drawings and maps to help the players visualize the physical settings and other characters. 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 creates a character using the rules of the game and the help of the Gamemaster (for the character's background). 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 Gamemaster and the players themselves.



Part I

Introduction

HOW TO USE ROLEMASTER

Rolemaster Fantasy Role Playing has five "Parts:"

Part I • Introduction – This material provides an overview of *Rolemaster (RM)* and the *Rolemaster* product line. In addition, it presents an overview of the various terms and conventions used by the system.

Part II • Creating a Character – Part II discusses the various factors that define your character **and** leads you through the character creation process.

Part III • Performing Actions – This material is concerned with how to resolve a variety of actions and activities that commonly arise during role playing games.

Part IV • The GM's Task: The World System – Part IV discusses the various elements of a fantasy role playing game and present some guidelines for handling common problems and situations that can arise during play.

Part V • Appendices – This material provides all of the details on the factors that define your character's capabilities: race, profession, stats, skills, training packages, role traits, spell lists, and equipment. In addition, Part V includes the detailed material needed to handle specific situations during play: creature statistics, attack tables, etc. It also includes copies of the blank record keeping sheets.

THE PLAYERS

As a player, you should first read the introduction. Next, you should skim Part II to get an idea of the major factors affecting a character. Then you should generate a character by following the procedure and examples outlined in detail in Part II.

Before play begins, you should also read (or have explained) Part III so that you will understand what your options are in a tactical (usually combat) situation. It is not absolutely necessary for you to immediately read the rest of the 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 you to understand the mechanisms which govern play.

When you have made your initial choices for your character, you should get a copy of the page for your character's race (Appendix A-1, p. 85) and the page for his profession (Appendix A-2, p. 91). Most of the information necessary for creating your character will be summarized on these pages.

THE GAMEMASTER

As the Gamemaster, you should first skim Parts I-IV to get an overall view of the system. Then you should read all of the rules thoroughly. If you do not immediately understand some material, you should mark it and refer to it later after you have read all of the material. Examples are included to aid in absorbing the rules. You need not memorize or fully analyze the significance of all of the rules at first. The rules are organized so that many situations can be handled by referring to specific rules sections when they arise.

CUSTOMIZING ROLEMASTER

Once you, the Gamemaster, understand what is included within the scope of *Rolemaster*, you should feel free to customize the rules to fit your world. The *Rolemaster* system has been designed to allow this kind of customization without affecting the basic system balance. See Section 24.6 (p. 83) for more details.

KEY CONCEPTS AND MECHANISMS

This section is meant to serve as a summary for and introduction to some of the key features of *Rolemaster*. This discussion should be enough to allow many experienced fantasy role players to get the basic ideas behind this system.

The basics of *Rolemaster* are relatively simple to master. It has been designed for those already acquainted with fantasy role playing. *Rolemaster* is intended for GMs who may wish to pick and choose some of the parameters that define the environment of their game. ICE hopes that GMs will feel free to build upon the foundations provided.

CHARACTER CREATION

Rolemaster provides 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.



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.

PERSONAL CHARACTERISTICS (STATS)

Rolemaster 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 *Rolemaster* there are 10 stats, each represented by a number between 1 and 100. They provide detail and flavor and remain relatively simple to work with.

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

Each stat has two values. The potential ("ultimate") value that represents the character's stat can obtain genetically. The temporary value represents the current value of the stat. The temporary stats can rise due to character advancement and other factors, and it can 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).

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. Note that a character may not normally change his profession after it is initially chosen.

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.

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.

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.
- 3) Based upon the values of certain stats, each character has a total amount of "effort" to devote to skill and skill category development. This effort is represented by the "development points" that a character may allocate to developing skills each time he advances to a new experience level.
- 4) 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 provided in this book are suggestions for what we believe works as a skill set in most fantasy games. A Gamemaster should customize the skill list to fit his specific game or setting.

INDIVIDUALIZING CHARACTERS

It is often desirable to provide each character with certain factors that make him unique. This system already does this to a certain extent: 9 professions and complete freedom in skill development. We also provide a variety of other suggestions, including: races, role traits, equipment, detailed personal backgrounds, background options, training packages, special items, hobbies, etc.

THE COMBAT SYSTEM

Rolemaster has a unique system for handing attacks using: critical strike tables, fumble and failure tables, a resistance roll table, and a wide variety of attack tables (for spells, animal attacks, and medieval weapons).

THE SPELLS

One of the basic aspects of *Rolemaster* 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).





CALCULATION CONVENTIONS

When making calculations and using the formulae in *Rolemaster*, 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 to the nearest whole number (i.e., fractions less than 0.5 go to 0, and fractions greater than or equal to 0.5 go to 1).

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

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

Example: *Darien has 25 skill category ranks in Power Awareness, his skill category rank bonus is equal to: $(10\times 2)+(10\times 1)+(5\times 0.5) = 20+10+2.5 = 32.5$. This rounds up to 33.*

DICE ROLLING CONVENTIONS

Each die used in *Rolemaster (RM)* is a 10-sided 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 *Rolemaster*—it 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 96 and 100); 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 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 if necessary (“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 if necessary), and then add the two results to obtain the “2-10” (“2d5”) result (i.e., generate and add two 1d5 results).

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.

DEFINITIONS

The majority of unique terms found in *Rolemaster* 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 *Rolemaster*.

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 affects 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.

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.



Part I Introduction

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 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 Appendix A-9, p. 152).

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. 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 Appendix A-10.3, p.212).

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.

Essence: One of the realms which provide the source of power for spells (see Appendix A-9, p. 152).

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).

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.”

Maneuver Roll: A roll that is used to determine the results of a maneuver (see Sections 13.0-15.0, p. 44-48).

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).

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 Appendix A-9, p. 152).

Missile weapon: In the *Rolemaster*, 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. Missile weapons don’t 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 Appendix A-10.2, p. 210).

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 defend against 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 24.2, p. 80).

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: A combatant on the ground and not moving is considered to be prone.

Pure Spell User: A spell user who can easily learn spells in one of the 3 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 Appendix A-9, p. 152).

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 10-sided dice are used to resolve any activity requiring a “Roll.” These dice can be used to obtain a variety of results.

Round: The time (10 seconds) required to perform one, two, or three actions (see p. 39).

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.





Part I

Introduction

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 a character's effectiveness with a specific skill—see Section 6.0 (p. 22), Section 8.1 (p.30), and Appendix A-4 (p.102).

Skill Category: A grouping of related skills that require the same approximate effort to develop. "Skill Category Rank" is a partial measure of a character's effectiveness with the specific skills in that category—see Section 6.0 (p. 22), Section 8.1 (p.30), and Appendix A-4 (p.102).

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 24.2, p. 80).

Spell Failure: This occurs when a very 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.

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 *Rolemaster* are gauged on a scale from 1-100. To convert from a 3-18 system, simply multiply by 5 and add 5.

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

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.

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.

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



OTHER PRODUCTS

Rolemaster has many different support products. These support products are grouped into two major groupings: core support and other support products.

CORE PRODUCTS

Arms Law — The leader of the core support books is the critically acclaimed *Arms Law*. *Rolemaster Fantasy Role Playing* has combat power, and *Arms Law* gives you more: more weapons, more critical hit tables, more carnage for your game. With *Arms Law*, players and GMs will feel the battle rage around them and leave their foes bleeding in the ditch...

Spell Law (three volumes) — The next core support products are the three *Spell Law* volumes: ...*Of Channeling*, ...*Of Essence*, and ...*Of Mentalism*. These concise books contain all the spell lists available in *Rolemaster Fantasy Role Playing* as well as the spell lists for the additional professions in *Character Law*—all up to 50th level—over 2,000 spells! As a Gamemaster, you will probably want to purchase all three *Spell Law* books, but as a player you need only purchase the book necessary for your character!

Character Law — Add the power of expanded character development to your game with *Character Law*. *Character Law* is the ultimate Player's Guide to *Rolemaster Fantasy Role Playing*, giving dozens of new character professions and hundreds of new character options. Get the most out of your characters and feel the power of the *Rolemaster* system with this exciting core support book.

Gamemaster Law — The last book of the core support series is the highly acclaimed *Gamemaster Law*. This book explores the ins and outs and pitfalls of gamemastering compiled from some of the nation's top role playing GMs! In *Gamemaster Law* you will find core gamemaster mechanics for supporting the *Rolemaster Fantasy Role Playing* line. This includes a full blown system for Gamemasters to use in creating new, custom races for their worlds!

OTHER SUPPORT PRODUCTS

Creatures & Monsters — ICE's full-blown bestiary for *Rolemaster*. This is a compendium of information and statistics for two key elements of fantasy role playing: creatures and encounters.

"Companion" Products — Companions will contain optional material that will add even more detail and/or depth to your game—generally focuses on a specific theme. Some topics/titles include: *Arcane Companion* (introducing a fourth realm of magic), *Essence Companion*, *Channeling Companion*, *Mentalism Companion*, and *Martial Arts Companion*.

Rolemaster Sourcebooks — These products (like *Creatures & Monsters*) will contain optional rules and information that will help expand the game into new horizons. For example, *Races & Cultures: Underground Races* expands the list of races to include a wide variety of races that can be found underground.

...and a 10' Pole — A compilation of adventuring equipment and a system for defining and integrating various technology levels into a *Rolemaster* game.

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 for novices.

More support products are planned. So, keep your eyes peeled for more information on ICE's website (www.ironcrown.com)!

PART II

CREATING A CHARACTER

In a fantasy role playing (FRP) game, you (as a player) assume the persona of an individual character—your player character. You must first “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.

CHARACTER DESIGN SUMMARY

To design your character, you should perform each of the following steps (as described in Sections 1.0-8.0). Keep in mind that these steps are interrelated and may affect each other.

1) Decide what type of character to play.

Discuss your general character concept with your GM. Together, the two of you finalize your general character concept. If your GM agrees, you may also want to refer to the section on role traits and background details (p. 28) at this point. [p. 12]

2) Make your initial choices.

- a) *Choose a race* [p. 13] –
Common Man, High Man, Wood Elf, Dwarf, or Halfling.
- b) *Choose a profession* [p. 14] –
Fighter, Rogue, Thief, Cleric, Magician, Mentalist, Ranger, Dabbler, or Bard.
- c) *Determine realm of power* [p. 14] –
Each Fighter, Rogue, and Thief must choose a realm of power. Clerics and Rangers have Channeling as their realm of power. Magicians and Dabblers have Essence as their realm of power. Mentalists and Bards have Mentalism as their realm of power.

3) Generate Stats.

- a) *Generate Temporary Stats* [p. 16] –
Use either 660 points or 600+10d10 points; divide these points among the ten stats. The profession’s two Prime stats must be at least 90 each. Also, stats over 91 do not have a one-to-one cost.
- b) *Generate Potential Stats* [p. 17] –
Use Table T-1.3 to determine Potential Stats.

4) Determine adolescence skills.

Skill ranks and skill category ranks that you develop during Adolescence are listed in Table T-1.6. [p. 18]

5) Choose background options.

Your character has a number of background options based upon your race (see Table T-1.6). Table T-1.5 lists some of the options that may be chosen: extra language ranks, extra money, stat gain rolls, special items, and special bonuses. [p. 20]

6) Develop apprenticeship skills.

Allocate one level’s worth of development points on training packages, skill development, and stat gains (see Tables T-2.7 and T-2.8). Your development points available are equal to the average of five of your stats (Ag, Co, Me, Re, and SD). [p. 21]

7) Flesh out your character’s role.

- a) *Determine role traits* [p. 28] –
You and your GM should refer to Table T-1.7 for ideas on how to determine your character’s role traits.
- b) *Determine background details* [p. 28] –
Work with your GM to determine the background of your character (specific to the setting).

8) Finalize your character.

- a) *Total stat and skill bonuses* [p. 30] –
Perform the necessary calculations to finalize the bonuses for your stats and skills.
- b) *Determine age* [p. 32] –
You may choose your character’s age, but the minimum age is sixteen plus the months required for any training packages.
- c) *Record level and experience points* [p. 32] –
Record that your character is 1st level and has 10,000 experience points.
- d) *Outfit your character* [p. 32] –
Spend your money on starting equipment. Certain items may not need to be purchased (see your GM for specifics). Total the weight of your equipment.
- e) *Record your power points.* [p. 33]
- f) *Record your hits.* [p. 33]
- g) *Calculate your defensive bonus.* [p. 33]
- h) *Record your spells and spell lists.* [p. 33]
- i) *Record your resistance roll bonuses.* [p. 34]
- j) *Calculate your moving maneuver penalty.* [p. 34]
- k) *Calculate your base movement rate.* [p. 35]



THE INITIAL CHOICES

Part II

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

CHOOSE RACE

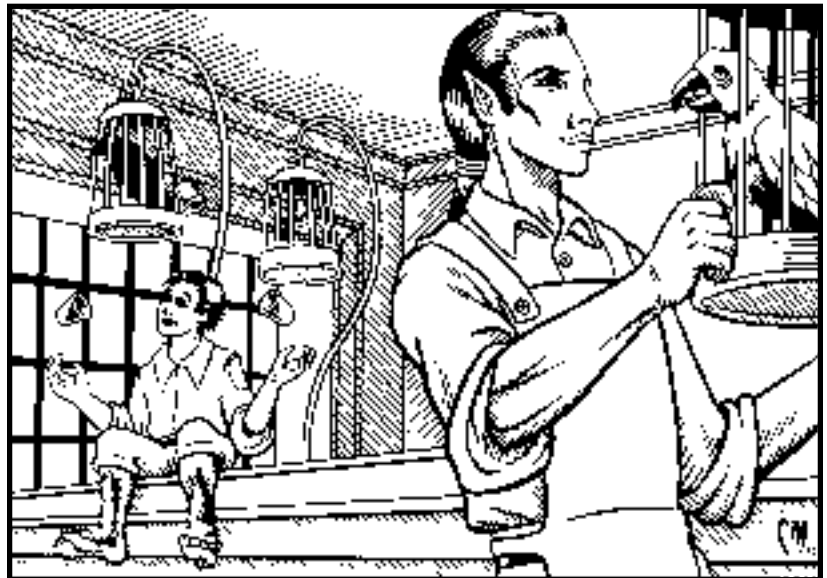
You must choose one of the following races.

- Common Men High Men Wood Elves
- Dwarves Halflings

Once you chose your character's race, you should record it on your Character Record Sheet. You should also record any stat bonuses and resistance roll (RR) bonuses due to race (Race Abilities Table T-1.1).

There is a one page, detailed description of each race in Appendix A-1 (p. 85). Your character design process will proceed much faster if you have the page (or a photocopy) of your character's race in front of you. *Character Law* provides a wider variety of races (and cultures).

Example: You decide that our sample character, Varak, will be a High Man. So, you can record his racial stat bonus modifications and resistance roll mods (from Table T-1.1). In addition, you may want to photocopy and attach the rune (see above) that corresponds to his race.



THE RACES

Common Men are the standard humans in *Rolemaster*. Generally, they are more numerous and wide-spread than the other races, and they have a wide variety of cultures and physical types.

High Men are humans that are larger, stronger, and live longer than Common Men. They are great warriors and builders of empires, for their initiative generally matches their physical stature.

Wood Elves are similar to humans in most ways. However, they are immortal and they are generally fairer, taller, and more slender than humans. They tend to inhabit the forests and wilds of the world.

Dwarves are a non-human race that favor the highlands and deep caverns of the mountains. They are short and stocky, and they have a reputation for ruggedness, practicality, and unwavering loyalty.

Halflings are the smallest of the races, ranging between 2 and 4 feet in height. However, they are very quick and agile. They tend to live in farmlands among the lands of the more numerous humans.

CHARACTER RECORD SHEET T-6.1				Character Name: <u>Varak Taruk</u>							
Experience Points		Level:		Player: <u>Your Name</u>							
				Campaign (GM): <u>Blandlands (Your GM's Name)</u>							
Race: <u>High Man</u>				STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus	
Profession: <u>Ranger</u>				Agility				-2			<input type="checkbox"/>
Training Packages:				Constitution				+4			<input type="checkbox"/>
Realm of Power: <u>Channeing</u>				Memory				0			<input type="checkbox"/>
Armor Type:				Reasoning				0			<input type="checkbox"/>
Weight Penalty:				Self Discipline				0			<input type="checkbox"/>
Base Movement Rate:				Empathy				0			<input type="checkbox"/>
Moving Maneuver Penalty:				Intuition				0			<input type="checkbox"/>
Missile Penalty:				Presence				+4			<input type="checkbox"/>
Quickness Bonus (3 x Qu):				Quickness				-2			<input type="checkbox"/>
Armor Quickness Penalty:				Strength				+4			<input type="checkbox"/>
Shield Bonus:				COMMONLY USED SKILLS							
Magic (Spells, Items, etc.):				Skill	Ranks	Bonus	Skill	Ranks	Bonus		
Special:											
Total Normal DB:											
RESISTANCE ROLLS:											
Type	Race Bonus	Stat Bonus	Total Bonus								
Channeing	-5	(3 x In)									
Essence	-5	(3 x Em)									
Mentalism	-5	(3 x Pr)									
Poison/Disease	0	(3 x Co)									
Fear	0	(3 x SD)									
		()									
		()									
		()									
		()									



Common Men High Men Wood Elves Dwarves Halflings

Race	Racial Stat Bonuses										RR Bonuses					Background Options
	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
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
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

THE PROFESSIONS

Fighter – 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.

Thief – 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.

Rogue – Rogues are characters with some expertise in thievery 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 thievery skills will generally not allow him to be as good in these areas as a Thief, but his flexibility is unmatched by either profession.

Cleric – Clerics are pure spell users of Channeling who have concentrated in spells which require direct power from their gods. Their base spells deal directly with life: communing with gods, summoning live creatures, protection from servants of opposing gods, and direct Channeling from their own gods. These spell users are very powerful, but they are also restricted in the sense of heeding the desires or alignment of their deity (as determined by the Gamemaster).

Magician – 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. Characters in this profession 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.

Mentalist – Mentalists are pure spell users of Mentalism who have concentrated on spells which deal with the interaction of minds. A Mentalist manipulates his own personal Essence, and the Essence immediately around him with his mind in order to perform magical functions. Their base spells deal with the detection of mental presence, mental communication, mind control, mind attack, mind merging, and sense control.

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 elements (weather).

Dabblers – 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.

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.



Fighter



Thief



Rogue



Cleric



Magician



Mentalist



Ranger



Dabblers



Bard

CHOOSE PROFESSION

At this point, you must choose one of the following professions and record it on your Character Record Sheet:

Non Spell Users	Realm of Power	Realm Stat
Fighter	choose one	based on choice
Thief	choose one	based on choice
Rogue	choose one	based on choice

Pure Spell Users	Realm of Power	Realm Stat
Cleric	Channeling	Intuition (In)
Magician	Essence	Empathy (Em)
Mentalist	Mentalism	Presence (Pr)

Semi Spell Users	Realm of Power	Realm Stat
Ranger	Channeling	Intuition (In)
Dabblers	Essence	Empathy (Em)
Bard	Mentalism	Presence (Pr)

There is a one page, detailed description of each profession in Appendix A-2 (p. 91). 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. *Character Law* provides an even wider variety of professions.

RECORD 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: You must now record Varak's profession bonuses (from Table T-1.4) on your Skill Category Record Sheet:

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

CHOOSE REALM OF POWER

There are three realms of power: Channeling, Essence, and Mentalism (see p. 152). A character's *realm of power* determines which spells he can learn and where the power for those spells comes from—see Appendix A-9 (p. 152) for more details. If your character is a Fighter, Rogue, or Thief, you must choose a realm of power: Essence, Channeling, or Mentalism. Any other profession has a fixed realm of power as indicated above.

Each character has a *realm stat* that corresponds to his realm of power: Intuition for Channeling, Empathy for Essence, and Presence for Mentalism. A character's realm stat affects his skill in casting spells and how much power he has to cast spells.

Example: You decide that our sample character, Varak, will be a Ranger. His realm of power is Channeling. So, you can record this information on his Character Record Sheet (see the previous page). In addition, you may want to photocopy and attach the rune (see bottom of previous column) that corresponds to his profession. His realm stat is Intuition (In). You can record this in the empty spaces in the "Applicable Stats" column of your Skill Category Record Sheet (see next page).

SPELL USER CLASSIFICATION

Professions are classified according to one of six types of spell users: non spell users, pure spell users of Channeling, pure spell users of Essence, pure spell users of Mentalism, and semi spell users. This classification determines a character's development point costs for developing skill ranks for the various types of spell lists (for details see Appendix A-4.18, p. 126). In addition, pure spell users get to choose four extra base spell lists.

Non spell users concentrate on the "realm of Arms."

Pure spell users concentrate on one realm of power.

Semi spell users concentrate on a realm of power and the realm of Arms.

SKILLS, CATEGORIES, AND GROUPS

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 skill category by increasing its *skill category bonus*.

Certain skill categories are grouped together for profession bonuses. Skill categories in the same *group* start with the same word followed by a bullet, "•."

SKILL CATEGORY RECORD SHEET T-6.2						Character: Varak				
Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Rank	Bonuses				
						Stat	Prof.	Special	Special	Total
Armor • Heavy	St/Ag/St	—	—	000	—	—	—	—	—	—
Armor • Light	Ag/Su/Ag	—	—	000	—	—	—	—	—	—
Armor • Medium	St/Ag/St	—	—	000	—	—	—	—	—	—
Artistic • Active	Pr/Em/Ag	—	—	000	—	—	—	—	—	—
Artistic • Passive	Em/In/Pr	—	—	000	—	—	—	—	—	—
Athletic • Brawn	St/Co/Ag	—	—	000	—	—	+5	—	—	—
Athletic • Endurance	Co/Ag/St	—	—	000	—	—	+5	—	—	—
Athletic • Gymnastics	Ag/Qu/Ag	—	—	000	—	—	+5	—	—	—
Awareness • Perceptions	In/SD/In	—	na	‡	0	—	+10	—	—	—
Awareness • Searching	In/Re/SD	—	—	000	—	—	+10	—	—	—
Awareness • Senses	In/SD/In	—	—	000	—	—	+10	—	—	—
Body Development	Co/SD/Co	—	na	‡	0	—	+5	+10	—	—
Combat Maneuvers	Ag/Qu/SD	—	na	*	0	—	—	—	—	—
Communications	Re/Me/Em	—	—	000	—	—	—	—	—	—
Crafts	Ag/Me/SD	—	na	*	0	—	—	—	—	—
Directed Spells	Ag/SD/Ag	—	—	000	—	—	—	—	—	—
Influence	Pr/Em/In	—	—	000	—	—	—	—	—	—
Lore • General	Me/Re/Me	—	—	000	—	—	—	—	—	—
Lore • Magical	Me/Re/Me	—	—	000	—	—	—	—	—	—
Lore • Obscure	Me/Re/Me	—	—	000	—	—	—	—	—	—
Lore • Technical	Me/Re/Me	—	—	000	—	—	—	—	—	—
Martial Arts • Striking	St/Ag/St	—	—	000	—	—	—	—	—	—
Outdoor • Animal	Em/Ag/Em	—	—	000	—	—	+20	—	—	—
Outdoor • Environmental	SD/In/Me	—	—	000	—	—	+20	—	—	—
Power Awareness	Em/In/Pr	—	—	000	—	—	—	—	—	—
Power Point Development	In	—	na	‡	0	—	—	—	—	—
Science/Analytic • Basic	Re/Me/Re	—	—	000	—	—	—	—	—	—
Science/Analytic • Specialized	Re/Me/Re	—	na	*	0	—	—	—	—	—
Self Control	SD/Pr/SD	—	—	000	—	—	—	—	—	—
Spells •										
Own Realm Closed Lists	In	—	na	‡	0	—	—	—	—	—
Own Realm Open Lists	In	—	na	‡	0	—	—	—	—	—
Own Realm Own Base Lists	In	—	na	‡	0	—	—	—	—	—
Subterfuge • Attack	Ag/SD/In	—	—	000	—	—	—	—	—	—
Subterfuge • Mechanics	In/Ag/Re	—	—	000	—	—	—	—	—	—
Subterfuge • Stealth	Ag/SD/In	—	—	000	—	—	+5	—	—	—
Technical/Trade • General	Re/Me/SD	—	—	000	—	—	—	—	—	—
Technical/Trade • Professional	Re/Me/In	—	na	*	0	—	—	—	—	—
Technical/Trade • Vocational	Me/In/Re	—	na	*	0	—	—	—	—	—
Urban	In/Pr/Re	—	—	000	—	—	—	—	—	—
Weapon • 1-H Concussion	St/Ag/St	—	—	000	—	—	+5	—	—	—
Weapon • 1-H Edged	St/Ag/St	—	—	000	—	—	+5	—	—	—
Weapon • 2-Handed	St/Ag/St	—	—	000	—	—	+5	—	—	—
Weapon • Missile	Ag/Su/Ag	—	—	000	—	—	+5	—	—	—
Weapon • Missile Artillery	In/Ag/Re	—	—	000	—	—	+5	—	—	—
Weapon • Pole Arms	St/Ag/St	—	—	000	—	—	+5	—	—	—
Weapon • Thrown	Ag/Su/Ag	—	—	000	—	—	+5	—	—	—
				000	—	—	—	—	—	—
				000	—	—	—	—	—	—

PROFESSION TABLE T-1.4

Profession	Prime Stats	Realm 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)
Cleric	In/Me	Channeling	Awareness Group (5); Influence (5); Lore • Magical (5); Outdoor Group (5); Power Awareness (15); Power Point Development (5); Spell Group (5); Weapon Group (5)
Magician	Em/Re	Essence	Directed Spells (10); Lore • Magical (10); Power Awareness (20); Power Point Development (5); Spells Group (5)
Mentalist	Pr/SD	Mentalism	Awareness Group (5); Body Development (5); Influence (10); Lore • Magical (5); Power Awareness (10); Power Point Development (5); Self Control (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)
Dabbler	Em/Ag	Essence	Awareness Group (10); Body Development (5); Influence (5); Lore • Magical (5); Power Awareness (10); 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)



Part II
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Character



3.0

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 Appendix A-3 for more details). Each stat has a value between 01 and 101.

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.

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 profession has two stats which are that profession's "prime stats" (see the Profession Table T-1.4). Each prime stat 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. In this case, a specific number of points must be assigned in order to obtain a specific stat value.

Remember, the higher the stat the more capable your 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: You roll 10d10 to determine how many points you get to allocate to Varak's temporary stats. You get a total of 65 (you're lucky, the average is 55), so you have 665 (600+65) points to allocate.

STAT ASSIGNMENT TABLE T-1.2

Stat Value	Points Assigned
100	190+
99	171
98	154
97	139
96	126
95	115
94	106
93	99
92	94
91	91
20-90	20-90

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

You have decided that you want good (75+) physical stats for Varak: Ag, Co, St, and Qu. He needs at least 90s in his prime stats, In and Co. You settle on average (35-65) for most of his mental stats: Me, Re, SD, and Pr—he's no genius, but he's not stupid. Finally, you decide on a low Empathy because he has spent most of his time in the woods away from people. So, you determine the exact values of his temporary stats by assigning the 665 points as follows:

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



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 you must determine Varak's potential stats by rolling as indicated on 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*).

STAT BONUSES

For each stat, your 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

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 Sheet.

Example: You must now record each of Varak's temporary stats, potential stats, and basic stat bonuses.

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

Later, after any special bonuses have been determined, you will total Varak's final stat bonuses.

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	96	98	+8	-2		
Constitution	90	93	+5	+4		
Memory	38	67	0	0		
Reasoning	43	71	0	0		
Self Discipline	39	73	0	0		
Empathy	20	59	-3	0		
Intuition	90	97	+5	0		
Presence	50	75	0	+4		
Quickness	75	91	+2	-2		
Strength	92	92	+6	+4		

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 page 8 for guidelines for 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



Part II
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Note: The optional formula information in Table T-2.1 is provided only for those who want to calculate their stat bonuses rather than looking them up on a table.

ROLEMASTER





ADOLESCENCE SKILL DEVELOPMENT

Each of your character's skill categories and skills starts with a rank of zero.

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 race. The significance and specific mechanics of skills are described in Appendix A-4 (p. 102).

Your character's skills are based upon his 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: Only skills and skill categories learned during adolescence are included in the Adolescence Rank Table T-1.6.

HOBBY RANKS

The Adolescence Rank Table T-1.6 indicates a number of hobby ranks for each race. These hobby ranks may be used to increase the ranks of any combination of skills and/or skill categories.

HOBBY RANK RESTRICTIONS

The following restrictions apply when using hobby ranks:

- No skill or skill category may be increased by more ranks than the maximum ranks that normally may be developed when advancing a level (see Section 6.1).
- 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.

STARTING LANGUAGES

Your character starts out with a number of language skill ranks as indicated in the appropriate race description in Appendix A-1 (p. 85).

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 race in Appendix A-1 (p. 102). The maximum number of ranks that may be developed during adolescence is also provided for each language in Appendix A-1. Spoken and written skills for each language must be developed separately.

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 5.0 (p. 20).

SKILLS, CATEGORIES, AND GROUPS

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*.

Certain skill categories are grouped together for profession bonuses (see Section 2.0, p. 14). Skill categories in the same *group* start with the same word followed by a bullet, "•."

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

Varak also gets 10 hobby ranks. You assign Varak's hobby ranks 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 race description in Appendix A-1.2 (p. 87), 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

You allocate his 12 additional language skill ranks to increase his High-speech and Common-speech from S8/W6 up to S10/W10 (see Appendix A-1.2, p. 87).

The sample character records on the next page have the total ranks recorded for each category and skill (i.e., adolescence ranks + hobby ranks + additional language ranks).

Varak gets four background options. These will be discussed in Section 5.0 (p. 20).

SKILL CATEGORY RECORD SHEET T-6.2				Character: Varak						
Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Rank	Stat	Prof.	Special	Special	Total
Armor • Heavy	St/Ag/St	—	—	□□□	—	—	—	—	—	—
Armor • Light	Ag/St/Ag	—	1	□□□	—	—	—	—	—	—
Armor • Medium	St/Ag/St	—	2	□□□	—	—	—	—	—	—
Artistic • Active	Pr/Em/Ag	—	—	□□□	—	—	—	—	—	—
Artistic • Passive	Em/In/Pr	—	—	□□□	—	—	—	—	—	—
Athletic • Brawn	St/Co/Ag	—	1	□□□	—	—	+5	—	—	—
Athletic • Endurance	Co/Ag/St	—	1	□□□	—	—	+5	—	—	—
Athletic • Gymnastics	Ag/Qu/Ag	—	1	□□□	—	—	+5	—	—	—
Awareness • Perceptions	In/SD/In	—	na	‡	0	—	+10	—	—	—
Awareness • Searching	In/Re/SD	—	1	□□□	—	—	+10	—	—	—
Awareness • Senses	In/SD/In	—	—	□□□	—	—	+10	—	—	—
Body Development	Co/SD/Co	—	na	‡	0	—	+5	+10	—	—
Combat Maneuvers	Ag/Qu/SD	—	na	*	0	—	—	—	—	—
Communications	Re/Me/Em	—	3	□□□	—	—	—	—	—	—
Crafts	Ag/Me/SD	—	na	*	0	—	—	—	—	—
Directed Spells	Ag/SD/Ag	—	—	□□□	—	—	—	—	—	—
Influence	Pr/Em/In	—	—	□□□	—	—	—	—	—	—
Lore • General	Me/Re/Me	—	3	□□□	—	—	—	—	—	—
Lore • Magical	Me/Re/Me	—	—	□□□	—	—	—	—	—	—
Lore • Obscure	Me/Re/Me	—	—	□□□	—	—	—	—	—	—
Lore • Technical	Me/Re/Me	—	—	□□□	—	—	—	—	—	—
Martial Arts • Striking	St/Ag/St	—	—	□□□	—	—	—	—	—	—
Outdoor • Animal	Em/Ag/Em	—	1	□□□	—	—	+20	—	—	—
Outdoor • Environmental	SD/In/Me	—	1	□□□	—	—	+20	—	—	—
Power Awareness	Em/In/Pr	—	1	□□□	—	—	—	—	—	—
Power Point Development	In	—	na	‡	0	—	—	—	—	—
Science/Analytic • Basic	Re/Me/Re	—	1	□□□	—	—	—	—	—	—
Science/Analytic • Specialized	Re/Me/Re	—	na	*	0	—	—	—	—	—
Self Control	SD/Pr/SD	—	—	□□□	—	—	—	—	—	—
Spells • Own Realm Closed Lists	In	—	na	‡	0	—	—	—	—	—
Own Realm Open Lists	In	—	na	‡	0	—	—	—	—	—
Own Realm Own Base Lists	In	—	na	‡	0	—	—	—	—	—
Subterfuge • Attack	Ag/SD/In	—	—	□□□	—	—	—	—	—	—
Subterfuge • Mechanics	In/Ag/Re	—	—	□□□	—	—	—	—	—	—
Subterfuge • Stealth	Ag/SD/In	—	2	□□□	—	—	+5	—	—	—
Technical/Trade • General	Re/Me/SD	—	1	□□□	—	—	—	—	—	—
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	—	—	□□□	—	—	+5	—	—	—
Weapon • 1-H Edged	St/Ag/St	—	4	□□□	—	—	+5	—	—	—
Weapon • 2-Handed	St/Ag/St	—	1	□□□	—	—	+5	—	—	—
Weapon • Missile	Ag/St/Ag	—	1	□□□	—	—	+5	—	—	—
Weapon • Missile Artillery	In/Ag/Re	—	—	□□□	—	—	+5	—	—	—
Weapon • Pole Arms	St/Ag/St	—	1	□□□	—	—	+5	—	—	—
Weapon • Thrown	Ag/St/Ag	—	—	□□□	—	—	+5	—	—	—
		—	—	□□□	—	—	—	—	—	—
		—	—	□□□	—	—	—	—	—	—

ADOLESCENCE RANK TABLE T-1.6					
	Common Men	High Men	Wood Elves	Dwarves	Halfings
Armor • Light skill category	1	1	0	1	0
Soft Leather skill	1	0	0	0	0
Rigid Leather skill	1	1	0	1	0
Armor • Medium skill category	0	2	0	3	0
Chain skill	0	2	0	3	0
Athletic • Brawn skill category	1	1	1	1	1
Athletic • Endurance skill category	1	1	1	1	1
Swimming skill	1	1	3	0	0
Athletic • Gymnastics skill category	1	1	1	1	1
Climbing skill	0	0	2	1	2
Awareness • Perceptions skill category	0	0	0	0	0
Alertness skill	2	2	6	4	8
Awareness • Searching skill category	1	1	1	1	1
Body Development skill	2	3	1	3	2
Communications skill category	1	3	2	1	1
Language skills †	8	12	12	8	6
Lore • General skill category	3	3	3	3	2
"Own" Region Lore skill	3	3	3	3	3
"Own" Race Lore skill	3	3	3	3	3
Outdoor • Animal skill category	1	1	1	0	0
Riding skill (usually horses)	1	1	1	0	0
Outdoor • Environmental skill category	2	1	5	2	1
Power Awareness skill category	0	1	1	0	0
Science/Analytic • Basic skill category	0	1	1	1	0
Spells • Own Realm Open Lists – skill in one spell list	0	0	2	0	0
Subterfuge • Stealth skill category	1	0	4	0	5
Stalking skill	1	0	4	0	5
Hiding skill	1	0	4	0	5
Tech./Trade • General skill category	1	1	1	1	1
Weapon • 1-H Conc. skill category	0	0	0	4	0
1 Weapon Based on Race ‡	0	0	0	4	0
Weapon • 1-H Edged skill category	1	2	1	0	0
1 Weapon Based on Race ‡	1	2	1	0	0
Weapon • 2-Handed skill category	0	1	0	0	0
1 Weapon Based on Race ‡	0	1	0	0	0
Weapon • Missile skill category	1	1	3	0	2
1 Weapon Based on Race ‡	1	1	3	0	2
Weapon • Pole Arms skill category	1	1	0	0	0
1 Weapon Based on Race ‡	1	1	0	0	0
Weapon • Thrown skill category	1	0	0	1	2
1 Weapon Based on Race ‡	1	0	0	1	2
Hobby Ranks ‡	12	10	10	12	12
Number of Background Options	6	4	4	5	5

SKILL RECORD SHEET T-6.3									
Character: Varak			Player: <u>YourName</u>						
			Level: _____						
Skill Name	#Ranks	New Ranks	Rank	Category	Item	Special	Special	Special	Total
Rigid Leather	1	□□□	—	—	—	—	—	—	—
Chain	2	□□□	—	—	—	—	—	—	—
Swimming	1	□□□	—	—	—	—	—	—	—
Alertness	2	□□□	—	—	—	—	—	—	—
Body Development	4	□□□	—	—	—	—	—	—	—
High-speech, spoken	0	□□□	—	—	—	—	—	—	—
High-speech, written	0	□□□	—	—	—	—	—	—	—
Common-speech, spoken	0	□□□	—	—	—	—	—	—	—
Common-speech, written	0	□□□	—	—	—	—	—	—	—
Grey-elvish, spoken	6	□□□	—	—	—	—	—	—	—
Grey-elvish, written	6	□□□	—	—	—	—	—	—	—
High-elvish, spoken	2	□□□	—	—	—	—	—	—	—
High-elvish, written	2	□□□	—	—	—	—	—	—	—
"Own" Region Lore	3	□□□	—	—	—	—	—	—	—
"High Man" Race Lore	3	□□□	—	—	—	—	—	—	—
Riding (horses)	1	□□□	—	—	—	—	—	—	—
Power Point Development	1	□□□	—	—	—	—	—	—	—
Stalking	2	□□□	—	—	—	—	—	—	—
Broadsword	4	□□□	—	—	—	—	—	—	—
Two-Handed Sword	1	□□□	—	—	—	—	—	—	—
Composite Bow	1	□□□	—	—	—	—	—	—	—
Spear	1	□□□	—	—	—	—	—	—	—

† - May only be allocated up to the maximum number of ranks listed for the "allowed adolescence languages" provided for a character's race in Appendix A-1 (p. 85).
‡ - See the specific race entry in Appendix A-1 (p. 85).



BACKGROUND OPTIONS

Part II Creating a Character

Background options represent special abilities, training, and other things with which your character begins the game. Background options help make your character unique. How you use your background options is a critical decision that can dramatically affect your character's "personality." Will he have inherited a powerful sword from his ancestors? Or perhaps he is naturally horseman? Or maybe his mother and father were from different cultures and he has mastered extra languages?

Background options include: extra stat gain rolls, extra money, extra languages, special items, and special skill & skill category bonuses. The Adolescence Rank Table T-1.6 (p. 19) summarizes how many background options your character may choose.

Note: Your Gamemaster may choose to assign and/or restrict any background options in his own manner.

EXTRA MONEY

- There are 3 ways to get 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 LANGUAGES

Choosing extra languages as a background option means that your character may allocate 20 skill ranks to "extra languages" allowed for his race (see App. A-1, p.85). The limit on how many skill ranks (spoken/written) may be allocated any "extra language" is also provided in Appendix A-1.

SPECIAL ITEMS

There are three ways to get a special item with background options. In each case, your GM must determine the exact nature of the item.

- 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.

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 combined skill rank bonus progression (see Section 8.1, p. 30).
- Only one such special bonus may be acquired for each given skill and skill category.

Example: You have four background options to allocate for Varak—see Table T-1.1 (p. 13) & Table T-1.6 (p. 19). You allocate one to roll for a special item, two to choose a special item, and one to get a special +10 bonus to his Broadsword skill.

You refer to the Special Items section of the Table T-1.5 and roll a 37. His special item can be a +1 spell adder or a +10 magic item—you decide to take a +10 magic item that affects his stalking skill. Your GM decides that the item is an Elven cloak and that it will give a +10 bonus to his hiding skill as well as his stalking skill.

Next, since you have used two background options, you get to choose what result you want for his second special item. You choose a result of 100 so that Varak can start with a +3 spell adder. Your GM decides that the item is a small, wooden rod about two feet in length.

Finally, you record Varak's special +10 bonus to his Broadsword skill and his item bonuses to his stalking and hiding skills.

Hair: _____	Eyes: _____	COMMONLY USED EQUIPMENT			
Personality: _____		Item	Location	Weight	Description
Motivation: _____		Elven Cloak	Wear	-	+10 bonus to Stalking & Hiding
Alignment: _____		Wooden Rod	sheath	-	+3 spell adder, 2' long
BACKGROUND INFORMATION:					
Nationality: _____					
Home Town/City: _____					
		Hits (Maximum): _____	Miscellaneous Information: _____	Power Points (Max.): _____	

SKILL RECORD SHEET T-6.3

Character: Varak	Player: <u>Your Name</u>							
	Level: _____							
		New	Bonuses					
		Ranks	Rank	Category	Item	Special	Special	Total
Skill Name	#Ranks							
Rigid Leather	1	□□□						
Craft	2	□□□						
Swimming	1	□□□						
Alertness	2	□□□						
Body Development	4	□□□						
High-speed, spoken	0	□□□						
High-speed, written	0	□□□						
Commonspeak, spoken	0	□□□						
Commonspeak, written	0	□□□						
Grey-elvish, spoken	6	□□□						
Grey-elvish, written	6	□□□						
High-elvish, spoken	2	□□□						
High-elvish, written	2	□□□						
"Own" Region Lore	3	□□□						
"High Man" Race Lore	3	□□□						
Riding (horses)	1	□□□						
Power Point Development	1	□□□						
Stalking	2	□□□				+10		
Hiding	2	□□□				+10		
Broadsword	4	□□□					+10	
Two-Handed Sword	1	□□□						
Composite Bow	1	□□□						
Spear	1	□□□						

ROLEMASTER



EXTRA STAT GAIN ROLLS

This background option gives your character an extra stat gain roll (see Section 6.4, p. 25) for each of his stats.

20

BACKGROUND OPTIONS TABLE T-1.5



Part II Creating a Character

Special Items (choose for 2 BOs) —

See the notes below and Section 24.2 (p. 80) 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-7). 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** two +10 magic items **or** two Daily III items.
- 96-97 *Choice of the following:* a +3 spell adder **or** one +20 magic item **or** a Daily IV item.
- 98 *Choice of the following:* a +3 spell adder **or** a Daily VI item **or** three +10 magic items.
- 99 *Choice of the following:* a +3 spell adder **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 24.2, p. 80). 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 24.2, p. 80). 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 race in Appendix A-1 (p. 85).

Extra Money (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 6.4, p. 25).

Special Bonuses (choose one) —

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





Part II
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Character



6.0

APPRENTICESHIP SKILL DEVELOPMENT

After his adolescence, your character will develop his *apprenticeship* abilities. Based upon his five “Development Stats” (Ag, Co, Me, Re, and SD), your character receives a certain number of skill *development points* (DPs):

$$\text{DPs} = (\text{Ag} + \text{Co} + \text{Me} + \text{Re} + \text{SD}) \div 5$$

These DPs may be used to:

- Increase the ranks of your character’s skills and/or skill categories (see Sections 6.1 & 6.2).
- Obtain training packages (see Section 6.3).
- Obtain extra stat gain rolls (see Section 6.4).

Example: You have 61 development points to use to develop Varak’s skills: $61.2 = (96 + 90 + 38 + 43 + 39) \div 5$.

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.

6.1

STANDARD DP COSTS

Based upon your character’s profession, each skill category has a standard *development point* (DP) cost associated with it (see Table T-2.8). 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 9.0, p. 36).

6.2

VARIABLE DP COSTS

Some of the standard development point costs for your character’s 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 restrictions in Appendix A-1 (p. 85).

Example: You assign Varak’s 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

Remember that Varak assigned 2 hobby ranks to his 1-H Edged category and 2 hobby ranks to Broadsword skill (see Section 4.0, p. 18). Thus, due to the restrictions on assigning hobby ranks outlined on p. 18, Varak was forced to assign his 3/7 DP cost to the 1-H Edged category.

At this point you should record all of your DP costs on your Record Sheet T-6.2 (see the sample record sheet on this page).

SKILL CATEGORY RECORD SHEET T-6.2

Skill Category	Applicable Stats	Dev. Cost	# of Ranks
Armor • Heavy	Su/Ag/St	5/5/5	—
Armor • Light	Ag/Su/Ag	2/2/2	1
Armor • Medium	Su/Ag/St	4/4/4	2
Artistic • Active	Pr/Em/Ag	2/5	—
Artistic • Passive	Em/In/Pr	2/5	—
Athletic • Brawn	Su/Co/Ag	3/7	1
Athletic • Endurance	Co/Ag/St	1/5	1
Athletic • Gymnastics	Ag/Qu/Ag	3/6	1
Awareness • Perceptions	In/SD/In	3/2	na
Awareness • Searching	In/Re/SD	1/4	1
Awareness • Senses	In/SD/In	2/5	—
Body Development	Co/SD/Co	4/2	na
Combat Maneuvers	Ag/Qu/SD	5/2	na
Communications	Re/Me/Em	3/3/3	3
Crafts	Ag/Me/SD	4/0	na
Directed Spells	Ag/SD/Ag	5	—
Influence	Pr/Em/In	2/6	—
Lore • General	Me/Re/Me	1/3	3
Lore • Magical	Me/Re/Me	3/6	—
Lore • Obscure	Me/Re/Me	3/7	—
Lore • Technical	Me/Re/Me	2/6	—
Martial Arts • Striking	Su/Ag/St	4	—
Outdoor • Animal	Em/Ag/Em	1/5	1
Outdoor • Environmental	SD/In/Me	1/3	1
Power Awareness	Em/In/Pr	5	1
Power Point Development	In	8	na
Science/Analytic • Basic	Re/Me/Re	2/5	1
Science/Analytic • Specialized	Re/Me/Re	8	na
Self Control	SD/Pr/SD	2/7	—
Spells •			
Own Realm Closed Lists	In	1/0	na
Own Realm Open Lists	In	8/8	na
Own Realm Own Base Lists	In	6/6/6	na
Subterfuge • Attack	Ag/SD/In	6	—
Subterfuge • Mechanics	In/Ag/Re	4	—
Subterfuge • Stealth	Ag/SD/In	1/5	—
Technical/Trade • General	Re/Me/SD	3/7	1
Technical/Trade • Professional	Re/Me/In	8	na
Technical/Trade • Vocational	Me/In/Re	5/2	na
Urban	In/Pr/Re	3/6	—
Weapon • 1-H Concussion	Su/Ag/St	6	—
Weapon • 1-H Edged	Su/Ag/St	3/7	4
Weapon • 2-Handed	Su/Ag/St	6	1
Weapon • Missile	Ag/Su/Ag	4	1
Weapon • Missile Artillery	In/Ag/Re	9	—
Weapon • Pole Arms	Su/Ag/St	6	1
Weapon • Thrown	Ag/Su/Ag	9	—



VARIABLE DP COSTS FOR SPELL LISTS

If you develop ranks in more than five spell lists or a spell rank greater than five, the normal DP costs for a spell list skill rank can vary. This should not be the case for a normal 1st level character, but if it is, refer to Section A-4.18 (p. 127). That section also provides DP costs for developing ranks in spell lists outside your realm and the base spell lists for other professions.

OCCUPATIONAL, EVERYMAN, AND RESTRICTED SKILLS

For some races and professions, certain skills are designated as being *occupational*, *everyman*, or *restricted*.

- 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 only one rank.

Note that the skill remains in its standard category and the category is not affected in any way. In addition, hobby skills, adolescence skills, and training package skills are **not** affected by these classifications.

Example: *Varak has no special skills—his race (High Men) has none and his profession (Ranger) has none. However, Naug, a Dwarven Thief, has caving as an everyman skill (due to his race), lock lore as a occupational skill (due to his profession), and swimming as a restricted skill (due to his race).*

STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE T-2.8

Skill Category	Fighter	Thief	Rogue	Magician	Cleric	Mentalist	Ranger	Dabbling	Bard
Armor • Heavy	2/2/2	4/4/4	3/3/3	11	11	7/7/7	5/5/5	11	5/5/5
Armor • Light	1/1/1	2/2/2	1/1/1	9	2/2/2	4/4/4	2/2/2	5/5/5	2/2/2
Armor • Medium	2/2/2	3/3/3	2/2/2	10	10	6/6/6	4/4/4	10	3/3/3
Artistic • Active	2/5	2/4	2/4	2/5	2/5	2/5	2/5	2/4	1/2
Artistic • Passive	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	1/3
Athletic • Brawn	2/5	3/6	2/6	6	5	5	3/7	3/9	4/9
Athletic • Endurance	2/6	2/7	2/5	3	3	3	1/5	2/7	2/7
Athletic • Gymnastics	2/5	1/3	1/5	3	3	3/9	3/6	2/4	2/6
Awareness • Perceptions	2/9	2/5	2/6	6	6	5	3/12	4/12	4/12
Awareness • Searching	2/5	1/3	1/5	3	2/6	3	1/4	2/6	2/6
Awareness • Senses	2/6	2/5	2/6	3/7	3/7	3/7	2/5	3/7	3/7
Body Development	2/5	5/12	3/9	15	10	12	4/12	6/14	6/14
Combat Maneuvers	3/9	4/12	4/10	18	10	14	5/12	6/14	6/14
Communications	3/3/3	3/3/3	3/3/3	2/2/2	2/2/2	2/2/2	3/3/3	2/2/2	1/1/1
Crafts	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10
Directed Spells	20	20	20	2/5	3	2/6	15	5	10
Influence	2/7	2/5	2/5	2/6	2/4	2/6	2/6	2/4	1/4
Lore • General	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/2
Lore • Magical	6	5	4	1/4	2/4	2/4	3/6	2/6	1/4
Lore • Obscure	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/4
Lore • Technical	2/6	2/4	2/5	2/6	2/6	2/6	2/6	2/5	2/4
Martial Arts • Striking	3/5	3/7	3/7	9	6	3	4	4	3
Outdoor • Animal	1/4	2/5	1/5	3	3	3	1/5	2/6	2/7
Outdoor • Environmental	2/5	2/6	2/4	3	2/7	3	1/3	2/6	2/6
Power Awareness	8	6	7	1/4	2/5	2/5	5	2/7	3/6
Power Point Development	20	15	12	4	4	4	8	8	8
Science/Analytic • Basic	3/6	3/6	3/6	1/4	1/4	1/4	2/5	2/5	2/5
Science/Analytic • Specialized	12	12	12	6/14	6/14	6/14	8	8	8
Self Control	2/6	2/6	2/6	6	5	3	2/7	2/7	2/7
Spells •									
Own Realm Closed Lists †	40	35	25	4/4/4	4/4/4	4/4/4	10/10	10/10	10/10
Own Realm Open Lists †	25	18	15	4/4/4	4/4/4	4/4/4	8/8	8/8	8/8
Own Realm Own Base Lists †	-	-	-	3/3/3	3/3/3	3/3/3	6/6/6	6/6/6	6/6/6
Subterfuge • Attack	6/10	2/6	4/8	15	15	15	6	6/12	12
Subterfuge • Mechanics	3/8	1/3	2/5	7	7	7	4	2/6	4
Subterfuge • Stealth	2/5	1/3	1/3	5	5	5	1/5	1/5	2/7
Technical/Trade • General	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
Technical/Trade • Vocational	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	3	3	3/6	1/5	2/4
Weapon • 1-H Concussion *	1/5	2/7	2/5	9	6	6	3/7	3/9	3/9
Weapon • 1-H Edged *	2/5	3/8	3/8	20	7	8	4	6	6
Weapon • 2-Handed *	2/7	4	3/9	20	9	15	6	7	7
Weapon • Missile *	2/7	4	3/9	20	9	20	6	8	7
Weapon • Missile Artillery *	2/7	4	3/9	20	9	20	6	10	7
Weapon • Pole Arms *	5	6	6	20	20	20	9	15	15
Weapon • Thrown *	5	6	6	20	20	20	9	15	15

* – The DP costs for skill categories in these groups may be freely assigned to the categories in that group (see Section 6.2, p. 22).

† – Skill rank DP costs for ranks may vary due to the number of the rank being developed and certain other factors (see Spell Lists DP Cost Table T-2.4 in Section A-4.18, p. 127).

Note: Some skills are designated as either Restricted, Everyman, or Occupational. See Section 6.2 (p. 22) for rules on developing these specific skills.



Part II Creating a Character

6.3 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 6.4, p. 25).
- Extra money and special items (see Appendix A-5, p. 134).

There are 15 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-5 (p. 134) for detailed information on the individual training packages.

A-5.1 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 inhabited places as well as many kinds of wilderness locales.

Time to Acquire: 24 months

Starting Money: normal plus 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)	100

Category or Skill

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	Magician	34	Ranger	29
Thief	29	Cleric	32	Dabbler	29
Rogue	29	Mentalist	31	Bard	29

Example: You have 61 DPs to use for training packages, extra stat gain rolls, and developing Varak's skills and skill categories. First, you decide that you don't want to spend DPs on extra stat gain rolls (see the next page)—you declare that you can wait until you get free stat gain rolls when Varak reaches 2nd level (your GM thinks to himself: "if he gets to 2nd level").

You then decide to develop the Adventurer training package (see next page) at a cost of 29 DPs. You figure that this will cover most of the commonly used skills Varak will need while adventuring, leaving the rest (32 DPs) of his DPs for developing his weapon skills, his hits, and his spells. This training package gives you two choices for assigning ranks—you choose the Weapon • 1-H Edged

skill category and Broadsword skill for these ranks. You must now record the ranks Varak receives from this training package—the changes to the record sheets below have been bolded.

Your GM informs you that he has made the rolls to determine the extra money and special equipment that Varak obtained during the 24 months he spent as an "Adventurer." He gets 3 extra gold pieces and a fine steel Broadsword (+5 non-magic).

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
Elven Cloak	Wear	—	+10 bonus to Stalking & Hiding
Wooden Rod	sheath	—	+3 spell adder, 2' long
Broadsword	sheath	—	+5 non-magic bonus

SKILL CATEGORY RECORD SHEET T-6.2						Character: Varak	
Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Rank	Stat	Bonus Prof.
Armor • Heavy	St/Ag/St	5/5/5	1	000	—	—	—
Armor • Light	Ag/St/Ag	2/2/2	1	000	—	—	—
Armor • Medium	St/Ag/St	4/4/4	2	000	—	—	—
Artistic • Active	Pr/Em/Ag	2/5	—	000	—	—	—
Artistic • Passive	Em/In/Pr	2/5	—	000	—	—	—
Athletic • Brawn	St/Co/Ag	3/7	1	000	—	—	+5
Athletic • Endurance	Co/Ag/St	1/5	3	000	—	—	+5
Athletic • Gymnastics	Ag/Qu/Ag	3/6	3	000	—	—	+5
Awareness • Perceptions	In/SD/In	3/2	na	†	0	—	+0
Awareness • Searching	In/Re/SD	1/4	3	000	—	—	+0
Awareness • Senses	In/SD/In	2/5	—	000	—	—	+0
Body Development	Co/SD/Co	4/2	na	†	0	—	+5
Combat Maneuvers	Ag/Qu/SD	5/2	na	*	0	—	—
Communications	Re/Me/Em	3/3/3	3	000	—	—	—
Crafts	Ag/Me/SD	4/0	na	*	0	—	—
Directed Spells	Ag/SD/Ag	5	—	000	—	—	—
Influence	Pr/Em/In	2/6	—	000	—	—	—
Lore • General	Me/Re/Me	1/8	3	000	—	—	—
Lore • Magical	Me/Re/Me	3/6	—	000	—	—	—
Lore • Obscure	Me/Re/Me	3/7	—	000	—	—	—
Lore • Technical	Me/Re/Me	2/6	—	000	—	—	—
Martial Arts • Striking	St/Ag/St	4	—	000	—	—	—
Outdoor • Animal	Em/Ag/Em	1/5	1	000	—	—	+20
Outdoor • Environmental	SD/In/Me	1/8	1	000	—	—	+20
Power Awareness	Em/In/Pr	5	2	000	—	—	—
Power Point Development	In	8	na	†	0	—	—
Science/Analytic • Basic	Re/Me/Re	2/5	1	000	—	—	—
Science/Analytic • Specialized	Re/Me/Re	8	na	*	0	—	—
Self Control	SD/Pr/SD	2/7	—	000	—	—	—
Spells •							
Own Realm Closed Lists	In	1/0	na	†	0	—	—
Own Realm Open Lists	In	8/8	na	†	0	—	—
Own Realm Own Base Lists	In	6/6/6	na	†	0	—	—
Subterfuge • Attack	Ag/SD/In	6	—	000	—	—	—
Subterfuge • Mechanics	In/Ag/Re	4	—	000	—	—	—
Subterfuge • Stealth	Ag/SD/In	1/5	2	000	—	—	+5
Technical/Trade • General	Re/Me/SD	3/7	2	000	—	—	—
Technical/Trade • Professional	Re/Me/In	8	na	*	0	—	—
Technical/Trade • Vocational	Me/In/Re	5/2	na	*	0	—	—
Urban	In/Pr/Re	3/6	—	000	—	—	—
Weapon • 1-H Concussion	St/Ag/St	6	—	000	—	—	+5
Weapon • 1-H Edged	St/Ag/St	3/7	5	000	—	—	+5
Weapon • 2-Handed	St/Ag/St	6	1	000	—	—	+5
Weapon • Missile	Ag/St/Ag	4	1	000	—	—	+5
Weapon • Missile Artillery	In/Ag/Re	9	—	000	—	—	+5
Weapon • Pole Arms	St/Ag/St	6	1	000	—	—	+5
Weapon • Thrown	Ag/St/Ag	9	—	000	—	—	+5

SKILL RECORD SHEET T-6.3

Character: Varak		Player: YourName				
		Level: _____				
Skill Name	#Ranks	New Ranks	Rank	Category	Item	Bonus
Rigid Leather	1	000	—	—	—	—
Chain	2	000	—	—	—	—
Swimming	2	000	—	—	—	—
Climbing	1	000	—	—	—	—
Alertness	4	000	—	—	—	—
Observation	1	000	—	—	—	—
Body Development	5	000	—	—	—	—
High-speed, spoken	0	000	—	—	—	—
High-speed, written	0	000	—	—	—	—
Commonspeech, spoken	0	000	—	—	—	—
Commonspeech, written	0	000	—	—	—	—
Grey-elvish, spoken	6	000	—	—	—	—
Grey-elvish, written	6	000	—	—	—	—
High-elvish, spoken	2	000	—	—	—	—
High-elvish, written	2	000	—	—	—	—
"Own" Region Lore	3	000	—	—	—	—
"High Man" Race Lore	3	000	—	—	—	—
Riding (horses)	1	000	—	—	—	—
Attunement	1	000	—	—	—	—
Power Point Development	1	000	—	—	—	—
Stalking	2	000	—	—	—	+0
Hiding	2	000	—	—	—	+0
First Aid	1	000	—	—	—	—
Broadsword	5	000	—	—	—	+5
Two-Handed Sword	1	000	—	—	—	—
Composite Bow	1	000	—	—	—	—
Spear	1	000	—	—	—	—

TRAINING PACKAGE DP COST TABLE T-2.7

Training Package	Months									
		Fighter	Thief	Rogue	Magician	Cleric	Mentalist	Ranger	Dabber	Bard
Adventurer (L)	24	29	29	29	34	32	31	29	29	29
Amateur Mage (L)	53	43	37	36	24	26	26	31	29	29
Animal Friend (L)	102	26	26	24	33	31	33	22	28	28
Burglar (V)	33	21	16	19	31	30	29	26	22	25
City Guard (V)	25	15	17	16	31	28	29	20	20	21
Doctor (V)	18	23	23	23	23	23	23	23	23	23
Herbalist (V)	33	23	23	23	26	23	23	20	23	23
Hunter (L)	18	29	27	27	36	32	35	25	29	30
Knight (L)	69	25	29	28	46	40	40	31	36	32
Loremaster (V)	40	29	28	26	19	20	20	24	20	18
Merchant (V)	23	25	25	25	20	20	20	24	21	21
Performer (V)	40	28	28	28	26	26	26	28	25	16
Scout (V)	33	21	20	19	31	28	30	16	25	25
Soldier (V)	26	15	22	19	37	29	31	23	28	25
Traveller (V)	18	13	12	10	20	18	20	10	14	14

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	

ORD SHEET T-6.1

Character Name: **Varak Tanuk**

Level: _____ Player: **Your Name**

Campaign (GM): **Blandlands (Your GM's Name)**

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	97	98	+8	-2	—	<input type="checkbox"/>
Constitution	90	93	+5	+4	—	<input type="checkbox"/>
Memory	38	67	0	0	—	<input type="checkbox"/>
Reasoning	43	7	0	0	—	<input type="checkbox"/>
Self Discipline	39	73	0	0	—	<input type="checkbox"/>
Empathy	20	59	-3	0	—	<input type="checkbox"/>
Intuition	90	97	+5	0	—	<input type="checkbox"/>
Presence	63	75	0	+4	—	<input type="checkbox"/>
Quickness	75	9	+2	-2	—	<input type="checkbox"/>
Strength	92	92	+6	+4	—	<input type="checkbox"/>

6.4

EXTRA STAT GAIN ROLLS

During the apprenticeship skill development process, you may allocate DPs to try and increase your character's temporary stats. This involves making stat gain rolls. For every 8 DPs allocated, you may make a stat gain roll for a stat of your choice. Certain training packages also allow you to make stat gain rolls for specific stats.

To make a stat gain roll, roll two dice (d10):

- 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. A temporary stat can **never** be greater than its corresponding potential stat.

Example: Varak's stats changed while he was an "Adventurer" (i.e., due to the Adventurer training package). You get to make a stat gain roll for each of two stats of your choice. You choose to roll for his Agility and his Presence. For Agility, you roll 2d10 and get a 1 and a 8. Since the difference between this potential and temporary is only 2 (98 - 96), the temporary stat only increases by the lower of the two dice—Varak's temporary Agility increases from 96 to 97. For Presence, you roll 2d10 and get a 9 and a 4. Since the difference between this potential and temporary is 25 (75 - 50), the temporary stat increases by the sum of the two dice—Varak's temporary Presence increases from 50 to 63.





Part II
Creating a
Character

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. Your character may develop skills that are not listed—your GM just has to determine into which category the skill falls.

Appendix A-4 (p. 102) provides descriptions for the skills, as well as suggested mechanisms for using the skills.

Example: After using 29 DPs for Varak's training package, you allocate his remaining 32 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	



SKILL CATEGORY RECORD SHEET T-6.2				Character: Varak			
Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Rank	Stat	Bonus Prof.
Armor • Heavy	St/Ag/St	5/5/5	1	000			
Armor • Light	Ag/St/Ag	2/2/2	1	000			
Armor • Medium	St/Ag/St	4/4/4	2	000			
Artistic • Active	Pr/Em/Ag	2/5		000			
Artistic • Passive	Em/In/Pr	2/5		000			
Athletic • Brawn	St/Co/Ag	3/7	1	000			+5
Athletic • Endurance	Co/Ag/St	1/5	3	000			+5
Athletic • Gymnastics	Ag/Qu/Ag	3/6	3	000			+5
Awareness • Perceptions	In/SD/In	3/2	na	†	0		+0
Awareness • Searching	In/Re/SD	1/4	3	000			+0
Awareness • Senses	In/SD/In	2/5		000			+0
Body Development	Co/SD/Co	4/2	na	†	0		+5
Combat Maneuvers	Ag/Qu/SD	5/2	na	*	0		
Communications	Re/Me/Em	3/3/3	3	000			
Crafts	Ag/Me/SD	4/0	na	*	0		
Directed Spells	Ag/SD/Ag	5		000			
Influence	Pr/Em/In	2/6		000			
Lore • General	Me/Re/Me	1/8	3	000			
Lore • Magical	Me/Re/Me	3/6		000			
Lore • Obscure	Me/Re/Me	3/7		000			
Lore • Technical	Me/Re/Me	2/6		000			
Martial Arts • Striking	St/Ag/St	4		000			
Outdoor • Animal	Em/Ag/Em	1/5	1	000			+20
Outdoor • Environmental	SD/In/Me	1/8	1	000			+20
Power Awareness	Em/In/Pr	5	2	000			
Power Point Development	In	8	na	†	0		
Science/Analytic • Basic	Re/Me/Re	2/5	1	000			
Science/Analytic • Specialized	Re/Me/Re	8	na	*	0		
Self Control	SD/Pr/SD	2/7		000			
Spells •							
Own Realm Closed Lists	In	10	na	†	0		
Own Realm Open Lists	In	8/8	na	†	0		
Own Realm Own Base Lists	In	6/6/6	na	†	0		
Subterfuge • Attack	Ag/SD/In	6		000			
Subterfuge • Mechanics	In/Ag/Re	4		000			
Subterfuge • Stealth	Ag/SD/In	1/5	2	000			+5
Technical/Trade • General	Re/Me/SD	3/7	2	000			
Technical/Trade • Professional	Re/Me/In	8	na	*	0		
Technical/Trade • Vocational	Me/In/Re	5/2	na	*	0		
Urban	In/Pr/Re	3/6		000			
Weapon • 1-H Concussion	St/Ag/St	6		000			+5
Weapon • 1-H Edged	St/Ag/St	3/7	6	000			+5
Weapon • 2-Handed	St/Ag/St	6	1	000			+5
Weapon • Missile	Ag/St/Ag	4	1	000			+5
Weapon • Missile Artillery	In/Ag/Re	9		000			+5
Weapon • Pole Arms	St/Ag/St	6	1	000			+5
Weapon • Thrown	Ag/St/Ag	9		000			+5

SKILL RECORD SHEET T-6.3				Character: Varak		
Skill Name		#Ranks	New Ranks	Rank	Category	Bonus
Rigid Leather		1	000			
Chain		2	000			
Swimming		2	000			
Climbing		1	000			
Alertness		4	000			
Observation		1	000			
Body Development		6	000			
High-speech, spoken		0	000			
High-speech, written		0	000			
Commonspeech, spoken		0	000			
Commonspeech, written		0	000			
Grey-elvish, spoken		6	000			
Grey-elvish, written		6	000			
High-elvish, spoken		2	000			
High-elvish, written		2	000			
"Own" Region Lore		3	000			
"High Man" Race Lore		3	000			
Riding (horses)		1	000			
Attunement		1	000			
Power Point Development		1	000			
Path Mastery (base spell list)		1	000			
Nature's Way (base spell list)		1	000			
Inner Walls (base spell list)		1	000			
Stalking		2	000			+0
Hiding		1	000			+0
First Aid		1	000			
Broadsword		6	000			+5
Two-Handed Sword		1	000			
Composite Bow		2	000			
Spear		1	000			

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, 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, Tumbling
Awareness • Perceptions	In/SD/In	Limited	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, Sense Awareness†, Situational Awareness†, Time Sense
Body Development	Co/SD/Co	Special	0•0•0•0	Body Development
Combat Maneuvers	Ag/Qu/SD	Combined	0•0•0•0	Mounted Combat, Quickdraw, Swashbuckling, Two-weapon Combat
Communication	Re/Me/Em	Standard	Standard	Two skills for each language (spoken & written)†, Lip Reading, Signaling
Crafts	Ag/Me/SD	Combined	0•0•0•0	Cooking, Leather-crafts, Metal-crafts, Rope Mastery, Stone-crafts, 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, Public Speaking, Seduction, Trading
Lore • General	Me/Re/Me	Standard	Standard	Fauna Lore, Flora Lore, Heraldry, History†, Philosophy, Race Lore†, Region Lore†, Religion
Lore • Magical	Me/Re/Me	Standard	Standard	Artifact Lore, Spell Lore, Undead 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, Tackling
Outdoor • Animal	Em/Ag/Em	Standard	Standard	Animal Handling†, Animal Training†, Driving†, Riding†
Outdoor • Environmental	SD/In/Me	Standard	Standard	Caving, Foraging, Hunting, Star-gazing, Survival†, Weather Watching
Power Awareness	Em/In/Pr	Standard	Standard	Attunement, Read Runes
Power Point Development	realm stat ‡	Special	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	Advanced Math, Anthropology†, Alchemy, and others†
Self Control	SD/Pr/SD	Standard	Standard	Frenzy, Meditation, Mnemonics, Stun Removal
Spells •				
Own Realm Closed Lists	realm stat ‡	Limited	0•0•0•0	One skill per spell list of this type †
Own Realm Open Lists	realm stat ‡	Limited	0•0•0•0	One skill per spell list of this type †
Own Realm Own Base Lists	realm stat ‡	Limited	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, Picking Locks, Setting Traps, 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	Diagnostics†, Engineering, Mechanition, Mining, Second Aid
Technical/Trade • Vocational	Me/In/Re	Combined	0•0•0•0	Administration, Appraisal, Boat Pilot, Evaluate Armor, Evaluate Metal, Evaluate Stone, Evaluate Weapon, Navigation, 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 †

† – 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, Pr for Mentalism.



Part II Creating a Character



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. 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.

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, and they make the character seem more realistic to the character's player as well as the other players and the Gamemaster.

ROLE TRAITS

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

- Personality
- Motivation
- Alignment
- Physical Appearance

See Appendix A-6 (p. 143) for a detailed discussion of role traits. Table T-1.7 details various possible ranges for role traits, but you must choose which ones will apply to your character.

Note: *If you or your GM want to, 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. These factors should be chosen within the limits given in the racial descriptions in Appendix A-1 (p. 85).

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.

In addition to racial factors, it is often useful to have numerical value that reflects your 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 your 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. Your character's potential Appearance is based upon his 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.

Your character's 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 potential Pr is 75 and you roll 23 on 5d10; so his Appearance is 73 = 75 - 25 + 23.*

For physical appearance, you choose the following (after referring to Appendix A-1.2, p. 87):

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

You decide not to roll for Varak's motivation, personality, and alignment (his GM agrees). Instead, you choose personality role traits of: Idealistic, Devout, and Stoic. You choose motivation role traits of: "Destroy Chaos" and "Promote Law and Order." You choose as an alignment role trait: Laws/Principles.

Finally, you record all of this on your record sheet.

BACKGROUND DETAILS

You and your Gamemaster should develop a general background and history for your character. After you have chosen your character's background options and role traits, you and your 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, you and your GM might decide that your character is a merchant's son. If you chose three skill bonus background options and a money background option, your character might be a farmer's son who has left the farm for adventure. The amount of detail that goes into this depends upon the amount of effort that you and your Gamemaster is able and willing to put into it (see Appendix A-6, p. 143).

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.*

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, Overprotective, 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, Outgoing, 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, Absentminded
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, race/culture, country, guild, population center, individual, etc.
06-10	Hate & Work Against: evil, dark lord’s forces, race/culture, country, guild, population center, individual, etc.
11-15	Hate: evil, dark lord’s forces, race/culture, country, guild, population center, individual, etc.
16-20	Dislike: evil, dark lord’s forces, race/culture, country, guild, population center, individual, etc.
21-25	Revenge against: individual, family, clan, race/culture, population center, guild, etc.
26-30	Preserve: individual, family, clan, ruler, country, race/culture, population center, guild, etc.
31-35	Protect: individual, family, clan, ruler, country, race/culture, population center, guild, “the weak,” etc.
36-40	Serve: individual, family, clan, ruler, country, race/culture, 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, race/culture, 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, “ <i>The End Justifies the Means</i> ” (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.		

* — 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.

ROLEMASTER





FINAL CHARACTER PREPARATION

Part II Creating a Character

Now you are ready to take the final steps in the character creation process: totaling skill bonuses, equipping your character, etc.

Then, for each skill category, you need to record (on Record Sheet T-6.2) the sum of the bonuses for the stats that apply to that skill category. The applicable stat for the Power Point Development category and all standard Spell categories is determined by your character's realm of power—Intuition for Channeling, Empathy for Essence, and Presence for Mentalism.

8.1

TOTALING THE BONUSES

At this point you must determine and total the bonuses for all of your character's stats, skill categories, and skills.

STAT BONUSES

For each of your stats, the basic stat bonus from the Basic Stat Bonus Table T-2.1 (p. 17), the racial stat bonus modification from the Race Abilities Table T-1.1 (p. 13), and any special bonuses should already be recorded in the spaces 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.

Example: You should now record Varak's stat bonuses: *Ag (+6), Co (+9), Me (0), Re (0), SD (0), Em (-3), In (+5), Pr (+4), Qu (0), St (+10).*

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	97	98	+8	-2	—	+6
Constitution	90	93	+5	+4	—	+9
Memory	38	67	0	0	—	0
Reasoning	43	71	0	0	—	0
Self Discipline	39	73	0	0	—	0
Empathy	20	59	-3	0	—	-3
Intuition	90	97	+5	0	—	+5
Presence	63	75	0	+4	—	+4
Quickness	75	91	+2	-2	—	0
Strength	92	92	+6	+4	—	+10

RANK BONUSES

To determine a category or skill's rank bonus you must refer to the Rank Bonus Table T-2.2. Each category/skill uses one of the columns of that table to determine its rank bonus. The specific column used is indicated in Table T-2.5 (p. 27) and in the "New Ranks" column on your Skill Category Record Sheet T-6.2.

Type of Rank Bonus	New Rank Symbol
Standard	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Combined	*
Limited	‡
Special	†

SKILL CATEGORY RANK BONUSES

For each skill category, total the number of ranks and determine the corresponding skill category rank bonus. Then record these values for each skill category on your Record Sheet T-6.2. The combined, limited, and special category rank bonuses are always zero.

Example: Varak has 6 skill category ranks in *Weapon • 1-H Edged* (2 from adolescence, 2 from hobbies, 1 from apprenticeship development, and, 1 from his training package)—so, the standard skill category rank bonus is 12. You should record these values on the line corresponding to that skill category. You should also record the values for each of Varak's other skill categories.

TOTAL SKILL CATEGORY BONUSES

For each skill category, total the bonuses you have already recorded on your Record Sheet T-6.2:

$$\text{skill category rank bonus} + \text{stat bonus} + \text{profession bonus} + \text{any special bonuses}$$

Then record these values for each skill category on your Record Sheet T-6.2.

SKILL CATEGORY RECORD SHEET T-6.2		Character: Varak									
Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Rank	Stat	Prof.	Special	Special	Total	
Armor • Heavy	St/Ag/St	5/5/5	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	+26	—	—	—	+11	
Armor • Light	Ag/St/Ag	2/2/2	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	+22	—	—	—	+24	
Armor • Medium	St/Ag/St	4/4/4	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+4	+26	—	—	—	+30	
Artistic • Active	Pr/Em/Ag	2/5	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	+7	—	—	—	-8	
Artistic • Passive	Em/In/Pr	2/5	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	+6	—	—	—	-9	
Athletic • Brawn	St/Co/Ag	3/7	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	+25	+5	—	—	+32	
Athletic • Endurance	Co/Ag/St	1/5	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+6	+25	+5	—	—	+36	
Athletic • Gymnastics	Ag/Qu/Ag	3/6	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+6	+2	+5	—	—	+23	
Awareness • Perceptions	In/SD/In	3/2	na	‡	0	+10	+10	—	—	+20	
Awareness • Searching	In/Re/SD	1/4	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+6	+5	+10	—	—	+21	
Awareness • Senses	In/SD/In	2/5	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	+10	+10	—	—	+5	
Body Development	Co/SD/Co	4/2	na	†	0	+18	+5	+10	—	+33	
Combat Maneuvers	Ag/Qu/SD	5/2	na	*	0	+6	—	—	—	+6	
Communications	Re/Me/Em	3/3/3	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+6	-3	—	—	—	+3	
Crafts	Ag/Me/SD	4/10	na	*	0	+6	—	—	—	+6	
Directed Spells	Ag/SD/Ag	5	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	+2	—	—	—	-3	
Influence	Pr/Em/In	2/6	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	+6	—	—	—	-9	
Lore • General	Me/Re/Me	1/3	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+6	0	—	—	—	+6	
Lore • Magical	Me/Re/Me	3/6	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	0	—	—	—	-15	
Lore • Obscure	Me/Re/Me	3/7	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	0	—	—	—	-15	
Lore • Technical	Me/Re/Me	2/6	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	0	—	—	—	-15	
Martial Arts • Striking	St/Ag/St	4	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	+26	—	—	—	+11	
Outdoor • Animal	Em/Ag/Em	1/5	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	0	+20	—	—	+22	
Outdoor • Environmental	SD/In/Me	1/3	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	+5	+20	—	—	+27	
Power Awareness	Em/In/Pr	5	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+4	+6	—	—	—	+10	
Power Point Development	In	8	na	†	0	+5	—	—	—	+5	
Science/Analytic • Basic	Re/Me/Re	2/5	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	0	—	—	—	+2	
Science/Analytic • Specialized	Re/Me/Re	8	na	*	0	0	—	—	—	0	
Self Control	SD/Pr/SD	2/7	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	+4	—	—	—	+1	
Spells •											
Own Realm Closed Lists	In	10	na	‡	0	+5	—	—	—	+5	
Own Realm Open Lists	In	8/8	na	‡	0	+5	—	—	—	+5	
Own Realm Own Base Lists	In	6/6/6	na	‡	0	+5	—	—	—	+5	
Subterfuge • Attack	Ag/SD/In	6	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	+11	—	—	—	-4	
Subterfuge • Mechanics	In/Ag/Re	4	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	+11	—	—	—	-4	
Subterfuge • Stealth	Ag/SD/In	1/5	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+4	+11	+5	—	—	+20	
Technical/Trade • General	Re/Me/SD	3/7	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+4	0	—	—	—	+4	
Technical/Trade • Professional	Re/Me/In	8	na	*	0	+5	—	—	—	+5	
Technical/Trade • Vocational	Me/In/Re	5/2	na	*	0	+5	—	—	—	+5	
Urban	In/Pr/Re	3/6	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	+9	—	—	—	-6	
Weapon • 1-H Concussion	St/Ag/St	6	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	+26	+5	—	—	+16	
Weapon • 1-H Edged	St/Ag/St	3/7	6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	+26	+5	—	—	+33	
Weapon • 2-Handed	St/Ag/St	6	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	+26	+5	—	—	+33	
Weapon • Missile	Ag/St/Ag	4	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	+22	+5	—	—	+29	
Weapon • Missile Artillery	In/Ag/Re	9	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	+11	+5	—	—	4	
Weapon • Pole Arms	St/Ag/St	6	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	+26	+5	—	—	+33	
Weapon • Thrown	Ag/St/Ag	9	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-15	+22	+5	—	—	+12	

Example: *Varak's total skill category bonus for Weapon • 1-H Edged is 43 (+12 for the rank bonus +26 for the stat bonus +5 for the profession bonus). You should record this value on the line corresponding to that skill category. You should also record the value for each of Varak's other skill categories.*

Then, for each skill, you need to record (on Record Sheet T-6.3) the total skill category bonus that corresponds to that skill.

Example: *Skill with a Broadsword is in the Weapon • 1-H Edged category. So, you should record Varak's total skill category bonus of 43 in the "category" column of the Broadsword skill line on your Record Sheet T-6.3. Similarly, you should record the total skill category bonus for each of Varak's other skills.*

Rank	Standard Category Rank Bonus □□□	Standard □□□	Skill Rank Bonus		
			Standard *	Limited ‡	Special †
0	-15	-15	-30	0	0
1	2	3	5	1	6
2	4	6	10	2	12
3	6	9	15	3	18
4	8	12	20	4	24
5	10	15	25	5	30
6	12	18	30	6	36
7	14	21	35	7	42
8	16	24	40	8	48
9	18	27	45	9	54
10	20	30	50	10	60
11	21	32	53	11	65
12	22	34	56	12	70
13	23	36	59	13	75
14	24	38	62	14	80
15	25	40	65	15	85
16	26	42	68	16	90
17	27	44	71	17	95
18	28	46	74	18	100
19	29	48	77	19	105
20	30	50	80	20	110
21	31	51	82	20.5	114
22	31	52	83	21	118
23	32	53	85	21.5	122
24	32	54	86	22	126
25	33	55	88	22.5	130
26	33	56	89	23	134
27	34	57	91	23.5	138
28	34	58	92	24	142
29	35	59	94	24.5	146
30	35	60	95	25	150
31+	35	60 + 0.5 per rank over 30	95 + 0.5 per rank over 30	25	150 + 3 per rank over 30

Character: Varak		Player: Your Name					
		Level: _____					
Skill Name	#Ranks	New Ranks	Bonuses				Total
			Rank	Category	Item	Special	
Rigid Leather	1	□□□	+3	+24			+27
Chain	2	□□□	+6	+30			+36
Jumping	0	□□□	-15	+32			+17
Swimming	2	□□□	+6	+36			+42
Climbing	1	□□□	+3	+23			+26
Alertness ‡	4	□□□	+4	-20			+24
Observation	1	□□□	+3	-21			+24
Body Development †	6	□□□	+36	+33			+69
High-speech, spoken	0	□□□	+30	+3			+33
High-speech, written	0	□□□	+30	+3			+33
Commonspeech, spoken	0	□□□	+30	+3			+33
Commonspeech, written	0	□□□	+30	+3			+33
Grey-elvish, spoken	6	□□□	+18	+3			+21
Grey-elvish, written	6	□□□	+18	+3			+21
High-elvish, spoken	2	□□□	+6	+3			+9
High-elvish, written	2	□□□	+6	+3			+9
"Own" Region Lore	3	□□□	+9	+6			+15
"High Man" Race Lore	3	□□□	+9	+6			+15
Riding (horses)	1	□□□	+3	+22			+25
Foraging	0	□□□	-15	+27			+12
Attunement	1	□□□	+3	+10			+13
Basic Math	0	□□□	-15	+2			-13
Power Point Development †	1	□□□	+6	+5			+11
Path Mastery (base spell list) ‡	1	□□□	4	+5			+6
Nature's Way (base spell list) ‡	1	□□□	4	+5			+6
Inner Walls (base spell list) ‡	1	□□□	4	+5			+6
Stalking	2	□□□	+6	+20	+10		+36
Hiding	0	□□□	-15	+20	+10		+15
First Aid	1	□□□	+3	+4			+7
Broadsword	6	□□□	+18	+43	+5	+10	+76
Two-Handed Sword	1	□□□	+3	+33			+36
Composite Bow	2	□□□	+6	+29			+35
Spear	1	□□□	+3	+33			+36
Dagger	0	□□□	-15	+43			+28

SKILL BONUSES

For each skill, total the number of ranks **and** determine the corresponding skill rank bonus. Then record these values for each skill on your Record Sheet T-6.3.

Example: *Varak has 6 skill ranks in Broadsword (2 from adolescence, 2 from hobbies, 1 from apprenticeship development, and, 1 from his training package)—so, the standard skill rank bonus is 18. You should record this value on the line corresponding to that skill. You should also record the values for each of Varak's other skills.*

TOTAL SKILL BONUSES

For each skill, total the bonuses you have already recorded on your Record Sheet T-6.2:

$$\text{skill rank bonus} + \text{total skill category bonus} + \text{any item bonuses} + \text{any special bonuses}$$

Then record these values for each skill on your Record Sheet T-6.2.

Example: *Varak's total skill bonus for Broadsword is 76 (+18 for the rank bonus +43 for category bonus +5 for his sword +10 for his background option). You should record this value on the line corresponding to that skill. You should also record the value for each of Varak's other skills.*

COMMONLY USED SKILLS & ATTACKS

You may want to record the bonuses and ranks for your character's commonly used attacks and skills on your Character Record Sheet T-6.1. Then, most of the time, you will only have to have that sheet available during play.

Example: *See Varak's Record Sheet on page 34.*



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8.2 LEVEL, EXPERIENCE POINTS, AND AGE

You should record that your character is 1st level and has 10,000 experience points.

Your character's *minimum* starting age is sixteen plus the months required for any training packages (see Appendix A-5, p. 134) that he starts with. He can be any age that is greater than this minimum—subject to the lifespan limits given in Appendix A-1 (p. 85).

Example: *Varak developed the Adventurer training package which requires 24 months. So Varak can start at an age of 18 or more. You choose to start him at an age of 22. However, you decide that he looks as if he were in his late-20's due to hard living and his outlook on life.*

CHARACTER RECORD SHEET T-6.1	
Experience Points	10,000
Level:	1st

8.3 OUTFITTING

In addition to equipment and money from his background options (Section 5.0, p. 20) and training packages (Section 6.3, p. 24), your character automatically begins the game with the equipment and money listed below. The race description for your character provides details and suggestions for this equipment and money (see Appendix A-1, p. 85).

- Up to two normal weapons of his choice. He must have a skill rank of at least one in each weapon skill that applies to these weapons.
- One suit of armor corresponding to the armor skill for which he has the highest skill rank. He must have a skill rank of at least one in this armor skill.
- 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-1, p. 85) with which to buy equipment and to survive on until he can get more.

To begin the game, your character may also purchase any equipment and supplies that he wishes from the Tables in Appendix A-7 (p. 144) with this cash.

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.
- Any equipment & money from background options and training packages.
- Two gold pieces (or the equivalent for his race).
- Equipment purchased with your starting money.

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

Starting Equipment	weight in lb.
Composite bow	2.5
Spear	4.0
Rigid Leather Breastplate (AT: 9)	wear
Clothes (includes boots and cloak) and personal effects	wear
Weapons belt & belt pouch	wear
Magic Elven Cloak (+10 to stalking & hiding)	wear
Broadsword (+5 non-magic) & Scabbard	4.0
2' Wooden Rod (+3 spell adder) & Scabbard	1.0
Total:	11.5



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 that the value of each type of coin is 10 times the value of the next lower coin.

Example: *Varak has 5 gold pieces (2 +3 from his training package) to spend on other equipment (see Appendix A-7, p. 144). He decides to buy (based on "city cost"):*

gp	sp	bp	cp	tp		weight in lb.
0	0	0	0	0	Starting equipment	11.50
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	Quiver (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	1	2	0	0	50' superior rope	3.00
0	0	0	1	2	4 torches	4.00
0	0	0	1	0	Waterskin (full)	0.75
0	0	1	0	0	Trail rations (1 week)	14.00
0	10	25	5	2	Total:	65.50

Making change as indicated below, these purchases leave him with 3 gold pieces, 7 silver pieces, 4 bronze pieces, 4 copper pieces, and 8 tin pieces.

8.4 MISCELLANEOUS FACTORS

There are a number of miscellaneous factors that you should now calculate and record.

POWER POINTS

In order to cast a spell, a number of power points (PPs) equal to the spell's level must be used. Your character has a maximum number of power points equal to his skill bonus for Power Point Development. You should record your character's PP Development skill bonus in the space marked: "Power Points."

Example: *Varak has a Power Point Development skill bonus of 11—record this on his Character Record Sheet in the space marked "Power Points (Max.)."*

HITS

Your character has a maximum number of hits (also called concussion hits) equal to his skill bonus for Body Development. You should record your character's Body Development skill bonus in the space marked: "Hits."

Example: *Varak has a Body Development skill bonus of 69—record this on his Character Record Sheet in the space marked "Hits (Maximum)."*

RECOVERING POWER POINTS AND HITS

During play, your character will recover power points and hits. The recovery rates vary depending upon whether your character is active, resting, or sleeping—see Appendices A-4.15 (p. 123) and A-4.5 (p. 112). These rates are summarized at the bottom of your Character Record Sheet.



Hits (Maximum): <u>69</u>	Miscellaneous Information:	Power Points (Max.): <u>1</u>
Recover: 1 per 3 hr. (active) <u>5</u> (Co bonus ÷ 2) per hr. (resting) <u>8</u> (Co bonus x 2) per 3 hr. (sleeping)		Recover: 1 per 3 hr. (active) <u>3</u> (realm stat bonus ÷ 2) per hr. (resting) <u>6</u> (maximum PPs ÷ 2) per 3 hr. (sleeping)
Maximum = 10 + Body Dev. Skill Bonus		Maximum = Power Point Dev. Skill Bonus



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DEFENSIVE BONUS (DB)

Your character's Defensive Bonus is used in combat as a subtraction from an opponent's attack roll against him. Appendix A-10.3 (p. 212) details the factors that can affect a character's DB. The following factors should be recorded on your Character Record Sheet for easy reference:

- Three times the character's Qu stat bonus.
- The armor quickness penalty of any armor normally worn (see the Armor Table T-3.3, p. 35).
- Shield bonus if applicable.
- Special armor and item bonuses if applicable.
- Total DB (under normal circumstances).

Example: *Varak has a Qu stat bonus of zero, an armor quickness penalty of zero (for AT 9, rigid leather), a shield bonus of 20, and no special bonuses. You should record these values and a total DB of 20.*

Quickness Bonus (3 x Qu):	<u>0</u>
Armor Quickness Penalty:	<u>0</u>
Shield Bonus:	<u>20</u>
Magic (Spells, Items, etc.):	<u>0</u>
Special:	<u>0</u>
Total Normal DB:	<u>20</u>
RESISTANCE ROLLS:	
Race	Stat
	Total

KNOWN SPELLS

Your character "learns" spells by developing skill ranks in the spell list that the spell is on. Your 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. Your character can attempt to cast any spell that he knows.

You can record all spells your character knows on the back of your record sheets. Alternatively, you may want to photocopy the pages that contain the appropriate spell descriptions.

You can record all spells your character knows on the back of your record sheets. Alternatively, you may want to photocopy the pages that contain the appropriate spell descriptions.

Example: *Varak has one rank in each of three spell lists: Inner Walls, Nature's Way, and Path Mastery. So, you should record the first level spell from each of these lists on the back of Varak's Character Record Sheet.*

Spell (Level)	Spell List
Heat Resistance (1st)	Inner Walls
Trap Detection (1st)	Nature's Way
Path Lore (1st)	Path Mastery





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RESISTANCE ROLL BONUSES

Certain attacks and events occurring during play will require your character to make a resistance roll (RR) to determine if or how an attack affects him. These types of attacks include: spells, poisons, diseases, fear, etc. Section 18.1 (p. 52) details how to resolve a RR.

Standard modifications to resistance rolls include: stat bonuses, item bonuses, and race bonuses. The race bonuses are presented in the Race Abilities Table T-1.1 (p. 13). The following stat bonuses normally apply and should be recorded on your Character Record Sheet.

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

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

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

A RR versus **poisons and diseases** is modified by three times the subject's stat bonus for Constitution (Co). 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 (p. 52). 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 (SD). Resistance rolls are resolved by assigning a level and resolving the resistance roll using Table T-3.4 (p. 52). For more on fear see *Gamemaster Law*.

Example: You should now record the applicable stat bonus for each of Varak's resistance rolls: +15 for Channeling (3xIn), -9 for Essence (3xEm), +12 for Mentalism (3xPr), +27 for poison/disease (3xCo), and 0 for fear (3xSD). The -5 values already recorded are RR mods based on Varak's race (see Table T-1.1, p. 13).



CHARACTER RECORD SHEET T-6.1				Character Name: Varak Taruk						
Experience Points: 10000		Level: 1st		Player: Your Name		Campaign (GM): Blandlands (Your GM's Name)				
Race: HighMan				STAT		Basic				
Profession: Ranger				Temp		Racial				
Training Packages: Adventurer				Agility		Special				
Realm of Power: Channeling				Pot		Stat				
Armor Type: 9				Constitution		Bonus				
Weight Penalty: _____				Memory		Bonus				
Base Movement Rate: 55				Reasoning		Bonus				
Moving Maneuver Penalty: -23				Self Discipline		Bonus				
Missile Penalty: 0				Empathy		Bonus				
Quickness Bonus (3 x Qu): 0				Intuition		Bonus				
Armor Quickness Penalty: 0				Presence		Bonus				
Shield Bonus: 20				Quickness		Bonus				
Magic (Spells, Items, etc.): 0				Strength		Bonus				
Special: 0										
Total Normal DB: 20										
RESISTANCE ROLLS:				COMMONLY USED SKILLS						
Type	Race Bonus	Stat Bonus	Total Bonus	Skill	Ranks	Bonus	Ranks	Bonus		
Channeling	-5	+15 (3 x In)	+10	Jumping	0	-47	Riding (Horses)	1	+25	
Essence	-5	-9 (3 x Em)	-14	Swimming	2	+42	Foraging	0	+2	
Mentalism	-5	+12 (3 x Pr)	+7	Climbing	1	+26	Attunement	1	+13	
Poison/Disease	0	+27 (3 x Co)	+27	Alertness	4	+24	Basic Math	0	-13	
Fear	0	0 (3 x SD)	0	Observation	1	+24	Path Mastery	1	+6	
				High Speech (S/W)	100	+33	Nature's Way	1	+6	
				Common Speech (S/W)	100	+33	Inner Walls	1	+6	
				Grey-Elvish (S/W)	6/6	+21	Stalking	2	+36	
				High-Elvish (S/W)	2/2	+9	Hiding	0	+15	
RACE/STAT FIXED INFO:				"Own" Region Lore				3	+15	
Soul Departure: _____ rounds				"High-Man" Race Lore				3	+15	
Recovery Multiplier: x _____										
Body Development Progression: _____										
PP Development Progression: _____										
ROLE TRAITS:				COMMONLY USED ATTACKS						
Appearance:	23			Attack/Weapon	Ranks	Bonus	Fumble	Range Modifications		
Demeanor:	Confident & Proud			Broadsword	6	+76	0103	None		
Apparent Age:	27			Composite Bow	2	+35	0104	+25 (1-10), 0 (11-100), .35 (101-200), .60 (201-300)		
Actual Age:	22			Spear	1	+36	0105	-10 (1-10), .20 (11-25), .30 (26-50)		
Gender:	Male			Dagger	0	+28	0	-10 (1-10), .20 (11-25), .30 (26-50)		
Skin:	Fair			Two-Handed Sword	1	+36	0105	None		
Height:	6'4"									
Weight:	220 lb.									
Hair:	Black									
Eyes:	Hazel									
Personality:	Idealistic, Devout, Stoic									
Motivation:	Destroy Chaos, Promote Law and Order									
Alignment:	Law/Principles									
BACKGROUND INFORMATION:				COMMONLY USED EQUIPMENT						
Nationality: _____				Item				Location	Weight	Description
Home Town/City: _____				Phen Cloak				Wear	-	+10 bonus to Stalking & Hiding
Deity: _____				Wooden Rod				sheath	10	+3 spell adder, 2' long
Patron/Lord: _____				Broadsword				sheath	4.0	+5 non-magic bonus
Parents: _____										
Spouse: _____										
Children: _____										
Other: _____										
				Hits (Maximum): 69				Miscellaneous Information:		
				Recover: 1 per 3 hr. (active)				Power Points (Max.): 1		
				5 (Co bonus ÷ 2)				3 (realm stat bonus ÷ 2)		
				per hr. (resting)				per hr. (resting)		
				8 (Co bonus x 2)				6 (maximum PPs ÷ 2)		
				per 3 hr. (sleeping)				per 3 hr. (sleeping)		
				Maximum = 10 + Body Dev. Skill Bonus				Maximum = Power Point Dev. Skill Bonus		

MOVING MANEUVER PENALTY

Your character has a "moving maneuver penalty" (MMP) that is added to any moving maneuver rolls (see Section 15.0, p. 48). Your character's MMP is equal to:

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

Note: In other words, your character's skill bonus for armor can **not** modify his 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.

Example: Varak wears a rigid leather breastplate (AT: 9), which has a maximum maneuver modification of -50 and a minimum maneuver modification of -5 (see the Armor Table T-3.3). His Rigid Leather skill bonus is +27. So, Varak's MMP is $-23 = 0 + [-50 + 27]$. Varak realizes that he needs to develop some more armor skills.

STRIDE 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'

BASE MOVEMENT RATE

Your character has a base movement rate that determines how far he can move each round (see Section 16.0, p. 51).

Base Movement Rate = 50' + 3 x Qu Stat Bonus + Stride Modification (see *Stride Modification Chart*)

Example: *Varak's* base movement rate is 55' = 50' + (3 x 0) + 0 + 5 (stride modification).

WEIGHT PENALTY

If your character is not very strong and attempts to carry too much equipment, your Gamemaster may require you to calculate your character's "Weight Penalty" (see Section 18.16, p. 56). If your character has a weight penalty, it will modify his base movement rate and his MMP.



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 8.4 (p. 34) and Appendix A-4.1 (p. 104).

† - Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type—see Section 8.4 (p. 34) and Appendix A-4.1 (p. 104).

‡ - 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 and hands of a combatant (see Appendix A-10.4, p. 215).

§ - An Armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB—see Section 8.4 (p. 33) and Appendix A-10.3 (p.212). 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.



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9.0 EXPERIENCE & ADVANCING LEVELS

Your character has a "level" that provides an indication of his capabilities. Your character can become more powerful and skilled by advancing levels as he gains experience. Experience is represented in play by experience points (EPs) which the Gamemaster awards to characters for certain experiences, activities, and achievements.

Normally, your character starts play as a 1st level character and his level increases as he acquires experience points from his adventures. Your 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 later in this section and the Experience Point Table T-2.6.

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 23.0 (p. 71) 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



CHARACTER LEVELS

Your character's level is determined by how many experience points he has accumulated. Your 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, your 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: *Chrissa, 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, she is 6th level.*

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 6.0, p. 22).

ADVANCING A LEVEL

When your character advances a level, you must perform several actions:

- "Stat Gain Rolls" must be made to determine if your character's temporary stats change.
- The skill development process is followed. This process is identical to apprenticeship skill development (see Section 6.0, p. 22).
- 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 Character Law.*

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	

STAT GAIN ROLLS

Upon reaching a new experience level, your character must make a stat gain roll for each stat to determine if that temporary stat changes. 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):

- 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. A temporary stat can never be greater than its corresponding potential stat.*

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

Now the difference between her temporary SD and Potential SD is 17 (78-61), and Rhiannon 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 Rhiannon 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 her next stat gain roll Rhiannon rolls an '8' and an '8', and her temporary stat is increased by 16. However, her Potential SD stat is only 78, so her temporary SD stat only increases to 78.



PART III

PERFORMING ACTIONS

This part of *Rolemaster* 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 Part IV).

OVERVIEW

In a tactical situation (usually combat), action is resolved in terms of feet and seconds. Normally during the *Rolemaster* 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 ob-

vious 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. Another player can keep track of the round and action sequencing (Section 11.0, p. 40). 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.

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 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 you wish. Suggestions include: commercially available miniatures (small statues of various 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 page 251 there is a sheet of 8.5" x 11" 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 piece can occupy a separate hex to indicate its location.

Most 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.

Note: A round consists of 5 phases, three of which you can take actions in. A character may take up to 3 actions per round, one action per phase, but may not exceed 100% activity.





THE ACTIONS



Part III Performing 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:

- Attacks (see Section 12.0, p. 42)
- Simple Actions (see below)
- Static Maneuvers (see Section 13.0, p. 44)
- Casting Spells (see Section 14.0, p. 46)
- Moving Maneuvers (see Section 15.0, p. 48)
- Movement (see Section 16.0, p. 51)

The rest of Part III 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.

Table T-3.2 presents some of the commonly occurring actions and the activity percentages normally required.

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 static maneuvers or moving maneuvers. Each class of maneuvers is resolved differently (see Sections 13.0 & 15.0).

COMMON ACTIONS TABLE T-3.2

Action	% of Total Activity	VARIABLE PERCENTAGE ACTIVITIES	
Movement as a snap action	1-20%	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.	
Movement as a normal action	1-50%	Action	% of Total Activity
Movement as a deliberate action	1-80%	Making rapid Observation Maneuver (-40 mod)	30%
Preparing a spell (Section 18.12, p. 55)	90%	Making half Observation Maneuver (-20 mod)	50%
Casting a non-instantaneous spell ‡	75%	Making full Observation Maneuver (+0 mod)	70%
Casting an instantaneous spell ‡	10%	Rapid dismount from a riding animal	20%
Concentration		Careful dismount from a riding animal	50%
(i.e., to maintain a spell, balance, etc.)	50%	Mounting a riding animal	50%
Disengage from Melee (may move 10')	25%	Relaxed swim	50%
Making a moving maneuver (Sec. 15.0, p. 48)	varies	Hard swim	90%
Making a static maneuver (Sec. 13.0, p. 44) †	varies	Hiding	20%
Making a melee attack (App. A-10.5) *	60-100%	Stalking	at least 50%
Press & attack (App. A-10.5, p. 216) *	80-100%	Climbing	60-100%
React & attack (App. A-10.5, p. 216) *	80-100%	Standing up from a seated position	10%
Making a missile attack (App. A-10.4, p. 215)*	30-60%	Standing up from "on knees/crouch"	20%
Parrying a missile attack (App. A-10.4, p. 215)	50%	Moving up from prone to "on knees/crouch"	30%
Loading or Reloading a sling	50%	Standing up from a prone position	50%
Loading or Reloading a short bow	50%	Rapid drop to the ground	10%
Loading or Reloading a composite bow	60%	Careful drop to the ground	20%
Loading or Reloading a long bow	70%	Picking something up off the ground	30%
Loading or Reloading a light crossbow	160%	Dropping something	0%
Loading or Reloading a heavy crossbow	220%		
Shifting a weapon	10%		
Drawing a weapon	20%		
Changing weapons	50%		
Making an Awareness static maneuver (Section 18.3, p. 53)	10%		
Controlling mount (Section 18.15, p. 55)	10-100%		

* - If less than the maximum % activity indicated is used, the attack has a -1 modification for every 1% under the maximum (see Appendix A-10.2, p. 210).

† - Unless stated otherwise by the GM or by the description of the skill used (see Appendix A-4, p. 102), 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.



11.0

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. Movement is described in detail in Section 16.0 (p. 51).

- A *snap* movement action can take no more than 20% activity (i.e., up to 20% of your movement rate).
- A *normal* movement action can take no more than 50% activity (i.e., up to 50% of your movement rate).
- A *deliberate* movement action can take no more than 80% activity (i.e., up to 80% of your movement rate).

THE BATTLE ROUND SEQUENCE

Actions are normally performed in the following order during a round (unless an action is canceled or put into an “opportunity state,” see Sections 18.7 & 18.8, p. 54).

- 1) Action Declaration Phase
- 2) Initiative Determination Phase
- 3) Snap Action Phase
- 4) Normal Action Phase
- 5) Deliberate Action Phase

Note: *Awareness and Orientation rolls are used when required by circumstance (see Sections 18.3 & 18.4, p. 53).*

Note: *Conflicting actions may modify this sequence (see Section 18.6, p. 54).*

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:

$$2d10 + Qu \text{ Bonus} + \text{Modifications}$$

Condition	Modification
Surprised	-4
Taken more than 50% of hits	-4
Declared Movement	-1 per 10% of maximum movement activity (based on declared pace)

In each phase (snap, normal, deliberate), the character with the highest initiative roll takes his action (if any) first, then the character with the next highest roll takes his action, and so on until all actions for that phase have been resolved.

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 Appendix A-10.3, p. 212).
- 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.



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: This example uses some combat terms defined later in Part III. You should read it now to get an idea of how the turn sequence, % activity, and initiative works.

Jax (a Half-elf Thief) has just finished climbing a rope onto the flat roof of a tower. His buddy, Naug (a Dwarfen



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 when walking, 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.

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.

In 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 +10 for a deliberate action, +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.



12.0 ATTACKS

Part III Performing Actions

This section describes attacks and the process used to resolve attacks. 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:

- Missile Attacks..... Appendix A-10.4, p. 215
- Melee Attacks Appendix A-10.5, p. 216
- Basic Spell Attacks Appendix A-10.6, p. 218
- Directed Spell Attacks Appendix A-10.7, p. 219
- Area Spell Attacks Appendix A-10.8, p. 219

Note: See Appendices A-10 (p. 208-219) for full details on each type of attack.

ATTACK RESOLUTION

An attack is resolved by the attacker making an open-ended attack roll (1d100), adding any applicable modifications, and then applying the modified roll to the appropriate attack table. Attack, critical, and fumble/failure tables can be found in Appendix A-10.9 - A-10.11 (p. 220-241). Results are explained in Section A-10.1 (p. 208) 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 or failure table (p. 240-241), a critical table (p. 231-239), or the Resistance Roll Table T-3.4 (p. 52).

Example: Rollo with his shield and broadsword faces off with a Gorlu warrior using a scimitar. Both combatants will attack using the One-Handed Edged Weapon Attack Table A-10.9.2. Rollo has an armor type of 9, a defensive bonus of +29, and a skill bonus of +65 (his offensive bonus, OB) with his broadsword. The Gorlu has an armor type of 13, a defensive bonus of +15 and a skill bonus of +69 with his scimitar (his offensive bonus, OB).

Rollo attacks first and rolls a '36', for a modified attack result of '86'—adding Rollo's OB of +65 and subtracting the Gorlu's DB of 15. Cross-indexing '86' with the Gorlu's armor type of 13, we get a result of '6'—the Gorlu takes 6 hits.

The Gorlu then attacks Rollo and rolls a '91', for a modified attack roll of '131'—adding the Gorlu's OB of +69 and subtracting Rollo's DB of 29. Cross-indexing '131' with Rollo's armor type of 9, we get a result of '18D'—Rollo takes 18 hits and an 'D' severity critical. The critical type is 'slash' and another roll is made for the critical—the roll is a '17'; Rollo is lucky. Cross-indexing '17' with the severity ('D') on the Slash Critical Strike Table A-10.10.5, we see that Rollo takes 2 extra hits and has a -10 modification to all actions.

Now wounded and worried, Rollo attacks again and rolls a '97'. Because this roll is open-ended, Rollo rolls again—the roll is a '11', so Rollo's attack roll is 108 (97+11). His modified attack roll is '148' (108 +65 OB -15 DB -10 due to the critical). Cross-indexing '148' with the Gorlu's armor type of 13, we get a result of '18E'—the Gorlu takes 18 hits and an 'E' severity critical. The critical type is 'slash' and another roll is made for the critical—the roll is a '66'. Cross-indexing '66' with the severity ('E') on the Slash Critical

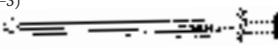
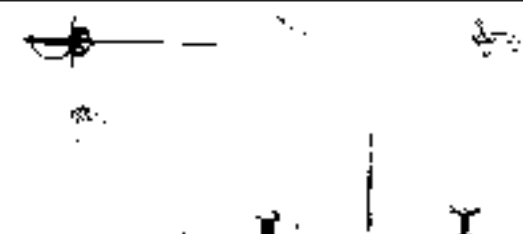
ONE-HANDED EDGED WEAPON ATTACK TABLE A-10.9.2

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148-150	8D	10D	12E	14E	15E	15E	18E	18E	16E	18E	18E	22E	22E	20E	25E	28E	22E	25E	28E	30E	148-150
145-147	8C	10C	12D	14D	15D	15D	18E	18E	16E	18E	22E	21E	20E	20E	25E	27E	21E	24E	27E	29E	145-147
142-144	8C	10C	12D	13D	15D	14D	17D	17E	15D	17E	21E	21E	19E	19E	24E	26E	21E	24E	27E	28E	142-144
139-141	8B	10B	11C	13D	14D	14D	17D	17D	15D	16D	20D	20E	19E	19E	23E	26E	20E	23E	26E	27E	139-141
136-138	8B	9B	11C	13D	14C	14C	16D	16D	14D	16D	19D	19E	18D	18E	22E	25E	19E	22E	25E	26E	136-138
133-135	7A	9B	11B	12D	13C	13C	15C	15D	14C	15D	19D	18D	18D	18D	22D	24E	18E	21E	24E	25E	133-135
130-132	7A	9A	10B	12C	13B	13C	15C	15D	13C	15D	18D	18D	17D	17D	21D	23D	17D	20E	24E	24E	130-132
127-129	7A	9A	10B	11C	12B	12B	14C	14C	13C	14C	17D	17D	17C	17D	20D	22D	17D	19D	23E	23E	127-129
124-126	7A	8A	10B	11C	12B	12B	14C	14C	12C	13C	16C	16D	16C	16D	19D	21D	16D	18D	22E	22E	124-126
121-123	7	8A	9A	10B	12A	11B	13B	13C	12C	13C	15C	15D	16C	16D	19D	20D	15D	18D	21E	22E	121-123
118-120	6	8	9A	10B	11A	11A	13B	12C	11B	12C	15C	14C	15C	15C	18D	19D	14D	17D	20D	20D	118-120
115-117	6	7	8A	10B	11A	10A	12B	12C	11B	11C	14C	14C	15C	14C	17C	19D	14C	16D	20D	19D	115-117
112-114	6	7	8A	9A	10A	10A	12B	11B	10B	11B	13C	13C	14C	14C	17C	18D	13C	15D	19D	19D	112-114
109-111	6	7	8A	9A	10A	10A	11A	11B	10B	10B	13C	12C	14B	13C	16C	17C	12C	14C	18D	18D	109-111
106-108	6	7	7	8A	9	9A	10A	10B	9A	9B	12B	11C	13B	13C	15C	16C	11C	13C	17D	17D	106-108
103-105	5	6	7	8A	9	9	10A	9B	9A	9B	11B	11C	13B	12C	14C	15C	10B	13C	17D	16D	103-105
100-102	5	6	7	7A	9	8	9A	9A	8A	8B	11B	10B	12B	12B	14B	14C	10B	12B	16D	15C	100-102
97-99	5	6	6	7	8	8	9	8A	8A	8A	10B	9B	12B	11B	13B	13B	9A	11B	15C	14C	97-99
94-96	5	6	6	6	8	7	8	8A	7A	7A	9A	8B	11A	12B	12B	12B	8A	10B	14C	12C	94-96
91-93	5	5	6	6	7	7	8	7A	7	6A	8A	7B	11A	10B	11B	12B	7	9A	13C	12B	91-93
88-90	4	5	5	6	7	6	7	6	6	6	8A	7B	10A	10B	11B	11B	6	8	13C	11B	88-90
85-87	4	5	5	5	6	6	6	6	6	5	7A	6B	10A	9A	10A	10B	6	7	12B	10A	85-87
82-84	4	4	5	5	6	6	6	5	5	4	6	5A	9	9A	9A	9A	5	7	11B	9	82-84
79-81	4	4	4	4	6	5	5	5	5	4	5	4A	9	8A	9A	8A	4	6	10A	8	79-81
76-78	4	4	4	4	5	5	5	4	4	3	5	4A	8	8	8A	7A	3	-	10A	-	76-78
73-75	4	4	3	3	5	4	4	3	4	3	4	3	8	7	7	6A	-	-	9	-	73-75
70-72	3	3	3	3	4	4	4	3	3	2	3	2	7	7	6	6A	-	-	8	-	70-72
67-69	3	3	3	3	4	3	3	2	3	-	2	-	7	6	6	5	-	-	-	-	67-69
64-66	3	3	2	2	3	3	3	2	2	-	2	-	6	5	5	4	-	-	-	-	64-66
61-63	3	3	2	2	3	2	2	1	2	-	-	-	6	5	4	-	-	-	-	-	61-63
58-60	2	2	2	1	3	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-	58-60
55-57	2	2	1	1	2	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-	55-57
52-54	2	2	1	1	2	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-	52-54
49-51	2	2	1	-	1	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-	49-51
46-48	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
xx-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	xx-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Bastard Sword (used 1-handed)	01-04	Slash	-5	150	E
Broadsword	01-03	Slash	+0	150	E
Cutlass	01-03	Slash	-5	150	E
Dagger	01	Puncture	-10	110	D
Falchion ‡	01-05	Slash	+0	150	E
Foil †	01-03	Puncture	-15	110	D
Handaxe	01-04	Slash	+10	150	E
Katana ‡	01-03	Slash	+5	150	E
Long Sword	01-04	Slash	+0	150	E
Main Gauche	01-02	Puncture	-5	120	D
Rapier †	01-04	Puncture	+10	130	E
Sabre	01-03	Slash	+0	150	E
Sai	01-02	Puncture	-10	120	D
Scimitar	01-04	Slash	+0	150	E
Short Sword	01-02	Slash	+0	135	E
Tomahawk	01-04	Slash	+0	140	E

TYPICAL WEAPON DATA

Length:	2 - 3.5 feet	Range Modifiers:	-
Weight:	3 - 5 pounds		
Fumble Range:	01 - 03 ^{UM} (XX=3)		
Critical Type:	Slash (p. 235)		
F - Weapon fumbled, roll on Table A-10.11.1 (p. 240).			
UM - Unmodified roll. Apply result with no modifications.			
			

† - Delivers only half of the hits indicated.
‡ - Delivers an extra 50% of the hits indicated.



A-10.10.5		
	D	E
01-05	Strike lands poorly. +2H	Your attack is weak. +3H
06-10	An opening appears and all you can do is smack foe lightly. +4H	Unbalance foe. You receive initiative next round. +5H
11-15	You force your opponent back. He keeps you at bay with wild swings. +3H - ×	You push aside foe's weapon and force him back. +4H - ×
16-20	You lean in and slash foe's side. You receive initiative next round. +2H - (-10)	Strong blow to foe's ribs. Foe drops his guard and almost his weapon. *⊗ - (+10)
21-35	Arm and chest strike. Foe cannot defend himself for a moment. You step around his shielded side. +3H - *⊗	Foe avoids your main effort, but you nick him on your recovery. Foe receives minor side wound and stumbles back 10 feet. +3H - ♣ - (-10)
36-45	Foe blocks your attack on his chest. You slash foe's upper area. +3H - 2♣	Blow to foe's upper leg. Leg armor helps block the blow. with leg greaves: +5H w/o leg greaves: +3H - 3♣
46-50	Reach long and catch foe in his lower back. He twists out of it, but is unbalanced. +3H - *⊗ - 2♣	Strike to foe's stomach. He doubles over in pain and you pull your sword clean with one more sweep. +4H - *⊗ - 3♣
51-55	Heavy blow to upper torso. Wound falls open and foe is in pain. His guard is still up, amazingly enough. +5H - × - 3♣ - (-15)	Cut foe open with little grace. You are unsure of your success until you see all the blood coming out of his chest. +6H - 2* - 4♣ - (-10)
56-60	Tip of your blade gets a hit on foe's thigh. You twist your weapon. +6H - 2* - 2♣	Thigh wound. Your blow cuts deep and severs an important vein. +8H - 2* - 5♣
61-65	You are lucky to strike foe's forearm while recovering from a lunge. +4H - 2* - 3♣ - (-10)	Foe tries to disarm you and pays with a nasty cut to his forearm. +6H - 2* - 3♣ - (-15)
66	You knock foe out for 6 hours with a strike to side of head. If foe has no helm, you kill him instantly. +15H	Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot! +12H - (+10)

Strike Table A-10.10.5, we see that the Gorlu's arm is severed, he is down, he takes 12 more hits, he dies in 12 rounds, and Rollo gets a +10 bonus to his attacks next round.

Heaving a sigh of relief, Rollo sits down and starts to bind his wound.

UNMODIFIED ROLLS

When an attack roll before modification falls within an "Unmodified" (UM) 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 higher (or lower) result.

Each unmodified range is marked with a "UM." Each weapon attack table in Appendix A-10.9 (p. 220-230) has a variable unmodified "Fumble Range" specified in the statistics for each specific weapon.

Example: Suppose in the previous example, Rollo had rolled a '02' instead of a '97' on his second attack. '02' is in the unmodified fumble range of 01-03 for Table A-10.9.2. So, even though Rollo would normally add his +65 OB to his attack, his attack roll remains a '02'—Rollo fumbles his broadsword, automatically misses the Gorlu, and must roll on the Weapon Fumble Table A-10.11.1 (p. 240). The roll is '27'. Cross-indexing '27' with the type of weapon ('One-Handed Arms') on Table A-10.11.1, we see that Rollo has dropped his broadsword.

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 result that is *not* an unmodified result.

- On all of the attack tables, the minimum result is one more than the unmodified fumble/failure result.
- On Tables A-10.9.1 - A-10.9.6, the maximum result is 150.
- On Tables A-10.9.7 & A-10.9.8, the maximum result is determined by the type of attack, the animal's size—tiny, small, medium, large, or huge.
- On Table A-10.9.9, the maximum result is determined by the type of bolt—lightning, fire, ice, water, or shock.
- On Tables A-10.9.10 & A-10.9.11, the maximum result is 95 (i.e., one less than the unmodified results).



Example: Suppose in the first example for Rollo's second attack, he had rolled a '97' followed by a '81' instead of a '97' followed by an '11'. His modified attack roll would be '218' (97 + 81 + 65 OB - 15 DB - 10 for the critical). However, the maximum result on Table A-10.9.2 is '150' which would give the same results as '148'.

WEAPON FUMBLE TABLE A-10.11.1

	ONE-HANDED ARMS	TWO-HANDED ARMS	POLEARMS AND SPEARS
01-25	Your palm is sweaty. Maybe you will improve.	My that weapon is heavy! You lose the opportunity to take a swing.	You snag your own clothes and lose the opportunity to take a swing.
26-30	Klutzy. Drop your weapon. Spend two rounds recovering it; or draw a new one next round.	Your weapon flies. Take four rounds to recover it; or draw a new one next round.	Fumble your delivery and your weapon is out of position. You lose the option to attack.

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—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.



STATIC MANEUVERS

Part III Performing Actions

Static maneuvers include tracking, hiding, picking locks, disarming traps, reading runes, using items, observation, 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 on the Common Actions Table T-3.2 (p. 39), by the GM, or by the description of the skill used (see Appendix A-4, p. 102), 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 (see the example on the next page).

The Gamemaster may require more than one round for maneuvers which he decides are very difficult or complex—see Section 18.10 (p. 54) 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 18.8 (p.54).

If the character decides to proceed with the maneuver, he makes an open-ended roll (1d100) and adds any 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 three times an applicable 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-4 for suggested modifications for certain skills).

After modifications are made, the resulting total is cross-indexed with the Static Maneuver Table T-4.3 to obtain the maneuver result.

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 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 Static Maneuver Table T-4.3.



Example: *Narien uses 60% activity to make a static maneuver to examine a box she has acquired. The GM rules that this is a Light difficulty, so Narien decides to go ahead.*

She rolls a 59 and adds +10 (Light maneuver) and +20 (Observation skill bonus). A full observation maneuver requires 70% activity (see p. 39), so she must also subtract 10 (-1 per 1% under the % activity required). This modified roll of 79 is applied to the Static Maneuver Table 4.3. This is a "Partial Success," so she may not make another maneuver to examine the box until next round. The GM tells Narien that the box is wooden with silver inlays, and that it has some sort of trap. If Narien had a modified roll of 111 or more she would have found out more information like the type of wood, the type of trap, the value of the box, etc.

Narien decides not to examine the box again, and tells the GM that she will make a static maneuver to try and disarm the trap, and that she will be very careful and take the full required % activity. She has a +10 Disarm Trap skill bonus and the GM assigns a difficulty of medium if she takes at least 2 minutes (12 rounds) on the maneuver. She decides to try and rolls a 37, which is modified to a 47. This is a "Failure," so the GM rules that she may not try again for 24 hrs and there is a 20% chance that the trap goes off.

STATIC MANEUVER TABLE T-4.3

-26 down Spectacular Failure:	—
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:	—
Your remarkable failure marks you for ridicule. Hope your parents weren't watching...	
05 – 75 Failure:	—
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%
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%
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%
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%
Congratulations! You are completely successful in your attempt. Carry on.	
176 up Absolute Success:	120%
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 .	

Note: The "# %" notation indicates the extent to which a maneuver was successful. If partial or extra success is inappropriate, a GM should only take 100% or higher as success.

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.



14.0

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 Section 8.4 (p. 33) and Appendix A-9 (p.152).

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 p. 218-219). A 1d100 roll should also be made for each non-attack spell, the spell fails only on an unmodified roll of 01-02.
- Attack spells can also fail on certain modified attack roll results (see p. 218-219).

A spell may automatically be cast if there are no applicable negative modifiers from the Spell Casting Modifications Table T-4.6. Otherwise, a spell may only be cast if a spell casting static maneuver is made.

CONDITIONS REQUIRED FOR AUTOMATIC SPELL CASTING

If any of the following conditions are not met when attempting to cast a spell, a negative modifier from Table T-4.6 applies. In such a case, the caster must make a spell casting static maneuver.

- 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 (instantaneous spells are exempt).
- 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 negative modifiers from Table T-4.6 apply to 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 previously outlined.

This open-ended (1d100) static maneuver roll is modified by 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)
- + 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

-76 down Spectacular Failure:

Your spell fails; roll on the Spell Failure Table A-10.11.2 (p. 241) and subtract **triple** the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

-75 – 01 Absolute Failure:

Your spell fails; roll on the Spell Failure Table A-10.11.2 (p. 241) and subtract **twice** the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

02 – 25 Failure:

Your spell fails; roll on the Spell Failure Table A-10.11.2 (p. 241) and subtract 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).

26 – 40 Partial Success:

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).

41 – 60 Near Success:

You cast your spell normally at the end of the deliberate action phase of the current round.

UM 100 Unusual Success:

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).

61 – 125 Success:

Your spell is cast normally.

126 up Absolute Success:

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
Non-instantaneous Spell Cast as a Snap Action:	-20	-20	-20
Overall Power	26% to 50%	-10	-10
Points Used:	51% to 75%	-20	-20
	76% to 100%	-30	-30
Spell List Type:	Own Base, Own Realm	+10	+10
	Open, Own Realm	+5	+5
	Closed, Own Realm	+0	+0
	Arcane Lists	-5	-5
	Other Base, Own Realm	-10	-10
	Open List, Other Realm	-10	-10
	Closed List, Other Realm	-20	-20
	Base List, Other Realm	-30	-30
Free Hands (*):	None	-20	+0
	One	+0	+0
	Two	+5	+0
Use of Voice (*):	None	-10	+0
	Whisper	+0	+0
	Normal	+5	+0
	Shout	+10	+0
Helmet (*):	None	+0	+0
	Leather	+0	-30
	Leather & Metal	-10	-40
	Metal	-20	-60
Equipment (*†):	Organic Material, living	+0	-1 per 5 lb over 50 lb
	Organic Material, non-living	+0	-1 per 1 lb over 10 lb
	Inorganic Material	-1 per 1 lb over 10 lb	-2 per 1 lb over 5 lb
Armor Status (*):	Normal ATs 1, 2, 3, 4	+0	+0
	Normal ATs 5, 6	+0	-10
	Normal ATs 7, 8	+0	-20
	Normal ATs 9, 10	+0	-25
	Normal AT 11	+0	-40
	Normal AT 12	+0	-50
	Normal ATs 13, 14	-30	-40
	Normal ATs 15, 16	-60	-70
	Normal ATs 17, 18	-35	-45
	Normal AT 19	-60	-75
	Normal AT 20	-75	-90

* – With each condition, use the worst (to the caster) modification applicable during any preparation round or casting round.

† – Equipment other than helmet, armor, normal light clothing, and boots. Round up to the nearest pound.

‡ – Remember that the caster's skill bonus for the spell's list is also added to the spell casting static maneuver roll.





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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 (experience will help). Appendix A-4 (p. 102) 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:*

<i>Climbing a ladder</i>	<i>Routine</i>
<i>Climbing a tree with lots of low limbs</i>	<i>Easy</i>
<i>Climbing a tree with some low limbs</i>	<i>Light</i>
<i>Climbing the rough, brick wall of a cottage</i>	<i>Medium</i>
<i>Climbing a tree with limbs lower than 20'</i>	<i>Hard</i>
<i>Climbing a rough, stone wall in the rain</i>	<i>Very Hard</i>
<i>Climbing the smooth wall of a fortress</i>	<i>Sheer Folly</i>
<i>Hiding behind a large barrel in a dark cellar</i>	<i>Routine</i>
<i>Hiding behind a bush on a pitch-black night</i>	<i>Light</i>
<i>Hiding behind a bush on a moonlit night</i>	<i>Hard</i>
<i>Hiding behind a bush in broad daylight</i>	<i>Extremely Hard</i>
<i>Leaping a ditch (no armor)</i>	<i>4'-Easy; 8'-Medium; 13'-Hard; 18'-Very Hard; 28'-Sheer Folly</i>
<i>Jumping a fence (no armor)</i>	<i>4'-Light; 5'-Medium; 5.5'-Hard; 6'-Very Hard; 8'-Sheer Folly</i>

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 18.8 (p. 54).

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.
- Add the character's *Moving Maneuver Penalty* (see Section 8.4, p. 33).

- Standard modifications from the Standard Moving Maneuvers Modifications Table T-4.2.
- Special GM assigned modifications—see Appendix A-4 (p. 102) for suggested modifications for certain skills.

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.

Note: *If a character is carrying too much weight, the Gamemaster may require him to calculate and use a "weight penalty" (see Section 18.16, p. 56).*

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 47 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 use 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.

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 for 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 backhane 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 60 rnds. +30 hits.	Fall. Break both arms and neck. You are out for 60 rnds. +30 hits.	Fall. You smash your backhane and are in a coma for 1 year.
(-100) – (-51)	30		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	10	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 back and legs. Paralysis of lower body. +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 both arms. You are out for 18 rnds. +25 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. Sprain ankle. You are at -30. +15 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.	120	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.	You have half the round to act.	100	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 stuns foes within 30' for 1 rnd. You still have half a rnd.	100	Move stuns foes within 50' for 1 rnd.



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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.

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 8.4
Weight Penalty (if used)	See Section 18.16
% 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

† – 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.

MOVEMENT



This section deals with movement on a round by round basis. A character's movement rate for a given round is obtained by multiplying the character's base movement rate by his current pace. At certain paces, this result is further modified by the result of a "movement maneuver" roll.

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 22.2 (p. 66).

BASE MOVEMENT RATE

An average Common Man's base movement rate is 50' per round. This can be modified by the character's a stride modification and Qu stat bonus. Your character's base movement rate should be determined during the character creation process (see Section 8.4, p. 33).

Note: If a character is carrying too much weight, the GM may require him to calculate and use a "weight penalty" that will reduce his base movement rate (see Section 18.16, p. 56).

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 (the Pace Chart summarizes these effects):

- It determines the movement rate:
 (pace multiplier x base movement rate).
- It determines the difficulty of any movement maneuver required. This procedure assumes a character does not carry excess weight or drops it at the beginning of a combat. Thus, normally, no maneuver roll is needed for movement at a walk, jog, or run pace.
- If the Gamemaster is using the exhaustion rules, it determines how many "exhaustion points" are expended (see Section 18.18, p. 57).

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 above).			

MOVEMENT MANEUVERS

If a character moves at a sprint, fast sprint, or dash pace (see the Pace Chart), he must make an open-ended 1d100 roll when it comes time to resolve the movement. A Game-master may also require movement maneuver rolls in situations he feels are especially pressure packed.

This roll is modified by the character's sprinting skill bonus. The modified roll is cross-indexed with the maneuver difficulty on the Moving Maneuver Table T-4.1 (see p. 49). 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 50'/rnd. His weight penalty is 0. He is sprinting, and thus he would normally move 150' per round. He must roll on the Moving Maneuver Table. Referring to the Pace Limitation Chart, we see that the difficulty is "Routine." Bandring rolls an adjusted 1d100 and the result is '100'. He moves the full 150 feet. Had he rolled lower and gotten a '50' result, he would move but 75' that round. Had the chase been at night a higher difficulty category may have been applicable.*



MOVEMENT PROCESS SUMMARY

- 1) Determine current base movement rate.
- 2) Determine pace.
- 3) Movement Rate / round =
 (Base Movement Rate) x (Pace multiplier)
- 4) If required due to pace or pressure situation, make a movement maneuver roll; **and** then multiply the movement rate per round by (maneuver result ÷ 100).



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RESISTANCE ROLLS

Certain events will require a character to make a resistance roll to determine if or how the event affects the character. The most common events requiring resistance rolls 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
- 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 she is 6th level. Should Dana ingest Acaana, she 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 her Co stat bonus of +5).*

RESISTANCE ROLL TABLE T-3.4

Target Level	Attack Level of the Spell Caster															Target Level	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15		>15 †
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

† —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 Resistance Roll must be greater than or equal to the number given.

Standard RR Modifications:

- Basic Spell Attack Roll modifications varies from -125 to +70
- Special bonuses due to items or the spell varies
- Bonus due to the target's race ... varies
- Willing target (the target doesn't want to resist the spell) -50
- Same realm (target's realm of power is the same as the spell's) +15
- 3x target's stat bonus for the spell's realm -30 to +30 (In for Channeling, Em for Essence, and Pr for Mentalism)

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SPECIAL ACTIONS & SITUATIONS

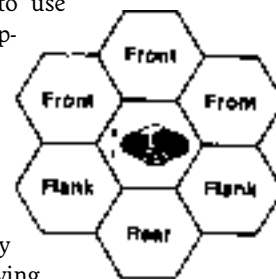
There are a variety of things that come up during play that cannot be covered in a set of rules. The Gamemaster must use common sense and a die roll (low is bad, high is good) to make a decision in such cases. This section outlines some processes that can be used to handle special actions and situations that commonly arise during play.

18.1 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 18.4, p. 53).

18.2 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.



18.3 AWARENESS

If something happens during a combat that might be noticed by a character (e.g., the arrival of combatants, a foe sneaking up to ambush someone, etc.), the GM 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 13.0 (p. 44) and Appendix A-4.4 (p. 110) 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 Static Maneuver Table T-4.3 (p. 45), 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.

18.4 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 GM 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 (see Appendix A-4.4, p. 110). This maneuver requires 0% activity when required by the GM. The result can be used to indicate what percentage of normal activity is allowed the next (or current) round.

Example: *An Orc leaps through a window into a room. The GM requires an orientation roll and rates it as "easy." The roll is 53, modified by the Orc's Alertness bonus of +5 for a total of 57. From Table T-4.1 (p. 49) a result of '90' is obtained. So next round only 90% of normal activity may be taken. This process is also used for player characters.*

18.5 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).

18.6 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 8.4, p. 33). The GM gives each roll a difficulty and obtains results from the Moving Maneuver Table T-4.1 (p. 49).

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 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

A common conflict 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 OB after his opponent's maneuver is completed.

If a character attempts to move within 10' of a character performing an opportunity melee action (Section 18.7, p. 54), the meleeing character may intercept, stop the movement, and attack.





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Example: In the example in Section 18.3 (p. 53), 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 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 (p. 49). 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 gets out the window (if the Orc blows it, Jax can waste him).

18.7 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.

18.8 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 ac-

tion. 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. This maneuver may be a spell casting static maneuver.

Note: If part of a character's OB has already been used to parry a foe (see Appendix A-10.3, p. 212), he may not cancel the related attack action.

Example: Trenket has already moved 20' (20% activity) during the snap action phase. Trenket 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, Trenket decides to cancel her declared action. Her canceled actions are more than 60%, so she can move over to another foe using half her normal movement (50' at a run).

18.9 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.

18.10 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 Trenket 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 Trenket decides not to continue the action at beginning of the second round, the action fails and she may declare other actions normally.

Trenket wants to fire and then reload her heavy crossbow (a 210% activity). She declares a 60% activity missile at-



tack normal action and a 40% activity beginning of her multi-round reload deliberate action. The next round she declares 20% activity movement as a normal action and an 80% activity reload deliberate action. On the third round, she declares a 90% activity normal action to complete her reloading and a 10% activity movement as a deliberate action.

The GM tells Trenket 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 Trenket saws away at 100% activity each round. The next round she rests and tries to think of some other approach. Each of the next 4 rounds she halfheartedly saws at 25% activity while complaining with 75% activity. She stops again for 6 rounds to argue with her friends over who should do the sawing. Finally, under intense peer pressure, she buckles down (cursing under her breath) and saws away for 17 more rounds at 100% to finish cutting the rope.

18.11 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 18.18, p. 57) 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.

18.12 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 rounds 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.*

18.13 MISSILE FIRE IN MELEE

A combatant cannot 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.

18.14 MELEE VS. MELEE INITIATIVE

When comparing two melee actions, the initiative for each should be modified by the following modifications:

Condition	Modification
Stronger Combatant	+1
One hand free	+1
Combatant in a higher position	+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 initiative bonus.*

18.15 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-4.13, p. 120). 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-4.6, p. 113).

Example: *Onri is riding along on her mule, Buttercup, and she spots an Orc 100' away. Buttercup has a movement rate at a run pace of 180'. Onri declares her 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 her activity. So, if she makes her Riding static maneuver, her horse will move up to 180' and Onri can make a melee attack with her spear as she passes the Orc.*

Onri's spear OB is 94 lowered to 74 due to using only 80% of her activity for the attack. Her Mounted Combat skill bonus is only 68, so her OB for the attack is limited to 68.



18.16 WEIGHT PENALTIES

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If your character is not very strong and attempts to carry too much equipment, your Gamemaster may require you to calculate your character's "Weight Penalty." If your character has a weight penalty, it will modify his base movement rate and his moving maneuver penalty (MMP).

ENCUMBRANCE CHART		
Number of Weight Allowance Units		Encumbrance Penalty
More Than	Less Than or Equal to	
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 and up		-72 + (-8 per additional weight allowance)

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

ENCUMBRANCE PENALTY

First determine your character's *weight allowance*—it is equal to 10% of his weight. Then, you should total the weight of all of your character's equipment and supplies other than clothes and armor (see Appendix A-7, p. 144, for weights). If the total is more than your character's weight allowance (i.e., 10% of his weight), an encumbrance penalty will result—it is equal to -8 for each increment of the weight allowance. You can look up the encumbrance penalty in the Encumbrance Chart.

WEIGHT PENALTY

Your character's weight penalty is equal to the sum of his encumbrance penalty, his armor Quickness penalty, and 3 times his Strength stat bonus.

$$\text{Weight Penalty} = \text{the lesser of: } 0 \text{ or } \\ [\text{Encumbrance Penalty (see Encumbrance Chart)} \\ + \text{Armor Qu Penalty (see Armor Table T-3.3, p. 35)} \\ + 3 \times \text{St stat bonus}]$$

Note: Your character's St stat bonus *cannot* modify his weight penalty above zero.

Example: You have already equipped Varak and figured out how much weight he is carrying: 65.5 pounds (see p. 32). 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. His Strength stat bonus is +10.

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: 0 is less than his Armor Qu Penalty + Encumbrance Penalty + 3 x St stat bonus (0 + -16 + 3x10).

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).

18.17 ENCUMBERED MOVEMENT

Armor and encumbering loads limit a character's 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 the faster paces.

Only characters using a pace greater than a run are normally required to make a maneuver roll when moving (see Section 16.0, p. 51). However, a GM may require a character with a weight penalty to make more difficult maneuvers based upon that weight penalty. In addition, a large weight penalty can limit which paces a character may use.

The Pace Limitations Chart presents maneuver difficulties and maximum paces based upon weight penalties.

Example: Due to a huge, stuffed pack, Darien has a weight penalty of -30. So, he cannot fast sprint or dash, and he must make a Light maneuver whenever he runs. If he drops the pack, these limitations would not apply.

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.

18.18 EXHAUSTION

Normally, character can operate without worrying about exhaustion. However, movement under extreme conditions, in rough terrain, and/or at accelerated rates will increase fatigue. For this reason, we include rules for exhaustion so that a GM can use them when he thinks it is appropriate. We also include provisions for exhaustion due to melee and bow fire for GM's that wants that level of detail.

EXHAUSTION POINTS

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.

Exhaustion Points =

$$40 + (3 \times \text{Co stat bonus}) + \text{any special bonuses}$$

Example: When fully rested a character with a Constitution stat bonus of 5 would have 55 exhaustion points.

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, $(1 + \text{Co stat bonus} \div 2)$ ExPs are recovered for every full minute of rest (at least one ExP is recovered, even if the Co stat bonus is less than zero).
- 3) If the character is sleeping, all ExPs are recovered after 30 minutes of continuous sleep. If this sleep is interrupted, ExPs are still recovered as in 2) above.

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 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.

Without recovering exhaustion points, 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.

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

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 modification, one terrain modification, one time without sleep modification).

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.



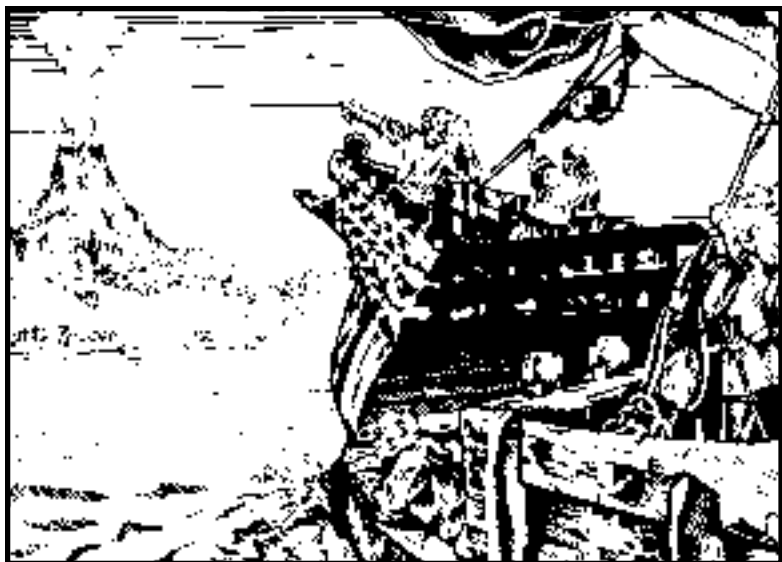
PART IV

THE GM'S TASK: THE WORLD SYSTEM

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 in which action may take place.
- 2) The characters who inhabit the setting.
- 3) A general plot or scenario.
- 4) 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 GM should 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—Middle-earth. They introduce an enormous variety of characters and creatures—Elves, Hobbits, Dúnedain, Wizards, Nazgûl, Orcs, 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 BLADELANDS PRODUCTS

The official game setting for *Rolemaster* is the shrouded *Bladelands!* In this dark world, magic governs the very existence of all the peoples; but the common folk are terrified of the great magicks that run amok in the world. Insane wizards, power-hungry sorcerers, and the ruthless Gorlu make for the dark tone of the comprehensive fantasy setting.

There are two ways to explore the *Bladelands* setting. For those that want to digest the world in smaller chunks and focus on a campaign-style of adventuring, there are the "sagas." When played in isolation, the sagas are complete mini-campaigns with over a hundred hours of gaming in each boxed set. However, when played in a series, the GM and the players get to experience the epic stories that are woven into the fabric of the *Bladelands* setting.

For those that want a more comprehensive view of the world (with less "adventure" material), there is the *Bladelands World Set*. This boxed set contains a more detailed examination of the major cultures and races and the major geographical regions. The world set will receive many support products that explore individual regions in more detail.

There will be many other types of support products including a book of non-player characters (many of which play important roles in the sagas as well as the complete stats on the "in-house" characters used in the development of the *Bladelands*), a book detailing the powers and abilities derived from the mystical Hues, and many others!

ICE MIDDLE-EARTH PRODUCTS

Iron Crown Enterprises (ICE) publishes a variety of sourcebooks that provide a wealth of information on J.R.R. Tolkien's Middle-earth. These products include: the *Middle-earth Campaign Guide* (with a 24"x36" full color poster map of the entire continent of Middle-earth), the *Northwestern Middle-earth Gazetteer*, the *Northwestern Middle-earth Map Set*, *Middle-earth Realm* sourcebooks, *Middle-earth Peoples* sourcebooks, and a variety of other books that provide settings, characters, and adventure material.

OTHER ICE PRODUCTS

See page 10 for information on other ICE products.

THE PLOT



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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 player 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 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.*

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.



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20.0

THE NON-PLAYER CHARACTERS

A fantasy role playing game not only needs a setting (Section 21.0, p. 64), it also needs characters and creatures to inhabit that setting. 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.

THE GENERAL POPULACE

The first step in outlining the non-player characters is to determine the races which inhabit the world at large. Appendix A-1 (p. 85) provides descriptions of the basic *Rolemaster* races.

Next the Gamemaster must decide which 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 19.0, p. 59) and provides an aid for developing richer character backgrounds (Section 7.0, p. 28).

Example: *For Middle-earth, such a general populace is detailed in Tolkien's works and in ICE's Middle-earth sourcebooks. Races include Hobbits, Dwarves, Elves, Orcs, Trolls, and the Men (Dúnedain, Woodmen, Eriadorans, Dunlendings, etc.).*

HOSTILE POPULATIONS

The members of 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 21.0, p. 65) 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.*



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MASTER CHARACTER TABLE T-5.8

Profession	Level	AT (DB)	Hits	PPs	#1 OB	#2 OB	MMP	Locks/ Traps	Climb/ Swim	Alert.	Obs.	#ranks Spells	Ambush (ranks)	Stalk/ Hide	Attune./ Runes	#ranks Lang.	Lore/ Craft ‡
Fighter	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)
	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)
Thief	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)
	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)
Rogue	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)
	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)
Cleric	1	6(30s*)	30	16	20me	20me	0	-25	15	16	15	13	-25(0)	10	15	35	25(3)
	5	10(30s*)	51	43	49me	39me	-10	19	29	26	34	74	19(1)	24	39	40	78(10)
	10	10(30s*)	63	73	64me	49me	-10	24	39	28	44	157	24(2)	34	59	45	78(15)
	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)
Magician	1	1(0*)	30	16	20ds	10me	0	-25	10	1	10	13	-30(0)	5	25	35	25(3)
	5	1(12*)	51	43	72ds	27me	0	19	24	12	34	74	14(1)	19	54	40	78(10)
	10	1(12*)	63	73	102ds	32me	0	24	34	13	49	157	19(2)	34	80	45	78(15)
	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)
Mentalist	1	5(30s*)	30	17	15me	5me	0	-30	10	12	15	13	-25(0)	10	15	35	20(3)
	5	13(30s*)	51	48	44me	22me	-10	14	29	22	34	74	19(1)	29	44	40	73(10)
	10	13(30s*)	63	83	59me	27me	-10	19	34	24	44	157	24(2)	34	69	45	73(15)
	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)
Ranger	1	6(30s*)	45	11	20me	20ms	0	-25	20	16	20	3	15(1)	15	-25	32	10(3)
	5	10(30s*)	84	26	62me	49ms	-10	19	44	27	39	19	34(3)	34	19	34	62(4)
	10	10(30s*)	104	38	88me	64ms	-10	24	59	30	54	40	44(7)	49	24	36	72(14)
	15	10(30s*)	124	56	102me	79ms	-10	29	70	33	64	61	69(10)	64	29	38	72(19)
	20	10(30s*)	142	68	115me	92ms	-10	34	82	35	74	82	88(13)	72	39	40	72(24)
Dabbler	1	1(0*)	35	11	20me	10ms	0	10	25	12	15	3	-25(0)	10	-20	32	15(3)
	5	1(12*)	74	26	57me	42ms	0	24	49	25	39	19	29(3)	34	24	34	70(10)
	10	1(12*)	94	38	82me	67ms	0	34	64	29	54	40	44(6)	49	34	36	75(15)
	15	1(12*)	114	56	100me	82ms	0	39	81	33	69	61	59(9)	64	44	38	75(20)
	20	1(12*)	132	68	109me	97ms	0	49	90	38	84	82	70(12)	73	49	40	75(25)
Bard	1	5(30s*)	35	12	20me	20ms	0	-25	15	7	15	3	19(1)	10	15	32	15(3)
	5	13(30s*)	74	29	57me	49ms	-10	24	39	19	39	19	34(4)	39	39	35	67(4)
	10	13(30s*)	94	43	82me	64ms	-10	29	65	22	49	40	54(8)	59	54	38	77(14)
	15	13(30s*)	114	64	100me	79ms	-10	39	80	25	69	61	70(12)	73	69	41	77(19)
	20	13(30s*)	132	78	109me	92ms	-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; * = this value is often increased by bonuses from spells. *OB codes:* me = melee attack (with a weapon); ms = missile attack; ds = directed spell attack.

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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-8 (p. 151) 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 is full of creatures such as Dragons, Giant Spiders, Undead, Demons, Kraken, Ents and many other enchanted or unusual creatures. Appendix A-8 (p. 150) summarizes the capabilities of some standard monsters.

ICE's *Creatures & Monsters* sourcebook provides a wide variety of monsters and other creatures.

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.

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 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 and pure spell users being rare.

To hire a non-player character, the Gamemaster should require a roll on the Static Maneuver Table T-4.3 (p. 45). 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: An 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 while after they left the Old Forest. When they were about to be destroyed by Wights, Frodo summoned Tom Bombadil by reciting a verse.



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21.0

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 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.

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 22.0 (p. 66).

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.

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 Section 22.0 (p. 67). 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).





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 22.0 (p. 70) describes some suggested types of adventures. Adventure sites usually have several common attributes:

- A physical layout (castle, ruin, cave complex, 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 III).

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 (e.g., good or evil). Magic items are discussed in more detail in Section 24.2 (p. 80). A GM 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 too few items.

Gamemaster Law and later *Rolemaster* sourcebooks will provide more information and guidelines on treasure.





22.0

ADVENTURE & ACTIVITIES IN THE STRATEGIC ENVIRONMENT

The strategic environment usually consists of the civilized areas and the countryside (Section 21.0, p. 64). A tactical environment (see Part III) 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).

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 24.4-24.5 (p. 82-83), and some common prices are provided in Appendix A-7 (p. 144). *Game-master 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 GM must also determine if sell-

ers 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-7 (p. 147) 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 p. 70). 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 Static Maneuver Table T-4.3 (p. 45) to help resolve legend rolls.

HEALING AND RECUPERATION

Healing and recovery from injuries is discussed in Section 24.1 (p. 75). 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 (p. 68) 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.

ACTIVITY IN THE COUNTRYSIDE

While in the countryside, groups usually are attempting to get from one place to another—see page 69 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 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.



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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	% of Normal Movement Rate	Condition
100%	At night, all characters have nightvision	100%	Light Rain
10%	At night, no characters have nightvision	75%	Normal Rain
50%	At night, < 50% of characters have nightvision	50%	Fog, snow, or heavy rain *
75%	At night, ≥ 50% of characters have nightvision	25%	Electrical or sand storm **

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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.

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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 = Activity Roll - Avoidance Roll					
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

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.

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 page 69)
+30 Night-adapted inhabitants at night
-30 Night-adapted inhabitants during day

General:
-50 Traveling at night *
variable spells used to detect groups

* - This can be lowered depending upon the lighting (e.g., moon or stars on a clear night).

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

** - Rangers, Animists, Elves, and Halflings count half.

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 III). 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).

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-7 (p. 149) 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.



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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.



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. See page 68 for a suggested technique for determining when and what kind of encounters occur.

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

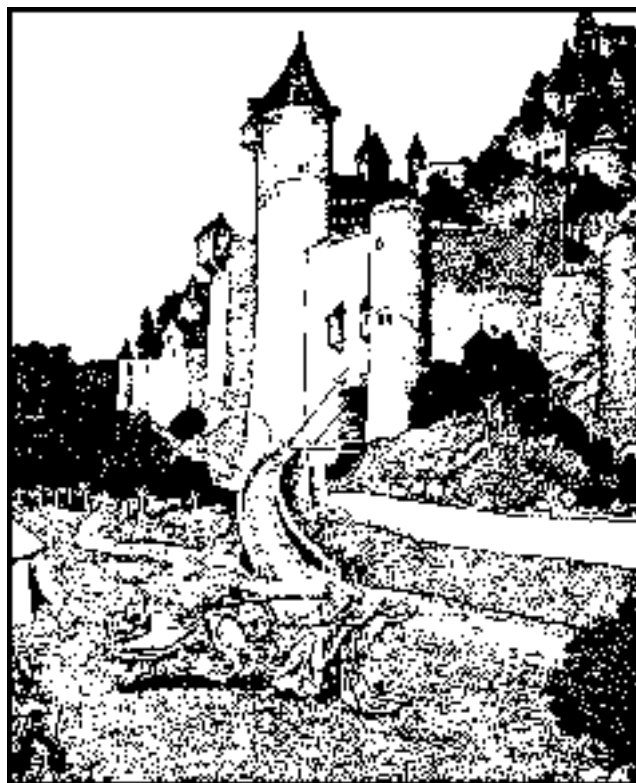
A looting attack is basically the same as raiding, except that the player characters are attacking a specific adventure site.

TOURNAMENTS

Tournaments are staged competitions in fighting, archery, riding, and other combat skills. These are usually held in civilized areas during fairs and holidays. Cash prizes are usually offered, and on rare occasions, 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.





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 from 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.

23.1 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 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 take 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."*

23.2

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").

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.	



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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.

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

CRITICAL EPS

These points are awarded for any criticals inflicted on a foe regardless of their effect. The EPs awarded are based upon the level of the foe and are modified depending upon the state of the foe and the combat (see chart on the next page). 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

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: Berin takes 10 hits from the killer beaver but is finally able to slay the sucker. Moz gave the beaver 5 hits the round before. Berin receives whatever kill points he gets for the beaver **plus** 10 EPs; Moz receives 5 EPs.





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— 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.

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: $200 + (50 \times (\text{opponent's level} - \text{character's level}))$ with a minimum of 200.

Condition

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

Modifier

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 ($2 \times 45 + 1 \times 90$), 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

Character dies, but is later "revived"	x2
--	----

Modifier

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 (500×2).



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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 earlier in this section 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: Jax, 160 EPs; Balli, 270 EPs; and Fulla, 180 EPs. Thus, the GM should award 305 idea EPs (half of the 610 total). Jax 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 Jax 155 idea EPs and gives Balli and Fulla 75 idea EPs each.*

TRAVEL EPS

A character receives one experience point for each mile traveled on land in an unfamiliar area, and one experience point 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.*

MISCELLANEOUS EPS

Most of these experience point guidelines concern action in a tactical situation—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—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. For example, 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. For example, 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.

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.

Example: *Trenket is wandering through a corridor of a deserted castle and finds a trap (for which the GM awards her 100 EP), skillfully circles it and proceeds (perhaps more EP, depending on difficulty). Some hours later she returns and, having forgotten the trap, walks right into it. The GM determines this is something an adventurer of Trenket's level shouldn't do (i.e., stumble into a known trap), and awards her 100 negative experience points.*

In the rare case when negative points awarded bring a character's 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.

24.1 INJURY, DEATH, & HEALING

Because so much of FRP action involves situations where characters are hurt or killed, *Rolemaster* provides detailed and comprehensive guidelines covering specific injuries, death, and healing. These rules revolve around certain basic principals or assumptions.

BODY AND SOUL

In *Rolemaster*, 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, severe 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

Appendices A-9.5 & A-9.6 (p. 156-165) provide a set of spells for healing (Channeling spells to 10th level). *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 the Character Record Sheet and Appendix A-4.5, p. 112).

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 of 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.

HEALING ANIMALS

Most of the healing spells are intended for use in healing humans (and humanoids). The GM may decide to allow these same spells to heal animals of their wounds.



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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 loss of feeling or control of a limb, to uncontrollable shaking or trembling, to unbearable and continuing pain. There are circumstances under which nerve damage will be a result:

- If a critical result specifically denotes nerve damage, then the full described penalty is attributed 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 Blackfire 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. Blackfire resolves in future to stretch out before attempting personal hygiene.*

PERMANENT NERVE DAMAGE

When a character takes a wound that gives a penalty, there is a chance of permanent nerve damage. The character 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!) a 09! The final modified roll is a -06, 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 damaged 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.



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. He dies after a number of rounds equal to twelve (12) plus his Constitution bonus and his soul departure # (see Table T-5.5, p. 78). 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 (+18 soul departure #), has 34 concussion hits and a 90 Constitution (+5 Constitution bonus). She receives a lot of hits after a few rounds of brutal fighting. Once she reaches 34 hits, she drops unconscious. Once she reaches 125 hits, she begins to die of massive shock. If she does not receive aid within 35 rounds (12+5+18), 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 (see *Spell Law*) reunite the soul and the body, restoring the life process if the body is capable of sustaining it. Such reuniting spells restore the soul to a still living body (only). Neither can restore a soul destroyed by *Dark Absolution*.



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.

Spells or herbs can halt the process of dying at any point. A *Preservation* spell or its equivalent herb halts the deterioration of the stats. A *Lifekkeeping* spell delays the departure of the soul from the body (though *Lifekkeeping* 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).



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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 Mental 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: *Rhianna dies after eating a poisoned bagel. Beginning the round after death, the GM rolls for stat loss on each of her mental stats and the two partially mental stats. Each result is subtracted from the temporary stat. Soon Rhianna'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 Rhianna's physical stats. She will continue to roll for loss until all potential stats fall to zero.*

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.

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

PRESERVATION

Note that the various *Preservation* spells (see Appendix A-9.7.3) 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*).

RACE HEALING FACTORS TABLE T-5.5

Race	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

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.

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, maneuvers, combat, or even 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-4.20, p. 130).

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.

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 she is healed, her 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 her accident. If her recovery time is 34.5 days, she divides 70 by 34.5, with a result of 2.03. She 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 (at least one hit is recovered, even if the Co stat bonus is less than one). 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 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.

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 followed by a reuniting of the soul and body might cause some experience loss; etc.





24.2 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-4.14, p. 122). 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 an Attunement (or Read Runes) static maneuver roll on the Static Maneuver Table T-4.3 (p. 45). 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 a 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 using a spell from the Rune Mastery spell list (Appendix A-9.9.8, p. 175).

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.

Charged 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-7 (p. 144-149) 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

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.

There is a multiplicative factor of 1.5x for a wearable item or 2x for a ring.



24.3 RELIGION

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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 race description (see Appendix A-1, p. 85) provides specifics on the religion of that race. *Gamemaster Law* provides more detailed information on using religion in a fantasy role playing game.



24.4 ECONOMICS

This section presents some guidelines for setting up a variety of economic systems based upon the races provided in *Rolemaster*.

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 cultures and races employ 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.

Common Men — widespread barter; limited hierocratic exchange (vassals to retainers); some coinage used in villages.

High Men — predominant hierocratic exchange; large, supplemental coinage-based free market; considerable barter.

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.

24.5 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.

BUYING

Many areas will operate on a barter system (see Section 24.4, p. 82). 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-7 (p. 144-149) 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-7 apply if a character is buying goods. The value of magic items can be determined as described in Section 24.2 (p. 80). If characters try to sell goods in a civilized area they can automatically get 50% of the normal price—if a buyer can be found (e.g., a buyer for a staff that casts *Fireballs* might be rare at a country inn).

A character can attempt to get more than 50% by making a static maneuver on the Static Maneuver Table T-4.3 (p. 45). 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 this static maneuver 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 does 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.

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.

POISONS

Poisons are an interesting play aid because they add danger and excitement to even the most simplistic attack or trap. The Poison Chart (p. 149) provides some sample poisons. *Gamemaster Law* provides a more complete selection of 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.

24.6 CUSTOMIZING ROLEMASTER

Every GM should examine and understand what is included within the scope of *Rolemaster*. And then, he should throw out the things that do not fit his concept of the his world. The *Rolemaster* system has been designed to allow this kind of customization without affecting the basic system balance.

The biggest example of how to do this would be the skill listings. If you don't want a skill or think there are too many skills, cut them down. Some GMs might just use one, two, or three skills in each category. So long as the basic categories are kept intact (and not too many "combat-oriented" skills are cut), the system balance will remain intact.

But there are other ways that the system should be customized. The GM should examine the list of weapons in the system and only include those weapons that are appropriate in his setting (e.g., the Main Gauche was not prevalent in Earthly societies until the Age of Renaissance; so its inclusion in a Dark Ages fantasy might not be appropriate). The GM should examine the races and only use those that fit his world concept. If all characters are more hearty than typical fantasy settings, increase the "fixed" bonus on Body Development to +15 or +20.

This is your system. You have taken the plunge. Now make it truly yours! Customize the set of rules until they fit your concept of what "your" game should be!

PART V

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 eleven appendices, each of which covers one type of reference material.

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RACES

Part V
Appendices:
Races

The races described in this section are typical fantasy races that are found in various literature and games. More races (and cultures) are available in *Character Law* and other *Rolemaster* sourcebooks. A Gamemaster should examine each race before including it in his campaign—not all races should be included in all worlds. In *Gamemaster Law*, you will find a series of rules that will allow a GM to “customize” the races and cultures of his world to better fit the concept of his setting. We highly encourage GMs to use this approach when starting a campaign.

The information on each race is intended to serve as a guideline for equipping and developing both player characters and powerful or otherwise significant non-player characters. The outfitting and background options are intended to enhance the process by which living peoples are translated into a game system.

An individual character may stray from the norms of his race. A GM may decide to allow a character to possess a weapon typically not favored by his 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. When a character does deviate from 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 Sections 5.0 (p. 20) and 8.3 (p. 32). Where dice rolling is required (special items, extra money), the information in this section should be used 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 Common Man warrior might speak only Common-speech upon leaving his native lands and carry only his fishing spear. Six months later, he may have picked up a smattering 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 case—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 (e.g., Weaving [Crafts]). Weapons are also listed that are not listed on a specific attack table. When this occurs, use the attack table for a broadsword or whatever other weapon seems appropriate.

ELVES

Though similar to 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. 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.

Elves 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 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).

OTHER RACES

The race descriptions in this section refer to a wide variety of races and cultures: Orcs, Hillmen, Mariners, Fair Elves, etc. *Character Law* provides complete descriptions for these races and cultures. These references are included so that a GM can later add the *Character Law* material or so that he can replace them with races of his own creation.

SPECIAL PROGRESSION BASED ON RACE

A Gamemaster may want to vary the “special progression” (see Appendix A-4, p. 102) for each character based upon his race. If so, you should use the progressions given in the Special Progression Based on Race Chart.

Example: *Halflings in Middle-earth are very resistant to Essence so their special progression for Essence Power Point Development is 0•2•1•1•1. So, there aren’t very many Halfling Magicians.*

SPECIAL PROGRESSION BASED ON RACE CHART

Race	SKILL RANK BONUS PROGRESSION			
	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
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
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



A-1.1 COMMON MEN

This is a generalized label for rural folk of the northern and southern empires. This category represents men born and raised on farms, on grazing lands, and in small hamlets.

Part V
Appendices:
Races

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 folk are mostly farmers and herders with little contact with 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: High Man (S6/W6), Common-speech (S10/W10), Small-speech (S6/W6).
- Prejudices:** Common Men 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, Climbing, Cooking, Dancing, Foraging, Hiding, Leather-crafts, Observation, Rope Mastery, Scaling, Stalking, Star-gazing, Swimming, Tracking, any Weapon skills (other than Missile Artillery skills), Weather Watching, Wood-crafts.



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 six 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.

Stat Bonuses:
Ag: +0
Co: +0
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: +0
Disease: +0

Body Dev. Progression:
0•6•4•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

A-1.2 HIGH MEN

High Men are great warriors and builders of empires, for their ambition 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 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.

Special Skills: *Everyman:* none; *Restricted:* none.

Standard Hobby Skills: Animal Handling, any Armor skills, Boat Pilot, Body Development, Diplomacy, Race Lore (Elven), Embroidery [Crafts], First Aid, Fletching [Crafts], Hiding, History, Jumping, Languages, Leadership, Meditation, Metal-crafts, Military Organization [Tech./Trade • General], Observation, Play Instrument, Poetic Improvisation, Pole Vaulting [Athletic • Gymnastics], Public Speaking, Read Runes, Riding, Rope Mastery, Sewing [Crafts], Singing, Skiing [Athletic • Gymnastics], Sprinting, Stalking, Star-gazing, Stone-crafts, Swimming, Tactics, Tracking, any Weapon skills (other than Missile Artillery skills), Weather Watching.

OUTFITTING OPTIONS

Armor: Any. 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 (polearm), 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), Wood-speech (S8/W8).

Extra Money: Gold pieces.

Special Items: All available.



Part V Appendices: Races



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.

PP Dev:
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

ROLEMASTER





A-1.3 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.

Part V Appendices: Races

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 on page 85.

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 on page 85. 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-crafts; *Restricted:* none.

Standard Hobby Skills: Armor • Light skills, Acrobatics, Acting, Ambush, Animal Handling, Attunement, Boat Pilot, Climbing, Cooking, Directed Spells, Fauna Lore, First Aid, Fletching [Crafts], Flora Lore, Foraging, Hiding, Languages, Leather-crafts, Meditation, Observation, Play Instruments, Rappelling, Rope Mastery, Signaling, Singing, Skiing [Athletic • Gymnastics], Spell Lists, Spinning [Crafts], Stalking, Star-gazing, Swimming, Tracking, any Weapon skills (other than Missile Artillery skills), Weather Watching, Weaving [Crafts], Wood-crafts.

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.



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

ROLEMASTER



A-1.4 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.

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 18.18, p. 57).
- 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). *Advanced 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, Stone-crafts [Crafts], Survival (underground); *Restricted:* Swimming.

Standard Hobby Skills: Appraisal, any Armor skills, Attunement, Body Development, Caving, Climbing, Con-tortions, Disarming Traps, First Aid, Leather-crafts, Metal-crafts, Picking Locks, Public Speaking, Region Lore (any cavernous region), Riding (wolves and bears), Tactics, Trap-building [Sub. • Stealth], any Weapon skills (other than Missile Artillery 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.



Part V Appendices: Races



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

ROLEMASTER





A-1.5 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. 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 reside in "holes" and burrow and dig. 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 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.

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 (gymnastics, horse shoes), Boat Pilot, Caving (Halfling-holes), Climbing, Cooking, Dancing, Disarming Traps, Fletching, Flora Lore, Hiding, Horticulture [Crafts], Juggling, Leathercrafts, Metal-crafts, any Missile weapon skills, Observation, Picking Locks, Play Instruments, Public Speaking, Region Lore (local region), Rope Mastery, Scaling, Sewing [Crafts], Stalking, Star-gazing, 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 are not available. Only items that perform a natural task in a superior way (weapon, saddle, rope, lockpick, etc.) would be present in Halfling society.



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



PROFESSIONS



Part V
Appendices:
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.

This section contains a one-page description for each 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 skill category costs. This profession's everyman, occupational, and restricted skills (see Section 6.2, p. 23) are listed at the bottom of this entry. Sometimes a skill is listed that is not a standard skill (e.g., Divination [Power Awareness]). When this occurs, the skill category will be given in brackets.

8) **Spell Development:** Listed here are the development point costs for developing skill for the character's base, open, and closed spell lists.


9) **Training Packages:** Listed here are all of the training packages and how many development points each costs.



1 **A-2.4**
MAGICIAN



PROFESSION BONUSES



6

2 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 began 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...

3 **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 Appendix A-9.11 (p. 182-184). 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 Appendices A-9.9 & A-9.10 (p. 172-181).

5 **Earth Law:** Manipulating earth, stone, and other inorganic materials.
Fire Law: Manipulating fire and heat (including elemental attacks).
Ice Law: Manipulating ice 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, air, and other gases.

4 **PROFESSION BONUSES**

Directed Spells.....	+10	Power Point Dev.	+5
Lore • Magical	+10	Spell Group	+5
Power Awareness.....	+20		

7 **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 Point Develop.....	4
Artistic • Passive	2/5	Science • Basic	1/4
Athletic • Brawn	6	Science • Specialized.....	6/14
Athletic • Endurance	3	Self Control	6
Athletic • Gymnastic	3	Subterfuge • Attack	15
Awareness • Perception	6	Subterfuge • Stealth	5
Awareness • Searching	3	Subterfuge • Mechanics	7
Awareness • Senses	3/7	Technical • General	3/7
Body Development	15	Technical • Professional	8
Combat Maneuvers	18	Technical • Vocational ...	5/12
Communications	2/2/2	Urban	3
Crafts	4/10	Weapon • Category 1	9
Directed Spells.....	2/5	Weapon • Category 2	20
Influence	2/6	Weapon • Category 3	20
Lore • General	1/3	Weapon • Category 4	20
Lore • Magical	1/4	Weapon • Category 5	20
Lore • Obscure.....	3/7	Weapon • Category 6	20
Lore • Technical	2/6	Weapon • Category 7	20
Martial Arts • Strikes.....	9		

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: Time Sense, Meditation
Occupational Skills: none
Restricted Skills: none

8 **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 Table T-2.4 (p. 127).

9 **TRAINING PACKAGES**


Adventurer	34	Knight	46
Amateur Mage †	24	Loremaster †	19
Animal Friend	33	Merchant †	20
Burglar	32	Performer	26
City Guard	32	Scout	31
Doctor	23	Soldier	37
Herbalist	26	Traveller	20
Hunter	36		

†: Typical





Part V
Appendices:
Professions



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A-2.1 FIGHTER



Part V Appendices: Professions

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 maneuvering 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 Maneuvers	+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 Point Develop.	20
Artistic • Passive	2/5	Science • Basic	3/6
Athletic • Brawn	2/5	Science • Specialized	12
Athletic • Endurance	2/6	Self Control	2/6
Athletic • Gymnastic	2/5	Subterfuge • Attack	6/10
Awareness • Perception	2/9	Subterfuge • Stealth	2/5
Awareness • Searching	2/5	Subterfuge • Mechanics ...	3/8
Awareness • Senses	2/6	Technical • General	3/7
Body Development	2/5	Technical • Professional	8
Combat Maneuvers	3/9	Technical • Vocational ...	5/12
Communications	3/3/3	Urban	2/4
Crafts	4/10	Weapon • Category 1	1/5
Directed Spells	20	Weapon • Category 2	2/5
Influence	2/7	Weapon • Category 3	2/7
Lore • General	1/3	Weapon • Category 4	2/7
Lore • Magical	6	Weapon • Category 5	2/7
Lore • Obscure	3/7	Weapon • Category 6	5
Lore • Technical	2/6	Weapon • Category 7	5
Martial Arts • Strikes	3/5		

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 Maneuver, Boxing, Tackling

Occupational Skills: none

Restricted Skills: none

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 Table T-2.4 (p. 127).

TRAINING PACKAGES

Adventurer	29	Knight †	25
Amateur Mage	43	Loremaster	29
Animal Friend	26	Merchant	25
Burglar	21	Performer	28
City Guard †	15	Scout	21
Doctor	23	Soldier †	15
Herbalist	23	Traveller	13
Hunter	29		

†: Typical



A-2.2 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 Point Develop. 15
Artistic • Passive 2/5	Science • Basic 3/6
Athletic • Brawn 3/6	Science • Specialized 12
Athletic • Endurance 2/7	Self Control 2/6
Athletic • Gymnastic 1/3	Subterfuge • Attack 2/6
Awareness • Perception 2/5	Subterfuge • Stealth 1/3
Awareness • Searching 1/3	Subterfuge • Mechanics ... 1/3
Awareness • Senses 2/5	Technical • General 3/7
Body Development 5/12	Technical • Professional 8
Combat Maneuvers 4/12	Technical • Vocational ... 5/12
Communications 3/3/3	Urban 1/2
Crafts 4/10	Weapon • Category 1 2/7
Directed Spells 20	Weapon • Category 2 3/8
Influence 2/5	Weapon • Category 3 4
Lore • General 1/3	Weapon • Category 4 4
Lore • Magical 5	Weapon • Category 5 4
Lore • Obscure 3/7	Weapon • Category 6 6
Lore • Technical 2/4	Weapon • Category 7 6
Martial Arts • Strikes 3/7	

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: choice of one Situational Awareness, Duping, Operating Equipment

Occupational Skills: Lock Lore

Restricted Skills: none

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 Table T-2.4 (p. 127).

TRAINING PACKAGES

Adventurer 29	Knight 29
Amateur Mage 37	Loremaster 28
Animal Friend 26	Merchant 25
Burglar † 16	Performer 28
City Guard † 17	Scout † 20
Doctor 23	Soldier 22
Herbalist 23	Traveller 12
Hunter 27	

†: Typical



Part V

Appendices:
Professions





A-2.3 ROGUE



Part V
Appendices:
Professions

Rogues are non spell users with some expertise in thieflly 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 thieflly 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 Robin Hood, Fahfard and the Grey Mouser.

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 Point Develop.	12
Artistic • Passive	2/5	Science • Basic	3/6
Athletic • Brawn	2/6	Science • Specialized	12
Athletic • Endurance	2/5	Self Control	2/6
Athletic • Gymnastic	1/5	Subterfuge • Attack	4/8
Awareness • Perception	2/6	Subterfuge • Stealth	1/3
Awareness • Searching	1/5	Subterfuge • Mechanics ...	2/5
Awareness • Senses	2/6	Technical • General	3/7
Body Development	3/9	Technical • Professional	8
Combat Maneuvers	4/10	Technical • Vocational ...	5/12
Communications	3/3/3	Urban	1/3
Crafts	4/10	Weapon • Category 1	2/5
Directed Spells	20	Weapon • Category 2	3/8
Influence	2/5	Weapon • Category 3	3/9
Lore • General	1/3	Weapon • Category 4	3/9
Lore • Magical	4	Weapon • Category 5	3/9
Lore • Obscure	3/7	Weapon • Category 6	6
Lore • Technical	2/5	Weapon • Category 7	6
Martial Arts • Strikes	3/7		

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: Duping, Lock Lore, choice of one Situational Awareness, one of either Boxing or Tackling.

Occupational Skills: none

Restricted Skills: none

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 Table T-2.4 (p. 127).

TRAINING PACKAGES

Adventurer	29	Knight	28
Amateur Mage	36	Loremaster	26
Animal Friend †	24	Merchant	25
Burglar †	19	Performer	28
City Guard †	16	Scout †	19
Doctor	23	Soldier †	19
Herbalist	23	Traveller	10
Hunter	27		

†: Typical



A-2.4 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 began 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 Appendix A-9.11 (p. 182-184). 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 Appendices A-9.9 & A-9.10 (p. 172-181).

Earth Law: Manipulating earth, stone, and other inorganic materials.

Fire Law: Manipulating fire and heat (including elemental attacks).

Ice Law: Manipulating ice 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, air, and other gases.



PROFESSION BONUSES

Directed Spells	+10	Power Point Dev.	+5
Lore • Magical	+10	Spell Group	+5
Power Awareness	+20		

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 Point Develop.	4
Artistic • Passive	2/5	Science • Basic	1/4
Athletic • Brawn	6	Science • Specialized	6/14
Athletic • Endurance	3	Self Control	6
Athletic • Gymnastic	3	Subterfuge • Attack	15
Awareness • Perception	6	Subterfuge • Stealth	5
Awareness • Searching	3	Subterfuge • Mechanics	7
Awareness • Senses	3/7	Technical • General	3/7
Body Development	15	Technical • Professional	8
Combat Maneuvers	18	Technical • Vocational ...	5/12
Communications	2/2/2	Urban	3
Crafts	4/10	Weapon • Category 1	9
Directed Spells	2/5	Weapon • Category 2	20
Influence	2/6	Weapon • Category 3	20
Lore • General	1/3	Weapon • Category 4	20
Lore • Magical	1/4	Weapon • Category 5	20
Lore • Obscure	3/7	Weapon • Category 6	20
Lore • Technical	2/6	Weapon • Category 7	20
Martial Arts • Strikes	9		

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: Time Sense, Meditation

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)	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 Table T-2.4 (p. 127).

TRAINING PACKAGES

Adventurer	34	Knight	46
Amateur Mage †	24	Loremaster †	19
Animal Friend	33	Merchant †	20
Burglar	32	Performer	26
City Guard	32	Scout	31
Doctor	23	Soldier	37
Herbalist	26	Traveller	20
Hunter	36		

†: Typical



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A-2.5 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 they should follow the tenants 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 Appendix A-9.7 (p. 166-168). For a slightly higher development point cost, he may also develop open and closed Channeling spell lists. Descriptions of these lists can be found in Appendices A-9.5 & A-9.6 (p. 156-165).

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 Awareness	+15
Influence	+5	Power Point Dev.	+5
Lore • Magical	+5	Spell Group	+5
Outdoor Group	+5	Weapon Group	+5

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 Point Develop.	4
Artistic • Passive	2/5	Science • Basic	1/4
Athletic • Brawn	5	Science • Specialized	6/14
Athletic • Endurance	3	Self Control	5
Athletic • Gymnastic	3	Subterfuge • Attack	15
Awareness • Perception	6	Subterfuge • Stealth	5
Awareness • Searching	2/6	Subterfuge • Mechanics	7
Awareness • Senses	3/7	Technical • General	3/7
Body Development	10	Technical • Professional	8
Combat Maneuvers	10	Technical • Vocational ...	5/12
Communications	2/2/2	Urban	3
Crafts	4/10	Weapon • Category 1	6
Directed Spells	3	Weapon • Category 2	7
Influence	2/4	Weapon • Category 3	9
Lore • General	1/3	Weapon • Category 4	9
Lore • Magical	2/4	Weapon • Category 5	9
Lore • Obscure	3/7	Weapon • Category 6	20
Lore • Technical	2/6	Weapon • Category 7	20
Martial Arts • Strikes	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: Time Sense, Meditation

Occupational Skills: Religion, Divination [Power Awareness]

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 Table T-2.4 (p. 127).

TRAINING PACKAGES

Adventurer	32	Knight	40
Amateur Mage	26	Loremaster †	20
Animal Friend	31	Merchant †	20
Burglar	30	Performer	26
City Guard	28	Scout	28
Doctor	23	Soldier	29
Herbalist	23	Traveller	18
Hunter	32		

†: Typical



A-2.6 MENTALIST



Mentalists are pure 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 Appendix A-9.15 (p. 198-200). For a slightly higher development point cost, he may also develop open and closed Mentalism spell lists. Descriptions of all of these lists can be found in Appendices A-9.13 & A-9.14 (p. 188-197).

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: Non-verbal communication.

Presence: Discerning information about a target.

Sense Control: Affecting a target's sensory input.

PROFESSION BONUSES

Awareness Group	+5	Power Awareness	+10
Body Development	+5	Power Point Dev.	+5
Influence	+10	Self Control	+5
Lore • Magical	+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	2/5
Artistic • Active	2/5	Power Point Develop.	4
Artistic • Passive	2/5	Science • Basic	1/4
Athletic • Brawn	5	Science • Specialized	6/14
Athletic • Endurance	3	Self Control	3
Athletic • Gymnastic	3/9	Subterfuge • Attack	15
Awareness • Perception	5	Subterfuge • Stealth	5
Awareness • Searching	3	Subterfuge • Mechanics	7
Awareness • Senses	3/7	Technical • General	3/7
Body Development	12	Technical • Professional	8
Combat Maneuvers	14	Technical • Vocational ...	5/12
Communications	2/2/2	Urban	3
Crafts	4/10	Weapon • Category 1	6
Directed Spells	2/6	Weapon • Category 2	8
Influence	2/6	Weapon • Category 3	15
Lore • General	1/3	Weapon • Category 4	20
Lore • Magical	2/4	Weapon • Category 5	20
Lore • Obscure	3/7	Weapon • Category 6	20
Lore • Technical	2/6	Weapon • Category 7	20
Martial Arts • Strikes	3		

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: Lie Perception, Time Sense, Seduction

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)	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 Table T-2.4 (p. 127).

TRAINING PACKAGES

Adventurer	31	Knight	40
Amateur Mage	26	Loremaster †	20
Animal Friend	33	Merchant †	20
Burglar	29	Performer	26
City Guard	29	Scout	30
Doctor	23	Soldier	31
Herbalist	23	Traveller	20
Hunter	35		

†: Typical



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ROLEMASTER





A-2.7 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

Special Note: A Ranger gets a special +10 bonus to stalking and hiding (a GM may wish to restrict this to stalking and hiding when "outdoors").

RANGER SPELL LISTS

The Ranger has six base lists. The full descriptions of all the spells on these lists can be found in Appendix A-9.8 (p. 169-171). For a slightly higher development point cost, he may also develop open and closed Channeling spell lists—see Appendices A-9.5 & A-9.6 (p. 156-165).

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 Point Develop.	8
Artistic • Passive	2/5	Science • Basic	2/5
Athletic • Brawn	3/7	Science • Specialized	8
Athletic • Endurance	1/5	Self Control	2/7
Athletic • Gymnastic	3/6	Subterfuge • Attack	6
Awareness • Perception ..	3/12	Subterfuge • Stealth	1/5
Awareness • Searching	1/4	Subterfuge • Mechanics	4
Awareness • Senses	2/5	Technical • General	3/7
Body Development	4/12	Technical • Professional	8
Combat Maneuvers	5/12	Technical • Vocational ...	5/12
Communications	3/3/3	Urban	3/6
Crafts	4/10	Weapon • Category 1	3/7
Directed Spells	15	Weapon • Category 2	4
Influence	2/6	Weapon • Category 3	6
Lore • General	1/3	Weapon • Category 4	6
Lore • Magical	3/6	Weapon • Category 5	6
Lore • Obscure	3/7	Weapon • Category 6	9
Lore • Technical	2/6	Weapon • Category 7	9
Martial Arts • Strikes	4		



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: 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 Table T-2.4 (p. 127).

TRAINING PACKAGES

Adventurer	29	Knight	31
Amateur Mage	31	Loremaster	24
Animal Friend †	22	Merchant	24
Burglar	26	Performer	28
City Guard †	20	Scout †	16
Doctor	23	Soldier	23
Herbalist †	20	Traveller	10
Hunter †	25		

†: Typical





A-2.8 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 Appendix A-9.12 (p. 185-187). For a slightly higher development point cost, he may also develop open and closed Essence spell lists—see Appendices A-9.9 & A-9.10 (p. 172-181).

Concealment Mastery: Hiding things and making things harder to find.

Influences: Affecting targets & their thought processes.

Mechanisms: Manipulating locks, traps, and other devices.

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 Awareness	+10
Body Development	+5	Subterfuge Group	+5
Influence	+5	Urban	+5
Lore • Magical	+5	Weapon Group	+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 Point Develop.	8
Artistic • Passive	2/5	Science • Basic	2/5
Athletic • Brawn	3/9	Science • Specialized	8
Athletic • Endurance	2/7	Self Control	2/7
Athletic • Gymnastic	2/4	Subterfuge • Attack	6/12
Awareness • Perception ..	4/12	Subterfuge • Stealth	1/5
Awareness • Searching	2/6	Subterfuge • Mechanics ...	2/6
Awareness • Senses	3/7	Technical • General	3/7
Body Development	6/14	Technical • Professional	8
Combat Maneuvers	6/14	Technical • Vocational ...	5/12
Communications	2/2/2	Urban	1/5
Crafts	4/10	Weapon • Category 1	3/9
Directed Spells	5	Weapon • Category 2	6
Influence	2/4	Weapon • Category 3	7
Lore • General	1/3	Weapon • Category 4	8
Lore • Magical	2/6	Weapon • Category 5	10
Lore • Obscure	3/7	Weapon • Category 6	15
Lore • Technical	2/5	Weapon • Category 7	15
Martial Arts • Strikes	4		

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, Time Sense, Detect Traps, Locate Hidden

Occupational Skills: Lock Lore

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 Table T-2.4 (p. 127).

TRAINING PACKAGES

Adventurer	29	Knight	36
Amateur Mage	29	Loremaster †	20
Animal Friend	28	Merchant	21
Burglar	22	Performer	25
City Guard †	20	Scout †	25
Doctor	23	Soldier	28
Herbalist	23	Traveller	14
Hunter	29		

†: Typical



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ROLEMASTER





A-2.9 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 Appendix A-9.16 (p. 201-203). For a slightly higher development point cost, he may also develop open and closed Mentalism spell lists—see Appendices A-9.13 & A-9.14 (p. 188-197).

Controlling Songs: Controlling listening targets 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 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 Point Develop.	8
Artistic • Passive	1/3	Science • Basic	2/5
Athletic • Brawn	4/9	Science • Specialized	8
Athletic • Endurance	2/7	Self Control	2/7
Athletic • Gymnastic	2/6	Subterfuge • Attack	12
Awareness • Perception ..	4/12	Subterfuge • Stealth	2/7
Awareness • Searching	2/6	Subterfuge • Mechanics	4
Awareness • Senses	3/7	Technical • General	3/7
Body Development	6/14	Technical • Professional	8
Combat Maneuvers	6/14	Technical • Vocational ...	5/12
Communications	1/1/1	Urban	2/4
Crafts	4/10	Weapon • Category 1	3/9
Directed Spells	10	Weapon • Category 2	6
Influence	1/4	Weapon • Category 3	7
Lore • General	1/2	Weapon • Category 4	7
Lore • Magical	1/4	Weapon • Category 5	7
Lore • Obscure	2/4	Weapon • Category 6	15
Lore • Technical	2/4	Weapon • Category 7	15
Martial Arts • Strikes	3		

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: Time Sense

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 Table T-2.4 (p. 127).

TRAINING PACKAGES

Adventurer	29	Knight	32
Amateur Mage	29	Loremaster †	18
Animal Friend	28	Merchant	21
Burglar	25	Performer †	16
City Guard	21	Scout	25
Doctor	23	Soldier	25
Herbalist	23	Traveller	14
Hunter	30		

†: Typical

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. 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 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.

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 attain (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.

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, 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, mental affinity, morale, psychic ability, self control, vanity, perceived power, mental discipline, charisma, etc.

Quickness (Qu) – A measure of raw speed, reflexes, and reaction time, this stat is often lumped with several others as dexterity. Also referred to as: speed, agility, dexterity, reaction ability, readiness, dodging ability, liveness, etc.

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

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.

Agility (Ag) – Manual dexterity and liveness are the prime components of this characteristic. Also referred to as: dexterity, deftness, physical prowess, manual skill, adroitness, maneuverability, stealth, dodging ability, liveness, 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, physical endurance, 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, I.Q., 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. Also referred to as: will, alignment, physical endurance, faith, mental strength, concentration, self control, determination, zeal, etc.



A-4 SKILLS

Part V

Appendices: Skills

This section starts with a more detailed discussion of skills than the material in Part II. The rest of this section details all of the skill categories and skills referenced within *Rolemaster*. Each skill category and its associated skill definitions are grouped together in a section.

SKILLS AND SKILL CATEGORIES

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*.

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.

Different skills use this bonus in different ways as described in the individual skill descriptions. 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 12.0 - 16.0 (p. 42-51) describe how each of these types of bonuses are used to resolve actions.

SKILL RANK BONUSES

Each of a character's skills has a skill rank that starts at zero and increases each time the character develops that skill. 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 (p. 31). Basically, the bonuses in the table follow 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:

$$-15 \cdot 3 \cdot 2 \cdot 1 \cdot 0.5$$

The Combined Progression – The *combined* skill rank bonus progression is given in the Skill Bonus Table T-2.2 (p. 31). The bonus is -15 if the rank is zero and +5 if the rank is one. The bonus increases by 5 for each of ranks two to ten, by 3 for each of ranks eleven to twenty, by 1.5 for each of ranks twenty-one to thirty, and by 0.5 for each rank above thirty. The notation for this progression is:

$$-30 \cdot 5 \cdot 3 \cdot 1.5 \cdot 0.5$$

Note: This progression "combines" the standard skill rank bonus and standard skill category rank bonus progressions.

The Limited Progression – The *limited* skill rank bonus progression is given in Table T-2.2. The bonus is 0 if the rank is zero and +1 if the rank is one. The bonus increases by 1 for each of ranks two to twenty, by 0.5 for each of ranks twenty-one to thirty, and by 0 for each rank above thirty.

$$0 \cdot 1 \cdot 1 \cdot 0.5 \cdot 0$$

The Special Progression – The *special* skill rank bonus progression is given in Table T-2.2 (p. 31). The bonus is 0 if the rank is zero and +6 if the rank is one. The bonus increases by 6 for each of ranks two to ten, by 5 for each of ranks eleven to twenty, by 4 for each of ranks twenty-one to thirty, and by 3 for each rank above thirty.

$$0 \cdot 6 \cdot 5 \cdot 4 \cdot 3$$

SKILL CATEGORY RANK BONUSES

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. 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 Progression – The *standard* skill category bonus progression is given in the Skill Bonus Table T-2.2. 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:

$$-15 \cdot 2 \cdot 1 \cdot 0.5 \cdot 0$$

All Other Progressions – For the combined, limited, and special progressions, the skill category rank bonus is always zero. That is, the notation for these progressions is:

$$0 \cdot 0 \cdot 0 \cdot 0 \cdot 0$$

SPECIAL PROGRESSION BASED ON RACE

A Gamemaster may want to vary the "special progression" for each character based upon his race. If so, you should use the progressions given in the Special Progression Based on Race Chart instead of those in Table T-2.2 (p. 31).

Example: *Halflings in Middle-earth are very resistant to Essence, so their special progression for Essence Power Point Development is 0•2•1•1•1—there aren't many Halfling Magicians.*

SPECIAL PROGRESSION BASED ON RACE CHART

Race	SKILL RANK BONUS PROGRESSION			
	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
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
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

NOTATION

Certain skills in Appendix A-4 are marked with a † or a *:
 † – 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, etc.).

* – A character with at least one skill rank in this skill must choose one of the listed “specialized” crafts as his “area of specialization.” When using this skill in his area of specialization, the character’s skill ranks are considered to be doubled.

VARIABLE DP COSTS FOR SPELL LISTS

This section presents the development point (DP) costs for a spell list skill rank if you develop ranks in more than five spell lists or a spell rank greater than five. This section also provides DP costs for developing ranks for spell lists outside your realm and for other profession base spell lists.

DP Costs for Ranks Greater Than Five – The DP cost 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 6.1).*

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.

DP Costs for Ranks in More Than Five Lists – 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 beyond 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, this base list costs quadruple normal: **12 DPs** (1 list x 3 DPs x 4).*

SPELL LIST DP COST TABLE T-2.4

Spell List Type	Skill Rank No. Being Developed	SPELL USER TYPE				
		Pure †	Semi ‡	Fighter	Thief	Rogue
OWN REALM:						
Own Base Lists	1+	3/3/3	6/6/6	-	-	-
Open Lists	1-5	4/4/4	8/8	25	18	15
	6-10	4/4/4	8/8	50	36	30
	11-15	4/4/4	12	75	54	45
	16-20	4/4/4	18	100	72	60
	21+	6/6/6	25	125	90	75
Closed Lists	1-5	4/4/4	10/10	40	35	25
	6-10	4/4/4	12	80	70	50
	11-15	4/4/4	25	120	105	75
	16-20	4/4/4	40	160	140	100
	21+	8/8	60	200	175	125
Other Profession Base Lists	1-5	8/8	25	80	70	50
	6-10	10/10	40	160	140	100
	11-15	12	60	240	210	150
	16-20	25	80	320	280	200
	21+	40	100	400	350	250
OTHER REALM:						
Open Lists	1-5	10/10	30	90	80	60
	6-10	12	60	180	160	120
	11-15	25	80	270	240	180
	16-20	40	100	360	320	240
	21+	60	120	450	400	300
Closed Lists	1-5	20	45	105	100	90
	6-10	25	60	210	200	180
	11-15	40	80	315	300	270
	16-20	60	100	420	400	360
	21+	80	120	525	500	450
Other Profession Base Lists	1-5	50	80	120	120	120
	6-10	70	100	240	240	240
	11-15	90	120	360	360	360
	16-20	110	140	480	480	480
	21+	130	160	600	600	600
MULTIPLIERS:						
First 5 Lists Developed This Level x1						
6th - 10th Lists Developed This Level x2						
11th - up Lists Developed This Level x4						
† – Pure spell users include Clerics, Magicians, and Mentalists.						
‡ – Semi spell users include Rangers, Dabblers, and Bards.						

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, developing ranks in more than 5 lists at a time is not very cost effective.

DP Costs for Lists Outside Your Realm and Other Base Lists – Table T-2.4 provides the DP costs for ranks for spell lists outside your realm and for the base spell lists for other professions.



A-4.1 ARMOR SKILL CATEGORIES

Part V Appendices: Skills

Armor • Heavy Skill Category

Skills:..... Plate
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
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
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 Modifications: ‡

Fitted armor (3x cost)..... +0 to +15
 Poorly fitted armor..... -20 per inch in size difference
 Wet leather..... -10
 Greaves added to an armor type..... -20†
 Gauntlets (for maneuvers involving hands)..... -10

Modifiers to Missile Penalty:

Fitted Armor..... -5 to -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.

‡ – These modifications are applied to both the minimum and maximum maneuver modifications.



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 8.4 (p. 34) and Appendix A-4.1 (p. 104).

† – Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type—see Section 8.4 (p. 34) and Appendix A-4.1 (p. 104).

‡ – 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 and hands of a combatant (see Appendix A-10.4, p. 215).

§ – An Armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB—see Section 8.4 (p. 33) and Appendix A-10.3 (p.212). 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.

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 15 ranks (+25) in the Armor • Heavy skill category and 15 ranks (+40) in Plate skill. His St/Ag/St stat bonuses total +15. He may wear breastplate and greaves (AT 18) with a MMP of only -30 = -110 + (25+40+15). If he wears just the breastplate (AT 17), the MMP is -15 even though -90 + (25+40+15) = -10; since -15 is the minimum maneuver penalty associated with wearing a breastplate.*

THE ADVANTAGES OF ARMOR

Armor types are designed to reflect the protective capability of 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 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.

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 certain animals (e.g., Deer, Dog, Wolf). ‡

Heavy Hide (AT 4): The natural hide of certain of animals (e.g., Buffalo, Elephant, Bear). ‡

Soft Leather Base

AT 5 and AT 6 are heavy outer garments normally worn only for protection from the weather. AT 7 and AT 8 are worn for combat protection by some militia and irregulars.

Leather Jerkin (AT 5): A heavy leather coat without arms and reaching only to the waist or mid-thigh.

Leather Coat (AT 6): A heavy leather coat covering the arms and torso to mid-thigh.

Reinforced Leather Coat (AT 7): A heavy leather coat covering the arms and torso 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 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 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 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).





A-4.2 ARTISTIC SKILL CATEGORIES

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Skills

Artistic • Active Skill Category

Skills:..... Acting, Dancing, Mimery, Mimicry,
Play Instrument (each instrument is a separate skill),
Poetic Improvisation, Singing, Tale Telling,
Ventriloquism

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 • Passive Skill Category

Skills:..... Music, Painting, Poetry, Sculpting

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.



SKILL DESCRIPTIONS Artistic • Active

General and GM-Assigned Modifiers:

Extensively Practiced piece	+(1-3 x Memory bonus)
Improvisation	-30
With interactive partner	-10
7+ ranks in a specific related Lore	+10

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.

Unfamiliar with nature of subject	-30
7+ ranks in an appropriate 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 rituals, etc.).



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).

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.).

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.



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.

- Elves +10
- 7+ ranks in an appropriate spoken language +10

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.

- Per rank in an appropriate spoken language below 4 -10

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 the Public Speaking skill (Influence skill category) 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.

- 7+ ranks in an appropriate spoken language +10
- Elves +10
- Halflings +15

Ventriloquism

This skill provides a bonus for speaking without appearing to do so. A successful maneuver roll will make the individual's voice seem to originate somewhere other than himself.

- With props +15
- Distance voice is "thrown" -5 for every 1' away



SKILL DESCRIPTIONS
Artistic • Passive



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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 maneuver roll by a conductor will give those he is conducting a bonus of +20 to their own use of this skill.

- 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.

- 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.

- Writing about a personal experience +10
- Writing about an unfamiliar topic -30
- 8+ ranks in an appropriate 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.

- Unfamiliar medium -30
- From posed image or person +10
- From memory -30 (+ Memory stat bonus x 3)



A-4.3

ATHLETIC SKILL CATEGORIES

Part V
Appendices:
Skills

Athletic • Brawn Skill Category

Skills:..... Athletic Games (Brawn) (each game is a separate skill), Jumping, Weight-lifting
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 • Endurance Skill Category

Skills:..... Athletic Games (Endurance) (each game is a separate skill), Distance Running, Rowing, Scaling, Sprinting, Swimming
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 • Gymnastics Skill Category

Skills:..... Acrobatics, Athletic Games (Gymnastic) (each game is a separate skill), Climbing, Contortions, Diving, Flying/Gliding, Juggling, Tumbling
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). Additional skills in this category include: pole-vaulting, rappelling, skating, skiing, stilt-walking, surfing, and tightrope-walking.

SKILL DESCRIPTIONS

Athletic • Brawn

General and GM-Assigned Modifiers

Without proper equipment -10 to -50

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.

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 3.

Modifiers for 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





Weight-lifting

Normally, a character can lift up to half his own weight using his hands. This skill provides a bonus to attempts to lift heavier 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.

Flat, level surface	+5
Weight is unevenly distributed	-20
Easy hand-holds	+10
Extra prep round	+10

SKILL DESCRIPTIONS Athletic • Endurance

General and GM-Assigned Modifiers

Without proper equipment	-10 to -50
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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.

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 movement maneuvers based on pace—see Section 18.17 (p. 56).

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.

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.

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 movement maneuvers based on pace—see Sections 16.0 (p. 51) & 18.17 (p. 56).

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 applicable penalties (weight penalty, armor penalties, etc.). 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.

SKILL DESCRIPTIONS Athletic • Gymnastics

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 most of the activity is spent in airborne maneuvers. A successful maneuver roll can reduce the severity of a falling critical by one (i.e., an 'A' is ignored, a 'B' becomes a 'A', a 'D' becomes a 'C', etc.).

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.

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'/round 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.

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.

Organic bonds (rope, leather straps, etc.)	-10
Metal bonds (chains, metal straps, etc.)	-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).

Flying/Gliding

This skill provides a bonus for flying or gliding through the use of natural or artificial wings (e.g., feathered wings, parachute, hang-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.

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.

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
Surface (sticky to icy slick surface)	+30/-70

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.



Part V

Appendices:
Skills

A-4.4 AWARENESS SKILL CATEGORIES

Awareness • Perceptions Skill Category

Skills:..... Alertness, Sense Ambush
Applicable Stat Bonuses:..... In/SD/In
Skill Bonus Progression:..... 0 • 1 • 1 • 0.5 • 0 (Limited)
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 • Searching Skill Category

Skills:..... Detect Traps, Lie Perception, Locate Hidden, Observation, Poison Perception, Reading Tracks, Surveillance, Tracking
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 trying to read the signs of a battle afterwards in order to perceive the course it had taken would be).

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
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). Additional skills in this category include: reality awareness and spatial location awareness.



SKILL DESCRIPTIONS Awareness • Perceptions

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 a skill indicates one's ability to train sensitivity to such things, but more active observation should be handled by the skills of Observation and Situational Awareness.

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.

Quality of the set ambush +30 to -70

SKILL DESCRIPTIONS Awareness • Searching

General and GM-Assigned Modifiers

Knowing what you are searching for +10 to +50

Detect Traps

This skill provides a bonus for detecting inanimate traps or ambushes.



SKILL DESCRIPTIONS

Awareness • Senses

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.

Cannot see liar	-30
Familiar with liar	+10
Knows liar well	+25
Unfamiliar with liar	-25
Between 1 and 4 ranks in liar's language	-20
No ranks in liar's language	-40
Cannot hear liar	-50

Locate Hidden

This skill provides a bonus for locating secret openings or hidden objects.

Size of object to be found	+30 to -70
Quality of 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 to 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.

Poison Perception

This skill provides a bonus for perceiving the presence of poison in/on an item or object. Note that some poisons might be virtually undetectable (e.g., a colorless, tasteless, odorless powder that dissolves completely in water will be very difficult if not impossible to detect).

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. The skill, Tracking, is used for spotting and following the tracks.

Surveillance

This skill provides a bonus for surreptitiously keeping watch over a person, place, or object.

Tracking

This skill provides a bonus for tracking maneuvers and following 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.

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.

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

Sense Awareness †

This skill provides a bonus to the 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.

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, vehicles, etc. Skill with Situational Awareness must be developed for each situation, as determined by the GM.

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 passage 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.

No external references	-40
Right after sleep/unconsciousness	-20





A-4.5 BODY DEVELOPMENT SKILL CATEGORY

Part V
Appendices:
Skills

Body Development Skill Category

Skills:..... Body Development (only one skill)
 Applicable Stat Bonuses:..... Co/SD/Co
 Skill Rank Bonus Progression: Based on Race (Special)
 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.



SKILL DESCRIPTIONS

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.

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

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:

$$\begin{aligned} \text{Maximum Hits} &= \text{Body Development skill bonus} \\ &= 10 + (2 \times \text{Co stat bonus}) + \text{SD stat bonus} \\ &\quad + \text{profession bonus} + \text{skill rank bonus} \\ &\quad + \text{any special bonuses} \end{aligned}$$

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

Note: These modifications do not apply to spell casting static maneuver rolls.

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 the character is sleeping, (Co stat bonus x 2) hits are healed for every three hours of continuous sleep (at least three hits are recovered, even if the Co stat bonus is one or less). 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 24.1, p. 75); e.g., spells, herbs, etc.

Example: Lar the Wood Elf Bard has decided that he's tired of his own sniveling every time he drops his staff on his foot. He began with 16 concussion hits [10 (for the special bonus) + 6 (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) = 16]. He develops two more ranks in Body Development, and consults the Special Progression Based on Race Chart. His progression (for Wood Elves) is 0 • 6 • 3 • 1 • 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 12 points to his Body Development total. He struts away, sneering at danger.

A-4.6 COMBAT MANEUVERS SKILL CATEGORY



Part V
Appendices:
Skills

Combat Maneuvers Skill Category

Skills: Mounted Combat, Quickdraw, Swashbuckling, Two-weapon Combat

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.

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.

Example: Kohrstr the Surly prefers to use a battleaxe while horsed, and wields it with a formidable +98 OB. She is only an adequate rider, however, having 6 ranks in Riding. She is limited to 6 ranks, therefore, in Mounted Combat. After stat bonuses and other modifications, her Mounted Combat skill bonus is +37. She will therefore only be able to wield her battleaxe from horseback with an OB of +37. If she wishes to increase her Mounted Combat skill, she is going to have to increase her skill in Riding as well.

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.

Two-weapon Combat

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 Combat 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 Combat 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.

SKILL DESCRIPTIONS

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 without the normal 20% activity required (-20 penalty) for drawing a weapon. If the maneuver roll fails, he has dropped the weapon. If partially successful, the character takes the normal time (and penalty) to draw the weapon.





Part V
Appendices:
Skills

A-4.7 COMMUNICATION SKILL CATEGORY

Communication Skill Category

Skills:..... Languages (each language written is a skill, each language spoken is a skill),
Lip Reading, Signaling

Applicable Stat Bonuses: Re/Mc/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).

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.

Example: *Beebo has 7 ranks and a bonus of +42 (through various bonuses) in the language of Jeepha. She is trying to communicate with Mook, who has only 3 ranks in it. She 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 Beebo doesn't even speak that well.*

Racial Languages: These are the languages generally used and recognized by the individual races.

Cultural Languages: These are the language variations in an area, usually related to some extent to the racial language(s).

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. 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).*

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 Brotherhood of the Blade and is a manufactured language used for recognition and secrecy. 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. The Thieves' Guild uses a hyper-slang language known as Thieves' Cant.*

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 (a god-given language), and Old Nakrin, an ancient form of the current language which can be spoken by laymembers at half normal skill rank. Druid Tongue 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.

Each foot over 20' to the target -2

Signaling

This skill provides a bonus when using any form of signal communications. This skill is a specialized form of language and language guidelines apply.

LANGUAGE RANK TABLE T-4.7



Part V
Appendices:
Skills

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.



A-4.8

CRAFTS SKILL CATEGORY

SKILL DESCRIPTIONS

Part V Appendices: Skills

Crafts Skill Category

Skills:..... Cooking, Leather-crafts, Metal-crafts, Rope Mastery, Stone-crafts, Wood-crafts
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 objects should fall instead under the Technical/Trade group.

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.
- Drafting: Drawing an item, object, blue prints, etc.
- Dying: Coloring of fabric and cloth.
- Embalmer: Mummification of body after death.
- Embroidering: Decorating of fabric, cloth and leather.
- Enameler: Uses enamel for a hard, long-lasting surface on objects.
- Fletching: Making arrows out of available materials.
- Furrier: Turning furs into clothing.
- Glass Blower: Turning of sand into glass objects.
- Guide: Pointing the way and leading.
- Horticulture: Growing flowers, fruits, fungi, and vegetables.
- Knitting: Turning yarn and thread into cloth, using needles.
- Masseur: 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: Manufacture 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: Manufacture and repairing of sails.
- Scribe: One who copies manuscripts or other documents.
- Seneschal: Running of a household, daily routines, etc.
- Service: Performing service duties, such as valet, maid, butler, etc.
- Sewing/Weaving: Sewing or weaving, as well as repair.
- Skinning: Removing, preparing, treating and caring for animal skins.
- Spinner: Turning wool or flax into thread.
- Stewardship: Management of land and people for an overlord.
- Tailoring: Turning cloth into articles of clothing.
- Taxidermist: Preparing and stuffing the skins of animals.
- Trapping: Setting simple snares, identifying animal runs, and a knowledge of the values of various furs, skins, etc.
- Tube Hollower: Hollows tubes out of stone, metal, wood, etc.
- Upholstery: Covering of furniture with material.
- Valet: Assists others in dressing and preparing for various occasions.
- Weaving: Using Loom to make rugs, cloth, tapestries, etc.
- Wicker Worker: Use of wicker to make baskets, furniture, etc.

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. The following is a partial listing of specialized 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 alcohol.
- Winery: Making wines.

Leather-crafts *

This skill provides a bonus for working with hides and creating leather goods (e.g., leather armor, bolas, etc.). The following is a partial listing of specialized leather crafts:

- Cobbler: Manufacture of shoes and boots.
- Saddler: Manufacture 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), as well as for oven or kiln building, and doubling effects of fires. The following is a partial listing of specialized smithing crafts:

- Armorer: Manufacture of iron or steel armor.
- Blacksmith: Manufacture 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: Manufacture of iron wares.
- Silver Smith: Working of silver into ornamental and functional items.
- Tin Smith: Working of tin into ornamental and functional items.
- Tooler: Manufacture of metal tools.
- Weapon Smith: Manufacture 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.

Stone-crafts *

This skill provides a bonus for working with stone and creating sculptures, writings, or any other form of inscription or relief. The following is a partial listing of specialized stone crafts:

- Brick Maker: Manufacture of bricks.
- Gem Cutter: Cutting and setting of stones and gems.
- Masonry: Construction of buildings, bridges, etc. from bricks and stone.
- Stone Carving: Carving of stone.
- Stone Cutter: Cutting and shaping large stones from a quarry.

Wood-crafts *

This skill provides a bonus for fashioning any object out of the required amount of wood, bone or similar material. The following is a partial listing of specialized wood crafts:

- Carpentry: Cabinet maker.
- Cartwright: Manufacture of carts, wagons and other similar vehicles.
- Building: Construction of buildings from wood.
- Lumbering: Felling of trees.
- Shipwright: Building of sea going vessels.
- Wheelwright: Manufacture of wheels.
- Wood Carving: Carving of wood.

* – A character with at least one skill rank in this skill must choose one of the listed “specialized” crafts as his “area of specialization.” When using this skill in his area of specialization, the character’s skill ranks are considered to be doubled.

A-4.9 DIRECTED SPELLS SKILL CATEGORY

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

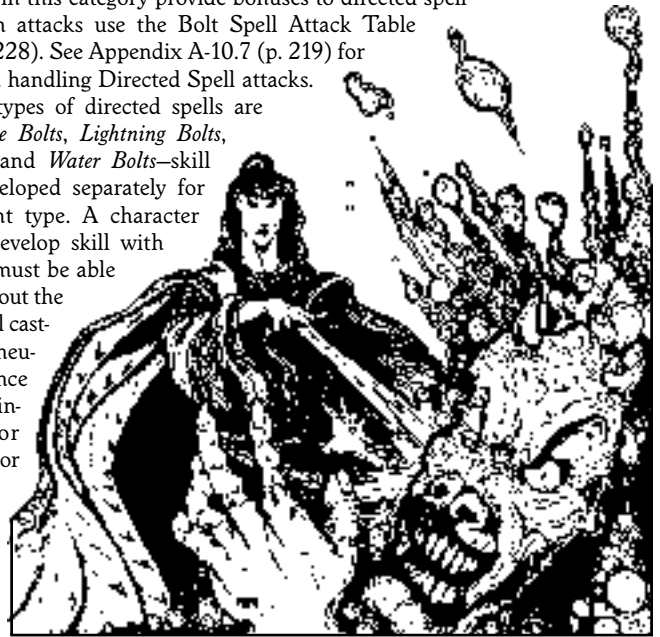
Classification:..... Offensive Bonus

Certain spells make provision for attack rolls for "directed elemental" spells (see Appendix A-10.7, p. 219). 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).

SKILL DESCRIPTIONS

The skills in this category provide bonuses to directed spell attacks. Such attacks use the Bolt Spell Attack Table A-10.9.9 (p. 228). See Appendix A-10.7 (p. 219) for guidelines on handling Directed Spell attacks.

The five types of directed spells are *Fire Bolts*, *Ice Bolts*, *Lightning Bolts*, *Shock Bolts*, and *Water Bolts*—skill must be developed separately for each different type. A character wishing to develop skill with such a spell must be able to cast it without the need of a spell casting static maneuver at least once a day, either intrinsically or from an item or runes.



A-4.10 INFLUENCE SKILL CATEGORY

Influence Skill Category

Skills:..... Bribery, Diplomacy, Duping, Interrogation,
Leadership, Public Speaking, Seduction, Trading

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.

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.

Interrogation

This skill provides a bonus for extracting information from an intelligent source. This may or may not include causing discomfort to the target. 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 his Co/SD/Co stat bonus total 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.

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.

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.

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.

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*.

SKILL DESCRIPTIONS

Bribery

This skill provides a bonus for offering a bribe to an individual in the proper and unobtrusive manner. The Gm may also allow the use of this skill to identify bribeable individuals **and** to identify persons likely to have been bribed.

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.



A-4.11 LORE SKILL CATEGORIES

Part V Appendices: Skills

Lore • General Skill Category

Skills:..... Fauna Lore, Flora Lore, Heraldry, History (one skill for each field of history), Philosophy, Race Lore (one skill for each race/culture), Region Lore (one skill for each region), Religion

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, Spell Lore, Undead Lore

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. Additional skills in this category include: circle lore, planar lore, symbol lore, and warding lore.

Lore • Obscure Skill Category

Skills:..... Demon/Devil Lore, Dragon Lore, Faerie Lore, Xeno-Lores (one skill for each type of "unusual" race or culture)

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. 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

Applicable Stat Bonuses: Me/Re/Me

Skill Rank Bonus Progression: Standard

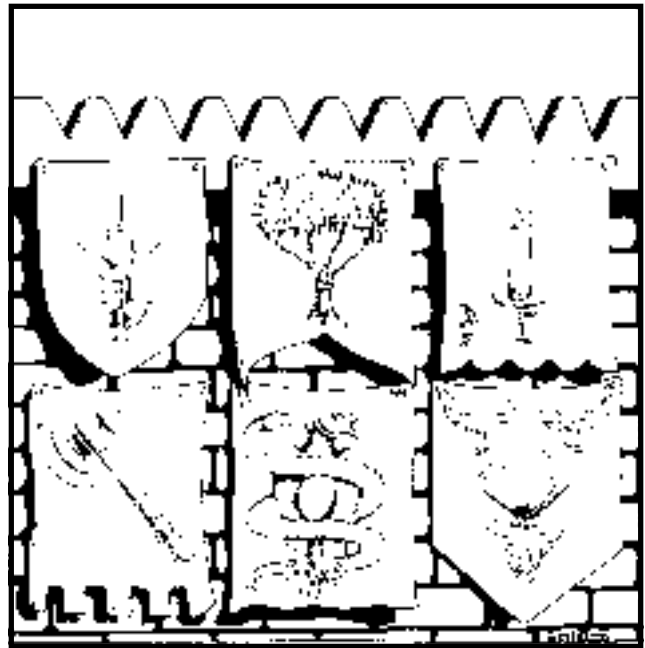
Skill Category Bonus Progression: Standard

Group: Lore

Classification: Static Maneuver

This category encompasses the use of technical informational and academic skills dealing with relatively common topics.

Note: Lore skills have a Standard skill bonus progression because it is assumed that there are common elements to certain "types" of Lore. 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.



SKILL DESCRIPTIONS Lore • General

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.

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. This is a general knowledge skill—a GM may want halve this skill's bonus when used for herbs (see Herb Lore on the next page). **Note:** This skill may be used for learning about specific species as well, providing great detail on the characteristics and habitats of a particular type of plant.

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.

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.

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.

Race Lore †

This skill provides information about the beliefs, rituals, or other information about a specific race. Note that skill for each race must be developed separately. Each character begins with ranks in Race Lore for his own race.

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.

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.

SKILL DESCRIPTIONS Lore • Magical

Artifact Lore

This skill provides a bonus for recognizing and knowing the powers of potent magical items.

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.

Instant spell cast-30

Undead Lore

This skill provides a bonus for recognizing and identifying the major powers and abilities of Undead, and information pertaining to Undead.



SKILL DESCRIPTIONS 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.).

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).

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.).

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.

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.*

SKILL DESCRIPTIONS Lore • Technical

Herb Lore

This skill provides a bonus for recognizing/identifying herbs. For these purposes, an herb is a plant or plant part valued for medicinal qualities.

Lock Lore

This skill provides a bonus for recognizing and identifying major forms of locks and similar devices.

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.

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 a Using/Removing Poison maneuver roll to actually carry through.)

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.

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.



Part V
Appendices:
Skills



A-4.12 MARTIAL ARTS • STRIKING SKILL CATEGORY

Martial Arts • Striking Skill Category

Skills:..... Boxing, Tackling
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 unarmed combat skills involving blows dealt with the hands, feet, elbows, and the like.

SKILL DESCRIPTIONS

Boxing

This is the skill of using one's fists and feet to strike an opponent, while protecting oneself from similar blows. This skill uses the Tooth & Claw Attack Table A-10.9.7 (p. 226) and may not exceed the damage done by a "small" attack.

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. This skill uses the Bash & Grapple Attack Table A-10.9.8 (p. 227) and may not exceed the damage done by a "small" attack.



A-4.13 OUTDOOR SKILL CATEGORIES

Outdoor • Animal Skill Category

Skills:..... Animal Handling, Animal Training, Driving, Riding (each skill must be developed separately for each distinct type of animal)
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. Additional skills in this category include: animal mastery, animal healing, and herding.

Outdoor • Environmental Skill Category

Skills:..... Caving, Foraging, Hunting, Star-gazing, Survival (one skill for each environment), Weather Watching
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.

SKILL DESCRIPTIONS Outdoor • Animal

General and GM-Assigned Modifiers

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

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.

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.

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.



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.

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

SKILL DESCRIPTIONS Outdoor • Environmental

Caving (Spelunking)

This skill provides a bonus for determining natural course and lay of a cave or cavern (passage or chamber). It can also provide a bonus for certain maneuvers in caves and caverns.

Dwarves	+25
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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.

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.

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.



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.).

Weather Watching

This skill provides a bonus for determining local weather for the next 24 hours.



A-4.14 POWER AWARENESS SKILL CATEGORY

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Power Awareness Skill Category

Skills:..... Attunement, Read Runes
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. Additional skills in this category include: Divination and Power Perception.



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.

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

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.

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-4.15 POWER POINT DEVELOPMENT SKILL CATEGORY

Power Point Development Skill Category

Skills: Power Point Development (only one skill)
Applicable Stat Bonuses: Realm stat
Skill Rank Bonus Progression: Based on Race (Special)
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.

SKILL DESCRIPTIONS

Developing this skill allows a spell user to increase the total number of power points (PP) he may have available at any given time. 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 equal to his skill bonus for Power Point Development. Normally, this skill bonus consists of the following:

$$\begin{aligned} \text{PP Total} &= \text{PP Development skill bonus} \\ &= \text{"realm" stat bonus} + \text{profession bonus} \\ &\quad + \text{skill rank bonus} + \text{any special bonuses} \end{aligned}$$



PP EXHAUSTION

A character receives a modification to his spell casting static maneuvers (see Section 14.0, p. 47) 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



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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).
- 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.



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A-4.16

SCIENCE/ANALYTIC SKILL CATEGORIES

Science/Analytic • Basic Skill Category

Skills:..... Basic Math, Research
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, Alchemy,
Anthropology, and others
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. Additional skills in this category might include: astronomy, biochemistry, psychology, etc.



SKILL DESCRIPTIONS

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 (see below).

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. If appropriate materials are available, a successful maneuver roll using such materials will give up to a +40 modification to a related Lore maneuver roll.

SKILL DESCRIPTIONS

Science/Analytic • Specialized

This category encompasses the skills below and others such as: Astronomy, Biochemistry, Chemistry, Linguistics, Planetology, Physics, Psychology, 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).

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 races or cultures may be developed simultaneously, assuming research materials are available.

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.



A-4.17 SELF CONTROL SKILL CATEGORY

Self Control Skill Category

Skills: Frenzy, Meditation, Mnemonics, Stun Removal
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. Additional skills in this category include: control lycanthropy, various "trance" skills, stunned maneuvering, and various "adrenal" skills.

SKILL DESCRIPTIONS

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/berserk 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 a Situational Awareness (Combat) static maneuver with a -30 modification to distinguish friend from foe.

Meditation

This skill provides a bonus for an individual entering, leaving and exploiting a mental trance. Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25).

A GM may allow a successful meditation maneuver to give the meditator a bonus for a maneuver related to the meditation. Such related maneuvers can include: solving a difficult problem, making a spell casting static maneuver, making an attunement static maneuver, etc. We suggest the following bonuses based upon the degree of success of the meditation static maneuver: +5 bonus for "partial success," +10 for "near success," +15 for "success," and +25 for "absolute success." The meditator must spend at least one minute (6 rounds) in meditation to get the bonus.

Elves	+25
calm and sedate settings, etc.	+30
on-going battle & melee combat, etc.	-70
6-12 rounds (≈1-2 minutes) spent in meditation	-30
13-29 rounds (≈2-5 minutes) spent in meditation	-10
30-59 rounds (≈5-10 minutes) spent in meditation	+0
60-89 rounds (≈10-15 minutes) spent in meditation	+5
90-119 rounds (≈15-20 minutes) spent in meditation	+10
120-149 rounds (≈20-25 minutes) spent in meditation	+15
150-179 rounds (≈30-35 minutes) spent in meditation	+20
180+ rounds (≈35+ minutes) spent in meditation	+25

Mnemonics

This skill provides a bonus for recalling information through the use of memory aids, techniques and tricks.

Per week in the past	-5
Carefully committed to memory	+30
Impact on PC	-10 to +30

Stun Removal

This skill helps a character to throw off the effects of stunning blows. A successful static maneuver using this skill will remove one or more accumulated rounds of stun from the character. Failure will result in additional stun rounds. The results of such a maneuver are outlined below:

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

The difficulty of a Stun Removal static maneuver is based upon how many rounds of accumulated stun rounds the maneuverer has:

Accumulated Stun Rounds	Difficulty (Modification)
1	Medium (+0)
2	Hard (-10)
3 - 4	Very Hard (-20)
5 - 7	Extremely Hard (-30)
8 - 9	Sheer Folly (-50)
10+	Absurd (-70)



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A-4.18 SPELLS SKILL CATEGORIES

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For All "Spells •" Skill Categories:

Skills:..... One skill per spell list
Applicable Stat Bonuses:..... Realm Stat
Skill Bonus Progression:..... -30 • 1 • 1 • 0.5 • 0 (Limited)
Skill Category Bonus Progression:..... 0 • 0 • 0 • 0 • 0
Group:..... Spells
Classification:..... Static Maneuver and Special

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 Own Base Lists Skill Category

This category encompasses the acquisition and use of spells from the spell user's own base lists.

Other Categories Include (see next page for DP costs):

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 • 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.

SKILL DESCRIPTIONS

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 Appendix A-9 (p. 152) for more information on spell lists.

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 14.0 (p. 46) & 18.12 (p. 55) 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 there are no applicable modifiers from the Spell Casting Modifications Table T-4.6—see Section 14.0 (p. 46-47). However, such a spell may still fail:

- An *attack spell* fails on an unmodified attack roll of 01-02 (see Appendices A-10.6 - A-10.8, p. 218-219).
- A 1d100 roll should also be made for each *non-attack spell*—the spell fails only on an unmodified 01-02.
- Attack spells can also fail on certain modified attack roll results (see Appendices A-10.6 - A-10.8, p. 218-219).

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 the caster's skill bonus for the spell's list and all other appropriate modifications from the Spell Casting Modifications Table T-4.6 (p. 47).

Spell Casting Static Maneuver Roll =

1d100 (open-ended)
 + 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.*



VARIABLE DP COSTS FOR SPELL LISTS

This section presents the development point (DP) costs for a spell list skill rank if you develop ranks in more than five spell lists or a spell rank greater than five. This section also provides DP costs for developing ranks for spell lists outside your realm and for other profession base spell lists.

DP Costs for Ranks Greater Than Five – The DP cost 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 6.1).*

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.

DP Costs for Ranks in More Than Five Lists – 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 beyond 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, this base list costs 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, developing ranks in more than 5 lists at a time is not very cost effective.

SPELL LIST DP COST TABLE T-2.4

Spell List Type	Skill Rank No. Being Developed	SPELL USER TYPE				
		Pure †	Semi ‡	Fighter	Thief	Rogue
OWN REALM:						
Own Base Lists	1+	3/3/3	6/6/6	-	-	-
Open Lists	1-5	4/4/4	8/8	25	18	15
	6-10	4/4/4	8/8	50	36	30
	11-15	4/4/4	12	75	54	45
	16-20	4/4/4	18	100	72	60
	21+	6/6/6	25	125	90	75
Closed Lists	1-5	4/4/4	10/10	40	35	25
	6-10	4/4/4	12	80	70	50
	11-15	4/4/4	25	120	105	75
	16-20	4/4/4	40	160	140	100
	21+	8/8	60	200	175	125
Other Profession Base Lists	1-5	8/8	25	80	70	50
	6-10	10/10	40	160	140	100
	11-15	12	60	240	210	150
	16-20	25	80	320	280	200
	21+	40	100	400	350	250
OTHER REALM:						
Open Lists	1-5	10/10	30	90	80	60
	6-10	12	60	180	160	120
	11-15	25	80	270	240	180
	16-20	40	100	360	320	240
	21+	60	120	450	400	300
Closed Lists	1-5	20	45	105	100	90
	6-10	25	60	210	200	180
	11-15	40	80	315	300	270
	16-20	60	100	420	400	360
	21+	80	120	525	500	450
Other Profession Base Lists	1-5	50	80	120	120	120
	6-10	70	100	240	240	240
	11-15	90	120	360	360	360
	16-20	110	140	480	480	480
	21+	130	160	600	600	600
MULTIPLIERS:						
First 5 Lists Developed This Level x1						
6th - 10th Lists Developed This Level x2						
11th - up Lists Developed This Level x4						
† – Pure spell users include Clerics, Magicians, and Mentalists.						
‡ – Semi spell users include Rangers, Dabblers, and Bards.						

DP Costs for Lists Outside Your Realm and Other Base Lists – Table T-2.4 provides the DP costs for ranks for spell lists outside your realm and for the base spell lists for other professions.



A-4.19 SUBTERFUGE SKILL CATEGORIES

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Subterfuge • Attack Skill Category

Skills:..... Ambush, Silent Attack
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 • Mechanics Skill Category

Skills:..... Camouflage, Disarming Traps,
Disguise, Picking Locks, Setting Traps,
Using/Removing Poison
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. Additional skills in this category include: counterfeiting, forgery, hiding items, and trap building.

Subterfuge • Stealth Skill Category

Skills:..... Hiding, Picking Pockets, Stalking, Trickery
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.



SKILL DESCRIPTIONS Subterfuge • Attack

Ambush

This skill is the ability to make a very precise melee attack. To use his Ambush skill a character must approach his foe undetected and be able to strike before the foe can react. An attack is then made normally, and an Ambush static maneuver is made (0% activity) and modified by 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. 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 Ambush skill rank is *added* (never subtracted) 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.

Silent Attack

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.



SKILL DESCRIPTIONS

Subterfuge • Mechanics

Camouflage

This skill provides a bonus in hiding or concealing an item or another person by using the natural attributes of the surrounding environment.

Disarming Traps

This skill provides a bonus in identifying and disarming, but not locating, an inanimate trap.

Successful Trap Lore maneuver prior to attempt	+40
Each time disarming trap has been unsuccessfully attempted	-30
Have disarmed this specific trap before	+50
Have disarmed this type of trap before	+25
Have description of mechanism	+10

Disguise

This skill provides a bonus to change one's appearance (not his actual shape or weight) by application of cosmetics and other props.

Picking Locks

This skill provides a bonus for locking and unlocking locks and similar devices.

Successful Lock Lore maneuver prior to attempt	+40
Each time picking lock has been unsuccessfully attempted	-30
Have picked this specific lock before	+50
Have picked this type of lock before	+25
Have 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.

Using/Removing Poison

This skill provides a bonus for the handling, caring, and storing of poisons. Allows an individual to use poison without accidentally poisoning himself or rendering the poison useless.



SKILL DESCRIPTIONS

Subterfuge • Stealth

A successful maneuver by a character using any of these skills will result in a modification for any related "awareness" static maneuvers that are made by anyone else. Such a modification is -25% of the character's Hiding skill bonus for a "partial success," -50% for a "near success," -100% for a "success," and -150% for an "absolute success."

General and GM-Assigned Modifiers

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).

Hiding

Hiding is the ability to conceal one's presence by *remaining still*, using silence, shadow and camouflage.

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 rolls made for any alertness or observation maneuvers the victim makes.

Stalking

Stalking is the ability to *move* using silence, camouflage, and shadows to conceal your presence.

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.



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ROLEMASTER





A-4.20 TECHNICAL/TRADE SKILL CATEGORIES

Technical/Trade • General Skill Category

Skills:..... Begging, First Aid, Gambling, Mapping, Operating Equipment, Orienteering, Sailing, Tactical Games, Using Prepared Herbs
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 • Professional Skill Category

Skills:..... Diagnostics (each type of creature is a separate skill), Engineering, Mechanition, Mining, Second Aid
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. Additional skills in this category might include: advertising, architecture, dowsing, military organization, and surgery.

Technical/Trade • Vocational Skill Category

Skills:..... Administration, Appraisal, Boat Pilot, Evaluate Armor, Evaluate Metal, Evaluate Stone, Evaluate Weapon, Navigation, Tactics (each type of combat is a separate skill)
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. Additional skills in this category might include: cartography, gimmickry, hypnosis, midwifery, prepare herbs, prepare poisons, and siege engineering.

SKILL DESCRIPTIONS Technical/Trade • General

Begging

This skill provides a bonus for eliciting a sympathetic response from the person being solicited.

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/round of "bleeding" damage without resorting to a tourniquet. Used normally in the field without the benefits of a proper medical facility or elaborate equipment. See Section 24.1 (p. 75) for more details.

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.

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.

Operating Equipment

This skill provides a bonus to operate simple equipment, or a specific set of complex equipment, such as millworks, automatic looms, etc.

Orienteering

This skill provides a bonus for using landmarks, the sun, stars and other simple navigational tricks 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.

Sailing

This skill provides a bonus for operating a sailing vessel or for serving as part of a crew operating a sailing vessel.

Tactical Games

This skill provides a bonus for playing games which contain very little chance element, such as Chess or Go.





Using Prepared Herbs

This skill allows the user to properly apply herbs that have already been prepared for use.

SKILL DESCRIPTIONS Technical/Trade • Professional

Diagnostics †

This skill provides a bonus for determining the medical condition of a patient. 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).

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 projects. A GM may require different types of Engineering to be treated as separate skills.

Mechanition *

This skill provides a bonus for building and using a machine that already exists. It will be necessary to have the appropriate tools to build the machine. Each type of machine is a potential specialization.

Mining *

This skill provides a bonus for assessing the possibilities of mining in an area, and supervising the creation and running of the mine. The following is a partial listing of specialized mining processes:

- 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 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.

SKILL DESCRIPTIONS Technical/Trade • Vocational



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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.

Appraisal

This skill provides a bonus for determining or estimating the value of an object or goods other than armor, metal, stones or weapons.

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. Each different water course is a potential specialization.

Evaluate Armor

Provides a bonus for determining the value and quality of armor.

Evaluate Metal

Provides a bonus for determining the value and quality of metal objects in worked, refined or raw condition.

Evaluate Stone

Provides a bonus for determining the value and quality of stone objects in worked, refined, or raw condition—also used to evaluate gems.

Evaluate Weapon

Provides a bonus for determining the value and quality of weapons.

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.

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.

The following is a partial 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 character with at least one skill rank in this skill must choose one of the listed “specialized” crafts as his “area of specialization.” When using this skill in his area of specialization, the character’s skill ranks are considered to be doubled.



A-4.21 URBAN SKILL CATEGORY

Part V Appendices: Skills

Urban Skill Category

Skills:..... Contacting, Mingling, Scrounging, Streetwise
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.



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.

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.

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.

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.



A-4.22 WEAPON SKILL CATEGORIES



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Weapon • 1-H Concussion Skill Category

Skills: one skill for each weapon in category
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, morning stars, etc.).

Weapon • 1-H Edged Skill Category

Skills: one skill for each weapon in category
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, etc.).

Weapon • 2-Handed Skill Category

Skills: one skill for each weapon in category
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, etc.).

Weapon • Missile Skill Category

Skills: one skill for each weapon in category
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 bows and crossbows, as well as slings.

Weapon • Missile Artillery Skill Category

Skills: one skill for each weapon in category
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
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
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.

SKILL DESCRIPTIONS

A character's skill with a specific weapon determines most of his offensive bonus with that weapon—see Appendices A-10.2, A-10.4, & A-10.5 (p. 210-217). When a character makes an attack with a weapon, the attack roll is modified by his offensive bonus (i.e., his total skill bonus) with that weapon. Such attacks use Attack Tables A-10.9.1 - A-10.9.6 (p. 220-225).

ROLEMASTER





TRAINING PACKAGES

Part V

Appendices: 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 apprenticeship development, the character should be required to spend time in training (the time will vary from package to package).

There are two different types of training packages: *vocational* (V) and *lifestyle* (L). 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. The training packages that are vocational are given the type "V" in the master list. The lifestyle training packages are given the type "L" in the master list.

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).

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.

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 8.2, p. 32).

- **Starting Money:** Some occupations (or lifestyles) have more or less starting money than others. Some packages list a modification to the "normal" starting money. For example, if the normal starting money is 20 silver, the Adventurer package would have 20 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 apprenticeship development, the starting money does not apply. When generating starting money, either the GM should make the rolls; or the player can simply take 55 (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 gaining one item, the chances of gaining any further items is halved. After gaining another item, the remaining chances are 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 simply take the last item). If the package is developed after apprenticeship development, 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. A training package **cannot** raise a skill rank above 10th rank. 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.

Example: *Kohrist takes the City Guard training package. This package awards her 2 ranks in 1-H Edged Weapons. However, she already has 9 ranks; this means that she 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.

GAINING TRAINING PACKAGES LATER

A GM may decide to allow characters to develop training packages after their apprenticeship development. 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 development, 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 development, he should spend a lot of time helping animals and befriending animals.*



Part V Appendices: Training Packages

A-5.1 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 inhabited places as well as many kinds of wilderness locales.

Time to Acquire: 24 months

Starting Money: normal plus 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)	100

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	Magician	34	Ranger	29
Thief	29	Cleric	32	Dabbling	29
Rogue	29	Mentalist	31	Bard	29



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A-5.2 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).....	100

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	Magician	24	Ranger	31
Thief	37	Cleric	26	Dabbler	29
Rogue	36	Mentalist	26	Bard	29

A-5.3 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)	100

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	Magician	33	Ranger	22
Thief	26	Cleric	31	Dabbler	28
Rogue	24	Mentalist	33	Bard	28





A-5.4 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)	100

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	Magician	31	Ranger	26
Thief	16	Cleric	30	Dabbler	21
Rogue	19	Mentalist	29	Bard	25

A-5.5 CITY GUARD (V)

Almost every urban area has some sort of paid police force. These characters 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 (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)	100

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	Magician	31	Ranger	20
Thief	17	Cleric	28	Dabbler	20
Rogue	16	Mentalist	29	Bard	21



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A-5.6 DOCTOR (V)

A doctor is a person dedicated to tending 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)	100

Category or Skill	# of ranks
Technical/Trade • Professional skill category	0
Diagnostics	3
Second Aid	3
Technical/Trade • General skill category	0
First Aid.....	1
Use Prepared Herbs	1

Stat Gains: none

COST BY PROFESSION

Fighter	23	Magician	23	Ranger	23
Thief	23	Cleric	23	Dabbler	23
Rogue	23	Mentalist	23	Bard	23



A-5.7 HERBALIST (V)

An 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 the secluded nature of a more rural environment.

Time to Acquire: 33 months

Starting Money: normal plus 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.....	100

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 • General skill category	0
Use Prepared Herbs	2

Stat Gains: none

COST BY PROFESSION

Fighter	23	Magician	26	Ranger	20
Thief	23	Cleric	23	Dabbler	23
Rogue	23	Mentalist	23	Bard	23

A-5.8 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 plus 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)	100

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	Magician	36	Ranger	25
Thief	27	Cleric	32	Dabbler	29
Rogue	27	Mentalist	35	Bard	30



A-5.9 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.

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)	100

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	2
choice of one skill	1
Lore • General skill category	2
Heraldry	2
Outdoor • Animal skill category	1
Riding	2

Stat Gains: Strength, Self Discipline

COST BY PROFESSION

Fighter	25	Magician	46	Ranger	31
Thief	29	Cleric	40	Dabbler	36
Rogue	28	Mentalist	40	Bard	32



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A-5.10 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) 100

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	Magician	19	Ranger	24
Thief	28	Cleric	20	Dabbler	20
Rogue	26	Mentalist	20	Bard	18

A-5.11 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 plus 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) 100

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 • Vocational skill category	0
Appraisal	2
choice of one skill	1

Stat Gains: none

COST BY PROFESSION

Fighter	25	Magician	20	Ranger	24
Thief	25	Cleric	20	Dabbler	21
Rogue	25	Mentalist	20	Bard	21





A-5.13 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 plus 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)	100

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	Magician	31	Ranger	16
Thief	20	Cleric	28	Dabbling	25
Rogue	19	Mentalist	30	Bard	25



A-5.12 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 plus 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)	100

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	Magician	26	Ranger	28
Thief	28	Cleric	26	Dabbling	25
Rogue	28	Mentalist	26	Bard	16



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A-5.14 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).

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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
Melee Weapon (+5 non-magic).....	100

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 • Vocational skill category.....	0
Tactics.....	1

Stat Gains: none

COST BY PROFESSION

Fighter.....	15
Thief.....	22
Rogue.....	19
Magician.....	37
Cleric.....	29
Mentalist.....	31
Ranger.....	23
Dabbler.....	28
Bard.....	25



A-5.15 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.....	100

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
Thief.....	12
Rogue.....	10
Magician.....	20
Cleric.....	18
Mentalist.....	20
Ranger.....	10
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ROLE TRAITS



Part V
Appendices:
Role Traits

This section discusses some of the factors that help a player flesh out his character and bring it to life.

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 Bamblers) 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 funneling 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. For example, 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 a very significant tool in this category. Events involving one's family—legacies, feuds, traditions, etc.—all act to give a character "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 from those of his fellow adventurers.

YOUR CHARACTER'S ROLE

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. 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 (called role traits) which are not formalized in the *Rolemaster* but which still affect the role of a character. Each of these role traits represents a facet of a character's individual nature and temperament.

- Personality
- Alignment
- Motivation
- Physical Appearance

Lists provided in Table T-1.7 (p. 29) present a number of role traits. Some entries present a trait on the left and its opposing trait on the right. In between are a spectrum of interim traits.

A player does not have to specifically pick a trait from each entry. If a character doesn't have certain traits specified, he is just "Neutral" with respect to those traits.

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

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.

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.

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.

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 racial factors affecting a character's physical appearance (i.e., demeanor, hair color, eye color, height, weight, etc.) are discussed in Section 7.0 (p. 28) and Appendix A-1 (p. 85).



EQUIPMENT

Part V Appendices: 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 and in "...And a 10' Pole."*

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 Appendix A-10 (p. 208) and *Arms Law* 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



Part V Appendices: Equipment

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.



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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 Leather 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	Superior 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 manuev.
126	Chain Barding	16	150sp	40 days	160 lbs.	Covers horse's trunk. -20 to manuev.
127	Plate Barding	19	300sp	4 months	190 lbs.	Covers horse's trunk. -30 to manuev.
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 manuev.
131	Chain Crinet	—	27sp	10 days	31 lbs.	Covers horse's neck. -5 to manuev.
132	Plate Crinet	—	60sp	20 days	38 lbs.	Covers horse's neck. -5 to manuev.
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.





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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.

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.



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WEAPON CHART

ID#	Item	Cost	Type	Prod. Time	Weight	Breakage Numbers *	Weapon Strength *	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.

Type is the 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).

* — Breakage numbers and weapon strength are used with guidelines presented in *Arms Law* to determine when and if weapons break in combat.

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.





Part V
Appendices:
Equipment

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: Apply – Requires 1-10 rounds to prepare; herb is then applied directly onto injured area;

Ingest – Immediately usable—may be eaten, chewed, drunk, or inhaled—as appropriate; **Brew** – Effective when drunk 20 rounds after boiling;

Paste – Raw matter is made into a paste which may be 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.



CREATURES

Part V

Appendices: Creatures

No fantasy role playing game would be complete without creatures to threaten the characters (after all, not all opponents can be highly intelligent, powerful wizards). This section presents two summary charts giving a sampling of com-

bat related information for some standard creatures and monsters. In addition, *Creatures & Monsters* is a whole book devoted to very detailed descriptions of more than a thousand different animals and monsters.

MONSTER STATISTICS CHART

Name	Size	Hits	AT (DB)	Speed MS/AQ	Level	Primary Attack	Secondary Attack	Tertiary Attack	Special
Ant (Giant)	S	25	17(30)	MD/MF	1	15SPi100	—	—	Assumes Ant is 1 to 2 feet long.
(Giant Warrior)	S	40	19(40)	MF/FA	2	35MPi100	—	—	Assumes Ant is 2 to 3 feet long.
Ape (Giant)	L	120	8(10)	MF/FA	5	55MCi100	70LGr «	60Wp √	Can use simple hand weapons.
Basilisk	L	110	12(10*)	MD/MD	6	60LHo100	—	—	Has special abilities.
Beetle (Giant)	M	50	16(10)	MF/FA	2	60LPi100	—	—	Assumes Beetle is 3 feet long.
Centaur	L	80	4(30)	VF/VF	5	50LBa100	40LTs «	50Wp opt	Intelligent Centaurs may use weapons.
Chimera	L	180	4(30*)	FA/FA	10	90LBi50	90LCi30	40MHo20	Has unusual abilities.
Cockatrice	S	30	3(50)	VF/MF	5	50MPi100	—	—	Has unusual abilities.
Crab (Giant)	M	60	16(20)	MF/MF	3	75LPi100	—	—	Assumes Crab is 4 feet wide.
Demon (Pale I)	M	35	1(20)	MF/FA	2	20MBa100	50MCr √	30Wp opt	Types as given in SL. Demons from other systems may be placed into these classes.
(Pale II)	M	60	3(30)	FA/FA	4	40LBa100	80LCr √	50Wp opt	—
(Pale III)	M	90	4(50*)	VF/FA	8	70LBa100	105LCr √	70Wp opt	—
(Pale IV)	M	120	4(60*)	BF/FA	13	100LBa100	130LCr √	90Wp opt	—
(Pale V)	L*	180	8(50*)	VF/FA	18	125LBa100	150HCr √	120Wp opt	2x damage with weapon.
(Pale VI)	L*	250	12(60*)	VF/FA	30	150HBa100	170HCr √	165Wp opt	2x damage with weapon.
Doppelganger	M	80	4(40)	VF/BF	8	70MCi70	40MBi30	60Wp opt	If in proper form, it can use weapons.
Dragon (typical adult)	H*	450	16(50*)	VF/FA	25	200HBi60	170HCl30	120HBa10	Diff. Dragons have unusual abilities.
Eagle (Giant)	L	150	3(40*)	VF/VF	8	80LCi100	60LPi √	—	Trained rider could also attack.
Efreet	M	110	1(70)	VF/VF	8	80LBa50	70LGr «	60Wp50	Ba criticals are Heat.
Elemental (weak-AIR)	M	80	1(40)	VF/FA	10	40LBa100	40LGr √	—	Ba criticals are Impact if SL is used.
(weak-EARTH)	M	80	1(40)	VF/FA	10	70LBa100	50MGr √	—	—
(weak-FIRE)	M	80	1(40)	VF/FA	10	50LBa100	50MGr √	—	Ba criticals are Heat.
(weak-WATER)	M	80	1(40)	VF/FA	10	60LBa100	60MGr √	—	Ba criticals are Impact if SL is used.
(powerful-AIR)	L*	120	1(30)	VF/FA	20	70HBa100	60LGr √	—	Ba criticals are Impact if SL is used.
(powerful-EARTH)	L*	120	1(30)	VF/FA	20	120HBa100	80LGr √	—	—
(powerful-FIRE)	L*	120	1(30)	VF/FA	20	90HBa100	70LGr √	—	Ba criticals are Heat.
(powerful-WATER)	L*	120	1(30)	VF/FA	20	100HBa100	75LGr √	—	Ba criticals are Impact if SL is used.
Gargoyle	M	80	16(30*)	MF/FA	5	60LCi60	40MBi «	Both10	If intelligent, can use weapons.
Genie	M	90	1(40)	VF/VF	6	75MBa30	65MGr «	70Wp70	Has unusual abilities.
Giant (small)	L*	150	4(20)	FA/FA	6	35LBa100	50LCr √	60Wp opt	2x damage with weapon.
(medium)	L*	250	8(20*)	FA/MF	12	65HBa100	90HCr √	80Wp opt	3x damage with weapon.
(large)	H*	350	12(30*)	FA/MF	20	75HBa100	100HCr √	120Wp opt	4x damage with weapon.
Goblin	M	15	1(10)	MD/MF	1	20Ti100	25Wp opt	—	Wears armor, wp OB varies with lvl.
Golem (Flesh)	L	100	1(15*)	MD/MD	10	100MBa100	50LCr «	—	Usually have little intelligence.
(Clay)	L*	120	1(20*)	MD/MD	10	110LBa100	60LCr «	—	The sizes for the golems need not be L and H; the L* and H* are given to indicate the critical charts used when Golems are attacked.
(Stone)	L*	170	16(20*)	MD/MD	10	130LBa100	70LCr «	—	—
(Iron)	H*	200	20(30*)	MD/MD	10	150HBa100	80LCr «	—	—
(Mithril)	H*	250	20(50*)	MD/MD	10	200HBa100	100HCr «	—	—
Gorgon	L	110	9(20*)	MF/VF	6	40MHo100	60LBa «	50LTs √	Has unusual abilities.
Griffin	L	130	7(30)	VF/VF	8	70LCi40	60LBi40	Both20	Has unusual abilities.
Harpy	M	50	2(10)	MD/MD	6	30MCi100	30Wp opt	—	Has unusual abilities.
Hippogriff	L	160	8(10)	MF/FA	9	90LCi35	75LPi30	Both35	Has unusual abilities.
Hobgoblin	M	25	1(10)	MD/FA	2	30Ti100	35Wp opt	—	Wears armor, wp OB varies with lvl.
Hydra	L*	150	16(20*)	MD/FA	10	60MBi100	—	—	4-7 heads, each head gets an attack.
Lich	M	150	1(75*)	BF/BF	20	70Wp100	—	—	Has very unusual abilities, good luck.
Medusa	M	60	1(20)	MF/VF	5	30Wp100	—	—	Has unusual abilities.
Ogre (small)	M	90	1(20)	MF/FA	4	75MBa90	40MCi «	30Wp10	Wp capability rises with intelligence.
(large)	L*	140	1(10)	MF/FA	8	120LBa85	80LCi «	60Wp15	Wp capability rises with intelligence.
Orc (non-combatant)	M	15	1(10)	MD/MF	1	15Wp60	20Ti40	—	Women, children and non-fighters.
(fighter)	M	45	1(10)	MD/MF	3	35Wp85	25Ti15	—	Uses weapons and armor.
(leader)	M	75	1(10)	MD/MF	6	60Wp95	30Ti05	—	Leads squads of fighters.
(commander)	M	110	1(10)	MD/MF	10	90Wp99	35Ti01	—	Rules large clans or groups of Orcs.
Pegasus	L	75	3(30)	VF/FA	6	35MCr70	35MTs «	30MBi30	Has unusual abilities.
Roc (huge bird)	L	200	4(30*)	VF/FA	10	90HCl100	80LPi √	—	Trained rider could also attack.
Sphinx	H*	250	8(30*)	VF/VF	12	170HCl50	150HBi25	Both25	Extremely vicious physical fighter.
Titan	H*	250	8(20)	VF/VF	15	110HBa100	200HCr «	120Wp opt	4x damage with weapons, use at will.
Troll (classical, small)	L	110	11(20*)	MF/FA	5	100LBa70	80LCi30	40MBi «	Semi-intelligent.
(classical, large)	L*	170	11(20*)	MF/FA	10	160HBa70	110HCl30	65Lbi «	Semi-intelligent.
(civilized, small)	L	100	11(20*)	MF/FA	5	100Wp opt	50MBa70	40MCi30	Uses wps and armor (unless disarmed).
(civilized, large)	L*	165	11(20*)	MF/FA	10	140Wp opt	80LBa70	60LCi30	Uses wps and armor (unless disarmed).
Undead (Class I)	M	25	1(10)	MD/FA	1	25SBa90	15Wp10	—	Classes as in SL. Undead from other systems may be placed into these classes. Sizes for Classes V and VI need not be L and H; L* and H* are given to indicate crit charts used when the Undead are attacked.
(Class II)	M	50	1(20)	MF/FA	3	40MBa60	45Wp40	—	—
(Class III)	M	100	1(30)	FA/FA	7	60MBa50	50Wp50	—	—
(Class IV)	M	135	1(40*)	VF/VF	10	95Wp60	70LBa40	—	—
(Class V)	L	165	1(40*)	VF/BF	15	110Wp70	90LBa30	—	—
(Class VI)	H*	200	1(40*)	VF/BF	20	180Wp80	90HBa20	—	—
Unicorn	L	90	4(40)	BF/VF	10	100LHo100	30MBa «	50MTs «	Has unusual abilities.
Werewolf	M	130	4(50*)	VF/VF	7	65LBi35	50LCi30	Both35	Has unusual abilities.
Werebear	L	190	8(40*)	FA/VF	8	85LGr100	70LCi «	70Lbi «	Has unusual abilities.
Wyvern	L	150	16(35*)	VF/FA	10	90LPi60	60LCi20	60LBa20	Has unusual abilities.

ANIMAL STATISTICS CHART

Name	Size	Hits	AT (DB)	Speed MS/AQ	Level	Primary Attack	Secondary Attack	Tertiary Attack	Special
Alligator (Crocilide)	L	120	7(0)	MD/MD	2	60LBi100	—	—	DB = +20, OB = +20 if in water.
Baboon	M	50	3(10)	MD/FA	3	40MGr70	60MBi <	40MBi30	Usually in tribal groups.
Barracuda	M	40	1(40)	VF/VF	2	45MBi100	—	—	—
Bat	S	4	1(60)	VF/VF	1	20SBi100	—	—	—
Bear (Grappling) (Charging)	L	170	8(10)	MF/MF	5	70LGr100 60LBA100	60LCl <	20MBi <	Attack mode is based on situation.
Bees	T	1	1(40)	MD/VF	1	-10Ti100	Swarm-20SSt	—	Poison does hit 1 hit/bee.
Bird (small)	T	5	1(70)	VF/FA	1	0Ti100	6 or more-0SPi	—	Sparrows, doves, etc.
(large)	S	8	1(50)	FA/FA	1	0SPi100	3 or more-20MCl	—	Gull, ravens, etc.
Boa Constrictor (15')	M	50	3(0)	SL/SL	2	60MGr100	75LGr ✓	—	—
Boar	M	120	4(30)	FA/MD	3	40LHo100	30MBa <	20MTs <	Unpredictable, ill-tempered.
Bull	L	150	4(10)	MF/MF	3	35MHo80	40LBA20	30LTs <	—
Cat (leopard, etc.)	M	100	3(40)	VF/VF	3	40MCl40	60MBa60	60MBi ✓	Good stalkers, and ambushers.
Cheetah	M	70	3(50)	BF/VF	3	45MCl80	65MBi <	45MBi20	Little endurance.
Condor	L	90	1(30)	VF/MF	4	50LCl100	45MPi ✓	—	—
Crab	T	8	2(10)	VS/MD	1	0Ti100	6 or more-35SPi	—	—
Deer (Stag, etc.)	M	70	3(40)	VF/FA	2	20MHo90	20MTs10	—	Males only.
Dolphin	M	80	1(40)	VF/FA	8	50MBa100	—	—	Intelligent.
Eagle	M	30	1(30)	FA/FA	3	45MCl100	35SPi ✓	—	—
Elephant (male)	L*	450	12(10)	FA/FA	7	90HHo70	80HBA30	75HTs <	Could grapple if trained.
(female)	L*	450	12(10)	FA/FA	7	80HBA100	75HTs <	—	Could grapple if trained.
Elk (male)	L	200	8(10)	FA/FA	3	100HHo100	90LBA <	60LTs <	Loner except during mating season.
Falcon	S	25	1(60)	VF/BF	2	30MCl100	20SPi ✓	—	—
Gorilla	L	120	3(0)	MD/FA	4	45LGr80	70MBi <	50MBi20	—
Hawk	S	25	1(60)	VF/VF	2	40MCl100	25SPi ✓	—	—
Horse (charging) (rearing)	L	150	3(20)	FA/FA	3	50LBA100 50MCR70	35LTs <	—	Medium-sized warhorse, bonuses vary for heavier or lighter horses.
Housecat	S	10	1(40)	FA/FA	1	10Ti60	0Ti20	Both20	—
Hyenas (Jackals, etc.)	M	70	3(40)	VF/FA	2	45MBi100	—	—	Large packs, cunning.
Killer Whale	L*	600	8(20)	VF/VF	8	120HBi80	150HGr <	100HGr20	Intelligent, voracious.
Kraken (squid-like)	L*	200	8(0)	MF/VF	8	100HGr100	70HPi ✓	—	Pi attack due to beak.
Lion	L	150	4(20)	FA/MF	5	85LCl100	85LBi <	120LCl ✓	3rd attack as long as crits obtained.
Lizard (general class) (large)	T	8	1(80)	BF/VF	1	0Ti100	6 or more-10SPi	—	—
(large)	S	16	1(50)	FA/MF	1	10SPi100	3 or more-40SPi	—	If poisonous, 1st attack is 50%.
Lobster	S	10	12(10)	VS/MD	1	20SPi100	—	—	—
Manta Ray	M	35	1(40)	VF/VF	3	30SBA100	—	—	—
Mongoose	S	35	3(70)	FA/BF	2	50SBA100	—	—	DB unusually large due to AQ.
Moose	L	120	4(20)	FA/MF	3	30LHo100	40LBA <	60LTs ✓	Males only.
Moray Eel	M	75	3(0)	SL/MF	2	100LBi100	—	—	Ambush attacks on sea floor.
Octopus (large)	M	40	1(30)	FA/FA	2	60MGr100	40SPi <	—	—
Owl	M	35	1(30)	FA/FA	1	40MCl100	40SPi ✓	—	Primarily nocturnal.
Pike	M	45	1(40)	VF/VF	2	30SBA100	—	—	—
Piranha	T	4	1(70)	VF/VF	1	25Ti100	6 or more-25SBA	—	+20 when water bloody.
Rats	S	5	1(30)	MD/MF	1	0SBA100	3 or more-30SBA	—	—
Rhinoceros	L	240	12(0)	MD/MF	7	130HHo100	110HBA <	110HTs ✓	Blind charge, poor eyesight.
Sabertooth Tiger	L	250	8(30)	VF/VF	5	110LBi70	70LCl20	Both10	—
Scorpion	T	2	1(40)	MD/VF	1	10SSt100	6 or more-50SSt	—	Very poisonous, 1-50 hits.
Shark	L	250	4(20)	FA/FA	5	100LBA100	—	—	+30 when water bloody.
Snake (non-constr.) (large, non-constr.)	S	10	1(50)	FA/VF	1	25Ti100	6 or more-0SBA	—	—
(large, non-constr.)	M	20	1(30)	FA/VF	1	10SBA100	3 or more-25SBA	—	—
Spider (Ants, etc.)	T	1	1(10)	CR/FA	1	-50Ti100	Swarm-0Ti	—	Innocuous, possibly poisonous.
Squid (large)	S	20	1(50)	FA/FA	1	50SGr100	0SPi ✓	—	—
Tiger	L	150	4(30)	VF/VF	5	75LCl40	90LBA60	110LBA ✓	Rushes from short range.
Turtle (large) (large sea)	M	80	12(30)	CR/SL	3	20LPI100	—	—	—
(large sea)	L	120	12(40)	FA/MD	3	40MPi100	—	—	If not in water, as above.
Weasel	S	35	1(50)	FA/VF	1	50MBi100	—	—	Vicious.
Whale (Sperm Whale)	L*	700	8(50)	MF/MF	8	60SGr50	75HBA50	—	'E' Gr crit means target is swallowed.
Wildcat (many types)	S	60	3(60)	VF/VF	3	30MCl30	20SBA30	Both40	Loners, ambushers.
Wolf	M	110	3(30)	FA/FA	3	65MBi100	—	—	Pack hunter, intelligent.
Wolverine	S	45	3(50)	FA/VF	2	50LBA40	45MCl10	Both50	Extremely vicious and bellicose.

Codes: Most of these statistics are standard combat statistics: Hits, AT = Armor Type, DB = Defensive Bonus, level.

Size: T = Tiny, S = Small, M = Medium, L = Large, H = Huge; L* = Any criticals against this creature are resolved using the Large Creatures rules (Appendix A-10.1, p. 208);

H* = Any criticals against this creature are resolved using the Super Large Creature rules (Appendix A-10.1, p. 209).

Speed: MS = Movement Speed, the rate at which the animal is capable of travelling; AQ = Attack Quickness (speed of animal's attack).

Attacks: The attacks are given in the following form: *OB Attack Size Attack Type Additional Information.*

OB: The standard Offensive Bonus for this attack.

Attack Size: Maximum result allowed on attack table (see Section 12.0): S = Small, M = Medium, L = Large, H = Huge, no code for Tiny attacks).

Attack Type: Ba = Ram/Butt/Bash/Knockdown; Bi = Bite; Cl = Claw/Talon; Cr = Fall/Crush; Gr = Grapple/Grasp/Envelop/Swallow;

Ho = Horn/Tusk; Pi = Beak/Pincher; St = Stinger; Ti = Tiny Animals; Ts = Trample/Stomp; Wp = Weapons.

Additional Information: # = the % chance of this attack being used; < = If the attack given on the left (i.e., the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the same round;

✓ = If the attack given on the left (i.e., the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the following round; opt = The creature may use this attack (usually a weapon)

if it desires (usually determined by the GM).

* — Defensive Bonuses (DB) so marked are obtained from the normal process with an extra bonus for especially tough hides, quickness, stature, and general factors concerning the fearsomeness of the creature.

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SPELLS AND SPELL LISTS

Part V Appendices: Spells and 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.



Each spell list provided in *Rolemaster* falls into one of the following classifications:

- Open Channeling Lists
- Closed Channeling Lists
- Channeling Base Lists
- Open Essence Lists
- Closed Essence Lists
- Essence Base Lists
- Open Mentalism Lists
- Closed Mentalism Lists
- Mentalism Base Lists

These classifications determine the Development Point cost for each profession’s “Spells • xxx

Lists” skill categories—see Section 6.0 (p. 22) and Appendix A-4.18 (p. 126). 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 later in this section.

Note: *This product only provides 1st through 10th level spells for each spell list. Spell Law and other RM support products provide higher level spells (up to 50th level) and other spell lists.*

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 4.0, p. 18)
- Apprenticeship skill development (Section 6.0, p. 22)
- Level advancement (Section 9.0, p. 36)

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 Sections 14.0 (p. 46) and 18.12 (p. 55) for more details on preparing and casting spells.

A-9.1

THE REALMS OF POWER

There are three realms of power: Channeling, Essence, and Mentalism. When casting a spell, a character must draw power from his realm.

Note: *Other RM products (Spell Law and Arcane Companion) will detail the use of spells that draw power from more than one realm: Hybrid spells and Arcane spells.*

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. 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 14.0, p. 46).

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 a spell user of Essence, the more difficult it becomes to manipulation the Essence. Thus, wearing armor, heavy clothing, or a helmet will interfere with the casting of Essence spells. 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 14.0, p. 46).

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 14.0, p. 46).

A-9.2 USING SPELL LISTS

This section explains how to read and understand the spell lists presented in *Rolemaster*.

Rolemaster 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 is emphasized—the choice of a spell and its application to a given situation become very important.

Note: *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 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 Bard'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 Bard. 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.

Open Spell Lists – There are ten open spell lists for each realm. Open spell lists involve the easiest concepts to master in each realm of power, although considerable dedication is required to learn their use.

Closed Spell Lists – There are ten closed spell lists for each realm. 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 spell users learn these spell lists easily.

Base Lists – There are six base lists for each spell using profession (pure spell users and semi 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.

THE SPELL LISTS

These are the normal spell lists included in this product.

OPEN CHANNELING LISTS	p. 156-160
Barrier Law	Nature's Law
Concussion's Ways	Purifications
Detection Mastery	Sound's Ways
Light's Way	Spell Defense
Lofty Movements	Weather Ways

CLOSED CHANNELING LISTS	p. 161-165
Blood Law	Lore
Bone Law	Muscle Law
Calm Spirits	Nerve Law
Creations	Organ Law
Locating Ways	Symbolic Ways

CLERIC BASE LISTS	p. 166-168
Channels	Protections
Communal Ways	Repulsions
Life Mastery	Summons

RANGER BASE LISTS	p. 169-171
Inner Walls	Nature's Summons
Moving Ways	Nature's Way
Nature's Guises	Path Mastery

OPEN ESSENCE SPELL LISTS	p. 172-176
Delving Ways	Lesser Illusions
Detecting Ways	Physical Enhancement
Elemental Shields	Rune Mastery
Essence Hand	Spell Wall
Essence's Perceptions	Unbarring Ways

CLOSED ESSENCE LISTS	p. 177-181
Dispelling Ways	Rapid Ways
Gate Mastery	Shield Mastery
Invisible Ways	Spell Enhancement
Living Change	Spell Reins
Lofty Bridge	Spirit Mastery

MAGICIAN BASE LISTS	p. 182-184
Earth Law	Light Law
Fire Law	Water Law
Ice Law	Wind Law

DABBLER BASE	p. 185-187
Concealment Mastery	Movement Mastery
Influences	Senses
Mechanisms	Thieving Law

OPEN MENTALISM LISTS	p. 188-192
Anticipations	Delving
Attack Avoidance	Detections
Brilliance	Illusions
Cloaking	Self Healing
Damage Resistance	Spell Resistance

CLOSED MENTALISM LISTS	p. 193-197
Gas Manipulation	Sense Mastery
Liquid Manipulation	Shifting
Mind Mastery	Solid Manipulation
Mind's Door	Speed
Movement	Telekinesis

MENTALIST BASE LISTS	p. 198-200
Mind Attack	Mind Speech
Mind Control	Presence
Mind Merge	Sense Control

BARD BASE LISTS	p. 201-203
Controlling Songs	Lores
Entertaining Ways	Sound Control
Item Lore	Sound Projection



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A-9.3

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 the Ball Spell Attack Table A-10.9.10 (p. 229)—see also Appendix A-10.8 (p. 219).
- DE** – Directed Elemental spell. These are elemental spells that directly attack a target with one of the physical elements. Such attacks are resolved on the Bolt Spell Attack Table A-10.9.9 (p. 228)—see also Appendix A-10.7 (p. 219).
- 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 makes an attack roll on the Basic Spell Attack Table A-10.9.11 (p. 230)—see also Appendix A-10.6 (p. 218). 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 T-3.4, p. 230, 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). 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

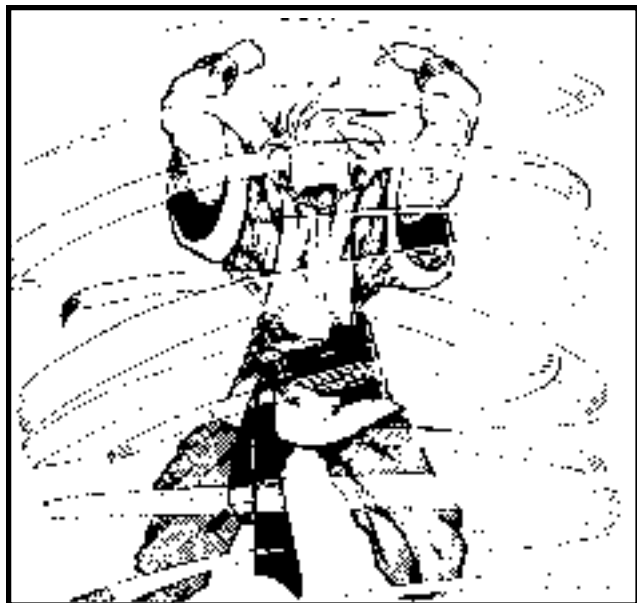
- s** – Subconscious spell. These spells are capable of being cast (or triggered) by the subconscious. The caster can always cast a spell of this type as a normal spell. In addition, any subconscious spell can be triggered while the caster is unconscious, asleep, in a trance, etc. A subconscious spell can be triggered by conditions that the spell can affect (e.g., a *Regenerate* spell will trigger if the caster is knocked out and has unhealed concussion hits).
- A *Stun Relief* spell may be cast normally while stunned (or stunned no parry) with no penalty. Similarly, an *Awake* spell may be cast while unconscious or asleep if circumstances alert the caster/spell’s senses. In both cases, it is assumed that the spell is triggered subconsciously.
- A GM may allow a character to set conditions on his subconscious spells by “programming” his subconscious (e.g., a character might decide to only trigger *Regenerate* if he takes hits and goes unconscious in combat and not if he just trips and falls and knocks himself out). In such a case, the GM may require a maneuver roll to use the “programming” modified by +50 plus three times the character’s Self Discipline plus any skill developed for this spell list.
- m** – Mental Attack spell. Any spell marked with an ‘m’ is considered a mental attack spell, and is subject to effects and defenses that target mental or mind attacks. It should also be noted that these spells are ineffective against any creature or entity that does not have a “mind” per se (e.g., Undead, plants, politicians, etc.).

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.



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SPELL DURATIONS

time – The spell has a fixed duration equal to time.

C – Concentration is required. Concentration requires 50% of the caster's normal activity each round. Thus, the caster cannot normally 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 affected 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 require 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 17.0, p. 52). 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 16 to 24, the spell would last for 2 rounds. If the RR was failed by 25-34, it would last for 3 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.

DEFINITIONS

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

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

Elemental Attack Spell: A spell which creates and uses fire, cold, water, ice, or electricity to attack a target. The “elements” created by these spells are real.

Lord Spell: The spell is keyed to a 20th level effect.

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.

A-9.4 WHAT'S ON A SPELL LIST

- Spell List Name**—Each spell list has a unique name.
- Spell List Number**—Each spell list has a unique identifier line that combines its classification and a section number.
- Listing**—At the top of each spell list is a listing of all the spells, sorted by level. This listing also shows important spell parameters.
- Spell Level/Name**—The level and name of each spell appears in two places; in the listing and in the descriptions.
- Area of Effect**—This is the area affected by the spell. If “varies” appears here, check the description for the exact area of effect.
- Duration**—This is the duration that the spell will remain active. If “varies” appears here, check the description for the exact area of effect.
- Range**—This is the range from the caster to the area of effect. If “varies” appears here, check the description for the exact area of effect.
- Type**—This is the type of spell. It will determine what kind of resistance roll the target gets (if any).
- Notes**—If there are any global notes or special rules for spells in this list, they will be found here.



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OPEN CHANNELING LIST A-9.5.3					OPEN CHANNELING LIST A-9.5.4						
1 DETECTION MASTERY					1 LIGHT'S WAY						
Lvl	Spell	Area of Effect	Duration	Range	Type	Lvl	Spell	Area of Effect	Duration	Range	Type
1	Detect Channeling	5'R	1 min./lvl (C)	50'	P	1	Projected Light	50' beam	10 min./lvl	self	E
2	Detect Essence	5'R	1 min./lvl (C)	50'	P	2	Light I	10'R	10 min./lvl	touch	E
3	Detect Mentalism	5'R	1 min./lvl (C)	50'	P	3	Aura	1 target	10 min./lvl	10'	U
4	Detect Life	5'R	1 min./lvl (C)	50'	P	4	Light II	20'R	10 min./lvl	touch	E
5	Detect Curse	5'R	1 min./lvl (C)	50'	P	5	Sudden Light	10'R	—	100'	F
6	Detect Undead	5'R	1 min./lvl (C)	50'	P	6	True Aura	1 target	10 min./lvl	10'	U
7	Detect Traps	5'R	1 min./lvl (C)	50'	P	7	Shock Bolt	1 target	—	100'	DE
8	Life Typing	1 target	—	50'	P	8	Light III	30'R	10 min./lvl	touch	E
9	Detect Invisible	5'R	1 min./lvl (C)	50'	P	9	Utterlight I	10'R	1 min./lvl	touch	E
10	Perceive Power I	5'R	1 min./lvl (C)	50'	P	10	Waiting Light	10'R	10 min./lvl	touch	E

1. **Detect Channeling** – Detects any active spell or item from the Channeling realm; caster can concentrate on a different 5 foot radius each round.

2. **Detect Essence** – As *Detect Channeling*, except realm is Essence.

3. **Detect Mentalism** – As *Detect Channeling*, except realm is Mentalism.

4. **Detect Life** – As *Detect Channeling*, except detects living beings.

5. **Detect Curse** – As *Detect Channeling*, except detects curses on people or things.

6. **Detect Undead** – As *Detect Channeling*, except detects the presence of Undead.

7. **Detect Traps** – As *Detect Channeling*, except it gives a 75% chance of detecting a trap (trap sophistication modifiers may reduce or enhance this chance).

8. **Life Typing** – As *Detect Channeling*, except it analyzes one living being; giving race, age, and current state of health.

9. **Detect Invisible** – As *Detect Channeling*, except detects invisible things. All attacks against an invisible target suffer a -50 penalty (instead of the standard -100).

10. **Perceive Power I** – As *Detect Channeling*, except it will give an estimate of the power (i.e., level) of the person, item, or spell examined.

SPECIAL NOTES

- All of the spells on this list are Passive in type. The target of the spell is allowed an RR, but success only indicates that the target is aware that a spell was cast upon him (i.e., the spell still works).
- A “curse” (for the purposes of the *Detect Curse* spell) is defined as something that is detrimental and magical in nature (e.g., delivered from the Curses spell list).

1. **Projected Light** – A 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 foot radius area about the point touched; if the point is on a mobile object or being, it will move with the object/being.

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 foot radius 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 from the palm of the caster; results are determined on the Bolt Spell Attack Table A-10.9.9 (p. 228).

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.

SPECIAL NOTES

None of the *Aura* spells (*Aura* and *True Aura*) are cumulative with each other.



OPEN CHANNELING LIST A-9.5.1

BARRIER LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Light Wall	20' x 20' x 1"	C	50'	E
2)	Airwall	10'x10'x3'	C	50'	E
3)	Light Wall II	20' x 20' x 1"	1 min./lvl	50'	E
4)	Waterwall	10'x10'x1'	C	50'	E
5)	Woodwall	10'x20'x2"	1 min./lvl	50'	E
6)					
7)	Earthwall	10'x10'x3'	1 min./lvl	50'	E
8)	Icewall I	10'x10'x2'	P	50'	E
9)					
10)	Barrier Pit	varies	P	50'	E

- Light Wall I** – Creates a black, insubstantial wall up to 20' x 20' x 1" that light cannot pass into or through (i.e., it does not hinder movement, but it blocks vision).
- Airwall** – Creates a wall of dense churning air up to 10' x 10' x 3'. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
- Light Wall II** – As *Light Wall I*, except for duration.
- Waterwall** – Creates a wall of water up to 10' x 10' x 1'. This wall reduces all movement through it by 80%. In addition, all attacks through the wall suffer a -80 penalty.
- Woodwall** – Creates a wall of wood up to 10' x 20' x 2". This wall can be burned though, chopped through, or toppled (if not propped up somehow).
- Earthwall** – As *Woodwall*, except wall is made of earth and has a size up to 10' x 10' x (3' at base, 1' at top) of packed earth.
- Icewall I** – As *Woodwall*, except wall is made of ice and has a size up to 10' x 10' x (2' at base, 1' at top). It can be melted, chipped through, or toppled (if not propped up somehow).
- Barrier Pit** – Opens a pit (500 cubic feet in stone; 1000 cubic feet in earth or ice). The entire pit must be within 50' of caster. A pit may not be opened except on a horizontal surface with an incline of less than 45°.

SPECIAL NOTES

- All "Wall" spells created by spells on this list must rest (i.e., stand) on a solid surface.
- All "Wall" spells require that at least 1 cubic foot of the material that the wall consists of be within 50' of the caster.
- With all walls, the caster has the option of varying the width and height (not the thickness) up to the allowed dimensions. If the caster is attempting to "fill" a space with the wall, the wall will not fit perfectly (i.e., not snug).

- See Appendix A-9.17.7 (p. 205) for more on walls.



ROLEMASTER



OPEN CHANNELING LIST A-9.5.2

CONCUSSION'S WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Healing I	1 target	P	touch	U
2)	Frost/Burn Relief I	1 target	P	touch	U
3)	Minor Irritation Relief	1 target	P	touch	U
4)	Healing III	1 target	P	touch	U
5)	Stun Relief *	1 target	P	touch	Us
6)	Frost/Burn Relief II	1 target	P	touch	U
7)	Regeneration I *	1 target	C	touch	Us
8)	Healing V	1 target	P	touch	U
9)	Frost/Burn Relief III	1 target	P	touch	U
10)	Awakening	1 target	–	100'	U

- Healing I** – Target is healed of d10 concussion hits.
- Frost/Burn Relief I** – Target is healed of one area of up to mild frostbite or 1st degree burn.
- Minor Irritation Relief** – Target is healed of one minor irritation (e.g., headache, toothache, bee-sting, hangover, etc.).
- Healing III** – As *Healing I*, except that target is healed of 3d10 concussion hits.
- Stun Relief** – Target is relieved of 1 round's worth of accumulated stun effects.
- Frost/Burn Relief II** – As *Frost/Burn Relief I*, except caster can heal 2 areas of mild damage or 1 area of moderate damage (e.g., 2nd degree burn).
- Regeneration I** – Will reduce damage target has by 1 hit every minute as long as caster concentrates. If the caster is unconscious this spell will operate on him without concentration.
- Healing V** – As *Healing I* except that target is healed of 5d10 concussion hits.
- Frost/Burn Relief III** – As *Frost/Burn Relief I*, except caster can heal 3 areas of mild damage or 1 area of severe damage (e.g., 3rd degree burn) or a combination of 1 mild and 1 moderate area of damage.
- Awakening** – Target is instantly awake.

SPECIAL NOTES

See Section 24.1 (p. 75) for more on healing.





OPEN CHANNELING LIST A-9.5.3

DETECTION MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Channeling	5'R	1 min/lvl (C)	50'	P
2)	Detect Essence	5'R	1 min/lvl (C)	50'	P
3)	Detect Mentalism	5'R	1 min/lvl (C)	50'	P
4)	Detect Life	5'R	1 min/lvl (C)	50'	P
5)	Detect Curse	5'R	1 min/lvl (C)	50'	P
6)	Detect Undead	5'R	1 min/lvl (C)	50'	P
7)	Detect Traps	5'R	1 min/lvl (C)	50'	P
8)	Life Typing	1 target	—	50'	P
9)	Detect Invisible	5'R	1 min/lvl (C)	50'	P
10)	Perceive Power I	5'R	1 min/lvl (C)	50'	P

- Detect Channeling** – Detects any active spell or item from the Channeling realm; caster can concentrate on a different 5 foot radius each round.
- Detect Essence** – As *Detect Channeling*, except realm is Essence.
- Detect Mentalism** – As *Detect Channeling*, except realm is Mentalism.
- Detect Life** – As *Detect Channeling*, except detects living beings.
- Detect Curse** – As *Detect Channeling*, except detects curses on people or things.
- Detect Undead** – As *Detect Channeling*, except detects the presence of Undead.
- Detect Traps** – As *Detect Channeling*, except it gives a 75% chance of detecting a trap (trap sophistication modifiers may reduce or enhance this chance).
- Life Typing** – As *Detect Channeling*, except it analyzes one living being; giving race, age, and current state of health.
- Detect Invisible** – As *Detect Channeling*, except detects invisible things. All attacks against an invisible target suffer a -50 penalty (instead of the standard -100).
- Perceive Power I** – As *Detect Channeling*, except it will give an estimate of the power (i.e., level) of the person, item, or spell examined.

SPECIAL NOTES

- All of the spells on this list are Passive in type. The target of the spell is allowed an RR, but success only indicates that the target is aware that a spell was cast upon him (i.e., the spell still works).
- A “curse” (for the purposes of the *Detect Curse* spell) is defined as something that is detrimental and magical in nature (e.g., delivered from the Curses spell list).



OPEN CHANNELING LIST A-9.5.4

LIGHT'S WAY

Lvl	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

- Projected Light** – A 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).
- Light I** – Lights a 10 foot radius area about the point touched; if the point is on a mobile object or being, it will move with the object/being.
- Aura** – Creates a bright aura about the target, making him appear more powerful and subtracting 10 from all attacks against the target.
- 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').
- Sudden Light** – Causes a 10 foot radius burst of intense light, all within are stunned for 1 round per 10 failure.
- True Aura** – As *Aura*, except it makes him appear very powerful; subtracting 15 from all attacks against the target.
- Shock Bolt** – A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Bolt Spell Attack Table A-10.9.9 (p. 228).
- Light III** – As *Light II*, up to 3 areas can be created with a total radius of 30'.
- Utterlight I** – As *Light I*, except it is the equivalent of full daylight; it also nullifies all magically created darkness for the duration.
- 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.

SPECIAL NOTES

None of the *Aura* spells (*Aura* and *True Aura*) are cumulative with each other.





OPEN CHANNELING LIST A-9.5.5
LOFTY MOVEMENTS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Edgewalking	1 target	1 min/lvl	10'	U
3)					
4)	Limbwalking	1 target	1 min/lvl	10'	U
5)	Stonewalking	1 target	1 min/lvl	10'	U
6)	Waterwalking	1 target	1 min/lvl	10'	U
7)	Merging Organic	1 target	1 min/lvl	10'	U
8)	Store Sanctuary	caster	P	self	U
9)	Limbrunning	1 target	1 min/lvl	10'	U
10)	Stonerunning	1 target	1 min/lvl	10'	U

- Edgewalking** – Target can walk along narrow edges (down to 2" wide) that can support his weight. Maneuver rolls are not normally required.
- Limbwalking** – Target can walk along tree limbs as if he were on level ground.
- Stonewalking** – Target can walk on stone surfaces of up to 60° as if he were on level ground.
- Waterwalking** – Target can walk on water as if he were on level ground; may not be used on rough water.
- Merging Organic** – Target can merge into organic material (live or dead). While merged, the target cannot move or perceive. When the target emerges from the material, he can emerge from any side or face of the material. The target cannot move "through" material greater in width than his own body size plus 2 feet.
- Store Sanctuary** – Caster "stores" a location for use with certain spells above 10th level (see *Spell Law*). While casting this spell, the caster must meditate for one hour in the location that will be stored. The caster can only have one sanctuary stored at a time. As long as this location remains "stored," it will detect as a magical (i.e., "holy") place.
- Limbrunning** – As *Limbwalking*, except target can run.
- Stonerunning** – As *Stonewalking*, except target can run.

SPECIAL NOTES

See Appendix 9.17.6 (p. 205) for notes on encumbrance limits for movement spells.



OPEN CHANNELING LIST A-9.5.6
NATURE'S LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Plant Lore	1 plant	–	10'	I
3)	Herb Lore	1 herb	–	10'	I
4)					
5)	Stone Lore	1 stone	–	10'	I
6)	Speed Growth	1 species	1 day	10'	U
7)	Animal Tongues	caster	1 min/lvl	self	I
8)					
9)	Animal Mastery I	1 animal	C	100'	Fm
10)	Nature's Awareness I	caster	C	100'	I

- Plant Lore** – Caster learns nature, history, and value of any 1 plant.
- Herb Lore** – Caster can understand the nature, origin, and value of any 1 herb; if the plant is not an herb, no information will be related.
- Stone Lore** – Caster learns the nature, history, and origin of any 1 stone.
- Speed Growth** – Caster can increase speed of growth for any 1 species of plant within the radius by 10 times.
- Animal Tongues** – Allows caster to understand and "speak" the language of any 1 animal species.
- Animal Mastery I** – Caster can control the actions of any 1 animal.
- Nature's Awareness I** – Caster can monitor animate activity in the area (e.g., he will be aware of subtle movements). For the duration of the spell, the caster cannot move.

SPECIAL NOTES

- Any spell that provides information to the caster can be tricky for the GM to run. Every GM should examine lore spells and determine how much information he is willing to impart to the players. See Appendix A-9.17.13 (p. 206) for more on information spells.
- An herb is defined as a plant that, when specially prepared, provides some unusual benefit to the user. This does not apply to poisons.

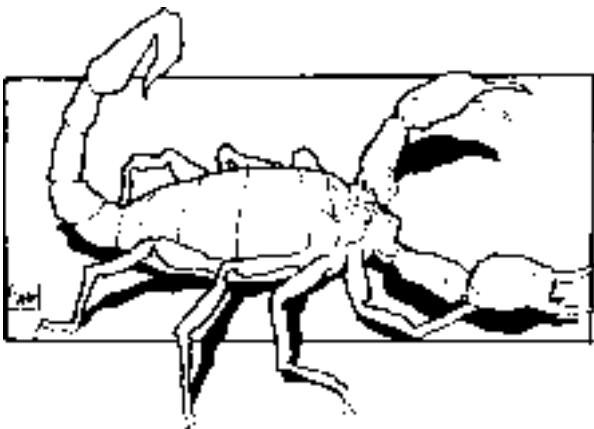




OPEN CHANNELING A-9.5.7
PURIFICATIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Disease Purification	1 target	P	touch	U
2)	Food Preservation	varies	1 week	touch	U
3)	Poison Purification	1 target	P	touch	U
4)	Disease Resistance I	1 target	10 min/lvl	touch	U
5)	Poison Resistance I	1 target	10 min/lvl	touch	U
6)	Sustenance Purification	varies	P	touch	U
7)					
8)	Disease Resistance II	1 target	10 min/lvl	touch	U
9)	Poison Resistance II	1 target	10 min/lvl	touch	U
10)	Mind Disease Cures	1 target	P	touch	U

- Disease Purification** – Stops infection and/or spread of a disease in 1 target after he has acquired the disease. No further damage will occur in uninfected areas of the body.
- Food Preservation** – This spell perfectly preserves one day's worth of food for 1 week, after which it will spoil normally.
- Poison Purification** – Neutralizes any 1 poison in the system of 1 target. Damage already sustained is not cured.
- Disease Resistance I** – For the duration of the spell, target gets an additional RR versus any disease(s).
- Poison Resistance I** – For the duration of the spell, target gets an additional RR versus any poison(s).
- Sustenance Purification** – This spell neutralizes abnormal diseases, poison, and other similar substances in one day's worth of food and/or water. It will not neutralize a poison or similar substance that is a natural part of the food (e.g., it will not neutralize the natural poison in poisoned mushrooms).
- Disease Resistance II** – As *Disease Resistance I*, except target gets 2 additional RRs.
- Poison Resistance II** – As *Poison Resistance I*, except target gets 2 additional RRs.
- Mind Disease Cures** – Target is cured of any 1 mind disease, recovery 1-50 days.



OPEN CHANNELING LIST A-9.5.8
SOUND'S WAY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Speech I	1 target	C	10'	U
2)					
3)	Quiet I	1 target	1 min/lvl	100'	E
4)					
5)	Soundwall I	20'x20'	10 min/lvl	100'	E
6)	Speech II	1 target	C	10'	U
7)	Silence I	10'R	1 min/lvl	100'	E
8)	Quiet III	3 targets	1 min/lvl	100'	E
9)					
10)	Soundwall V	(20'x20')x5	10 min/lvl	100'	E

- Speech I** – Target is able to communicate basic ideas in the language of a specific being (e.g., hungry, thirsty, bathroom, peace, etc.). For the duration of the spell, the target has the equivalent of skill rank 2 in the language.
- Quiet I** – Creates a 1 foot radius area around the target, into and out of which sound cannot travel; if the point is on a mobile object or being, it will move with the object/being. +25 to any Stalking maneuvers.
- Soundwall I** – Creates a plane (up to 20' x 20'), through which sound will not pass.
- Speech II** – As *Speech I*, except target can communicate in more complex concepts, although there is a good chance of misinterpretations. For the duration of the spell, the target has the equivalent of skill rank 4 in the language.
- Silence I** – As *Quiet I*, except radius is 10'.
- Quiet III** – As *Quiet I*, except 3 targets can be affected.
- Soundwall V** – As *Soundwall I*, except 5 such walls are created. Each Soundwall must be connected to at least one other Soundwall.





OPEN CHANNELING LIST A-9.5.9

SPELL DEFENSE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	1 target	1 min/lvl	10'	U
2)	Cancel Channeling	caster	C	self	F
3)	Protection Sphere I	varies	C	10'	U
4)	Cancel Essence	caster	C	self	F
5)	Protection II	1 target	1 min/lvl	10'	U
6)	Cancel Mentalism	caster	C	self	F
7)	Protection Sphere II	varies	C	10'	U
8)	Dispel Channeling I	1 target	C	10'	F
9)	Channeling Shield	caster	1 min/lvl	self	U
10)	Protection III	1 target	1 min/lvl	10'	U

- Protection I** – Subtracts 5 from elemental attack rolls against the target, and adds 5 to all of the target's RRs versus spells.
- Cancel Channeling** – When the caster of this spell is a target of a spell from the realm of Channeling, the "incoming" spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to its caster's level. If the "incoming" spell passes the RR, it may target the caster of this spell normally; otherwise the incoming spell has no effect on this target.
- Protection Sphere I** – As *Protection I*, except for duration and all beings within 10' of target get the benefits.
- Cancel Essence** – As *Cancel Channeling*, except the caster is protected from spells in the realm of Essence.
- Protection II** – As *Protection I*, except bonuses are 10.
- Cancel Mentalism** – As *Cancel Channeling*, except the caster is protected from spells in the realm of Mentalism.
- Protection Sphere II** – As *Protection Sphere I*, except bonuses are 10.
- Dispel Channeling I** – Any active spell from the realm of Channeling that is on the target must make an RR (use the level of that spell's caster as the spell's level). If the spell fails its RR, it is dispelled.
- Channeling Shield** – Creates a shimmering shield in front of the caster. This shield subtracts 10 from all frontal Channeling attack rolls on the caster (base and elemental). In addition, if the caster performs no other actions during a round, he can "parry" (as with a normal shield) one spell attack. The parry bonus is equal to 10 plus the caster's skill rank with this list.
- Protection III** – As *Protection I*, except bonuses are 15.



OPEN CHANNELING LIST A-9.5.10

WEATHER WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Living Gauge	caster	C	self	I
2)	Rain Prediction	caster	–	self	I
3)					
4)	Storm Prediction	caster	–	self	I
5)	Weather Prediction I	caster	–	self	I
6)					
7)	Breeze Call	10'R	1 rnd/lvl	self	E
8)	Fog Call	10'R/lvl	1 min/lvl	self	E
9)					
10)	Weather Prediction III	caster	–	self	I

- Living Gauge** – Caster can ascertain information from the surrounding atmosphere. Information that may be gained includes: temperature, humidity, barometric pressure, and wind speed. The caster can gain a different piece of information each round.
- Rain Prediction** – Gives caster a 95% chance of predicting the time and type of precipitation (± 15 min.) over the next 24 hr. period.
- Storm Prediction** – As *Rain Prediction*, except it allows a 95% chance of predicting the time and type of a storm, ± 15 minutes over the next 24 hour period.
- Weather Prediction I** – As *Rain Prediction* except it allows 95% chance of predicting time, type, and severity of weather (± 15 minutes) over the next 24 hour period.
- Breeze Call** – Caster causes a breeze to come forth that will drive out any gaseous matter (cloud, etc.) and modifies by -10 all missile attacks entering, exiting, or passing through the area of effect. Once set, the direction of the breeze will not change.
- Fog Call** – Caster causes fog to arise that obscures all vision in and through the radius. All missile attacks into or out of the fog are modified by -10 to -50 (GM's discretion). See Appendix A-9.17.12 (p. 206) for more on fog.
- Weather Prediction III** – As *Weather Prediction I*, except that caster has a 95% chance of predicting weather over a 3 day period.



SPECIAL NOTES

- All weather generating spells cause weather to gradually form over a period of one minute. In addition, weather generating spells have no effect in areas where there are not normally occurring weather patterns (i.e., inside buildings, etc.).
- See App. A-9.17.13 (p. 206) for more on information spells.





CLOSED CHANNELING LIST A-9.6.1

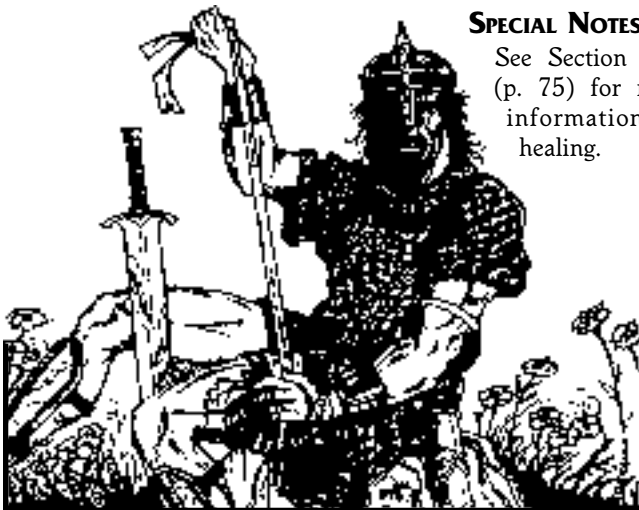
BLOOD LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Flowstop I	1 target	—	touch	U
2)	Flowstop III	1 target	—	touch	U
3)	Clotting I	1 target	—	touch	U
4)	Flowstop V	1 target	—	touch	U
5)	Limb Preservation ‡ *	1 limb	1 day/lvl	touch	U
6)	Cut Repair I	1 target	P	touch	U
7)	Clotting III	1 target	—	touch	U
8)	Minor Vessel Repair	1 target	P	touch	U
9)	Cut Repair III	1 target	P	touch	U
10)	Major Vessel Repair	1 target	P	touch	U

- Flowstop I** — Allows caster to stop bleeding on a wound that is bleeding 1 hit per round; target may not be moved, or bleeding will resume at prior rate.
- Flowstop III** — As *Flowstop I*, except that caster can stop bleeding on a wound that is bleeding up to 3 hits per round (total).
- Clotting I** — Allows caster to stop bleeding on a wound that is bleeding 1 hit per round; for 1 hour, target can move at no more than a walking pace, or bleeding will resume at prior rate.
- Flowstop V** — As *Flowstop I*, except that caster can stop bleeding in a wound that is bleeding up to 5 hits per round.
- Limb Preservation** — Allows caster to prevent the deterioration of 1 limb (even while severed). Also requires use of same spells from Muscle Law, Bone Law, and Nerve Law.
- Cut Repair I** — Allows caster to stop bleeding from 1 wound that is bleeding 1 hit per round.
- Clotting III** — As *Clotting I*, except that caster can stop bleeding in a wound that is bleeding up to 3 hits per round (total).
- Minor Vessel Repair** — Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 4 hits per round, not major arteries or veins).
- Cut Repair III** — As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) up to 3 hits per round (total); three 1 hit per round wounds **or** one 3 hit per round wound **or** one 2 hit per round and one 1 hit per round wound can be healed.
- Major Vessel Repair** — Allows caster to repair 1 damaged blood vessel of any size, including severed veins and arteries; recovery time: 1d10 days, depending on size of vessel and severity of damage. A major vessel is one that bleeds at 5 hit per round or more when severed.

SPECIAL NOTES

See Section 24.1 (p. 75) for more information on healing.



CLOSED CHANNELING LIST A-9.6.2

BONE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Bone Lore	1 target	—	touch	I
2)					
3)	Minor Fracture Repair	1 target	P	touch	U
4)	Cartilage Repair	1 target	P	touch	U
5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	U
6)	Major Fracture Repair	1 target	P	touch	U
7)					
8)	Skull Repair	1 target	P	touch	U
9)					
10)	Joint Repair	1 target	P	touch	U

- Bone Lore** — Caster acquires complete understanding of any bone damage, including the tools and methods required for healing. Caster does not receive the skill or power to perform the cure.
- Minor Fracture Repair** — Allows caster to mend one simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is one day.
- Cartilage Repair** — Allows caster to repair all cartilage damage around one joint. Recovery time is one day.
- Limb Preservation** — Allows caster to prevent the deterioration of one limb (even if severed). Also requires the use of the same spell from Nerve Law, Muscle Law, and Blood Law.
- Major Fracture Repair** — As *Minor Fracture Repair*, except that the caster can also repair compound fractures. Recovery time is one day.
- Skull Repair** — Allows caster to mend one fracture in a skull (but not a shattered area). Recovery time is 1d10 days (depending on the damage).
- Joint Repair** — Allows caster to repair one broken (but not shattered) joint. Recovery time is 1d10 days.

SPECIAL NOTES

See Section 24.1 (p. 75) for more information on healing.



CALM SPIRITS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Animal Calming I	1 target	2 min/lvl	100'	Fm
2)	Calm I	1 target	1 min/lvl	100'	Fm
3)	Animal Calming III	3 targets	2 min/lvl	100'	Fm
4)	Calm II	2 targets	1 min/lvl	100'	Fm
5)	Hold Kind	1 target	C	100'	Fm
6)	Calm III	3 targets	1 min/lvl	100'	Fm
7)	Animal Calming V	5 targets	2 min/lvl	100'	Fm
8)	Calm IV	4 targets	1 min/lvl	100'	Fm
9)	Calm V	5 targets	1 min/lvl	100'	Fm
10)	Mass Animal Calm. I	varies	2 min/lvl	100'	Fm

- Animal Calming I** – Target animal will take no aggressive/offensive action, and will fight only if attacked.
- Calm I** – Target will take no aggressive/offensive action, and will fight only if attacked.
- Animal Calming III** – As *Animal Calming I*, except 3 targets may be affected.
- Calm II** – As *Calm I*, except 2 targets may be affected.
- Hold Kind** – Humanoid target is held to 25% of normal action.



- Calm III** – As *Calm I*, except 3 targets may be affected.
- Animal Calming V** – As *Animal Calming I*, except 5 targets may be affected.
- Calm IV** – As *Calm I*, except 4 targets may be affected.
- Calm V** – As *Calm I*, except 5 targets may be affected.
- Mass Animal Calming I** – Caster can calm a number of animals equal to his level.

SPECIAL NOTES

An “aggressive” action is defined as any action with the intent to directly harm any individual(s). Actions that indirectly result in harm to individuals are not “aggressive.” Pulling the lever on the wall to drop an individual into a pit is an aggressive action (the action directly resulted in the harm on an individual). Running away to get help is not an aggressive action.



CREATIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Sustain Self	caster	1 day	self	U
2)	Water Production I	–	P	10'	E
4)	Food Production I	–	P	10'	E
5)	Fire Starting	1'R	–	1'	E
6)	Nutrient Conjures I	–	P	10'	E
7)	Water Production III	–	P	10'	E
8)	Food Production III	–	P	10'	E
9)	Herb Enhancement	1 herb	P	touch	U
10)	Water Production V	–	P	10'	E

- Sustain Self** – Allows caster to go without food or water and not suffer damage (i.e., provides nutrition and water for 1 day).
- Water Production I** – Caster can produce sufficient water in any available receptacle to supply a normal, human-sized being for one day.
- Food Production I** – Caster can produce sufficient food from the surrounding area to feed 1 hearty appetite for 1 day.
- Fire Starting** – Allows caster to set a fire of 1 foot radius; fire will then last as long as there is fuel. A target in the 1 foot radius will take an 'A' Heat critical.
- Nutrient Conjures I** – Caster can produce 1 loaf of bread that weighs 0.5 lb. and will nutritionally support 1 being for 1 day; the loaf will lose potency in 1 month.
- Water Production III** – As *Water Production I*, except caster can produce 3 days of water.
- Food Production III** – As *Food Production I*, except caster can produce sufficient food to feed 3 beings for 1 day.
- Herb Enhancement** – Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., by 2x, see notes below); spell may be employed only once per herb.
- Water Production V** – As *Water Production I*, except caster can produce 5 days of water.

SPECIAL NOTES

The *Herb Enhancement* spell increases the potency (e.g., 2x, 3x, etc.) of herbs; this normally increases the effects of a dose of the herb (e.g., 2x potency for a “Heal 1-10” herb would give a “Heal 2-20” herb). However, a GM may wish to have this spell increase the number of doses of an herb (e.g., 2x potency cast on 2 doses of a “Heal 1-10” herb would result in 4 doses). In either case, only

one of these spells may be cast upon a specific herb. *Plant growth* spells do not work on herbs.

See Section 24.1 (p. 75) for more information on the effects of herbs.





CLOSED CHANNELING LIST A-9.6.5
LOCATING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Guess	caster	—	self	I
3)	Pathfinding I	caster	—	100'	I
4)	Guidance	caster	10 min/lvl(C)	100'/lvl	E
5)	Location I	1 target	—	100'	P
6)	Pathfinding III	caster	—	300'	I
7)					
8)	Location III	1 target	—	300'	P
9)	Pathfinding V	caster	—	500'	I
10)	Location V	1 target	—	500'	P

- 2. Guess** – When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).
- 3. Pathfinding I** – Caster learns the location(s) of any “path(s)” within 100'; gives the nearest point on path, but not the path's course.
- 4. Guidance** – The caster is subtly directed (hints and clues) towards a specific destination (within 100' per level of the caster) by guidance from his deity. The exact form of the guidance may vary from deity to deity (e.g., a deity of water might leave hints in the rocks of a stream, etc.). For the duration of the spell, the caster must concentrate on following the guidance.
- 5. Location I** – Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.
- 6. Pathfinding III** – As *Pathfinding I*, except range is 300'.
- 8. Location III** – As *Location I*, except range is 300'.
- 9. Pathfinding V** – As *Pathfinding I*, except range is 500'.
- 10. Location V** – As *Location I*, except range is 500'.

SPECIAL NOTES

- When using *Guess*, the caster must have a limited number of options (i.e., finite and countable). After the spell is cast, the caster may not cast another *Guess* for the same information until his experience level has increased.
- The various “Path” spells (*Pathfinding*, *Path Lore*, etc.) share a common definition of “path.” A “Path,” for these purposes, is a road, track or way created or constructed for a purpose, and along which something travels or moves with at least moderate frequency. This may have been constructed by men, animals, or other means.
In addition, the bounds of the path, for the purposes of these spells, should be between those points at which a *larger* path, population center (e.g., village, town, city, etc.), or dead end intersects the original. For instance, if the PC casts a *Path Lore* on a secondary road between the King's Highway and the Imperial Road, those two larger “paths” will mark the endpoints of the path, even if the road extends beyond both.
- When using any *Location* spell, the caster must provide an unambiguous description of the object being sought. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color, weight, shape, texture, etc.). Often, it will take more than two other attributes to make the description “unique” (i.e., no other item within range of the spell can match the description).
- See App. A-9.17.13 (p. 206) for more on information spells.



CLOSED CHANNELING LIST A-9.6.6
LORE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Afterthoughts	caster	—	self	I
2)	Detect Evil	5'R	1 min/lvl	100'	P
3)	Detect Curse	5'R	1 min/lvl	100'	P
4)	Detect Emotion	5'R	1 min/lvl	100'	Pm
5)	Light Lore I	1 item	—	10'	P
6)	Poison Lore	1 poison	—	10'	P
7)					
8)	Life Lore	1 target	—	100'	P
9)					
10)	Curse Tales	1 curse	—	10'	P

- 1. Afterthoughts** – Allows caster virtual total recall of any conversation or writing he encountered within a period of days equal to his level.
- 2. Detect Evil** – Detects “true evil” in an animate or inanimate target; caster can concentrate on a 5' radius area each round.
- 3. Detect Curse** – As *Detect Evil*, except caster can detect curses.
- 4. Detect Emotion** – As *Detect Evil*, except caster can detect extremes of emotion (e.g., hatred, love, sadness, etc.). In addition, the caster learns which emotions the target is feeling in extreme. If there are no extremes of emotion (i.e., only normal feelings), this spell detects nothing.
- 5. Light Lore I** – Caster can ascertain the origin point and nature of any 1 “holy item” that is not “of darkness” or “of evil;” will not give specific capabilities.
- 6. Poison Lore** – Caster can ascertain exact nature and type of poison; he can determine what cure may be used, but does not receive the required tools or skills.
- 8. Life Lore** – Caster can determine the nature and type of any 1 living target. He will not be able to ascertain the target's personal traits or capabilities, but will know the normal abilities associated with the target's species.
- 10. Curse Tales** – Caster can determine nature and origin of any 1 curse, including the name of the one who bequeathed it.

SPECIAL NOTES

A “curse” is usually something that is detrimental and magical in nature (e.g., delivered from the Curses spell list, see *Spell Law*). The GM may decide that the “curses” spells on this list only apply to “magical” curses. Normally, curses may not be Dispelled; they may only be affected by *Remove Curse* spells.





CLOSED CHANNELING LIST A-9.6.7

MUSCLE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Muscle Lore	1 target	—	touch	I
2)	Tendon Lore	1 target	—	touch	I
3)	Sprain Repair	1 target	P	touch	U
4)	Muscle Repair I	1 target	P	touch	U
5)	Limb Preservation ‡ *	1 target	1 day/lvl	touch	U
6)	Tendon Repair I	1 target	P	touch	U
7)					
8)					
9)	Muscle Repair III	1 target	P	touch	U
10)	Tendon Repair III	1 target	P	touch	U

- Muscle Lore** – Caster acquires a complete understanding of any muscle damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.
- Tendon Lore** – As *Muscle Lore*, except the knowledge obtained concerns the healing of tendon damage.
- Sprain Repair** – Allows caster to repair (not replace) 1 sprain; recovery time: 1 hour.
- Muscle Repair I** – Allows caster to repair, but not replace, 1 damaged muscle. Recovery time is 1 hour.
- Limb Preservation** – Allows caster to prevent the deterioration of 1 limb (even while severed). Also requires use of same spells from Nerve Law, Bone Law, and Blood Law.
- Tendon Repair I** – Allows caster to repair one damaged tendon; recovery time: 1 hour.
- Muscle Repair III** – As *Muscle Repair I*, except caster can repair 3 damaged muscles.
- Tendon Repair III** – As *Tendon Repair I*, except caster can repair 3 damaged tendons.

SPECIAL NOTES

See Section 24.1 (p. 75) for more information on healing.



CLOSED CHANNELING LIST A-9.6.8

NERVE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Nerve Lore	1 target	—	touch	I
2)					
3)					
4)	Minor Nerve Repair	1 target	P	touch	U
5)	Limb Preservation ‡ *	1 limb	1 day/lvl	touch	U
6)					
7)					
8)					
9)	Major Nerve Repair	1 target	P	touch	U
10)	Unparalysis	1 target	10 min/lvl	touch	U

- Nerve Lore** – Caster acquires complete understanding of any nerve damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.
- Minor Nerve Repair** – Allows caster to repair minor damage to 1 nerve; requires 1 day recovery period. Minor damage is defined as any nerve damage that results in penalties up to -20.
- Limb Preservation** – Allows caster to prevent the deterioration of 1 limb (even while severed). Also requires use of same spells from Muscle Law, Bone Law, and Blood Law.
- Major Nerve Repair** – As *Minor Nerve Repair*, except will heal any nerve damage. This will not heal nerves that are totally destroyed.
- Unparalysis** – Caster can cure any 1 paralysis problem.

SPECIAL NOTES

See Section 24.1 (p. 75) for more information on healing.





CLOSED CHANNELING LIST A-9.6.9

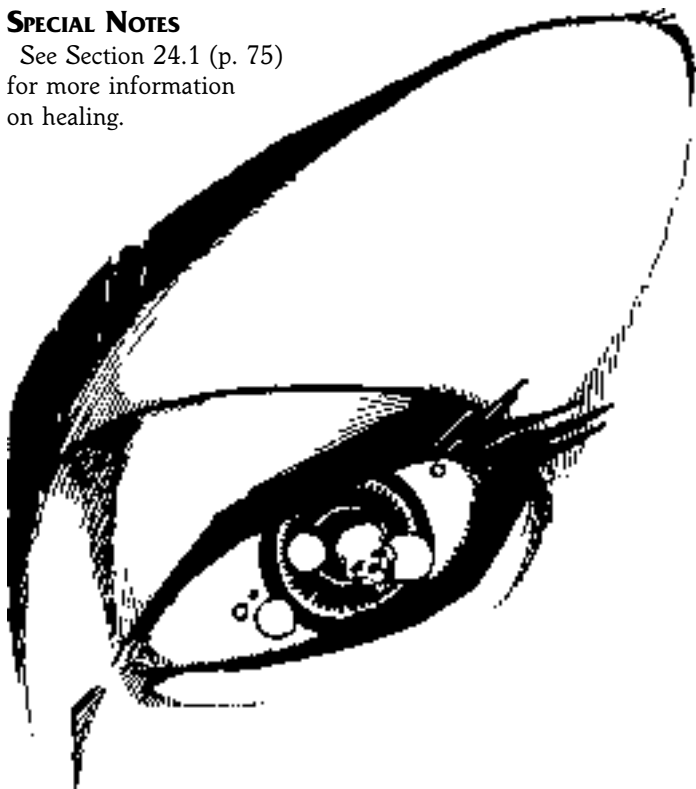
ORGAN LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Organ Lore	1 target	—	touch	I
2)					
3)	Nasal Repair	1 target	P	touch	U
4)					
5)	Minor Ear Repair	1 target	P	touch	U
6)	Minor Eye Repair	1 target	P	touch	U
7)					
8)					
9)	Major Ear Repair	1 target	P	touch	U
10)					

- Organ Lore** – Caster acquires complete understanding of any organ damage, including the tools and the methods required for healing; caster does not receive the skill or power to perform the cure.
- Nasal Repair**—Allows caster to repair any nose damage short of complete nose loss; requires 6d60 minutes depending on damage.
- Minor Ear Repair** – Caster can repair any external damage, including ear loss (regeneration takes 1d10 hours).
- Minor Eye Repair** – Allows caster to repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.).
- Major Ear Repair** – As *Minor Ear Repair* except that caster can repair any interior or exterior damage; hearing is restored in 1-10 days (note that complete replacement of the inner ear is an exception).

SPECIAL NOTES

See Section 24.1 (p. 75) for more information on healing.



CLOSED CHANNELING LIST A-9.6.10

SYMBOLIC WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Analyze Symbol	1 symbol	—	50'	I
2)	Spell Prime	caster	varies	self	U
3)	Unsymbol I	1 symbol	P	10'	F
4)					
5)	Symbol I	varies	P	10'	U
6)					
7)	Symbol II	varies	P	10'	U
8)	Unsymbol II	1 symbol	P	10'	F
9)	Symbol III	varies	P	10'	U
10)	Analyze Symbol True	varies	—	50'	I

- Analyze Symbol** – Caster learns what spell is emplaced within one *Symbol* within 50'. The *Symbol* will not be triggered (unless specifically created to be triggered by an *Analyze Symbol* spell).
- Spell Prime** – This spell “primes” the next spell cast by the caster—that spell is treated as if it were instantaneous. The PP cost of this spell is equal to the highest level that the caster desires to be primed. For example, if the caster wants any fourth level spell (or less) to be treated as instantaneous, this spell will cost 4 PPs. In addition, when casting this spell, the caster must pray for one minute per PP spent in the spell. For example, if the caster spends 4 PPs on this spell, he must pray for 4 minutes before this spell is completed. Any interruption of this process results in the failure of this spell. The effects of this spell end when the caster casts his next spell (even if the next spell is higher level than the number of PPs expended on this spell). (Got all that?)
- Unsymbol I** – Caster can remove one *Symbol I* (an emplaced 1st level spell). The *Symbol*'s RR is based on the level of the spell in the *Symbol* spell (target level) and the level of the *Unsymbol* spell (attack level).
- Symbol I** – Caster can emplace one 1st level spell on any 1 given non-mobile stone (see below). Within one minute, the spell to be emplaced must also be cast (within 10'). The symbol is usually visible, but is only required to be visible if reading is the trigger (see below).
 - The *Symbol* must be placed on a slab of stone (block, piece, etc.) weighing at least 2,000 pounds. Only one *Symbol* may be placed on each continuous slab. The stone may not be moved without dispelling the *Symbol*.
 - A *Symbol* can be triggered by one of the following (decided by caster): time period, specified movements, specified sounds, touch, reading, violent actions in the area, etc. The triggering range is normally 10' or the range of the emplaced spell, whichever is larger.
 - If the spell emplaced is an attack spell, the attack level is the spell's level (i.e., for *Symbol I* the attack level is always 1st level, **not** the level of the caster). If the spell is an elemental attack, the OB is normally +0. However, the attack can be focused on a location (as opposed to the person who triggers the symbol). In this case, the OB is +50.
 - Normally, if the *Symbol* affects a being or thing (e.g., healing, attacks, etc.), it can be triggered only once per day.
- Symbol II (F)** As above, except a 2nd level spell is emplaced.
- Unsymbol II (F)** As *Unsymbol I*, except 2nd level spell is removed.
- Symbol III (F)** As above, except a 3rd level spell is emplaced.
- Analyze Symbol True (I)** As *Analyze Symbol*, except caster learns what spells are emplaced in *Symbols* within 50' radius.

SPECIAL NOTES

- A symbol is permanent unless dispelled magically or unless the stone it is placed upon is moved.
- The precise size of a symbol may vary. Suggested sizes range from 3" x 3" to 1' x 1'.
- The GM may decide to make the attack level of the symbol equal to the type of *Symbol* spell used. For example, a first level spell placed in a *Symbol X* would attack as a 10th level spell rather than a 1st level spell.





CLERIC BASE LIST 9.7.1

CHANNELS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Create Holy Water	4 oz. water	P	touch	E
2)	Calming *	1 target	1 rnd/10 fail	50'	F
3)	Channels I *	1 spell	—	varies	U
4)					
5)	Stunning *	1 target	1 rnd/10 fail	50'	F
6)	Channels III *	1 spell	—	varies	U
7)					
8)	Golden Slumbers *	1 target	1 rnd/10 fail	10'	F
9)					
10)	Channels V *	1 spell	—	varies	U

- Create Holy Water** — When this spell is cast, up to four ounces of clean, clear water is transformed into holy water. This spell takes one hour to cast. If the water is not placed into a clean receptacle, its holy nature is ruined.
- Calming** — Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell may take no aggressive/offensive action, and will only fight if attacked.
- Channels I** — When this spell is cast, the first level spell that the caster begins to cast the next round will be “channeled” to another spell user of the Channeling realm. The “channeled” spell is transmitted to the other spell user when it would normally take effect, and must be used by the receiving spell user immediately (i.e., the receiving spell user is now treated as the caster of the spell). All normal restrictions apply to the transmitted spell. The caster of the *Channels* spell must be able to see the receiver of the spell **or** know exactly where he is (direction and distance, or specific location). The receiver must know exactly when the spell is coming (though he need not know exactly what spell is coming). For example, if a Cleric was at a certain altar at midnight of a full moon ready to receive a spell; then another spell user who knew this could use *Channels* to send him a spell.
- Stunning** — Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell is stunned.
- Channels III** — As *Channels I*, except up to a third level spell may be transmitted.
- Golden Slumbers** — Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity). The target of the spell falls into a deep sleep. The first minute of this sleep is magical (and the target cannot be awakened in any normal fashion). After the first minute, the target may be awakened normally (though his deep sleep will prevent him from waking on his own until he has slept a full eight hours).
- Channels V** — As *Channels I*, except up to a fifth level spell may be transmitted.

SPECIAL NOTES

Note that the spells on this list may vary in appearance or usage based upon the nature of the deity. GMs should feel free to replace some of the spells above for spells more appropriate to the deity. For example, a deity of fire might have a *Bolt of Fire* instead of *Stunning* (attacking on the Bolt Spell Attack Table with a special -25 modification).



CLERIC BASE LIST 9.7.2

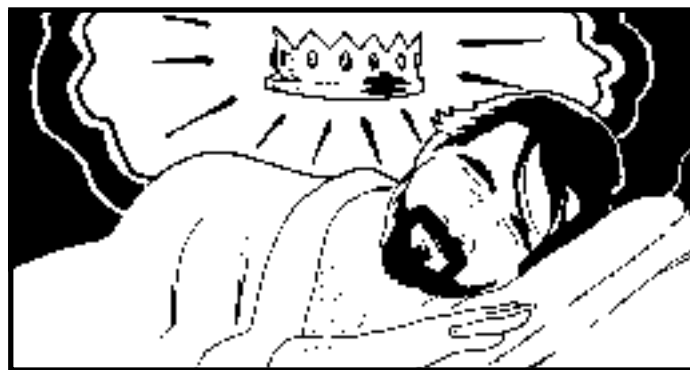
COMMUNAL WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Guess	caster	—	self	I
2)					
3)	Intuitions I	caster	—	self	I
4)	Dream I	caster	sleep	self	I
5)	Intuitions III	caster	—	self	I
6)	Death's Tale	caster	—	self	I
7)	Channel Opening I	1 being	C	1 mile/lvl	U
8)	Intuitions V	caster	—	self	I
9)					
10)	Dreams III	caster	sleep	self	I

- Guess** — When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest), the caster may cast this spell and the GM will determine which way he goes, biasing the choice favorable by 25% (e.g., roll d100: correct on a 26-100, incorrect on 1-25).
- Intuitions I** — Caster gains a vision of what will probably happen in the next minute if he takes a specified action.
- Dream I** — Caster has a dream relating to a topic decided upon just before retiring. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work.
- Intuitions III** — As *Intuitions I*, except the caster gets to gaze 3 minutes into the future.
- Death's Tale** — Caster gets a vision of the events surrounding the death of any 1 dead target through the eyes of the deceased. He also gets a view of the killer (if any). The caster must be within 10' of the corpse. Corpse must have died within a number of years equal to caster's level.
- Channel Opening I** — The caster can make contact with any 1 known target he his acquainted with. This spell will enable the caster to learn the specific location (direction and distance only) of the other being. This spell is often used with a *Channels* spell (see the left hand column).
- Intuitions V** — As *Intuitions I*, except caster may gaze 5 minutes into the future.
- Dreams III** — As *Dream I*, except limit is 3 dreams per night on different topics.

SPECIAL NOTES

When using *Guess*, the caster must have a limited number of options (i.e., finite and countable). After the spell is cast, the caster may not cast another *Guess* for the same information until his experience level has increased.





CLERIC BASE LIST 9.7.3

LIFE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Preservation I	1 body	1 min/lvl	10'	U
2)	Lifekeeping I	1 body	1 min/lvl	10'	U
3)	Preservation II	1 body	1 hr/lvl	10'	U
4)	Heal Life Essence I	1 target	P	10'	U
5)	Lifekeeping II	1 body	1 hr/lvl	touch	U
6)	Heal Life Essence II	1 target	P	10'	U
7)	Preservation III	1 body	1 day/lvl	touch	U
8)					
9)	Heal Life Essence III	1 target	P	10'	U
10)	Preservation IV	1 body	1 week/lvl	10'	U

- Preservation I** – Caster can preserve a “dead” body, preventing any further deterioration (i.e., stat deterioration) or damage from already existing wounds; the target will be in a coma; this spell will not prevent the target’s soul from leaving the body.
- Lifekeeping I** – Caster can prevent the soul of a “dead” body from leaving its body (thus preventing actual death and enabling the fallen being to be restored via simple bodily repairs). This spell must be cast before the soul leaves the body or *Lifegiving* (see p. 77) will be necessary for recovery.
- Preservation II** – As *Preservation I*, except for the duration.
- Heal Life Essence I** – The target of this spell is any being who has suffered some amount of soul damage. The target will be healed of d10 points of lost temporary Constitution. See Section 7.2 for more information on soul damage.
- Lifekeeping II** – As *Lifekeeping I*, except for the duration.
- Heal Life Essence II** – As *Heal Life Essence I*, except will heal 2d10 lost points.
- Preservation III** – As *Preservation I*, except for the duration.
- Heal Life Essence III** – As *Heal Life Essence I*, except will heal 3d10 lost points of temporary Constitution.
- Preservation IV** – As *Preservation I*, except for duration.

SPECIAL NOTES

See Section 24.1 (p. 75) for more on soul damage and the effects of death.



CLERIC BASE LIST 9.7.4

PROTECTIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Prayer I	1 target	1 min/lvl	100'	U
2)	Bless I	1 target	1 min/lvl	100'	U
3)	Resistance I	1 target	1 min/lvl	100'	U
4)	Heat Resistance *	1 target	10 min/lvl	100'	U
5)	Cold Resistance *	1 target	10 min/lvl	100'	U
6)					
7)					
8)	Temperature Sphere I	10'R	10 min/lvl	10'	U
9)					
10)	Protections Sphere I	10'R	1 min/lvl	10'	U

- Prayer I** – Target gets a special bonus of +5 to his resistance rolls and maneuver rolls. If the target is more than 100' from the caster at any time, the spell is cancelled.
- Bless I** – As *Prayer I*, except target gets a special bonus of 5 to his defensive bonus and maneuver rolls.
- Resistance I** – As *Prayer I*, except target gets a special bonus of 5 to his resistance rolls and defensive bonus.
- Heat Resistance** – As *Prayer I*, except the duration is 10 minutes per level and the target is protected from natural heat up to 170° F (treat as if target were in 70° F temperature). For temperatures above 170° F, subtract 100° F to determine the effective temperature for the target. Target also receives +20 to all RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks).
- Cold Resistance** – As *Prayer I*, except the duration is 10 minutes per level and the target is protected from natural cold down to 20° F (treat as if target were in 70° F temperature). For temperatures below 20° F, add 50° F to determine the effective temperature for the target. Target also receives +20 to all RRs versus cold spells and cold attacks (+20 DB versus elemental cold and ice attacks).
- Temperature Sphere I** – All who are within the sphere are allowed benefits of either a *Heat Resistance* or a *Cold Resistance* spell (must be the same for all targets). If the sphere is more than 100' from the caster at any time, the spell is cancelled.
- Protections Sphere I** – All within the radius are allowed the benefits of *Prayer I* or *Bless I* or *Resistance I* spell (must be the same for all targets). If the sphere is more than 100' from the caster at any time, the spell is cancelled.

SPECIAL NOTES

Resistance, Prayer, Bless, and Protection Spheres are **not** cumulative with each other.





CLERIC BASE LIST 9.7.5 REPULSIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Repel Undead V	varies	1 min./lvl	100'	F
2)	Cancel Channeling	caster	C	self	F
3)	Anti-Channels I	1 spell	—	100'	E
4)	Neutralize Curse I	1 curse	1 min./lvl	100'	F
5)	Anti-Channels III	1 spell	—	100'	E
6)	Repel Undead IX	varies	1 min./lvl	100'	F
7)	Remove Curse	1 target	P	touch	F
8)	Dispel Channeling I	1 target	—	10'	F
9)	Neutralize Curse II	1 curse	1 hr./lvl	100'	F
10)	Anti-Channels V	1 spell	—	100'	E

1. **Repel Undead V** — Causes up to 5 Undead to flee or disintegrate. All Undead have a class assigned to them. This spell will affect up to 5 points of Undead (Class I Undead count as 1 point, Class II Undead count as 2 points, etc.). Animated Dead (see the Evil Channeling List, Necromancy) are treated as Class I Undead and are not entitled to an RR (i.e., they automatically disintegrate if the spell does not fail).

Each target is entitled to an RR. If the target fails the RR by 50 or less, it will flee (if it cannot flee, it will remain motionless). If the target fails by more than 50, it disintegrates. One Base Attack Roll is applied to all targets. If no class is given for an Undead, use the following chart.

Level	Class	Level	Class	Level	Class
1-2	I	6-8	III	13-15	V
3-5	II	9-12	IV	16+	VI

The RR of an Undead can be modified by concentrating the effects of the spell. For each additional point of the spell allocated to a target (beyond those normally needed to affect it), that target's RR is modified by -5. Thus, *Repel Undead V* could affect five Class I Undead with no RR mod or one Class I Undead with an RR mod of -20 to it or any other combination of targets providing no more than 5 points were allocated.

- Cancel Channeling** — When the caster of this spell is a target of a spell from the realm of Channeling, the "incoming" spell must first make a RR (before the caster of this spell makes a RR). For RR purposes, each spell uses a level equal to its caster's level. If the "incoming" spell's RR is successful, it may target the caster normally; otherwise, the incoming spell has no effect on this target.
- Anti-Channels I** — Cancels a *Channels I* spell being transmitted or received within the range. Note that the *Channels I* spell gets no RR.
- Neutralize Curse I** — [RR Mod: -20] Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect after the duration of this spell ends.
- Anti-Channels III** — As *Anti-Channels I*, except affects to a *Channels III*.
- Repel Undead IX** — As *Repel Undead V*, except 9 points of Undead may be affected.

7. **Remove Curse** — Dispel a curse if the curse fails an RR. The curse's level is the level of the caster of the original curse. If the curse is not dispelled, the caster cannot try again until he has increased his skill rank with this list.

8. **Dispel Channeling I** — Any active spell from the realm of Channeling that is on the target must make an RR (use the level of that spell's caster as the spell's level). If the spell fails its RR, it is dispelled.

9. **Neutralize Curse II** — As *Neutralize Curse I*, except curse is nullified for 1 hour per level.

10. **Anti-Channels V** — As *Anti Channels I*, except affects up to a *Channels V*.

SPECIAL NOTES

- A GM may want to give modifications to powerful Undead. See *Creatures & Monsters* for a complete listing of Undead.
- If a *Repel Undead* spell has been cast on a given Undead, the caster cannot cast a *Repel Undead* spell on that Undead until he has increased his skill rank with this list.



CLERIC BASE LIST 9.7.6 SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Summons I	1 creature	varies	100'	U
2)	Summons II	1-2 creatures	varies	100'	U
3)	Summons III	1-3 creatures	varies	100'	U
4)	Summons IV	1-4 creatures	varies	100'	U
5)	Summons V	1-5 creatures	varies	100'	U
6)	Summons VI	1-6 creatures	varies	100'	U
7)	Summons VII	1-7 creatures	varies	100'	U
8)	Summons VIII	1-8 creatures	varies	100'	U
9)	Summons X	1-9 creatures	varies	100'	U
10)	Demonic Gate I	1 demon	C	10'	U

1. **Summons I** — Caster magically summons a 1st-level, non-intelligent creature from the surrounding area. The caster can specify the type of creature, but the GM should determine the type of creature that answers the summons. If the creature can understand the caster (e.g., *Animal Tongues*), the creature can be controlled through normal communication. Otherwise, control is maintained only through concentration of the caster. If the creature summoned is used for a task that is not dangerous (in its own perception), the duration for this spell is 10 minutes per level. However, if the creature is ever put into a dangerous situation, the duration immediately drops to 1 round per level.

2. **Summons II** — As *Summons I*, except caster chooses one of the following options: **a)** the level of the summoned creature is increased by one, **b)** an extra 1st level creature can be summoned, or **c)** the duration can be doubled.

3. **Summons III** — As *Summons II*, except 2 options are chosen.

4. **Summons IV** — As *Summons II*, except 3 options are chosen.

5. **Summons V** — As *Summons II*, except 4 options are chosen.

6. **Summons VI** — As *Summons II*, except 5 options are chosen.

7. **Summons VII** — As *Summons II*, except 6 options are chosen.

8. **Summons VIII** — As *Summons II*, except 7 options are chosen.

9. **Summons X** — As *Summons II*, except 9 options are chosen.

10. **Demonic Gate I** — Caster summons a Type I Demon that appears over the course of 2 rounds. The caster can only control it by concentrating. After the caster stops concentrating, the demon will fade out over the course of 2 rounds. However, during this two rounds, it will attack the closest being.

SPECIAL NOTES

- When allowed to choose more than one option on summoning spells, the same option may be chosen more than once. For example, with a *Summons III*, two options are available. This means that if both options are used for the same thing: three first-level creatures could be summoned, or one third-level creature could be summoned, or one first-level creature could be summoned for four times as long.
- Demons are assumed to be beings of another plane who are brought into the caster's plane through the use of an elemental force (one not of the Demon's plane). Thus, the Demon and caster do not make RRs during the summons. See *Creatures & Monsters* for a full description of Demons. If no type for a Demon is given, use the following table to determine a Demon's type. The GM may wish to alter this type system to account for the types of Demons he wishes to use in his world.

Level	Type
1-2	I
3-5	II
6-10	III
11-15	IV
16-20	V
21-40	VI
41+	Beyond the Pale





RANGER BASE LIST 9.8.1
INNER WALLS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Heat Resistance *	1 target	1 min/lvl	touch	U
2)	Cold Resistance *	1 target	1 min/lvl	touch	U
3)	Resistance I	caster	1 min/lvl	self	U
4)	Bless I	caster	1 min/lvl	self	U
5)	Prayer I	caster	1 min/lvl	self	U
6)					
7)	Sterilization	1 cu'/lvl	—	touch	U
8)	Resistance II	caster	1 min/lvl	self	U
9)	Bless II	caster	1 min/lvl	self	U
10)	Prayer II	caster	1 min/lvl	self	U

- Heat Resistance** – Target is protected from natural heat up to 170° F (treat as if target were in 70° F temperature). For temperatures above 170° F, subtract 100° F to determine the effective temperature for the target. Target also receives +20 to all RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks). If the target is more than 10' from the caster at any time, the spell is cancelled.
- Cold Resistance** – Target is protected from natural cold down to 20° F (treat as if target were in 70° F temperature). For temperatures below 20° F, add 50° F to determine the effective temperature for the target. Target also receives +20 to all RRs versus cold spells and cold attacks (+20 DB versus elemental cold and ice attacks). If the target is more than 10' from the caster at any time, the spell is cancelled.
- Resistance I** – Caster gets a special bonus of +5 to his resistance rolls and defensive bonus.
- Bless I** – Caster gets a special bonus of +5 to his maneuver rolls and defensive bonus.
- Prayer I** – Caster gets a special bonus of +5 to his resistance rolls and maneuver rolls
- Sterilization** – Caster can sterilize 1 cubic foot per level of any solid or liquid. This will not affect inert poisons or harm creatures larger than 0.25" in length.
- Resistance II** – As *Resistance I*, except bonus is +10.
- Bless II** – As *Bless I*, except bonus is +10.
- Prayer II** – As *Prayer I*, except bonus is +10.

SPECIAL NOTES

Bless, Prayer, and Resistance are not cumulative with each other.



RANGER BASE LIST 9.8.2
MOVING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Rockrunning	caster	1 min/lvl	self	U
2)	Limbwalking	caster	1 min/lvl	self	U
3)	Swimming	1 target	1 min/lvl	100'	U
4)	Waterwalking	caster	1 min/lvl	self	U
5)	Sandrunning	caster	1 min/lvl	self	U
6)	Limbrunning	caster	1 min/lvl	self	U
7)	Traceless Passing	caster	C	self	U
8)	Hide Tracks I	tracks of 1	C	50'	U
9)	Waterrunning	caster	1 min/lvl	self	U
10)	Hide Tracks II	tracks of 2	C	50'	U

- Rockrunning** – Caster can run on any nearly horizontal rocky and earthen surfaces as if he was on level ground. He will expend exhaustion points as if he were walking.
- Limbwalking** – Allows caster to walk along tree limbs as if he were on level ground.
- Swimming** – Target can swim without expending energy (i.e., will expend no exhaustion points).
- Waterwalking** – Caster can walk on water as if he were on level dry ground. This may not be used on rough water.
- Sandrunning** – Caster can run on sandy surfaces as if he was on level ground. He will expend exhaustion points as if he were walking.
- Limbrunning** – As *Limbwalking*, except caster can move at two times normal pace (i.e., Run pace). He will expend exhaustion points as if he were walking.
- Traceless Passing** – Caster can walk without leaving tracks or other visible signs of his passing.
- Hide Tracks I** – Caster can hide the tracks of any 1 being. This spell and *Traceless Passing* can be used simultaneously and caster will still maintain 50% activity (i.e., he can concentrate on both spells at the same time).
- Waterrunning** – As *Waterwalking*, except caster can move at two times normal pace (i.e., Run pace). He will expend exhaustion points as if he were walking.
- Hide Tracks II** – As *Hide Tracks I*, except it hides 2 beings' tracks.

SPECIAL NOTES

See Appendix 9.17.6 (p. 205) for notes on encumbrance limits for movement spells.





RANGER BASE LIST 9.8.3

NATURE'S GUISES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Hues	caster	1 min/lvl	self	U
2)	Shade	100'R	10 min/lvl	touch	E
3)	Freeze Liquid	1 cu'/lvl	C	10'	F
4)	Silent Moves	caster	1 min/lvl	self	U
5)	Self Cloaking	caster	C	self	U
6)	Light	10'R	10 min/lvl	touch	E
7)	Darkness I	10'R	10 min/lvl	touch	E
8)	Shadow	caster	1 hr/lvl	self	U
9)	Study Form	caster	P	self	I
10)	Plant Facade	caster	1 min/lvl	self	E

- Hues** – Allows caster to take on the physical coloration of any 1 organic object. The caster must be in contact with object when the spell is cast. In many situations this will give a special bonus of +10 to +50 (GM's discretion) to Hiding maneuvers (and perhaps to some Stalking maneuvers).
- Shade** – All shadows in the area of effect deepen. All Hiding maneuvers gain a special bonus of +25 (+10 to all Stalking maneuvers).
- Freeze** – Up to 1 cubic foot of liquid per level is cooled to freezing at a rate of 1 cubic foot per round. This will not drop a liquid's temperature below -20° F (thus, liquids with a freezing point below -20° F will only get cooler).
- Silent Moves** – Caster can move silently, so long as he does not create a sound originating more than 1' from his body. In many situations, this will give a special bonus of +10 to +50 (GM discretion) to Stalking and/or Hiding maneuvers.
- Self Cloaking** – Caster blends into surrounding terrain. This results in a special bonus of +75 to Hiding maneuvers. Caster may not move (appreciably) without losing this bonus.
- Light** – Lights a 10'R area surrounding point touched.
- Darkness I** – Throws a 10'R area surrounding point touched into normal darkness. See Appendix A-9.17.12 (p. 206).
- Shadow** – Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a special bonus to Stalking and Hiding of between +25 and +75).
- Study Form** – Caster studies and memorizes the form of one type of animal or plant for use with spells later on this list. The caster can only have as many forms studied as he has levels.

10. **Plant Facade** – Allows caster to appear as any one type of plant that he has studied. Caster retains his size and will not smell or feel like the plant (i.e., it is purely a visual illusion and is subject to normal illusion rules, see Appendix A-9.17.14, p. 206).

SPECIAL NOTES

- For the purposes of spells on this list, an animal is a creature that has no greater than animal intelligence; and a plant has no measurable intelligence.
- If *Shade*, *Light*, or *Darkness* is cast with the center point of its area of effect on a mobile target the area of effect moves with the target.



RANGER BASE LIST 9.8.4

NATURE'S SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Summon Nourishment	1 creature	–	varies	U
2)	Summon Warmth	1 creature	8 hours	varies	U
3)	Summon Guide	1 creature	24 hours (C)	varies	U
4)	Summon Guardian	1 creature	8 hours	varies	U
5)	Summon Mount	1 creature	24 hours	varies	U
6)	Summon Hunter	1 creature	–	varies	U
7)	Summon Sense	1 creature	24 hours (C)	varies	U
8)					
9)	Summon Group	1 group	24 hours	varies	U
10)	Mass Summons	1 creature/lvl	varies	varies	U

- Summon Nourishment** – An animal will arrive bearing some form of nourishment: berries, nuts, or tubers (vegetable matter). The animal will drop the food and return to the wilderness.
- Summon Warmth** – A heavily-furred animal will arrive and lie down near the caster. The animal will allow the caster (and only the caster) to lie down next to it.
- Summon Guide** – An animal who knows the path to a specific location will arrive. The animal will guide the caster to that location as long as he concentrates on the desired location.
- Summon Guardian** – A suitable large animal that is capable of inflicting at least Medium animal attacks will arrive. This animal will attempt to protect the caster from hostile attacks. If the caster leaves the general area in which the spell was cast, the animal will not travel with him (i.e., it will leave).
- Summon Mount** – A large animal will arrive and serve as a mount for the caster.
- Summon Hunter** – As *Summon Nourishment*, except animal brings a recently killed prey (some form of meat).
- Summon Sense** – An animal with a specified heightened sense will arrive. For the duration of the spell, the animal will “perceive” for the caster. The caster can concentrate to have the animal communicate what he has been perceiving.
- Summon Group** – A “group” of animals will arrive and stay near the area where the spell was cast. For the purposes of this spell, the animals summoned must normally travel in groups (e.g., wolves, deer, birds, etc.).
- Mass Summons** – The caster can use any lower level spells on this list, except that one animal per level will be summoned.

SPECIAL NOTES

- The caster must be outdoors to cast the spells from this list.
- When summoning, the caster can specify a type of animal (bird, squirrel, deer, etc.). An animal of that type must exist within the region and the animal must be able to reach the caster within the specified time (this is usually a range of about 20 miles). If multiple animals exist, a random animal is summoned. The animal will take 10+1d100 minutes to arrive. The animal must leave when the spell expires. If the spell is cast again, a different animal will be summoned.
- For the duration of the spell(s), the animal(s) summoned will ignore their natural instincts. For example, if a creature is summoned for warmth and a creature is summoned as a guardian, the two creatures will not be antagonistic to each other.
- If a summoned animal is attacked, it will attack back in its natural fashion (and will no longer be under the influence of the spell). However, this violates the “trust” of the animal (see below).
- The animal summoning spells on this list require that the caster has done nothing to violate the trust of the animals in the area. If this trust is violated, the summoning spell types change to Fm and all animals will now get an RR (a special modifier of +50) to resist (e.g., harming a Summoned animal would be a violation).





RANGER BASE LIST 9.8.5

NATURE'S WAY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Trap Detection	5'R	1 min/lvl	50'	P
2)	Water Finding I	1 mile R	—	self	I
3)	Fire Starting	1'R	—	1'	E
4)					
5)	Food Finding I	1 mile R	—	self	I
6)	Water Purification	varies	P	touch	E
7)	Shelter Finding I	1 mile R	—	self	I
8)	Lesser Traps	1-10'R	P	touch	E
9)	Weather Prediction I	caster	—	1 mi/lvl	I
10)	Nature's Awareness I	100'R	C	self	I

- Trap Detection** – Caster has a 75% chance of detecting a trap in the area of effect. The caster can concentrate on a different area each round. There must be living plants or animals in the area of effect or no information will be gained.
- Water Finding I** – Caster can locate the closest natural source of running water, exposed groundwater, etc. exceeding 1 gallon. He will learn the approximate size and quality of source.
- Fire Starting** – Allows caster to set a fire of 1' radius. Fire will burn as long as there is fuel. A target in the 1' radius will take an 'A' Heat critical.
- Food Finding I** – Caster learns location, type, and approximate quantity of edible food (e.g., dead animal matter, plants, etc.). The food source must exceed 1 pound.
- Water Purification** – Allows caster to purify a number of gallons of water equal to his level.
- Shelter Finding I** – Caster learns location, type, and approximate size of any waterproof, covered space exceeding 125 cubic feet. The shelter must have an entry (exceeding 2' radius) opening onto open air.
- Lesser Traps** – This spell creates a minor, normal trap (constructed magically). The trap can deliver up to a 'B' critical strike (must be either a Slash, or a Krush, or a Puncture; specified by the caster at the time of casting) to any one target. The size of the trap can vary from 1' radius to 10' radius. The time to construct the trap is 1 round per 1' radius.
- Weather Prediction I** – Gives caster a 95% chance of predicting time, type, and severity of weather over next 24 hour period.
- Nature's Awareness I** – Caster can monitor animate activity in the area (e.g., he will be aware of subtle movements). For the duration of this spell, the caster cannot move.

SPECIAL NOTES

Some of the spells on this list are Passive in type. The target of the spell is allowed a RR, but success only indicates that the target is aware that a spell was cast upon him.



RANGER BASE LIST 9.8.6

PATH MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Pathlore	10'R	—	self	I
2)	Nightvision	caster	10 min/lvl	self	U
3)	Tracking I	caster	C	self	U
4)	Path Tale	caster	C	self	I
5)	Pathfinding I	caster	C	1 mile	I
6)	Tracks Lore	caster	—	touch	I
7)	Detect Ambush I	50'R	10 min/lvl(C)	self	I
8)	Passing Lore	1 object	—	touch	I
9)	Pathfinding V	caster	C	5 miles	I
10)	Animal Tongues	caster	1 min/lvl	self	I

- Pathlore** – Caster learns origin and nearest “destination” of the closest path within the area of effect.
- Nightvision** – Target can see 100' on a normal night as if it were daylight. See Appendix A-9.17.12 (p. 206).
- Tracking I** – Caster gets a special bonus of +50 for all Tracking maneuvers.
- Path Tale** – Caster acquires visual image of any user(s) of a given path, up to 1 hour in the past per level of the caster.
- Pathfinding I** – Caster learns the location(s) of any path(s) within 1 mile. This spell reveals the nearest point on path, but not the path's course.
- Tracks Lore** – Caster learns origin of tracks, and acquires a visual image of the one who left them. Caster will gain a special bonus of +25 when tracking this particular being or animal.
- Detect Ambush I** – Caster is aware of any being within the area of effect that has hostile intentions towards him. The hostility must be directed specifically at the caster. The being's hostility must be active (i.e., the being intends to perform aggressive actions), not passive (i.e., no action is planned).
- Passing Lore** – Caster acquires visual and aural (sound) image of any being or animal that has passed within a 50' radius of a specific object. The being or animal can have passed up to 1 hour per level earlier. If more than one being or animal has passed, the caster will see them one image at a time, 1 image per round (starting with the oldest image).
- Pathfinding V** – As *Pathfinding I*, except range is 5 miles.
- Animal Tongues** – Allows caster to understand and “speak” the language of any 1 animal species.

SPECIAL NOTES

The various “Path” spells (*Pathfinding*, *Path Lore*, etc.) share a common definition of “path.” A “Path,” for these purposes, is a road, track or way created or constructed for a purpose, and along which something travels or moves with at least moderate frequency. This may have been constructed by men, animals, or other means.

In addition, the bounds of the path, for the purposes of these spells, should be between those points at which a *larger* path, population center (e.g., village, town, city, etc.), or dead end intersects the original. For instance, if the PC casts a *Path Lore* on a secondary road between the King's Highway and the Imperial Road, those two larger “paths” will mark the endpoints of the path, even if the road extends beyond both.

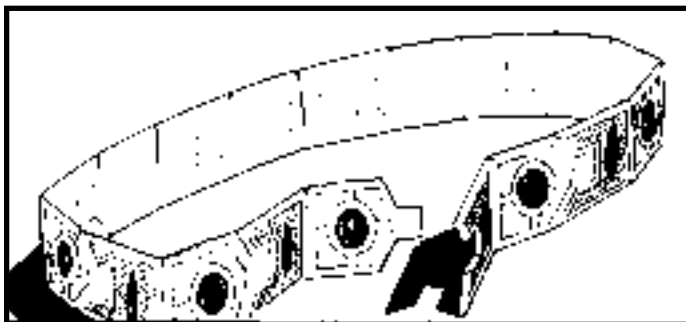




OPEN ESSENCE LIST 9.9.1
DELVING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Text Analysis I	caster	1 min./lvl (C)	self	U
3)	Stone Analysis	caster	—	10'	I
4)	Metal Analysis	caster	—	10'	I
5)	Gas Analysis	caster	—	10'	I
6)					
7)	Text Analysis II	caster	1 min./lvl (C)	self	U
8)	Liquid Analysis	caster	—	10'	I
9)					
10)	Delving	1 item	—	touch	I

- Text Analysis I** – Caster can read text written in an unknown language, but only understand basic concepts of it. This spell gives the caster the equivalent of rank 2 knowledge in a written language.
- Stone Analysis** – Gives nature and origin of natural stone, and when and how worked stone was obtained and worked.
- Metal Analysis** – As *Stone Analysis*, except metal may be examined.
- Gas Analysis** – As *Stone Analysis*, except gas may be examined.



- Text Analysis II** – As *Text Analysis I*, except gives a complete technical analysis (vocabulary and syntax) but not an understanding of idioms (jargon), implications, or cultural references. This spell gives the caster the equivalent of rank 5 knowledge in a written language.
- Liquid Analysis** – As *Stone Analysis*, except liquid may be examined.
- Delving** – Gives significant details about an item's construction and purpose (not specific powers).

SPECIAL NOTES

See Appendix A-9.17.13 (p. 206) for more on information spells.



OPEN ESSENCE LIST 9.9.2
DETECTING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Essence	5'R	1 min./lvl (C)	100'	P
2)	Detect Mentalism	5'R	1 min./lvl (C)	100'	P
3)	Detect Channeling	5'R	1 min./lvl (C)	100'	P
4)					
5)	Detect Invisible	5'R	1 min./lvl (C)	100'	P
6)	Detect Traps	5'R	1 min./lvl (C)	100'	P
7)	Detect Evil	5'R	1 min./lvl	100'	P
8)	Location I	caster	1 min./lvl	100'	P
9)					
10)	Perceive Power I	5'R	1 min./lvl (C)	100'	P

- Detect Essence** – Detects any active spell or item from the Essence realm. Caster can concentrate on a 5' radius area each round.
- Detect Mentalism** – As *Detect Essence*, except the realm is Mentalism.
- Detect Channeling** – As *Detect Essence*, except the realm is Channeling.
- Detect Invisible** – As *Detect Essence*, except detects invisible things. All attacks against something so detected receive a special modification of -50.
- Detect Traps** – As *Detect Essence*, except it gives a 75% chance of detecting a trap (trap sophistication may modify this chance).
- Detect Evil** – As *Detect Essence*, except detects if a being is evil or an item created by evil or long used by a very evil person.
- Location I** – Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.
- Perceive Power I** – As *Detect Essence*, except it will give an estimate of the power of the person (level) or item or spell examined.

SPECIAL NOTES

- For the purposes of spells on this list, "evil" is defined as something that causes (or is a source of) intentional suffering, injury, or destruction.
- When using a *Location* spell, the caster must provide an unambiguous description of the object being sought. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color, weight, shape, texture, etc.). In many cases, it will take more than two other attributes to make the description "unique" (i.e., no other item within range can possibly match the description).





OPEN ESSENCE LIST 9.9.3

ELEMENTAL SHIELDS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Resist Light	1 target	1 min/lvl	10'	U
2)	Resist Heat	1 target	1 min/lvl	10'	U
3)	Resist Cold	1 target	1 min/lvl	10'	U
4)	Resist Light Sphere	10'R	1 min/lvl	10'	U
5)	Resist Heat Sphere	10'R	1 min/lvl	10'	U
6)	Resist Cold Sphere	10'R	1 min/lvl	10'	U
7)					
8)	Lightarmor	1 target	1 min/lvl	10'	U
9)	Heatarmor	1 target	1 min/lvl	10'	U
10)	Coldarmor	1 target	1 min/lvl	10'	U

- Resist Light** – Target is totally protected from all natural light (includes glare, sunburn, and temporary blinding; but not lightning). This also give a special modification of +10 to all RRs versus light (electricity), and a special modification of +10 to target's DB against elemental electricity attacks.
- Resist Heat** – As *Resist Light*, except protects against natural heat to 200° F and the modifications apply to heat.
- Resist Cold** – As *Resist Light*, except protects against natural cold to -20° F and the modifications apply to cold.
- Resist Light Sphere** – As *Resist Light*, except all beings within a 10' radius of target are protected.
- Resist Heat Sphere** – As *Resist Heat*, except all beings within a 10' radius of target are protected.
- Resist Cold Sphere** – As *Resist Cold*, except all beings within a 10' radius of target are protected.
- Lightarmor** – As *Resist Light*, except protects against all natural light and electricity and the modifications are +20 for RRs and +20 for DB against attacks.
- Heatarmor** – As *Lightarmor*, except protects against heat.
- Coldarmor** – As *Lightarmor*, except protects against cold.

SPECIAL NOTES

No spells on this list are cumulative with each other.



OPEN ESSENCE LIST 9.9.4

ESSENCE HAND

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Vibrations I	1 target, 1 lb	1 rnd/lvl	100'	F
2)	Staying I	1 target, 1 lb	1 min/lvl	100'	F
3)	Telekinesis I	1 target, 1 lb	1 min/lvl(C)	100'	F
4)	Vibrations II	1 target, 5 lbs	1 rnd/lvl	100'	F
5)	Staying II	1 target, 5 lbs	1 min/lvl	100'	F
6)	Telekinesis II	1 target, 5 lbs	1 min/lvl(C)	100'	F
7)	Vibrations III	1 target, 25 lbs	1 rnd/lvl	100'	F
8)	Staying III	1 target, 25 lbs	1 min/lvl	100'	F
9)	Vibrations IV	1 target, 50 lbs	1 rnd/lvl	100'	F
10)	Aiming	1 target	1 rnd(C)	touch	U

- Vibrations I** – Causes an object of up to 1 pound mass to vibrate rapidly; if fragile it may break (roll a RR). If it is an object held by a being the being must make a RR or fumble it (each round).
- Staying I** – Exerts 1 pound of pressure on a person or object. Object cannot be moved by staying alone, and pressure can only be in one direction.
- Telekinesis I** – Can move one object, up to 1 pound in mass, up to 1' per second (with no acceleration). If the caster stops concentration before the duration is up, the object remains stationary as if it had a *Staying* spell of an equal weight limit cast upon it.
- Vibrations II** – As *Vibrations I*, except mass limit is 5 pounds.
- Staying II** – As *Staying I*, except mass limit is 5 pounds.
- Telekinesis II** – As *Telekinesis I*, except mass limit is 5 pounds.
- Vibrations III** – As *Vibrations I*, except mass limit is 25 pounds.
- Staying III** – As *Staying I*, except mass limit is 25 pounds.
- Vibrations IV** – As *Vibrations I*, except mass limit is 50 pounds.
- Aiming** – By concentrating on the mind of a missile firer (the firer cannot be the caster) and the flight of the missile, the caster causes +50 to be added to the attack roll of the missile. The caster must concentrate, touch the firer and see the missile for the entire round that the missile is fired.



ROLEMASTER



OPEN ESSENCE LIST 9.9.5

ESSENCE'S PERCEPTIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Presence *	20'R	1 rnd/lvl (C)	10'	U
3)	Listen I	varies	1 rnd/lvl (C)	10'	U
4)					
5)	Long Ear I	varies	1 min/lvl (C)	100'	U
6)	Watch I	varies	1 rnd/lvl (C)	10'	U
7)	Long Eye I	varies	1 min/lvl (C)	100'	U
8)	Listen II	varies	1 rnd/lvl (C)	100'	U
9)					
10)	Telepathy	1 target	1 rnd/lvl (C)	10'	Pm

- Presence** – Caster is aware of the presence of all sentient/thinking beings within 20'.
- Listen I** – Caster can pick a point up to 10' away and he will hear as if he were at that point.
- Long Ear I** – Caster's point of hearing may be moved independently up to 100' away (moves at the rate of 10' per round). He must physically be able to go there (e.g., he could not send his point of hearing through walls or closed doors).
- Watch I** – As *Listen I*, except the caster sees from the fixed point (it can rotate).
- Long Eye I** – As *Long Ear I*, except the caster sees from the moving point (it can rotate).
- Listen II** – As *Listen I*, except the range is 100'.
- Telepathy** – Caster receives surface thoughts from target. If target makes his RR by more than 25 he realizes that someone is trying to read his thoughts.



SPECIAL NOTES

- If more than one option can be added to the *Illusion* or *Phantasm* spell, the same option may be chosen more than once. For example, with an *Illusion III*, two options are available. The range could be doubled once to 200' and then doubled again to 400'.
- The sense aspects of the illusion (mirage or phantasm) are actually created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or through the use of a conflicting sense. Even after the illusion is detected, it still exists (but the detector knows that it is not real).
- See Appendix A-9.17.14 (p. 206) for more on illusions.



OPEN ESSENCE LIST 9.9.6

LESSER ILLUSIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Ventriloquism	1 point	C	100'	E
2)	Sound/Light Mirage	10'R	10 min/lvl	100'	E
3)	Taste/Smell Mirage	10'R	10 min/lvl	100'	E
4)	Illusions II	10'R	1 min/lvl	100'	E
5)	Phantasm I	10'R	1 min/lvl (C)	100'	E
6)	Light Glamour	1 object	1 day/lvl	50'	E
7)	Waiting Illusion II	10'R	varies	50'	E
8)	Illusions III	10'R	1 min/lvl	100'	E
9)	Phantasm II	10'R	1 min/lvl (C)	100'	E
10)	Waiting Phantasm II	10'R	varies	100'	E

- Ventriloquism** – Caster can speak and his voice will appear to come from any point that he wants within 100' (point must be in his field of vision).
- Sound/Light Mirage** – Creates any simple, immobile image, scene, or sounds in an area up to 10' radius, **or** creates a set of immobile sounds in an area up to 10' radius.
- Taste/Smell Mirage** – As *Sound/Light Mirage*, except creates a set of immobile smells in the area of effect, **or** a set of immobile tastes in the area of effect.
- Illusions II** – Creates a simple, immobile image or scene up to an area of 10' radius. One of the following options may also be chosen: **a)** an extra sense can be added (not the tactile or *Presence* senses), **b)** the duration can be doubled, **c)** the range can be doubled, or **d)** the radius of the area of effect can be doubled. All parts of the area of effect must be within the range of the spell (and all of the area of effect must be in the caster's field of vision).
- Phantasm I** – Creates the image of one object or being that will move however the caster wants (as long as the caster concentrates). When the caster stops concentrating, the image remains but stops moving. The caster may resume concentration again later and make the image move again (presuming that the duration has not expired). The image can be of any size that would fit in the radius.
- Light Glamour** – Changes the visual appearance of one object. The target can be no larger than 10 pounds per level.
- Waiting Illusion II** – As *Illusion II*, except it can be delayed up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can choose one of the following: **a)** time period, **b)** specified movements, **c)** specified sounds, **d)** specified smells, **e)** specified tastes. If a sense is used to trigger the spell, that sense must be included in the illusion.
- Illusions III** – As *Illusion II*, except two options may be chosen. See the notes at left for guidelines on how to combine the options.
- Phantasm II** – As *Phantasm I*, except one of the following options may also be chosen: **a)** an extra sense can be added (not the tactile or *Presence* senses), **b)** the duration can be doubled, **c)** the range can be doubled, **d)** the radius of the area of effect can be doubled, **e)** another image can be created and moved independently of the first (all separate images must be within the caster's field of vision and within range of the spell), or **f)** limited repetitious sounds, movements, etc. can be added that do not require concentration of the caster (the proper senses involved must also be included with the illusion).
- Waiting Phantasm II** – As *Phantasm II*, except it can be delayed as in *Waiting Illusion II*. The phantasm will move and act if given a simple command (at the time of casting), or it can deliver a short speech (if sound was one of the included senses).





OPEN ESSENCE LIST 9.9.7

PHYSICAL ENHANCEMENT

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Mannish Scale *	1 object	—	1'	I
2)	Sly Ears	1 target	10 min/lvl	10'	U
3)	Balance *	1 target	varies	10'	U
4)	Nightvision	1 target	10 min/lvl	10'	U
5)	Sidevision	1 target	10 min/lvl	10'	U
6)	Sounding	1 target	10 min/lvl	10'	U
7)	Watervision	1 target	10 min/lvl	10'	U
8)	Waterlungs	1 target	10 min/lvl	10'	U
9)	Heatvision	1 target	10 min/lvl	10'	U
10)	Gaslungs	1 target	10 min/lvl	10'	U

- Mannish Scale** – Caster can tell the exact dimensions, mass, and/or weight of one object.
- Sly Ears** – Target gains double normal hearing. This results in a special bonus of +50 to Awareness • Searching and Awareness • Senses skills involving only hearing (or +5 for Alertness skill). This bonus is +25 to such skills involving hearing and other senses (or +3 for Alertness skill).
- Balance** – Target gets a special bonus of +50 for maneuver rolls for a slow maneuver requiring balance (e.g., walking a 3" beam).
- Nightvision** – Target can see 100' on a normal night as if it were daylight. See Appendix A-9.17.12 (p.206).
- Sidevision** – Target has a 300° field of vision. The flank bonus for attacks against the target is lowered to +5 and the rear bonus is lowered to +15.
- Sounding** – Target's voice has its loudness tripled. This has no effect on spell casting capabilities (it simply allows the caster to make himself heard without difficulty over long distances).
- Watervision** – As *Nightvision*, except target can see 100' in any water; even muddy, murky water.
- Waterlungs** – Target can breathe water but not air.
- Heatvision** – As *Nightvision*, except target can see varying degrees of heat on the surfaces of objects. This spell does not allow the caster to see "through" things. This vision is not sufficient for detailed actions like reading or mapping.
- Gaslungs** – As *Waterlungs*, except target can breathe any gas as normal air.



OPEN ESSENCE LIST 9.9.8

RUNE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Spell Store	1 spell	varies	self	U
3)	Rune I	1 spell	varies	self	U
4)					
5)					
6)	Rune II	1 spell	varies	self	U
7)					
8)	Rune III	1 spell	varies	self	U
9)					
10)	Rune V	1 spell	varies	self	U

- Spell Store** – Caster may cast this spell with any spell he wants to store. The spell to be stored must be cast within one minute after the *Spell Store* is cast. The stored spell may then be cast later as an instantaneous spell. The *Spell Store* spell costs the same number of PPs as the spell that is stored. No other spell may be cast while a spell is stored.



- Rune I** – This spell inscribes a spell on a specially prepared piece of paper. The rune can then be used to cast the inscribed spell once. The spell to be inscribed must be cast within one minute after the *Rune #* spell is cast. Rune I can only inscribe 1st level spells. The rune can be set to affect the reader.
- Rune II** – As *Rune I*, except up to 2nd level spells can be inscribed.
- Rune III** – As *Rune I*, except up to 3rd level spells can be inscribed.
- Rune V** – As *Rune I*, except up to 5th level spells can be inscribed.

SPECIAL NOTES

- Rune paper is a special prepared paper, designed to hold enchantments (see Section 24.2, p. 80). After the rune is read from the paper, it fades from the paper. The paper may then hold another rune.
- The attack level of a rune is the level of the spell that is put into the rune. If the spell is an elemental attack, the reader's appropriate Directed Spell OB is used.





OPEN ESSENCE LIST 9.9.9

SPELL WALL

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	1 target	1 min/lvl	10'	U
2)	Cancel Essence	1 spell	C	self	F
3)	Protection Sphere I	10'R	1 min/lvl	self	U
4)	Cancel Mentalism	1 spell	C	self	F
5)	Protection II	1 target	1 min/lvl	10'	U
6)	Cancel Channeling	1 spell	C	self	F
7)	Protection Sphere II	10'R	1 min/lvl	self	U
8)	Dispel Essence Sphere I	10'R	C	self	F
9)	Essence Shield	caster	C	self	U
10)	Mind Shield	caster	C	self	U

- Protection I** – Subtracts 5 from elemental attack rolls against the target and adds 5 to all of the target's RRs versus spells.
- Cancel Essence** – When the caster of this spell is a target of a spell from the realm of Essence, the “incoming” spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to its caster's level. If the “incoming” spell passes the RR, it may target the caster of this spell normally; otherwise the incoming spell has no effect on this target.
- Protection Sphere I** – As *Protection I*, except all beings within 10' radius of target get the benefits.
- Cancel Mentalism** – As *Cancel Essence* except affects spells from the realm of Mentalism.
- Protection II** – As *Protection I*, except bonuses are 10.
- Cancel Channeling** – as *Cancel Essence*, except affects spells from the realm of Channeling.
- Protection Sphere II** – As *Protection II*, except it has a 10' radius as in *Protection Sphere I*.
- Dispel Essence Sphere I** – As *Cancel Essence*, except for the area of effect (centered on the caster). If the radius encounters an already existing spell, that spell must make an RR (with a special modifier of +30) or be cancelled.
- Essence Shield** – Creates a shimmering shield in front of the caster. This shield subtracts 10 from all frontal Essence attack rolls on the caster (base and elemental). In addition, if the caster performs no other actions during a round, he can “parry” (as with a normal shield) one spell attack. The parry bonus is equal to 10 plus the caster's skill rank with this list.
- Mind Shield** – As *Essence Shield*, except is effective only against Mentalism spells.



OPEN ESSENCE LIST 9.9.10

UNBARRING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Lock	1 lock	–	100'	U
2)	Magic Lock	1 door	1 min/lvl	touch	U
3)	Locklore	1 lock	–	touch	I
4)	Opening I	1 lock	–	touch	U
5)	Traplore	1 trap	–	touch	I
6)	Disarm I	1 trap	–	touch	U
7)	Jamming	1 door	P	50'	U
8)	Weakening	1 door	P	50'	U
9)	Open Prison I	5'R/lvl	P	self	U
10)	Opening II	1 lock	–	touch	U

- Lock** – Caster can cause any lock he can see within 100' to be locked (the lock is just normally locked and can be opened normally).
- Magic Lock** – A door (or container) can be magically “locked.” The door can be broken down normally or the spell can be dispelled. Otherwise, the door cannot be opened for the duration of the spell.
- Locklore** – Gives the caster a special bonus of +20 for picking the lock analyzed. If the caster describes the information gained from this spell, the listener will get a special bonus of +10 to picking the lock analyzed.
- Opening I** – When cast upon a lock, there is a 20% chance a normal lock will open, and a 45% chance that a *Magic Lock* will open. There is a 10% chance that any associated traps are set off. Rolls are open-ended, and the sophistication of the lock may modify the roll.
- Traplore** – As *Locklore*, except applies to disarming traps.
- Disarm I** – As *Opening I*, except its chances concern disarming traps. There is a 10% chance that the trap being disarmed is set off.
- Jamming** – Causes a door to expand and jam into its frame. Roll d100 to determine the severity of the jam (a 01 means the door is only slightly stuck; a 100 means that the door is unopenable).
- Weakening** – Reduces the inherent strength of a door by 50%. All maneuvers to break down the door get a special bonus of +50.
- Open Prison I** – When cast, there is a 20% chance that all locks within the area of effect are unlocked (45% chance for *Magic Locks*). Roll separately for each lock in the area of effect. Rolls are open-ended, and the sophistication of the lock may modify the roll.
- Opening II** – As *Opening I*, except chance is 40% (90% for *Magic Locks*).

SPECIAL NOTES

Each lock and trap is rated according to the difficulty in unlocking/disarming it. The standard difficulty modifiers apply: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (at least -70). Some suggested difficulty modifiers are: Simple Shackle Lock (Easy), Padlock (Medium to Hard), Tumbler Lock (Hard to Extremely Hard), Double Key Tumbler (Sheer Folly).

If a spell (e.g., *Opening I*, *Disarm I*, etc.) is used to attempt to unlock/disarm a device, the chance of the spell successfully operating the lock is modified by **half** of the modifier given above.

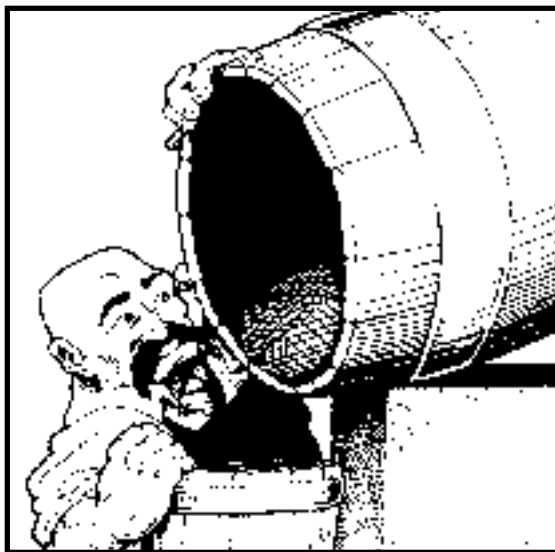




CLOSED ESSENCE LIST 9.10.1 DISPELLING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Cancel Essence I	caster	C	self	F
2)	Cancel Mentalism I	caster	C	self	F
3)	Cancel Channeling I	caster	C	self	F
4)	Dispel Essence I	1 target	—	10'	F
5)	Dispel Mentalism I	1 target	—	10'	F
6)	Dispel Channeling I	1 target	—	10'	F
7)	Dispel Ess. Sphere I	10'R	C	self	F
8)	Dispel Ment. Sphere I	10'R	C	self	F
9)	Dispel Chan. Sphere I	10'R	C	self	F
10)	Dispel Ess. Sphere V	50'R	C	self	F

- Cancel Essence I** – When the caster of this spell is a target of a spell from the realm of Essence, the “incoming” spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to the level of its caster. If the “incoming” spell passes the RR, it may target the caster normally; otherwise, the incoming spell has no effect on this target.
- Cancel Mentalism I** – As *Cancel Essence I*, except affects spells from the realm of Mentalism.
- Cancel Channeling I** – As *Cancel Essence I*, except affects spells from the realm of Channeling.
- Dispel Essence I** – Any active spell from the realm of Essence that is on the target must make a RR (use the level of that spell’s caster as the spells level). If the spell fails its RR, it is dispelled.
- Dispel Mentalism I** – As *Dispel Essence I*, except affects spells from the realm of Mentalism.
- Dispel Channeling I** – As *Dispel Essence I*, except affects spells from the realm of Channeling.
- Dispel Essence Sphere I** – As *Dispel Essence I*, except for the area of effect (centered on the caster). If the radius encounters an already existing spell, the spell must make an RR (with a special modifier of +30) or be cancelled (not dispelled) for as long as the active spell is inside the radius.
- Dispel Mentalism Sphere I** – As *Dispel Essence Sphere I*, except only Mentalism spells are affected.
- Dispel Channeling Sphere I** – As *Dispel Essence Sphere I*, except only Channeling spells are affected.
- Dispel Essence Sphere V** – As *Dispel Essence Sphere I*, except radius is 50'.



CLOSED ESSENCE LIST 9.10.2 GATE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Familiar	1 animal	P	touch	U
2)	Summons I	1 creature	varies	100'	U
3)	Companion	1 creature	varies	100'	U
4)					
5)	Summons II	varies	varies	100'	U
6)	Control Demon I	1 demon	C	10'/lvl	E
7)	Summons III	varies	varies	100'	U
8)	Lesser Demonic Gate	1 demon	varies	10'	U
9)	Summons V	varies	varies	100'	U
10)	Control Demon II	1 demon	C	10'/lvl	E

- Familiar** – The caster can attune to a creature (of animal intelligence and no more than 10% of caster’s mass) to serve as his familiar. The caster must obtain the creature through normal means and cast this spell on the creature once per day for 1 week (concentrating for 2 hours/day). The caster can then control the familiar and view the world through its senses by concentrating on it if the familiar is within 50' per level. If the creature is killed, the caster will have a -25 modification to all actions for 2 weeks.
- Summons I** – Caster can instantly summon a first level, non-intelligent creature that he can control. If the caster can communicate with the creature, it will follow orders. Otherwise, control is only maintained through concentration of the caster. The general type of the creature can be specified by the caster but exactly what the creature is should be determined by the GM (selected from creatures commonly found in the area). If the creature was summoned for a task that is not dangerous to it, the duration is 10 minutes per level. However, if the creature is ever put into a dangerous situation, the duration drops to 1 round per level.
- Companion** – The caster can make a semi-intelligent being a companion. The companion can be no more than 50% of the caster’s mass. The companion cannot be more intelligent than the caster. The relationship between the caster and the companion is not magical (and the caster must strive to maintain good relations with the companion or it will leave him). The relationship should be treated as a parent/child relationship. The companion will almost always obey a “do not” command (e.g., “Do not drink that potion”); but the companion may make an RR to resist a “do” command (e.g., “Go steal the eggs from the chickens”).
- Summons II** – As *Summons I*, except caster can also choose one of the following options: **a)** the level of a summoned creature is increased by one, **b)** an extra first level creature can be summoned, or **c)** the duration can be doubled.
- Control Demon I** – Allows the caster to control a Type I demon for the duration of the spell. At the time of casting, there is a 2% chance per Type of the demon that the demon can ignore the control.
- Summons III** – As *Summons II*, except 2 options can be chosen.
- Lesser Demonic Gate** – Caster summons a demon who gradually appears over the course of d10+1 rounds. The GM should roll d100 (not open-ended) to determine the type of the demon. A result of 1-60 summons a Type I demon. A result of 61-90 summons a Type II demon. A result of 91-100 summons a Type III demon. If demon is not “controlled” or “mastered” before it fully appears, it will attack. See special notes on p. 168 for more details.
- Summons V** – As *Summons III*, except 4 options can be chosen.
- Control Demon II** – As *Control Demon I*, except Type I and Type II demons can be controlled.

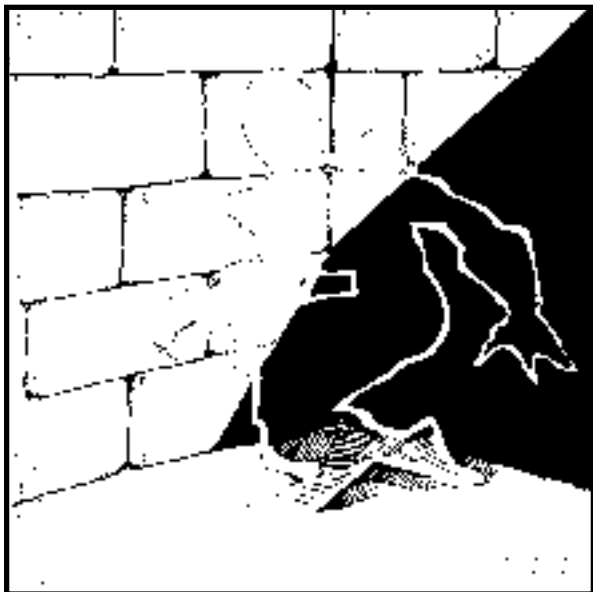




CLOSED ESSENCE LIST 9.10.3
INVISIBLE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Unseen I	1 target	24 hours	10'	E
3)					
4)	Invisibility I	1 target	24 hours	10'	E
5)					
6)	Invisibility II	1 target	24 hours	10'	E
7)					
8)	Invisibility Sphere I	1 target	24 hours	10'	E
9)					
10)	Unseen III	3 targets	24 hours	10'	E

- Unseen I** – A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hours pass **or** the object is struck by a violent blow (being hit by a weapon, falling, etc.) **or** the object makes a violent move (i.e., an attack).
- Invisibility I** – As *Unseen I*, except everything within 1' of the target is invisible as long as it is within 1' and as long as none of the *Unseen I* termination conditions occur.
- Invisibility II** – As *Invisibility I*, except the radius can vary up to 1' (chosen at the time of casting). This makes the invisible target harder to see.
- Invisibility Sphere I** – As *Invisibility I*, except the radius is 10'.
- Unseen III** – As *Unseen I*, except 3 objects can be affected.



SPECIAL NOTES

- Only objects/beings totally contained in an invisibility radius at the time of casting become invisible; such an object/being would become visible upon totally leaving the radius; such an object/being would become visible upon violating the normal *Unseen/Invisibility* restrictions (e.g., attacking, receiving a violent blow, etc.), but the other objects/beings associated with the radius would remain invisible.
- See Appendix 9.17.5 (p. 204) for more on Invisibility.



CLOSED ESSENCE LIST 9.10.4
LIVING CHANGE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Shrink Self	caster	1 min/lvl	self	U
2)	Enlarge Self	caster	1 min/lvl	self	U
3)	Change Lore	caster	–	100'	P
4)					
5)	Change to Kind	1 target	10 min/lvl	10'	U
6)					
7)	Shrink	1 target	10 min/lvl	10'	U
8)					
9)					
10)	Enlarge	1 target	10 min/lvl	10'	U

- Shrink Self** – Caster may shrink by up to 50% his normal mass (height in most situations). The caster retains his previous strength.
- Enlarge Self** – As *Shrink Self*, except caster may increase his mass by 50% (height in most situations); there is no increase in his strength (except for movement purposes).
- Change Lore** – Allows caster to analyze the form of another being for future use with *True Change* (an 11+ level spell that is on this spell list, see *Spell Law*).
- Change to Kind** – Caster can alter the target's form to the form of any desired humanoid race. The form cannot be a specific form. For example, the target could take on the form of a Dwarf, but not the Dwarven king. Only physical form is gained (e.g., the target who becomes a Dwarf would not receive the dwarves ability to see in the dark).
- Shrink** – As *Shrink Self*, except the maximum decrease is 10% of caster's mass per level (to a maximum of 90% of the target's mass) and it can be cast on any material that is living or was once living.
- Enlarge** – As *Shrink*, except it increases target's mass up to 10% of caster's mass per level.





CLOSED ESSENCE LIST 9.10.5

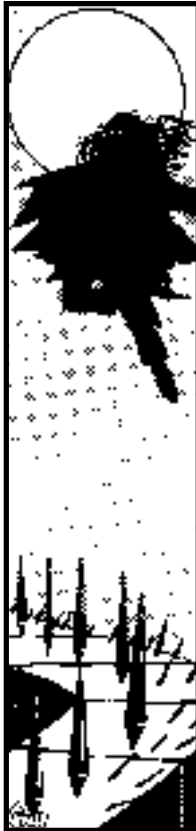
LOFTY BRIDGE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	1 target	1 rnd	100'	U
2)	Landing *	1 target	varies	100'	U
3)	Leaving I	1 target	—	10'	U
4)	Levitation	1 target	1 min/lvl	10'	U
5)	Fly I	1 target	1 min/lvl	10'	U
6)	Portal	3'x6'x3'	1 rnd/lvl	touch	U
7)	Fly II	1 target	1 min/lvl	10'	U
8)	Long Door I	1 target	—	10'	U
9)	Leaving III	1 target	—	10'	U
10)	Teleport I	1 target	—	10'	U

- Leaping** – Allows the target to leap 50' laterally or 20' vertically in the round that the spell is cast.
- Landing** – Allows the target to land safely after a fall up to 20' per level of the caster. In addition, the target may take that distance off the severity of any longer fall.
- Leaving I** – Caster teleports the target to a point up to 100' away. There can be no intervening “barriers” in a direct line between the target and the point. A “barrier” is defined as anything the target could not physically go through (e.g., a closed door is a barrier, a pit is not).
- Levitation** – Allows target to move up and down vertically at a rate of 10' per round. The spell does not confer any ability to control horizontal movement.
- Fly I** – Target can fly at a rate of 75' per round (approximately 5 mph). While *Fly* is active, normal movement (e.g., walking, running, etc.) is not allowed.
- Portal** – Opens a 3'x6'x3' portal in any solid surface. When the duration ends, the surface is returned to its previous state. If anyone is in the area of effect when the spell ends, he is forced back to his point of entry
- Fly I** – As *Fly I*, except rate is 150' per round.
- Long Door I** – As *Leaving I*, except target can pass through barriers by specifying exact distances. If the arrival point coincides with solid or liquid material, the target does not move; instead, he is stunned 1d10 rounds (the caster still expends the PPs for this spell).
- Leaving III** – As *Leaving I*, except movement range is 300'.
- Teleport I** – As *Long Door I*, except movement range is 10 miles per level. This can be very risky depending upon the caster's familiarity with the destination's locale. The following chances for failure exist: *Never seen place* (but has had described) = 50%; *Been briefly* (one hour or less) = 25%; *Studied* (been in for 24 hours) = 10%; *Studied carefully* (7 days) = 1%; *Lived in* (for at least one year) = 0.01%. In the case of failure, first determine the direction of the error (randomly). The amount of error is then determined by making a 1d100 (open-ended) to determine the distance of the error in feet.

SPECIAL NOTES

See Appendix 9.17.6 (p. 205) for notes on encumbrance limits for movement spells.



CLOSED ESSENCE LIST 9.10.6

RAPID WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Run I *	1 target	10 min/lvl	10'	U
2)	Speed I *	1 target	1 rnd	10'	U
3)	Speed Reading	1 target	10 min/lvl	10'	U
4)	Speed II *	varies	varies	10'	U
5)	Sprint I *	1 target	10 min/lvl	10'	U
6)	Haste I *	1 target	1 rnd	10'	U
7)	Speed III *	varies	varies	10'	U
8)	Haste II *	varies	varies	10'	U
9)	Fast Sprint *	1 target	10 min/lvl	10'	U
10)	Speed V *	varies	varies	10'	U

- Run I** – Target may run at double his normal walking pace; he expends exhaustion points at the same rate he would if he were walking, once he stops or performs some other action the spell is canceled.
- Speed I** – Target may act at twice his normal rate (i.e., 200% activity per round), but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate—only 50% normal activity per round.
- Speed Reading** – Target reads at a rate of 10 pages per minute.
- Speed II** – As *Speed I*, except duration is 2 rounds for one target or 1 round for each of 2 targets.
- Sprint I** – Target may run at triple his normal walking pace and only expends exhaustion points at the same rate he would if he were walking. Once he stops or performs some other action the spell is canceled.
- Haste I** – Target may act at twice his normal rate (i.e., 200% activity).
- Speed III** – As *Speed I*, except duration is 3 rounds split among one to three targets (in any combination).
- Haste II** – As *Haste I*, except duration is 2 rounds for one target or 1 round for each of 2 targets.
- Fast Sprint** – Target may run at four times his normal walking pace and only expend exhaustion points at the same rate he would if he were walking, but once he stops or performs some other action the spell is canceled.
- Speed V** – As *Speed III*, except duration is 5 rounds split among one to five targets (in any combination).



SPECIAL NOTES

Only one *Haste* or *Speed* spell may be in effect on an individual at any given time. In addition, as *Speed* requires a 50% activity penalty after the spell effects end. So, casting a *Speed* or *Haste* spell at that point will only bring a person to normal activity, rather than extending the 200% activity time (50% x 2 = 100%).





CLOSED ESSENCE LIST 9.10.7

SHIELD MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Enchanted Shield	1 shield	1 min/lvl	10'	U
2)	Shield *	caster	1 min/lvl	self	U
3)	Blur *	1 target	1 min/lvl	10'	U
4)	Enchanted Robes	1 robe	1 min/lvl	10'	U
5)	Deflections I *	1 missile	—	100'	U
6)	Enchanted Leather	1 leather	1 min/lvl	10'	U
7)	Bladeturn I *	1 attack	—	100'	U
8)					
9)	Deflections II *	2 missiles	—	100'	U
10)	Aim Untrue I *	1 missile	—	100'	U

- Enchanted Shield** – Caster temporarily enchants a non-magic, non-metal shield with a special bonus of +10 to defensive bonus (DB).
- Shield** – Creates an invisible force shield in front of the caster. This functions as a normal shield (subtracting 25 from appropriate attacks, etc.), except it does not occupy a hand. This spell cannot be combined with a “real” shield.
- Blur** – Causes target to appear blurred to attackers. This subtracts 10 from all attacks directed at the target.
- Enchanted Robes** – Caster temporarily enchants one robe to confer a special bonus of +10 to DB.
- Deflections I** – Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This



causes 100 to be subtracted from the missile's attack.

- Enchanted Leather** – Caster temporarily enchants one non-magic suit of leather (usually a shirt) with a special bonus of +10 to DB.
- Bladeturn I** – Caster can deflect any one melee attack that he can see (and is within range). This causes 50 to be subtracted from the attack.
- Deflections II** – As *Deflections I*, except 2 missiles may be affected.
- Aim Untrue I** – Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes the missile to automatically miss its target.

SPECIAL NOTES

- When casting a spell that can affect multiple targets, the caster can concentrate in order to hold the spell until it can be applied to the allowed number of targets.
- The bonuses from *Enchanted Robes* and *Enchanted Leather* are not cumulative **and** they are not cumulative with bonuses from other armor.



CLOSED ESSENCE LIST 9.10.8

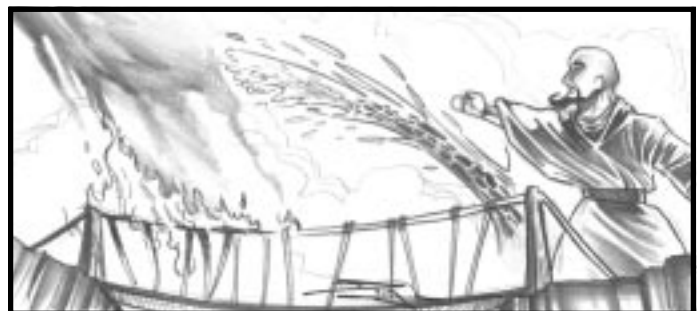
SPELL ENHANCEMENT

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Special Effects *	1 spell	varies	self	U
2)	Extension II	1 spell	varies	self	U
3)					
4)	Ranging I	1 spell	varies	self	U
5)	Extension III	1 spell	varies	self	U
6)	Instant Ranging I *	1 spell	varies	self	U
7)	Increased Radius I	1 spell	varies	self	U
8)	Ranging II	1 spell	varies	self	U
9)	Extension IV	1 spell	varies	self	U
10)	Instant Ranging II *	1 spell	varies	self	U

- Special Effects** – Caster can add a minor smell, visual, or audio aspect to the next spell that he casts. This minor effect cannot increase or change the effects of the spell in any fashion.
- Extension II** – Causes the next spell that the caster casts (within 1 minute) to have double the normal duration. This spell is not cumulative with any other *Extension* spells.
- Ranging I** – Causes the next spell that the caster casts (within 1 minute) to have its range increased by 50'. This spell is not cumulative with any other *Ranging* spells.
- Extension III** – As *Extension II*, except duration is 3 times normal.
- Instant Ranging I** – As *Ranging I*, except the casting time is instant.
- Increased Radius I** – Causes the next spell that the caster casts (within 1 minute) to have its area of effect increased by 5'. This spell is not cumulative with other *Increased Radius* spells.
- Ranging II** – As *Ranging I*, except range increase is 100'.
- Extension IV** – As *Extension II*, except duration is 4 times normal.
- Instant Ranging II** – As *Instant Ranging I*, except range is increased by 100'.

SPECIAL NOTES

- Only spells with a defined duration can have their duration changed with an *Extension* spell. This does not include spells with a duration of “concentration” or “instant” spells.
- Only spells with a “radius” effect can have their area of effect changed by the *Increase Radius* spells.
- Only spells with a range other than “self” can be altered by *Ranging* spells.
- Instant Ranging* does not allow two spells to be cast in the same round. Thus, a spell that is utilizing *Instant Ranging* still takes a minimum of two rounds to cast (one for the *Instant Ranging* and one for the other spell).





CLOSED ESSENCE LIST 9.10.9

SPELL REINS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Spell Store	1 spell	varies	self	U
2)	Identify Casting *	1 target	—	self	P
3)	Spell Hold I *	1 spell	1 rnd	100'	F
4)					
5)	Spell Bending I *	1 spell	—	100'	F
6)	Spell Hold II *	1 spell	2 rnds	100'	F
7)					
8)	Spell Bending II *	1 spell	—	100'	F
9)	Spell Hold III *	1 spell	3 rnds	100'	F
10)	Reverse Spell I *	1 spell	—	100'	F

- Spell Store** – Caster may cast this spell with any spell he wants to store. The spell to be stored must be cast within one minute after the *Spell Store* is cast. The stored spell may then be cast later as an instantaneous spell. The *Spell Store* costs the same number of PPs as the spell that is stored. No other spell may be cast while a spell is stored.
- Identify Casting** – If the target of this spell is casting a spell, the caster will know what realm the spell is from and what type of spell the target is casting.



- Spell Hold I** – The attack spell that is targeted with this spell must make an RR (using its caster's level as its level). If the RR succeeds, it will attack its original target as intended; otherwise, the effects of that spell are delayed for 1 round. After 1 round, if the target of the held spell has moved more than 20', the held spell may randomly affect another target within 10' of the original target point. If not cast upon the original target, Basic attack spells will suffer a special modification of -20 and Elemental attack spells suffer a special modification of -30.
- Spell Bending I** – Caster can deflect 1 elemental attack spell. The incoming spell must make an RR (using its caster's level as its level). If the RR succeeds, it will attack its target normally; otherwise, its attack roll is modified by -10 per 10 failure.
- Spell Hold II** – As *Spell Hold I*, except attack spells can be held up to 2 rounds.
- Spell Bending II** – As *Spell Bending I*, except attack roll is modified by -20 per 10 failure.
- Spell Hold III** – As *Spell Hold I*, except attack spells can be held up to 3 rounds.
- Reverse Spell I** – The target elemental attack spell must make an RR (using its caster's level as its level) with a modification of +20 (in favor of the elemental attack spell). If the RR succeeds, it makes its attack as normal; otherwise, the attack spell is reversed back on its caster. Resolve the attack with only a +0 OB.



CLOSED ESSENCE LIST 9.10.10

SPIRIT MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Sleep V	varies	—	100'	Fm
2)	Charm Kind	1 target	1 hour/lvl	100'	Fm
3)	Sleep VII	varies	—	100'	Fm
4)	Confusion	1 target	1 rnd/5 failure	100'	Fm
5)	Suggestion	1 target	varies	10'	Fm
6)	Sleep X	varies	—	100'	Fm
7)	Hold Kind	1 target	C	100'	Fm
8)	Master of Kind	1 target	10 min/lvl	50'	Fm
9)	Lord Sleep	varies	—	100'	Fm
10)	True Charm	1 target	1 hour/lvl	100'	Fm

- Sleep V** – Causes target(s) to fall into a natural sleep. This spell can affect a number of targets whose levels total up to 5. The caster must be able to see all the targets. At the time of casting, the caster should designate target priority (e.g., affect 1st target; if levels are left, affect 2nd target; etc.). The first 2 rounds of sleep are magical (target cannot be awakened through normal means).
- Charm Kind** – Target humanoid believes the caster is a good friend.
- Sleep VII** – As *Sleep V*, except a total of 7 levels can be affected.
- Confusion** – Target is incapable of making decisions or initiating action. However, the target may continue to fight if already engaged; he may also fight in self defense.
- Suggestion** – Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
- Sleep X** – As *Sleep V*, except a total of 10 levels may be affected.
- Hold Kind** – Target humanoid is held to 25% activity per round.
- Master of Kind** – Target humanoid must obey caster. However, he will not perform any act that is completely alien to him (e.g., no suicide suggestions, no blinding himself, etc.).
- Lord Sleep** – As *Sleep V*, except a total of 20 levels may be affected.
- True Charm** – As *Charm Kind*, except any sentient creature may be affected.





MAGICIAN BASE LIST 9.11.1

EARTH LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Enchanted Rope	10'/lvl	C	touch	U
2)	Loosen Earth	100 cu'	P	100'	F
3)					
4)	Earthwall	10'x10'x3'	1 min/lvl	100'	E
5)	Cracks Call	10'x10'x10'	—	100'	F
6)	Repair	1 object	P	touch	U
7)	Stonewall	10'x10'x1'	1 min/lvl	100'	E
8)	Earthen Spikes	20' x 20'	10 min/lvl	100'	E
9)	Stone/Earth	100 cu'	P	100'	F
10)	Earthwall True	10'x10'x3'	P	100'	E

- Enchanted Rope** – If caster holds one end of a rope he can cause the rope to move up to its length (within the area of effect) in any direction and to tie itself in knots (it cannot attack or tie up a living being).
- Loosen Earth** – Loosens 100 cubic feet of earth to the consistency of plowed ground.
-
- Earthwall** – Creates a wall of earth up to 10' x 10' x (3' at the base, 1' at the top). This wall can be dug through.
- Cracks Call** – Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
- Repair** – The caster may mend a single break in a small (up to 2 pounds) inorganic object or multiple breaks, rips, or cracks in a larger (up to 10 pounds) organic object. All component parts of the object must be within a 10' radius.
- Stonewall** – As *Earthwall*, except wall is up to 10'x10'x1' of stone. It can be chipped through.
- Earthen Spikes** – This spell causes the area of effect to bristle with hundreds of 6" to 12" sharp edges and blades. The exact composition of these spikes will depend on the material the ground is made of. The area of effect must be placed horizontally on a surface (i.e., it cannot be placed on walls). Most animals and creatures cannot be induced to walk through the area. Anyone moving through the area must make a maneuver roll (at least Extremely Hard difficulty) for every 5' moved through. Anyone who falls inside the area of effect receives an 'A' Puncture critical strike.
- Stone/Earth** – Changes 100 cubic feet of stone to packed earth. This change is gradual (taking three rounds for complete change).
- Earthwall True** – As *Earthwall*, except duration is permanent.



SPECIAL NOTES

See Appendix A-9.17.7 (p. 205) for more on walls.



MAGICIAN BASE LIST 9.11.2

FIRE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Boil Liquid	1 cu'/lvl	C	10'	F
2)	Warm Solid	1 cu'/lvl	24 hr	10'	F
3)	Woodfires	1'R	—	self	F
4)	Wall of Fire	10'x10'x6'	1 rnd/lvl	100'	E
5)	Heat Solid	1 cu'/lvl	1 min/lvl (C)	10'	F
6)	Fire Bolt I	1 target	—	100'	DE
7)	Call Flame I	10'x10'x10'	1 rnd/lvl	10'	E
8)	Fire Ball	10'R	—	100'	BE
9)	Ignite	5'R/lvl	P	5'/lvl	E
10)	Circle Aflame	10'R	1 rnd/lvl	self	E



- Boil Liquid** – For each level of caster, one cubic foot of liquid can be heated to boiling at a rate of 1 cubic foot per round.
- Warm Solid** – Any solid inanimate, non-metal material (up to 1 cubic foot per level) can be warmed to 100° F at a rate of 1 cubic foot per round of concentration.
- Woodfires** – Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.
- Wall of Fire** – Creates an opaque wall of fire (up to 10' x 10' x 6'). Anyone passing through it takes an 'A' Heat critical (no RR).
- Heat Solid** – As *Warm Solid*, except for duration and material can be heated to 500° F at a rate of 50° F per round. The caster must concentrate to increase the temperature (without concentration, the material will remain at its current temperature for the duration of the spell).
- Fire Bolt I** – A bolt of fire is shot from the palm of the caster. Resolve attack on the Bolt Spell Attack Table A-10.9.9 (p. 228).
- Call Flame I** – As *Wall of Fire*, except it creates a cube of flame (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through or that is caught inside the cube takes an 'A' Heat critical each round he is inside.
- Fire Ball** – A 1' diameter ball of fire is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 10' radius area. Resolve the attack on the Ball Spell Attack Table A-10.9.10 (p. 229).
- Ignite** – The caster may designate a type of burning light source to ignite or extinguish (e.g., candles, torches, fireplaces, lanterns, etc.). This spell will affect all of the light sources of the specified type(s) within the area of effect.
- Circle Aflame** – As *Wall of Fire*, except "wall" is 10' high and forms a 10' radius circle (6" thick) with the caster at the center (the wall will not move with the caster).



ROLEMASTER



MAGICIAN BASE LIST 9.11.3

ICE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Freeze Liquid	1 cu'/lvl	C	10'	F
2)	Cool Solid	1 cu'/lvl	24 hr	10'	F
3)	Wall of Cold	10'x10'x1'	1 rnd/lvl	100'	E
4)					
5)	Chill Solid	1 cu'/lvl	1 min/lvl (C)	10'	F
6)	Ice Bolt I	1 target	—	100'	DE
7)	Cold Ball II	20'R	—	100'	BE
8)	Wall of Ice	10'x10'x2'	P	100'	E
9)	Call Cold I	10'x10'x10'	1 rnd/lvl	10'	E
10)	Circle of Cold	20'R	1 rnd/lvl	self	E

- Freeze Liquid** – For every level of the caster, 1 cubic foot of liquid is cooled to freezing at a rate of one cubic foot per round. This will not drop a liquid's temperature below -20° F (thus, liquids with a freezing point below -20° F will not freeze).
- Cool Solid** – Any solid, inanimate, non-metal material can be cooled to -20° F, at a rate of 1 cubic foot per round of concentration.
- Wall of Cold** – Creates a clear wall of intense cold (up to 10'x10'x1'). Anyone passing through this wall takes an 'A' Cold critical (no RR).



- Chill Solid** – As *Cool Solid*, except material can be cooled to -200° F, at a rate of 50° F per round. The caster must concentrate to decrease the temperature (without concentration, the material will remain at its current temperature for the duration of the spell).
- Ice Bolt I** – A bolt of ice is shot from the palm of the caster. Resolve attack on the Bolt Spell Attack Table A-10.9.9 (p. 228).
- Cold Ball II** – A 1' diameter ball of cold is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 20' radius area. Resolve the attack on the Ball Spell Attack Table A-10.9.10 (p. 229).
- Wall of Ice** – Summons a wall of ice up to 10'x10'x(2' at base, 1' at top). It can be melted through **or** chipped through **or** toppled (if not against a solid surface).
- Call Cold I** – As *Wall of Cold*, except it creates a cube of cold (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through or that is caught inside the cube takes an 'A' Cold critical each round he is inside.
- Circle of Cold** – As *Wall of Cold*, except "wall" is 10' high and forms a 20' radius circle (6" thick) with the caster at the center (the wall will not move with the caster).

SPECIAL NOTES

See Appendix A-9.17.7 (p. 205) for more on walls.



MAGICIAN BASE LIST 9.11.4

LIGHT LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Shock Bolt I	1 target	—	100'	DE
3)	Light I	10'R	10 min/lvl	touch	E
4)	Shade	100'R	10 min/lvl	touch	E
5)	Sudden Light	10'R	—	100'	F
6)	Dark I	10'R	10 min/lvl	touch	E
7)	Light V	50'R	10 min/lvl	touch	E
8)	Shock Bolt III	1 target	—	300'	DE
9)	Dark V	50'R	10 min/lvl	touch	E
10)	Lightning Bolt I	1 target	—	100'	DE

- Projected Light** – A beam of light (like a flashlight) springs from the caster's palm. This light has a 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 duration of the spell has not expired).
- Shock Bolt I** – A bolt of intense, charged light is shot from the palm of the caster. Attack is resolved on the Bolt Spell Attack Table A-10.9.9 (p. 228).
- Light I** – Lights a 10' radius area about the point touched. If the point is on a mobile object or being, it will move with the object/being.
- Shade** – All shadows in the area of effect deepen. This results in a special bonus of +25 to hiding maneuvers and +10 to stalking maneuvers.
- Sudden Light** – Causes a 10' radius burst of intense light. All those in the area of effect are stunned 1 round per 5 failure.
- Dark I** – As *Light I*, except the radius is as dark as a dark night. See Appendix A-9.17.12 (p. 206).
- Light V** – As *Light I*, except radius can be up to 50' (the exact radius can be changed by concentrating for one round).
- Shock Bolt III** – As *Shock Bolt I*, except range is 300'.
- Dark V** – As *Dark I*, except radius can be up to 50' (the exact radius can be changed by concentrating for one round).
- Lightning Bolt I** – As *Shock Bolt*, except a Lightning Bolt is shot. Resolve the attack on the Bolt Spell Attack Table A-10.9.9 (p. 228).



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MAGICIAN BASE LIST 9.11.5

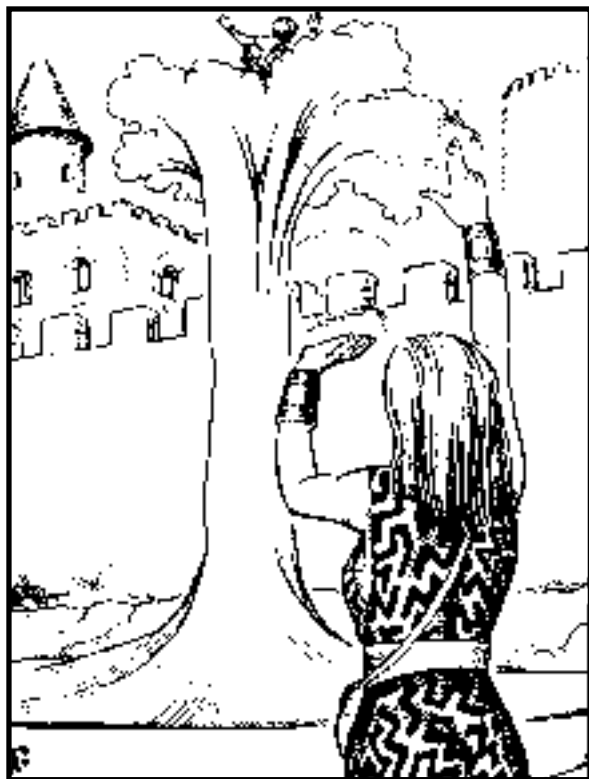
WATER LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu' water	P	touch	E
2)	Fog	10'R/lvl	P	100'	E
3)	Waterwall	10'x10'x1'	C	100'	E
4)	Water Bolt I	1 target	—	100'	DE
5)	Unfog	10'R/lvl	P	100'	F
6)					
7)					
8)	Calm Water	100'R	C	100'	F
9)					
10)	Waterwall True	10'x10'x1'	1 min/lvl	100'	E

- 1. Condensation** – Condenses 1 cubic foot of water from the surrounding air. Water gradually condenses into caster's hands and may be funneled into any suitable receptacle.
- 2. Fog** – Creates dense fog within up to 10' radius per level of the caster. See Appendix A-9.17.12 (p. 206).
- 3. Waterwall** – Creates a wall of water up to 10' x 10' x 1'. This wall reduces all movement through it by 80%. In addition, all attacks through the wall suffer a -80 penalty.
- 4. Water Bolt I** – A bolt of water is shot from the caster's palm. Resolve attack on the Bolt Spell Attack Table A-10.9.9 (p. 228).
- 5. Unfog** – Disperses any fog in the area of effect. If all of a fog is not dispersed (i.e., the fog covers a greater area than the area of effect for this spell), the fog will refill the area of effect at a rate of 10' radius every 1-5 minutes.
- 8. Calm Water** – Water within radius is calmed. Waves are cut by 20' in center and less towards the perimeter.
- 10. Waterwall True** – As *Waterwall*, except for the duration.

SPECIAL NOTES

All walls created by spells on this list must rest on a solid surface.



ROLEMASTER



MAGICIAN BASE LIST 9.11.6

WIND LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Breezes	10'R/lvl	C	10'/lvl	E
2)	Airwall	10'x10'x3'	C	100'	E
3)	Slumber Mist	5'R/lvl	C	5'/lvl	F
4)	Stun Cloud I	5'R	6 rnds	10'	E
5)	Air Stop I	10'R	C	100'	F
6)	Stun Cloud II	10'R	6 rnds	20'	E
7)	Vacuum I	5'R	—	100'	F
8)	Air Stop II	20'R	C	100'	F
9)	Slumber Cloud	1'R/lvl	1 min/lvl	5'/lvl	F
10)	Stun Cloud IV	20'R	6 rnds	40'	E

- 1. Breezes** – Causes a light breeze (up to 20' per round) as long as the caster concentrates. Any gasses in the area are moved by the breeze.
- 2. Airwall** – Creates a wall of dense churning air up to 10' x 10' x 3'. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
- 3. Slumber Mist** – By concentrating, the caster can remove most of the oxygen from the area of effect. After three rounds of concentration, all targets in the area of effect must make an RR each round in the area of effect or fall asleep (1 round per 10 failure). All fire spells in the area suffer a -20 penalty (or are 20% less effective in the case of non-attack spells).
- 4. Stun Cloud I** – Creates a 5' radius cloud of charged gas particles. This cloud delivers a 'C' Electricity critical to all within the area of effect on the first and second rounds; a 'B' on the third and fourth rounds; and an 'A' on the fifth and sixth rounds (after 6 rounds, the cloud dissipates). This cloud drifts with the wind. The cloud takes one round to form (so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical). It dissipates after six rounds.
- 5. Airstop I** – Stops all generalized air movement (e.g., wind) up to winds of 30 mph; cuts stronger winds by 30 mph in the area of effect.
- 6. Stun Cloud X** – As *Stun Cloud I*, except radius is 10'.
- 7. Vacuum I** – Creates a 5' radius near vacuum. Anyone inside the radius must make a successful RR or take a 'B' Impact critical, as air leaves and rushes back in.
- 8. Air Stop II** – As *Air Stop I*, except radius is 20'.
- 9. Slumber Cloud** – As *Slumber Mist*, except for the duration, and it drifts with the wind.
- 10. Stun Cloud IV** – As *Stun Cloud V*, except radius is 20'.

SPECIAL NOTES

- All vacuums created by spells on this list also create a loud noise. The larger the radius, the louder the noise. The GM may wish to rule that all within the radius must make a second RR or be deafened for 1 round per 10 failure (RR attack level equals the radius of the vacuum).
- All walls created by spells on this list must rest on a solid surface.
- An elemental creature made of gas will be cut to 20% activity if it is the target of an *Air Stop* spell (and the creature fits into the area of effect). A *Vacuum* spell thrown upon an elemental creature made of gas will result in a Slaying critical on the creature.





CONCEALMENT MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Shadow	caster	10 min/lvl	self	U
2)	Unseen III	3 targets	24 hours	10'/lvl	E
3)	Conceal I	1 object	4 hrs/lvl	touch	E
4)	Locate Object	1 object	—	5'/lvl	I
5)	Darkness	2'R/lvl	10 min/lvl	10'	E
6)	Secret I	1 object	4 hrs/lvl	touch	U
7)	Unseen V	5 targets	24 hours	10'/lvl	E
8)	Displacement I	caster	1 min/lvl	self	E
9)	Conceal III	3 objects	4 hrs/lvl	touch	E
10)	Unseen X	10 targets	24 hours	10'/lvl	E

- Shadow** – Target and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a special bonus between +25 and +75 to Stalking/Hiding maneuvers).
- Unseen III** – Up to three objects (e.g., 1 garment, 1 naked body, and 1 weapon) are made invisible. The object(s) will remain invisible until 24 hours pass, **or** the object is struck by a violent blow (being hit by a weapon, falling, etc.), **or** the object makes a violent move (i.e., an attack).
- Conceal I** – Target inanimate object takes on the visual appearance of a similar object. For example, a small red key may appear as a small blue spoon. The object cannot vary in dimensions by more than 100% of actual size in any given dimension. This is strictly a visual illusion (and can be detected as such), see Appendix A-9.17.14 (p. 206).
- Locate Object** – Allows the caster to find any inanimate object. The caster must be able to uniquely describe the object.
- Darkness** – Creates an area of darkness up to 2' radius per level about the point touched. The darkness is equal to the darkest night. If the point is on a mobile object or being, it will move with the object or being. See Appendix A-9.17.12 (p. 206).
- Secret I** – Target inanimate object takes on the visual and tactile appearance of another object. For example, a crystal goblet might look and feel like a wooden mug. The object cannot vary in dimensions by more than 100% of actual size in any given dimension. This is an illusion (and can be detected as such).
- Unseen V** – As *Unseen III*, except affects up to five objects.
- Displacement I** – Target appears to be offset from where he actually is. All attacks have no effect 10% of the time. Each time a foe misses him, the chance of that foe missing again drops by 5%.
- Conceal III** – As *Conceal I*, except affects up to three objects.
- Unseen X** – As *Unseen III*, except affects up to ten objects.

SPECIAL NOTES

When using the *Locate Object* spell, the caster must provide an unambiguous description of the object. This includes a minimum of: the item's dimensions (within 10% of actual size) and at least two other identifying attributes (e.g., color weight, shape, texture, etc.). Often, it will take more than two other attributes to make the description "unique."



INFLUENCES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Sleep III	varies	—	100'	Fm
2)	Charm Animals	1 animal/lvl	1 hour	100'	Fm
3)	Charm Kind	1 target	1 hr/lvl	100'	Fm
4)	Sleep V	varies	—	100'	Fm
5)	Suggestion	1 target	varies	100'	Fm
6)	Telepathy I	1 target	1 rnd/lvl(C)	2'/lvl	Fm
7)	Sleep VII	varies	—	100'	Fm
8)	Hold Kind	1 target	C	100'	Fm
9)	Greater Charm Kind	1 target/5 lvl	1 hr/lvl	100'	Fm
10)	Sleep X	varies	—	100'	Fm

- Sleep III** – Causes target(s) to fall into a natural sleep. This spell can affect a number of targets whose levels total up to 3. The caster must be able to see all targets. At the time of casting, the caster should designate target priority (e.g., affect 1st target; if levels are left, affect 2nd target; etc.). The first 2 rounds of sleep is magical (the target cannot be awakened through normal means).
- Charm Animals** – Target animal(s) will believe the caster is a good friend.
- Charm Kind** – Target humanoid believes the caster is a good friend.
- Sleep V** – As *Sleep III*, except affects a total of 5 levels.
- Suggestion** – Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
- Telepathy I** – Caster receives surface thoughts from target. If target makes his RR by more than 25 he realizes that someone is trying to read his thoughts.
- Sleep VII** – As *Sleep III*, except affects a total of 7 levels.
- Hold Kind** – Target humanoid is held to 25% activity.
- Greater Charm Kind** – As *Charm Kind*, except will affect one target for every five levels (or fraction thereof) of the caster.
- Sleep X** – As *Sleep III*, except affects a total of 10 levels.





DABBLER BASE LIST 9.12.3 MECHANISMS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Machine Lore	1 object	—	touch	I
2)	Tune	1 object	—	touch	U
3)	Jam I	1 trap	—	touch	U
4)	Unlock I	1 lock	—	touch	U
5)	Untrap I	1 trap	—	touch	U
6)	Operate I	1 machine	1 min/lvl	touch	U
7)	Detect Active Power	5'R	1 min/lvl (C)	self	P
8)	Jam II	1 trap	—	touch	U
9)	Unlock II	1 lock	—	touch	U
10)	Untrap II	1 trap	—	touch	U

- Machine Lore** – This spell analyzes one “machine,” giving the caster an idea of its purpose and operating procedures. This gives the caster a special bonus of +20 when operating this particular machine, and +10 to anyone to whom he describes the machine.
- Tune** – When this spell is cast upon a machine, the machine’s efficiency will return to its original level. For example, if cast upon a rusty lock, the lock will return to its original non-rusty operational level.
- Jam I** – This spell has a 50% chance of jamming the target mechanism (e.g., trap, lock, machine, etc.). If it is jammed, there is only a 5% chance that the target mechanism operates normally when used/triggered normally (check each time the mechanism is used). For example, if this spell is cast upon a pressure plate in the floor (that drops a portcullis), there is a 5% chance the mechanism will trigger each time someone walks over it.
- Unlock I** – This spell has a 30% chance of opening any non-magical lock. If the lock is not unlocked, there is a 10% chance that any traps associated with it are set off. Rolls are open-ended and the sophistication of the lock may modify the roll.
- Untrap I** – As *Unlock I*, except its concerns disarming traps. There is a 10% chance the trap being disarmed is set off.
- Operate I** – As *Unlock I*, except this spell has a 30% chance of operating any non-magical machine in its normal capacity for the duration of the spell. After the duration, the machine will operate normally. For example, if this spell were used to turn a wheel, the wheel would spin for the duration of the spell, then slowly stop.
- Detect Active Power** – For the duration of this spell, the caster will be aware when any active magic is in the area of effect. The caster will not know what the magic is or where it is; only that it is in the area of effect. For example, a Dabblor with this spell active can move down a passageway. The moment he gets near magical symbols on a door, he will be warned of active magic in the area (and perhaps the spell casters in the party can set out to find the source).
- Jam II** – As *Jam I*, except has a 70% chance of jamming the mechanism (and only a 4% chance of setting it off).
- Unlock II** – As *Unlock I*, except has a 50% chance of opening the lock (and only an 8% chance of setting off associated traps).
- Untrap II** – As *Untrap I*, except has a 50% chance of disarming the trap (8% chance of setting off the trap).

SPECIAL NOTES

- For the purposes of spells on this list, a machine is any man-made device built to perform a specific function.
- All percentage chances given with spells on this list are modified by the sophistication of the trap, lock, or machine (see the special notes on p. 176).



DABBLER BASE LIST 9.12.4 MOVEMENT MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Run *	caster	10 min/lvl	self	U
2)	Longjump *	caster	—	self	U
3)	Landing *	caster	—	self	U
4)	Shadow Steps	caster	1 min/lvl	self	U
5)	Underwater Movement	caster	10 min/lvl	self	U
6)	Balance I *	caster	1 rnd/lvl	self	U
7)	Spider's Step	caster	1 min/lvl	self	U
8)	Long Dive *	caster	—	self	U
9)	Traceless Passing *	caster	C	self	U
10)	Spider's Step True	caster	1 min/lvl	self	U

- Run** – Allows caster to move at two times normal walking pace (i.e. Run pace), while expending exhaustion points as if walking. Once he stops or performs another action, the spell is canceled.
- Longjump** – The caster may jump (from any pace) up to 10' plus 5' per level of the caster horizontally, or 5' plus 2' per level of the caster vertically. This spell will allow the caster to always land safely from jumps of this distance or less.
- Landing** – Allows the caster to land safely in a fall up to 20' per level of the caster; and the caster can take that distance off the severity of any longer fall.
- Shadow Steps** – Allows the caster to cloak all of his movements in complete silence, so long as he moves no faster than a walking pace.
- Underwater Movement** – The caster may move underwater as if he were on land.
- Balance I** – With this spell, the caster gets a special bonus of +50 to any movement maneuvers requiring balance that are performed at a walking pace.
- Spider's Step** – The caster can move (half walking pace) along any solid surface angled up to 90°; so long as he keeps at least a 3-point contact with the surface (e.g., both feet and one hand).
- Long Dive** – Caster can safely dive through the air up to 50' per level if water deep enough is present (at least 2' of water per 50' of the dive).
- Traceless Passing** – Caster can move at a walking pace without leaving tracks or other visible signs of his passing.
- Spider's Step True** – As *Spider's Step*, except caster can move

along any surface (including ceilings).

SPECIAL NOTES

See Appendix 9.17.6 (p.205) for notes on encumbrance limits for movement spells.





DABBLER BASE LIST 9.12.5

SENSES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Sly Ears	caster	10 min/lvl	self	U
2)	Nightvision	caster	10 min/lvl	self	U
3)	Scent	caster	10 min/lvl	self	U
4)	Sensory Marker	caster	P	touch	U
5)	Far Sense I	caster	1 min/lvl(C)	50'/lvl	U
6)	Sidevision	caster	10 min/lvl	self	U
7)	Touch	caster	10 min/lvl	self	U
8)	Watervision	caster	10 min/lvl	self	U
9)	Darkvision	caster	10 min/lvl	self	U
10)	Far Sense II	caster	1 min/lvl(C)	50'/lvl	U

1. **Sly Ears** – Caster gains double normal hearing. This results in a special bonus of +50 to Awareness • Searching and Awareness • Senses skills involving only hearing (or +5 for Alertness skill). This bonus is +25 to such skills involving hearing and other senses (or +3 for Alertness skill).

2. **Nightvision** – Caster can see 100' on a normal night as if it were daylight. See Appendix A-9.17.12 (p. 206).

3. **Scent** – As *Sly Ears* except caster gains an extremely acute sense of smell and the bonuses indicated apply to Awareness skills involving smelling.

4. **Sensory Marker** – One location is “marked” so that the caster can find it again later with a *Far Sense* spell. The marker is automatically located when the caster casts a *Far Sense* spell if the marker is within range of the *Far Sense* spell. A marker can be placed on any inanimate object. The caster can only have as many markers as he has levels.

5. **Far Sense I** – Caster may designate one of his senses to be used at any “marked” location within range (see *Sensory Marker*). The caster can use any perception skill he has at the time (e.g., if he is currently under the effects of *Nightvision*, he will have *Nightvision* at the marked location). The remote sensory point may be rotated to face any direction. While he is sensing at the marked location, he must remain immobile and concentrate.

6. **Sidevision** – Caster has a 300° field of vision. The flank bonus for attacks against the caster is lowered to +5 and the rear bonus is lowered to +15.

7. **Touch** – Caster gains extreme tactile sensitivity. This results in a special bonus of +25 to all actions that depend on tactile sense (e.g., pick locks, disarm traps, etc.).

8. **Watervision** – Caster can see 100' in any water (including murky water) as if it were daylight.

9. **Darkvision** – As *Nightvision*, except any darkness can be seen through. Also, no light is needed for this spell to work.

10. **Far Sense II** – As *Far Sense I*, except caster may designate up to two senses at the marked location.



DABBLER BASE LIST 9.12.6

THIEVING LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Gauge Wealth	1 target	–	10'	P
2)	Weigh Pockets	1 target	–	10'	P
3)	Mark Target	1 target	1 hr/lvl	touch	P
4)	Find Buyer I	500'R/lvl	–	self	I
5)	Locate Target	50'R/lvl	–	self	I
6)	Jewel/Metal Assess.	1 object	–	self	I
7)	Item Assessment	1 object	–	self	I
8)	Find Buyer II	500'R/lvl	–	self	I
9)	Detect Power	1 object	–	self	I
10)	Item Analysis I	1 object	–	self	I

1. **Gauge Wealth** – The caster gets a feeling for how much the target of this spell believes he is worth (i.e., his net worth). Note that this could be drastically different than how much money the target has (as wealth could include land, livestock, etc.).

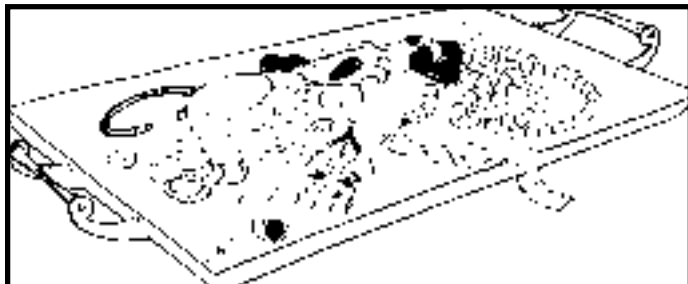
2. **Weigh Pockets** – The caster knows approximately how much “wealth” the target has upon his person.

3. **Mark Target** – The caster magically “marks” a target for use with the *Locate Target* spell. The caster can only have one target marked at a time.

4. **Find Buyer I** – Locates the nearest person (within the area of effect; direction and distance) who wants a specific object. The caster must be touching the object at the time this spell is cast.

5. **Locate Target** – The caster knows the exact location (direction and distance) of a “marked” target.

6. **Jewel/Metal Assessment** – Caster can assess the value of jewels and metals within 10% of actual value. This spell allows him to calculate different values for all the cultures he is familiar with. Note that this spell evaluates the materials only (not the craftsmanship or the magical properties).



7. **Item Assessment** – As *Jewel/Metal Assessment*, except this spell will take into account the craftsmanship of the item. Magical properties are not evaluated.

8. **Find Buyer II** – Locates the nearest person (within the area of effect; direction and distance) who wants a specific object and is willing to acquire it at this time. Caster must be touching the object.

9. **Detect Power** – Detects magical power in an item (but not the realm or how much power is in the item).

10. **Item Analysis I** – Caster has a 10% chance of determining the enchanted abilities of an object (roll separately for each ability). Once this spell has been cast on an item, it may not be cast on the same item again until the caster has gained a level of experience.

SPECIAL NOTES

The GM must decide what constitutes ownership in his world. See Appendix A-9.17.13 (p. 206) for more on information spells.





OPEN MENTALISM LIST 9.13.1
ANTICIPATIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Anticipate Missile *	1 missile	—	self	I
2)	Anticipate Blow *	1 attack	—	self	I
3)	Guess *	caster	—	self	I
4)	Anticipate Spell *	1 spell	—	self	I
5)	Intuitions I	caster	—	self	I
6)	Anticipate Hostility	10'R	—	self	I
7)					
8)	Dream I	caster	sleep	self	I
9)	Room Feel I	1'R/lvl	varies	100'	I
10)	Anticipations *	1 being	—	100'	Pm

- Anticipate Missile** – Caster is aware of any missiles being fired at him this round. If the caster is currently capable of moving, he gets a special bonus of +50 to his DB against the missile attack of his choice. It is assumed that the caster moves at least slightly to attempt to avoid the attack.
- Anticipate Blow** – As *Anticipate Missile*, except applies to melee attacks.
- Guess** – When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way he goes, biasing the choice favorable by 25% (e.g, roll 1-100: correct on 26-100, incorrect on 01-25).
- Anticipate Spell** – As *Anticipate Missile*, except applies to spell attacks. Caster gets a special bonus of +50 to his DB against a directed elemental attack; **or** +20 against an area elemental attack; **or** a basic spell attack suffers a special penalty of -10.
- Intuitions I** – Caster gains a vision of what will probably happen in the next minute if he takes a specified action.
- Anticipate Hostility** – Caster is aware of any being within the area of effect that has hostile intentions towards him. The hostility must be directed specifically at the caster or the spell reveals nothing. 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).
- Dream I** – Caster has a dream relating to a topic decided upon just before retiring. This spell can only be used once per night. The caster must sleep a minimum of one normal sleep cycle.
- Room Feel I** – Caster has a vision of what has occurred in a room or place; limited to up to 1 minute per level into the past. The size of the room is limited to the area of effect.

10. **Anticipations** – Predicts most probable actions of a being (the target) in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no detail on attack target or what spell). This results in the caster being able to declare his statement of intent for the round after hearing what the target has decided to do. Note that the target is free to change his declared action with the requisite penalties.

SPECIAL NOTES

- When using *Guess*, the caster must have a limited number of options (i.e., finite and countable). After the spell is cast, the caster may not cast another *Guess* for the same information until his skill rank for this list has increased.
- When dealing with *Dreams*, a GM should use symbology (see Appendix A-9.17.16, p. 207).
- See App. A-9.17.13 (p. 206) for more on information spells.



OPEN MENTALISM LIST 9.13.2
ATTACK AVOIDANCE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Turn Missile *	1 missile	—	100'	U
2)	Turn Blade *	1 attack	—	100'	U
3)	Shield *	caster	1 min/lvl	self	U
4)					
5)	Deflect I *	1 missile	—	100'	U
6)	Bladeturn I *	1 attack	—	100'	U
7)					
8)	Aim Untrue I *	1 missile	—	100'	U
9)					
10)	Still Air *	1"R/lvl	1 min/lvl	self	U

- Turn Missile** – Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes 20 to be subtracted from the missile's attack.
- Turn Blade** – As *Turn Missile*, except applies to a melee attack.
- Shield** – Creates an invisible force shield in front of the caster. This functions as a normal shield (subtracting 25 from appropriate attacks, etc.), except it does not occupy a hand. This spell cannot be combined with a "real" shield.
- Deflect I** – As *Turn Missile* except 100 is subtracted from the attack.
- Bladeturn I** – Caster can deflect any one melee attack that he can see (and is within range). This causes 50 to be subtracted from the attack.
- Aim Untrue I** – Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes the missile to automatically miss its target.
- Still Air** – Creates a pocket of still air 1" per level on all sides of the caster, that no outside gas can come into. Normally, one person will consume all of the oxygen in the pocket over the course of the spell (1 minute per level).



OPEN MENTALISM LIST 9.13.3

BRILLIANCE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Glow	caster	1 min/lvl	self	E
3)	Light I	10'R	10 min/lvl	touch	E
4)	Self Aura	caster	10 min/lvl	self	U
5)	Light Eruption	10'R	—	100'	F
6)	Shock Bolt	1 target	—	100'	DE
7)	Darkness I	10'R	10 min/lvl	touch	E
8)	True Aura	caster	10 min/lvl	self	U
9)					
10)	Light V	50'R	10 min/lvl	touch	E

- Projected Light** – A beam of light (like a flashlight) springs from the caster's palm. This beam has a 50' effective range. When his hand is made into a fist, the light will "shut off" until the fist is opened again.
- Glow** – Causes a small, 1" diameter point of light that will glow softly. This spell provides enough light for *Nightvision* to work properly; but not enough light to allow much mobility in the dark.
- Light I** – Lights a 10' radius area about the point touched. If the point is on a mobile object or being, it will move with the object/being.
- Self Aura** – Causes a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.
- Light Eruption** – [RR Mod: -10] Causes a 10' radius sphere of intense light. All within are stunned for 1 round per 10 failure.
- Shock Bolt** – A bolt of intense, charged light is shot from the palm of the caster. Results are determined on the Bolt Spell Attack Table A-10.9.9 (p. 228).
- Darkness I** – As *Light*, except a 10' radius of normal darkness is created. See Appendix A-9.17.12 (p. 206).
- True Aura** – As *Self Aura*, except it makes him appear extremely powerful and subtracts 15 from all attacks.
- Light V** – As *Light I*, except radius is 50'.

SPECIAL NOTES

None of the *Aura* spells (*Self Aura* and *True Aura*) are cumulative with each other or with the *Blur* spell.



OPEN MENTALISM LIST 9.13.4

CLOAKING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Blur *	caster	1 min/lvl	self	U
2)	Shadow	caster	10 min/lvl	self	U
3)	Unseen	object	24 hours	touch	U
4)	Cloaking I	1 target	1 min/lvl (C)	10'/lvl	Fm
5)	Facades I	caster	1 hr/lvl	self	E
6)	Cloaking III	3 targets	1 min/lvl (C)	10'/lvl	Fm
7)	Cloaking Sphere I	10'R	C	self	Fm
8)	Cloaking V	5 targets	1 min/lvl (C)	10'/lvl	Fm
9)	Cloaking Sphere II	20'R	C	self	Fm
10)	Shadow Mentalist I	varies	1 min/lvl	100'	F

- Blur** – Causes caster to appear blurred to attackers, subtracting 10 from all attacks directed at the caster.
- Shadow** – Caster and objects on his person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a special bonus between +25 and +75 to Stalking/Hiding maneuvers).
- Unseen** – A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hours pass **or** the object is struck by a violent blow (being hit by a weapon, falling, etc.) **or** the object makes a violent move (i.e., an attack). See Appendix 9.17.5 (p. 204) for more on Invisibility.
- Cloaking I** – [RR Mod = -50] Target makes an RR. Failure results in the caster being invisible to the target; others see the caster normally. If the caster makes an obvious action (e.g., talking, moving an object, etc.), the target may make another RR (the GM may deem it appropriate to apply modifiers to this RR based upon the action the caster takes). If the caster attacks the target, he may make another RR with a special modifier of +50. If the caster begins to concentrate (50% activity), he can extend the duration of this spell indefinitely (as long as he can concentrate).
- Facades I** – A limited illusion that allows the caster to look like any humanoid figure within 20% of his own size. See Appendix A-9.17.14 (p. 206) for more on illusions.
- Cloaking III** – As *Cloaking I*, except the caster can affect 3 targets (the caster makes one BAR that applies to all targets).
- Cloaking Sphere I** – As *Cloaking I*, except every target in the area of effect must make a RR (one BAR a round for all targets). Once a target makes a successful RR, he need not make another RR against the spell.
- Cloaking V** – As *Cloaking I*, except the caster can affect 5 targets (the caster makes one BAR that applies to all targets).
- Cloaking Sphere II** – As *Cloaking Sphere I*, except for the area of effect.
- Shadow Mentalist I** – Creates a duplicate of the caster; if he concentrates, it will move as he wills; otherwise, it does exactly as he does. The duplicate is limited to moving within the area of effect. If the caster concentrates, he can "merge" the duplicate with himself and then split back apart again (making it difficult to discern which one is the "real" caster).

SPECIAL NOTES

Cloaking spells are not *Invisibility* spells and none of the normal rules for invisibility apply (e.g., the caster does not become "visible" when he attacks or is hit, etc.).

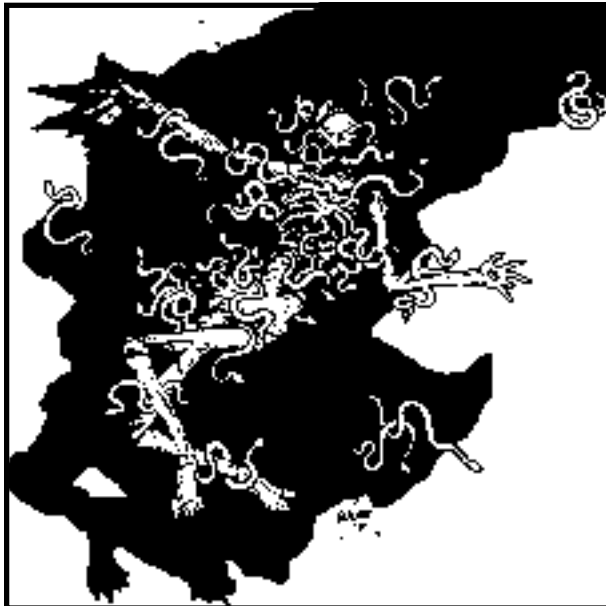


OPEN MENTALISM LIST 9.13.5

DAMAGE RESISTANCE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Heat Resistance *	caster	1 min/lvl	self	U
2)	Cold Resistance *	caster	1 min/lvl	self	U
3)					
4)					
5)	Unpain I *	caster	1 min/lvl	self	Us
6)	Stun Relief I *	caster	—	self	Us
7)	Resist Poison *	caster	C	self	Us
8)					
9)					
10)	Unpain II *	caster	1 min/lvl	self	U

1. **Heat Resistance** – Caster is protected from natural heat up to 170°F (treat as if target were in 70°F temperature). For temperatures above 170°F, subtract 100°F to determine the effective temperature for the target. Caster also receives +20 to all RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks).



2. **Cold Resistance** – Caster is protected from natural cold down to 20°F (treat as if target were in 70°F temperature). For temperatures below 20°F, add 50°F to determine the effective temperature for the target. Caster also receives +20 to all RRs versus cold spells and cold attacks (+20 DB versus elemental cold and cold attacks).

5. **Unpain I** – Caster is able to sustain an additional 25% of his total concussion hits (round off) before passing out. Hits are still taken and remain when the duration expires.

6. **Stun Relief I** – Relieves 1 round's worth of accumulated stun.

7. **Resist Poison** – Delays the effect of a poison as long as the caster concentrates.

10. **Unpain II** – As *Unpain I*, except 50% additional hits may be sustained.

SPECIAL NOTES

For more on healing, see Section 24.1 (p. 75).

OPEN MENTALISM LIST 9.13.6

DELVING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Item Feel	1 object	—	touch	I
2)	Detect Power	varies	1 min/lvl (C)	touch	I
3)	Origins	1 object	—	touch	I
4)					
5)	Detect Curse	1 object	—	touch	I
6)	Power Lore	1 object	—	touch	I
7)	Rock Lore	1 rock	—	touch	I
8)	Item Vision	1 object	varies	touch	I
9)					
10)	Delving	1 object	—	touch	I

1. **Item Feel** – Caster receives basic idea of item's purpose, if any.

2. **Detect Power** – Detects power in an object, but not what realm or how much; caster may concentrate on a different object each round.

3. **Origins** – Gives a general idea of the place of origin of an item.

5. **Detect Curse** – Detects if a curse is on an item.

6. **Power Lore** – Gives the origins of an item's power.

7. **Rock Lore** – Gives details of where, when, and how the examined piece of rock was worked.

8. **Item Vision** – Gives a vision of a significant event in the item's past.

10. **Delving** – Gives significant details about an item's construction and purpose (not specific powers).

SPECIAL NOTES

1) A "curse" is usually something that is detrimental and magical in nature (e.g., delivered from the Curses spell list, see *Spell Law*). The GM may decide that the "curses" spells on this spell list apply only to magical curses.

2) See App. A-9.17.13 (p. 206) for more on information spells.



ROLEMASTER

OPEN MENTALISM LIST 9.13.7

DETECTIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Mentalism	5'R	1 min/lvl (C)	50'	P
2)	Detect Essence	5'R	1 min/lvl (C)	50'	P
3)	Detect Channeling	5'R	1 min/lvl (C)	50'	P
4)	Detect Emotion	5'R	1 min/lvl (C)	50'	P
5)	Detect Invisible	5'R	1 min/lvl (C)	50'	P
6)	Detect Evil	5'R	1 min/lvl (C)	50'	P
7)	Detect Traps	5'R	1 min/lvl (C)	50'	P
8)	Perceive Power I	5'R	1 min/lvl (C)	50'	P
9)					
10)	Power Typing	5'R	1 min/lvl (C)	50'	P

- Detect Mentalism** – Detects any active spell or item from the Mentalism realm; caster can concentrate on a 5' radius area each round.
- Detect Essence** – As *Detect Mentalism*, except realm is Essence.
- Detect Channeling** – As *Detect Mentalism*, except realm is Channeling.
- Detect Emotion** – As *Detect Mentalism*, except caster can detect extremes of emotion and which emotions they are (e.g., hatred, love, sadness, etc.). If there are no extremes of emotion (i.e., only normal feelings), this spell detects nothing.
- Detect Invisible** – As *Detect Mentalism*, except detects all invisible things; all attacks against something so detected are at -50.
- Detect Evil** – As *Detect Mentalism*, except detects if a being is evil or an item created by evil or long used by a very evil person.
- Detect Traps** – As *Detect Mentalism*, except that it gives a 75% chance of detecting a trap (trap sophistication modifiers may reduce or enhance this chance).
- Perceive Power I** – As *Detect Mentalism*, except it will give an estimate of the power (i.e., level) of the person or item or spell examined.
- Power Typing** – As *Detect Mentalism*, except it analyzes general spell type (in item or cast) and what list it was cast from. In the case of a person it gives the person's profession.

SPECIAL NOTES

“Evil” (for the Detect Evil spell) is defined as something that causes (or is a source of) intentional suffering, injury, or destruction. See Appendix A-9.17.2 (p. 204).



OPEN MENTALISM LIST 9.13.8

ILLUSIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Bending	1000 cu'	10 min/lvl	100'	E
2)					
3)	Light/Sound Mirage	10'R	1 min/lvl	50'	E
4)					
5)	Illusion II	10'R	1 min/lvl	50'	E
6)	Phantasm I	10'R	1 min/lvl(C)	100'	E
7)	Light Glamour	1 object	1 day/lvl	50'	E
8)	Illusion III	10'R	1 min/lvl	50'	E
9)					
10)	Waiting Illusion I	10'R	varies	50'	E

- Bending** – Makes an inanimate object (up to 1000 cubic feet) appear to be 10' to one side of its actual location.
- Light/Sound Mirage** – Creates any simple immobile image or scene up to 10' radius or any constant (including repetitive) sounds coming from a 10' radius.
- Illusion II** – Creates a simple immobile image or scene up to an area of 10' radius. One of the following options may also be chosen: **a)** sound can be added to the illusion or **b)** the duration can be doubled or **c)** the range can be doubled or **d)** the radius of effect can be doubled. Note that all parts of the area of effect must be within the range of the spell.
- Phantasm I** – Creates the image of one object or being, that will move however the caster wants while he concentrates. When the caster stops concentrating the image remains, but stops moving (the caster can resume concentration later and resume moving the phantasm). The image must fit in the area of effect.
- Light Glamour** – This spell may only be cast on one inanimate object of up to 10 lb./level of the caster. The spell alters the visual appearance of the object, concealing its true appearance.
- Illusion III** – As *Illusion II*, except two of the options can be chosen.
- Waiting Illusion I** – As *Light/Sound Mirage*, except the spell can be delayed up to 24 hours or until triggered by: **a)** time period, **b)** specified movements, or **c)** specified sounds.

SPECIAL NOTES

- If more than one of the options may be chosen, the same option may be chosen more than once. For example, if two options were available, the range for an *Illusion* could be doubled to 100' and then doubled again to 200'.
- Illusions created with spells off of this list are “real” in as much as they can be seen and/or heard. Detecting that an illusion is just an illusion can only be accomplished through spells or through the use of conflicting senses (i.e., you reach out and don't feel anything).
- See Appendix A-9.17.14 (p. 206) for more.

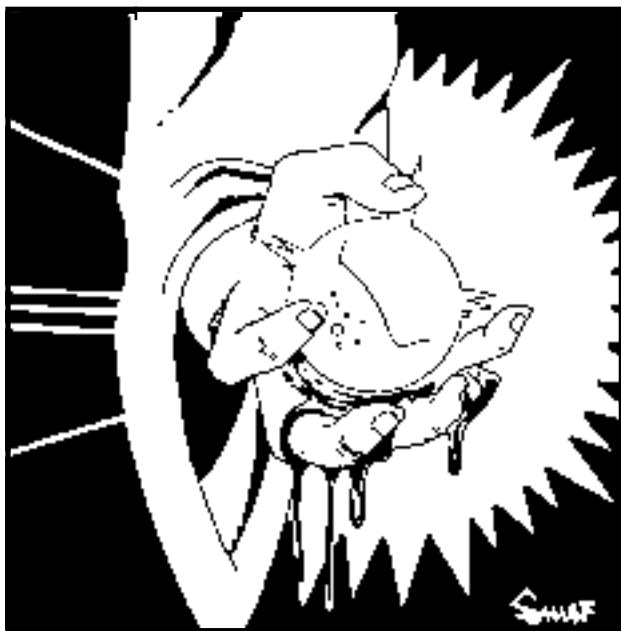


OPEN MENTALISM LIST 9.13.9

SELF HEALING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Clot I *	caster	varies	self	Us
3)					
4)	Clot III *	caster	varies	self	Us
5)	Pain Relief I *	caster	C	self	Us
6)	Fracture Repair	caster	varies	self	U
7)	Cut Repair I *	caster	—	self	U
8)	Muscle/Tendon Repair *	caster	varies	self	U
9)					
10)	Minor Nerve Repair	caster	varies	self	U

- Clot I** – Clots a wound to reduce bleeding (i.e., hits per round damage) by one as long as caster concentrates **or** is immobile. This effect is permanent after an hour. If caster is unconscious, spell will operate without concentration.
- Clot III** – As *Clot I*, except bleeding is reduced by up to 3 hits per round.
- Pain Relief I** – Heals 1 hit per minute for as long as the caster concentrates. If caster is unconscious, this spell will operate without concentration.



- Fracture Repair** – Concentrating with this spell for 2 hours will repair a broken bone (though not a shattered or destroyed bone).
- Cut Repair I** – As *Clot I*, except it is permanent immediately.
- Muscle/Tendon Repair** – As *Fracture Repair I*, except damaged muscles or tendons may be repaired.
- Minor Nerve Repair** – Repairs minor damage to one nerve. Requires a 1 day recovery period. Minor damage is defined as any nerve damage that results in penalties up to -20.

SPECIAL NOTES

See Section 24.1 (p. 75) for more on healing.

OPEN MENTALISM LIST 9.13.10

SPELL RESISTANCE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	caster	1 min/lvl	self	U
2)	Cancel Mentalism	1 spell	C	self	F
3)					
4)	Cancel Essence	1 spell	C	self	F
5)	Protection II	caster	1 min/lvl	self	U
6)	Cancel Channeling	1 spell	C	self	F
7)					
8)	Mind Shield	caster	C	self	U
9)					
10)	Essence Shield	caster	C	self	U

- Protection I** – Subtracts 5 from elemental attack rolls against the caster **and** adds 5 to all of the caster's RRs vs. spells.
- Cancel Mentalism** – When the caster is a target of a Mentalism spell, the “incoming” spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal its caster's level. If the “incoming” spell passes the RR, it may target the caster of this spell normally; otherwise the incoming spell has no effect on this target.
- Cancel Essence** – As *Cancel Mentalism*, except affects spells from the realm of Essence.
- Protection II** – As *Protection I*, except bonuses are 10.
- Cancel Channeling** – As *Cancel Mentalism*, except affects spells from the realm of Channeling.
- Mind Shield** – Creates a shimmering shield in front of the caster. The shield subtracts 10 from all frontal Mentalism attack rolls on the caster (base and elemental). In addition, if the caster performs no other actions during a round, he can “parry” (as with a normal shield) one spell attack. The parry bonus is equal to 10 plus the caster's skill rank with this spell list.
- Essence Shield** – As *Mind Shield*, except is effective only against Essence spells.



CLOSED MENTALISM LIST 9.14.1

GAS MANIPULATION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu' water	P	touch	E
2)	Warm Air	1 cu'/lvl	24 hr	touch	F
3)	Fog I	10'R	1 min/lvl	100'	E
4)	Airwall	10'x10'x3'	C	10'	E
5)	Air Stop I	10'R	C	touch	F
6)	Vacuum I	5'R	—	100'	F
7)	Fog V	50'R	1 min/lvl	100'	E
8)	Unfog V	50'R	P	100'	F
9)	Curved Airwall	10'x20'x3'	C	10'	E
10)	Airwall True	10'x10'x3'	1 min/lvl	10'	E

- Condensation** – Condenses 1 cubic foot of water from the surrounding air. Water condenses gradually into the caster's hands and may be funneled into any suitable receptacle.
- Warm Air** – Warms 1 cubic foot per level of air (any inanimate gas) up to 100° F above normal.
- Fog I** – Creates dense fog in a 10' radius; normal visibility is 1'. See Appendix A-9.17.12 (p. 206).
- Airwall** – Creates a 10'x10'x3' wall of dense churning air: cuts all movement and attacks through it by 50% (i.e., -50 to attacks).
- Air Stop I** – Stops generalized air movement (e.g., wind) up to winds of 30 mph and cuts higher winds by 30 mph in a 10' radius.
- Vacuum I** – Creates a 5' radius near vacuum, all in radius take an 'A' Impact critical, as air leaves and rushes back in.
- Fog V** – As *Fog I*, except radius is 50'.
- Unfog V** – All fog is dissipated in a 50' radius.
- Curved Airwall** – As *Airwall*, except wall is 10'x20'x3' and can be curved up to a semicircle.
- Airwall True** – As *Airwall*, but has a set duration of 1 minute per level and doesn't require concentration.



SPECIAL NOTES

- All vacuums created by spells on this list also create a loud noise. The larger the radius the louder the noise. The GM may wish to rule that all within the radius must make a second RR or be deafened for 1 round per 10 failure (RR attack level equals the radius of the vacuum).
- An elemental creature made of a gas will be cut to 20% activity if attacked with an *Air Stop* spell (and the creature fits into the area of effect). A *Vacuum* spell cast upon an elemental creature made of gas will result in a Slaying Critical on the creature.

CLOSED MENTALISM LIST 9.14.2

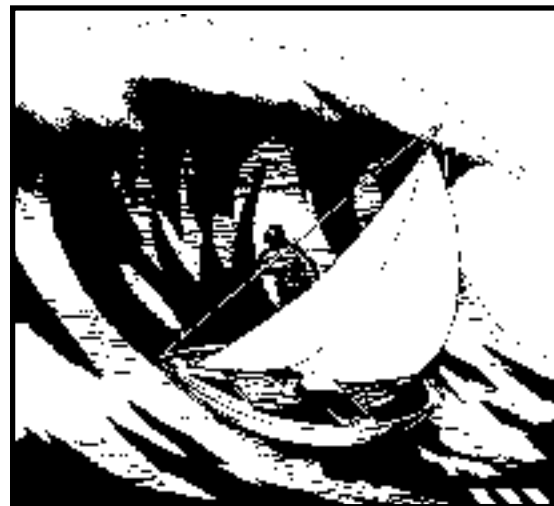
LIQUID MANIPULATION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Boil Water	1 cu'/lvl	P	2'	F
2)	Freeze Water	1 cu'/lvl	P	2'	F
3)	Clear Water	1 cu'/lvl	P	2'	F
4)					
5)	Desalination	1 cu'/lvl	P	2'	F
6)	Waterwall	10'x10'x1'	C	10'	E
7)	Evaporation	1 cu'/lvl	P	2'	E
8)	Water Corridor I	100'x3'x10'	C	10'	F
9)	Water Bolt	1 target	—	100'	DE
10)	Curved Waterwall	10'x20'x1'	C	touch	E

- Boil Water** – Heats 1 cubic foot of liquid per level to boiling, at a rate of 50° per round of concentration. Caster is immune to the heat.
- Freeze Water** – As *Boil Water*, except the liquid can be cooled until frozen.
- Clear Water** – As *Boil Water*, except that it clears liquid of all sediment.
- Desalination** – As *Boil Water*, except that it removes all dissolved substances from the liquid.
- Waterwall** – Creates a 10'x10'x1' wall of churning water (a water source must be within 10'). All attacks through the wall suffer a -80 penalty, and all movement is reduced by 80%.
- Evaporation** – As *Boil Water*, except all the liquid is evaporated at a rate of 1 cubic foot per round of concentration.
- Water Corridor I** – Creates a corridor through liquid up to 100' long, 3' wide, and 10' deep (must be open at the top).
- Water Bolt** – A bolt of water is shot from the palm of the caster (a water source must be within 10'). Attack results are determined on the Bolt Spell Attack Table A-10.9.9 (p. 228).
- Curved Waterwall** – As *Waterwall*, except wall is 10'x20'x1' and can be curved up to a semicircle.

SPECIAL NOTES

- Unless otherwise stated, after the duration of any spell above, the material returns to its natural state. For example, water boiled with the *Boil Water* spell will begin to cool after the duration of the spell.
- Unless specifically stated, all of the spells on this list apply to any liquid (not just water).



ROLEMASTER



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CLOSED MENTALISM LIST 9.14.3 MIND MASTERY

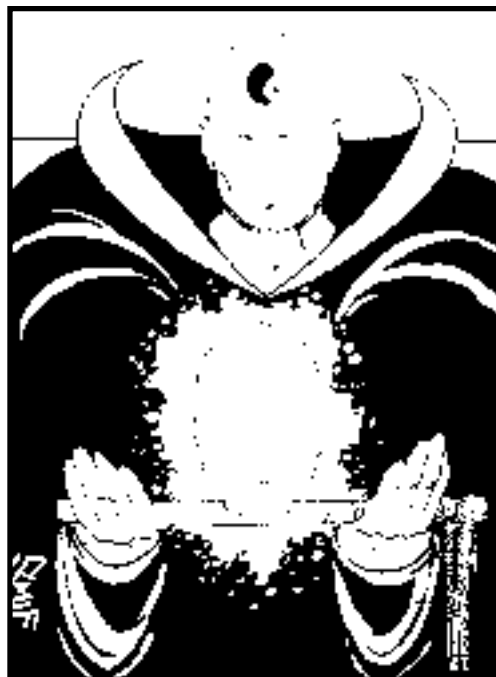
Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Storing	1 spell	varies	self	U
2)	Presence •	20'R	C	self	U
3)	Inner Wall I	caster	1 min/lvl	self	U
4)					
5)	Recall	caster	C	self	U
6)	Misfeel Kind •	caster	C	self	U
7)	Observation	caster	1 round(C)	self	U
8)	Inner Wall II	caster	1 min/lvl	self	U
9)	Misfeel Calling •	caster	C	self	U
10)	Correlation	caster	C	self	U

- Storing** – Caster may cast this spell with any spell he wants to store. The spell to be stored must be cast within one minute after the *Spell Store* is cast. The stored spell may be cast later as an instantaneous spell. The *Storing* spell costs the same number of PPs as the spell stored. No other spell may be cast while a spell is stored.
- Presence** – Caster is aware of the presence of all sentient/thinking beings within 20'.
- Inner Wall I** – Caster gets a special bonus of +5 to his RRs versus mind attacks.
- Recall** – Allows the caster to access his memory as if he had total recall. Any skill resolution involving Memory gets a special bonus. If the skill uses Memory as one of its applicable stats (Science/Analytic skills), the bonus is +10. If the skill uses Memory as two of its applicable stats (Lore skills), the bonus is +25, if the skill uses Memory as all three of its applicable stats (i.e., a straight “memory” check), the bonus is +50.
- Misfeel Kind** – For the purposes of mental or magical detections, the caster appears to be of any race he is familiar with.
- Observation** – Caster gains insight or facts by observing a person or thing with intense concentration for one round. Gives the caster a special bonus of +50 to his Awareness • Searching skill bonuses.
- Inner Wall II** – As Inner Wall I, except bonus is +10.
- Misfeel Calling** – As *Misfeel Kind*, except caster's profession may appear to be of any profession that he is familiar with.
- Correlation** – Caster is able to correlate known facts to obtain conclusions.

Any skill resolution involving Reasoning gets a special bonus. If the skill uses Reasoning as one of its applicable stats (Lore skills), the bonus is +10. If the skill uses Reasoning as two of its applicable stats (Science/Analytic skills), the bonus is +25, if the skill uses Reasoning as all three of its applicable stats (i.e., a straight “reasoning” check), the bonus is +50.



ROLEMASTER



CLOSED MENTALISM LIST 9.14.4 MIND'S DOOR

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Leave Item I	1 object	–	50'	U
3)					
4)	Long Door Item I	1 object	–	10'	U
5)	Leaving I	caster	–	self	U
6)	Leave Item III	1 object	–	50'	U
7)	Long Door Item V	1 object	–	50'	U
8)	Leaving III	caster	–	self	U
9)	Leave Item V	1 object	–	50'	U
10)	Minor Long Door	caster	–	self	U

- Leave Item I** – Caster “teleports” a single inanimate object to a point up to 100' away from its current location. There can be no intervening barriers in a direct line between the target and the point (for these purposes, a barrier is anything the object could not physically go through). The object has a maximum weight limit of 1 pound per level of the caster.



- Long Door Item I** – As *Leave Item I*, except the object can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid or liquid material, the object does not move (though the caster loses the PPs).
- Leaving I** – Caster “teleports” to a point up to 100' away, but there can be no intervening barriers directly between the target and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).
- Leave Item III** – As *Leave Item I*, except object can be moved up to 300'.
- Long Door Item V** – As *Long Door Item I*, except for range.
- Leaving III** – As *Leaving I*, except caster can move 300'.
- Leave Item V** – As *Leave Item I*, except object can be moved up to 500'.
- Minor Long Door** – As *Leaving*, except caster can move 50' and he can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid or liquid material, the caster does not move. In addition, he is stunned d10 rounds, and the PPs for this spell are still expended.

SPECIAL NOTES

See Appendix 9.17.6 (p. 205) for notes on encumbrance limits for movement spells.





CLOSED MENTALISM LIST 9.14.5

MOVEMENT

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	caster	1 rnd	self	U
2)	Landing *	caster	varies	self	U
3)	Levitation I	caster	1 min/lvl	self	U
4)	Wind Drift	caster	1 min/lvl	self	U
5)	Underwater Movement	caster	10 min/lvl	self	U
6)	Fly I	caster	1 min/lvl	self	U
7)	Levitation V	caster	1 min/lvl	self	U
8)	Long Dive *	caster	—	self	U
9)					
10)	Merging	caster	10 min/lvl	self	U

- Leaping** – Allows caster to leap 50' laterally or 20' vertically.
- Landing** – Allows caster to land safely in a fall up to 20' per level, and to take that distance off the severity of any longer fall.
- Levitation I** – Allows caster to move up and down vertically 10' per round. The spell does not provide a means for horizontal movement.
- Wind Drift** – Caster becomes weightless, but has no magical movement control. Weight gradually returns at the end of the duration.
- Underwater Movement** – Caster can take actions underwater as if on land.
- Fly I** – As *Levitation I*, except caster can fly at a rate of 15' per round (i.e., 1 mph).
- Levitation V** – As *Levitation I*, except rate is 50' per round.
- Long Dive** – Caster can safely dive through the air up to 50' per level. At the end of the dive, the caster must land in water that is deep enough for the dive (at least 2' of water per 50' dived).
- Merging** – Caster can merge into any solid, inanimate material. While merged, the caster cannot move or perceive. When the caster emerges from the material, he can emerge from any side or face of the material. The caster cannot move "through" material greater in width than his own body size plus 2 feet. The caster can exit at any time up to 10 minutes per level.



SPECIAL NOTES

See Appendix 9.17.6 (p. 205) for notes on encumbrance limits for movement spells.



CLOSED MENTALISM LIST 9.14.6

SENSE MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Sly Ears	caster	10 min/lvl	self	U
2)	Nightvision	caster	10 min/lvl	self	U
3)	Sidevision	caster	10 min/lvl	self	U
4)	Detect Illusion	5'R	—	100'	U
5)	Watervision	caster	10 min/lvl	self	U
6)	Scent	caster	10 min/lvl	self	U
7)	Fogvision	caster	10 min/lvl	self	U
8)	Touch	caster	10 min/lvl	self	U
9)	Darkvision	caster	10 min/lvl	self	U
10)	Mentalist Ear	caster	1 min/lvl(C)	100'/lvl	U

- Sly Ears** – Caster gains double normal hearing. This results in a special bonus of +50 to Awareness • Searching and Awareness • Senses skills involving only hearing (or +5 for Alertness skill). This bonus is +25 to such skills involving hearing and other senses (or +3 for Alertness skill).
- Nightvision** – Caster can see 100' on a clear night as if it were day. At least some small amount of residual light is required for this spell to work. See Appendix A-9.17.12 (p. 206).
- Sidevision** – Caster has a 300° field of vision. The flank bonus is reduced to +5 and the rear bonus is reduced to +15.
- Detect Illusion** – Caster can check one object or place (up to a 5' radius) and tell if it is an illusion or has an illusion on it.



- Watervision** – As *Nightvision*, except affects vision underwater (and other liquids).
- Scent** – As *Sly Ears* except caster gains an extremely acute sense of smell and the bonuses indicated apply to Awareness skills involving smelling.
- Fogvision** – As *Nightvision*, except works in any precipitation or gas. See Appendix A-9.17.12 (p. 206).
- Touch** – Caster gains extreme tactile sensitivity. This results in a special bonus of +25 to all actions that depend on tactile sense (e.g., pick locks, disarm traps, etc.).
- Darkvision** – As *Nightvision*, except no light is required and caster can see even in magically created darkness.
- Mentalist Ear** – Caster can pick a point up to 100' per level away and he will hear as if he were at that point (there can be intervening objects such as walls); he must have been at the location before or the location must be within his field of vision.



SHIFTING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Balance *	caster	varies	self	U
2)	Contraction	caster	C	self	U
3)	Face Shifting	caster	10 min/lvl	self	U
4)					
5)	Waterlungs	caster	1 min/lvl	self	U
6)					
7)	Change to Kind	caster	10 min/lvl	self	U
8)	Gaslungs	caster	1 min/lvl	self	U
9)					
10)	Greater Face Shifting	caster	1 hr/lvl	self	U

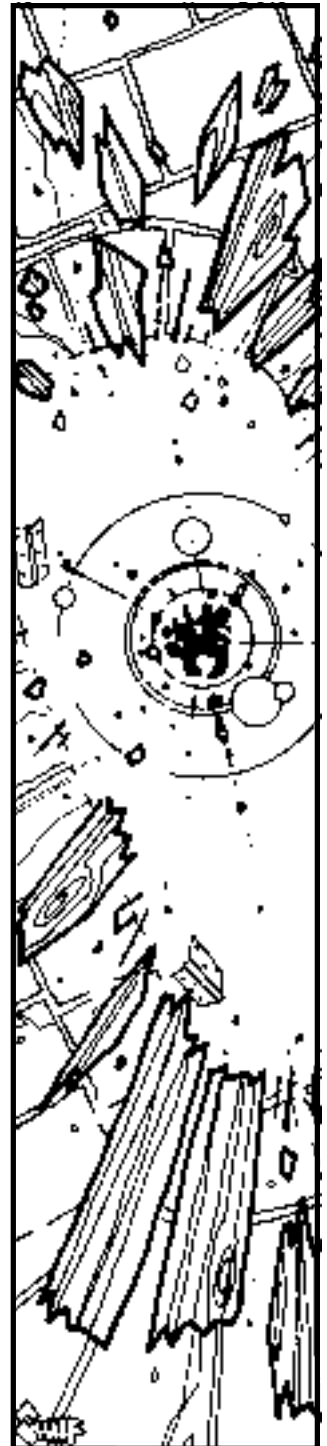
- Balance** – Gives a special bonus of +50 to any rolls for one slow maneuver requiring balance (e.g., walking a 3" beam, etc.).
- Contraction** – Allows caster to disjoint limbs, contract muscles, etc. to escape manacles/ropes and to slip through small places. Gives a special bonus of +25 to +50 to Contortions maneuvers.
- Face Shifting** – Allows caster to alter the form of his face. The caster may specify a specific person, but the change will not be exact.
- Waterlungs** – For the duration, the caster can breathe water but not air.
- Change to Kind** – Caster can alter his form to the form of any desired humanoid race. The form cannot be a specific form. For example, a human caster could take on the form of a Dwarf, but not the Dwarven king. Only physical form is gained (e.g., a target who becomes a Dwarf would not receive the Dwarves' ability to see in the dark). The caster can only alter his size by up to 25%.
- Gaslungs** – As *Waterlungs*, except caster can breathe any gas as normal air.
- Greater Face Shifting** – As *Face Shifting*, except lasts 1 hour per level.



SOLID MANIPULATION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Warm Stone	1 cu'/lvl	24 hr	touch	F
2)	Warm Metal	6 cu"/lvl	24 hr	touch	F
3)	Warm Solid	1 cu'/lvl	24 hr	touch	F
4)	Heat Stone	1 cu'/lvl	1 min/lvl	touch	F
5)	Heat Metal	6 cu"/lvl	1 min/lvl	touch	F
6)	Heat Solid	1cu'/lvl	1 min/lvl	touch	F
7)	Cool Solid	1 cu'/lvl	24 hours	touch	F
8)					
9)	Chill Solid	1 cu'/lvl	1 min/lvl	touch	F
10)	Cracks Call	10'x10'x10'	–	100'	F

- Warm Stone** – Warms 1 cubic foot of stone per level up to 100° F at a rate of 1 cu' cubic foot per round of concentration (without concentration, the material will remain at its current temperature for the remainder of the duration).
- Warm Metal** – As *Warm Stone*, except 6 cubic inches of metal per level can be warmed each round.
- Warm Solid** – As *Warm Stone*, except can affect any solid, inanimate, non-metal material.
- Heat Stone** – As *Warm Stone* except temperature limit is 500° F. In addition, caster must concentrate for 1 round to raise the temperature 50° F (up to the maximum). Caster need only touch the target when the spell is cast.
- Heat Metal** – As *Heat Stone*, except 6 cubic inches of metal per level can be heated.
- Heat Solid** – As *Heat Stone*, except affects any solid, inanimate, non-metal material.
- Cool Solid** – As *Warm Stone*, except chills any solid, inanimate material down to 0° F.
- Chill Solid** – As *Heat Stone*, except temperature can be lowered to -200° F at a rate of 100° F per round.
- Cracks Call** – Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.



CLOSED MENTALISM LIST 9.14.9

SPEED

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Run *	caster	10 min/lvl	self	U
2)	Speed Reading	caster	10 min/lvl	self	U
3)	Speed I *	caster	varies	self	U
4)					
5)	Speed II *	caster	2 rnd	self	U
6)	Haste I *	caster	1 rnd	self	U
7)	Speed III *	caster	3 rnd	self	U
8)	Sprint *	caster	10 min/lvl	self	U
9)	Haste II *	caster	2 rnd	self	U
10)	Fast Swim *	caster	10 min/lvl	self	U

- Run** – Caster may run (double walking pace) without tiring (i.e., expends exhaustion points as if he were walking), but once he stops or performs any other action the spell is canceled.
- Speed Reading** – Caster reads 10 pages per minute.
- Speed I** – For the duration of the spell, caster has 200% activity for one round. Afterwards, the caster must spend as many rounds in rest (maximum of 50% activity) as he spent under the effects of *Speed*.
- Speed II** – As *Speed I*, except duration is 2 rounds.
- Haste I** – As *Speed I*, except no resting rounds are required.
- Speed III** – As *Speed I*, except duration is three rounds.
- Sprint** – As *Run*, except caster may move at 3x walking pace.
- Haste II** – As *Haste I*, except duration is 2 rounds.
- Fast Swim** – As *Run*, except caster swims double normal pace.

SPECIAL NOTES

Only one *Haste* or *Speed* spell may be in effect on an individual at any given time. In addition, as *Speed* requires a 50% activity penalty after the spell effects end. Casting a *Speed* or *Haste* spell at that point will only bring a person to normal activity, rather than extending the 200% activity time (50% x 2 = 100%).



CLOSED MENTALISM LIST 9.14.10

TELEKINESIS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Telekinesis I	1 lb	1 min/lvl (C)	100'	F
2)	Staying II	5 lbs	1 min/lvl	100'	F
3)	Telekinesis II	5 lbs	1 min/lvl (C)	100'	F
4)	Staying III	25 lbs	1 min/lvl	100'	F
5)	Greater Staying II	varies	1 min/lvl	varies	F
6)	Greater Telekinesis II	varies	1 min/lvl (C)	varies	F
7)	Telekinesis III	25 lbs	1 min/lvl (C)	100'	F
8)	Staying IV	50 lbs	1 min/lvl	100'	F
9)	Telekinesis IV	50 lbs	1 min/lvl (C)	100'	F
10)	Hurling I	1 lb	–	10'	E

- Telekinesis I** – Caster can move one object, up to 1 pound in mass, up to 1' per second (with no acceleration). If the caster stops concentration before the duration is up, the object remains stationary as if it had a *Staying* spell with an equal weight limit cast upon it.
- Staying II** – Exerts 5 pounds of pressure on a person or object. Object cannot be moved by *Staying* alone and pressure can only be in one direction.
- Telekinesis II** – As *Telekinesis I*, except mass limit is 5 pounds.
- Staying III** – As *Staying II*, except pressure limit is 25 pounds.
- Greater Staying II** – As *Staying II*, except 2 objects may be affected with 5 pounds total pressure **or** *Staying II* can be used to 200'.
- Greater Telekinesis II** – As *Telekinesis I*, except 2 objects of 5 pounds total mass may be moved **or** *Telekinesis I* can be used at 200'.
- Telekinesis III** – As *Telekinesis I*, except mass limit is 25 pounds.
- Staying IV** – As *Staying II*, except pressure limit is 50 pounds.
- Telekinesis IV** – As *Telekinesis I*, except mass limit is 50 pounds.
- Hurling I** – Caster may “hurl” one object (that starts within 10' of him) of 1 pound or less with sufficient force to deliver an attack on the Missile Weapon Attack Table A-10.9.4 (p. 223). Treat as a sling attack with a short range of 11-100', a medium range of 101-200', and a long range of 201'-300'. The caster's OB is his directed spell skill with this spell.



MENTALIST BASE LIST 9.15.1
MIND ATTACK

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Jolts I	1 target	1 rnd/10 fail	100'	Fm
2)	Hesitation	1 target	1 rnd/10 fail	100'	Fm
3)	Minor Pain	1 target	—	100'	Fm
4)	Shock A	1 target	—	100'	Fm
5)	Jolts III	1 target	3 rnd/10 fail	100'	Fm
6)					
7)	Paralyze I	1 target	1 rnd/10 fail	100'	Fm
8)	Shock B	1 target	—	100'	Fm
9)	Major Pain	1 target	—	100'	Fm
10)	Mind Shout I *	10'R	1 rnd/10 fail	self	Fm

- Jolts I** – Target is stunned.
- Hesitation** – Target hesitates in any nondefensive action. He suffers a -20 to initiative rolls and he must parry with at least half of his OB.
- Minor Pain** – Target takes 25% of his remaining concussion hits (i.e., those not already taken).
- Shock A** – Target takes an 'A' Electricity critical strike.
- Jolts III** – As *Jolts I*, except for duration.
- Paralyze I** – Target is paralyzed.
- Shock B** – As *Shock A*, except Electricity critical is a 'B'.
- Major Pain** – As *Minor Pain*, except 50% of remaining concussion hits are taken.
- Mind Shout I** – Everyone except the caster within the area of effect is a target, all failing to resist are stunned.



MENTALIST BASE LIST 9.15.2
MIND CONTROL

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Question	1 target	—	10'	Fm
2)	Sleep	1 target	—	50'	Fm
3)	Charm Kind	1 target	10 min/lvl	50'	Fm
4)	Calm	1 target	1 min/lvl	100'	Fm
5)	Confusion	1 target	1 rnd/5 fail	100'	Fm
6)	Fear	1 target	1 min/10 fail	100'	Fm
7)	Suggestion	1 target	varies	10'	Fm
8)	Hold Kind	1 target	C	50'	Fm
9)	Emotions	1 target	1 min/lvl	100'	Fm
10)	Master of Kind	1 target	10 min/lvl	10'	Fm

- Question** – Target must answer a single-concept question truthfully (though he must be able to understand the question).
- Sleep** – Target falls into natural sleep. The first round is a magical sleep (the target cannot be awakened through normal means).
- Charm Kind** – Humanoid target believes caster is a good friend.
- Calm** – Target will take no offensive action, and he will fight only in self-defense.



- Confusion** – Target is incapable of making decisions or initiating action; but he may continue to fight current foes or in self-defense.
- Fear** – Target fears caster and attempts to flee. Fleeing usually equates to running at maximum pace away from the caster.
- Suggestion** – Target will follow a single suggested act that is not completely alien to him (e.g., no suicide suggestions, no blinding himself, etc.).
- Hold Kind** – Target is held to 25% of normal action.
- Emotions** – Causes any desired emotion. Possible emotions include hate, love, sadness, anger, etc.
- Master of Kind** – Target must obey the caster as specified in *Suggestion*.





MENTALIST BASE LIST 9.15.3

MIND MERGE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Empathy	1 target/rnd	1 rnd/lvl (C)	10'	Pm
2)	Read Emotions	1 target/rnd	1 rnd/lvl (C)	50'	Pm
3)	Merge With Mentalist	caster+1 tgt	C	touch	U
4)	Focus Merge	caster	C	self	U
5)	Thoughts	1 target/rnd	1 rnd/lvl (C)	100'	Fm
6)	Mind Merge I	caster+1 tgt	C	touch	U
7)	Prepare Merge	caster	C	self	U
8)	Mind Merge II	caster+1 tgt	C	100'	U
9)					
10)	Inner Thoughts	1 target/rnd	1 rnd/lvl	100'	Fm

- Empathy** – Caster learns target's basic feelings. The caster can concentrate on a new target each round.
- Read Emotions** – Caster learns target's emotions in detail. The caster can concentrate on a new target each round.
- Merge With Mentalist** – Allows two Mentalism spell users to communicate mentally and exchange power points.
- Focus Merge** – When cast before (within 1 minute) a *Mind Merge* spell or a *Ready Merge* spell (an 11th+ level spell on this spell list in *Spell Law*), this spell allows the caster to focus on a specific person as the target (that he has *Mind Stored* previously). This spell allows certain spells to work even if the caster doesn't know the target's exact location.
- Thoughts** – Caster receives surface thoughts from target. If target makes his RR by more than 25 he realizes that someone is trying to read his thoughts. The caster can concentrate on a new target each round.
- Mind Merge I** – Allows caster and target to interchange thoughts; if both are *Mentalism* spell users they can interchange power points. They must be able to see each other **or** the caster must know the exact location of the target **or** the caster must use *Focus Merge* to locate the target (in all cases, the target must be within range).
- Prepare Merge** – The caster prepares himself to be the target of a *Mind Merge* spell or *Ready Merge* spell (an 11th+ level spell on this spell list in *Spell Law*), thus, increases the range of the

“incoming” spell. The increased range is equal to the original range times the number of power points used to cast the *Prepare Merge* spell (e.g., if a caster uses 18 PPs, the range is 18 times normal).

8. **Mind Merge II** – As *Mind Merge I*, except range is 100'.

10. **Inner Thoughts** – As in *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.



MENTALIST BASE LIST 9.15.4

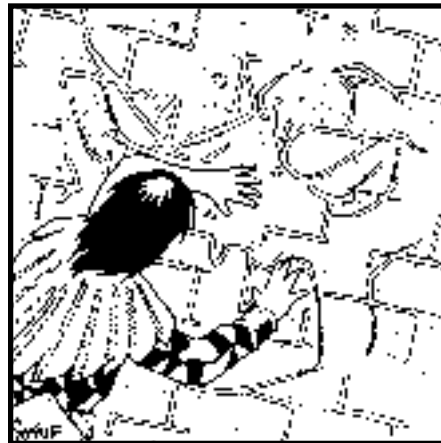
MIND SPEECH

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Mentalist Tongue *	caster+1 tgt	C	100'	Fm
2)	Prepare Mind I	caster	C	self	U
3)	Mind Tongue I *	caster+1 tgt	C	100'	Fm
4)	Focus Mind	caster	C	self	U
5)	Prepare Mind II	caster	C	self	U
6)	Mind Tongue II *	caster+1 tgt	C	500'	Fm
7)					
8)	Prepare Mind III	caster	C	self	U
9)	Mind Speech I *	10'R	C	self	Fm
10)	Mind Tongue III *	caster+1 tgt	C	1000'	Fm

- Mentalist Tongue** – Caster may mentally speak with another spell caster of the Mentalism realm.
- Prepare Mind I** – The caster enters a trance-like state to prepare his mind to be the recipient for a *Mind Tongue* spell. While he is under the effects of this spell, any “incoming” *Mind Tongue* spell has its range increased by 10 times.
- Mind Tongue I** – Caster may mentally speak with any one thinking being. They must be able to see each other **or** the caster must know the exact location of the target **or** the caster must use *Focus Mind* to locate the target (in all cases, the target must be within range).
- Focus Mind** – When this spell is cast, the next *Mind Tongue* spell (cast within one minute of this spell) will be able to focus in on a specific person as its target. The person must be *Mind Stored* (see the Presence spell list). This spell allows certain spells to work even if the caster doesn't know the target's exact location.
- Prepare Mind II** – As *Prepare Mind I*, except range is increased by 20 times.
- Mind Tongue II** – As *Mind Tongue I*, except range is 500'.
- Prepare Mind III** – As *Prepare Mind I*, except range is increased by 50 times.
- Mind Speech I** – Caster can broadcast thoughts to minds of all within range. This is a “one-way” communication.
- Mind Tongue III** – As *Mind Tongue I*, except range is 1,000'.

SPECIAL NOTES

Except where communication is noted as being only “one-way,” the spells above create a “two-way” communication between the target (and the caster). The caster is not required to speak verbally. The target speaks verbally, but the caster is actually reading the thoughts of the target (though some targets may learn to use mental communication—any caster who knows this list is presumed to have this ability).



MENTALIST BASE LIST 9.15.5

PRESENCE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Presence • *	10'R/lvl	C	self	U
2)	Feel I *	1 target	—	10'/lvl	Pm
3)	Mind Store *	1 target	—	10'/lvl	Pm
4)	Transfer Mind Store	1 target	—	touch	U
5)	Feel III *	3 targets	—	10'/lvl	Pm
6)	Mind Typing *	1 target	—	10'/lvl	Pm
7)	Finding I	caster	C	100'/lvl	Pm
8)	Direction I	caster	—	1000'/lvl	Pm
9)	Presence True *	50'R	C	100'/lvl	Pm
10)	Awareness *	1 target	C	10'/lvl	Pm

- Presence** – Caster is aware of the presence of all sentient/thinking beings within his range.
- Feel I** – Caster gets general idea of the race and level of one being. The target must first be located by *Presence* or *Presence True*.
- Mind Store** – As *Feel I*, except caster stores mental pattern of target. This can be used with other spells (both on this list and others). The caster can only have as many patterns stored as the sum of his Memory and Presence temporary stats (not the bonuses). The caster can choose to release a stored pattern at any given time (the GM should require that a character keep track of all the patterns he has stored).
- Transfer Mind Store** – The caster can transfer a copy of any one *Mind Stored* person to another caster from the Mentalism realm (i.e., both casters now have the person stored). The target of this spell must know the *Mind Store* spell.
- Feel III** – As *Feel I*, except analyzes 3 targets at once (all targets must be within range).



- Mind Typing** – As *Feel I*, except caster learns race, profession, and level of target.
- Finding I** – Caster gets direction and distance to any unshielded mind that he has a mental pattern of (from *Mind Store*).
- Direction I** – Caster gets direction to any unshielded mind which he has a mental pattern of (from *Mind Store*).
- Presence True** – Can get presences in one 50' radius. The caster can concentrate on one 50' radius area each round.

- Awareness** – As *Presence*, plus a general knowledge of the target's actions. In a tactical situation, the caster can declare his actions after learning **one** of the target's actions for the round (and when he wants to perform the action). This does not prevent the target from changing his action (with the appropriate penalty for cancelling his action, see p. 54).

MENTALIST BASE LIST 9.15.6

SENSE CONTROL

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Distraction	1 target	C	100'	Fm
2)	Numbing	1 target	C	100'	Fm
3)	Blur Vision	1 target	C	100'	Fm
4)	Minor Sense Control	1 target	C	100'	Fm
5)	Audio Attack	1 target	1 rnd/10 fail	100'	Fm
6)	Audio Control	1 target	C	100'	Fm
7)	Fumble	1 target	—	100'	Fm
8)	Vision Control	1 target	C	100'	Fm
9)	Vision Attack	1 target	1 rnd/10 fail	100'	Fm
10)	Nerve Stun	1 target	1 rnd/10 fail	100'	Fm

- Distraction** – Target suffers a special modification of -30 to all actions.
- Numbing** – Random limb of target's is numb and useless. If the limb is a leg, the target loses 40% of his movement. If the limb is an arm, the target suffers a special modification of -40 to melee and missile fire with that arm.
- Blur Vision** – Target has a special modification of -100 to his OB for missile attacks and -50 for all other actions.
- Minor Sense Control** – Causes minor, false sensations in any one of: smell, taste, or touch (e.g., a stinky smell, a salty taste, or an itch).
- Audio Attack** – Loud sound stuns target.
- Audio Control** – Causes target to hear any sound(s) desired.
- Fumble** – Target fumbles weapon or item in hands. The target should roll on the appropriate Fumble Table.
- Vision Control** – Causes target to see whatever the caster desires.
- Vision Attack** – Bright light blinds target.
- Nerve Stun** – Target is totally numbed. He suffers a special modification of -75 to all actions and he is stunned.

SPECIAL NOTES

All of the sensations created by spells on this list are strictly mental (i.e., not real). For example, the sound created with *Audio Attack* is heard only in the target's head (and it will work on a deaf person).



BARD BASE LIST 9.16.1

CONTROLLING SONGS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Calm Song	1 target	C	50'	Fm
2)	Holding Song	1 target	C	50'	Fm
3)	Stun Song	1 target	C	50'	Fm
4)					
5)	Sleep Song	1 target	C	50'	Fm
6)	Charm Song	1 target	C	50'	Fm
7)	Fear's Song	1 target	C	50'	Fm
8)	Calm Song True	1 target	C(x2)	50'	Fm
9)	Stun Song True	1 target	C(x2)	50'	Fm
10)	Forgetting Song	1 target	P	50'	Fm

- Calm Song** – Target is calmed and cannot take aggressive (offensive) action, while caster concentrates.
- Holding Song** – As *Calm Song*, except target only has 25% of his normal activity each round.
- Stun Song** – As *Calm Song*, except target is stunned.
-
- Sleep Song** – As *Calm Song*, except target falls into a light sleep. Target gets another RR if someone attempts to wake him while this spell is still active. When the duration is up, the target can be awakened normally.
- Charm Song** – As *Calm Song*, except target believes caster is a good friend.
- Fear's Song** – As *Calm Song*, except target fears caster and tries to flee from him. Fleeing usually equates to moving at maximum pace away from the caster.
- Calm Song True** – As *Calm Song*, except after the caster stops concentrating the effect will continue for as many rounds as the caster has already concentrated. For example, if the caster sings to a target for 3 rounds, the target will be calmed for those 3 rounds plus the following 3 rounds.
- Stun Song True** – As *Calm Song True*, except target is stunned.
- Forgetting Song** – Target will forget what transpired in a certain period of time specified by the caster (the beginning of the time period must be within 1 day per level of the caster in the past). The length of the "forgetting" time period is equal to the amount of time the caster plays/sings (concentrates).

SPECIAL NOTES

All of the spells on this list require that the Bard provide some form of entertainment for the target (this is the "concentration" duration). This could take the form of singing, musical instrument, oratory, dance, tale telling, juggling, etc.



BARD BASE LIST 9.16.2

ENTERTAINING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Spotlight	caster	10 min/lvl(C)	self	E
2)	Dim Lights	10'R/lvl	10 min/lvl	self	E
3)	Hush	10'R/lvl	10 min/lvl(C)	self	E
4)	Fanfare	10'R	1 rnd/lvl	self	E
5)	Showman I	caster	10 min/lvl	self	U
6)	Legerdemain	1 target	1 min/lvl	touch	F
7)	Enthrall I	1 target	1 min/lvl	10'	Fm
8)	Hidden Pocket	1 object	1 min/lvl	touch	U
9)	Lightshow	5'R	1 rnd/lvl	touch	E
10)	Showman II	caster	10 min/lvl	self	U

- Spotlight** – The caster is lit by a bright circle of light. At the time of casting, the caster designates his "front" and the light will shine from that direction. The caster can change his "front" by concentrating (the light will blink off and another will blink on).
- Dim Lights** – All non-magical light sources in the area of effect are dimmed to the luminosity of soft candle light.
- Hush** – For the duration of this spell, all sounds in the area of effect are no louder than a whisper. The caster is immune to the effects of this spell. In addition, the caster can designate up to one extra target per level to be immune to the effects of the spell. By concentrating for 1 round, caster may designate the extra targets.
- Fanfare** – A fanfare of music plays. The caster may designate one instrument (that will make the sounds of the fanfare) for every five levels of experience (or portion thereof). The volume of the fanfare cannot exceed that which would be normally made by the designated instrument(s).
- Showman I** – The caster receives a special bonus of +5 to all performing skills (in the Artistic • Active category) for the duration of this spell.
- Legerdemain** – The caster can make any one target (up to 1 pound per level of the caster) he touches vanish. The caster must designate a location for the target to "reappear" in (the location must be within the caster's line of sight). The object is teleported to the designated location at the time of casting.
- Enthrall I** – The target of this spell is enthralled with the caster (for as long as the caster is performing or for the duration of this spell, whichever is shorter). While enthralled, the target is limited to only 20% of his normal activity.
- Hidden Pocket** – The caster can place any one inanimate object (up to 1 cubic foot per level of the caster) into any available container. The container opening must be large enough to fit at least one dimension of the object. When the container is examined, it will appear empty to all normal perception (including feeling). The caster may pluck the item from the container at any time (up to the duration of the spell). If the object is not taken from the container before the duration is up, the object appears in the container as if it were there all along.
- Lightshow** – The caster can create a colored light that will shine in the area of effect. The caster can change the color of the light by concentrating. The light can take any form the caster desires, but the light will not illuminate more than the area of effect. For example, several small spheres of various colors can float around the caster's feet, or five red beams can flash back and forth across the caster's body.
- Showman II** – As *Showman I*, except bonus is +10.



BARD BASE LIST 9.16.3

ITEM LORE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Jewel/Metal Assessment	1 object	—	touch	I
2)	Item Assessment	1 object	—	touch	I
3)	Detect Power	1 object	1 rnd/lvl (C)	touch	I
4)	Item Analysis I	1 object	—	touch	I
5)	Assessment True	1 object	—	touch	I
6)	Significance	1 object	—	touch	I
7)	Item Analysis II	1 object	—	touch	I
8)	Origins	1 object	—	touch	I
9)	Item Vision	1 object	—	touch	I
10)	Item Analysis III	1 object	—	touch	I

1. **Jewel/Metal Assessment** — Caster can assess the value of jewels and metals to within 10% of their actual value. This spell allows the caster to calculate different values for the different cultures he is familiar with. This spell only assesses the value of the materials (not the craftsmanship).

2. **Item Assessment** — As *Jewel and Metal Assessment*, except will determine the value of the object including the craftsmanship of the object. Magic capabilities are not included.

3. **Detect Power** — Detects power in an item, but not the realm or how much. One item can be examined each round by concentrating.

4. **Item Analysis I** — Caster has a 10% chance for each ability of determining what enchanted abilities the item has. Once an *Item Analysis* spell has been cast on an item, it may not be cast on that item again until the caster has reached a new level of experience.

5. **Assessment True** — As *Item Assessment*, except anything can be assessed (livestock, houses, boats, etc.).

6. **Significance** — Determines if the item examined has any cultural or historical significance, but not specifically what significance.

7. **Item Analysis II** — As *Item Analysis I*, except there is a 20% chance for each ability.

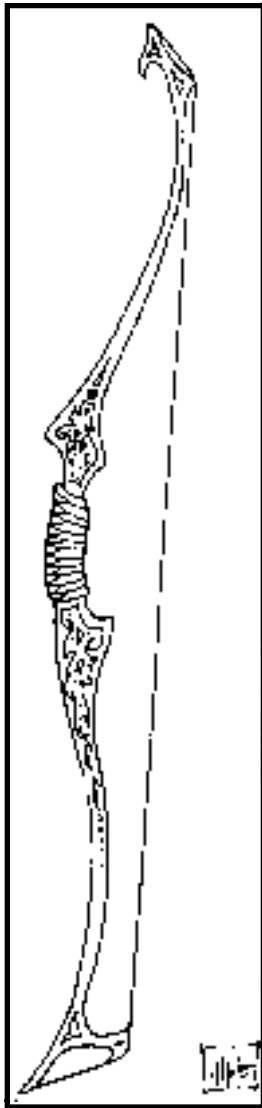
8. **Origins** — Gives the area of origin of the item, the race of the being who made it, and when it was made (within 100 years).

9. **Item Vision** — Gives a vision of the most significant event in the item's past. The event cannot have occurred more than 1 hour per level of the caster in the past.

10. **Item Analysis III** — As *Item Analysis I*, except there is a 30% chance for each ability.

SPECIAL NOTES

See Appendix A-9.17.13 (p. 206) for more on information spells.



BARD BASE LIST 9.16.4

LORES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Recall	caster	C	self	U
2)	Learn Language II	caster	C	self	U
3)	Language Lore	caster	—	self	I
4)	Mind's Lore I	1 target	1 rnd/lvl(C)	50'	Fm
5)	Study II	caster	C	self	U
6)					
7)	Learn Language III	caster	C	self	U
8)	Mind's Lore III	1 target	1 rnd/lvl(C)	50'	Fm
9)					
10)	Study III	caster	C	self	U

1. **Recall** — Allows the caster to access his memory as if he had total recall. Any skill resolution involving Memory gets a special bonus. If the skill uses Memory as one of its applicable stats (Science/Analytic skills), the bonus is +10. If the skill uses Memory as two of its applicable stats (Lore skills), the bonus is +25, if the skill uses Memory as all three of its applicable stats (i.e., a straight "memory" check), the bonus is +50.

2. **Learn Language II** — Doubles the rate at which the caster can learn a language. Every rank of language developed (i.e., DPs spent), results in two ranks being learned. It is assumed that this spell is cast and in effect while the language is being learned—that is, whenever the development points are allocated.

3. **Language Lore** — Caster learns what language a piece of text is written in, and the author if he was noteworthy or the caster has seen his work.

4. **Mind's Lore I** — Caster can scan the target's mind and receive some of the target's knowledge (conscious and unconscious) concerning one very specific topic. For each bit of knowledge on the topic, there is a 10% chance that the caster will learn it (roll for each bit once per round).

5. **Study II** — Caster can read at double the normal rate (resulting in 2 pages per minute while this spell is active).

7. **Learn Language III** — As *Learn Language II*, except rate is tripled (and three ranks are gained for every one).

8. **Mind's Lore III** — As *Mind's Lore I*, except chance is 30% for each bit of knowledge.

10. **Study III** — As *Study II*, except caster can read at three times normal rate (i.e., 3 pages per minute).

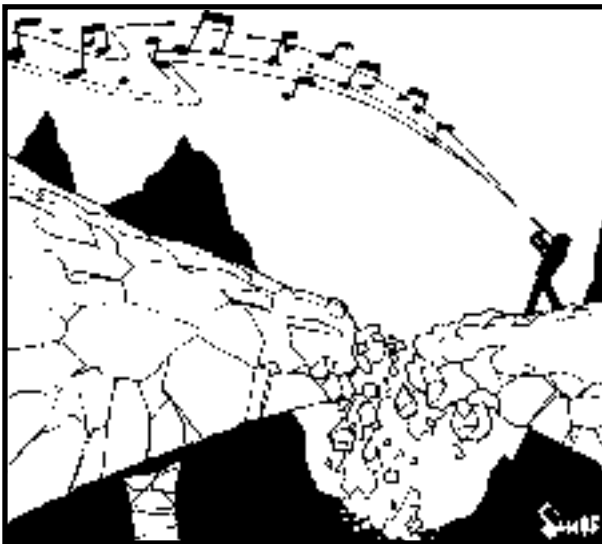


BARD BASE LIST 9.16.5

SOUND CONTROL

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Quiet I	1'R	1 min/lvl	self	E
2)	Sonic Law I	1'R	C	self	E
3)					
4)	Silence I	10'R	1 min/lvl	self	E
5)	Sonic Law II	10'R	C	self	E
6)	Sudden Sound	1 target	1 rnd/5 fail	100'	F
7)	Deafen	1 target	1 rnd/5 fail	100'	F
8)	Cracks	1000 cu'	—	100'	F
9)					
10)	Silence III	50'R	1 min/lvl	self	E

- Quiet I** – Any sounds originating within the area of effect cannot be heard outside the area of effect. This results in a special bonus of +25 to Stalking maneuvers.
- Sonic Law I** – Caster may manipulate sound within the area of effect. He can create any single sound he wants, and, if he desires, that sound can be heard outside the area of effect.
- Silence I** – As *Quiet I*, except area of effect is 10' radius.
- Sonic Law II** – As *Sonic Law I*, except area of effect is 10' radius.
- Sudden Sound** – Causes a very loud, sudden sound next to the target's ears. The target is stunned for the duration.
- Deafen** – Target cannot hear sounds occurring more than 6" from his ears.
- Cracks** – Certain sound waves cause any cracks or flaws in solid, inanimate material (up to 1,000 cubic feet) to expand to their limit.
- Silence III** – As *Silence I*, except area of effect is 50' radius.



BARD BASE LIST 9.16.6

SOUND PROJECTION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Long Whisper I	1 point	C	100'	E
2)	Sounding II	caster	C	self	E
3)	Song Sounding II *	1 spell	varies	self	U
4)	Song II *	1 spell	varies	self	U
5)	Long Whisper III	1 point	C	300'	E
6)	Sounding V	caster	C	self	E
7)	Great Song I *	1 spell	varies	self	U
8)	Song Sounding III *	1 spell	varies	self	U
9)	Long Whisper V	1 point	C	500'	E
10)	Song III *	1 spell	varies	self	U

- Long Whisper I** – Caster can whisper and the whisper can be heard at any point he chooses within the range.
- Sounding II** – Caster's voice is amplified two times. This is useful for talking to large crowds.
- Song Sounding II** – Doubles the range of a spell on the Controlling Songs spell list. The spell from that list must be cast within one minute after completing this spell.
- Song II** – Allows the caster to affect 2 targets with a spell off the Controlling Songs spell list. The spell from that list must be cast within 1 minute after completing this spell.
- Long Whisper III** – As *Long Whisper I*, except range is 300'.
- Sounding V** – As *Sounding II*, except amplification is five times.
- Great Song I** – As *Song II*, except everyone within a 10' radius of the caster is a target.
- Song Sounding III** – As *Song Sounding II*, except range is three times normal.
- Long Whisper V** – As *Long Whisper I*, except range is 500'.
- Song III** – As *Song II*, except 3 targets may be affected.



SPECIAL NOTES

Many of the spells on this list are designed for use with spells on the Controlling Songs spell list.





A-9.17

SPECIAL SPELL NOTES

This section presents some general guidelines for certain situations that arise when spells are cast.

A-9.17.1 ≡ COMBINING EFFECTS

More than one spell with the same name may not be in effect upon the same target at the same time. For this purpose, spells that have the same name with a numerical progression (e.g., *Protection I*, *Protection II*, etc.) should be considered to have the same name.

A Gamemaster may not want to allow certain other spells to be combined. If it is more appropriate in his world system, we strongly suggest he make more restrictions than we indicate in the rules. This may be particularly appropriate for spells on the same list (e.g., Cleric Base list, Protections).

A-9.17.2 ≡ GOOD, EVIL, DARK & LIGHT

There are a number of "alignment"-oriented spells. Largely, the application of these spells depends upon the system of morals the GM is using within his world. For these purposes, **Good** is assumed to be primarily motivated to promote the well-being and happiness of others, or to combat those forces that stand against it (i.e., Evil). **Evil** is characterized as that which causes intentional suffering or destruction, and that which strives to overthrow good. These definitions may (and should) be altered to fit the GM's particular view of these concepts.

"**Of Light**" is defined as something of "Good" origins (regardless of whether the thing itself is Good or not).

"**Of Darkness**" is defined as something of "Evil" origins (regardless of whether the thing itself is Evil or not).

"**Holy**" is defined as a person, place or object magically blessed by any priest or servant of a deity (or even the deity itself). Note that this may also include the concept of "Unholy," if Holy is applied to a Good blessing and Unholy applied to an Evil blessing.

A-9.17.3 ≡ REPEATED SPELL ATTEMPTS

Unless stated otherwise, when a spell caster attempts certain magical effects (e.g., *Item Analysis*, *Remove Curse*, etc.), that caster may attempt such an action on a specific item or situation only once per experience level. If the attempt fails, another attempt may not be made until another the caster increases his skill rank for the list that the spell is on.

Alternately, the GM may determine that another attempt may be made only after the caster has developed another skill rank for the list on which the spell is located.

A-9.17.4 ≡ PERMANENT SPELLS

A number of spells have a permanent duration. Typically, these spells deal with the creation of objects, substances, or effects. These durations are intended to indicate that a real, tangible object, substance, or effect has been produced. These results (unless otherwise noted) are subject to the normal effects of time and the environment. For instance, a *Wall of Ice* is permanent in duration, but is still subject to melting or destruction. The same is true of healing spells; a wound might be healed, but the target is still subject to such wounds in the future.

A-9.17.5 ≡ INVISIBILITY

Two or more invisible beings in a radius of invisibility must make "coordination" rolls to attempt to move together; difficulty would be based upon the amount of communication (e.g., holding hands - routine; touching - easy; talking to one another - medium; etc.).

Any solid material that enters an invisibility radius after casting will produce a "fringe effect" (i.e., will blur slightly, will seem slightly out of focus); potential observers may make an Alertness or an Observation maneuver to see if they notice the effects of the invisibility. If an observer is alert, suggested difficulties are:

- Absurd*: target of 1" radius moving at a walking pace;
- Sheer Folly*: target of 1" radius moving faster than walking;
- Extremely Hard*: target of 1' radius moving at a walking pace;
- Very Hard*: target of 1' radius moving faster than walking;
- Hard*: a 10'R or larger moving at a walking pace;
- Medium*: a 10'R or larger moving faster than walking.

If the invisibility is not moving there is an additional modification of -20. If the observer is within 10' of the fringe effect there is an additional modification of +20.

Attacks against invisible targets are modified by at least -50, unless the attacker can *See Invisible*. However, the invisible target must be detected in some way before an attack can even be attempted (via the fringe effect, *Detect Invisible*, some disturbance, mental detection, etc.).

Invisibility is a useful and powerful type of spell. This type of spell lasts 24 hours or until the target attacks or until the target is struck by a violent blow. Often an invisible being attempting a moving maneuver has a chance of bumping into something or taking a jarring blow due to stumbling or landing. In such a case, we suggest that a "visibility" roll (1d100, open-ended) be made and modified based upon the difficulty of the maneuver: *Routine* (no roll), *Easy* (+2), *Light* (+5), *Medium* (+10), *Hard* (+15), *Very Hard* (+20), *Extremely Hard* (+25), *Sheer Folly* (+40), *Absurd* (+50). The character becomes visible if the result is greater than 100. Of course if the character "falls" or "falls down" due to the result of the moving maneuver, he automatically becomes visible. If the result is "fail to act" or "freeze," no visibility roll is required.

SPECIAL EFFECTS ON INVISIBILITY

Certain factors may improve perception rolls made to detect invisible objects or beings.

Rain/Water—Rain or water rushing on and over the area of effect of an invisibility spell will improve the chances of perceiving an invisible area through the heightened "fringe effect" of the rain passing through the radius limit. Modifications to any Perception rolls shift the difficulty of the maneuver by 2 to 3 "columns," depending on the amount of water, size of the invisibility radius and lighting.

Dust/Powder/Paint—Any substance that will coat an object will coat an invisible object. An invisible being covered in flour, for instance, would be visible as a white figure. Bonuses for perceiving an invisible object or being coated in this fashion range involve a "column shift" of 4 to 6 degrees of difficulty, depending upon the degree of coverage and the ease of seeing the covering substance itself (e.g., coal dust covering an invisible being at night will not help as much as crimson paint during the day on a snowfield). Additionally, the fringe effect of a substance passing through the invisibility radius will produce a fringe effect as with rain/water above.

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A-9.17.6 ≡ ENCUMBRANCE LIMITS FOR MOVEMENT SPELLS

When dealing with movement spells (e.g., *Fly*, *Levitation*, *Leaving*, *Long Door*, etc.), we suggest that such spells normally handle a base weight up to 1.5 times the target's mass (weight). For every level of the caster, an additional 5 pounds is added to this base amount. There is then a 1% chance per 10 pounds over this limit that the spell will fail whenever the target attempts to lift more than the base amount. For example, a 200 pound 10th level Magician normally could *Levitate* up to 350 pounds (200 x 1.5 + 50 = 350 base). If the Magician attempted to lift 400 pounds, the chance of the spell failing would be only 5%. This chance occurs each and every time the caster attempts to lift additional weight, although weight may be discarded without danger. This chance of failure is handled separately from (and in addition to) normal spell failure.

Note that the target's own weight is included in these calculations.

A-9.17.7 ≡ WALL SPELLS AND MATERIAL INTEGRITY

Any "wall" created by a spell must rest on a solid surface when initially created. It cannot be created in the same space as other solid material—it can only displace liquids and gases. With all such walls, the caster has the option of varying the width and height (not the thickness) up to the allowed dimensions of the spell. If the caster attempts to "fill" a space with a wall, the wall will not fit perfectly (i.e., not snugly).

BREACHING A WALL

In this section we present guidelines for "breaching" a wall by making a 3'x3' hole by delivering hits from attacks. Below we provide the hit totals required for a 3'x3' hole that is 1' deep—just proportionally increase (or decrease) these amounts for deeper (or less deep) holes.

Type of Material	Hits Required for a 3'x3'x1' Hole
Earth (packed)	10,000
Wood (Oak)	15,000
Ice	20,000
Brick	25,000
Stone (Granite)	65,000
Metal (Iron)	85,000

When an attack is made against a wall, apply any hits normally. If an attack delivers a critical, additional hits are applied to the structure:

Critical Severity	Additional Damage
A	+5 hits (+10 from spell attacks)
B	+10 hits (+20 from spell attacks)
C	+15 hits (+30 from spell attacks)
D	+20 hits (+40 from spell attacks)
E	+25 hits (+50 from spell attacks)

If *Cracks Call* has been cast on a wall, any further damage to such a structure does increased damage—triple any further damage.

WEAPON BREAKAGE

Pounding on a wall with a weapon is not conducive to the future efficacy of the weapon. In general, whenever striking a hard, immobile substance like a wall, you must check for damage to your weapon if you roll doubles on an attack.

To check for damage make a 1d100 roll (open-ended), add all applicable modifiers listed below, and add the weapon's strength (see the Weapon Chart in Appendix A-7, p. 148). If the result is less than 100, the weapon breaks.

Condition	Breakage Modifier
<i>Tools</i> specifically made to breach the material (e.g., saws, chisels, picks, shovels, etc.)	+20
<i>Against Earth:</i> concussion weapons	+5
slashing weapons	-5
<i>Against Wood:</i> concussion weapons	+0
axes	+20
other slashing weapons	-10
<i>Against Ice:</i> concussion weapons	-5
slashing weapons	-20
<i>Against Brick/Stone:</i> picks & mattocks	+0
other concussion weapons	-10
slashing weapons	-30
<i>Against Metal:</i> concussion weapons	-15
slashing weapons	-35

A-9.17.8 ≡ CANCELING A SPELL

The caster of a non-permanent spell can, at any time, cancel that spell; the caster must be within the spell's original range limit or within "sensing" range of the spell's current effects. The caster cannot cancel the actual physical or mental results of a spell (e.g., fire, wounds, etc.). Cancellation takes 1 round of concentration.

A-9.17.9 ≡ MULTIPLE TARGETS

When casting a spell that can affect multiple targets, the caster can concentrate in order to "hold" the spell until it can be applied to the allowed number of targets. For instance, a spell user casting *Deflections II* may "hold" the spell until two missiles have been fired at the caster and deflected.



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A-9.17.10 ❧❧ CONFLICTING EFFECTS

When two conflicting spells are directed at the same area, the lower level spell (or either one of two spells with equal levels) must make a RR; the attack level is the higher of the two levels and the target level is the lower of the two. If the RR fails, the lower level spell is canceled; if it succeeds, the higher level spell is canceled.

Where more than two conflicting spells are involved, start with the lowest attack level spell and roll a RR versus the highest level spell. Repeat this process until only one spell is left.

A-9.17.11 ❧❧ RRS FOR PASSIVE SPELLS

Spells listed as Passive in type do not provide a resistance roll to resist the effects of the spell. However, they do allow a resistance roll for the target to notice the spell.

Anyone who makes a successful RR versus a passive spell is aware that a spell has been cast on him. An open-ended roll may then be made, adding the appropriate Magical Lore skill bonus **and** half of the amount that the RR was made by. If the modified result is over 100, then the spell can be identified by the target.

A-9.17.12 ❧❧ VISIBILITY

Fog and Mist – Fog reduces visibility within its radius, depending upon its thickness. A light fog limits line of sight to approximately 100 feet **and** applies a -10 modification to all maneuvers using skills in the Awareness group that involve vision (e.g., Alertness, Observation, etc.). A heavy fog limits line of sight to approximately 10-20 feet **and** the modification is -50. In addition, there is a modification of -20 to all maneuvers using skills in the Awareness group that involve hearing—due to the inability to localize sounds effectively. A mist is treated as a light fog.

Darkness and Blindness – For game purposes, blindness and complete darkness may be handled the same way. Magical darkness is, to all intents and purposes, impenetrable without magical light of some kind. Normal fires, torches and the like will still produce heat, and will continue to burn (and ignite combustible materials), but will not produce any light.

Characters who are blind or operating under magical darkness operate with a modification of -100. Characters with Spatial Awareness skill may attempt to move without penalty (or a reduced penalty).

Nightvision – *Nightvision* allows an individual to see in the presence of extremely faint light. The light from the moon or stars or even a tiny point source of light is enough to allow a person with *Nightvision* to see normally. If there is no light (i.e., underground, in magical darkness, etc.), then *Nightvision* does not give any benefit.

In addition, the use of *Nightvision* makes a person highly susceptible to sudden bright light. A very bright flash of light can stun an individual using *Nightvision*, giving a -50 RR modification to *Sudden Light* and similar spells.

Nightvision suffers normal penalties to visibility due to fog, mist, etc.

Darkvision – *Darkvision* is a magical vision that allows the user to see in complete (including magical) darkness as if in normal daylight. The user is subject to the same penalties for bright light as *Nightvision*.

A-9.17.13 ❧❧ INFORMATION SPELLS

The basic attack roll for spells that impart information to a character should be rolled by the GM. Because a failure may impart false information to the PC, the player should not know whether the roll was successful or not. As a rule of thumb, a mild failure should result in vague or slightly incorrect information, when any information is received at all. A severe failure should give misleading or even dangerously wrong information to the PC.

A-9.17.14 ❧❧ ILLUSIONS

For the purposes of the guidelines outlined in this section, “illusions” include all “Elemental” type spells that create or manipulate a physical element perceived by one of the six senses used in *Rolemaster*: sight, hearing, smell, taste, touch (i.e., feel), and *Presence*. Such spells include: *Illusions*, *Phantasms*, *Mirages*, *Facades*, *Misfeels*, etc.

The sense aspects (i.e., physical elements) of such spells are actually created. Because of this, all potential targets actually sense an illusion and resistance rolls are *not* made to “not sense an illusion.” For example, a *Light Mirage* spell will actually create an image that consists of the physical element, light (much like we create holograms in our world)—so anyone looking at a *Light Mirage* will actually see the image.

DISCOVERING AN ILLUSION

A target can “discover” if what he is sensing is an illusion by:

- Using a sense that is not affected by the aspects of the illusion (e.g., touching a *Light Mirage*)
- Deducing that it is only an illusion (e.g., an illusion of a fish walking on land might be easily discovered)
- Using an appropriate detection spell (e.g., *Detect Essence*, *Detect Illusion*, etc.)

But even if one of these things happens, the target senses will still be affected by the illusion (e.g., he will still see a *Light Mirage* even if he puts his hand through it).

A GM may require an open-ended d100 roll for each illusion to determine how accurately it is rendered by the spell. This roll would be modified by the caster’s skill bonus for the list that the spell comes from and by a standard difficulty modification (i.e., +10 for Light, -10 for Hard, etc.) based on the intricacy and unusualness of the illusion.

Then he can allow each target that senses the illusion to make an Alertness or an Observation maneuver to “discover” the illusion (see above). Such a maneuver is modified by subtracting the caster’s modified roll. For example, if a caster’s modified roll for an illusion is +75, then all such Alertness/Observation maneuvers would be modified by -75.

FEEL ILLUSIONS

If one of the senses in an illusion is “feel,” then the illusion feels real to a target’s touch senses. Striking part of such an illusion will cause the “feel” part of the illusion to be cancelled, but the rest of the illusion will remain for the normal duration of the spell. An illusion can be given multiple “feel” senses by using options from an *Illusion #* spell or a *Phantasm #* spell—in this case, each blow to the illusion cancels one of the “feel” senses.

A *Phantasm* with “feel” (as one of the senses used) can strike a blow against a target; the blow is the equivalent of a fist attack (see p. 226) with an OB equal to the caster’s



directed spell skill for *Phantasm* attacks. If a *Phantasm* has been given multiple “feel” senses by using options from a *Phantasm #* spell, each attack cancels one of the “feel” senses.

If a *Phantasm* has been given increased “size” by using options from a *Phantasm #* spell, the concussion hit damage from an attack is doubled for each option so used (e.g., if two options are used to increase the “size” to a 40' radius, the attack’s concussion hit damage is four times normal).

Even though the damage caused by a *Phantasm*’s strike is like a fist, the phantasm can seem to be striking with any weapon or attack (e.g., sword, Dragon claw, hoof, dagger, etc.).

A-9.17.15 ❖❖ **SLAYING CRITICALS FOR SPELLS**

When a certain type of spell delivers a critical to a specific Large or Super Large creature, a GM may want to treat the critical as “slaying” (i.e., use the Slaying columns on the Spells Against Creatures Critical Strike Table A-10.10.9, p. 239). This process should be used when a target is particularly vulnerable to the element or force of a spell. Some common examples include:

Creature	“Slaying” Spell
Air Elemental	Vacuum
Fire Drake	Ice Bolt
Cold Drake	Fire Bolt
Steel Golem	Lightning Bolt

A-9.17.16 ❖❖ **DREAMS AND SYMBOLOGY**

Dream spells and other divination spells are a valuable part of some fantasy environments, but some GMs are not comfortable with them. They represent an “outside” source of information that can skew a carefully planned story.

The GM may decide to be explicit in the information given, but it is recommended that any information be imparted through symbology and metaphor. Animals, music, smells, panoramas, and other elements may be used to convey general messages and vague clues to the information being sought.



Example: *Khale has decided to employ his Dream spell to discover whether he should travel to Golotha by ship or overland. That night he receives a dream of a sea-bird perched upon a piece of beached driftwood beneath a storming sky. Upon awaking, Khale realizes that he has received his dream, but it was not the decisive clue he was looking for, and has created more questions than it has answered. Grumbling about double-dealing GMs, he decides to purchase a horse and travel overland rather than risk the strange portents of the dream.*

In the above example, the dream might have implied that the PC would be shipwrecked, or that the journey would be dangerous but successful. It might have also been a storming sky because of other events in the background of the PC, rather than a reference to the journey itself. This method provides a check upon the abuse of these powerful spells.

A-9.17.17 ❖❖ **SPELL LIST AVAILABILITY**

A Gamemaster may wish to make certain spell lists harder to learn than others for a variety of reasons. This can be done by making certain lists unavailable in certain cultures, or very difficult or expensive to obtain access to.

Example: *Desert nomad Mentalists might have some trouble attempting to learn the Liquid Alteration list – not particularly common in their culture.*

Another approach could be to make access to certain lists controlled by guilds or craft associations, who might jealously guard their trade secrets from all but initiates. Some arts of magic (lists) might well be found only in rare, ancient tomes. There are a variety of approaches to limiting the flow of magical knowledge, and the one used by any particular GM will be dependent upon his world system. However, there should always be certain lists that are more or less “common knowledge” for members of each profession; usually these will be the profession’s base lists.

A-9.17.18 ❖❖ **VARIABILITY OF SPELL DURATION**

If a spell user has some means of tracking time precisely, it is possible to know exactly how long a given spell will last. Most spell users do not have such means, however, and should not be allowed to know exactly when a given duration is going to elapse. The GM may roll randomly to give a ±10-20% variability to the duration, or any other range the GM desires. This reflects the typical inability of one to accurately judge the precise passage of time.

Example: *A Magician casts a Fly spell that has a duration of 12 minutes. The player, having calculated out the distance to the far shore of a large inland lake, begins his flight. The GM rolls a 10% reduction in duration, and the player is going to be very surprised when he plunges into the lake unexpectedly.*

A-9.17.19 ❖❖ **RRS FOR AREA EFFECTS**

Radius effect spells do not allow a RR to avoid the attack or effect. However, if a caster tries to place the centerpoint of a radius effect on a target, the target receives a RR, with success indicating that the effect will be centered upon the target’s location at the time of the casting, and not upon the target himself. Note that this does not negate the effect, but prevents the effect from being “attached” to the target.



A-10 ATTACKS

Section 12.0 (p. 42) describes the general process used to resolve attacks. This section provides details on how to resolve various specific kinds of attacks. In addition, it includes all of the attack, critical, and miscellaneous tables needed to resolve attacks.

A-10.1 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 an "F" result, the attack has fumbled or failed, and a roll must be made on the Weapon Fumble Table A-10.11.1 (p. 240) or the Spell Failure Table A-10.11.2 (p. 241). Normally, a fumble roll is not modified, and a failure roll is only modified if a spell casting static maneuver fails (see p. 46).

HITS

A number result on all of the attack tables (except the Basic Spell Attack Table A-10.9.11, p. 230) 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 Basic Spell Attack Table A-10.9.11 (p. 230) 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 (p. 52). Then the attacker's level and the target's level are cross-indexed to obtain a number from the Resistance Roll Table T-3.4 (p. 230):

- 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 a letter indicates that the target has been given a critical strike (i.e., critical or crit). The letter (i.e., A, B, C, D, or E, F, G, H, or I) indicates the severity of the critical.

The critical type determines what critical table is used to resolve the critical (p. 231-239). The critical type for each type of attack is given at the bottom of the attack tables.

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.

Some of the expanded *Arms Law* and *Spell Law* attack tables provide additional severity codes: F, G, H, and I. Each of these indicate that multiple criticals are delivered. In addition, some of these tables provide a second letter that indicates the type of critical delivered: K=Krush, S=Slash, G=Grapple, etc.).

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 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 17.0 (p. 52) to avoid destruction.
- Some creatures are immune to certain types of criticals (e.g., Fire Demons are immune to fire and heat 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, Undead, etc.).
- Super Large Creatures (e.g., Dragons, Demons, etc.).

The charts in Appendix A-8 (p. 150) classify a variety of creatures as being large or super large for these purposes.

All attacks except for basic spell attacks have special critical strike tables (Tables A-10.10.7 - A-10.10.9, p. 237-239) 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 ('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 Large Creature Critical Strike Table A-10.10.7 (p. 237).
- For spell attacks, the first column of the Spells Against Creatures Critical Strike Table A-10.10.9 (p. 239).



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—'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 Super Large Creature Critical Strike Table A-10.10.8 (p. 238).
- For spell attacks, the third column of the Spells Against Creatures Critical Strike Table A-10.10.9 (p. 239).

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., 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 is used.

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 the appropriate table, 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 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 describes the game effects of the critical hit. The presentation of this information will always follow this format:

$$+BH - \beta \Sigma - \beta \Pi - \beta f - \beta(\alpha) - \beta(+\alpha)$$

where α and β are numbers. Unless specified otherwise, when β is not specified, it is assumed to be one. In general:

H	hits
Σ	rounds of stun
Π	rounds of no parry
π	rounds of must parry
f	hits per round
(- α)	penalty
(+ α)	bonus

Sometimes, the second and third items are combined (reading as $\Sigma\Pi$). Also, sometimes the third item is replaced with $\beta(\pi-\alpha)$ (there can never be both a Π and a π entry). Below is a more detailed explanation of the entries.

+BH – This indicates that the target of the attack takes an additional β hits of damage (e.g., "+5H").

βf – This indicates that the target of the attack will take β hits every round until the wound is healed (e.g., "3f"). This damage starts the round after the critical is delivered. "Bleeding" represents not only actual blood loss, but also represents ongoing pain.

$\beta \Sigma$ – This indicates that the target of the attack is stunned for β rounds (e.g., "5 Σ "). 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).

$\beta \Pi$ – This indicates that the target of the attack can't parry for β rounds (e.g., "3 Π "). The only allowable actions are movement and maneuvering (modified by at least -75).

$\beta(\pi-\alpha)$ – This indicates that the target of the attack must parry for β rounds with a penalty of $-\alpha$ (e.g., "3($\pi-20$)"). The only allowable actions are movement and maneuvering (modified by at least -75). When α is not specified it is assumed to be 0.

$\beta(-\alpha)$ – This indicates the target suffers a penalty of α for β rounds—i.e., all of the target's bonuses (except DB and RRs) are lowered by α . When β is not specified, the penalty is assumed to last until the wound is healed.

$\beta(+\alpha)$ – This indicates that the attacker gains a bonus of α for β rounds—i.e., all of the attacker's bonuses (except DB & RRs) are increased by α .



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. For every round of "stun" removed/relieved (due to a spell, a skill, an herb, etc.), the total number of rounds of "stun" decreases by one. A stunned character remains stunned until his total number of rounds of "stun" is reduced to zero.

While stunned, the target may not attack and may only parry with half of his offensive bonus. 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.



Part V
Appendices:
Attacks

A-10.2 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.

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.

SPECIAL ITEMS

There may be special items (usually magic items) in a GM's campaign which will impart an 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.



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 the 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 $+8 = (10 + 5) \div 2$. A +20 long bow firing a +0 arrow would have a weapon bonus of $+10 = (20 + 0) \div 2$.

POSITION & STATUS

At the GM's discretion, a bonus or penalty may adjust a combatant's attack roll 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.

PARRYING

As discussed in Appendix A-10.3, a combatant's OB is lowered for a specific attack by the amount he uses to parry.

RANGE

There is a modification to an attacker's attack roll 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.

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 Missile Weapon Attack Table A-10.9.4 (p. 223), Composite Bow 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.

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 OB receives a penalty equal to 100 minus the percentage of activity actually used to make the attack.

$$\text{OB Penalty} = (\% \text{ activity used for attack}) - 100$$

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 OB receives a penalty equal to 60 minus the percentage of activity actually used to make the attack.

$$\text{OB Penalty} = (\% \text{ activity used for attack}) - 60$$

Note that both of these modifications are penalties—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.*



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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.
Advantageous Position	varies	0	0	0	0	Cumulative with other position mods.
Target Status:						
Static Target	0	0	+10	+30	+10	Applies to prone and/or surprised targets not moving and 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	-5	-10	-5	Not cumulative with other Hits Taken mods.
51-75%	-20	-20	-10	-20	-10	Not cumulative with other Hits Taken mods.
76-100%	-30	-30	-20	-30	-20	Not cumulative with other Hits Taken mods.
% of Exhaustion Points Taken:						
26-50%	-10	-10	-5	-10	-5	Not cumulative with other ExPs Taken mods.
51-75%	-20	-20	-10	-20	-10	Not cumulative with other ExPs Taken mods.
76-90%	-30	-30	-15	-30	-15	Not cumulative with other ExPs Taken mods.
91-99%	-60	-60	-20	-60	-20	Not cumulative with other ExPs Taken mods.
100+%	-100	-100	-30	-100	-30	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-3.3, p. 213).



A-10.3 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. 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.

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). See Appendix A-4.1 (p. 105) for a detailed description of each armor type.

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.

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.

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 (p. 214).

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.

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.

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.

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. Sample bonuses are summarized in the Defensive Capabilities Table T-3.6 (p. 214).

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).*

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 *Rolemaster*.

Parrying Melee Attacks

A defender may parry one melee attack each 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 is the target of 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, p. 214).
- 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 (p. 214).

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.*



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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.

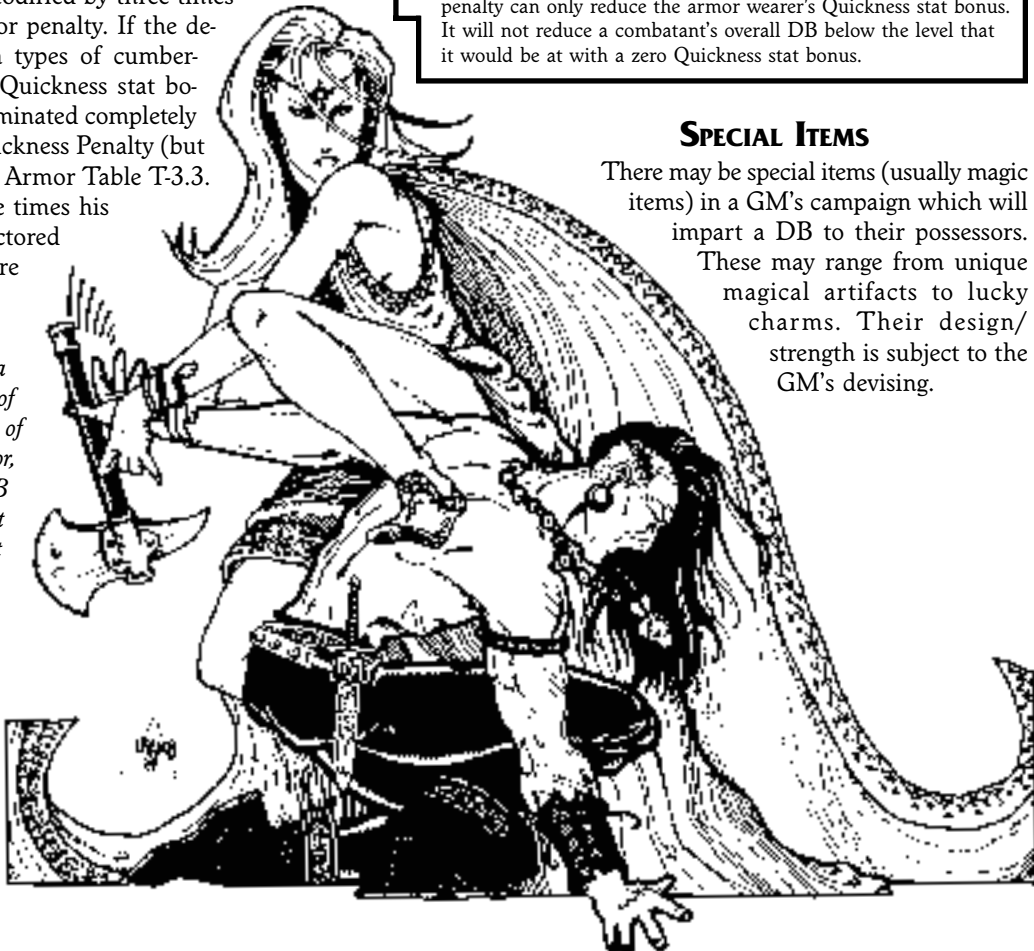
THE IMPORTANCE OF PARRYING

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.

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 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 a metal breastplate which reduces his tripled Quickness stat bonus by 10. Now when he is in combat, barring other modifiers, Skan is AT 17 with a Defensive Bonus of 17.*



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 8.4 (p. 34) and Appendix A-4.1 (p. 104).
- † – Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type—see Section 8.4 (p. 34) and Appendix A-4.1 (p. 104).
- ‡ – 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 and hands of a combatant (see Appendix A-10.4, p. 215).
- § – An Armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB—see Section 8.4 (p. 33) and Appendix A-10.3 (p.212). 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.

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

DEFENSIVE BONUS MOD. VERSUS:

Factor	Melee	Missile	Basic Spells	Directed Spells	Area Spells	Special
(Qu Stat Bonus) 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.

† — 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.

†† — 01-49% of the target can be seen.

†‡ — 50-75% of the target can be seen.



A-10.4 MISSILE ATTACKS

Missile attacks are resolved on the Missile Weapon Attack Table A-10.9.4 (p. 223) or the Thrown Weapon Attack Table A-10.9.6 (p. 225). Fumbles are resolved on the Weapon Fumble Table A-10.11.1 (p. 240).

RELOADING

The percentage activity requirements for reloading given in the Common Actions Table T-3.2 (p. 39) 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:

Stringing a Short Bow.....	+200%
Stringing a Composite Bow.....	+300%
Stringing a Long Bow.....	+300%

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 given below and on the Armor Table T-3.3 (see page 213).

ATs	Missile Attack Penalty
6.....	-5
10, 14, 18.....	-10
7, 8.....	-15
11, 15, 16.....	-20
12, 19.....	-30
20.....	-40

THE THROW & MELEE ACTION

If stationary, a 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 holds his melee weapon in his non-throwing hand.)

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 8.4, p. 33). It is the number that is subtracted from the attacker's combat roll. The Defensive Capabilities Table T-3.6 (p. 214) 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

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 (p. 211) 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-3.3, p. 213)
- 1 per 1% activity under 60% not used for the attack



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A-10.5 MELEE ATTACKS

Melee attacks are resolved on Attack Tables A-10.9.1 - A-10.9.6 (p. 220-227). Melee attack fumbles are resolved on Table A-10.11.1 (p. 240).

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 his other (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 determined by his Two-weapon Combat skill for that pair of weapons (see Appendix A-4.6, p. 113). 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, p. 214).
- If a combatant uses part of his OBs for parrying, he must decrease both his weapon OBs by that amount.
- See Appendix A-4.6 (p. 113) 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 a “Martial Arts • Striking” attack (e.g., bare fists, boxing, tackling, etc.), see Appendix A-4.12 (p. 120).

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 use suitable terrain features to get the “cover” defense bonuses outlined in Table T-3.6 (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.



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.

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 modification 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 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 in 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 (-30 + -10 +10 because it is the Deliberate Action Phase).*

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 (DB, see Section 8.4, p. 33). It is the number that is subtracted from the attacker's combat roll. The Defensive Capabilities Table T-3.6 (p. 214) 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



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 (p. 211) 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



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A-10.6

BASIC SPELL ATTACKS

Basic spell attacks are resolved on the Basic Spell Attack Table A-10.9.11 (p. 230). All spell failures are resolved on the Spell Failure Table A-10.11.2 (p. 241).

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 attack are modifications to the target's resistance roll (see Section 17.0, p. 52). If the target fails its RR, it is affected by the spell.

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.



THE TARGET

The column of the Basic Attack Table 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.

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 (DB, see Section 8.4, p. 33). It is the number that is subtracted from the attacker's basic spell attack roll. The Defensive Capabilities Table T-3.6 (p. 214) summarizes the primary factors which affect a defender's DB.

Defensive Bonus for Basic Spell Attacks =

- + Special Item Bonuses
- + Position and Cover Bonuses

OFFENSIVE BONUS

The offensive bonus is added to the attacker's basic spell attack roll during the resolution of a given attack. The Offensive Capabilities Table T-3.5 (p. 211) summarizes the primary factors which affect an attacker's OB.

Offensive Bonus for Basic Spell Attacks =

- + Skill Rank with the spell's list
- + Special Item Bonuses
- ± Status Bonuses/Penalties
- ± Range Modifications (on attack table)

BASIC SPELL ATTACK TABLE A-10.9.11

	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 100	-110	-115	-125	-105	-110	-125	-105	-115	-125	100 UM
UM 98-99	-85	-90	-100	-80	-85	-100	-80	-90	-100	98-99 UM
UM 96-97	-60	-65	-75	-55	-60	-75	-55	-65	-75	96-97 UM
93-95	-50	-45	-55	-35	-40	-55	-35	-45	-55	93-95
89-92	-45	-40	-50	-30	-35	-50	-30	-40	-50	89-92
85-88	-40	-35	-45	-25	-30	-45	-25	-35	-45	85-88
81-84	-35	-30	-40	-20	-25	-40	-20	-30	-40	81-84
77-80	-30	-25	-35	-15	-20	-35	-15	-25	-35	77-80
73-76	-25	-20	-30	-10	-15	-30	-10	-20	-30	73-76
69-72	-10	-15	-25	-5	-10	-25	-5	-15	-25	69-72
65-68	-5	-10	-20	0	-5	-20	-5	-10	-20	65-68
61-64	-5	-5	-15	0	-5	-15	0	-5	-15	61-64
57-60	0	-5	-10	+5	0	-10	0	-5	-10	57-60
53-56	0	0	-5	+10	0	-5	+5	0	-5	53-56
49-52	+5	0	0	+15	+5	0	+10	0	0	49-52
45-48	+10	+5	0	+20	+10	0	+15	+5	0	45-48
41-44	+15	+10	+5	+25	+15	+5	+20	+10	+5	41-44
37-40	+20	+15	+15	+30	+20	+15	+25	+15	+15	37-40
33-36	+25	+20	+20	+35	+25	+20	+30	+20	+20	33-36
29-32	+30	+25	+30	+40	+30	+30	+35	+25	+30	29-32
25-28	+35	+30	+35	+45	+35	+35	+45	+30	+35	25-28
21-24	+40	+35	+45	F	+40	+45	F	+35	+45	21-24
17-20	+45	+40	+50	F	+45	+50	F	+40	+50	17-20
13-16	F	+45	+60	F	F	+60	F	+45	+60	13-16
09-12	F	F	+65	F	F	+65	F	F	+65	09-12
05-08	F	F	+70	F	F	+70	F	F	+70	05-08
03-04	F	F	F	F	F	F	F	F	F	03-04
UM 01-02	F	F	F	F	F	F	F	F	F	01-02 UM

Key:
F - Spell Fails, roll on Table A-10.11.2 (p. 241).
UM - Unmodified roll. Apply result with no modifications.

Range Modifiers:

Range	Modifier
Touching	+30
0' - 10'	+10
11' - 50'	0
51' - 100'	-10
101' - 300'	-20
301' +	-30



Standard Attack Roll Modifications for Defender:
Special Bonus due to items..... varies
Full "Soft" or "Hard" cover..... -20
Half "Soft" or "Hard" cover..... -10

Standard Attack Roll Modifications for Attacker:
Attacker's skill rank for the spell's list varies
Special bonus due to items or the spell varies
If target is static +10
Attacker has taken 26-50% of his hits -5
Attacker has taken 51-75% of his hits -10
Attacker has taken 76%+ of his hits -15
Attacker has used 26-50% of his exhaustion points -5
Attacker has used 51-75% of his exhaustion points -10
Attacker has used 76-90% of his exhaustion points -15
Attacker has used 91-99% of his exhaustion points -20
Attacker has used 100%+ of his exhaustion points -30

RESISTANCE ROLL TABLE T-3.4

Target Level	Attack Level of the Spell Caster															Target Level	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15		>15†
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

† -For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

A-10.7 DIRECTED SPELL ATTACKS

Directed spell attacks are resolved on the Bolt Spell Attack Table A-10.9.9 (p. 228). All spell failures are resolved on the Spell Failure Table A-10.11.2 (p. 241).

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 different critical type and OB modifier as given at the bottom of the table .

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.

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 (DB, see Section 8.4, p. 33). It is the number that is subtracted from the attacker's directed spell attack roll. The Defensive Capabilities Table T-3.6 (p. 214) 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

OFFENSIVE BONUS

The offensive bonus is added to the attacker's directed spell attack roll during the resolution of a given attack. The Offensive Capabilities Table T-3.5 (p. 211) summarizes the primary factors which affect an attacker's OB.

Offensive Bonus for Directed Spell Attacks =

- + Directed Spells Skill Bonus for the spell
- + Special Item Bonuses
- ± Status Bonuses/Penalties
- ± Range Modifications (on attack table)



Directed Spell

A-10.8 AREA SPELL ATTACKS

Area spell attacks are resolved on the Ball Spell Attack Table A-10.9.10 (p. 229). All spell failures are resolved on the Spell Failure Table A-10.11.2 (p. 241).

An area attack spell uses one of the forms of Essence (earth, water, air, heat, cold, or light) into a physical attack on a target area (i.e., a ball or sphere). Such a spell attacks each target within its radius—make an attack roll against each target. Since such a spell concentrates force to attack its targets physically, the targets are not entitled to resistance rolls. Each spell of this type has a different critical type and OB modifier as given at the bottom of the attack table .

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.

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.

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 8.4, p. 33). It is the number that is subtracted from the attacker's area spell attack roll. Table T-3.6 (p. 214) summarizes the factors which affect a defender's DB.

Defensive Bonus for Directed Spell Attacks =

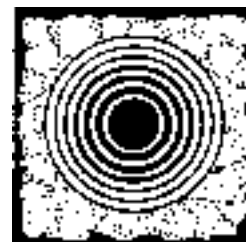
- + Half of Armor Quality Bonus
- ± Bonus for Helmet
- + (3 x Quickness Stat Bonus
- Armor Quickness Penalty) *[minimum of 0]*
- + Position and Cover Bonuses
- + Special Item Bonuses

OFFENSIVE BONUS

The offensive bonus is added to the attacker's area spell attack roll during the resolution of a given attack. The Offensive Capabilities Table T-3.5 (p. 211) summarizes the primary factors which affect an attacker's OB.

Offensive Bonus for Directed Spell Attacks =

- + Skill Rank with the spell's list
- + Special Item Bonuses
- ± Status Bonuses/Penalties
- ± Range Modifications (on attack table)
- + 20 for target at the center point of the spell



Area Spell



Part V Appendices: Attacks



Cold



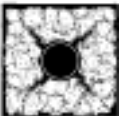
Fire



Impact



Lightning



Shock



Water

ONE-HANDED CONCUSSION WEAPON ATTACK TABLE A-10.9.1

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148-150	12E	14E	16E	18E	19E	19E	22E	22E	14E	16E	20E	20E	15E	15E	20E	23E	15E	18E	21E	23E	148-150
145-147	12E	14E	16E	18E	19E	19E	22E	22E	14E	16E	20E	20E	15E	15E	20E	23E	15E	18E	21E	22E	145-147
142-144	12D	14D	15D	17E	18E	18E	21E	21E	13D	15E	19E	19E	15E	15E	19E	22E	14E	17E	20E	22E	142-144
139-141	12C	13C	15D	17E	18D	18D	20D	20E	13D	15D	18D	18E	14D	14D	19E	21E	14E	16E	20E	21E	139-141
136-138	11C	13C	15D	16D	17D	17D	20D	20D	13D	14D	18D	17E	14D	14D	18D	20E	13D	16E	19E	20E	136-138
133-135	11B	13C	14C	16D	17D	17D	19D	19D	12C	14D	17D	17D	13C	13D	17D	20D	12D	15D	18E	19E	133-135
130-132	11B	12B	14C	15D	16C	16D	19D	18D	12C	13D	16D	16D	13C	13D	17D	19D	12D	15D	18E	19E	130-132
127-129	10A	12B	13C	15D	16C	16C	18C	18D	11C	12C	16C	15D	13C	13D	16D	18D	11C	14D	17D	18D	127-129
124-126	10A	12A	13B	14C	15C	15C	17C	17D	11C	12C	15C	15D	12C	12C	16C	17D	11C	13C	17D	17D	124-126
121-123	10A	11A	12B	14C	15B	15C	17C	16C	10C	11C	14C	14D	12C	12C	15C	17D	10C	13C	16D	16D	121-123
118-120	10	11A	12B	13C	14B	14B	16C	16C	10B	11C	14C	13C	12B	11C	14C	16C	10C	12C	16D	16D	118-120
115-117	9	11A	12A	13B	14B	14B	15C	15C	10B	10B	13C	13C	11B	11C	14C	15C	9B	11C	15D	15C	115-117
112-114	9	10	11A	12B	13A	13B	15B	14C	9B	10B	12C	12C	11B	11C	13C	14C	8B	11B	14C	14C	112-114
109-111	9	10	11A	12B	13A	13A	14B	14C	9B	9B	12B	11C	10B	10B	13B	14C	8B	10B	14C	13C	109-111
106-108	9	10	10A	11A	12A	12A	14B	13B	8A	9B	11B	10C	10B	10B	12B	13B	7A	10B	13C	13B	106-108
103-105	8	9	10	11A	12	12A	13A	12B	8A	8B	10B	10C	10A	9B	11B	12B	7A	9A	13C	12B	103-105
100-102	8	9	9	10A	11	11A	12A	12B	7A	7A	10B	9B	9A	9B	11B	11B	6A	8A	12C	11B	100-102
97-99	8	8	9	10A	11	11	12A	11B	7A	7A	9B	8B	9A	9B	10B	11B	6	8A	12B	10A	97-99
94-96	7	8	9	9A	10	10	11A	11A	7A	6A	8A	8B	9A	8A	10B	10B	5	7A	11B	10A	94-96
91-93	7	8	8	9	10	10	10	10A	6	6A	8A	7B	8A	8A	9A	9A	4	7	10B	9A	91-93
88-90	7	7	8	8	10	9	10	9A	6	5	7A	6B	8	7A	8A	8A	4	6	10A	8	88-90
85-87	7	7	7	8	9	9	9	9A	5	5	6A	5A	7	7A	8A	8A	3	-	9A	-	85-87
82-84	6	7	7	7	9	8	9	8	5	4	6	5A	7	7	7A	7A	3	-	9A	-	82-84
79-81	6	6	6	7	8	8	8	7	4	4	5	4A	7	6	7A	6A	-	-	8A	-	79-81
76-78	6	6	6	6	8	7	7	7	4	3	4	3A	6	6	6	5A	-	-	-	-	76-78
73-75	6	6	6	6	7	6	7	6	4	2	4	3	6	5	5	5	-	-	-	-	73-75
70-72	5	5	5	5	7	6	6	5	3	2	3	2	6	5	5	4	-	-	-	-	70-72
67-69	5	5	5	5	6	5	5	5	3	-	2	-	5	5	4	-	-	-	-	-	67-69
64-66	5	5	4	4	6	5	5	4	2	-	2	-	5	4	4	-	-	-	-	-	64-66
61-63	4	4	4	4	5	4	4	3	2	-	-	-	4	4	-	-	-	-	-	-	61-63
58-60	4	4	3	3	4	4	3	2	-	-	-	-	4	-	-	-	-	-	-	-	58-60
55-57	4	4	3	2	4	3	3	2	-	-	-	-	4	-	-	-	-	-	-	-	55-57
52-54	4	3	2	2	3	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	52-54
49-51	3	3	2	1	3	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	3	3	2	1	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	3	2	1	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	3	2	1	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

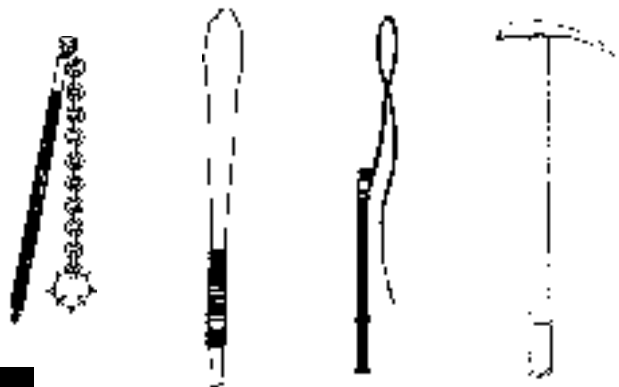
TYPICAL WEAPON DATA

Length: 2 - 3 feet
Weight: 3.5 - 8 pounds
Fumble Range: 01 - 02^{UM} (XX=2)
Critical Type: Krush (p. 233)

Range Modifiers: -



F – Weapon fumbled, roll on Table A-10.11.1 (p. 240).
UM – Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Blackjack	01	Krush	-25	150	C
Cat of Nine Tails † ‡	01-07	Krush	+5	130	E
Club	01-04	Krush	-15	135	E
Fist (armored)	01-02	Krush	-25	120	B
Jo Stick (used 1-handed)	01-03	Krush	-10	135	E
Mace	01-02	Krush	+0	150	E
Morning Star	01-08	Krush	+10	150	E
Nunchaku (used 1-handed)	01-07	Krush	+5	150	E
Tonfa	01-04	Krush	-5	145	E
War Hammer	01-04	Krush	-10	150	E
Whip † ‡	01-06	Krush	+0	120	D

† – Half hits versus armored foe.
 ‡ – Double hits versus no armor.

ONE-HANDED EDGED WEAPON ATTACK TABLE A-10.9.2

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148-150	8D	10D	12E	14E	15E	15E	18E	18E	16E	18E	18E	22E	22E	20E	25E	28E	22E	25E	28E	30E	148-150
145-147	8C	10C	12D	14E	15D	15D	18E	18E	16E	18E	22E	21E	20E	20E	25E	27E	21E	24E	27E	29E	145-147
142-144	8C	10C	12D	13D	15D	14D	17D	17E	15D	17E	21E	21E	19E	19E	24E	26E	21E	24E	27E	28E	142-144
139-141	8B	10B	11C	13D	14D	14D	17D	17D	15D	16D	20D	20E	19E	19E	23E	26E	20E	23E	26E	27E	139-141
136-138	8B	9B	11C	13D	14C	14C	16D	16D	14D	16D	19D	19E	18D	18E	22E	25E	19E	22E	25E	26E	136-138
133-135	7A	9B	11B	12D	13C	13C	15C	15D	14C	15D	19D	18D	18D	18D	22D	24E	18E	21E	24E	25E	133-135
130-132	7A	9A	10B	12C	13B	13C	15C	15D	13C	15D	18D	18D	17D	17D	21D	23D	17D	20E	24E	24E	130-132
127-129	7A	9A	10B	11C	12B	12B	14C	14C	13C	14C	17D	17D	17C	17D	20D	22D	17D	19D	23E	23E	127-129
124-126	7A	8A	10B	11C	12B	12B	14C	14C	12C	13C	16C	16D	16C	16D	19D	21D	16D	18D	22E	22E	124-126
121-123	7	8A	9A	10B	12A	11B	13B	13C	12C	13C	15C	15D	16C	16D	19D	20D	15D	18D	21E	22E	121-123
118-120	6	8	9A	10B	11A	11A	13B	12C	11B	12C	15C	14C	15C	15C	18D	19D	14D	17D	20D	20D	118-120
115-117	6	7	8A	10B	11A	10A	12B	12C	11B	11C	14C	14C	15C	14C	17C	19D	14C	16D	20D	19D	115-117
112-114	6	7	8A	9A	10A	10A	12B	11B	10B	11B	13C	13C	14C	14C	17C	18D	13C	15D	19D	19D	112-114
109-111	6	7	8A	9A	10A	10A	11A	11B	10B	10B	13C	12C	14B	13C	16C	17C	12C	14C	18D	18D	109-111
106-108	6	7	7	8A	9	9A	10A	10B	9A	9B	12B	11C	13B	13C	15C	16C	11C	13C	17D	17D	106-108
103-105	5	6	7	8A	9	9	10A	9B	9A	9B	11B	11C	13B	12C	14C	15C	10B	13C	17D	16D	103-105
100-102	5	6	7	7A	9	8	9A	9A	8A	8B	11B	10B	12B	12B	14B	14C	10B	12B	16D	15C	100-102
97-99	5	6	6	7	8	8	9	8A	8A	8A	10B	9B	12B	11B	13B	13B	9A	11B	15C	14C	97-99
94-96	5	6	6	6	8	7	8	8A	7A	7A	9A	8B	11A	12B	12B	12B	8A	10B	14C	12C	94-96
91-93	5	5	6	6	7	7	8	7A	7	6A	8A	7B	11A	10B	11B	12B	7	9A	13C	12B	91-93
88-90	4	5	5	6	7	6	7	6	6	6	8A	7B	10A	10B	11B	11B	6	8	13C	11B	88-90
85-87	4	5	5	5	6	6	6	6	6	5	7A	6B	10A	9A	10A	10B	6	7	12B	10A	85-87
82-84	4	4	5	5	6	6	6	5	5	4	6	5A	9	9A	9A	9A	5	7	11B	9	82-84
79-81	4	4	4	4	6	5	5	5	5	4	5	4A	9	8A	9A	8A	4	6	10A	8	79-81
76-78	4	4	4	4	5	5	5	4	4	3	5	4A	8	8	8A	7A	3	-	10A	-	76-78
73-75	4	4	3	3	5	4	4	3	4	3	4	3	8	7	7	6A	-	-	9	-	73-75
70-72	3	3	3	3	4	4	4	3	3	2	3	2	7	7	6	6A	-	-	8	-	70-72
67-69	3	3	3	3	4	3	3	2	3	-	2	-	7	6	6	5	-	-	-	-	67-69
64-66	3	3	2	2	3	3	3	2	2	-	2	-	6	5	5	4	-	-	-	-	64-66
61-63	3	3	2	2	3	2	2	1	2	-	-	-	6	5	4	-	-	-	-	-	61-63
58-60	2	2	2	1	3	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-	58-60
55-57	2	2	1	1	2	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-	55-57
52-54	2	2	1	1	2	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-	52-54
49-51	2	2	1	-	1	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-	49-51
46-48	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

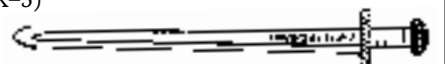
WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Bastard Sword (used 1-handed)	01-04	Slash	-5	150	E
Broadsword	01-03	Slash	+0	150	E
Cutlass	01-03	Slash	-5	150	E
Dagger	01	Puncture	-10	110	D
Falchion ‡	01-05	Slash	+0	150	E
Foil †	01-03	Puncture	-15	110	D
Handaxe	01-04	Slash	+10	150	E
Katana ‡	01-03	Slash	+5	150	E
Long Sword	01-04	Slash	+0	150	E
Main Gauche	01-02	Puncture	-5	120	D
Rapier †	01-04	Puncture	+10	130	E
Sabre	01-03	Slash	+0	150	E
Sai	01-02	Puncture	-10	120	D
Scimitar	01-04	Slash	+0	150	E
Short Sword	01-02	Slash	+0	135	E
Tomahawk	01-04	Slash	+0	140	E

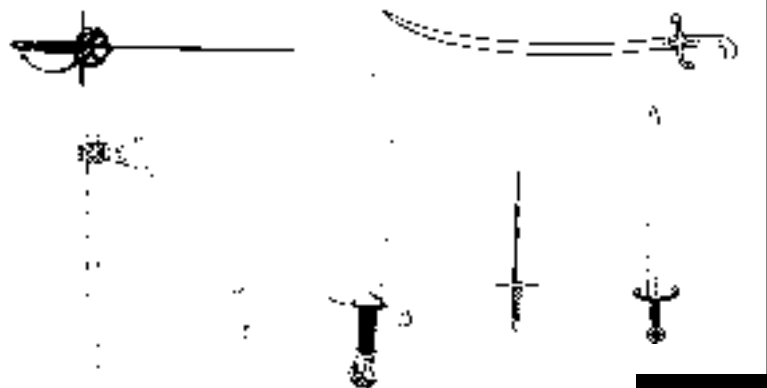
† – Delivers only half of the hits indicated.
‡ – Delivers an extra 50% of the hits indicated.

TYPICAL WEAPON DATA

Length: 2 - 3.5 feet
Weight: 3 - 5 pounds
Fumble Range: 01 - 03 ^{UM} (XX=3)
Range Modifiers: -
Critical Type: Slash (p. 235)



F – Weapon fumbled, roll on Table A-10.11.1 (p. 240).
UM – Unmodified roll. Apply result with no modifications.

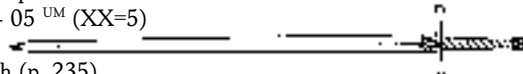


TWO-HANDED WEAPON ATTACK TABLE A-10.9.3

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148-150	19E	21E	23E	25E	33E	33E	36E	36E	34E	36E	40E	40E	34E	34E	39E	42E	38E	41E	44E	46E	148-150
145-147	19E	21E	23E	24E	32E	32E	35E	35E	33E	35E	38E	39E	33E	33E	38E	41E	36E	39E	43E	44E	145-147
142-144	18E	20E	22E	24E	31E	31E	34E	34E	32E	33E	37E	37E	32E	32E	37E	39E	34E	38E	41E	42E	142-144
139-141	18D	20D	21E	23E	30E	30E	33E	32E	31E	32E	35E	36E	31E	31E	35E	38E	33E	36E	40E	41E	139-141
136-138	17D	19D	20D	22E	29E	29E	31E	31E	29E	30E	34E	34E	30E	30E	34E	36E	31E	34E	38E	39E	136-138
133-135	17D	18D	20D	21D	28D	28D	30D	30E	28D	29E	32E	33E	29D	29E	33E	35E	29E	32E	37E	37E	133-135
130-132	16C	18C	19D	20D	27D	27D	29D	28D	27D	27D	31D	31E	28D	28D	31E	34E	28E	31E	35E	35E	130-132
127-129	16C	17C	18D	19D	26D	26D	28D	27D	26D	26D	29D	30D	27D	27D	30D	32E	26D	29D	34E	34E	127-129
124-126	16C	17C	18C	19D	25D	25D	27D	26D	25D	25D	28D	28D	26D	26D	29D	31D	24D	27D	32E	32E	124-126
121-123	15B	16C	17C	18D	24C	24D	25D	25D	23C	23D	26D	27D	25D	24D	28D	30D	22D	26D	31E	30D	121-123
118-120	15A	15B	16C	17C	23C	23C	24C	23D	22C	22D	25D	26D	24C	23D	26D	28D	21D	24D	30D	28D	118-120
115-117	14A	15B	15C	16C	22C	22C	23C	22D	21C	20D	23D	24D	23C	22D	25D	27D	19D	22D	28D	27D	115-117
112-114	14A	14A	15B	15C	21C	21C	22C	21C	20C	19C	22C	23D	22C	21D	24D	25D	17D	21D	27D	25D	112-114
109-111	13	14A	14B	15C	20B	20C	21C	20C	19C	17C	20C	21C	21C	20C	22D	24D	16C	19C	25D	23D	109-111
106-108	13	13A	13A	14B	19B	19B	19C	18C	18C	16C	19C	20C	20C	19C	21C	23D	14C	17C	24D	21D	106-108
103-105	12	13	13A	13B	18A	18B	18B	17C	16B	14C	17C	18C	19C	18C	20C	21C	12C	16C	22D	20D	103-105
100-102	12	12	12A	12B	17A	17A	17B	16C	15B	13C	16C	17C	18B	17C	19C	20C	10C	14C	21D	18C	100-102
97-99	11	11	11A	11A	17A	16A	16B	15C	14B	12B	14C	15C	17B	16C	17C	18C	9C	12B	20C	16C	97-99
94-96	11	11	10	10A	16	15A	15A	13B	13A	10B	13C	14C	16B	15C	16C	17C	7B	10B	18C	14C	94-96
91-93	10	10	10	10A	15	14A	13A	12B	12A	9B	11B	13B	15B	14B	15B	16B	5A	9A	17C	13B	91-93
88-90	10	10	9	9A	14	13	12A	11B	10A	7A	10B	11B	14A	13B	13B	14B	-	7	15C	11A	88-90
85-87	9	9	8	8	13	11	11	10A	9	6A	8B	10B	13A	12B	12B	13B	-	-	14C	9	85-87
82-84	9	8	8	7	12	10	10	8A	8	4A	7A	8B	12A	11B	11B	11B	-	-	12B	-	82-84
79-81	8	8	7	6	11	9	9	7A	7	3	5A	7A	11A	9A	10A	10A	-	-	11B	-	79-81
76-78	8	7	6	6	10	8	7	6A	6	-	4A	5A	10	8A	8A	9A	-	-	9A	-	76-78
73-75	7	7	6	5	9	7	6	4	4	-	-	4A	9	7A	7A	7A	-	-	-	-	73-75
70-72	7	6	5	4	8	6	5	3	3	-	-	-	8	6	6A	6A	-	-	-	-	70-72
67-69	6	6	4	3	7	5	4	2	-	-	-	-	7	5	-	-	-	-	-	-	67-69
64-66	6	5	3	2	6	4	3	-	-	-	-	-	6	-	-	-	-	-	-	-	64-66
61-63	5	4	3	-	5	3	-	-	-	-	-	-	5	-	-	-	-	-	-	-	61-63
58-60	5	4	2	-	4	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	58-60
55-57	5	3	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	55-57
52-54	4	3	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	52-54
49-51	4	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

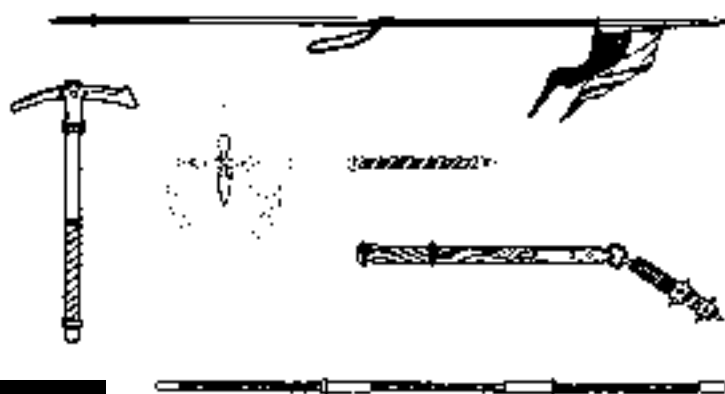
Length: 2.5 - 4 feet **Range Modifiers:** -
Weight: 5 - 9 pounds
Fumble Range: 01 - 05^{UM} (XX=5)
Critical Type: Slash (p. 235)



F – Weapon fumbled, roll on Table A-10.11.1 (p. 240).
UM – Unmodified roll. Apply result with no modifications.

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Bastard Sword (used 2-handed)	01-05	Slash	-5	140	E
Battle Axe	01-05	Slash	+0	150	E
Claymore	01-04	Slash	-5	150	E
Cudgel	01-03	Krush	+15	110	D
Flail	01-08	Krush	+5	145	E
Jo Stick (used 2-handed)	01-05	Krush	+10	140	E
Lance (used while mounted)	01-07	Puncture	-5	150	E
No-Dachi	01-05	Slash	+5	150	E
Nunchaku (used 2-handed)	01-07	Krush	+0	145	E
Pick	01-06	Krush	-5	150	E
Quarterstaff	01-03	Krush	+10	140	E
Two-Handed Axe	01-04	Slash	+10	120	E
Two-Handed Sword	01-05	Slash	+0	150	E
War Mattock	01-06	Krush	+5	150	E
Woodsman Axe	01-04	Slash	+15	120	D



MISSILE WEAPON ATTACK TABLE A-10.9.4

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148-150	12E	14E	16E	18E	23E	23E	26E	26E	21E	23E	27E	27E	22E	22E	27E	30E	20E	23E	26E	28E	148-150
145-147	12D	14D	16E	18E	22E	22E	22E	25E	20E	22E	26E	26E	22E	22E	26E	29E	19E	22E	25E	27E	145-147
142-144	12C	13C	15D	17E	22E	22E	24E	24E	20E	21E	25E	25E	21E	21E	25E	28E	18E	21E	25E	26E	142-144
139-141	11C	13C	14D	16D	21E	21E	23E	23E	19D	20E	24E	24E	20E	20E	24E	27E	17E	20E	24E	25E	139-141
136-138	11B	12B	14C	15D	20E	20E	22E	22E	18D	19E	23D	23D	20D	19E	24E	26E	16E	20E	23E	24E	136-138
133-135	11B	12B	13C	15D	19E	19E	21E	21E	17D	18D	22D	22D	19D	19D	23D	25E	16D	19E	22E	23E	133-135
130-132	10B	11B	13C	14D	19D	18D	20D	20E	16C	17D	20D	21D	18D	18D	22D	24D	15D	18D	21E	22E	130-132
127-129	10A	11A	12B	13C	18D	17D	19D	19D	15C	16C	19D	20D	17D	17D	21D	23D	14D	17D	21E	21E	127-129
124-126	9A	11A	11B	12C	17D	17D	18D	18D	15C	15C	18C	18D	17C	17D	20D	22D	13D	16D	20D	20D	124-126
121-123	9A	10A	11B	12C	16D	16D	17D	17D	14C	14C	17C	17D	16C	16D	19D	21D	12C	15D	19D	19D	121-123
118-120	9A	10A	10A	11B	15D	15D	16D	16D	13C	13C	16C	16C	15C	15D	18D	20D	11C	14C	18D	18D	118-120
115-117	8	9A	10A	10B	15C	14D	15D	15D	12B	12C	15C	15C	15C	14C	17C	19D	10C	13C	18D	17D	115-117
112-114	8	9A	9A	9B	14C	13C	14C	14D	11B	11C	14C	14C	14C	14C	16C	18C	9C	12C	17D	16D	112-114
109-111	8	8	8A	9B	13C	12C	13C	13D	11B	10B	13C	13C	13C	13C	15C	17C	8C	11C	16D	15C	109-111
106-108	7	8	8A	8A	12C	12C	12C	12C	10B	9B	12B	12C	13B	12C	15C	16C	7B	10B	15C	14C	106-108
103-105	7	7	7A	7A	11B	11C	11C	11C	9B	8B	10B	11B	12B	12C	14C	15C	6B	9B	14C	13C	103-105
100-102	6	7	6	6A	11A	10C	10C	10C	8A	7B	9B	10B	11B	11C	13B	14B	5A	9B	14C	12B	100-102
97-99	6	6	6	6A	10A	9B	9C	8C	7A	6B	8B	9B	11B	10C	12B	13B	4A	8A	13C	11B	97-99
94-96	6	6	5	5A	9	8A	8B	7C	6A	5A	7B	8B	10B	9B	11B	12B	3A	7A	12B	10A	94-96
91-93	5	5	5	4A	8	7A	7A	6C	6A	4A	6A	7B	9B	9B	10B	11B	-	6	11B	9A	91-93
88-90	5	5	4	3	8	7	6A	5B	5	3A	5A	5A	9A	8B	9B	10B	-	-	10B	8	88-90
85-87	5	4	3	3	7	6	5	4B	4	2	4A	4A	8A	7B	8B	9A	-	-	10A	-	85-87
82-84	4	4	3	2	6	5	4	3A	3	-	3A	3A	7A	7B	7A	8A	-	-	9A	-	82-84
79-81	4	3	2	1	5	4	3	2A	2	-	-	2A	6A	6A	6A	7A	-	-	8A	-	79-81
76-78	4	3	2	-	4	3	2	1A	-	-	-	-	6A	5A	6A	6A	-	-	-	-	76-78
73-75	3	2	1	-	4	2	1	-	-	-	-	-	5	4A	5A	5A	-	-	-	-	73-75
70-72	3	2	-	-	3	2	-	-	-	-	-	-	4	4	4	4	-	-	-	-	70-72
67-69	2	1	-	-	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-	67-69
64-66	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	64-66
61-63	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	61-63
58-60	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	58-60
55-57	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	55-57
52-54	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	52-54
49-51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Blow Gun	01-05	Puncture	+5	140	E
Composite Bow	01-04	Puncture	+5	150	E
Heavy Crossbow	01-05	Puncture	+10	150	E
Light Crossbow	01-05	Puncture	+0	140	E
Longbow	01-05	Puncture	+0	150	E
Short Bow	01-04	Puncture	+0	130	E
Sling	01-06	Krush	+0	140	E

TYPICAL WEAPON DATA

Length: 5 - 7 feet	Range Modifiers: 1' - 10': +20
Weight: 2 - 3 pounds	11' - 100': +0
Fumble Range: 01 - 05 ^{UM} (XX=5)	101' - 200': -30
	201' - 300': -40
Critical Type: Puncture (p. 234)	301' - 400': -50

F – Weapon fumbled, roll on Table A-10.11.1 (p. 240).
UM – Unmodified roll. Apply result with no modifications.

Ranges (with OB Modifiers in parentheses):

Weapon	Point Blank	Short	Medium	Long	Extreme Long
Blow Gun	1-10' (+0)	11-25' (+0)	26-50' (-20)	51-100' (-40)	-
Composite Bow	1-10' (+25)	11-100' (+0)	101-200' (-35)	201-300' (-60)	-
Heavy Crossbow	1-10' (+30)	11-100' (+0)	101-200' (-25)	201-300' (-40)	301-360' (-55)
Light Crossbow	1-10' (+15)	11-100' (+0)	101-200' (-35)	201-300' (-50)	301-360' (-75)
Long Bow	1-10' (+20)	11-100' (+0)	101-200' (-30)	201-300' (-40)	301-400' (-50)
Short Bow	1-10' (+10)	11-100' (+0)	101-180' (-40)	181-240' (-70)	-
Sling	1-10' (+15)	11-60' (+0)	61-120' (-40)	121-180' (-65)	-



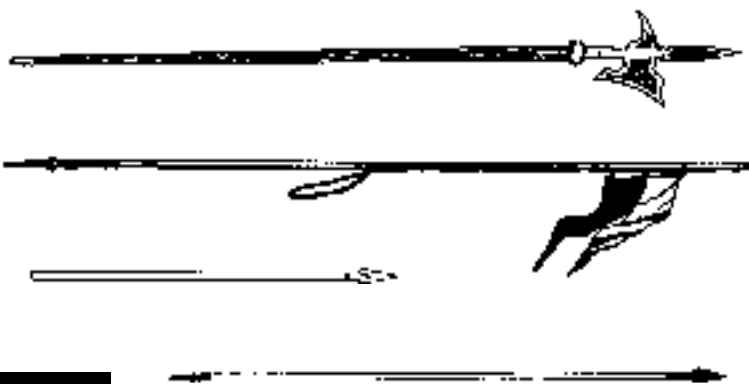
POLE ARM WEAPON ATTACK TABLE A-10.9.5

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148-150	16E	18E	20E	22E	25E	25E	28E	28E	26E	28E	32E	32E	30E	30E	35E	38E	32E	35E	38E	40E	148-150
145-147	16D	18D	20E	21E	24E	24E	27E	27E	25E	27E	31E	31E	29E	29E	34E	37E	31E	34E	37E	38E	145-147
142-144	15C	17D	19D	21E	24D	24D	26D	26E	24E	26E	30E	30E	28E	28E	33E	35E	29E	32E	36E	37E	142-144
139-141	15C	17C	18D	20D	23D	23D	25D	25E	23E	25E	28E	28E	28E	27E	32E	34E	28E	31E	34E	35E	139-141
136-138	15B	16C	18C	19D	22D	22D	24D	24D	23D	24E	27D	27E	27E	27E	30E	33E	27E	29E	33E	34E	136-138
133-135	14A	16B	17C	18D	21C	21C	23D	23D	22D	23D	26D	26E	26D	26E	29E	32E	25E	28E	32E	32E	133-135
130-132	14A	15B	16B	18C	21C	20C	22C	22D	21D	21D	25D	25D	25D	25D	28D	30E	24D	27E	31E	31E	130-132
127-129	13A	15A	16B	17C	20C	20C	22C	21D	20C	20D	24D	24D	24D	24D	27D	29D	23D	25D	30E	29E	127-129
124-126	13A	14A	15B	16C	19B	19B	21C	20C	19C	19D	22D	22D	23D	23D	26D	28D	21D	24D	28E	28E	124-126
121-123	12	13A	14A	15C	18B	18B	20C	19C	18C	18C	21C	21D	22C	22D	25D	26D	20D	22D	27E	26D	121-123
118-120	12	13	14A	14B	18A	17B	19B	18C	17C	17C	20C	20D	22C	21D	23D	25D	19D	21D	26D	25D	118-120
115-117	12	12	13A	14B	17A	16A	18B	17C	16C	16C	19C	19D	21C	20D	22D	24D	17D	20D	25D	23D	115-117
112-114	11	12	12A	13B	16A	16A	17B	16B	15B	15C	18C	17C	20C	19C	21C	23D	16C	18D	23D	22D	112-114
109-111	11	11	12A	12A	15A	15A	16A	15B	14B	14C	16C	16C	19C	18C	20C	21D	15C	17C	22D	20D	109-111
106-108	10	11	11	11A	15	14A	15A	14B	14B	13B	15C	15C	18C	17C	19C	20C	13C	15C	21D	19D	106-108
103-105	10	10	10	11A	14	13	14A	13B	13B	11B	14B	14C	17B	16C	18C	19C	12C	14C	20D	17C	103-105
100-102	9	10	10	10A	13	12	13A	12A	12A	10B	13B	13C	16B	16C	17C	17C	11B	13C	19C	16C	100-102
97-99	9	9	9	9	12	12	12	11A	11A	9B	12B	11C	15B	15C	15C	16C	9A	11B	17C	14C	97-99
94-96	8	9	8	8	12	11	11	10A	10A	8A	10B	10B	15B	14B	14B	15B	8A	10B	16C	13C	94-96
91-93	8	8	8	7	11	10	10	9A	9	7A	9A	9B	14A	13B	13B	14B	7	8A	15C	11B	91-93
88-90	8	8	7	7	10	9	9	8	8	6	8A	8B	13A	12B	12B	12B	5	7	14C	10A	88-90
85-87	7	7	6	6	9	8	8	7	7	5	7A	7B	12A	11A	11B	11B	4	-	13B	-	85-87
82-84	7	6	6	5	9	8	7	6	6	4	6	5A	11	10A	10A	10A	-	-	11B	-	82-84
79-81	6	6	5	4	8	7	6	5	5	-	4	4A	10	9A	8A	8A	-	-	10A	-	79-81
76-78	6	5	4	4	7	6	5	4	5	-	3	3	9	8	7A	7A	-	-	9	-	76-78
73-75	5	5	4	3	6	5	4	3	4	-	-	-	9	7	6	6A	-	-	-	-	73-75
70-72	5	4	3	2	6	4	3	2	3	-	-	-	8	6	5	-	-	-	-	-	70-72
67-69	5	4	2	1	5	4	2	-	-	-	-	-	7	5	-	-	-	-	-	-	67-69
64-66	4	3	2	-	4	3	-	-	-	-	-	-	6	-	-	-	-	-	-	-	64-66
61-63	4	3	1	-	3	2	-	-	-	-	-	-	5	-	-	-	-	-	-	-	61-63
58-60	3	2	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	58-60
55-57	3	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	55-57
52-54	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	52-54
49-51	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	49-51
46-48	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46-48
43-45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	43-45
40-42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

Length: 6 - 15 feet **Range Modifiers:** -
Weight: 5 - 12 pounds
Fumble Range: 01 - 07^{UM} (XX=7)
Critical Type: Puncture (p. 234)

F - Weapon fumbled, roll on Table A-10.11.1 (p. 240).
UM - Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Boar Spear †	01-05	Puncture	+0	150	E
Harpoon †	01-04	Puncture	-15	150	E
Javelin †	01-04	Puncture	-10	150	E
Lance (used unmounted)	01-07	Puncture	-20	150	E
Pilum †	01-05	Puncture	-5	150	E
Polearm ‡	01-07	Puncture	+0	150	E
Spear †	01-05	Puncture	+0	150	E
Trident †	01-05	Puncture	+0	150	E

† - When used in melee; gives half normal hits.
 ‡ - These stats are used for various "pole" weapons that are not specifically listed here (e.g., halberds, glaives, pikes, etc.).

THROWN WEAPON ATTACK TABLE A-10.9.6

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148-150	8C	10C	12D	14E	15E	15E	18E	18E	16E	18E	22E	22E	10E	10E	15E	18E	12E	15E	18E	20E	148-150
145-147	8B	10B	12C	14D	15D	15D	18E	18E	16E	18E	21E	21E	10E	10E	15E	18E	12E	15E	18E	20E	145-147
142-144	8A	10A	12C	13D	14D	14D	17D	17D	15D	17D	21D	21E	10E	10E	15E	17E	12E	14E	18E	19E	142-144
139-141	8	10A	11B	13C	14C	14C	17C	16D	15D	16D	20D	20E	10E	10E	14E	17E	11E	14E	17E	19E	139-141
136-138	8	9A	11B	13C	14C	13C	16C	16D	14C	16D	19D	19D	10D	9D	14E	16E	11E	14E	17E	18E	136-138
133-135	7	9	11A	12B	13B	13B	15C	15D	14C	15C	18D	18D	9D	9D	13D	16E	10D	13E	16E	18E	133-135
130-132	7	9	10A	12B	13B	13B	15C	15C	13C	14C	18C	17D	9D	9D	13D	15D	10D	13D	16E	17E	130-132
127-129	7	8	10A	11A	12A	12B	14B	14C	13C	14C	17C	16D	9C	9D	13D	15D	10D	12D	16E	16E	127-129
124-126	7	8	9	11A	12A	12A	14B	13C	12B	13C	16C	15C	9C	9D	12D	14D	9D	12D	15E	16D	124-126
121-123	7	8	9	10A	11A	11A	13A	13B	12B	12B	15C	15C	8C	8C	12D	14D	9C	11D	15D	15D	121-123
118-120	6	8	9	10A	11	11A	12A	12B	11B	11B	14C	14C	8C	8C	11C	13D	8C	11C	14D	15D	118-120
115-117	6	7	8	9A	10	10A	12A	11B	10B	11B	14B	13C	8C	8C	11C	13D	8C	11C	14D	14D	115-117
112-114	6	7	8	9	10	10	11A	11A	10A	10B	13B	12C	8B	8C	11C	12C	8C	10C	13D	14D	112-114
109-111	6	7	8	9	10	9	11A	10A	9A	9A	12B	11B	8B	7C	10C	12C	7B	10C	13D	13D	109-111
106-108	6	7	7	8	9	9	10	10A	9A	9A	11B	10B	7B	7B	10C	11C	7A	9B	13D	13C	106-108
103-105	5	6	7	8	9	8	9	9A	8	8A	10A	10B	7A	7B	9B	10C	6	9A	12C	12C	103-105
100-102	5	6	7	7	8	8	9	8A	8	7A	10A	9B	7A	7B	9B	10B	6	8A	12C	12B	100-102
97-99	5	6	6	7	8	7	8	8	7	7	9A	8B	7A	6B	9B	9B	6	8	11C	11B	97-99
94-96	5	5	6	6	7	7	8	7	7	6	8A	7A	6A	6A	8B	9B	5	8	11B	10A	94-96
91-93	5	5	5	6	7	7	7	6	6	5	7	6A	6	6A	8A	8B	5	7	10B	10	91-93
88-90	4	5	5	5	7	6	7	6	6	5	6	5A	6	6	7A	8A	4	7	10A	9	88-90
85-87	4	5	5	5	6	6	6	5	5	4	6	5A	6	5	7A	7A	4	6	10A	9	85-87
82-84	4	4	4	5	6	5	5	5	5	3	5	4	5	5	7	7A	4	6	9	8	82-84
79-81	4	4	4	4	5	5	5	4	4	3	4	3	5	5	6	6A	3	5	9	8	79-81
76-78	4	4	4	4	5	4	4	3	4	2	3	2	5	5	6	6	3	5	8	7	76-78
73-75	3	4	3	3	4	4	4	3	3	-	3	-	5	5	5	5	2	5	8	7	73-75
70-72	3	3	3	3	4	3	3	2	3	-	2	-	5	4	5	5	2	-	8	-	70-72
67-69	3	3	3	2	3	3	2	2	2	-	-	-	4	4	5	4	-	-	7	-	67-69
64-66	3	3	2	2	3	2	2	1	-	-	-	-	4	4	4	4	-	-	7	-	64-66
61-63	3	2	2	1	3	2	1	-	-	-	-	-	4	4	4	3	-	-	-	-	61-63
58-60	2	2	1	1	2	1	1	-	-	-	-	-	4	3	3	3	-	-	-	-	58-60
55-57	2	2	1	-	2	1	-	-	-	-	-	-	3	3	3	-	-	-	-	-	55-57
52-54	2	2	1	-	1	-	-	-	-	-	-	-	3	3	-	-	-	-	-	-	52-54
49-51	2	1	-	-	1	-	-	-	-	-	-	-	3	3	-	-	-	-	-	-	49-51
46-48	2	1	-	-	-	-	-	-	-	-	-	-	3	-	-	-	-	-	-	-	46-48
43-45	1	1	-	-	-	-	-	-	-	-	-	-	3	-	-	-	-	-	-	-	43-45
40-42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	40-42
37-39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	37-39
34-36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34-36
XX-33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Bola	01-07	Krush	+0	150	E
Boomerang	01-04	Krush	-5	150	E
Club	01-04	Krush	-50	150	E
Dagger	01	Slash	-20	150	E
Darts	01-05	Puncture	-20	130	E
Handaxe	01-04	Slash	-5	150	E
Javelin	01-04	Puncture	-20	150	E
Lasso †	01-06	Unbalance	-30	120	C
Mace	01-02	Krush	-25	120	D
Main Gauche	01-02	Puncture	-20	140	E
Net (gladiator) †	01-05	Unbalance	-25	150	D
Net (fishing) †	01-08	Unbalance	-35	125	C
Short Sword	01-02	Slash	-30	150	E
Spear	10-05	Puncture	-30	150	E
Shuriken	01-05	Slash	+0	150	E
Tomahawk	01-02	Slash	-10	140	E
War Hammer	01-04	Krush	-35	150	E

† —Delivers half of the hits indicated.

F — Weapon fumbled, roll on Table A-10.11.1 (p. 240).
 UM — Unmodified roll. Apply result with no modifications.


TYPICAL WEAPON DATA

Length: 3 - 6 feet **Range Modifiers:** 1' - 50': +0
Weight: 2 - 6 pounds 51' - 100': -20
Fumble Range: 01 - 07^{UM} (XX=7) 101' - 150': -40

Critical Type: Krush (p. 233)

Ranges (with OB Modifiers in parentheses):

Weapon	Point Blank 1-10'	Short 11-25'	Medium 26-50'	Long 51-100'	Extreme Long 101-150'
Bola	0	0	0	-20	-40
Boomerang	0	0	0	-20	-30
Club	-40	-	-	-	-
Dagger	-10	-20	-30	-	-
Darts	0	-10	-20	-	-
Handaxe	-15	-30	-45	-	-
Javelin	0	-20	-20	-40	-
Lasso	0	-10	-	-	-
Mace	-35	-	-	-	-
Main Gauche	-15	-	-	-	-
Net (gladiator)	0	-	-	-	-
Net (fishing)	-5	-	-	-	-
Short Sword	-30	-	-	-	-
Spear	-10	-20	-30	-	-
Shuriken	0	0	-20	-30	-
Tomahawk	-5	-15	-30	-	-
War Hammer	-20	-40	-60	-	-



TOOTH & CLAW ATTACK TABLE A-10.9.7

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
Maximum Result for Huge Attacks																					
148-150	10E	13E	15E	18E	14D	14D	17E	19E	12E	15E	18E	20E	15E	15E	21E	23E	19E	21E	24E	24E	148-150
145-147	9D	12D	15D	17E	13C	13D	16E	18E	11D	14D	17E	19E	14E	14E	20E	22E	18E	20E	23E	24E	145-147
142-144	9C	12D	14D	16E	13C	13C	15D	17E	11C	13D	16E	18E	13E	13E	19E	21E	17E	19E	22E	23E	142-144
139-141	8C	11C	14C	16E	12C	12C	15D	17E	10C	13C	16D	18E	13D	13E	19E	21E	17E	19E	22E	23E	139-141
136-138	8B	11C	13C	15D	12B	12C	14C	16E	10C	12C	15D	17E	12D	12D	18E	20E	16D	18E	21E	22E	136-138
Maximum Result for Large Attacks																					
133-135	7B	10C	13C	15D	11B	11C	14C	16D	9B	12C	15D	17D	12D	12D	17D	19E	15D	17D	20E	21E	133-135
130-132	7B	10C	12C	14D	11B	11B	13C	15D	9B	11C	14C	16D	11C	11D	17D	19E	15D	17D	20E	21E	130-132
127-129	7B	9B	12C	14C	10B	10B	13C	14D	8B	11B	13C	15D	11C	11C	16D	18D	14C	16D	19E	20E	127-129
124-126	6A	9B	11B	13C	10A	10B	12C	14D	8B	10B	13C	15D	10C	10C	15D	17D	14C	16D	18E	19E	124-126
121-123	6A	8B	11B	13C	9A	9B	12B	13C	7A	10B	12B	14D	10C	10C	15C	17D	13C	15C	18D	19E	121-123
Maximum Result for Medium Attacks																					
118-120	5A	8B	10B	12B	9A	9A	11B	13C	7A	9B	12B	14C	9B	9C	14C	16D	12B	14C	17D	18D	118-120
115-117	5	7A	10B	11B	8A	8A	10B	12C	6	9A	11B	13C	9B	9C	13C	15C	12B	14C	16D	17D	115-117
112-114	4	7A	9A	11B	8A	8	10B	11C	6	8A	10A	12C	8B	8B	13C	15C	11B	13C	16C	17D	112-114
109-111	4	6A	9A	10A	7	7	9A	11B	6	8A	10A	12C	8A	8B	12B	14C	10A	12B	15C	16C	109-111
106-108	4	6	8A	10A	7	7	9A	10B	5	7A	9A	11B	7A	7B	11B	13C	10A	12B	15B	15C	106-108
Maximum Result for Small Attacks																					
103-105	3	5	8A	9A	6	6	8A	10B	5	6	9A	11B	7A	7B	11B	13B	9A	11B	14B	15B	103-105
100-102	3	5	7	9A	6	6	8	9A	4	6	8A	10B	6A	6A	10A	12B	9A	11B	13B	14B	100-102
97-99	2	4	7	8A	5	5	7	8A	4	5	8A	9A	6A	6A	9A	11B	8A	10A	13B	13B	97-99
94-96	2	4	6	8A	5	5	7	8	3	5	7	9A	5A	5A	9A	11A	7	9A	12B	13B	94-96
91-93	1	3	6	7	4	4	6	7	3	4	6	8A	5	5A	8A	10A	7	9A	11B	12B	91-93
88-90	1	3	5	7	4	4	5	7	2	4	6	8A	4	4	7A	9A	6	8A	11B	12B	88-90
85-87	1	2	5	6	3	3	5	6	2	3	5	7	4	4	7	9A	5	7A	10B	11A	85-87
82-84	1	2	4	5	3	3	4	5	1	3	5	6	3	3	6	8	5	7	9A	10A	82-84
Maximum Result for Tiny Attacks																					
79-81	1	1	4	5	2	2	4	5	1	2	4	6	3	3	5	7	4	6	9	10	79-81
76-78	-	1	3	4	2	2	3	4	1	2	3	5	2	2	5	7	4	6	8	9	76-78
73-75	-	1	3	4	1	1	3	4	-	1	3	5	2	2	4	6	3	5	8	8	73-75
70-72	-	-	2	3	1	1	2	3	-	1	2	4	1	1	3	5	2	4	7	8	70-72
67-69	-	-	2	3	-	1	2	2	-	-	2	3	1	1	3	5	2	4	6	7	67-69
64-66	-	-	1	2	-	-	1	2	-	-	1	3	-	-	2	4	1	3	6	6	64-66
61-63	-	-	1	2	-	-	1	1	-	-	1	2	-	-	1	3	1	2	5	6	61-63
58-60	-	-	-	1	-	-	-	1	-	-	-	2	-	-	1	3	-	2	4	5	58-60
55-57	-	-	-	1	-	-	-	-	-	-	-	1	-	-	-	2	-	1	4	4	55-57
52-54	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	1	-	1	3	4	52-54
49-51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	-	2	3	49-51
46-48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	2	46-48
43-45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	2	43-45
40-42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	40-42
37-39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	37-39
03-36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	03-36
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

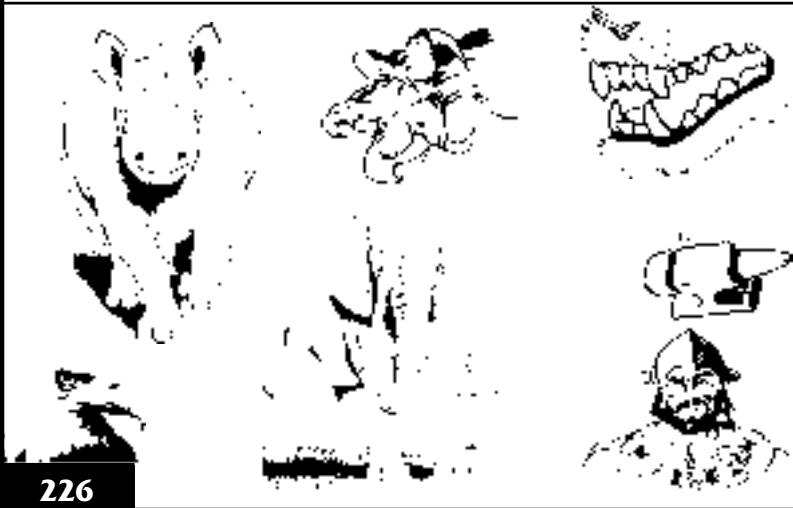
F — Attack fails, no damage is delivered.

UM — Unmodified roll. Apply result with no modifications.

ATTACK TYPE DATA

Attack Type	Abbreviation	Critical Type
Bite	Bi	Puncture (p. 234)
Claw / Talon	Cl	Slash (p. 235)
Fall / Crush	Cr (or Fa)	Krush (p. 233)
Horn / Tusk	Ho	Puncture (p. 234)
Pincer / Beak	Pi	Slash (p. 235)
Stinger	St	Puncture (p. 234)
Tiny	Ti	(no criticals)
Trample / Stomp	Ts	Krush (p. 233)
Fist / Kick ‡	Fi	Unbalance (p. 236)

‡ — Treat all criticals as 'A' severity criticals.
The attack size for human-sized creatures is "Small."



BASH & GRAPPLE ATTACK TABLE A-10.9.8

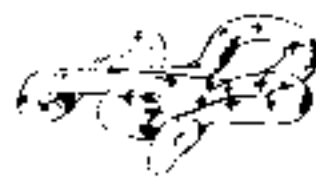
	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
	Maximum Result for Huge Attacks																				
148-150	10E	12E	15E	17E	14E	14E	15E	18E	11E	13E	16E	18E	14E	15E	17E	19E	15E	15E	19E	20E	148-150
145-147	9E	11E	14E	16E	13D	13D	15E	17E	10E	12D	15E	17E	13E	14E	16E	18E	14E	14E	18E	19E	145-147
142-144	9D	11D	14D	16E	13D	13D	14D	16E	10D	12D	15E	16E	13E	14E	15E	17E	14E	14E	17E	18E	142-144
139-141	9D	10D	13D	15E	12C	12D	14D	16E	9D	11D	14E	16E	12E	13D	15E	17E	13E	13E	17E	18E	139-141
136-138	8C	10C	13C	15E	12C	12C	13C	15D	9C	11C	14D	15D	12D	13D	14D	16E	13D	13D	16E	17E	136-138
	Maximum Result for Large Attacks																				
133-135	8C	10C	12C	14D	11C	11C	13C	15D	9C	10C	13D	15D	11D	12C	14D	16D	12D	12D	16E	17D	133-135
130-132	8C	9C	12C	14D	11C	11C	12C	14D	8C	10C	13D	14D	11D	12C	13D	15D	12D	12D	15D	16D	130-132
127-129	7C	9C	11C	13D	10C	10C	12C	14D	8C	9C	12D	14D	10C	11C	13C	15D	11C	11C	15D	16D	127-129
124-126	7B	8C	11C	13D	10B	10C	11C	13C	7C	9C	12C	13C	10C	11C	12C	14C	11C	11C	14D	15C	124-126
121-123	7B	8B	10C	12C	9B	9B	11C	13C	7B	9B	11C	13C	9C	10C	12C	14C	10C	10C	14C	14C	121-123
	Maximum Result for Medium Attacks																				
118-120	6B	8B	10B	12C	9B	9B	10B	12C	7B	8B	11C	12C	9C	10B	11B	13C	10B	10B	13C	14B	118-120
115-117	6B	7B	9B	11C	8B	8B	10B	11C	6B	8B	10B	12C	9B	9B	11B	13B	9B	10B	13C	13B	115-117
112-114	6B	7B	9B	11C	8B	8B	9B	11B	6B	7B	10B	11B	8B	9B	10B	12B	9B	9B	12B	13A	112-114
109-111	5B	6B	8B	10B	7B	7B	9B	10B	6B	7B	9B	11B	8B	8A	10A	11A	8A	9A	11B	12A	109-111
106-108	5B	6B	8B	10B	7A	7A	8A	10B	5B	6B	9A	10A	7B	8A	9A	11A	8A	8A	11A	12A	106-108
	Maximum Result for Small Attacks																				
103-105	5A	6A	7A	9B	7A	7A	8A	9A	5A	6A	8A	10A	7A	7A	9A	10A	7A	8A	10A	11A	103-105
100-102	4A	5A	7A	9B	6A	6A	7A	9A	4A	5A	8A	9A	6A	7A	8A	10A	7A	7A	10A	11A	100-102
97-99	4A	5A	6A	8A	6A	6A	7A	8A	4A	5A	7A	9A	6A	6A	8A	9A	6A	7A	9A	10A	97-99
94-96	4A	4A	6A	8A	5A	5A	6A	8A	4A	5A	7A	8A	5A	6A	7A	9A	6A	6A	9A	9A	94-96
91-93	3A	4A	5A	7A	5A	5A	6A	7A	3A	4A	6A	8A	5A	5A	7A	8A	5A	6A	8A	9	91-93
88-90	3A	4A	5A	7A	4A	4A	5A	7A	3A	4A	6A	7A	5A	5A	6A	8	5A	5	8A	8	88-90
85-87	3A	3A	4A	6A	4A	4A	5A	6A	2A	3A	5A	7A	4A	4A	6	7	4	5	7A	8	85-87
82-84	2A	3A	4A	6A	3A	3A	4A	5A	2A	3A	5A	6	4A	4A	5	7	4	5	7	7	82-84
79-81	2A	2A	3A	5A	3A	3A	4A	5	2A	2A	4	6	3A	3	5	6	3	4	6	7	79-81
76-78	2A	2A	3A	5A	2A	2A	3	4	1A	2A	4	5	3A	3	4	5	3	4	5	6	76-78
73-75	1A	2A	2A	4	2A	2A	3	4	1A	1	3	5	2	2	4	5	2	3	5	6	73-75
70-72	1A	1A	2	4	1A	1	2	3	1	1	3	4	2	2	3	4	2	3	4	5	70-72
67-69	1A	1	1	3	1	1	2	3	-	1	2	4	1	1	3	4	1	2	4	4	67-69
64-66	-	1	1	3	1	1	1	2	-	-	2	3	1	1	2	3	1	2	3	4	64-66
61-63	-	-	1	2	-	-	1	2	-	-	1	3	1	1	2	3	1	1	3	3	61-63
58-60	-	-	-	2	-	-	-	1	-	-	1	2	-	-	1	2	-	1	2	3	58-60
55-57	-	-	-	1	-	-	-	1	-	-	1	2	-	-	1	2	-	1	2	2	55-57
52-54	-	-	-	1	-	-	-	-	-	-	-	1	-	-	-	1	-	-	1	2	52-54
49-51	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	1	-	-	1	1	49-51
46-48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	46-48
03-45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	03-45
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

ATTACK TYPE DATA

Attack Type	Abbreviation	Critical Type
Bash / Knockdown	Ba	Unbalance (p. 236)
Grapple / Grasp / Envelop / Swallow	Gr	Unbalance (p. 236)
Ram / Butt	Ra	Unbalance (p. 236)
Wrestling / Tackles ‡	Wr	Unbalance (p. 236)

‡ – Treat all criticals as “A” severity criticals.
The attack size for human-sized creatures is “Small.”

F – Attack fails, no damage is delivered.
UM – Unmodified roll. Apply result with no modifications.



BOLT SPELL ATTACK TABLE A-10.9.9

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 100	14E	18E	28E	32E	20E	20E	28E	32E	15E	19E	29E	33E	25E	27E	30E	38E	36E	38E	40E	45E	100 UM
Maximum Modified Result for Fire, Ice, and Lightning Bolts																					
146-150	10D	14E	23E	26E	16E	16E	24E	27E	11D	15E	25E	28E	22E	22E	26E	34E	30E	32E	34E	38E	146-150
141-145	10D	14D	22E	25E	15D	16D	23E	26E	11D	15E	24E	27E	21E	21E	24E	32E	28E	30E	32E	36E	141-145
136-140	10C	13D	21E	24E	14D	15D	22E	25E	11D	14D	23E	26E	20E	20E	22E	30E	26E	28E	30E	34E	136-140
131-135	19C	13C	20E	23E	13D	14D	21E	24E	10C	14D	22E	25E	19E	19E	21E	28E	24E	26E	28E	32E	131-135
126-130	19C	12C	19D	22E	12C	14C	20E	23E	10C	13C	21E	24E	18E	18E	20E	26E	22E	24E	26E	30E	126-130
121-125	19C	12C	18D	21E	12C	14C	20E	23E	10C	13C	20E	23E	17D	17E	18E	24E	20D	22E	24E	28E	121-125
Maximum Modified Result for Water Bolts																					
116-120	18B	11C	17D	20D	11C	13C	19D	22E	9C	12C	19E	22E	16D	16D	16E	22E	18D	20D	22E	26E	116-120
111-115	18B	10B	16C	19D	10B	12B	17D	20D	8B	11C	18D	21E	15D	15D	15D	20E	16D	18D	20E	24E	111-115
106-110	17B	10B	15C	18D	10B	12B	16C	19D	8B	11B	17D	20E	14C	14D	13D	19E	14C	16D	18E	22E	106-110
101-105	17A	9B	14C	17C	9B	11B	15C	18D	7B	10B	16D	19D	13C	13C	12D	18E	13C	15C	17D	20E	101-105
96-100	7A	9B	13C	16C	8B	11A	14C	17C	7B	9B	15C	18D	12B	12C	11C	17D	12C	14C	16D	18D	96-100
91-95	6A	8B	12B	15C	8A	10A	13C	16C	6A	8B	14C	17D	11B	11B	10C	16D	11B	13C	15D	16D	91-95
Maximum Modified Result for Shock Bolts																					
86-90	6A	8A	11B	14C	6A	10A	12B	14C	6A	7A	12C	15C	10A	10B	9B	15D	10B	12B	14D	14D	86-90
81-85	6A	7A	10B	12B	6A	9A	11B	13C	5	6A	10B	13C	9A	9A	8B	13C	9B	11B	13C	13D	81-85
76-80	5	7A	9A	11B	6A	9A	10B	11B	4	5A	9B	11C	8A	8A	7A	11C	8A	10B	12C	12C	76-80
71-75	5	6A	8A	10B	5A	8	9A	10B	4	5	8A	9B	7A	7	6A	9C	7A	9A	11B	11C	71-75
66-70	5	6	7A	9A	4	7	8A	9A	3	4	7A	7B	6	6	5A	7B	6A	8A	10B	10B	66-70
61-65	4	5	6A	7A	4	6	7A	7A	3	4	6	5A	5	5	4	5B	5A	7A	9A	9B	61-65
56-60	4	5	5A	6A	3	5	6	5A	2	3	5	3A	4	4	3	3A	4A	6A	8A	7A	56-60
51-55	3	4	4	4A	2	4	4	3A	2	2	3	1	3	3	2	1A	3	5A	7A	5A	51-55
46-50	3	4	3	3A	2	3	3	1	1	1	1	-	2	2	1	-	2	3	6A	3A	46-50
41-45	2	3	2	1	2	2	1	-	1	-	-	-	1	1	-	-	1	1	4A	-	41-45
36-40	2	2	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	2	-	36-40
31-35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	31-35
21-30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21-30
11-20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11-20
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03-10
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

Standard Attack Roll Modifications for Attacker:

- Attacker's skill **bonus** for directed spells varies
- Special bonus due to items varies
- Bonus due to the spell (certain spells give a bonus) varies
- Range modifiers (given at left)
- If target is static +30
- Attacker has taken 26-50% of his hits -10
- Attacker has taken 51-75% of his hits -20
- Attacker has taken 76%+ of his hits -30
- Attacker has used 26-50% of his exhaustion points -10
- Attacker has used 51-75% of his exhaustion points -20
- Attacker has used 76-90% of his exhaustion points -30
- Attacker has used 91-99% of his exhaustion points -60
- Attacker has used 100%+ of his exhaustion points -100

Standard Attack Roll Modifications for Defender:

- Quickness bonus x3 (not used if defender takes cover) varies
- Special bonus due to items and armor varies
- Full cover no attack may be made
- Half or partial "Soft" cover -20
- Half or partial "Soft" cover -30
- Wall shield (must be facing attacker) -30
- Full shield (must be facing attacker) -20
- Normal shield (must be facing attacker) -15
- Target shield (must be facing attacker) -5
- No helmet +5
- Normal helmet +0
- Full helmet (covers face) -5



SPELL DATA

Spell	Critical Type	OB Mod	Max Result	Max Critical
Fire Bolt	Heat (p. 232)	+0	150	E
Ice Bolt	Cold (p. 231)	-10	150	E
Lightning Bolt	Heat (p. 232)	+10	150	E
Shock Bolt	Heat (p. 232)	-40	90	C
Water Bolt	Krush (p. 233)	-20	120	D

Range Modifiers:

Range	Modifier
0' - 10'	+35
11' - 50'	0
51' - 100'	-25
101' - 200'	-40
201' - 300'	-55
301' +	-75

Key:

F – Spell Fails, roll on Table A-10.11.2 (p. 241).
 UM – Unmodified roll. Apply result with no modifications.



BALL SPELL ATTACK TABLE A-10.9.10

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 100	15E	18E	22E	23E	19E	19E	23E	24E	19E	22E	27E	28E	25E	25E	30E	31E	27E	29E	31E	33E	100 UM
UM 98-99	13D	16D	20D	21E	17D	17D	21D	22E	17D	20E	25E	26E	23E	23E	28E	29E	25E	27E	29E	31E	98-99 UM
UM 96-97	11C	14D	18D	19D	15C	15C	19D	20D	15D	18D	23D	24E	21D	21D	26D	27E	23D	25D	27E	29E	96-97 UM
Maximum Modified Result for Fire Balls																					
93-95	10C	13C	17C	18C	14C	14C	18C	19C	14C	17C	22D	23D	20D	20D	25D	26D	22C	24D	26D	28D	93-95
89-92	10C	13C	17C	18C	14C	14C	18C	19C	13C	16C	20D	21D	18D	19D	23D	25D	20C	22D	25D	27D	89-92
85-88	9B	12C	16C	17C	13C	14C	17C	18C	12C	15C	19D	20D	17C	18D	21D	24D	18C	20C	24D	26D	85-88
81-84	9B	12C	16C	17C	13B	13C	17C	18C	11C	14C	18C	19D	16C	17C	19D	23D	17C	18C	23D	25D	81-84
Maximum Modified Result for Cold Balls																					
77-80	8B	11B	15C	16C	12B	13B	16C	17C	10C	13C	17C	18C	15C	16C	17C	22D	16C	17C	22D	24D	77-80
73-76	8B	11B	15C	16C	12B	12B	15C	16C	9B	12C	16C	17C	14C	15C	16C	21C	15C	16C	21C	23D	73-76
69-72	7B	10B	14B	15C	11B	12B	14C	15C	8B	11C	15C	16C	13C	14C	15C	20C	14C	15C	20C	22C	69-72
65-68	7A	10B	13B	14B	11B	11B	13B	14C	8B	10B	14C	15C	12B	13C	14C	19C	13B	14C	20C	21C	65-68
61-64	6A	9B	12B	13B	10A	11B	12B	13B	7B	9B	13C	14C	11B	12B	13C	18C	12B	13B	19C	20C	61-64
57-60	6A	9A	11B	12B	9A	10A	11B	12B	7B	8B	12B	13C	10B	11B	12B	17C	11B	12B	18C	19C	57-60
53-56	5A	8A	10B	11B	8A	9A	10B	11B	6A	7B	11B	12B	9B	10B	11B	16C	10B	11B	17C	18C	53-56
49-52	5A	8A	9A	10B	7A	8A	9B	10B	6A	6B	10B	11B	8B	9B	10B	15B	9B	10B	16B	17C	49-52
45-48	4A	7A	8A	9B	6A	7A	8B	9B	5A	5A	9B	10B	7A	8B	9B	14B	8A	9B	15B	16B	45-48
41-44	4A	6A	7A	8A	5A	6A	7A	8B	5A	4A	8B	9B	6A	7A	8B	13B	7A	8A	14B	15B	41-44
37-40	3	5A	6A	7A	4A	5A	6A	7A	4A	4A	7A	8B	5A	6A	7A	12B	6A	7A	13B	14B	37-40
33-36	3	4A	5A	6A	3A	4A	5A	6A	3A	3A	6A	7A	4A	5A	6A	11B	5A	6A	12A	13B	33-36
29-32	2	3	4A	5A	2	3	4A	5A	2	3A	5A	6A	3A	4A	5A	9A	4A	5A	11A	12A	29-32
25-28	1	2	3A	4A	1	2	3A	4A	1	2	4A	5A	2	3A	4A	7A	3A	4A	9A	11A	25-28
21-24	-	1	2	3A	-	1	2	3A	1	1	3A	4A	1	2	3A	6A	2	3A	7A	9A	21-24
17-20	-	-	1	2	-	-	1	2	-	1	2	3A	-	1	2	4A	1	2	6A	7A	17-20
13-16	-	-	-	1	-	-	-	1	-	-	1	2	-	-	1	2	-	1	4A	5A	13-16
09-12	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	1	-	-	2	3	09-12
05-08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	05-08
UM 01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04 UM

Standard Attack Roll Modifications for Attacker:

- Attacker's skill rank for the spell's list varies
- Special bonus due to items varies
- Bonus due to the spell (certain spells give a bonus) varies
- If target is static +10
- If target is the center point of the spell +20
- Attacker has taken 26-50% of his hits -5
- Attacker has taken 51-75% of his hits -10
- Attacker has taken 76%+ of his hits -20
- Attacker has used 26-50% of his exhaustion points -5
- Attacker has used 51-75% of his exhaustion points -10
- Attacker has used 76-90% of his exhaustion points -15
- Attacker has used 91-99% of his exhaustion points -20
- Attacker has used 100%+ of his exhaustion points -30

Standard Attack Roll Modifications for Defender:

- Quickness bonus x3 (not used if defender takes cover) varies
- Special bonus due to items and armor varies
- Full "Soft" cover -40
- Half or partial "Soft" cover -20
- Full "Hard" cover -60
- Half or partial "Soft" cover -30
- No helmet +5
- Normal helmet +0
- Full helmet (covers face) -5

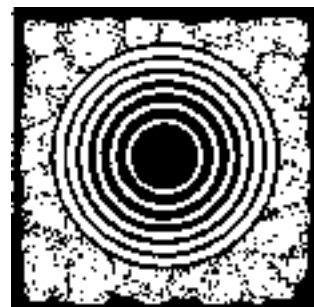


SPELL DATA

Spell	Critical Type	OB Mod	Max Result	Max Critical
Fire Ball	Heat (p. 232)	+0	95	E
Cold Ball	Cold (p. 231)	-10	80	C

Key:

F – Spell Fails, roll on Table A-10.11.2 (p. 241).
 UM – Unmodified roll. Apply result with no modifications.



BASIC SPELL ATTACK TABLE A-10.9.11

	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 100	-110	-115	-125	-105	-110	-125	-105	-115	-125	100 UM
UM 98-99	-85	-90	-100	-80	-85	-100	-80	-90	-100	98-99 UM
UM 96-97	-60	-65	-75	-55	-60	-75	-55	-65	-75	96-97 UM
93-95	-50	-45	-55	-35	-40	-55	-35	-45	-55	93-95
89-92	-45	-40	-50	-30	-35	-50	-30	-40	-50	89-92
85-88	-40	-35	-45	-25	-30	-45	-25	-35	-45	85-88
81-84	-35	-30	-40	-20	-25	-40	-20	-30	-40	81-84
77-80	-30	-25	-35	-15	-20	-35	-15	-25	-35	77-80
73-76	-25	-20	-30	-10	-15	-30	-10	-20	-30	73-76
69-72	-10	-15	-25	-5	-10	-25	-5	-15	-25	69-72
65-68	-5	-10	-20	0	-5	-20	-5	-10	-20	65-68
61-64	-5	-5	-15	0	-5	-15	0	-5	-15	61-64
57-60	0	-5	-10	+5	0	-10	0	-5	-10	57-60
53-56	0	0	-5	+10	0	-5	+5	0	-5	53-56
49-52	+5	0	0	+15	+5	0	+10	0	0	49-52
45-48	+10	+5	0	+20	+10	0	+15	+5	0	45-48
41-44	+15	+10	+5	+25	+15	+5	+20	+10	+5	41-44
37-40	+20	+15	+15	+30	+20	+15	+25	+15	+15	37-40
33-36	+25	+20	+20	+35	+25	+20	+30	+20	+20	33-36
29-32	+30	+25	+30	+40	+30	+30	+35	+25	+30	29-32
25-28	+35	+30	+35	+45	+35	+35	+45	+30	+35	25-28
21-24	+40	+35	+45	F	+40	+45	F	+35	+45	21-24
17-20	+45	+40	+50	F	+45	+50	F	+40	+50	17-20
13-16	F	+45	+60	F	F	+60	F	+45	+60	13-16
09-12	F	F	+65	F	F	+65	F	F	+65	09-12
05-08	F	F	+70	F	F	+70	F	F	+70	05-08
03-04	F	F	F	F	F	F	F	F	F	03-04
UM 01-02	F	F	F	F	F	F	F	F	F	01-02 UM

Key:
 F – Spell Fails, roll on Table A-10.11.2 (p. 241).
 UM – Unmodified roll. Apply result with no modifications.

Range Modifiers:

Range	Modifier
Touching	+30
0' - 10'	+10
11' - 50'	0
51' - 100'	-10
101' -300'	-20
301' +	-30



Standard Attack Roll Modifications for Defender:
 Special Bonus due to items varies
 Full "Soft" or "Hard" cover -20
 Half "Soft" or "Hard" cover -10

Standard Attack Roll Modifications for Attacker:

Attacker's skill rank for the spell's list varies
 Special bonus due to items or the spell varies
 If target is static +10
 Attacker has taken 26-50% of his hits -5
 Attacker has taken 51-75% of his hits -10
 Attacker has taken 76%+ of his hits -15
 Attacker has used 26-50% of his exhaustion points -5
 Attacker has used 51-75% of his exhaustion points -10
 Attacker has used 76-90% of his exhaustion points -15
 Attacker has used 91-99% of his exhaustion points -20
 Attacker has used 100%+ of his exhaustion points -30

RESISTANCE ROLL TABLE T-3.4

Target Level	Attack Level of the Spell Caster															Target Level	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15		>15 †
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

To resist the target's Resistance Roll must be greater than or equal to the number given.

Standard RR Modifications:
 Basic Spell Attack Roll modifications varies from -125 to +70
 Special bonuses due to items or the spell varies
 Bonus due to the target's race varies
 Willing target (the target doesn't want to resist the spell) -50
 Same realm (target's realm of power is the same as the spell's) +15
 3x target's stat bonus for the spell's realm -30 to +30
 (In for Channeling, Em for Essence, and Pr for Mentalism)

† –For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

COLD CRITICAL STRIKE TABLE A-10.10.1

	A	B	C	D	E
01-05	Cold breeze yields little damage. +0H	Attack yields a brief climate change. +0H	You give foe's cheeks a rosy hue. +1H	Your blast looks good, works poorly. +2H	Sharp and cold air assaults foe's skin. +3H
06-10	Feeble and poorly directed. Foe is not really concerned. +1H	Burst of cold causes target mild discomfort. +2H	Your attack conjures a bitter arctic wind. Foe is not impressed. +3H	Foe shields himself. Your attack misses most of its mark. +4H	Ice up the ground and foe's feet. He springs clear. You have initiative. +4H
11-15	Foe dodges your attack with too much effort. You have initiative. +2H	Foe evades frantically. He is still chilled. You have initiative next round. +3H	Encrust foe with ice. He is unbalanced as he shakes it off. You gain initiative. +4H	Light frosting leaves foe unsteady. You must hit him again. +5H - ×	Frigid strike to foe's torso and face. You have the initiative. +6H - ×
16-20	Foe is fearful of your assault. Your attack gives you the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. +4H	Numbing whirlwind encircles foe. You have 2 rounds of initiative. +5H	Foe's attempts to evade and strikes himself. You try not to laugh. +6H - ×	Foe's failed efforts to avoid your attack puts him at a grave disadvantage. +7H - ×
21-35	Burst of cold to the face sends foe stumbling back. You have initiative for 2 rounds. +4H	Frost laden blast forces foe back. Any containers of water freeze and burst open. You have 2 rounds of initiative. +5H	Disorient foe with a tricky shot. His garments have failed to keep out the chill. Press him while you can. +6H - ×	With a burst of white, you shower foe with ice crystals. Foe closes his eyes to avoid the onslaught. +7H - × - ● (-20)	Freeze foe's hair and scalp. If foe has long hair, it breaks off! Foe struggles in vain to repair the damage. +8H - (2×-15)
36-45	Your attack freezes one of foe's metal items. Foe takes a defensive stance. +5H - ×	Foe makes a futile attempt to parry the attack. He loses 3 rounds of initiative. +6H - ×	Catch foe in lower leg. You gain initiative while foe regains footing. +7H - 2× - ●	Foe ices down; freezing any exposed skin. The pain is great. +9H - ● - 2● (-20)	Assault to foe's legs. Hypothermic, he struggles to remain standing. ● - (-20)
46-50	Scatter your attack all over foe's chest. Foe is covered with frost. He looks ghoulish. +6H - 2×	Cold penetrates foe's chest and gives him frostbite. The pain must be severe. He stumbles back. +7H - 2× - 2●	Blast hits foe's chest and scatters. The cold stings all exposed skin. Foe has a shocked look on his face. +8H - ●	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +9H - ● - 2● (-10)	Glancing strike to lower back. Foe is spun about and slings his weapon away. You have him now. +10H - ●
51-55	Blow to foe's chest. Your attack has force and foe stumbles. +7H - ●	Strong off-center blast takes foe in his shield arm wrist and side. +8H - ● - 3●	Hard strike to chest, armor does not help. Blow leaves its frigid mark. +5H - 2● - (-10)	Heavy blow to shield shoulder. Foe is knocked back 5 feet. Muscle damage. +10H - 2● - 3●	Blow to side. Foe seeks to regain his wind and survive your next onslaught. +11H - ● - 4●
56-60	Strike falls on an exposed area. Foe gives ground. He is shaken but his guard is still up. +8H - 2●	Foe turns to avoid your attack and exposes his back. All wood on his back becomes frozen and brittle. +9H - 2● - 2●	Strong blast hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault. with leg armor: +5H - 2× w/o leg armor: +9H - ● - ●	Miss foe's arm and strike his thigh. He loses his footing. Skin and nerve damage causes foe pain. ● - 3● - (-15)	Your blast engulfs foe's weapon arm and climbs toward his torso. He steps away frantic to evade the pain. +10H - ● - 4● - (-20)
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with arm greaves: +2H - × w/o arm greaves: +9H - ● - ●	Solid strike to foe's forearm. Foe's hand frozen shut for 1 round. +10H - ● - (-5) - 3●	Blast freeze dries organic material on foe's back. +11H - 4●	Blast freezes foe's arm and shield. If no shield, arm useless from nerve damage. with shield: +20H - (-20) w/o shield: 5● - (-30)	Strike to foe's waist. All equipment on belt freezes and breaks if foe moves. +13H - 3● - (-30)
66	Steal the heat from foe's neck and chest area. Foe drops anything he is holding and blocks his throat. +10H - 3● - ●	Foe is covered by the blast. All extremities are damaged. The pain grows until foe is warmed up. 4● - 3●	Foe's response to your burst of cold sends him to the ground hard. Foe jams his wrist into the ground. 6● - (-15) - 4●	Frigid onslaught fills foe's eyes and mouth with ice. Foe is blinded for a moment until he can clear his eyes. 4● - (-30) - 4●	Your strike steals the heat out of foe's neck and upper chest. Nerves and muscles are damaged. +15H - 8● - 4●
67-70	Score a hit to foe's side. It produces mild frostbite. Any herbs on foe's belt are ruined. +10H - ● - (-5)	Spray foe's face with a powerful chill. He tries without success to push your attack away. The damage endures. +11H - 2● - (-10)	Freeze foe's weapon arm. It is useless until it is warmed up. Foe is in great pain and struggles to stand. +12H - 2● - (-15)	Polar wind pierces deep into chest and leaves foe trembling. You are close to victory. Foe faces the wrong way. with chest armor: +15H - ● - (-5) w/o ch armor: +13H - 3● - (-20)	Blow to foe's shield arm. He is knocked down. If foe has a shield, it is broken. If not, the arm is broken. with shield: 2● w/o shield: 6●
71-75	Strong unbalancing blast. Foe's body temperature drops. +11H - 2● - (-10)	Strike lands on foe's legs. The pain and shock cause him to falter. +12H - 2● - 3●	Side strike hits foe just right. Any leather or cloth freezes and shatters. 2● - 3● - (-20)	Blast drains the heat from foe's weapon arm. Hand and arm are useless. The hand is frozen closed. +13H - 2● - (-50)	Blast freezes weapon hand, shoulder and face. Foe is numb and needs time to warm up. Foe is still standing. +15H - 3●
76-80	Strike to foe's shield arm. If foe sees it he may block with a shield. Foe recoils 5 feet from the blast. with shield: +2H - 2× w/o shield: +12H - 2● - ●	Chest strike freezes what it touches. Equipment is damaged. The pain persists. Chest armor is destroyed. w/ ch. armor: +13H - 4● - (+15) - 3● w/o chest armor: +20H - 4× - (-5)	Blow to foe's arms. Any metal armguards freeze, immobilizing arms until the armor is removed or unfrozen. with chest armor: 3● - 4● w/o chest armor: (-25) - 4●	Strike to foe's side downs him. Severe frostbite hampers movements. Any liquid among foe's equipment freezes. +15H - 3● - (-25)	Solid chest strike. Foe flips onto his back, dropping all he holds. Foe is at your mercy. 12● - (-30)
81-85	Back blast. Any glass on back is broken. Painful bruise. +13H - 2● - ●	Clean hard strike pushes foe over, cracking ribs. His recovery lacks grace. +12H - 2● - (-15) - 4●	Arctic blast to foe's torso. Foe is badly frostbitten and falls to knees in pain. 6● - 5● - (-40)	Freezes foe's hands. Arms are useless. Foe drops what he was carrying. 9● - 6●	Assault to throat and face is terminal. Foe is still active but dies in 12 rounds. +17H
86-90	Assault to foe's lower leg freezes part of it. Foe falls down. Without leg armor, foot must be amputated. with leg armor: 2● - 6(-10) w/o leg armor: (-70)	Strike lower leg and freeze it. With leg armor, he needs aid in 20 rnds to keep the foot. Without leg armor, it's gone. with leg armor: 3● w/o leg armor: (-75)	Blow to foe's knees. They freeze up and foe falls. On impact, foe shatters a knee. His fall makes it twice as bad. 9● - 6● - (-80)	Chest hit causes much pain. If foe is warmly clothed he is knocked out. If not he dies of shock in 12 rounds. +25H - (-40)	Your ruthless tempest entangles foe and steals the warmth from his body. He drops and dies in 9 inactive rounds. -
91-95	Blow lands on foe's face. It freezes his nose, ears and cheeks. Foe collapses. Without helm, foe loses both ears. with helmet: 3● w/o helmet: 6● - (-50)	Connect with foe's hip. Hip is fractured. Skin and muscles are frostbitten. Foe falls down. He is almost helpless. +17H - 3● - (-75)	Freeze the blood in foe's thigh. As it warms the clots move to his heart killing him in 9 rounds. +15H - 3● - (-30)	All warmth is driven from foe's lower body. Vital organs are destroyed. Foe is immobile, and dies in 9 rounds. +18H	Push foe backwards and off balance. The blood in foe's extremities is frozen. He dies in 6 rounds of agony. +19H
96-99	Chest strike sends foe over hard. He is knocked out. His lips freeze and split open. He cannot speak for 2 weeks. 9●	Blast foe's neck and collarbone. Neck armor will block the attack, but foe is knocked out. If the neck is exposed it freezes solid and foe dies in 9 rounds. -	Your onslaught freezes foe's torso and head. Foe remains standing for a moment. He goes into shock and dies 6 rounds later. +18H	Foe's heart and lungs are suddenly frozen by your arctic blast. Foe is finished. He dies of shock and suffocation in 6 rounds. +19H	Foe is a lifeless frozen statue. He is quite dead and well preserved. Store in a cool dry place. +20H - (+10)
100	Foe is sent into a month long coma by the attack. He loses his nose to frostbite. +21H	Assault drops foe's body temperature; his heart stops. He dies in 1 round; well preserved. You are respected by all. (+5)	Blast freezes foe's eyes, mouth, and neck. Foe falls down in a coma for 2 weeks and paralyzed from neck down. -	Massive assault freezes foe's body completely. He remains standing, but if knocked over he will shatter. +20H	Foe freezes solid and shatters into a thousand pieces. Most land within 20 feet from where he was standing. (+20)

Key: Bπ = must parry B rounds; B[] = no parry for B rounds; BΣ = stunned for B rounds; Bf = bleed B hits per round; (-B) = foe has -B penalty; (+B) = attacker gets +B next round.

HEAT CRITICAL STRIKE TABLE A-10.10.2

	A	B	C	D	E
01-05	The air around foe shimmers. Pfft. +0H	Attack is wild and boils nearby water. +0H	Hot smoke makes foe's eyes red. +1H	Foe evades the embrace of the flames. +2H	Foe avoids the blast but not the heat. +3H
06-10	Hot wind makes foe uncomfortable. +1H	Singe foe's exposed skin. The heat dies quick. Foe is not impressed. +2H	Sparks and smoke dance all over foe. He waves them off with little effort. +3H	Flames surround foe. He seems to step out of them unharmed. +4H	Sweltering heat reaches out for foe. He evades. You have initiative. +4H
11-15	Foe covers his face and leaps aside. You have initiative. +2H	Foe simmers in his clothes. He is unfocused and you have initiative. +2H	Foe suspects that he is on fire. He is wrong. You gain the initiative. +3H	Foe is enshrouded by smoke. The heat harms him little. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +6H - ✱
16-20	Blast stings foe's hands and arms. You have the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. -	Hair and bowstrings are singed. You have 2 rounds of initiative. +5H	Foe strikes out at the flames to protect himself. It seems to work well enough. +6H - ✕	Foe fails to avoid some of the attack and almost falls down. +7H - ✕
21-35	Foe's chest and side heat up and garments smolder from assault. He will be easily kindled if you strike again. +4H - ✱	Fire laden blast forces foe back. Any containers of water boil and burst open. You have 2 rounds of initiative. +6H	Disorient foe with a tricky shot. Garments smolder suspiciously. He checks them carefully; guard is still up. +7H - ✕ - ♠	With a burst of flame, you cover foe with heated air. Foe jumps back to avoid any additional wounds. +8H - 2✕ - ♠	Blister foe's weapon arm. He gives ground to escape the heat. His footing is better than you had hoped. +9H - 2✕ - 2♠
36-45	Hot winds dance around foe parching his exposed skin. He puts up a desperate defence. +6H - ✕	Foe's shield side is swathed in fire. He may use a shield to avoid the attack, but it combusts. Shield hand is burned. with shield: +3H - 3✕ w/o shield: +7H - ✕ - ♠	Heat catches foe in lower leg. You gain initiative while foe regains his balance. The pain lays with him. +8H - 2✕ - ♠	Cover foe with a flash fire. Exposed skin burns. The flames bite deep and the pain is great. If not wet: +9H - 2♠ If wet: +6H - 2✕	Strike to side and back ignite foe's cloak and pack. Neck and shoulder are lightly burned. with backpack: +8H - ♠ w/o backpack: +10H - 3♠
46-50	Clothes smoke, then burn. Foe flails his arms trying to put them out. The pain endures longer than the flames. +7H - ✕ - ♠	Foe evades most of the damage with some grace. The remainder scorches his side lightly. +8H - 2✕ - ♠	Flame spreads up foe's side and snaps at his arm and face. Exposed areas are lightly burned. +9H - ✱ - 2♠	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +10H - ✱ - 3♠	Foe blocks flames with his weapon. A wooden weapon is destroyed. A metal weapon becomes too hot to hold. +12H - 2✱ - 3♠
51-55	Spark sets a piece of foe's equipment on fire. Foe must remove the item. +8H - 2✕ - ♠	Foe ducks; attack torches back and the ground behind him. He is shaken. +8H - ✱ - 2♠	Hard strike to side, armor does not help. Blow leaves a blistering mark. +9H - 2✱ - 3♠	Foe is aflame and takes damage for 3 rounds while he burns. +10H - 2✱ - 3♠	Your flames reach out. Foe frantically leaps back. His chest is burned. +13H - ✱ - 3♠
56-60	Assault ignites foe's back. Equipment crackles as it burns and falls clear. +9H - ✱ - 2♠	Engulf foe in flame and smoke. The flames die down; foe escapes death. +10H - 2✱ - 2♠	Strong blast hits foe in legs; they nearly give with pain. He recoils 5 ft. with leg armor: +8H - 2✕ w/o leg armor: +10H - 2✱ - 2♠	Flames dance around foe's head. He seeks to get clear and almost falls. With helmet: +3H - 2✱ - 2(-10) w/o helmet: +12H - 2♠	Garments over foe's shoulders and head are set afire. He is frantic. with helm: +8H - ✱ - ♠ - (-5) w/o helm: +15H - 2✱ - 2(-10) - 3♠
61-65	Well placed. Strike slams into foe's weapon arm. Garments are burned. Foe's evasion is comical. with arm greaves: +7H - ♠ w/o arm greaves: +10H - 3♠	Concentrated strike burns through foe's leg. The flames do not last but foe's skin is exposed. Skin blisters. +9H - ✱ - 2(-5) - 2♠	Flames burst against foe's side. He stumbles but does not fall. He tries to smother the fire with his garments. +10H - ✱ - 2(-10) - 3♠	Foe's shield arm and shield are on fire. Dropping the shield only helps a little. The flames cling to his garments. with shield: +10H - 2✱ - 2(-4) w/o shield: +13H - 2✱ - 2(-6)	Searing strike to foe's legs. Exposed skin and muscle is burned. Infection will follow. Foe struggles to stay up. +15H - 2✱ - 4♠ - (-10)
66	Flame grapples foe's shield and chest. The wound is grave and infection will follow. +9H - 2✱ - 2(-15)	Fire lands along side foe's face. His hair, cheek, and ear are engulfed. Foe throws himself to the ground. +10 - 2✱ - 4♠	Blaze consumes garments on weapon arm. Any metal covering heats up. Foe falls from the blast. +12H - 3♠	Foe's face and weapon hand are scalded. Foe is having trouble opening his eyes. +10✱ - (-10) - 6♠	Foe's combustible garments turn him into a torch. He runs a short distance, drops and dies in 6 rounds. +25H
67-70	Toast foe's side and send him stumbling back 5 feet away from you. He blocks his face against any renewed assault. +8H - 2✱ - 2♠ - (-5)	Flames seek out foe with a predator's lust. He throws garments and equipment off frantically to satisfy the blaze. Foe is busy staying alive. +7H - 2✱ - 2(-10) - 2♠	Back blast. Foe drops to one knee and then rises again with some difficulty. Some of his garments still smoke from the assault. Skin is blistered badly. 2✱ - 2(-15) - 2♠	Foe leaps back from your deadly inferno. He escapes death but falls on his back. He is prone for 1 round. Minor arm burns. +15H - ✱ - 3♠	Blast leaps onto foe's shield arm. Any shield foe has and his arm are on fire. The heat penetrates deep and foe's face shows it. 5♠ - (-15)
71-75	Fire consumes garments and hair. Blinding smoke keeps foe's defenses poorly aligned. +12H - ✱ - 2♠	Chest and arm blast damages organic armor and engulfs any wood on foe. Metal armor heats up painfully. +9H - 2✱ - 2(-15) - (-10)	Chest blast. Organic armor is destroyed. Metal armor should be removed quickly. 3✱ - (-15) - 6♠	Foe's weapon arm is a conflagration. Hand and arm are useless. Muscles and nerves are damaged. 6✱ - (-50)	Strike center of foe's chest. Flame spills in all directions. Foe is knocked down. Chest armor is destroyed. +15H - 6♠ - (-60)
76-80	Foe's shield side is engulfed in flame. Foe's shield is kindled if wooden. +10H - 2✱ - 2(-2)	Abdomen entangled in flames. The flames will spread upward next turn if not extinguished. Foe sees the danger. 20 - 2♠	Strike engulfs foe's most exposed hand and burns it without mercy. Hand is useless. Arm clothing is destroyed. 6✱ - (-40)	Foe's side is ignited by your strike and the wounds are deep. He smothers the fire but the damage is done. 3✱ - 5♠	Blast lands on foe's side but spreads to arms and legs. A shield prevents arm damage but his hands are burned off. +20H - 12✱
81-85	Foe exposes his back while evading the strike. Blast scorches a small wound in his shoulder blade. +8H - 2✱ - 2♠ - (-20)	Strike knocks foe down on his back. The flames do not endure but much equipment is burned or crushed. ✱ - 2♠	Violent inferno destroys organic armor and ruins metal armor on leg. Much of the blast rumbles clear after impact. (-20) - 2♠	Foe's arms and chest embrace your infernal strike. Arms are useless and foe's skin is open to the air. +15H - 9✱	Foe inhales flames scalding lungs and throat. Foe is active for 12 rnds (while he burns), then dies. +20H
86-90	Assault to foe's lower leg consumes covering. Foe falls down. One leg is on fire. +10H - 2(-10)	Leg covering is set on fire by blast. It spreads quickly and foe is in trouble. The flames will grow if not put out. +16H - 3✱	Foe's shield side is devoured by flames. Head, arm, side, and leg have critical burns. If foe has a shield, it is destroyed in place of his arm. +15H - 6✱ - 2(-85) - 3♠	Blast engulfs lower half of foe's body. If foe has abdominal armor, he is knocked out. If not, he dies in 12 inactive rounds from organ damage. with abdominal armor: 2♠	Foe's lower body is badly burned. Nerves, organs and tissue destroyed. Foe is paralyzed and will die in 9 rounds from shock and dehydration. +20H
91-95	Blow to foe's head. If he has helmet it heats up like a furnace and must be painfully removed. Foe ears and cheeks are burned. with helmet: +15H - 3✱ - (-10) w/o helmet: +12H - 2✱ - 2(-30)	Head strike. Force of blast removes any helmet worn. Hair, scalp and skin burn. Smoke and flame blind foe for 3 rnds. with helmet: +10H - 3✕ - 2♠ w/o helmet: 8♠	Trapped in the furnace of your blast, foe is overcome and falls down. He is unconscious and still burning. +18H - 6✱ - 2(-90) - 4♠	Flames assault upper body. If foe has a full helm, he is blinded and in a coma for 2 days. If not, he dies in 6 rounds due to shock and brain damage.	Foe is cremated before your very eyes. He remains standing for 6 rounds and then drops and dies. A small fire lingers over the remains. A horrible end. +25H
96-99	Blast lands on the weapon arm and climbs up to foe's neck. It burns all it touches. If foe has any organic neck covering it is destroyed. 4✱ - 8♠	Flames burn into foe's throat. The damage is frightening. Foe's neck collapses in the flames. He drops and dies in 9 inactive rnds. He smells bad. +20H - 12♠ - (-10)	Intense heat fuses metal, cloth and skin. Foe is unrecognizable. If no chest armor he is dead instantly. Otherwise he dies after 9 rounds of burning.	Foe is trapped in the furnace made by your attack. Organs are destroyed and foe's blood boils. He has no hope of survival and dies in 6 inactive rounds. +20H	Your foe is devoured by a hellfire of which even you are frightened. All combustibles within 10 ft ignite. Little will remain when the fire dies. (+10)
100	Brutally scar the side of foe's face. Foe is knocked out. He loses 50 from his Appearance and 25 from his Presence. +20H - 5♠	Assault consumes clothing and tissue. Foe's arms and chest are without skin. Foe is paralyzed. Infection will follow. +25H	Strike to foe's head. If he has a helmet, his head is broiled and he dies in 2 rnds. If no helmet he dies instantly. (+10)	Every part of foe is ablaze. He dies in 2 rounds, making terrifying noises. He continues to burn for 12 rounds. (+15)	Fire devours every part of foe in an instant. Bits of metal, teeth and a few bones shower to the ground. (+20)

KRUSH CRITICAL STRIKE TABLE A-10.10.3

	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and almost evades your blow. +4H	Blow is forceful, not hard. Foe is unbalanced. You have initiative. +6H
11-15	Foe evades your much of your swing. You have initiative. +3H	Foe evades frantically. You have the initiative next round. +3H	Really solid strike to foe's shield side. You have initiative. +7H	Shot close to foe's throat. He seeks to avoid your next strike. +5H - (x-10)	Foe raises an arm to block your strike. He does himself harm. You profit. +6H - * - (+5)
16-20	Foe steps back 5 feet. He is out of position. +2H - x	Foe is concerned with his own preservation. He steps back 5 feet. +4H - (x-10)	Blow to foe's waist. He spins sideways. +6H - (x-20)	Glancing blow takes skin with it. You have initiative next round. +5H - (-5)	Strong blow breaks foe's guard. He is unbalanced. *⊗ - (+10)
21-35	Foe tries to duck under your strike. You knock him back. +3H - x - (+5)	Foe loses some resolve from your solid strike. +4H - (x-20)	Disorient foe with a tricky shot. He is at a loss for words. +5H - *	Foe goes airborne to evade your strike. He is stumbling back. +4H - *⊗	Solid shot breaks foe's ribs. You have initiative next round. +6H - (-10)
36-45	Bust foe's shin. You have initiative. with leg greaves: +9H w/o leg greaves: +6H - (-5)	Blow to foe's left calf. You gain initiative. with leg greaves: +9H - 2x w/o leg greaves: +6H - 2(-20)	Catch foe in lower leg. You gain initiative, while foe regains footing. +9H - 2(-25)	Light swing to foe's leg. Foe's calf is bruised. You have the initiative. +10H - (-10)	Blow to upper leg. Minor fracture. You have initiative. +12H - (-10)
46-50	Foe steps under your blow. You catch him in the back. +4H - (x-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H - (x-25)	He leans to your shield side and you hit him in the back. You have the initiative for 2 rounds. +5H - *⊗	Catch foe in shoulder blade. Foe drops his guard and reels from your blow. +10H - *⊗	Glancing strike to lower back. Foe turns away to avoid the damage. Foe uses his weapon for balance. +15H - *⊗
51-55	Blow to foe's chest. Foe leans sideways in pain. +5H - (x-25)	Foe recoils before your blow impacts. He steps back 5 feet to defend himself. +6H - 2x	Hard strike to chest, armor does not help. +5H - * - (-10)	Blow to foe's ribs. It hurts him to raise his arms. Foe cannot lean over. +10H - (-15)	Blow to chest. He seeks to regain his wind and survive your onslaught. +15H - 2* - (-15)
56-60	Blow to foe's waist sends a piece of equipment flying. Foe recoils. +5H - (x-25)	Strike passes under shield arm and lands on foe's thigh. Big bruise. +6H - x - (-5)	Strike grazes across left thigh and lands on right. It lands solid. +6H - x - (-5) - (+10)	Miss foe's arm and strike his thigh. He stumbles and drops something. +6H - * - (-10)	Blow to foe's thigh causes his right leg to falter for a moment. +10H - *⊗ - (-10)
61-65	Strike to weapon forearm. with arm greaves: +8H - x w/o arm greaves: +5H - *	Blow to foe's forearm. The strike is solid. The pain is certain. +9H - * - (-10)	Catch foe in mid-swing and disarm him. His weapon tumbles behind you. +8H - *	Blow to forearm. Blow tears clothing, but not skin. Arm is bruised. +10H - *⊗ - (-10)	Strike foe's weapon arm with a titanic blow. Foe drops his weapon and reels. +10H - * - (-15)
66	Shatter shoulder in foe's shield arm. Arm is quite useless. Foe drops shield, if he has one. +8H - 2*⊗	Drive elbow backwards and break it. Arm is useless. Foe drops weapon, leans way over, and yells out. 3*⊗	That does it for him. Your strike lands on foe's knee. The knee buckles and foe goes down hard. +9H - 3*⊗ - (-90)	Masterful strike to foe's head. If he has no helm, he is dead. If he has a helm, he is knocked out for 4 hours. +20H	Crush what was once foe's head; he dies instantly. If foe has a helm, it is destroyed also. You are speckled with blood. +15H - (+10)
67-70	Solid strike to foe's chest. Knocks the breath out of foe. +8H - 3* - ⊗	Bloom! Shot strikes foe's upper chest. Foe stumbles. +10H - 2*⊗ - (-10)	Strike to chest causes a host of trouble. +10H - 3* - 2⊗ - (-10)	Blow to shoulder. with shoulder armor: +6H - *⊗ w/o shoulder armor: 2*⊗ - (-20)	Blow to foe's shield arm. If foe has a shield, it is broken. If not, arm is broken.
71-75	Shot takes foe in lower leg. He fails to jump over it. +5H - 2*⊗ - (-20)	Strike to foe's right achilles tendon. Oh that hurts ya know! +10H - 2* - ⊗ - (-35)	Strike twists foe's knee. +10H - 2*⊗ - (-40)	Blow lands with a crack. Leg bone is broken. Major cartilage damage. +12H - 2*⊗ - (-50)	Blow to foe's hip bonebreaks it. Help! Foe has fallen and cannot get up. +15H - 3* - (-75)
76-80	Blow to foe's shield arm destroys shield. If no shield, arm is broken.	Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield. +6H - *	Blow to foe's weapon arm. A metal aranguard is bent and the arm is useless until until the armor is removed. +9H - *⊗ - (-50)	Blow breaks foe's weapon arm. Sling foe's weapon to the right 5 feet. Foe's arm is useless. Tendon damage. +8H - *⊗	Slap foe's arm and elbow around like string. Joint is shattered. Arm is useless. Foe should have stayed in bed. +9H - 2*⊗
81-85	Blow to foe's side sends him stumbling 5 feet to your right. +10H - 2*⊗ - (-20)	Blow thunders as it connects. Foe's ribs crackle in response. It hurts. +12H - 2*⊗ - (-25)	Foe yells out before the impact and is silenced by the blow. Ribs crack. +12H - 3*⊗ - (-40)	Blow lands on foe's side. He goes down hard. Victory is close. +15H - 3*⊗ - (+10)	Blow to foe's armpit. Crush ribs and destroy organs. Foe dies in 3 rounds. +30H
86-90	Strike foe in lower back. Muscles and cartilage are damaged. +12H - 3*⊗ - (-25)	Foe makes a mistake and pays. You send him prone with a fell strike. Tendons are smashed. 4*⊗ - (-30)	Powerful blow sweeps foe onto his back. Bones break and muscles tear. +20H - 6* - (-50)	Blow to foe's neck. If foe has a throat protector, he is paralyzed from the neck down. If not, he dies in two rounds. +25H	Neck strike shatters bone and severs an artery. Foe cannot breath. Foe is inactive and suffocates in 12 rounds. —
91-95	Break foe's nose. with nose guard: +10H - 2*⊗ w/o nose guard: +15H - 3*⊗	Strike to foe's head. If he has no helm, he falls into a coma for 3 weeks. +20H - 12*	Blow to thigh. Compound fracture severs an artery. Foe goes down hard and dies in 12 rounds. +9H	Strike comes down on the shield shoulder of foe. Arm shatters. Foe dies from shock and blood loss in 9 rounds. —	Blast to foe's back. A bone is driven into vital organs. Foe is down and dies in six rounds. +25H
96-99	Blow to foe's head. If foe has no helm, he is dead. If foe has a helm, he is knocked down. +20H - 6*	Blast foe's chest. Send ribcage into heart. Foe drops and dies in 6 rounds. (+20)	Blow to foe's abdomen. Strike destroys a variety of organs. Poor fool expires after 6 rounds of inactivity. —	Crush foe's chest cavity. He grips your arm, looks into your eyes, then drops and dies in 3 rounds. (+25)	Blow to foe's face. If visored, the visor is driven into his face and foe dies in 10 rounds. Without a visor, he dies instantly. You have half the round left. +30H - (+20)
100	Crush foe's jaw. Drive bone through brain. Foe dies instantly. +50H - (+20)	Blow snaps neck. Foe is paralyzed from the shoulders down. +25H - 15*	Strike to forehead. Destroy foe's eyes. Send his helm flying. Foe is spun about. +30H - 24*⊗	Blast to foe's heart. It stops. He dies. You consider yourself to be dead. Fine work. You are ready to slay. +25H	Blow turns hip to dust. Foe falls down. Attempts to stand. Falls again and dies in 6 rounds. +35H - 2* - 6(-30)

PUNCTURE CRITICAL STRIKE TABLE A-10.10.4

	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances foe. You have initiative. +5H
11-15	Strike causes foe to flinch. You gain initiative next round. +1H	Foe questions his resolve. You gain initiative next round. +3H	Foe's evasion puts him out of position. You gain initiative next round. +5H	Foe evades and maneuvers for a better position. +2H - ×	Foe is fearful of your skill and steps back from your mighty onslaught. +3H - ×
16-20	Foe steps back defensively. +1H-×	For steps back and avoids the worst. +2H - (×-10)	Blow to foe's side. If foe has a belt it is severed. +3H - (×-20)	Precise strike to foe's side. You have the initiative for 1 round. (-10)	Foe vibrates from the impact of the strike. ✱ - (+20)
21-35	Convince foe of his peril by just missing his abdomen. +2H - × (+10)	Foe is uncertain about your next attack. He chooses to let you make the first move (you gain the initiative). +2H - 2×	Strike crosses foe's head. If he has a helm it is knocked off and dented. ✱ - ●	You wound foe in hip. Strike strips equipment from right side of waist. ✱ - 2●	Deal foe a measurable blow to his side. Any one container on your foe now has a hole in it. +2H - 2● - (-10)
36-45	Nick foe's calf with long follow through. ●	Cheap shot to foe's shin. with leg greaves: +5H - × w/o leg greaves: +2H - ●	Strike along foe's calf. The damage takes a moment to show. 2●	Close call for foe's groin. with waist armor: +4H - ✱ w/o waist armor: 3●	Strike to upper leg rips clothing. with leg armor: +3H - × w/o leg armor: +2H - 3●
46-50	Foe's evasion exposes his back to your strike. +2H - (×-30)	Blow to back damages any equipment worn there. ✱ - ●	Lower back strike sends foe reeling. His guard is still up. 2✱ - ●	Light strike pins foe's weapon arm to his side. +6H - ✱✱	Strike to side. If foe has armor, the blow tears it open and exposes skin. with abdomen armor: +8H - ✱ - ● w/o abdomen armor: +4H - ✱✱ - 4●
51-55	Strike to foe's chest and he looks impressed. (×-25) - 2●	Solid strike to foe's chest. Blood from wound ruins any heraldry. +3H - 2● - 2×	Strike toward chest. If foe has a shield, it is out of position for the rest of the round. +3H - 2✱ - 2●	Solid chest strike leaves bruises and blood. +5H - × - 3● - (-15)	Foe goes low to evade your attack. Strike takes foe down on one knee. Finish him. +5H - ✱✱ - (-10)
56-60	Minor thigh wound. It could have been better. +2H - ✱ - 2●	Thigh wound does some damage. +3H - ✱✱ - 2●	Strike to foe's thigh. with leg armor: +8H - ✱✱ - ● w/o leg armor: +5H - 2✱ - 2● - (-10)	Strike foe in abdomen. with abdomen armor: +5H - 2✱ w/o abdomen armor: +3H - ✱✱ - 3●	Blow to foe's side. He stumbles to your right 10 feet. +6H - ✱✱ - 5●
61-65	Minor forearm wound numbs foe's grip. +2H - 2● - (-10)	Forearm strike shakes foe up. Foe attempts a recovery. +2H - ✱ - 2● - (-10)	Solid strike to foe's right forearm. with arm greaves: +5H - 2✱✱ w/o arm greaves: +3H - 2✱ - 2● - (-10)	Blow to foe's weapon arm. Arm is numb. +3H - 2✱ - 3● - (-10)	Catch foe's forearm. The wound opens up nicely. Foe is in pain. +5H - 2✱ - 3● - (-15)
66	Strike to foe's shield shoulder. Arm is useless. That must really hurt! 3✱ - (+10)	Foe blocks your attack with his elbow. Elbow is shattered. Shield arm is useless. +3H - 4✱ - 2×	Strike shatters foe's knee. Foe crumbles to the ground. He is down for 3 rounds. 2✱✱ - (-90)	Strike to head kills foe, if he has no helm. If he has a helm he is knocked out for 6 hours. +10H	Strike through both of foe's lungs. Foe drops and passes out. He dies 6 rounds later. (+10)
67-70	Strike along foe's neck. +5H - 3✱ - ✱	Strike to foe's neck. It's not enough for a kill. 2✱ - 3● - (-5)	Strike along foe's neck. Foe is frantic to evade death. 4✱ - 2✱ - (-15)	Strike down foe's defenses with a blow to both arms. +3H - 2✱✱ - (-20)	Shot raises foe's arm up, severing many muscles and tendons. Arm is useless. 6✱ - 3●
71-75	Strike to lower leg. with leg greave: +5H - 3× - (-10) w/o leg greave: +3H - ✱✱ - (-25)	Strike to foe's calf. Slash muscle. Foe almost falls down. +3H - 2✱✱ - (-40)	Destructive strike to lower leg. If foe has leg armor, it is torn free. +5H - 2✱✱ - (-50)	Excellent blow to lower leg slashes muscles and cartilage. Foe falls prone. +6H - 2✱✱ - (-50)	Strike plunges into leg with deadly effect. Foe drops, gripping his leg in pain. 3✱✱ - (-75)
76-80	Strike foe in upper arm. You tear his pretty clothes. +3H - 2✱ - 3● - (-25)	Strike to shield side. If foe has shield, your weapon is stuck in it for a round. 3✱ - 3● - (-30)	Strike through muscle in shield arm. If foe has a shield, he drops it. 6✱ - 3● - (-25)	Strike to foe's shield arm. Arm is useless. +12H - 6✱ - 3●	Strike foe in weapon arm, the bone is broken. Arm is useless. +10H - 3✱✱
81-85	Deep wound in foe's side. Well, it looked like a killing blow. 6✱ - 5● - (+20)	Tear open foe's side in a graphic display of violence. +6H - 3✱✱ - 5● - (-25)	Strike bites into foe's ribs. The impact sounds truly terrible. +6H - 3✱✱ - (-25) - 5●	Major abdominal wound. Blood pours out in frightening quantities. +10H - 3✱✱ - 6● - (-20)	Strike to foe's back severs a vein. Foe goes to his knees and dies in 12 rounds. —
86-90	Catch foe in the back. He drops his guard and stumbles forward. 2✱✱ - 2● - (-20)	Strike to foe's head. If foe has no helm he dies. If foe has helm, he falls to his knees. +6H - 2✱✱	Strike impacts on foe's head. If he has no helm, he dies. Helm is destroyed. +6H - 2✱✱	Strike through foe's kidneys. Foe is down and immobile for 2 hours, then he dies. +9H	Strike plunges in just below foe's collarbone. Foe drops and dies in 12 rounds. —
91-95	Strike to foe's ear. Foe hears at -50. with helmet: +5H - 4✱ - ✱ w/o helmet: +3H - 2● - 2✱✱	Strike to foe's hip. with waist armor: +7H - ✱ - (-10) w/o waist armor: +5H - ✱ - 3● - (-25)	Strike to chest. If foe has plate chest armor, he drops and dies in 9 rounds. If not, he dies instantly. —	Strike through foe's side spills his guts on the floor. Foe fights on normally for 6 rounds, then dies. —	Your weapon passes through the arm and sticks out the other side. Foe dies in 12 rounds. 12✱
96-99	Strike to nose. There is a permanent scar. Foe's eyes are crossed for a moment. 3✱✱ - 3●	Strike through foe's cheek and throat. Foe drops and dies after 9 rounds of incapacity. (+20)	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down. —	Strike plunges into doomed foe's chest and emerges from the other side. Foe drops and dies in 6 rounds. —	Shot through heart sends foe reeling back 10 feet to a place suitable for death. Your weapon is stuck in reeling foe. —
100	Strike through neck. Sever vein and artery. Foe cannot breath. Foe drops and dies of heart failure. —	Strike plunges into foe's eye. Foe dies instantly. Foe remains standing for a moment until he realizes this. all allies get +10 for 1 round	Shot through both ears proves effective. Foe dies instantly. Pretty shot. 6(+20)	Strike through brain makes life difficult for foe. You have a half round left to act. (+20)	Strike to foe's eye. Foe dies instantly. Carry on soldier. (+25)

SLASH CRITICAL STRIKE TABLE A-10.10.5

	A	B	C	D	E
01-05	Weak strike. +0H	Feeble strike falls clear of target. +0H	Firm shot. Good recovery. Try again. +1H	Strike lands poorly. +2H	Your attack is weak. +3H
06-10	Good form, but it disappoints. +1H	Hard strike with no edge. Foe steps clear before you sort it out. +2H	Strike foe with more force than edge. +3H	An opening appears and all you can do is smack foe lightly. +4H	Unbalance foe. You receive initiative next round. +5H
11-15	Blade misses foe's face by inches. You receive initiative next round. +1H	Foe steps quickly out of your reach. You receive initiative next round. +3H	Blow to foe's side yields the initiative to you next round. +6H	You force your opponent back. He keeps you at bay with wild swings. +3H - ×	You push aside foe's weapon and force him back. +4H - ×
16-20	Strike passes under foe's arm. It fails to bite deep. He recoils. +1H - ×	Blow to foe's side. Foe defends energetically. +2H - (×-10)	Your assault catches foe in side and forces him back 5 feet. +4H - (×-20)	You lean in and slash foe's side. You receive initiative next round. +2H - (-10)	Strong blow to foe's ribs. Foe drops his guard and almost his weapon. ★⊗ - (+10)
21-35	Foe's evasion puts him out of an aggressive posture. +2H - × - (+10)	Foe is shaken by your blow to his side. His defensive measures look clumsy. +2H - (×-20)	You break foe's rib with a lightning strike to his chest. He recovers quickly. His shield side still faces you. +3H - ★	Arm and chest strike. Foe cannot defend himself for a moment. You step around his shielded side. +3H - ★⊗	Foe avoids your main effort, but you nick him on your recovery. Foe receives minor side wound and stumbles back 10 feet. +3H - ● - (-10)
36-45	Minor thigh wound. Cut foe with the smallest of slashes. ●	Strike foe in shin. If he doesn't have greaves, you slash open foe's shin. with leg greaves: +2H - × w/o leg greaves: +2H - ●	The blow does nothing more than open a wide cut in foe. +2H - 2●	Foe blocks your attack on his chest. You slash foe's upper area. +3H - 2●	Blow to foe's upper leg. Leg armor helps block the blow. with leg greaves: +5H w/o leg greaves: +3H - 3●
46-50	Blow to foe's back. Foe attempts to ward you off with a wild swing. +2H - (×-30)	Foe twists oddly to avoid your attack. Blow strikes foe's back. +4H - (×-30)	Blow to foe's back. Foe twists out of it and you turn your weapon to magnify the wound. Foe yells out. +3H - ★⊗ - ●	Reach long and catch foe in his lower back. He twists out of it, but is unbalanced. +3H - ★⊗ - 2●	Strike to foe's stomach. He doubles over in pain and you pull your sword clean with one more sweep. +4H - ★⊗ - 3●
51-55	Blow to foe's chest. Foe stumbles back and puts up a feeble guard. +2H - (×-25) - ●	Quality strike. Minor chest wound. If foe has armor, he only staggers. If not, the wound is effective. with chest armor: +4H - × w/o chest armor: +3H - 2× - ● - (-5)	Blow lands solidly upon foe's chest. You get some slashing action, but not a mortal wound. +4H - × - 2● - (-10)	Heavy blow to upper torso. Wound falls open and foe is in pain. His guard is still up, amazingly enough. +5H - × - 3● - (-15)	Cut foe open with little grace. You are unsure of your success until you see all the blood coming out of his chest. +6H - 2★ - 4● - (-10)
56-60	You recover from your initial swing and bring edge across foe's thigh. +3H - × - 2●	Edge makes contact well enough. Minor thigh wound. +4H - 2× - 2●	Strike to side slips down onto foe's thigh. The wound is effective. +5H - ★ - 2●	Tip of your blade gets a hit on foe's thigh. You twist your weapon. +6H - 2★ - 2●	Thigh wound. Your blow cuts deep and severs an important vein. +8H - 2★ - 5●
61-65	You feign high and strike low. Slash foe in back of upper leg. +3H - 2● - (-10)	Nick foe in his forearm. Wound bleeds surprisingly strongly. +4H - ★ - 2● - (-10)	Catch part of foe's forearm. You make a long slice in foe's arm. +4H - ★ - 3● - (-10)	You are lucky to strike foe's forearm while recovering from a lunge. +4H - 2★ - 3● - (-10)	Foe tries to disarm you and pays with a nasty cut to his forearm. +6H - 2★ - 3● - (-15)
66	Foe blocks your attack with his shield arm. Shoulder is broken and arm is useless. You have initiative. +9H - 3★ - (+10)	Your strike misses torso and breaks foe's elbow. Foe drops his weapon and his weapon arm is useless. +8H - 4★ - 2⊗	Your swing falls short when foe leaps back. You shatter foe's knee. Foe is knocked down. +6H - 3⊗ - (-90)	You knock foe out for 6 hours with a strike to side of head. If foe has no helm, you kill him instantly. +15H	Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot! +12H - (+10)
67-70	Strike lands close against foe's neck. Foe is horrified. +6H - 3★ - ⊗	Your attempt to behead foe almost works. Neck strike. Foe is not happy. +7H - 2★ - 3● - (-5)	Slash foe's neck. Your weapon cuts neck garments (and armor) free. +8H - 4★ - 2⊗ - (+10)	You strike foe's shoulder and slash muscles. +5H - 3★ - (-20) - (+10)	Slash tendons and crush the bones in foe's shield arm shoulder. Arm is useless. 4★ - 2●
71-75	Blow falls on lower leg. Slash tendons. Poor sucker. +4H - 2★ - 2● - (-30)	Slash muscle in foe's calf. Foe is in too much pain to regain footing quickly. +6H - 3★ - ⊗ - (-40)	Slash muscle and tendons in foe's lower leg. Foe stumbles forward into you with his guard down. +7H - 2★⊗ - (-45)	Slash muscle and sever tendons in foe's lower leg. He can't stand much longer. His guard is feeble. 3★ - 2⊗ - (-50)	Slash foe's lower leg and sever muscle and tendons. Foe will fall without something to lean against. +8H - 6★ - (-70)
76-80	Foe goes low, but you still catch his upper arm. It's a bleeder. +5H - 2★⊗ - 3● - (-25)	Foe moves his shield arm too slowly. You gladly slash his arm. +6H - 2★⊗ - 3● - (-30)	You come in high and fast. Slash muscle and tendons in foe's shield arm. Foe's arm is useless. +9H - 6★ - 4●	Foe mistakenly brings his weapon arm across your blade. Sever tendons. Foe's arm is limp and useless. +10H - 4★ - 2⊗	Foe reaches out to block your blow. You sever two fingers and break his shield arm making it useless. +12H - 3★⊗
81-85	Foe steps right into your swing. You make a large wound. +6H - 5★ - 6● - (+20)	Your edge bites half its width into foe. Open up a terrible wound. Blood goes everywhere. +7H - 2★⊗ - 6●	You follow your training well. You extend on your slashing arc. Strike lands against foe's side. +8H - 2★⊗ - 4● - (-20)	You plunge your weapon into foe's stomach. Major abdominal wound. Foe is instantly pale from blood loss. +10H - 4★ - 2⊗ - 8● - (-10)	Sever opponent's hand. Sad. Foe is down and in shock for 12 rounds, then dies. +5H - 12★⊗
86-90	Foe turns out and away from your swing. You still catch his side. +8H - 2★⊗ - 2● - (-10)	Strike to back. Foe goes prone trying to avoid your strike. He gets up facing the wrong direction. +10H - 3★⊗ - 3●	Blast to back breaks bone. Foe stumbles forward before falling down. He is having trouble standing. +9H - 4★⊗ - (-10)	Your attempt to disarm foe is even more effective. Sever opponent's hand. Foe is in shock for 6 rounds and then dies. +6H - 6★⊗	Meat chopping strike severs foe's leg. Foe drops and lapses in unconsciousness. Foe dies in 9 rounds. +15H - (+10)
91-95	Blow to foe's head. If no helmet, cut off foe's ear (all hearing ability is halved). with helmet: +3H - 2★⊗ w/o helmet: +3H - 3★ - ⊗ - 3●	Strike to foe's hip. The blow has little edge, but much impact. Your blow staggers foe. His recovery is slow. +7H - 3★ - ⊗ - (-20) - (+10)	Chop the top of foe's thigh. Sever foe's leg. Foe drops immediately and dies in 6 rounds due to shock and blood loss. +20H	Sever foe's weapon arm and bury your sword into foe's side. Foe falls prone. Foe is in shock for 12 rounds, then dies. +15H - 9★⊗	Sever foe's spine. Foe collapses, paralyzed from the neck down permanently. +20H
96-99	The tip of your weapon slashes foe's nose. Minor wound and a permanent scar. +2H - 6★ - 2● - (-30)	Strike to foe's head breaks skull and causes massive brain damage. Foe drops and dies in 6 rounds. +20H	You cleave shield and arm in half Foe attempts to catch his falling arm. Foe is in shock for 12 rounds then dies. +18H - 12★⊗	Slash foe's side. Foe dies in 3 rounds due to internal organ damage. Foe is down and unconscious immediately. +20H	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap—immediately. —
100	Strike severs carotid artery and jugular vein, breaking foe's neck. Foe dies in 6 rounds of agony. —	Disembowel foe, killing him instantly. 25% chance your weapon is stuck in opponent for 1 round. —	Strike up, in, and across foe's forehead. Destroy foe's eyes. Foe flips onto his back in pain. +5H - 30★⊗	Impale foe in heart. Foe dies instantly. Heart is destroyed. 25% chance your weapon is stuck in for 2 rounds. +12H	Very close! Strike to foe's groin area. All vital organs are destroyed immediately. Foe dies after 24 rounds of agony. +10H - 12★⊗

UNBALANCE CRITICAL STRIKE TABLE A-10.10.6

	A	B	C	D	E
01-05	You and your foe both stumble. +0H	You lunge 5 feet past your foe. +0H	Try again. What will your friends say? +0H	"You're not very good, are you?" +1H	You made a good sound effect. +2H
06-10	Foe recognizes this assault from grade school. +0H	Your opponent stands firmly in front of you. +1H	When your attempt starts to fail, you slip in a punch. +2H	Your grip is neither firm or effective. Foe breaks free. +3H	It is solid, even if randomly placed. +5H
11-15	Powerful strike fails to land solid. It still does some damage. +3H	Weak side strike glances off kidneys. It could have been great. +4H	Knuckle foe's arm. You will need to do better than this. +5H	Back strike. It has little imagination. You might as well punch. +6H	Strike lands on shoulder blade. +7H
16-20	Foe seeks to push you away. He lashes out in defensive manner. +4H - ✕	Glancing side blow. You unbalance your foe. He recovers quickly. +4H - ✕	Strike side. Foe moves back to block your next attack. +5H - ✕	Blow to foe's side sends him reeling. Foe checks wound for the damage. +7H - (-10)	Blow to foe's side unbalances him and destroys equipment there. +8H - 1(-20)
21-35	On line strike, but weak. Foe steps back and feigns an attack to draw off your assault. +4H - ✕	Your strike makes foe's footing uncertain. He pushes you clear and begins to right himself. +5H - 1(-20)	Shot to foe's chest. His lungs hesitate. He coughs it off and regains his footing. +6H - ✱	Quick shot to chest causes foe to hesitate in pain. He still knows you're there. +8H - ✱	Crack! Foe's rib reports damage to him in an unobtrusive way. He is in pain. +9H - ✱ - 1(-10)
36-45	Light bash breaks foe's focus. You have the initiative next round. +4H	You salvage your attack by tripping foe. You have the initiative next round. +5H - 2(-5)	Grab foe's shoulder, while you bring your knee up to knock him over. +5H - 1(-40)	Strike to calf. Wound impairs foe's movements. You have the initiative. +7H - (-25)	Hard glancing blow to foe's leg. with leg armor: +12H w/o leg armor: +8H - 2✱
46-50	Attempt to spin foe's around almost succeeds. Weak grip to side. +5H - ✕(-10)	Your assault threatens to succeed. Your foe goes defensive to avoid your attack. +5H - ✕(-20)	Boom! Foe is hit in the face. He reels back 5 feet trying to regain his footing. His guard is down. +6H - ✱⊗	Double strike to both arms breaks foe's defense. He is open to attack and is having trouble recovering. +8H - ✱⊗	Shot in back staggers foe for an instant. His guard drops and he is sadly unprotected. +12H - ✱⊗
51-55	Firm press to foe's chest. He give ground happily. Watch his weapon. +5H - ✕(-20)	Grab foe and bring knee up to cause damage. Foe blocks some of the force. +5H - ✱	Push foe's knee backwards. Foe struggles to avoid the pain. +6H - ✱⊗	Strike to chest takes wind out of foe. Foe's guard goes down. +10H - ✱⊗	Knock foe over as if he was a sack of beans. He hits and starts to stand up. +12H - ✱⊗
56-60	Strike thigh. Foe is pushed back. with thigh armor: +7H w/o thigh armor: +5H - ✱	Foe bumps his thigh while blocking your attack. He steps back. +6H - ✕(-30)	Skipping calf strike. Foe does not give ground. with leg armor: +9H w/o leg armor: +7H - 2✱ - (-10)	Miss foe's side and strike his thigh. You have initiative for 3 rounds. +12H - 2✱	Strike causes foe to fumble his stride. He almost falls down. Foe is recovering. +14H - 3✱
61-65	Foe's arm is pinned for a moment. He recovers by twisting you off. +6H - ✱	Bend weapon arm in the wrong direction. Foe drops his weapon. +6H	Excellent placement. Strike to weapon arm disarms foe. Foe is in great peril. +6H - 2✱	You catch foe's counter thrust and disarm him with a bash to the arm. +7H - 2✱ - (+20)	Bash foe in shoulder making him spin. You push him for good measure. +13H - 2✱⊗
66	Shoulder strike sends foe spinning. He comes all the way around before stopping. Well placed shot. +7H - 2✱⊗	Strike to foe's elbow numbs it. He drops his weapon and grips his elbow. He forgets you are still attacking him. +8H - 2✱⊗	Strike to foe's leg sends him down. Foe's knee is broken and his doom is at hand. He falls to the ground helpless. +9H - 3✱⊗ - (-90)	Hard strike to head. If foe has no helm, he is knocked out for 24 hours. If he has a helm, he is knocked back 10 feet. 6✱	Knock foe back with a blow to the jaw. Foe loses balance and falls. He hits his head and goes unconscious. +30H
67-70	Hasty press upon foe's chest produces excellent results. Foe is unbalanced. +6H - 2(-50)	Grab loose piece of foe's garments and use it to throw him around. Foe is confused. +7H - ⊗	Strike to foe's ribs. Foe's ribs crack and foe shows the pain. His war effort is impaired. +8H - 2✱ - (-20)	Break foe's collar bone. Spin foe around. He is disoriented and out of position. +10H - ✱⊗ - (-25)	Shoulder strike blasts foe down. He lands on his stomach and tries to roll over. Minor fracture. 2✱⊗ - (-10)
71-75	Hammer foe's lower leg. He has trouble standing, but manages. +7H - 2✱	Solid damage to foe's calf. His attempts to avoid the pain make him an easier target. +9H - (-10)	Bruise foe's leg. Muscles suffer damage and foe limps back from your reach. +10H - ✱⊗ - (-20)	Lift foe up into the air. You send him sprawling on the ground. He drops his weapon. +12H - ✱⊗ - (-75)	Knock foe down with a blow to the thigh. He lands on his weapon and takes some time to get off it. +15H - 3✱⊗
76-80	Blow to foe's shield side. If foe has a shield, it is torn away. +12H - 2✱	Grab foe's shield arm for leverage. You treat it badly, trying to unbalance foe. +10H - 2✱ - (-10)	Heavy blow to foe's weapon arm. Mild fracture. Foe is knocked back 5 feet. +11H - 3✱ - (-25)	Sweep foe to the side and knock him over. He breaks his ankle. +11H - (-50)	Strike to foe's shield arm. Foe stumbles 3 feet and falls down. Foe is disarmed. +15H - 4✱⊗
81-85	Side strike. Disoriented foe strikes out for you in the wrong direction. You move to take advantage. +12H - ✱⊗ - (+10)	Good shot to foe's side sends him stumble to the right 3 feet. It must have really hurt. +15H - 3✱	Strike to foe's side. He almost goes down, but recovers by dropping everything in his shield arm. 6✱	Brutal strike sends foe down. You step on his weapon arm and hold it down. Foe should surrender. +12H - 6✱⊗	Awesome side shot sends foe tripping sideways. He goes down rolling and breaks a leg. 6✱⊗ - (-50)
86-90	Elbow to the back. Foe stumbles 5 feet sideways. Foe cannot seem to get his head clear. +13H - 3✱ - (+20)	You really hammer foe. He reels back 10 feet. He almost went down. You move in to finish him. +12H - 2✱⊗	Precise blow sends foe down. Foe is face down and disarmed. +14H - 6✱ - (+20)	Strike foe's shield arm. If foe has a shield it is broken. If not the arm is broken. +10H - 9✱	Cruel blow to foe's head... Foe sees stars. Foe is knocked back 10 feet, but remains standing. +20H - 12✱⊗
91-95	Head strike. If foe has no helm, he is knocked out for 2 hours. If foe has a helm, he is better off. 3✱	Blow to side of foe's head. Strike damages his ear and balance. Foe is impaired for 3 weeks. +9H - 6✱ - (-50)	Spin foe around. He ends up 10 feet from you and facing the wrong direction. Foe fumbles his weapon. +10H - 8✱⊗ - (-30)	Foe stumbles back from you 10 feet and takes a full round to fall. He hits hard and fractures an arm. He is down. +10H - 8✱⊗ - (-30)	Blow to foe's shield shoulder. If foe has no shield, he is knocked down, has a useless arm, and passes out. 6✱
96-99	Strike to foe's stomach. He bends down in pain and you send him sprawling on his face. He hits harder than you could have hoped. +10H - 3⊗	Bash foe in his side. His legs forget to follow as he steps back. He falls in an embarrassing prone position. He has no clue to what happened. 6✱⊗	Smooth and snazzy strike sends foe down on his knees. His weapon goes flying. Foe has blacked out. He stares straight ahead without blinking. —	Strike head and shatter foe's helm. Pieces fly in all directions. If foe has no helm he is in a coma for 4 weeks. +9H - 6✱	Solid strike snaps foe's neck. He falls back 5 feet, spins, and tumbles to the ground. He dies of shock and suffocation in 3 rounds. —
100	Brutal hip strike knocks foe down. Fall tears tendons, and fractures bone in leg. The pain his great. Foe is incoherent for 9 hours. (-90)	Send foe flying 10 feet. He lands on his face. The twisting of his neck causes nerve damage. He is paralyzed from the waist down. —	Powerful strike flips foe into the air before smashing him to the ground. Foe breaks both arms and hits his head. Foe is in a coma for 2 months. —	Savage blow to foe's head. Foe is knocked down. He falls into a coma and dies in 12 rounds due to a severed vein. (+20)	Frightening strike to foe's head. Temple crushed, neck broken. Foe lands 20 feet away. He dies instantly. 3(+20)

LARGE CREATURE CRITICAL STRIKE TABLE A-10.10.7

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	Weapon shatters on foe's solid form. +12H	You fumble your weapon (roll on the fumble table). +15H	Your weapon bites hard, but you move poorly. Lose initiative. +18H	Glancing blow shakes you up. You suffer a -10 penalty next round. +20H	Blade touches foe's exposed skin. Your weapon hisses. +5H
06-10	Solid, but futile. +3H	Blow to foe's side. Pretty sparks. +4H	Your weapon glances off foe's side and leaves a measurable wound. +5H	Your swing lands lightly. You had hoped for better. +9H	Your blow is solid, but lands on a well protected area. +10H
11-20	Hardly enough for victory. Weak side strike. +6H	Your blade guides itself in, but you miss the opportunity. +8H	Blow shoulder. It's well placed, but you'll need a lucky shot at this pace. +9H	Your strike lands solid and righteous. You wish it had landed a little more. +12H	A mortal blow poorly placed. Maybe you're holding it wrong? +15H
21-30	Strong blow to foe's forearm yields its measure. +9H	You give out an epic strike, but foe is an epic creature. +10H	Your strike is solid, but your grip fails on impact. +12H	You trip foe and slam his shin with your weapon. You are not being noble. +15H	Bruise to foe's shoulder is made worse by your weapon's strong enchantment. +20H
31-40	Strike to beast's chest. Some unseen piece of protection blocks your attack. +12H	Hard strike to foe's thigh. It glances off. You really wish that had landed better. +15H	Your strike lands in a critical spot on foe's abdomen. You are unable to mortally wound him, for the moment. +20H	Your weapon sparks against the beast's hide and he realizes its mighty blessing. +25H	Your weapon strikes foe like a clap of thunder, claving at his very essence. +30H
41-50	Strike lands upon foe's side. He responds by leaping back away from you. +15H	Your blade bites into foe's skin with a hiss. Foe roars out at you. You ready yourself for what comes next. +18H	Hack at foe's neck, landing on his shoulder. He moves before the strike bites deeper. +25H	Heavy blow with all of your weight behind it hits foe in his side. +30H	Your weapon drives deep into foe's abdomen. Blood pours out of foe. He looks like a statue in a fountain. +12H - ⓧ - 5♣
51-65	Blow crashes into foe's leg. The damage is obvious by the look on his face. +20H	Blow to foe's back. It concerns him greatly. Good luck. +5H - ♣	Grip foe's hide for leverage, before you strike. Blow lands solid, but he throws you clear. +30H	Strike lands lightly against foe's shoulder. You have the initiative for 3 rounds. Foe's blood gets all over you. +10H - × - 2♠	Cave in the side of foe's head. Foe is down and dies in 2 rounds. Your foot is pinned under him for a round. —
66	Well placed strike to foe's neck severs the jugular vein. Foe falls and dies in 6 rounds. —	Vicious strike to abdominal region destroys a variety of organs. Foe falls over with a crash. He dies in 3 rounds. +30H	Strike to foe's heart. He dies instantly. You hit him one more time to make sure he is dead. Very clean kill. —	Drive home your attack right between your foe's eyes. He dies instantly. You have half the round left. +20H	Chest wound knocks foe down. +10H - 2♣ⓧ
67-70	Foe's leg catches your failing strike at the right moment. The leg is bruised badly. +25H	Blow to thigh leaves a bad bruise. Foe almost falls over on you. You leap clear. +30H	Strike to foe's thigh. Despite his size, it sends him back. Your Mithril bites deep and leaves a painful wound. +15H - 2♣ - (-20) - (+10)	Foe loses his footing with your solid strike. He takes time to gain his balance. You are in good position. +20H - 2♣ⓧ - (+10)	Plunge weapon into foe's heart. Your weapon seems to know the way. The wound is instantly mortal. He dies. +20H - (+10)
71-80	Arm strike gives foe a bruise. +30H	Minor forearm wound. The beast's guard is down for an instant. Press your attack. +13H - 3♣ⓧ	Tear him up! Your strike lands along foe's arm. The wound is bleeding everywhere. It's all over you, as well. +20H - 2♣ⓧ - 3♠	Tear open foe's leg with a brutal side swing. Foe is unbalanced and bleeding. His guard goes down. +9H - ♣ⓧ - 3♠ - (-10)	Strike comes up under foe's arm. Blow breaks bones in upper arm. Arm is useless. Foe stumbles back. +15H - 3♣
81-90	Strong blast to foe's stomach staggers foe. His guard drops for a moment. You have a chance. +20H - 2♣ⓧ - (+10)	Hard blow to foe's back. If foe has wings they are damaged. If not, foe has broken ribs. +22H - 3♣ - ⓧ	Reverse your strike to catch foe in his lower leg. He stumbles back out of reach. +15H - 2♣ - 2♠ - (-20)	With a mighty cross swing you strike foe's head. If he has a helm (or hard head) you knock him out. If he has no helm, you behead him and he dies. +30H	You see the opportunity you have needed. A legendary strike to foe's chest destroys heart and other vital organs. He drops and dies instantly. +25H - (+15)
91-95	Strong blow to foe's leg yields a gaping wound. If foe has blood, you see a lot of it. +18H - 3♣ - 5♠ - (-10)	You strike at foe's face. It hits and causes him some difficulty. +5H - 3♠ - (-25) - (+20)	Weapon impacts upon foe's head with unmatched force. Foe comes over and is knocked out. +30H - (+10)	Your victory strike. Your weapon crashes into foe's chest and downs him for 2 rounds. He dies in 6 rounds. —	Blow to foe's leg slashes an artery open. Foe falls gripping his leg. He is inactive for 12 sad rounds and then dies. —
96-98	Plunge your weapon into foe's heart. Foe dies instantly, and falls on you. You are pinned for 6 rounds and +20H! —	Your weapon plunges into foe's chest. He drops and dies in 3 rounds. Your weapon is stuck in him for 12 rounds. +25H	Strike foe in his head and destroy his brain. If that's not power, what is? You have half the round left to act. —	Strike foe in his ear. He dies next round. You are very confident in your combat skills. +15H - (+25)	True to its name, your weapon slays foe by crushing his skull. Parts of bone fly in all directions. Not a pretty sight. Foe drops instantly to the ground. —
99-100	Strike through foe's lungs. Foe falls down and dies after 6 rounds. Allies get a bonus! +24H - (+20)	Hard but flat strike. Your weapon takes much of the impact. In addition to his wound, your weapon is broken. +35H - ♣ⓧ	You find a weak point and hammer foe's neck. Your weapon sticks in foe for 2 rounds, while he struggles to breathe. He dies in 6 rounds. +20H - 6♣ⓧ	Your precision surgery blinds foe. He quickly loses his direction and is in trouble. +5H - 2♣ⓧ - (-100)	Strike foe in his face. His cheek bones collapse. His neck is a bloody pulp. He dies a round later. Your weapon is lodged in foe. —
101-150	Awesome strike to shoulder sends foe stumbling. He has trouble getting his balance back. +50H - 3♣ⓧ - (-35)	Strike foe in the side of his head. Foe stumbles back a few feet before he falls to the ground. He is out for 3 hours. +20H - (+10)	Catch foe in chin with all your weight behind the weapon. Head snaps back and chin shatters. Foe is knocked out for 30 days. +60H	You miss foe's weapon arm, but the strike lands on foe's knee. The results are acceptable. +3H - 2♣ - 2♠ - (-30)	Sever a vein in foe's forelimb. He falls to his knees. Blood is everywhere. He dies in 6 rounds. +20H - 6♣ⓧ - 12♠
151-175	Strike drives bone into kidneys and liver. Foe drops and dies in 6 rounds. What a pity. —	Strike shatters foe's jaw and sends it up into his brain. Foe is dead before he hits the ground. Half round left to act. —	Strike foe in the abdomen. The wound is mortal. A variety of important organs are destroyed on impact. Foe drops and dies after 6 rounds. —	Smooth strike to foe's cheek. Just as he was about to deal you a deadly blow, you crush the side of his head. He dies. You have half the round left. —	You almost sever foe's head, with a mighty blow to his neck. Foe is inactive and dies in 5 rounds. (+20)
176-200	Strike to bowels destroys foe's abdominal areas. Foe's blood is all over you. Foe dies in 12 rounds. +35H - (+15)	Shot along side foe's head penetrates his ear and he dies in 3 rounds. You are mighty in battle. +10H - (+20)	Death comes swiftly! Your strike severs an artery in foe's leg. Foe fights for 2 rounds, then drops and dies in 6 rounds. +5H - 2(-20)	Strike penetrates to foe's spine. Spine is broken and foe is paralyzed from the waist down. You will not have trouble killing him. +20H	Strike to abdomen damages a variety of organs. Internal bleeding will kill foe in 4 rounds. You have half the round to act. (+20)
201-250	Blow to foe's forearm severs a vein. Foe dies in 7 rounds from shock and blood loss. He is still standing. +15H - 6♣ - (-30)	Strike to foe's back. Hit severs spine. Foe is paralyzed from the neck down. Sadly, your weapon is broken. +15H	Heart strike. Your foe dies in true epic form. He tumbles backwards and lands with a thunderous sound. Your strike knocks you to your knees. Foe is dead. +20H - 2(+15)	Your weapon swings out and hammers foe's evil heart. He expires and your sword sings a joyful note. All who see your mighty deed are inspired by it. +25H - 3(+20)	Snap foe's head and break his neck. Foe drops and dies. You may direct another attack at anything you can reach. —
251+	You grapple your foe and deal him a mighty blow. You are knocked out. Foe is also impaired. +35H - 3♣ⓧ	Strike through foe's eye proves fatal. He dies immediately. You avoid his fall. +20H - (+25)	You blind foe with a vicious crossing strike to the eyes. He grips his face and falls to his knees. +10H - 6♣ - (-100)	Strike to foe's ribs punctures a lung. Foe is knocked out. Your weapon is stuck in foe for 6 rounds. Good luck. —	Drive foe's eyes back into his skull, with a cross strike. Foe is blind and prone. Foe is in pain. He does not even try to get up. +6H - 24♣ⓧ

Key: ⓧ = must parry ⓧ rounds; ♠ = no parry for ⓧ rounds; ⓧ = stunned for ⓧ rounds; ♠ = bleed ⓧ hits per round; (-ⓧ) = foe has -ⓧ penalty; (+ⓧ) = attacker gets +ⓧ next round.

SUPER LARGE CREATURE CRITICAL STRIKE TABLE A-10.10.8

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	You strike the terrible beast hard. Your weapon breaks in half. +10H	Your weapon is knocked from your hand. It will take 2 rounds to recover. +10H	Your strike is powerful. You fumble the rest of the round. +10H	Your strike is powerful, but your grip was terrible. Roll a fumble for yourself. +10H	The numbing recoil of your strike to foe's chest sends you stumbling back. +10H
06-10	A decoration pops off your weapon with impact to foe's side. +2H	Your weapon hits at a bad angle. Check for weapon breakage. Bum Luck. +3H	Your weapon lands uneven across foe's shoulder. Make a breakage check. +4H	Blow foe's arm. Ready for a better strike. You gain the initiative next round. +6H	Strike lands at a bad angle. You check for weapon breakage. +8H
11-20	You are daunted by the beast's gaze and swing weakly. +3H	Your blow was deflected, but you gain the initiative next round. +4H	Acceptable strike to foe's leg. You gain the initiative next round. +5H	Back strike. Weapon seems to damage by touch only. +8H	Blow to back. You gain the initiative next round. +10H
21-30	This terrible creature's hide deflects the strongest blows. +4H	Glancing side blow. A spark of light reminds you your weapon is magical. +5H	Glancing blow smears mithril like chalk across beast's hide. +6H	Your strike is solid and flat, but foe is not slowed at all. +10H	Sparks fly from your weapon as it embraces your foe. +12H
31-40	Solid strike to foe's side with your common weapon fails to penetrate. +5H	Foe is unbalanced. You gain the initiative next round. +6H	Solid, but nowhere near a vital spot. Bruise foe's calf muscle. +7H	You strike the fell titan in the chest. He yells back at you. +12H	Boom! Solid without question. Try a vital spot next time. +15H
41-50	Your strike was more of a last minute parry to avoid the beast's. +6H	You deal out a sharp and hard leg strike. Foe steps back to look at his leg. +7H	Strike lands on foe's horn. The vibration has some effect. +8H	You step under his assault and strike him hard in the abdomen. +15H	Rip sinew, hair, horn and scale with a glancing blow to side. +18H
51-65	Two light and quick shots to foe's forearm, provides a modest result. +7H	Blow to foe's back. Foe's hide is tough there. You need more strength. +8H	Your strike thumps foe on his nose. He is insulted, but not wounded badly. +9H	The vile beast leans forward. You strike at his snout in frantic response. +18H	Unexpected weak spot found with your strike to foe's side. +20H
66	Strike foe's neck with the flat of your weapon during a moment of opportunity. +20H	You step under foe's lunge and use the force against him. Strike to under belly. He feels the pain instantly. +12H - 3♦ - (-10)	Shin strike. Skin is torn open and bone is bruised. This one hurts. You have initiative. +15H - 5♦ - (-10)	Your blow lands against foe's shoulder. You are pleased with the effect. Blood pours from the wound. *⊗ - 10♦ - (-15)	Your weapon seems to dig into foe's chest and devour his heart. Foe dies instantly. You are covered with blood. +50H - (+20)
67-70	Solid strike on foe's leg. You move quickly away to avoid the retaliation. +8H	Blow to thigh leaves a bad bruise. Your weapon cracks and bends. It will break after one more strike. +9H	Hammering foe's thigh gets you some respect. You have the initiative. +10H	Hard blow to foe's thigh. He stumbles, but does not fall. You have the initiative next round. +20H	Flat strike to foe's upper body. Heavy blow breaks some bones. Foe's guard is down. +30H - 2*⊗
71-80	Solid strike to foe's head just bounces off. +9H	Minor forearm wound. The beast used its forearm for defense. Foe soaks up the damage. +10H	Blow to foe's upper arm. This strike had few vices, but it was weak. Get it together. +15H	Catch foe in his exposed leg. You come down hard on it. He will have a bruise. It slows him. You have the initiative. +13H - 5♦ - (-10) - (+10)	Hard glancing strike crosses foe's shoulder and chest. Shoulder is slashed and chest is bruised. +24H - 3*⊗ - 5♦ - (-20)
81-90	Violent strike to foe's forearm. Foe is bruised. Your weapon must make a breakage check. +10H	Blow to foe's arm joint lands poorly. Foe will have a bruise. You think that you know what went wrong. +15H	Your strike hit no vitals, but you can hear the ribs in foe's side crackle. Foe fights on in some pain. +20H	To make this strike land well, you almost climb onto foe. You deal out a brutal strike to his neck and leap back. +12H - × - 4♦ - (+20)	Just when your swing looked to be failing your weapon took control and crashed into foe's thigh. +25H - 3*⊗ - 20♦ - (-25)
91-95	Well placed and hard. Try a vital spot next time. +15H	Blow is placed solidly against foe's side. The thick hide there protects him well. +20H	Slash at foe's neck fails to land very hard. You have the initiative for 2 rounds. +12H - 4♦ - (+20)	You have an uncomfortable opportunity to strike foe in his mouth. If foe has a breath weapon, he may not use it. +25H - 2*⊗ - 3♦	Your master strike lands against foe's neck. Doom is in his face. He drops and dies in 3 rounds. +35H
96-98	Blow severs vein and artery in foe's upper leg. He drops and dies after 12 inactive rounds. Awesome! —	You are a mighty warrior. Your strike hits foe's neck and breaks it. Bones are crushed and the spine is broken. Foe drops in 1 round and dies. (+25)	Blow to lower skull area. Foe dies instantly. He stumbles on for 1 round, until he realizes this. (+20)	Weapon bites into foe's skull. He just comes apart. He dies in 6 rounds. Your weapon is stuck. Foe rolls over and takes your weapon out of reach. all allies get (+10)	Your master plunges into foe's chest making the nature of its forging certain. He dies a terrible and swift death. Take 12 rounds to reclaim your weapon. +40H
99-100	You step into the right spot and rip open foe's side. Your blow shatters some ribs. +30H - 10♦ - (-25)	A little bird shows you the flaw in foe's armor. Your strike plunges into this vulnerable spot killing foe instantly. —	Crush the bones in foe's neck with a mighty blow. Foe drops and dies in 1 round. +5H	Strike through foe's heart kills him instantly. You are too close. He pins you under him as he dies. +20H	Foe's eye is in reach and you ram your weapon home. Foe dies after 3 rounds of inactivity. You have half the round left. (+25)
101-150	Glancing strike to foe's abdomen loses much of the impact on foe's hide. +12H - 1♦ - (+10)	Wound foe along his side with an excellent strike. Foe leaps back away from your weapon. +13H - 2♦ - (+20)	Graceful assault knocks down foe's defenses. He just cannot get his guard up. +30H - 3*⊗ - (+10)	Brutal strike to foe's forearm. He reels from your presence. You are his bane. +30H - 2*⊗	Strike to foe's leg severs a vein and tears muscles. Foe flails around for 6 rounds before he dies. +20H - 6*⊗
151-175	Your weapon wounds deep and cuts muscles and tendons. Foe's wound bleeds heavily. +20H - 5♦ - (-20)	You pop foe on his head with some useful results. Foe is confused just long enough for a blow. +25H - *⊗ - (-20)	Incredible strike across foe's calf trips him to the ground. The bigger they are... +25H - 2*⊗ - (+10)	Vicious blow to forehead sends foe to the ground. If he falls on stone, he is in a coma. +40H - 6*⊗	Awesome blow to foe's neck. His neck and back are broken. Foe drops and suffocates in 12 rounds. +25H - (+20)
176-200	Foe presents a weak spot and you strike. Blow lands at the base of the neck. Tendons are damaged. +15H - (-25) - (+20)	Solid shot to foe's chest. Foe is down. You take an 'A' Unbalancing Critical result, because you are so close. +20H - 2⊗ - (+25)	Brutal strike to foe's side. You rip him open and he is hating life. His blood gets all over you. +28H - 3*⊗ - 10♦ - (-40)	Strike to foe's abdomen. Foe has the biggest bruise you have ever seen. +25H - 9*⊗ - (-25)	Clean strike to foe's eye kills him in one round. He fights on for 1 round before he realizes he is dead. +24H - (-20)
201-250	When your strike lands on foe's back, bones crackle and pop. Internal damage is certain. +35H - 2*⊗ - 10♦ - (-30)	Rip open foe's abdomen. Blood covers you. This cruel wound will not be healed easily. +35H - 3*⊗ - 10♦ - (-40)	Vicious blow to foe's leg. You can hear the mithril in your weapon talking, as you rip foe open. +30H - 6*⊗ - 12♦ - (-50)	You duck around foe's side and catch him in the ear. Blow collapses skull. Foe dies of massive brain damage in 3 rounds. +15H - (+20)	Foe steps right into your swing. You tear open foe's abdominal and drop him in a heap. You are entangled in his fall. Foe dies in 4 rounds from shock. +35H
251+	Foe lowers his eyes within your reach and you strike with great skill and fury. He is blinded. +20H - 6*⊗ - (-100)	You leap up and slam foe in the eye. He does not realize he is dead yet. Next round he will. Your weapon is stuck for a round. (+20)	Awe inspiring strike drives bone through both lungs. Foe realizes his doom before falling into a coma. He dies in 18 rounds. —	Your mighty blow is the stuff epics are made of. Foe's spine is broken. He dies in 2 rounds. +50H	Strike to side kills foe after a chain reaction of bones shatter. You are covered with blood. +100H

SPELLS AGAINST CREATURES CRITICAL STRIKE TABLE A-10.10.9

	LARGE CREATURES		SUPER LARGE CREATURES	
	NORMAL	SLAYING	NORMAL	SLAYING
01-05	Your karma is not strong enough to damage such a beast. +0H	Sparks fly. The enchantment fails. You had hoped for more damage. +5H	The strength of your strike is not up to the challenge. +0H	You warn foe of his doom with this tiny whisper of your power. +3H
06-10	It looked powerful but your foe did not even stumble. +1H	Foe throws off the magic that threatens his very existence. +9H	Strike lands with little result. You had better get serious soon. +1H	Foe evades much of the damage. Maybe next time. +5H
11-20	You are daunted by the beast's gaze and your aim fails. +3H	Strike lands solid. Foe howls out in pain and anger! +12H	The beast is made of stronger stuff than you hoped. +2H	Your blast scrapes along foe's shoulder hissing as it touches his skin. +9H
21-30	The strike is powerful, but poorly placed. Remember, Focus. +5H	Chest strike leaves visible damage. Foe makes a futile attempt to brush it off. +15H	Strike glances off foe and damages his surroundings. +3H	Your strike is solid and flat, foe is burned by the enchantment. +12H
31-40	The attack lands well but seems only to scuff your foe's skin. +7H	Firm strike to foe's lower abdomen. Measurable damage has been done. +18H	Solid, but nowhere near a vital spot. Bruise foe's calf muscle. +5H	Heavy assault yields a measure of damage to foe's leg. +15H
41-50	Solid attack yields predictable damage. +10H	Your assault entangles foe's arm for an instant. Arm is bruised. +20H	Blow is placed solidly against foe's side. His vitals are beyond reach. +7H	Strike tears down foe's back. He ducks down in pain. +18H
51-65	Weak attack to a vulnerable spot. Foe is enraged by the close call. +13H	Blow to foe's back. Foe's hide is tough, but much damage is done. +25H	Strike threatens foe's eyes and he flinches. You have initiative. +7H	Blast to foe's face. Most of the damage misses him. Some does not. +20H
66	Blast drives into foe's mouth. The concussion knocks him down and puts him into a coma for a month. +30H	Assaulting foe's very living essence, your strike lands upon his head. His life is stripped from him. He dies instantly. (+10)	You find a weak point. Unexpectedly, foe reels and falls down. His shoulder is shattered. He gets up slowly. +25H - (-75)	Collapse foe's chest with perfect placement. His lungs are destroyed and his heart stops. He dies after 6 rounds of wheezing. +30H
67-70	Solid strike on foe's leg. Foe feels the assault. +15H	Attack hammers foe in his shield side. He is in much pain. +30H	Although not deadly, this strike leaves a visible and encouraging wound. You may win yet. +12H	Assault bounces off foe's primary arm. Arm is damaged but still functioning. Try again. +25H
71-80	Solid strike to foe's head hurts him, but he is still coming. If foe has head gear it is knocked off. +20H	Etch a nasty wound in foe's chest over his vitals. He is upset greatly. You have initiative for 6 rounds. +12H - 3*	Blow to foe's upper arm. Discoloration and various bruises mark your success. +15H	Solid strike to the chest. Foe steps back 10 feet and rebounds. +25H
81-90	Strong blast staggers your terrible foe. He is as surprised as you are at this success. He loses 6 rounds of initiative. +15H - 3*	Blow to foe's arm joint lands poorly. Foe will have a bruise. You think you know what went wrong. +25H - 3*	Your strike hit no vitals, but you can hear the ribs in foe's side crackle. Foe fights on in some pain. +20H	Sparks fly and smoke rises off foe as your assault impacts. +30H
91-95	Hard and effective, your strike almost brings foe down. He stumbles, but does not fall. +20H - 2*⊗	You concentrate the energy of the strike and fracture foe's leg bone. 2*× - (-30)	Heavy and hard. Your strike is effective. Foe's abdomen is damaged. +30H	Your attack lands with a beautiful crash. Foe's leg is heavily damaged. He struggles to keep his defense up. +25H - 2*⊗
96-98	Strike lands and tears down into foe's neck. This vicious blast crushes foe's neck and shatters his spine. He falls unmoving and dies in 3 rounds. -	You are a mighty enchanter. Your strike hits foe's chest and neck. His neck is broken. Foe drops and dies. (+15)	Your onslaught lands against foe's skull. Brain is damaged. Swelling fractures his skull. Foe drops and dies in 6 rounds. -	Shot lands against foe's chest. Strike infests foe with terminal poison. The full burden of the enchantment ends his life instantly. -
99-100	You step into the right spot and rip open foe's side. Your blow shatters some ribs. Foe dies in 6 painful rounds. -	Perfect aim. Foe's carotid artery and jugular vein are torn open. Foe drops and dies in 3 rounds. -	Violent strike to foe's face. His eyes are badly damaged. He is blinded. He falls over. You have him now. 12*⊗ - (-95)	Blast to foe's head. Inner ear destroyed. Foe dies in 6 inactive rounds. +20H
101-150	Glancing strike to foe's abdomen loses much of the impact on foe's hide. +30H - 3*⊗	Side strike. Attack careens down foe's chest and leg. Skin is torn away. Foe roars his defiance. +35H - 5*⊗	Titanic blast sends foe stumbling despite his bulk. He is unable to defend himself for a moment. +30H - 2*⊗	Foe stumbles 10 feet to his right with the impact of your attack. He is vulnerable. +35H - 3*⊗
151-175	Your weapon wounds deep and cuts muscles and tendons. 5*⊗ - (-20)	Fracture a bone in foe's forearm. It twists in a painful direction. His guard is down. +40H - 6*⊗ - (-25)	Side strike. Foe steps to the side and takes the damage in his ribs. Bones are broken. 4*⊗ - (-20)	Blast breaks bones and causes bleeding in foe's leg. He can still operate. 5* - (-20)
176-200	Foe presents a weak spot and you strike. Blow lands at the base of the neck. Tendons are damaged. +35H - (-35) - 10*	He is knocked down and out. Ribs are shattered. The concussion causes internal bleeding. 10* - (-50)	Mighty is your strike. It's your turn to give. Foe's chest tears open and blood sprays on all bystanders. +30H - 5* - (-30)	Epic assault to foe's side sends foe onto his back. Wounds are severe. Internal bleeding. He is in trouble. +40H - 10* - (-50)
201-250	When your strike lands on foe's back, bones crackle and pop. Foe is paralyzed and in a 3 month coma. -	Assault causes mortal damage. Foe's organs fail. He is inactive and dies after 3 rounds. +50H	Snap foe's head back and fracture his spine. Foe is paralyzed from the neck down. +40H	Hammer foe's neck and face. The energy engulfs his throat. Nerves are destroyed. Foe dies after 9 inactive rounds. +50H
251+	Foe lowers his eyes within your reach and you strike with great skill and fury. Foe dies instantly. +20H	Impact of blast drives content of skull in all directions. Foe falls and flails around violently. He dies instantly. -	Shatter parts of foe's skeleton. Heart and lungs are damaged. Foe falls dead. His blood pours out onto the floor. -	Blast goes in through foe's eye and comes out ugly. Foe dies instantly. His terrible bulk comes crashing down. (+20)

Key: Bπ = must parry B rounds; B[] = no parry for B rounds; BΣ = stunned for B rounds; Bf = bleed B hits per round; (-B) = foe has -B penalty; (+B) = attacker gets +B next round.

WEAPON FUMBLE TABLE A-10.11.1

	ONE-HANDED ARMS	TWO-HANDED ARMS	POLEARMS AND SPEARS	MOUNTED ARMS	THROWN ARMS	MISSILE WEAPONS
01-25	Your palm is sweaty. Maybe you will improve.	My that weapon is heavy! You lose the opportunity to take a swing.	You snag your own clothes and lose the opportunity to take a swing.	Your mount's tack tangles your weapon. You lose the opportunity to take a strike.	Your grip is weak. You elect not to attack because of control.	Sweat trickles into your eye. You elect not to attack. Good choice.
26-30	Klutzy. Drop your weapon. Spend two rounds recovering it; or draw a new one next round.	Your weapon flies. Take four rounds to recover it; or draw a new one next round.	Fumble your delivery and your weapon is out of position. You lose the option to attack.	Can't find the right angle. You lose 2 rounds of attack (but can still parry).	You fumble your delivery but hang onto your weapon. You have -10 to your next attack.	Your ten thumbs just cannot handle loading. You must reload your weapon.
31-40	Your feet get tangled. You miss the opportunity to get in that vital blow.	Your mind is wandering. Spend the rest of the round clearing your head.	You just look clumsy. Your feet are sliding. You are stunned for one round.	You slip in the saddle. You lose 2 rounds of attack (but can still parry).	Your feet are really tangled up. You lose 2 rounds of attack, but can still parry.	Your ammunition slips away. You must reload.
41-50	You are over-extended and strain a muscle. Take 1d5 hits.	Stumble over an imaginary dead turtle. You lose 2 rounds of attack, but you can still parry.	Your weapon is spinning for two rounds. You can still parry at -10.	Your mount dodges an unseen foe. You are stunned for 2 rounds.	You begin juggling your weapon because of a bad grip. Your lack of control stuns you for 3 rounds.	You notice that your ammunition is faulty. After removing it you discover you were wrong. Reload it.
51-60	You try to impress your opponent with a spin maneuver. Too bad. Lose two rounds while you recover.	Your combination of acrobatics and attacks is unimpressive. Lose two rounds of attacks, but you can still parry.	You stagger into a nearby fixed object. You are stunned and unable to parry for two rounds.	You lose your grip on your weapon. Luckily, it is tangled in your mount's tack. Your lack of grace stuns you for three rounds.	Poor release. Weapon travels 2d10 feet to the left of the target.	Your ammunition keeps jumping off of your weapon! Try melee next time.
61-65	You snag your clothes with your weapon, causing it to slip from your hand. Spend two rounds juggling it.	Your weapon flies from your hands, but you are able to catch it before it flies totally away. Lose two rounds of attack.	Your shaft tangles in your legs. You almost fall down in an impressive feat of entangling. Your next attack is at -20.	Your poor mount stumbles. You are stunned for two rounds.	Very poor release sends your weapon straight up! You duck for cover while your weapon checks for breakage.	Your weapon slips from your hands. Spend two rounds recovering it; or draw a new weapon.
66	You execute a perfect attack—against closest ally (yourself if no one else is around). Ally takes 1d10 hits and a 'B' critical.	Acrobatic maneuver leaves you flat on your back. Take 2d10 hits and an 'E' Krush critical.	Your weapon must check for breakage as you slam it into the ground! You are stunned for six rounds because of the impact.	Your swing slices the tack of your mount. You and your saddle take your leave of the poor beast. Take an 'A' Krush critical.	Your ferocious scream is followed by silence as you hit yourself. Take a 'D' Krush critical.	Take an 'A' Krush critical from the sudden release. Your weapon snaps cleanly into two pieces.
67-70	You trip over that uneven surface. Spend two rounds staggering. You can still parry.	You gracefully drop your weapon to the ground. You are able to kick it back into your hand, but you lose two rounds while doing it.	Your weapon seems to have a mind of it's own! Your next attack is at -50 as your try and get it under control.	Your tack has loosened! You suddenly slip sideways. You are stunned for two rounds.	You cannot control your aim—your weapon flies 2d10 feet to the right of the intended target.	Your grip fails you and your weapon flies from your hands. Spend two rounds recovering it; or draw a new weapon.
71-80	You are distracted by that pixie in the corner. You lose 2 rounds of attacks.	You strain your shoulders in a mighty swing (that misses). You are stunned for two rounds.	Your ineptitude is obvious to all. You lose 3 rounds of attacks and are stunned for 2 rounds.	Your weapon goes straight into the ground (check for breakage).	Just as you are about to release, you step into an imaginary hole in the ground. Lose 3 rounds getting up from the ground.	Your bowstring breaks! Draw a new weapon or put a new string on this one.
81-85	You are suddenly very winded. Take two rounds to relax.	You lose your grip as you begin your swing. Your weapon is trying to slip away. Spend three rounds gaining control. You can still parry.	Clumsy move narrowly misses your own head. You are stunned and unable to parry for three rounds (try a bow next time).	Your weapon flies out of your hand! Draw a new one.	Your weapon drops to the ground as you begin to aim. Take four rounds to recover this one; or draw a new one.	Your weapon bites back when you fire. Your shot misses everything, but you are stunned and unable to parry for three rounds.
86-90	Hopefully, you will learn that dancing is not appropriate in combat. You are stunned for two rounds by your lack of ability.	You pulled something on that last swing and now it begins to hurt! You are stunned for three rounds while you recover.	There it goes! Your weapon skitters away. Take six rounds to recover it; or draw a new one.	Your weapon must check for breakage as it hits the hardest part of your foe. You take 2d10 hits from the blast.	Your poor and weak release sends the weapon up two feet. It immediately comes down and hits you. You take no damage, but are stunned for six rounds.	You release too soon! Your arrow falls 3d10 feet short of the target. In addition, you spend two rounds trying to find more ammunition.
91-95	You fall down as your swing goes wide. You are stunned for three rounds.	You fall and narrowly miss gutting yourself! You are stunned for four rounds.	You fall and smack your head on the ground. You are down for four rounds and stunned for three.	Your mount bucks unexpectedly just as you were about to swing. You find yourself stunned and unable to parry for three rounds.	Your weapon flies behind you, travelling 4d10 feet before landing.	Your shot goes astray as you slip and fall during your release. You are stunned for six rounds and unable to parry for two rounds.
96-99	The excitement is just too much! Your momentary frenzy leaves you stunned and unable to parry for three rounds.	You trip and fall. You are down for four rounds and unable to parry for three.	Your shoulder doesn't bend that way! You are stunned and unable to parry for three rounds. You now fight at -25.	Your mount jumps wildly. You take 4d10 hits from the impact and are stunned and unable to parry for six rounds.	You trip as you release. Your shot goes off wildly and you are stunned for twelve rounds.	Your weapon shatters (as you don't realize your own strength!) You are stunned for 4 rounds.
100	You attempt to maim yourself. Take a 'D' critical.	Worst move seen in ages! You are out for 2 days with a groin injury. There is a 50% chance your foes will be out for 3 rounds, laughing.	Your weapon breaks and one end hits you in the head. You are stunned and unable to parry for six rounds.	You can't stay on your mount! You fall and take a 'D' crush critical.	You accidentally hit yourself in the delivery. Take a 'D' Krush critical.	Poor execution. You take 5 hits as the weapon hits you. You are permanently maimed and are bleeding 2 hits per round.

SPELL FAILURE TABLE A-10.11.2

	ATTACK SPELLS		NON-ATTACK SPELLS	
	ELEMENTAL	FORCE	INFORMATIONAL	OTHER
01-20	That gnat just landed in your ear. You must begin casting the spell again (but do not lose the power points).	Your target's grace distracts you. You lose the spell (and one power point).	Momentary lapse in concentration delays the casting of the spell for one round.	You stumble across the incantation and delay the casting of the spell for one round.
21-30	Your fingertips spark and surprise you. You lose the spell (and one power point). You operate at a -50 modification next round.	You remember a childhood incident that was traumatizing. You lose the spell (but not the power points). Operate at -10 for five rounds.	You only gain one small bit of information. Unfortunately, that information is outdated (or incorrect).	You cannot remember the final words for the spell. Lose the spell (but not the power points).
31-40	Minor power backlash. You lose the spell (and half the number of power points -rounded down). Stunned for 1 round.	The magic blurs your vision. You lose the spell (and half the number of power points -rounded down). Stunned for 1 round.	You gain half of the desired information; but it is incorrect.	Your head pounds. You have to stop casting (lose the spell, but not the power points).
41-60	You realize you are casting the wrong spell. You must start over. Lose the power points and the spell.	The planets are not aligned correctly! Your spell has absolutely no effect (and you lose the power points).	The information you gain is correct, but you have no idea what the topic was!	A momentary mental lapse cause you to forget your place in the spell (lose the spell, but not the power points).
61-75	You feel a spider crawling up your back! You lose the spell and the power points.	Your target must be blessed! Your spell has no effect and you lose double the normal number of power points.	You gain correct information about a similar topic to that which you were seeking. You are so surprised, you are stunned 1 round.	While casting, you notice that shadows are beginning to move. You immediately stop casting (lose the spell and 1 power point).
76-90	The spell fails! Flames rolls down your arm. You take 5 hits and are stunned for 3 rounds.	Power backlash! The spell fails entirely. You are stunned for 8 rounds.	You cannot make out the information due to extraneous feedback.	A muscle cramp in your jaw causes your spell to fail. Lose the spell, and half the normal points (rounded down). You are stunned for two rounds.
91-95	The elements refuse your call! You are knocked back 3 feet (taking 2d10 hits), and are stunned for six rounds.	The target's will is stronger than yours! You collapse on the ground (taking d10 hits) and are stunned for 9 rounds.	You gain a bit of ominous information about your own death! You are stunned for one round.	You are seeing stars. You must cancel the spell. Lose the spell, and half the normal power points (rounded down). You are stunned for one round.
96-100	Instead of launching, the elements engulf you. Take 20 hits and a 'B' critical strike.	The spell internalizes. You take 4d10 hits and knocked unconscious for 12 hours.	You gain one piece of very specific, incorrect information. However, you experience power feedback (take d10 hits).	You internalize the spell. You take 2d10 hits and are stunned for 2d10 rounds.
101-125	The elemental attack strays to the right of the intended target. You are stunned for three rounds.	The spell affects a random target to the right of the intended target. You are stunned for one round and take d10 hits (from the mental strain).	Power feedback causes the information to be garbled. You are stunned for two rounds.	The spell strays to points unknown. You are stunned for three rounds.
126-150	An unforeseen cosmic shift causes the spell to veer to the left of the target (striking the nearest target). This sudden change causes mental strain; take 5 hits and you are stunned for one round.	You lose control and the spell hits a target to the left of the intended target. Make another attack against a random target within range. You are stunned for one round and take d10 hits from the wild attack.	You gain useless information about an unknown target. In addition, there is so much information, that you are stunned for three rounds.	For some reason, the spell does not work! You are stunned for four rounds while you try and figure it out.
151-175	You get the polarity backwards! The elements travel 180° from the intended direction (hitting any available target). In the wake, you take 5d10 hits and a 'C' critical strike.	The spell targets a random victim that can be anywhere with 500'. The power backlash short circuits your brain. Take 25 hits and are unable to function for d10 hours.	You strain too hard to get the information. Your spell fails utterly and you take 3 hits (and are stunned for 5 rounds).	You have been working too hard. The spell misfires badly. You take d10 hits and are stunned for d10 rounds.
176-185	The elements cannot be controlled! Your brain is fried (lose all spell casting ability for 1 week). You operate at -50 for 3 months (or until brain is repaired).	The spell lodges in your head. You suffer brain damage; you operate at a -75 modification for d10 months (or until brain is repaired). You lose all spell casting ability for 1 week).	Something just is not right here. The massive overload in your head knocks you down (take five hits). Spend 5d10 minutes recovering (no other actions allowed).	The spell misfires in your head. Take 2d10 hits while you are knocked down. You are unable to function for one hour.
186-191	The spell explodes immediately as you cast it! Make a point blank attack on yourself. You are in a coma for 1 week (and lose spell casting ability for 2 weeks).	The spell misfires and internalizes inside your head. Take 35 hits. You lose spell casting ability for d10 weeks. There is a 40% chance of falling into a d10 day coma.	The utter nothingness that you discern takes you close to death. Take 2d10 hits and an 'A' Impact critical as you recover. You must spend one hour doing nothing.	Severe power feedback knocks you down. Take 1d10 hits and an 'A' Impact critical. You are unable to function for d10 hours.
192-195	The elements attack you. Take 10d10 hits and d10 'C' critical strikes. After the assault, you will fall into a coma for 5 weeks. After the coma, you will seem fine; but will die 6 hours later.	You suffer a massive stroke! Take 10d10 hits and fall into a month-long coma. At the end of the coma, you will seem fine; but will die d10 hours later.	You have seen your own death! You collapse to the ground (take 3d10 hits and you are unconscious for d10 hours). You now suffer from Paranoia.	You have just acquired a nervous disorder GM's discretion). You lose all spell casting ability for d10 weeks. You slam yourself into the nearest solid object (take 5d10 hits) and knock yourself out (for 12 hours).
196-200	The power is too much to control. The elements refuse to rise to your command. The spell internalizes and paralyzes your torso.	The spell completely short circuits your nervous system. You are paralyzed from the waist down.	You are the victim of a mild stroke. Take 4d10 hits and lose all spell casting ability for one week. In addition, you will have a -40 penalty for d10 days.	You suffer a mild stroke. Take 20 hits and lose all spell casting ability for two weeks. In addition, you will have a -50 penalty for d10 days.
201-250	The elements control you! Take 8d10 concussion hits and a d10 'E' critical strikes. After displaying your failure, you will fall into a coma for 3 weeks (and lose spell casting ability for d10 weeks).	The spell completely internalizes. You lose all spell casting ability for d10 weeks and will be in a coma for d10 weeks. Take 8d10 hits.	The spell short circuits. Take 20 hits and knock yourself out for 9 hours. You lose all spell casting ability for 4 weeks.	You internalize the spell. Take 4d10 hits and you are knocked out for 2d10 hours. You have lost all spell casting ability for d10 weeks.
251-300	You slip into the elemental planes for d10 rounds. When you return, you realize that you have lost all your spell casting ability for d10 months.	Severe nervous disorder causes you to lose all your spell casting ability for d10 months.	You now have a nervous tick. You are stunned for d10 rounds. Anytime you attempt to cast this spell in the future will result in deterioration of the nervous tick (eventually, you will become a quivering blob).	You now suffer from a nervous disorder (GM's discretion). You are stunned for 2d10 rounds and can no longer cast this spell.
301+	All of the elements visit you at once. All that is left is a charred mass of flesh.	Massive internalization of spell. Instant brain death.	You have seen Armageddon. This results in brain shut-down. You are in a coma for 3 months.	You suffer a severe stroke. You drop into a coma for d10 months.

Key: Bπ = must parry B rounds; B[] = no parry for B rounds; BΣ = stunned for B rounds; Bf = bleed B hits per round; (-B) = foe has -B penalty; (+B) = attacker gets +B next round.



RECORD SHEETS

Part V

Appendices: Record Sheets

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 the non-player characters. In *Rolemaster*, 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 II (Sections 1.0-9.0). 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 *Rolemaster* 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 (p. 61) 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

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
Power Points Total & Status	12
Miscellaneous Information	13

CHARACTER RECORD SHEET T-6.1				Character Name: _____	
Experience Points: 1		Level: _____		Player: _____	
Race: _____		Campaign (GM): _____			
Profession: _____		STAT		Basic Bonus	
Training Packages: 5		Agility		Racial Bonus	
Realm of Power: _____		Constitution		Special Bonus	
Armor Type: _____		Memory		Stat Bonus	
Weight Penalty: _____		Reasoning		Rune	
Base Movement Rate: _____		Self Discipline		Rune	
Moving Maneuver Penalty: _____		Empathy			
Missile Penalty: _____		Intuition			
Quickness Bonus (3 x Qu): 2		Presence			
Armor Quickness Penalty: _____		Quickness			
Shield Bonus: _____		Strength			
Magic (Spells, Items, etc.): _____		COMMONLY USED SKILLS			
Special: _____		Skill Ranks Bonus Skill Ranks Bonus			
Total Normal DB: _____					
RESISTANCE ROLLS:					
Type	Race Bonus	Stat Bonus	Total Bonus		
Channeling		(3 x In)			
Essence		(3 x Em)			
Mentalism		(3 x 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: _____		COMMONLY USED ATTACKS			
ROLE TRAITS:		Attack/Weapon Ranks Bonus Fumble Range Modifications			
Appearance: _____					
Demeanor: _____					
Apparent Age: _____ Actual Age: _____					
Gender: _____ Skin: _____					
Height: _____ Weight: _____					
Hair: _____ Eyes: _____					
Personality: _____					
Motivation: 7					
Alignment: _____		COMMONLY USED EQUIPMENT			
BACKGROUND INFORMATION:		Item Location Weight Description			
Nationality: _____					
Home Town/City: _____					
Deity: _____					
Patron/Lord: _____					
Parents: _____					
Spouse: _____					
Children: _____					
Other: _____					
Hits (Maximum): _____		Miscellaneous Information:		Power Points (Max.): _____	
11		13		12	
Recover: 1 per 3 hr. (active)		Recover: 1 per 3 hr. (active)		Recover: 1 per 3 hr. (active)	
_____ (Co bonus ÷ 2)		_____ (realm stat bonus ÷ 2)		_____ (realm stat bonus ÷ 2)	
_____ per hr. (resting)		_____ per hr. (resting)		_____ per hr. (resting)	
_____ (Co bonus x 2)		_____ (maximum PPs ÷ 2)		_____ (maximum PPs ÷ 2)	
_____ per 3 hr. (sleeping)		_____ per 3 hr. (sleeping)		_____ per 3 hr. (sleeping)	
Maximum = 10 + Body Dev. Skill Bonus		Maximum = Power Point Dev. Skill Bonus		Maximum = Power Point Dev. Skill Bonus	

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EXPERIENCE POINT LOG T-6.5

Player: _____
 Character (Level): _____
 Session Ending: _____

GM Use Only
 Notes:

MANUEVERS

Maneuver EP Key

1. Keep a tally of how many of each type of maneuver was performed.
2. The Danger Rating refers to the situation in which the maneuver was performed (not the danger of the maneuver 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 maneuver (Defeat). Use the Unknown column if the danger rating is not known.

Difficulty	----- Danger Rating -----					
	None	Some	Danger	Ex. Dang.	Defeated	Unknown
Easy						
Light						
Medium						
Hard						
Very Hard						
Ex. Hard						
Sheet Folly						
Absurd						

Spell EP Key

1. Keep a tally 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 spell 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

Combat EP Key

1. Keep a tally 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 tally 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).

1st Combat	2nd Combat	3rd Combat	4th Combat
Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>	Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>	Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>	Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>

COMBAT: CRITICALS

Severity	----- Condition -----							
	Norm	Dead	Unc.	Down	Stun	Solo	Large	SLarge
A								
B								
C								
D								
E								

TRAVEL (IN MILES)

IDEAS AND OTHER INTERESTING THINGS

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.

SESSION LOG T-6.6

GM: _____
 Session Ending: _____
 Location: _____

Total Time in Session: _____
 Next Session Date: _____
 Next Session Location: _____

PLAYER CHARACTERS PRESENT

Character: _____
 Player: _____
 Character: _____
 Player: _____
 Character: _____
 Player: _____
 Character: _____
 Player: _____
 Character: _____
 Player: _____
 Character: _____
 Player: _____
 Character: _____
 Player: _____
 Character: _____
 Player: _____

NPC ALLIES PRESENT

Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____

NPC ENEMIES ENCOUNTERED

Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____
 Character: _____
 Role: _____

ADVENTURE LOCALE

GM's Notes:

Information Gained by the Player:

ADVENTURE NOTES

GM's Notes:

Information Gained by the Player:

OTHER NOTES



High Man, male



High Man, female



Common Man,
male



Common Man,
female



Elf, male



Elf, female



Orc, male



Half-orc, male



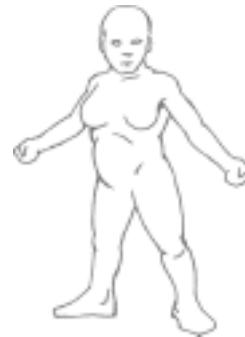
Dwarf, male



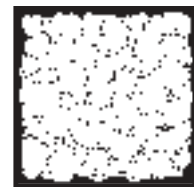
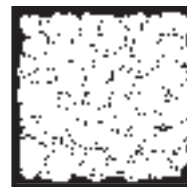
Dwarf, female

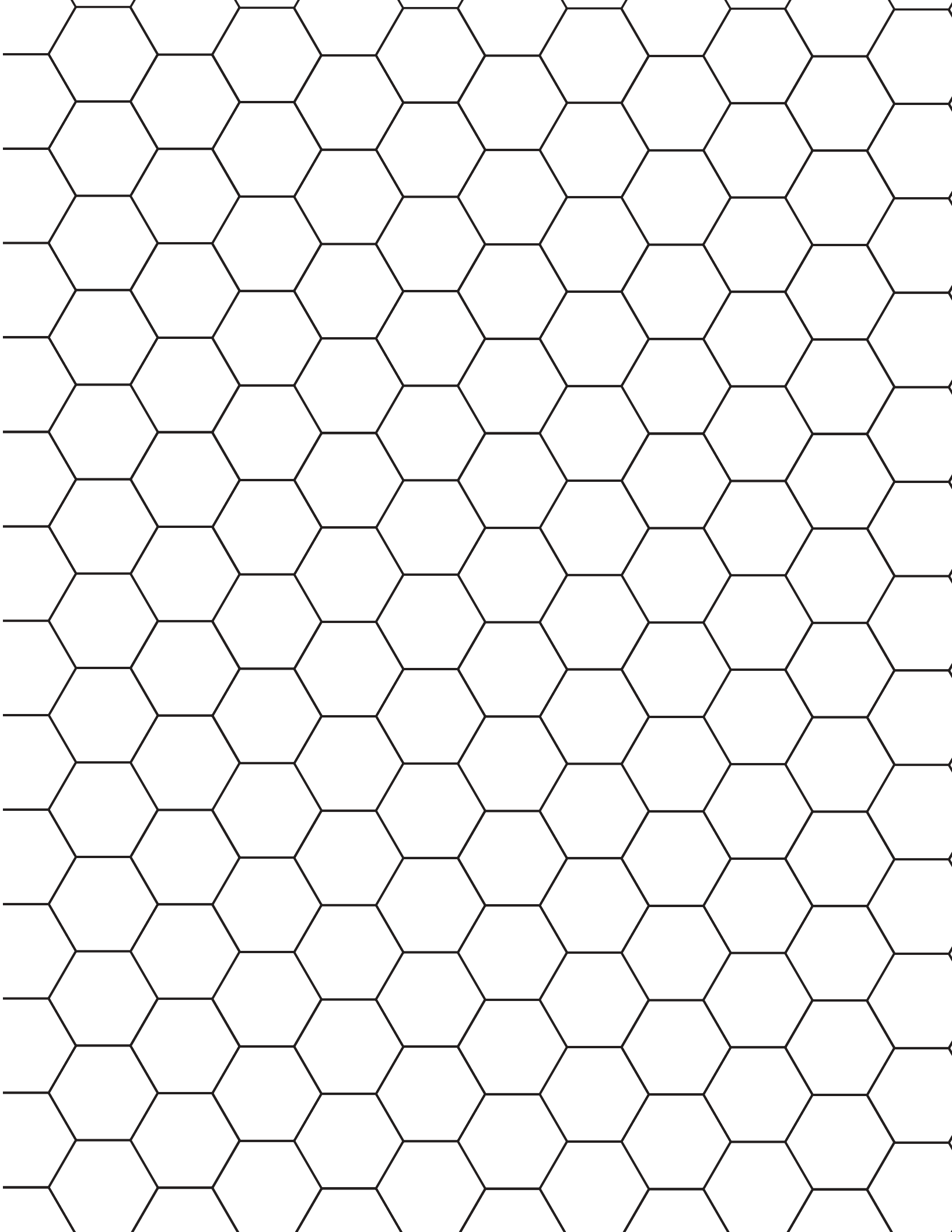


Halfling, male



Halfling, female







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