

CHARACTER LAW



- A masterful set of guidelines for fantasy role-playing character development
- 19 character classes with both potential & temporary stats
- Unique trait development system allows all characters to increase their ability in any area of skill
- Trait advancement costs vary according to character class—but there are no absolute restrictions.



character law™

A masterful set of guidelines for fantasy role playing character development.



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Printed by Kaminer & Thomson, Inc., Charlottesville, Va.

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Produced and distributed by Iron Crown Enterprises, Inc.
P.O. Box 1605
Charlottesville, Va. 22902

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1.0 INTRODUCTION

COMMENTARY

CHARACTER LAW is designed to provide both the GM and the player with tremendous development flexibility. Characters playing under this system are able to advance in skill areas according to their desire and cost-effectiveness; restrictions are few. The 19 character classes are designed to indicate a mental state and life style which was molded by a player's early life. These classes dictate the ease in which a particular skill is developed, but they do not generally act to prohibit development in any given category. Thus, a player is allowed to enhance his power in certain skill areas which would not be accessible to his character class under other systems. Only the "cost" in time and lost opportunities in "easily developed" skill categories acts as to bias the selection process.

CHARACTER LAW's unique approach to experience allows characters to select the spell lists and skills they wish to improve before embarking on a new level. This enables the GM to see what the activity emphasis will be on a daily level (i.e. in what areas a character practices), and avoids the problem of characters suddenly acquiring skills they never contemplated. Again, a player must make choices and plan ahead. Under *CHARACTER LAW*, wise budgeting of skill development becomes another important aspect of the FRP game.

CHARACTER LAW also provides a unique approach to 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. There are 10 stats used in *CHARACTER LAW*. They provide detail and flavor and remain relatively simple to work with. By dividing them into two 5 stat groupings—development stats and primary stats—a GM or player needs to work with fewer characteristics at any given time. One grouping is used to compute level advancement; the other is emphasized during day to day adventure.

More experienced fantasy role players should read Section 3.0 for an explanation of the major differences between *CHARACTER LAW* and other role-playing systems. The basic system is relatively simple to master. It is designed for those acquainted with FRP in general, or for those interested in a flavorful, detailed set of guidelines. Like all of the *ROLEMASTER SYSTEMS™*, these are guidelines—not rules—and are intended for GMs and players who may wish to pick and choose their parameters. ICE hopes that the GM will feel free to build upon the foundations provided.

It should be noted, however, that *CHARACTER LAW* is the most difficult of the *ROLEMASTER SYSTEMS™* to adapt to other FRP structures. This is due to the product's sweeping scope—it provides guidelines for movement, maneuver, a wide variety of generalized and specialized skills and, most importantly, acts to tie together all of the other companion systems from *ICE (ARMS LAW, CLAW LAW, and SPELL LAW)*.



2.0 DEFINITIONS

Combat Roll: A roll representing a combat swing or missile attack.

Concussion Hits: Accumulated damage to the body, possibly leading to shock and unconsciousness.

NOTE: The term "hits" will sometimes be used instead of "concussion hits."

Critical Strike (CRIT): An especially effective swing resulting in more than just concussion hits to the target.

Defensive Bonus (DB): The total subtraction from the combat roll due to the defender's advantages, including bonuses for defender dexterity, shield, superiority of armor, position, and magic items.

Fumble: An especially ineffective swing or a mishandling of the weapon which may put the attacker in a disadvantageous position and/or damage him.

Gamesmaster (GM): Also known as DM or dungeonmaster, the referee, judge, etc. The ultimate authority in a given fantasy role playing game. This person is responsible for giving life to the game by monitoring world events and providing the necessary imaginative aids. He/she interprets rules, controls creatures and non-player characters, and maintains play.

Hits (Concussion Hits): The amount of damage an individual can sustain before he loses consciousness due to shock and pain. Death resulting from massive system shock occurs if the accumulated damage points reach the total of Hits + Con.

Initiative: The sum of all factors affecting the speed of a swing.

Maneuver: An action performed by a character that requires unusual concentration, concentration under pressure, or risk (i.e., climbing a rope, balancing on a ledge, leaping a chasm). The action must be of a physically active nature, not "static."

Maneuver Roll: A roll representing an attempted maneuver.

Martial Arts: Forms of attack and self-defense which involve specialized mental and physical training and coordination. Much of unarmed combat and combat using weapon kata falls into this category.

Melee: Hand-to-hand combat (i.e. combat not using projectiles, spells, or missile weapons).

Net Combat Roll: The combat roll, plus the offensive bonus, minus the defensive bonus.

Net Maneuver Roll: The maneuver roll modified by bonuses and penalties.

Non-Player Character (NPC): A being or creature interested in a fantasy role playing game controlled ("run") by the gamesmaster, player, or another, not as a character synonymous with a player, but as an entity who has no identity with a human participant. Since the NPC is not identified with anyone, its death or departure will not result in anyone leaving the game or having to generate a new character.

Offensive Bonus (OB): The total addition to the combat roll due to the attacker's advantages—including the attacker's physical prowess, superiority of weapon, expertise, magic items, etc.

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

Parry: The use of some or all of a combatant's offensive bonus to increase his defensive points.

Profession: Also called "character class." A profession is actually a grouping of individuals who had a common set of interests in their early/formative years. Example: Magicians have a profession based on their emphasis on the study of spells, particularly during their childhood and formative years.

Roll: Normally a percentile roll giving random results from 01 to 00 (100).

NOTE: In certain circumstances, this roll must be adjusted through the use of an open-ended system, yielding results above 100 or below 01.

DICE ROLLING CONVENTIONS:

D10 Roll a 20-sided die to generate a number between 1 and 10 ("0" is read as 10)

D100 Roll 2 twenty-sided dice simultaneously, they should be of different colors with one determining the 10's digit, the other the 1's. Since "00" is read as 100, results thus generated are from 01–100

NOTE: Most rolls of D100 in the Rolemaster System are "open-ended." If a roll is open-ended:

A roll of over 95 calls for a second roll of D100 to be made and added to the first to determine the total die roll. If over 95 is rolled on the second roll as well, the first two results are added to yet a third roll of 100. Theoretically this process could go on forever.

A roll of under 06 requires that a second roll be made and subtracted from the first (likely yielding a negative result). If this second die roll is over 95 it is subtracted from the first and a third die roll is made and subtracted from this total (likely yielding a result of less than –100). This process could also theoretically go on forever.

Rolls that are **not** open-ended specifically include:

- Stat generation rolls
- Stat potential generation rolls
- Stat gain rolls
- Spell gain rolls

Skill: An aspect of a character which enables him/her to perform an action more effectively. The term is used here to refer to abilities which are particularly applicable to FRP campaigns and adventuring.

Stat (Characteristic): One of 10 physical and mental attributes which are considered most important to an adventurer in a FRP game. Stats dictate how well a character develops, moves, fights, takes damage, absorbs information etc. They are used to compute bonuses and subtractions to die rolls.

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

3.0 KEY FEATURES OF CHARACTER LAW

THIS SECTION IS MEANT TO SERVE AS A SUMMARY FOR AND INTRODUCTION TO CHARACTER LAW'S KEY FEATURES. Character Law is I.C.E.'s set of rules for generating and developing fantasy role playing characters. Each of the major factors that separates CL from other FRP systems will be briefly described here. This discussion should be enough to allow many experienced fantasy role players to get the basic ideas behind this system; then each section dealing with a specific feature can be read for details.

3.1 PERSONAL CHARACTERISTICS

As in most FRP systems, each character's physical and mental capabilities are described by a set of characteristics called "STATS." In CL there are 10 stats, each represented by a number between 1 and 100 (1–100); with 1 being the worst and 100 being the best (certain rare circumstances could result in a stat above 100). 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*. These stats are described in detail in section 4.0.

Each stat may affect the ability of the character to perform specific actions. How stats affect abilities is discussed in section 6.0.

Each stat has two values (1–100). The "ultimate" (called *potential*) value reflects the highest value (genetically) that the character's stat can obtain. The "temporary" value represents the value of the characteristic's current level. The temporary stats can rise (due to character advancement and other factors) and fall (due to injury, old age, etc.). However, the potentials rarely change. Of course, the temporary stat for a particular stat can never be higher than the potential for the same stat. For example, a character could have a strength of 80 (temporary) and a potential of 92; and the 80 would be his effective strength for combat purposes (circumstances could raise or lower the 80 but never above 92). This feature is described in detail in sections 8.0 and 9.0.

3.2 EXPERIENCE LEVELS

Each character while adventuring will reach stages of development called *experience levels* (or just "levels"). As each new level is reached the character will become 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 hard to handle in practice. It necessitates stopping action in the game, performing bookkeeping, calculating how valuable the experience was, and what the character learned. Thus, we limit these factors by allowing a character to develop only at discrete intervals called levels (this factor is common to many FRP systems). Levels are discussed further in section 9.0.

3.3 SKILLS

As a character advances in levels he trains in and develops 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.). The key features of skills in this system are:

- 1) *Any* character may develop *any* skill regardless of character class (see section 7.0). However, depending upon the specific character's training in early life, certain skills require more or less effort relative to other characters. How much effort is required to develop a skill is dependent upon the character class chosen by the player.
- 2) Depending upon the values of certain stats (section 4.0, 5.0 and 6.0), each character has a total amount of "effort" to devote to skill development on each level.
- 3) Each character has complete freedom in how to allocate his "effort" among the various skills he decides to develop. Trait costs will be the same for characters of the same class and will tend to reduce the degree of variation. Yet, this "cost effectiveness" will direct development only along vaguely similar lines.

Chart 15.21 provides a list of skills and how much "effort" each one takes to develop for each of the character classes. These skills are the basic ones required by normal play, and a gamesmaster can easily add more if his specific game requires others. Skills are further discussed in great detail in section 5.0.

3.4 CHARACTER CLASSES

Each character has a character class ("class") which reflects what his training and inclinations were in early life. Each class 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 have to expend 20% of the effort that a magician might have to: 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. Nineteen different character classes are provided along with suggestions for developing your own (see section 13.0). Section 7.0 discusses the details of character classes.

3.5 INDIVIDUALIZING CHARACTERS

It is often desirable to provide each character with certain factors that make him (or her) unique. This system already does this to a certain extent: 19 character classes and complete freedom in skill development. We also provide a variety of other suggestions, including: equipment, non-human races, detailed personal backgrounds, special abilities, special items, and hobbies. These suggestions are discussed in sections 10.0 and 14.0.

3.6 OPTIONAL RULES

The features mentioned in sections 3.1–3.4 are those of the basic CL character development system. These basic rules in sections 4.0–9.0 will guide the development and evolution of FRP characters. However, for a more "realistic" game a group of more complicated rules are included. These optional rules work within the framework of the basic rules to provide more flexibility and detail. The gamesmaster should examine these rules and determine which ones are appropriate for the pace, flavor and detail he wishes to inject into his game.

4.0 PERSONAL CHARACTERISTICS

IN THE ROLEMASTER SYSTEM, EACH CHARACTER IS DESCRIBED BY A SET OF CHARACTERISTICS REPRESENTED BY NUMBERS ON A 1-100 SCALE. THESE ARE OFTEN CALLED "STATS."

4.1 AN INDIVIDUAL'S CHARACTERISTICS REPRESENT HIS 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 characteristics 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 average 50. (See section 11.0, Non-Player Characters)

4.2 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. (See section 8.0, Character Generation)

4.3 HIGHER LEVEL NON-PLAYER CHARACTERS (NPC'S) 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 you have an excellent chance of dying. Superior characters are more likely to survive; thus, in creating and running his NPC's, the GM is urged to consider their experience level when determining their stats. (See Section 11.0, NPC's)

4.4 STATS DIRECTLY AFFECT YOUR CHANCES OF SUCCESS AT VARIOUS ACTIONS.

See Section 6.0 and Table 15.13 concerning what stats affect what abilities and how much the effect amounts to.

4.5 SOME STATS AID IN CHARACTER DEVELOPMENT.

Constitution, Agility, Reasoning, Memory and Self Discipline are relevant in determining how many skills a character can learn. An average individual has 25 Development points. The exact amount that each of these stats contributes to the total amount of development points is given in chart 15.13. This total may be adjusted up or down by high or low Development Stats. Note that the 5 above will often be referred to as Development Stats. In game terms, other characteristics do not aid in the acquisition of skills in any way.

4.6 PRIMARY CHARACTERISTICS.

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

4.61 STRENGTH (ST). Not brute musculature, but the ability to use your existing muscles to their greatest advantage, thus racial and sexual adjustments should be kept to a minimum (if used at all).

4.62 QUICKNESS (QU). Essentially a measure of reflexes and conscious reaction time, this stat is often lumped with several others as dexterity.

4.63 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.

4.64 INTUITION (IN). A combination of luck, genius and the favor of the gods is embodied in this stat.

4.65 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.

4.7 DEVELOPMENT CHARACTERISTICS.

The following stats will find less direct use in play than those previously mentioned, but they are vital in the acquisition of skills and abilities.

4.71 CONSTITUTION (CO). The general health and well-being of the character, his resistance to disease and his ability to absorb more damage, are all reflected in his Constitution.

4.72 AGILITY (AG). Manual Dexterity and liveness are the prime components of this characteristic.

4.73 SELF DISCIPLINE (SD). The control of your mind over your body, the ability to push yourself harder in pursuit of some goal, or to draw upon the inner reserves of strength inherent in any individual.

4.74 MEMORY (ME). The ability to retain what you have previously encountered and learned. Note, 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 GM doesn't have time to devise and describe in absolute detail to each player.

4.75 REASONING (RE). Close 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.

4.8 CHARACTERS HAVE THE ABILITY TO INCREASE THEIR STATS IN THEIR ADVENTURES.

Exercising one's faculties is the best way to improve them. As a reward for their adventures, stretching their capacities as far as possible, characters will find their stats will increase to a certain potential, representing the absolute genetic limit of their characteristic development. (See Section 8.0, Character Generation & Section 9.0, Experience Levels). Note that a character's stats do not always increase beyond their starting level: Two months of adventuring does not necessarily accomplish what 18 years of youthful exuberance failed to do.

4.9 STATS AND POTENTIALS MAY DECREASE DURING THE LIFE OF A CHARACTER.

Due to old age and/or injury the stats and potentials of a character may decrease. Some of the decreases due to injury are given in Table 15.15. Old age decreases are an optional rule and are discussed in section 14.0.



5.0 SKILLS

As each character develops, he has the opportunity to acquire skills which will aid him in his adventures.

5.1 SKILLS ARE PRESUMED TO DERIVE FROM STUDY AND EXPERIENCE.

Under the *ROLEMASTER*™ character development guidelines, at each level of development each character has a certain number of development points which he may expend as he wishes to begin learning or improving skills. It is assumed that he continues the process of learning throughout his adventures and he therefore receives those skills and the benefits derived from them when he reaches the next level of experience.

5.2 DEVELOPMENT POINTS ARE DERIVED FROM ONE'S CHARACTERISTICS.

Each character has 5 Development Characteristics (Con., Agility, Self Discipline, Reasoning & Memory) which affect his ability to learn things. (A higher constitution lets you endure more rigorous training or study longer hours, etc. . . .) Each of these stats (temporary values, not potentials) gives the character a number of development points (see Chart 15.13) which are totaled and may be expended in acquiring skills or otherwise developing a character.

5.3 DEVELOPMENT POINTS ARE RECEIVED AT EACH CHARACTER LEVEL.

Each time he attains a new level of development, a character receives a number of development points (determined by his stats as outlined above). These points must be expended immediately to begin the acquisition or improvement of skills. A character may not accumulate development points from level to level, nor may they be transferred from one character to another. (The expenditure of development points represents the effort that the character is putting into attaining that skill, the amount of time spent on it, etc.) Further they must be allocated immediately upon their acquisition—it is a basic premise of the system that the character spends his entire next level of development practicing and studying to attain these skills. He does not obtain these skills or improvement of skills until he reaches the next level.

5.4 THE COST OF A SKILL IS DETERMINED BY PREADOLESCENT TRAINING.

The best reflection of this is character class; a fighter is taught in his youth some of the basic principles behind weapons, either through a formal apprenticeship or through watching combats with the keen interest of one who wants to follow that profession. Similarly, spell users begin at an early age to attune their minds to the acquisition of their chosen magics. His early training is reflected in the Character Development Table, where the development point costs of acquiring various skills are listed. (See Table 15.21)

It is a basic premise of the Rolemaster system that these early years in which learning patterns are formed, prejudices established, and attitudes moulded are more important than a few years of study and adventuring; thus a character's skill level in an area never affects the cost of improving that skill. A magician who has become a near expert with a sword is still a magician, with a magician's thought patterns and study methods, and must pay more to increase his skill with a sword than a beginning fighter.

Certain environments of youth may lead to differences from the standard training received by each character class. This will make some skills easier to acquire while at the same time necessarily making the mind less attuned to other skills. It is recommended that the GM consult Section 13.0 before altering the skill cost chart for any individual or character class.

5.5 GENERALLY A CHARACTER EXPENDS THE POINTS CALLED FOR ON THE CHARACTER DEVELOPMENT CHART AND IMPROVES HIS SKILL IN THAT AREA ONE LEVEL.

A character is born with level 0 ability in all skills (getting to skill level one may be termed either "acquiring" or improving it) and is generally allowed to develop any skill he wishes at a rate of one skill level during each experience level at the cost (in development points) given for his chosen character class (profession) and after having studied it while attaining another experience level. A character may generally not, at any cost, develop a skill at a rate faster than one skill level per character level (however, see below).

5.6 RAPID SKILL DEVELOPMENT.

Preadolescent training may allow some skills to be developed at a faster rate than normal, fighters and weapons being a good example of such an area. If this is the case slash "/" will appear in the cost space of the character development chart. If a skill is to be raised one level during an experience level, the cost before the slash is paid in development points. If a skill is to be raised two levels, the cost before the slash is paid for the first and the cost after the slash is paid for the second. Both skill levels are received at the same time—when the character attains the next experience level. Example:

A rogue with Skill Level 2 in Climbing wants to increase it to Skill Level 4. The cost listed is 3/6, indicating he expends 3 development points to progress to Skill Level 3 and 6 more (total 9) for SK Lvl 4. He still climbs at Skill Level 2, but upon attaining the next experience level, he will have a Skill Level 4 Climbing ability.

If the slash is followed by an * instead of a number, that area may be developed as much as desired during any experience level and each level of development has the same cost (the cost before the slash). These skills are often of a different nature than those that must be acquired at a slower rate. See the descriptions of individual skills for further description.

5.7 SKILL LEVELS MODIFY A CHARACTER'S CHANCES OF SUCCEEDING IN CERTAIN ACTIONS.

Table 15.22 shows how much a skill level normally adds to a character's chance of succeeding in a given task. Note that the first 10 Skill Levels give a bonus of 5% each; the second 10 give 2% each; the third 10, 1% each; and subsequent Skill Levels only ½% each. This represents the later levels where the subtleties of the skill individually do not seem important but collectively can mean a great deal. Certain areas of development do not follow this standard pattern; they are clearly identified as such in the skill descriptions, and the value of each level of development is clearly defined.

There are three classifications of actions that can be affected by skills: static, maneuver and special. The next three sections will define these skills; and as each skill is defined in section 5.8 it will be classified. If skills other than those given are used, the gamesmaster must classify the actions that they apply to.

5.71 STATIC ACTIONS DO NOT REQUIRE MOVEMENT OF THE BODY OVER DISTANCE. Static actions include actions like picking locks and disarming traps. To resolve the success or failure of a static action a roll must be made on the Static Action Table 15.32. The gamesmaster assigns modifications from the static action table for any factors that apply to the given action. A D100 (open-ended) roll is made by the character attempting the action. The skill level bonus of the character in this area is added to the roll. Then any stat bonuses that apply are added (See Section 6.0). Finally, the modifications from the static action table (15.32) are added. If the modified roll is more than 100, the action is successful. If not, the action fails.

SUMMARY OF PROCESS FOR DETERMINING THE SUCCESS OF A STATIC ACTION.

- 1) Gamesmaster assigns modifications from static action table (15.32).
- 2) Roll D100 (open-ended).
- 3) Add modifications for skill level.
- 4) Add modifications for stats (if any).
- 5) Add gamesmaster assigned modifications from static action table (if any).
- 6) Success: if modified roll is greater than 100.
- 7) Failure: if modified roll is less than 101.

5.72 MANEUVERS ARE ACTIONS REQUIRING MOVEMENT OF THE BODY OVER DISTANCE. Maneuvers include riding, swimming, climbing, stalking, and jumping. Maneuvers are resolved using the Maneuver Table (15.31) and a roll by the maneuverer. The character states how much distance he is trying to cover or what activity he is attempting to accomplish. The gamesmaster assigns the maneuver a difficulty and any additional modifications he deems necessary. The character makes a D100 (open-ended) roll and adds modifications due to skill level, stats, armor penalties, and gamesmaster modifications. The resulting modified roll is then crossindexed with the assigned difficulty and the result applied. If the result is a percentage, then the distance or activity accomplished is that percentage of the amount attempted. Other results on the table are self-explanatory.

SUMMARY OF PROCESS FOR DETERMINING THE RESULT OF A MANEUVER.

- 1) The character states the nature of his maneuver.
- 2) The gamesmaster assigns a difficulty and any special modifications.
- 3) Roll D100 (open-ended).
- 4) Add modifications for skill level.
- 5) Add modifications for stats (if any).
- 6) Add modifications for armor (if any).
- 7) Add modifications for gamesmaster's special modifications (if any).
- 8) Crossindex modified roll on Maneuver Table (15.31) and difficulty.
- 9) Apply results.

5.73 MANY SKILLS APPLY TO ACTIVITIES NOT FALLING INTO THE STATIC/MANEUVER CATEGORIES. These skills include weapon skills, magic skills and others. Each of these skills affects actions in a different manner. Section 5.8 describes each skill in turn and specifies how the skill levels affect action. Each non-Static/Maneuver skill is marked as "special."

It is important to note that there is no limit to how far any skill may be developed, only to how fast.

5.8 SKILL DESCRIPTIONS.

Most skills are reasonably self-explanatory from their names and context; however, we will attempt to clear up any ambiguities. Skills are divided into 5 areas: Maneuvering in Armor, Weapon Skills, General Skills, Magic Skills, and Special Development Skills.

5.81 MANEUVERING IN ARMOR SKILLS (Maneuver). This is one of the areas that does not conform to the general skill bonus pattern. Each Armor Type has a maneuver penalty associated with it for untrained individuals (See table 15.33). THIS PENALTY MODIFIES MANEUVER ROLLS. The different armor types are divided into five groups based on composition (No Armor, types 1-4; Pliable Leather; types 5-8/Rigid Leather; types 9-12/Chain; types 13-16/Plate 17-20) in which the character may develop maneuvering skill. EACH SKILL LEVEL OF MANEUVERING IN A GROUP OF ARMOR TYPES REDUCES THE PENALTY FOR MANEUVER BY 5 (EVEN FOR SKILL LEVELS OVER 10) 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.) Example:

Dral has a skill level 18 in Maneuvering in Plate Armor. He may wear breastplate and greaves (AT 18) with a maneuver penalty of only 20 ($110 - 18 \times 5$). If he wears just the breastplate, the penalty is 15 ($90 - 18 \times 5$) is 0, but 15 is the minimum maneuver penalty associated with wearing a breastplate).

Notes on the Advantages of Armor Types. Armor types are designed to reflect the protective capability of one's covering. Heavier covering (e.g. AT 20) is usually much more cumbersome than light armor or mere clothing. It is easier to make contact with (i.e. hit) but resists penetration better than lower armor types. Therefore, fewer and lower severity critical strikes will be achieved against higher armor types; frequent but low hit results will also occur; these coverings make the target easy to hit but hard to damage.

Lower armor types have the advantage of providing the wearer with mobility. Fewer swings will make contact because the agile defender will literally evade the attacker. When a swing does make contact, however, the result is more severe than that found with higher armor types; more concussion hits, frequent and severe criticals are the rule.

Animals often attack the upper body. In addition, their penetrating power is usually limited. Under CLAW LAW this is reflected on the attack tables; animals and monsters can be devastating against lower armor types where the wearer's high mobility is outweighed by the aggressor's maneuverability; against higher armor types most beasts are relatively ineffective.

Spell attacks are also affected by armor. Metal armor is particularly effective against Essence-based spells (e.g. magicians' spells), but often lessens the wearer's mobility. Therefore, he may be easy to contact but harder to affect. Lightning, and other forms of electrical attacks, are generally damaging to metal clad foes. Fire is effective against flammable armor types, but is largely deterred by metal. Organic armor types (e.g. leather) are flammable, but are relatively tough when resisting Channeling-based spells (e.g. clerical spells).

5.82 WEAPON SKILLS (Special). WEAPONS SKILL BONUSES ARE ADDED DIRECTLY TO COMBAT ROLLS (In a percentage system—see Special notes for use with combat not governed by ARMS LAW). In ARMS LAW, this skill level bonus is called expertise and is part of the "offensive bonus." There are six skill costs for weapons listed on the Character Development Table. There are six categories of weapons which these costs must be assigned to:

- One-handed edged weapons
- One-handed crushing weapons
- Two-handed weapons
- Bows
- Thrown weapons
- Pole arms

(Some weapons fit into more than one category—a hand axe can be held in hand or thrown, and skills should be developed with both methods of using it separately. Similarly, some swords may be used in two ways and skill levels in their use in one hand do not add to ability to use them two-handed.)

During the preadolescent period, characters will develop an interest or an affinity with a weapon (and category), making the type of weapon in that area easier to develop skill in. **THUS EACH CHARACTER MAY TAKE THE SIX SKILL COSTS LISTED FOR HIS PROFESSION IN THIS AREA AND ASSIGN THEM TO THE SIX WEAPON CATEGORIES AS HE SEES FIT.** A fighter, for example, may have any two weapons not as easy to develop quickly, and one with cost 5. Once assigned, these skill costs are permanent, they may not be switched around later.

The gamesmaster *may* determine that the culture the character grew up in would affect the character's choice of weapon. Example: Dral grew up in a country where bows were considered undignified and beneath true warriors, and so he directs that Dral (a fighter) must put his cost "5" in the bow column, in spite of the fact that the controlling Dral would rather shoot people in the back from long range than risk death in a fair sword fight.

A CHARACTER'S SKILL WITH EACH WEAPON (AND EACH WAY OF USING IT) IS CONSIDERED A SEPARATE AREA FOR DEVELOPMENT PURPOSES. Thus Dral's skill with a crossbow has no effect on his use of a composite bow although both are in the same weapons group. Similarly, skill with a scimitar does not help you with a longsword: although both weapons are similar, there are serious problems with trying to use them in the same way. (See the optional rules for some suggestions on the effects of learning weapon skills similar to those already acquired.)

Note that because skills with different weapons are considered separate, two weapons of the same type may be developed simultaneously without penalty, provided that the development cost of each is paid.

5.83 GENERAL SKILLS. These skills are principally a measure of the character's ability to cope with his physical environment. Spell users concentrating on things magical find these skills more difficult to acquire.

5.831 Climbing (maneuver). This could range from the ability to climb sheer faces (absurd), through mountain climbing (very hard), to climbing a ladder (easy). This ability includes skill in going up and down ropes, rappelling, using handholes properly, etc. (use the difficulty chart).

5.832 Swimming (maneuver). Skill level 1 will prevent the character from drowning in water over his head. Further skill levels 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 armor penalties are tripled.

5.833 Riding Animals (maneuver). A single skill level is necessary to keep from constantly falling off the animal (like weapons, skill levels in riding must be developed separately for different animals). Higher skill levels enhance your chance of retaining control of the animal, when it is startled or hostile, or gaining control of an unfamiliar animal (of the type you have experience with). Also, see the optional rules on mounted combat.

5.834 Disarming Traps (static). This skill enables a character to disarm a trap. Traps of more than moderate difficulty may be represented by subtractions from this total (to be assigned by the GM from table 15.32).

5.835 Picking Locks (static). As in Disarming Traps, this skill adds to a character's ability to pick a lock. Again, extremely complex locks can be represented by having the GM assign difficulty subtractions to all attempts to pick them.

5.836 Stalking (maneuver) and Hiding (static action). Stalking is the ability to move using camouflage and shadows to conceal your presence from a known opponent. Hiding is the ability to use camouflage and shadows to conceal your presence.

5.837 Perception (static). This skill is the ability to notice the right things, to find *carelessly hidden objects*, to see that pile of old clothes in the corner, to notice the imperfection in the wall that hides the *secret door*, the *trigger for the trap* ahead, the *ambush* (the type of things that the GM cannot mention to the players because to do so would call them to special attention that the character's perception might not allow). Of course a heavy subtraction should be given (if a roll is allowed at all) in situations where the players don't know what their characters are looking for or don't specify their characters are looking for something in particular (likewise, looking for ceiling traps makes it difficult to see pit traps, etc. . .).

5.84 MAGIC SKILLS. These skills are principally associated with the study of various branches of magic. They are primarily the prerogative of spell-users, although they are open to Fighters, etc., within the limits of high costs and other limits assigned (see *SPELL LAW*) to reflect the difficulty of development by laymen.

5.841 Spells (special). This area diverges from the standard skill and bonus rule. Under the Rolemaster System, a character who is trying to learn spells makes a Spell Gain Roll upon reaching each new experience level. This is a 1-100 roll (NOT open-ended) with a roll of 101+ required for success. An add is allowed for the amount of research the character has done in that particular area (list) of magic, as measured by the number of development levels he has committed to it. (See optional rule 14.22 concerning stat bonuses.) **PROCEDURE: ALL SPELLS IN *SPELL LAW* ARE GROUPED INTO "LISTS" OF SPELLS WITH SIMILAR CONCEPTION AND EFFECT.** When a character expends development points to acquire skills, he may attempt to study one such "List" of spells. Each time he expends the points required for spell acquisition (Usually 1/* for a Spell-User, 4/* for a Semi-Spell User and 20, 10 or 8 for a Fighter-Type), he announces what "List" he is attempting to learn and records one research point for that "List." A Spell-User or a Semi-Spell User may acquire several research points for a "List" at one time. These research points represent the amount of the character's development devoted to discovering the basic concepts involved in the use of those spells, through reading, meditation, etc.; the GM must be the judge of the availability and cost of that information to the character (suggested requirements are given in optional rule 14.52).

1) **WHEN MAKING A SPELL GAIN ROLL**, the character adds his accumulated research points $\times 5$ to his roll on D100. Thus 20 research points guarantee that the character will learn his spell list. If the roll is not successful, the accumulated research is not lost; rather it just means that the character has not drawn the proper conclusions and inferences from what he has learned. After he has had time to reconsider what he knows and has gained further experience in the ways of the world and magic (the next time he reaches a higher level) he may make another Spell Gain Roll again, gaining the full benefit of his accumulated research points (which he may increase by further development). Eventually the character will acquire the use of those spells (assuming he survives and continues to go up levels).

2) **ONCE A SUCCESSFUL SPELL GAIN ROLL IS MADE**, the character is considered to have learned the use of the spells he was researching and may use them as long as such use complies with other rules for their use. The number of research points has no further effect on the game. It matters not how much effort the character put into learning the spells from this point onward; a character with two applicable spell research points can use them as well as his adversary with 20. Note that,

under Spell Law, "Lists" of magic are divided at various levels and further research must be done on a list to learn it above each break point. In such a situation, research points used to acquire lower spells of the list have NO EFFECT on attempts to acquire the higher spells.

- 3) **PARTIAL RESEARCH MAY ONLY BE DONE INTO ONE LIST AT ONE TIME.** Characters may not partially study a variety of lists and count on the gods of dice to give them spell abilities. A character must study only one group of spells at a time.
- 4) **IF A CHARACTER IS ABLE TO ALLOCATE ENOUGH POINTS TO BRING HIS TOTAL WITH THE LIST HE IS CURRENTLY WORKING ON TO 20—ENSURING ITS GAIN AT THE NEXT LEVEL OF EXPERIENCE, HE GAINS THE USE OF THE FIRST LEVEL SPELL ON THAT LIST (IF ANY) IMMEDIATELY (BEFORE REACHING THE NEXT LEVEL OF EXPERIENCE) AND MAY BEGIN WORKING ON THE ACQUISITION OF A SECOND GROUP OF SPELLS.** When he attains the next level of experience, he will acquire the normal use of the first list and be entitled to make a Spell Gain Roll for the second.

If a character, after making an unsuccessful Spell Gain Roll, wishes to begin the study of *another* list, he may do so, but he forfeits all research points accumulated with the first group of spells. Such points may be neither transferred nor retained if the character wishes to switch his efforts to some other group of spells. He may of course, if he has the points, allocate enough development points to bring the total with the first list to 20 and then begin to study the second as described above.

Example:

Dral, our fighter, decides he wants to learn to use some spells. He allocates 20 development points to spell learning and receives ONE RESEARCH POINT in his chosen list (the Mentalist "Cloak"). He visits the library in a major city, where much knowledge of such trivial magic can be found, pays his use fee and accomplishes his research. From now on, until he either gives up or succeeds he will make SPELL GAIN ROLLS upon reaching each new experience level. He goes out adventuring and goes up an experience level.

The first time he tries, Dral rolls a 15. $15 + 5$ (5/research pt) = 20 which is somewhat less than 100. Dral continues adventuring and reaches yet another experience level. This time he rolls a 72 for his spell gain roll. $72 + 5$ (he still possesses the research point he acquired before and has been meditating over what he does know) = 77, again unsuccessful. Dral decides to study harder and allocates another 20 development points, preparing a second research point with this spell list. This time he visits a monastery where he has a friend who is a high level magician. The friend shows him some of the things he is doing wrong, and the GM agrees that this is enough to credit him with the research point he is developing. ALL THE HELPFUL HINTS IN THE WORLD FROM HIS FRIEND COULD NOT HAVE GIVEN HIM MORE OF A BONUS THAN HAD HE PREPARED HIS MIND BY ACCEPTANCE OF THE WAY HE ALLOCATED DEVELOPMENT POINTS.

After further adventuring, Dral reaches yet another level of development. This time his spell gain roll is a 35. $35 + 10$ (5/research pt $\times 2$ research pts now—one new and one from before) = 45—still not successful. Dral considers trying other lists of spells but he doesn't want to lose the research pts invested in the Mentalist "Cloak" list, so he perseveres. He allocates no more development pts, but continues to meditate and review. He goes up yet another level and this time rolls a Spell Gain Roll of 99. $99 + 10 = 109$. Dral may now use the spells on the Mentalist "Cloak" list subject to whatever restrictions from the general magic rules that apply.

NOTE: IT IS MEANT TO BE DIFFICULT FOR A FIGHTER, LIKE DRAL, TO LEARN THE USE OF SPELLS. Twenty points is usually $\frac{2}{3}$ or more of the total development points available to a character for a given level.

SPELLS, ONCE LEARNED, MAY BE CAST AT ANY TIME BY THE EXPENDITURE OF POWER POINTS. The Spell Gain Roll, successfully made, means the character is generally capable of throwing the spells on the list. To cast the spell, the character states he is doing so and expends power points. THE MINIMUM NUMBER OF POWER POINTS TO CAST THE SPELL IS EQUAL TO THE LEVEL OF THE SPELL. Thus to cast a third level spell, the character must expend three points (See *SPELL LAW*).

THE NUMBER OF POWER POINTS POSSESSED BY A CHARACTER IS DETERMINED BY HIS LEVEL AND THE VALUE OF THE PRIME REQUISITE FOR THE TYPE OF SPELL BEING CAST (Empathy for Essence, Intuition for Channeling, and Presence for Mentalism). Table 15.13 gives a column for Power Points. This number of points is multiplied by the level of the caster yielding the total number of spell points he has per day.

Dral has learned to throw the Mentalist "Cloak" list. Since he is interested in throwing Mentalist spells, he checks his presence. It is 36 which yields zero pts per level. Dral's level is now 5. He has 0×5 spell pts for a total of 0. Although Dral knows how to throw the spell, he cannot do it without the aid of an item or a successful channeling attempt to provide the power.

Suppose Dral's Presence is 96. He consults the Spell Point column on Table 15.13, and discovers that a Presence of 96 gives him 2 power points per level. $2 \times 5 = 10$. Dral has a total of 10 power pts (assuming his presence is 96). He can throw his 1st level spell 10 times if he wishes, or he may throw his 5th level spell twice, or his 3rd level spell once, his 5th level spell once and his 1st level spell twice. If he chooses to put 5 points into a 1st level spell, he must expend the 5 points and only has 5 points left (and he may not throw the 1st level spell more than 5 additional times—and only that many if he expends the minimum of 1 power point each time).

IF A SPELL IS THROWN FROM A SCROLL, ITEM OR BOOK, ITS ATTACK LEVEL IS ASSUMED TO BE THE LEVEL OF THE SPELL.

NOTE ALSO THAT CHARACTERS MAY NOT ACQUIRE THE ABILITY TO THROW SPELLS IN MORE THAN ONE AREA OF MAGIC—NO ONE HAS MORE THAN ONE SET OF POWER POINTS. Hybrid Spell Users are, of course, excepted from the above rule; they get their power point total from the average of the two stats governing their realms (they still have only one set of power points).

POWER POINTS ARE REGENERATED ONLY AFTER A PROPER REST PERIOD, USUALLY INVOLVING 8 HOURS OF SLEEP.

CERTAIN RESTRICTIONS MAY BE IMPOSED ON THE CASTING OF SPELLS BY THE MAGIC SYSTEM IN USE. Spell Law, for which these rules were designed to be specifically used, certainly does. Those not possessing or using this system are directed to section 13.0.

5.842 Runes (special). RUNE SKILLS ENABLE A CHARACTER TO DECIPHER AND USE RUNES (spells inscribed in suitable media). To decipher a rune a character makes an open-ended roll, adds his skill bonus, adds any bonuses from table 15.34 and subtracts the level of the spell on the rune. If the resulting total is 101+, the rune is deciphered. If the total is negative, the spell on the rune is cast *on the character attempting to decipher the rune* (or a random bystander if the gamesmaster deems it appropriate). If the total is between 75 and 100, the character learns what the spell is. If the total is between 0 and 74, nothing happens. These results are summarized on table 15.34. If the Rune is below 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 that of 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 (Fighters, Thieves, Rogues and Warrior-Monks have no realm of magic that is their specialty). Runes are generally not reusable.



NOTE: A character should be given one chance to decipher a rune. If he fails, he may not try again until he improves his Skill Level with Runes. Generally this is accomplished by going up a level, but if the character has not planned on increasing his Rune Skill Level (has not allocated any development points to it), he does not get to make another try at deciphering it until he does allocate the development effort and gain the use of the increased skill level.

5.843 Staves and Wands. 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 a staves/wands roll. The process for gaining the capability of casting spells off an item is identical to that for deciphering a rune; except the spell on the rune equals all the spells on the item.

SPELLS ON ITEMS THAT DO NOT REQUIRE A STAVES/WANDS ROLL 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 spells in themselves 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). Rules concerning intelligent items can be found in section 9.9221 of SPELL LAW.

All of these cases include spells that do **not** require the conscious casting of any spell by the wielder of the item.

NOTE: If an item has several spells or groups of spells in it that are widely separated in power or type, the GM may require separate staves/wands rolls for the separate spells.

NOTE: Learning to use an intelligent item may not necessarily give the character control over that item. The GM may create an ego for the item which the character must roll over on D100 to impose his will on the item's.

NOTE: "Teaching" someone else to use an item is not permitted. 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 power of the item, you cannot aid them.

5.844 Channeling (special). This is the skill of transmitting and receiving power between two willing individuals over any distance, provided that contact can be made. The transmitter of the power must be able to see the receiver OR know exactly where he is (direction and distance, or specific place). The receiver must know exactly when the spell is coming. For example, if a cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell: then another spell user (or deity) could use Channels to send him a spell (if he knew where the altar was and the correct time). In some cases it will occur when a cleric is on a mission vital to his religion and his god decides to aid him. It is permissible, however, for characters to channel to each other.

IT IS IMPORTANT TO NOTE THAT THE SPELLS A CLERIC ACQUIRES NORMALLY THROUGH WORSHIP AND THE USE OF HIS INTRINSIC POWER POINTS (although the entire realm is termed "Channeling") ARE NOT SUBJECT TO THIS RULE, NOR CAN THE ACQUISITION OF THIS SKILL ALLOW OTHER CHARACTERS TO GAIN A CLERIC'S SPELL ABILITY. This skill applies to extraordinary channeling as described below.

NORMALLY CHANNELING CONSISTS OF SENDING POWER POINTS FROM ONE INDIVIDUAL TO ANOTHER. The sender expends the power points and multiplies the number by his channeling ability expressed as a percentage (e.g. a sender with 60% channeling ability—skill level 12—and expending 20 power points actually channels only $12 \times 60\% \times 20 = 12$). Round sums down and treat channeling abilities of greater than 100 as 100. This is the number of points sent. The receiving character multiplies the number of points sent by his channeling ability (again, expressed as a percent, the result rounded down and channeling abilities of more than 100 treated as 100). This is the number of points received. These points may be used by the receiving character to cast spells as he wishes, although any unused points will be lost when next he sleeps.

CHANNELING BETWEEN CHARACTERS (including NPC's) MAY ONLY TAKE PLACE IF THEY ARE CONCENTRATING ON THE SAME REALM OF POWER. In other words a cleric can't channel to a magician. In the case of a Fighter, his realm of magic is determined the first time he begins to research a spell list. Gods are, of course, able to channel to whomever they please. Hybrids may channel to or be channeled by character's concentration on either of the hybrid's realms (e.g. a Mystic can concentrate in either Essence or Mentalism).

SPELLS MAY BE CHanneled IN RARE CASES. If the receiver is of the proper spell realm, the sender may use him to cast spells through. It is not necessary for the receiver to know how to cast the spell, he is not required to do any of the work. The spell is cast, and the power points expended, by the sender. The power points are subject to the same modifications for channeling ability as power points sent without a spell; and sufficient power points must be **received** to cast the spell. (The spell may **not** be cast if it depends on the receiving character to provide the spell points; **nor** may the spell be cast by one individual while the power points required to cast the spell are channeled by someone else.

Example: Bak is of the Mentalist realm of Magic. He has skill level 1 in channeling (5%) and no further bonuses. A high level Mentalist offers to channel through him, and Bak, in need of such help, agrees. The Mentalist must either see Bak, make mental contact with him, or know exactly where Bak is. Bak must also know that the spell is being sent at that exact time. The Mentalist, at a crucial situation, throws ICE RESISTANCE and puts 60 spell points into the effort. He has a 100% Channeling ability and all 60 points are sent, but Bak receives only 5% or 3 of them. This, however, is enough to power the spell and it takes effect. Had the Mentalist possessed only a 90% Channeling ability, he would have had to expend 67 pts. for the spell to take effect ($90\% \times 67 = 60$ pts. sent, with $5\% \times 60 = 3$ being received). Failure to provide even one of these 67 spell points would make it impossible for the spell to work.

SUCCESSFUL CHANNELING CAN BE DANGEROUS. Roll D100 and add the number of power points **received** (this die roll is open-ended: see section 2.0 for details). Subtract the **Skill Level** in Channeling of the receiving character. If the result is over 100, a burnout has occurred.

Example: Bak's brother Geen is a Cleric, with Skill Level 14 in Channeling. In a crucial situation, he asks his god for help and the god responds (the Gamesmaster rolls an incredible reaction for the deity) by throwing the spell Absolution Pure through the cleric. This is a 20th level spell and the god sends 40 power points with the spell. All 40 are sent (he is a god) and Geen receives 58% of them (23). He now rolls D100 to determine if it affects him. He rolls a 48 (+23 for the power points received in the spell), -14 for his Skill Level (note that the skill level, not the bonus is subtracted). The total is 57 ($48 + 23 = 71 - 14 = 57$) and Geen does not suffer burnout.

Suppose that Geen had rolled a 97 instead of a 48. Since 97 is over 95, under the "open-ended" rules, he must roll again and add. He rolls a 23 the second time for a total "roll" of 120 before modifications. Again +23 - 14, yielding a 129. Geen has suffered some form of burnout.

IF BURNOUT OCCURS, ROLL TWICE ON THE 15+ COLUMN OF TABLE 15.12. This is how many points that are lost off of the MEMORY stat (not potential). This process is repeated for REASONING.

If this process reduces either stat to 0 or below, all experience and skills are lost.

On the brighter side, the character can now switch professions as he has lost all memory of his adolescence and apprenticeship (though it will take him many years to function as an adult again).

OPTION FOR SPELL LAW: If *Spell Law* is available, a D100 roll is made and $5 \times$ the amount that the burnout roll was above 100 is added. This total is applied to the Non-attack Spell Failures table from *Spell Law* (10.71). This result can be in addition to the loss of Memory and Reasoning or instead of it (at the GM's discretion).

SHOULD A BURNOUT OCCUR, THE BEING CHANNELING POWER TO THE VICTIM MUST ROLL UNDER HIS PRESENCE ON D100 OR SUFFER THE SAME RESULT (Gods would not be affected). If the sender survives, unharmed, he may (regardless of the status or will of the receiving individual) exercise absolute control over the victim's body and its remaining knowledge, skills, spells and power points. The sender must have some method of issuing commands and instructions to the burnout victim. This control lasts 24 hours or until contact is broken.

5.845 Directed Spells (special). *Spell Law* makes provision for Spell Attack Rolls with certain spells. (These Spells are specifically listed there, and have separate attack tables.) Each such spell must have its expertise developed separately. Developing expertise in directed spells is treated just as developing skill in weapons. Generally expertise may be gained only with spells that are directed against a single target (e.g. Fire Bolts but not Fire Balls or Fire Storms). These spells must be castable by the character wishing to gain expertise. The character may also develop expertise if he is capable of casting the spell from an item and has access to the item.

This rule is important for it allows certain Spell Users to specialize in particular spells in the same manner that fighters may specialize in their weapons.

5.85 SPECIAL DEVELOPMENT. The following areas of development are different in many respects from those that have preceded them.

5.851 Ambush (special). This is the ability to strike effectively without first being noticed. To use his ambush skill a character must approach his foe undetected and be able to strike before the latter can react.

IF THE AMBUSH SKILL IS SUCCESSFULLY USED, THE CHARACTER GAINS A BONUS ON ARMS LAW NORMAL (not Large or Super-Large) CRITICAL STRIKE ROLLS. This bonus consists of the ability to adjust the critical strike roll by any number up to the Ambush Skill Level (not bonus) of the attacker. This adjustment may be either up or down. This is the only adjustment that is *ever* allowed on An *Arms Law* critical strike roll. Note that to use this bonus, the attacker must first *get* a critical strike result on an attack table. If he does, however, this ability greatly increases the chance of a killing blow and tremendously multiplies the chance of an instantly killing one.

Since position is relatively unpredictable in a general melee situation, AMBUSH SKILL LEVEL IS HALVED IF FOE IS IN A MELEE SITUATION.

IF A "LARGE" OR "SUPER-LARGE" CREATURE IS AMBUSHED, THE AMBUSH LEVEL IS ADDED TO THE CRITICAL ROLL. If the resulting modified roll is above 95, a second roll is made and added to the modified critical roll as in a normal open-ended roll.

5.852 Linguistics (special). 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 gamesmaster can add them for his world system), although certain professions have developed their own language for use in research. Each language must be developed individually in steps from a level at which the language cannot even be recognized to a level of full understanding of the idiom and the snide jokes often made about travellers. See table 15.55 for the communication ability given by each linguistic skill level in a language. Skills in one language normally have little effect on others; however "brother languages," those deriving from an immediate common ancestor, may be an exception. See section 10.0 concerning Race and Effects on Play for further information.

5.853 Adrenal Moves (varies). These skills relate to the development of the art of superhuman effort. By concentration and Self-Discipline, the character skilled in Adrenal Moves must be prepared in the round before it takes effect. This is accomplished by taking a 20% penalty on action in the round of preparation. Adrenal Moves may not be attempted in consecutive rounds, nor may more than one be attempted at any one time. Skill levels in each Adrenal Move must be developed separately. Each Adrenal Move counts as a separate area for development purposes.

STRENGTH (static). This ability gives a character a +10 bonus on his offensive bonus and doubles the number of concussion hits that he delivers. At the end of the preparation round, the character rolls D100, adds applicable bonuses from table 15.32, and then adds the bonus for his skill level in Strength Adrenal Move. A roll of 101+ indicates success and the above bonuses apply for the next round. Failure means no bonuses are obtained the next round.

SPEED (static). This allows a character to move at twice normal speed (as if hasted) and thus increase his activity for one round as described in *Arms Law*. Speed is prepared just as Strength and success is determined in the same way.

BALANCE (maneuver). This skill enhances the ability of the character to maintain his balance in one maneuver (requiring balance). The skill bonus is added to any maneuver roll required for the action (even if it takes several rounds).

LEAPING (maneuver). This allows the character to automatically increase the distance he can successfully leap from either a standing or a running start. The Maneuver Table from *Arms Law* or Table 15 can be used, with the skill level bonus being added. 100% would indicate a normal leap and results above that a longer leap.

LANDING (maneuver). A character may automatically decrease the severity of a fall by his skill level bonus times one foot. For example, if a character's skill level bonus was 60, a 100' fall would be treated as a 40' fall. The severity of a fall can never be reduced below that of a 10' fall. For this adrenal move the penalty of -20% for a preparation round is applied the round *after* the fall (assuming he's alive and conscious). This is the recuperation round.

5.854 Martial Arts (unarmed combat skills) ARE DEVELOPED BY ADVANCING THE SKILL LEVELS OF TWO SETS OF FOUR RANKS EACH. Martial Arts is divided into two areas: STRIKING and SWEEPS AND THROWS. Each area has four Ranks: Rank 1, Rank 2, Rank 3 and Rank 4. Skill Levels in each rank must be kept separately. EACH RANK COUNTS AS A SEPARATE AREA OF DEVELOPMENT. THE SKILL LEVEL BONUS FOR A RANK IS ADDED TO THE OFFENSIVE BONUS OF THE CHARACTER IF HE IS USING THAT RANK FOR UNARMED FIGHTING. Only one rank's bonus may be used in any given round. The rank also determines the attack table to use from *Claw Law* (Martial Arts Striking Table or Martial Arts Sweeps and Throws Table); and, the maximum possible result that can be obtained on that table.

The ranks represent varying degrees of effectiveness and complexity of the different types of martial arts attacks and defenses. Rank 1 is of course the simplest and least effective, while rank 4 is the most complicated and most deadly. THUS, SKILL IN A MARTIAL ARTS RANK CANNOT BE DEVELOPED TO A LEVEL HIGHER THAN THE EXISTING SKILL LEVELS OF THE LESSER RANKS IN THE AREA. This applies only among ranks of striking OR among ranks of sweeps and throws. Thus, striking rank 4 can never have a higher skill level than striking rank 3, striking rank 3 can never have a higher skill level than striking rank 2, and striking rank 2 can never have an higher skill level than striking rank 1. Likewise for the sweeps and throws ranks.

5.855 Adrenal Defense (special). By using this skill, attacks with melee or missile weapons may be dodged or deflected (wholly or partially). THE SKILL LEVEL BONUS OF THE DEFENDER IS ADDED TO HIS DEFENSIVE BONUS VERSUS MELEE ATTACKS. AGAINST MISSILE ATTACKS THE SKILL LEVEL IS HALVED BEFORE THE BONUS IS CALCULATED AND ADDED TO THE DEFENSIVE BONUS. To use adrenal defense, the character must not be wearing any armor and cannot have a shield or large object in your hands. EXCEPTION: Warrior monks can hold any weapon usable in their weapon kata. See optional rule 14.31. In addition, you must be aware of the fact that you are under attack.

5.856 Body Development (special). Each character starts with the capacity to take a number of hits equal to his constitution stat divided by 10 (round off). Each skill level picked in body development entitles the character to roll one hit die of the type used by his race (see Section 10.0) and increase the number of hits the character can take by the amount of the die roll. The sum of the starting hit points and the rolled hit points are the character's *base hit points*. Thus the maximum number of hits each character may have is determined by his race and constitution bonus, and is in no way a function of his character class, although fighter-type characters will develop to this maximum faster under normal circumstances.

6.0 STAT BONUSES FOR ABILITIES

GENERALLY A CHARACTER'S SKILL LEVELS ARE THE PREDOMINATING FACTOR IN DETERMINING WHAT HE CAN AND CANNOT DO. SUPERIOR NATURAL ABILITIES MAY WELL AID HIM IN ACCOMPLISHING MANY OF THESE THINGS.

6.1 EACH PRIMARY SKILL IN ROLEMASTER HAS A CHARACTERISTIC ASSOCIATED WITH IT.

The bonus due to this characteristic (Table 15.13, Bonuses For Unusual Stats) is added to the bonus due to skill to yield the character's total intrinsic bonus, exclusive of magical aid. In most cases, it is true that more than one stat will affect the exercising of each skill, and for greater realism (at the cost of some additional complexity) players are advised to see section 14.21 of the optional rules. (See Table 15.14 for a summary)

6.2 GENERAL MANEUVERS ARE ASSISTED BY HIGH AGILITY.

In most simple maneuvers, movement, etc., the character's Agility bonus is added to his maneuver roll. This is not the case if some other stat is specifically defined as being that principally exercised in the particular maneuver.

6.3 WEAPONS SKILLS BENEFIT FROM STRENGTH AND AGILITY.

The bonus due to Strength is added to all melee combat rolls with hand-held weapons and to all combat rolls with thrown weapons. If the attack is with a bow weapon, the Agility bonus is added instead.

6.4 GENERAL SKILLS BENEFIT FROM AGILITY, EMPATHY & INTUITION.

Agility bonuses are given on climbing, swimming, and stalking and hiding attempts. The bonus due to Empathy is added to the character's riding ability to give his total riding bonus. Intuition aids in Disarming Traps, Picking Locks, and Perception.

6.5 MAGICAL SKILLS ARE AUGMENTED BY EMPATHY AND INTUITION.

Empathy adds to the skill bonus for deciphering Runes and using Staves and Wands. Any Intuition bonus is added to a player's Channeling abilities.

6.6 SPECIAL DEVELOPMENT SKILLS ARE AIDED BY PRESENCE, CONSTITUTION AND STRENGTH.

Martial arts are considered Melee Attacks and receive the benefits of Strength bonuses. Adrenal Moves rely on self control and thus are subject to the bonuses derived from Presence. Constitution affects the total number of concussion hits a character can absorb before passing out or dying.

The Player's "base hit points" (see section 5.856) are multiplied by his constitution bonus (stated as a percentage) and the result (rounded off) is added to his base hit points. The resulting sum is a bonus which is added to give the character's **total hit points**.

Bak has a Constitution of 90 and a base hit point total of 14. His Constitution bonus (from Table 15.13) is +10 or +10% of 14 is 1.4 rounded to 1, so he can take 15 (14+1) total hit points, although his base hit points remains 14. Bak goes up an experience level and rolls 2 more ten-sided dice (D10) for hits and gets 2+8 additional hit points. He adds these to his base hit points (14) for new base hit points of 24, before modifying again for Constitution. He can now take 24 + 10% of 24 = 24 + 2 = 26 total hit points. Note that it is necessary to keep track of both the final total and the base number to date, to calculate hit points anew whenever a change results. Note also that a change in Constitution may change the hit point total of the character by changing or eliminating the bonus.

A character's Ambush ability is NEVER affected by any stat. Linguistic ability may be affected by a character's reasoning bonus. A bonus for self-discipline may be used on stunned maneuvers.

6.7 A CHARACTER BENEFITS DEFENSIVELY FROM HIS QUICKNESS.

Regardless of whether or not a character has any self-defense skills, he may add his quickness bonus to his defensive bonus provided he is not completely static (e.g. sleeping, knocked out, stunned and unable to parry, etc.). Note the 4th column on table 15.33, Armor Penalties on Maneuvers. These points are subtracted from the quickness bonus if the character is wearing the appropriate type of armor (and thus the quickness points are not subtracted from incoming attacks). Note that this column cannot reduce a quickness bonus below 0.

Example: Bak (Quickness 98, yielding a bonus of +20) is unarmored. His armor type (AT) is 1-20. Attacks against him are resolved on the 1 column after subtracting 20. He puts on a breastplate, which has a quickness penalty of 10 pts. These 10 pts. are subtracted from his 20 pt. quickness bonus, leaving 10 pts. to be subtracted from incoming attacks. Those attacks are now resolved on the 17 column, however (AT 17-10).

6.8 ABILITIES IN WHICH NO PROVISION IS MADE FOR THE DEVELOPMENT OF SKILLS MAY BE AIDED BY CHARACTERISTICS AT THE GAMEMASTER'S DISCRETION.

6.9 RESISTANCE ROLLS AGAINST SPELLS AND POISON OR DISEASE ARE AFFECTED BY VARIOUS CHARACTERISTICS DEPENDING ON THE TYPE OF ATTACK.

BASIC MAGIC SPELLS, those utilizing the essence as their medium, may be more successfully resisted if the character has a high EMPATHY. Resistance Rolls against these spells (all those thrown by Magicians, Illusionists, Alchemists and Monks) are subject to bonuses and penalties due to unusual Empathy.

MENTALIST ATTACKS are more successfully repelled with the aid of a high PRESENCE. (Mentalist, Lay Healer, Seer and Bard Spells are in this group).

CHANNELING (clerical) SPELLS are affected by the defending character's INTUITION. (Spells of this type include those of Clerics, Animists, Healers and Rangers).

HYBRID SPELL USERS' BASE SPELLS are affected by the defender's stats in the two realms relating to that Profession (they should be averaged, & the bonus for the average added to the resistance roll). Sorcerers are users of Channeling and Essence, so average Empathy and Intuition and compute the defense bonus. Mystics are masters of Mentalism and Essence, so the average of Empathy and Presence is used to derive the bonus. Astrologers are students of Channeling and Mentalism; therefore Intuition and Presence combine to determine the resistance roll bonus.

When Hybrid Spell Users throw spells other than those in their own spell base areas, the realm from which the spell actually came is used to determine the stat that can give its bonus to the saving throw.

THE CONSTITUTION BONUS IS USED ON RESISTANCE ROLLS AGAINST POISON AND DISEASE. Resistance rolls are resolved by assigning a level (potency for the poison) and resolving the resistance roll as in Spell Law with no other standard modification.

For instance, Acaana is a level (potency adjustment) 15 poison. Dana has a 90 Constitution and has a +10 bonus for that stat; he is 6th level. Should Dana ingest Acaana, he would roll on the resistance roll table found in SPELL LAW (Spell Law Table 10.5). If his roll exceeded 62 on a D100 he would resist the poison, for he needs a 72+ on the table and his bonus is +10. Should he roll say a 51, the poison would take effect... 51 + 10 = 61 and does not exceed 72.

7.0 CHARACTER CLASSES

EACH CHARACTER UNDER ROLEMASTER CHOOSES HIS PROFESSION (or Character Class). HE IS PRESUMED TO HAVE UNDERGONE A PERIOD OF APPRENTICESHIP WHERE HIS THOUGHT PATTERNS WERE MOULDED, THEREBY AFFECTING HIS ABILITY TO ACQUIRE SKILLS.

7.1 THE PROFESSIONS OF FIGHTER, THIEF, ROGUE AND WARRIOR MONK CONCENTRATE PRIMARILY ON ACQUIRING THE SKILL OF THE REALM OF ARMS.

These characters have relatively easy times learning the use of weapons and the skills of maneuver and manipulation, but they will find it difficult to develop any spell-using ability. These professions have no trained realm of power, and thus can only learn spells at great effort and cost (if at all, according to the Gamesmaster's discretion). Even then their spells are of very limited potency. If a non-spell user does learn to cast spells, he is restricted to spells from one realm only. He makes his choice of realm when he chooses his first spell list or spell. Subsequent picks must come from that same realm.

7.11 FIGHTERS ARE THE PRIMARY ARMS SPECIALISTS. Fighters will find it easy to develop a variety of different weapons and to wear heavier types of armor. They are less skilled in maneuvering and manipulating mechanical devices such as locks and traps (though they are still superior in those areas to spell users) and have the greatest difficulty in learning anything connected with spells. PRIME REQUISITES FOR FIGHTERS ARE CONSTITUTION AND STRENGTH. In addition to their skill with arms, Fighters receive a bonus of +3 per level (on D100) on all weapons attacks up to and including 20th level and +1 per level at 21st level and beyond.

7.12 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 and Hiding, Climbing and Perception. They rarely wear heavy armor, although armor does not especially harm their exercising of their professional abilities. PRIME REQUISITES FOR THIEVES ARE QUICKNESS AND AGILITY. Thieves gain a bonus of +2 per level (on D100) on all weapon attacks (up to a maximum bonus for their level of +40).

7.13 ROGUES ARE CHARACTERS WITH SOME EXPERTISE IN THIEFLY ABILITIES AND MORE SPECIALIZED KNOWLEDGE OF ARMS THAN THAT POSSESSED BY FIGHTERS. Normally a Rogue will be almost as good as a fighter with one weapon of his choice. The cost, in development points, of developing his 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. THE PRIME REQUISITES FOR A ROGUE ARE STRENGTH AND AGILITY. Rogues gain a bonus of +3 per level (on D100) on all weapon attacks (up to a maximum bonus for their level of +60).

7.14 WARRIOR MONKS ARE EXPERTS AT MANEUVERING AND MARTIAL ARTS. Warrior Monks learn to use normal weapons, although not as easily as others of this realm; they prefer to utilize unarmed combat using the special *Claw Law* Martial Arts attack tables. PRIME REQUISITES FOR A WARRIOR MONK ARE QUICKNESS AND SELF DISCIPLINE. Warrior Monks gain a bonus of +2 per level (on D100) on all weapon attacks (up to a maximum bonus for their level of +40); this bonus is applicable to martial arts attacks.

7.2 THE PROFESSIONS OF MAGICIAN, ILLUSIONIST, AND ALCHEMIST CONCENTRATE PRIMARILY ON MANIPULATING THE ESSENCE THAT SURROUNDS US ALL TO CREATE MAGICAL EFFECTS AND CAST SPELLS.

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, the Force etc. A spell user of the essence taps this power, moulds it, and diverts it into his spells. Most of his powerful spells reflect this and are almost elemental in nature: fire, earth, water, wind, light, cold, etc. The more inert material

that is on the person of the spell user of essence, the more difficult it becomes to manipulate the essence. Thus, when casting or using an essence spell NO armor, heavy clothing, or helmet may be worn. When the cooperation of more than one party is necessary for the essence spell to take effect, all parties must abide by the above restriction. These characters can acquire knowledge of things magical and how to use them relatively quickly, but they are terribly handicapped in developing arms skills since they must discipline their minds in pursuit of their profession. Like Spell Users generally, they are less adept than Arms Users at the skills of maneuvering and combat.

7.21 MAGICIANS ARE THE BASIC MANIPULATORS OF THE ESSENCE. Magicians are pure spell users of essence who have concentrated in the elemental spells. Their base spells deal mainly with the elements: earth, water, air, heat, cold, and light. PRIME REQUISITES ARE EMPATHY AND REASONING.

7.22 ILLUSIONISTS ARE LESS ABLE TO MANIPULATE THE ESSENCE TO OVERPOWER OTHERS, INSTEAD DEVELOPING SKILLS TO MISLEAD THEM. Illusionists are pure spell users of essence who have concentrated in spells of misdirection and illusion. Their base spells deal mainly with the manipulation of elements which affect the human senses: sight, sound, touch, taste, smell, mental impulses, and the combination of these senses. Illusionists have advantages in Perception and Stalking and Hiding over other spell users. PRIME REQUISITES FOR ILLUSIONISTS ARE EMPATHY AND REASONING.

7.23 ALCHEMISTS ARE SKILLED AT RELATING MAGIC TO THE PHYSICAL UNIVERSE. Alchemists are pure spell users of essence who have concentrated in spells which can manipulate matter to form items and embed spells of all three realms—nonetheless, they require someone or something to cast the spell to be embedded (if he knows the spell, he can do this himself). They do have advantages over most spell users in mechanical areas, but the concentration on spells necessary for their profession prohibits them from developing these skills as rapidly as Thieves, Rogues & even fighters, etc. PRIME REQUISITES FOR ALCHEMISTS ARE EMPATHY AND REASONING.

7.3 THE PROFESSIONS OF CLERIC, ANIMIST, AND HEALER CONCENTRATE ON THE CHANNELING OF SPELLS AND POWER FROM THEIR DIETIES.

Channeling is the power of the deities of a given world as channeled through their followers of 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" doesn't 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 revival of the dead might require active consent of a deity, depending upon the world system being used by the Gamesmaster. Metal interferes with the drawing of power from deities, so no metal armor or helmet may be worn when casting or using a channeling spell (any spell of this realm). In addition, only a small amount of metal may be carried on the person of a spell user of channeling when casting or using spells; this should be determined by the gamesmaster dependent upon his world system.

7.31 CLERICS ARE THE BASIC CHANNELING SPELL USERS. Clerics are pure spell users of channeling who have concentrated in spells which require direct power from their deities. Their base spells deal directly with life, communing with deities, summoning live creatures, protection from servants of opposing deities, and direct channeling from their own deities. These spell users are the most powerful of the spell users of channeling, but they are also the most restricted in the sense of heeding the desires or alignment of their deity (to be determined by the Gamesmaster). They have the ability to learn, albeit at heavy cost, the use of any weapon but must wear non-metal armor (if any) in order to avoid having significant amounts of metal interfere with their channeling abilities. A cleric, or any user of the channeling realm, cannot cast spells while wearing metal armor. THE PRIME REQUISITES FOR A CLERIC ARE INTUITION AND MEMORY.

7.32 ANIMISTS ARE CLERICS SPECIALIZING IN STUDIES AND POWER CONCERNING LIVING THINGS, BOTH ANIMAL AND VEGETABLE. Animists are pure spell users of channeling who have concentrated on spells which deal with living things (e.g. druids). Their base spells deal with plants, animals, nature in general, and weather. They generally develop the skill of riding (and controlling) animals to a high level. THE PRIME REQUISITES FOR AN ANIMIST ARE INTUITION AND MEMORY.

7.33 HEALERS CHANNEL POWER TO TAKE WOUNDS FROM OTHERS AND USE THE ENORMOUS RECUPERATIVE POWER OF THEIR BODIES TO HEAL THE WOUNDS ONCE TAKEN. Healers are pure spell users of channeling who have concentrated on spells of self-healing and the ability to take the injuries of others UPON THEMSELVES. Thus, a healer could heal a person by taking his patient's injury upon himself and then healing this injury gradually. THE PRIME REQUISITES FOR A HEALER ARE INTUITION AND MEMORY.

7.4 MENTALISTS, LAY HEALERS AND SEERS MANIPULATE THEIR OWN PERSONAL ESSENCE, AND THE ESSENCE IMMEDIATELY AROUND THEM, WITH THEIR MINDS IN ORDER TO PERFORM MAGICAL FUNCTIONS.

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, his spells are usually limited to himself or to one particular target. Any head covering interferes with the power of mentalism spells, so no head covering (especially helmets) may be worn while casting or using a mentalism spell.

7.41 MENTALISTS ARE THE BASIC MENTAL ESSENCE MANIPULATORS. Mentalists are pure spell users of mentalism who have concentrated on spells which deal with the interaction of minds. Their base spells deal with the detection of mental presence, mental communication, mind control, mind attack, mind merging, and sense control. THE PRIME REQUISITES FOR A MENTALIST ARE SELF-DISCIPLINE AND PRESENCE.

7.42 LAY HEALERS CAN AID THE RECUPERATIVE POWERS OF OTHERS. Lay healers are pure spell users of mentalism who have concentrated on spells which heal people and animals. Their base spells deal with the specific healing of certain diseases and injuries: organs, blood, muscles, bones and concussion hits. THE PRIME REQUISITES OF A LAY HEALER ARE SELF-DISCIPLINE AND PRESENCE.

7.43 SEERS ARE INFORMATION GATHERING SPECIALISTS. Seers are pure spell users of mentalism who have concentrated on spells which gain information through the use of mental spells. Their spells deal with precognition, and the control and modification of the senses. THE PRIME REQUISITES OF A SEER ARE SELF-DISCIPLINE AND PRESENCE.

7.5 SORCERERS, MYSTICS AND ASTROLOGERS ARE HYBRID SPELL USERS, COMBINING SOME OF THE POWERS OF TWO REALMS OF MAGIC IN EACH CASE.

Hybrid spell users are of professions combining two realms of power. They can obtain the power of the most potent pure spell user only in a very restricted set of spells: however, they are much more flexible since they have access to two realms of power. When a hybrid spell user casts a spell he must abide by the restrictions of that realm of power (only). For example, if he is casting a mentalist spell, he cannot be wearing a helmet, etc. When casting one of the spells from his base lists he must abide by the restrictions of both realms.

7.51 SORCERERS COMBINE ESSENCE AND CHANNELING. Sorcerers are hybrid spell users who combine the realms of essence and channeling, concentrating on spells of destruction. Their base spells deal with the specific destruction of animate and inanimate material. PRIME REQUISITES FOR A SORCERER ARE EMPATHY AND INTUITION.

7.52 MYSTICS COMBINE ESSENCE AND MENTALISM. Mystics are hybrid spell users who combine the realms of essence and mentalism; they have concentrated on subtle spells of misdirection and modification. Their base spells deal with personal illusion as well as the modification of matter. PRIME REQUISITES FOR MYSTICS ARE EMPATHY AND PRESENCE.

7.53 ASTROLOGERS COMBINE CHANNELING AND MENTALISM. Astrologers are hybrid spell users who combine the realms of channeling and mentalism; they have concentrated on spells which pertain to gathering information. Their spells deal with detection, communing, precognition, and communication. THE PRIME REQUISITES OF AN ASTROLOGER ARE PRESENCE AND INTUITION.

7.6 BARDS, MONKS AND RANGERS COMBINE THE USE OF ARMS WITH A RUDIMENTARY KNOWLEDGE OF SPELLS.

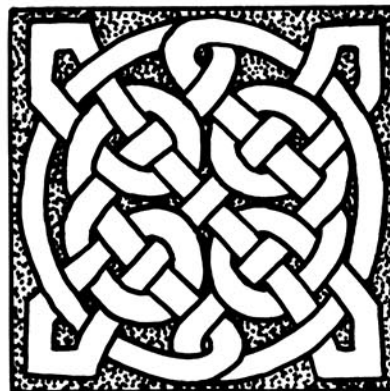
These "Semi-spell users" combine a realm of power with the realm of arms. These professions can only throw spells of limited potency, but are fairly adept in the use of arms. Generally these characters are inferior to fighters in the use of arms and to spell users in the use of spells, but they have the ability to combine the advantages of both to meet a variety of needs.

7.61 MONKS COMBINE ARMS AND ESSENCE. Monks are semi-spell users who combine the realm of essence with the realm of arms. Their base spells deal with personal movement and the control of their own body and mind, while their arms capabilities concentrate in unarmored, unarmed combat. PRIME REQUISITES FOR MONKS ARE EMPATHY AND SELF DISCIPLINE.

7.62 RANGERS COMBINE ARMS AND CHANNELING. 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). PRIME REQUISITES FOR RANGERS ARE INTUITION AND CONSTITUTION.

7.63 BARDS COMBINE MENTALISM AND ARMS. Bards are semi-spell users who combine the realm of mentalism with the realm of arms. Their base spells deal with sound, lore, and item use. PRIME REQUISITES FOR A BARD ARE PRESENCE AND MEMORY.

NOTE: EACH OF THE 3 PROFESSIONS ABOVE (The Semi-spell Users) GAINS A BONUS OF +1 (on D100) per level when attacking with any weapon (or Martial arts) up to a maximum bonus of +20 for their level.



8.0 CHARACTER GENERATION

ROLEMASTER CHARACTERS ARE RANDOMLY GENERATED WITH MODIFICATIONS TO REFLECT STATUS AND PROFESSION.

8.1 ROLEMASTER USES 10 PRINCIPAL CHARACTERISTICS TO REPRESENT EACH INDIVIDUAL TO GENERATE A CHARACTER.

ROLL D100 10 TIMES AND RECORD THE RESULTS. Ignore all results of **under 20** to reflect the premise that exceptionally weak characters will not be likely to seek their fortune in a hostile world. Example:

Dral player rolls: 25, 87, 76, 19, 36, 82, 47, 20, 98, 61. Noting that the 19 is below 20, he scratches it out and rolls a 57 to replace it. He curses the roll of exactly 20, but he must keep it.

8.2 TO PROVIDE GREATER FLEXIBILITY FOR THE PLAYERS, THEY MAY ASSIGN THE 10 RANDOMLY GENERATED VALUES TO THEIR 10 STATS AS THEY DESIRE.

This allows the players to run the type of character they want to (after all the idea is to have fun). Some GM's may wish to incorporate more realism by having the players assign stats, in the order they were rolled, to the characteristics listed in section 4.0, but this denies the player the opportunity to have his adolescent character concentrate on body building, scholarship, etc. Example:

Dral decides to be a fighter, and having read the next section of these rules, chooses to allocate his stats as follows:

ST: 20 QU: 98 EM: 57 IN: 47 PR: 36
CO: 25 AG: 87 SD: 82 RE: 61 ME: 76

8.3 TO ENSURE THAT ADVENTURERS WILL BE THE FINEST EXAMPLES OF THEIR PROFESSION, THE PRIME REQUISITES (see section 7.0) OF EACH CHARACTER MAY BE RAISED TO 90.

This also has the effect of preventing an otherwise playable character from being crippled by a single bad stat and tends to even characters out, at least at the start, so that players start at about the same level in at least their chosen profession. If a character wishes to have a stat higher than 90 in his prime requisite, he may of course place a naturally rolled stat there, but he may not raise another stat to 90 (except for his other prime requisite, of course). When this is done the character's class (profession) has been chosen.

Dral cheerfully adjusts his strength and constitution, discarding the 20 and 25 and substituting 90's. He could not adjust his intuition or empathy to 90 since they are not prime requisites for a fighter.

8.4 CHARACTERS DO NOT NECESSARILY START AT THEIR PEAK OF PHYSICAL AND MENTAL DEVELOPMENT.

Studies show that many human attributes do not reach their peak until the late twenties, after they have reached the adult level that most characters begin adventuring. To reflect the fact that exercise and stress will help a character develop his physical and mental attributes, Rolemaster experience guidelines allow him to make stat gain rolls (See Section 9.3) until his development in this area reaches a pre-determined maximum (influenced by race, heredity, and youthful environment and reflected in his initial stats).

To determine POTENTIAL STATS (potentials), Roll D100 and consult Table 15.11, cross indexing the roll with the range into which the initial stat falls. The number resulting is the **potential stat**, the value to which it can actually rise in the course of play. Generally this level cannot be exceeded, except perhaps with the aid of the most powerful magic items.

Dral's rolls to determine his stat potentials are:

ST: 57 QU: 19 EM: 72 IN: 56 PR: 22
CO: 96 AG: 83 SD: 14 RE: 34 ME: 41
Starting with his strength (now 90, because he was able to raise his prime requisites to that figure), he determines that his potential is the 90 he starts with (the chart yields a "--" result, indicating that initial and potential stats are the same). Quickness, likewise cannot be naturally increased beyond its initial value of 98, but Empathy (57) has a potential of 71 (cross indexing the potential roll of 72 with the 40-59 column for his initial stat). Following this process through for the other stats (try it and check your results), he gets:
ST: 90(90) QU: 98(98) EM: 57(71) IN: 47(63) PR: 36(36)
CO: 90(97) AG: 83(91) SD: 82(82) RE: 61(61) ME: 76(76)
The first number is the initial temporary value of the stat, the second (in parentheses) is its potential value.

8.5 POTENTIALS HAVE NO EFFECT ON PLAY WHATSOEVER; VERY SELDOM CAN THEY EVER BE IMPROVED.

When a character reaches the second level of experience, and every level thereafter, he will be entitled to make stat gain rolls to determine if his adventures affect his stats. Yet remember, stats may never be improved beyond their potential values (See Section 9.3). Permanently disabling injuries may be reflected in a reduction of potential stats, shorter term disabilities may result in temporary stat reductions.

8.6 A BEGINNING CHARACTER IS CONSIDERED TO BE LEVEL 1, POSSESSING NO SMALL AMOUNT OF ACQUIRED SKILLS.

A starting player has a hit point value equal to his constitution divided by ten—rounding up or down (e.g. a CON of 92 gives a player 9 hit points). See section 5.856. An average adult is assumed to be level 0 with skills approximating one experience level of development, representing what he learned in his childhood and adolescence. A player character starts with this and a second experience level's development (from level 0 to level 1) representing the apprenticeship in his profession that he is presumed to have gone through. **THUS EACH CHARACTER GOES THROUGH THE ENTIRE SKILL ACQUISITION PROCESS (AND RECEIVES THE SKILLS PICKED) TWICE BEFORE STARTING PLAY.** Note that the development points from these two levels may not be combined and they are treated in all ways as separate experience levels. Characters are entitled to make spell gain rolls after expending the development points for each of the two levels (thus it is quite possible for a character to begin with more than one list of spells).

Example:

Dral has 35 development points per level—based on his 5 temporary "development stats": 7 for Agility, 8 for Constitution, 7 for Self-Discipline, 6 for Reasoning, and 7 for Memory (Check Development Points Column of Table 15.13). Dral notes that the weapons development cost sub-categories are not set. He assigns the cost figures to the six weapons classes, choosing lower costs for the weaponry he most favors. Since he is a fighter, he matches categories and costs as follows:

1/5 Thrown Weapons
2/5 One-Hand Edged
2/7 Two-Handed
2/7 Pole Arms
2/7 One Hand Crushing
5 Bows

Dral favors thrown weapons and 1-hand edged weapons. Due to his peculiar culture (a bias imposed by the GM), he resents bows and pays higher costs to develop bow skills. See Sec. 5.82 above.

Naturally he seeks survival. His character starts with 9 hit points as a result of his CON, but he would feel comfortable taking more. Dral feels 9 is inadequate for a serious fighter. Consequently, he expends 4 of his 35 pts to

acquire 2 body development skills (Cost 1/3. The first skill level costs 1, the next 3, for a total of 4). This enables him to roll 2 10 sided (D10) dice and add the result to his hit point total. Dral now has 31 development pts remaining.

Looking to his armor needs, he decides to begin adventuring in a metal breastplate (AT 17 under the plate armor category). Consulting Table 15.33 (Armor Penalties for Maneuvers), he notes that the penalty for untrained combatants in AT 17 is -90%; the minimum maneuver penalty for trained persons using the armor is -15%. He desires the smallest penalty possible, but realizes he must acquire skill level 15 before he can reduce the -90 to a -15 (each skill level equaling 5% proficiency: $15 \times 5 = 75$, $90 - 15 = 75$).

The cost figure in this area (2/*) indicates that for 2 pts. per skill level he can acquire as much maneuvering in plate (AT 17) he needs, but the cost of 30 pts. (total) is a problem. Spreading the cost over his adolescence and apprenticeship, he acquires the skill to level 8 for the expenditure of 16 pts. ($2 \times 8 = 16$).

Turning to weapons, he decides to concentrate on developing hand axe expertise. He assigned the 2/5 cost breakdown to 1-hand edged weapon development and must pay 2 pts. for the first skill level and 5 pts. for the second skill level should he attempt to rise two skill increments immediately. Wanting to become good with a hand axe quickly, Dral expends 7 of his development points. He cannot progress more rapidly, since picking up 3 skill levels when calculating any one experience level's trait development is not allowed (except for areas marked with a number followed by /*). Dral now has 8 of his original 35 development points remaining. Next he decides to learn to throw his hand axe. At a cost of only 1 pt he rises to skill level one (note thrown weapons costs for him are calculated at 1/5). He wants to go no further than skill level 1 at this time. His remaining development point total is 7.

Rounding out his character, he picks up skill level 1 in Ambush (cost 3), Perception (cost 2), and Stalking and Hiding (cost 2). He totals his expended development points ($4 + 16 + 7 + 1 + 3 + 2 + 2 = 35$) and notes that he has reached his limit.

Adolescence

- 1— 1st Skill Level in Body Dev.
- 3— 2nd Skill Level in Body Dev.
- 16— 8 Skill Levels in Maneuvering in Plate Armor
- 2— 1st Skill Level in Hand Axe
- 5— 2nd Skill Level in Hand Axe
- 1— 1st Skill Level in Hand Axe, Thrown
- 3— 1st Skill Level in Ambush
- 2— 1st Skill Level in Perception
- 2— 1st Skill Level in Stalking and Hiding

He has finished his period of adolescent development and is ready to repeat the process for his apprenticeship. Before he does that, he receives the skill he has just picked. He rolls 2 D10 (result 6 + 7) and adds the total to his base hit points ($13 + 9 = 22$) and modifies it for Constitution (90 gives a 10% bonus, 10% of $22 = 2$, he has 24 total hit points). Had he picked any skill levels in a group of spells, he would now make a spell gain roll.

Next Dral picks the skill he will study in his apprenticeship. Still feeling his total points are inadequate, he develops 2 more body development skills (4 pts.). He needs 7 more skill levels to wear his breastplate with minimal penalty, so he expends the necessary 14 points. Continuing his strong effort to learn the use of a hand axe, he expends a further 7 points to raise his skill—hand held—to level 4 (2 pts. for the first level raised—to skill level 3—and 5 more to raise it one more—to skill level 4). He also improves his skill with a thrown hand axe by one level (to level 2) for a cost of 1 pt.

Dral improves his ambush ability (from level 1 to level 2, cost 3 pts). He wants to learn to climb, so he expends 3 points for 1 skill level. He has expended 32 of his 35 points so far, and having 3 left, decides to learn the basics of disarming traps. Summarizing his picks:

Apprenticeship

- 1— 1st Skill Level in Body Dev.
- 3— 2nd Skill Level in Body Dev.
- 14— 7 Skill Levels in Maneuvering in Plate Armor
- 2— 1st Skill Level in Hand Axe
- 5— 2nd Skill Level in Hand Axe
- 1— 1st Skill Level in Hand Axe, Thrown
- 3— 1st Skill Level in Ambush
- 3— 1st Skill Level in Climbing
- 3— 1st Skill Level in Disarming Traps

He has finished his apprenticeship and receives these skills as well as those already gained before beginning his adventures. He again rolls 2 D10 for the 2 body development levels he acquired during his apprenticeship (result 1 + 8) and adds them to the base hit points he had previously rolled (before they were modified for constitution), $9 + 22 = 31$, and again modifies the total for his high constitution (10% of $31 = 3$, $31 + 3 = 34$) Dral begins play with 34 total hit pts.

Dral must now repeat the process of picking skills he will work on, for his development as he progresses from experience level 1 to level 2. HE DOES NOT RECEIVE THESE SKILLS UNTIL HE ATTAINS EXPERIENCE LEVEL 2. (This development is not included in this example.) Remember that all skill development is done before one embarks on a new experience level.

The skills with which Dral begins play are:

Maneuvering in Armor:

Plate Level 15 ————— Bonus: 75

Weapon Skills:

Hand Axe, hand held: Level 4 — Bonus: 20

Hand Axe, thrown: Level 2 — Bonus: 10

General Skills:

Climbing: Level 1 — Bonus: 5

Stalking and Hiding: Level 1 — Bonus: 5

Perception: Level 1 — Bonus: 5

Disarming Traps: Level 1 — Bonus: 5

Special Skills:

Ambush: Level 2 — Bonus: special.

All other skills are at level 0 (Bonus: -25). Dral can take 34 hits.

8.7 CHARACTERS ARE NEVER ENTITLED TO MAKE STAT GAIN ROLLS UNTIL THEY REACH THE SECOND LEVEL OF EXPERIENCE (20,000 exp).

You do not make any stat gain rolls until after you have adventured—you never make them for the levels you develop prior to play.

8.8 SUMMARY OF THE PROCESS FOR STARTING A CHARACTER:

- A. Make 10 D100 rolls (ignoring 1-19).
- B. Assign the 10 rolls to the 10 stats.
- C. Choose profession (character class).
- D. Replace none, one or both prime requisites by 90.
- E. Determine stat potentials.
- F. Determine base hit points.
- G. Choose skills to develop for adolescence (level 0).
- H. Receive benefits of skills developed for adolescence.
- I. Choose skills to develop for apprenticeship (level 1).
- J. Receive benefits of skills developed for apprenticeship.
- K. Choose skills to develop for level 2.
- L. Start play. Character is at level 1.
- M. At any point other factors (race, background, etc.) may be determined by the gamesmaster.

9.0 UNDER ROLEMASTER, CHARACTERS ADVANCE IN THEIR PROFESSIONS THROUGH VARIOUS LEVELS OF EXPERIENCE.

9.1 EXPERIENCE LEVELS ARE ATTAINED BY THE ACQUISITION OF EXPERIENCE POINTS.

Chart 7.1 lists the experience point total required to reach each level.

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

9.2 EXPERIENCE POINTS ARE AWARDED FOR SPELLS, ACTIONS, IDEAS AND ANY OTHER EXPERIENCES THAT CONTRIBUTE TO THE LEARNING PROCESS OF THE CHARACTER.

(Note: practicing to acquire skills does not yield EP.) The Gamesmaster is the final authority in awarding experience points, although he is urged to establish a concrete set of guidelines to aid him in making equitable awards (See Section 15.42 for a sample set). **NEGATIVE POINTS CAN BE AWARDED** if the Gamesmaster feels that the actions of a character demonstrate a regression in the learning process. ICE feels these cases should be rare, if they exist at all.

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

In the rare case when negative points awarded bring a character's experience point total below the minimum for his level, he loses all benefits earned for that level (saving throws and combat adds), although not acquired skills. Skills currently being learned and stat gains are not acquired until he next reaches a level he had not previously attained.

9.3 UPON REACHING A NEW EXPERIENCE LEVEL, A CHARACTER IS ENTITLED TO MAKE STAT GAIN ROLLS.

During his adventures, it is assumed that a character's faculties will be exercised heavily (See Section 8.4), possibly affecting their value. For *each* stat, roll D100. A roll of 01-04 results in a decrease in that stat of the indicated number of points (a temporary regression of 2-8 due to overstress). A roll of 05 or higher on a stat that has not yet reached its potential may result in a stat gain. Consult Table 15.12, cross-indexing the roll with the difference between the temporary (real) and potential value of that stat; the result is the increase in the affected temporary stat.

Example: Dral's Empathy is a 57, his potential is 71 (difference 14). He rolls a 47 which (on the 12-14 column) yields a +5. His empathy is now 62. He proceeds to his Intuition and rolls again. . .

9.4 UPON REACHING A NEW EXPERIENCE LEVEL, A CHARACTER GAINS THE BENEFITS OF SKILLS HE HAS BEEN LEARNING AND BEGINS TO LEARN NEW ONES.

Provided they have been developing the skills to the satisfaction of the Gamesmaster, characters are considered to have acquired their skills by the time they reach the next level. At this point they again begin the skill development process, determining the number of development points they have on the basis of their (possibly) new stats and expend those points to begin to learn skill. Should a character gain an experience level without having first completed this process (i.e. enough experience points attained to

advance two levels), he gains the skills picked at the previous level. For example, if a character gets enough experience to advance 2 levels, he would acquire twice the skill levels being developed.

9.5 CERTAIN CHARACTER CLASSES DERIVE COMBAT BONUSES FROM THEIR LEVEL.

In addition to specific skills with weapons, certain classes can accumulate extraordinary combat knowledge that is generally applicable. Simple things like knowing where to strike an opponent in a situation where two targets present themselves, kicking dust at your opponent in a swordfight and generally getting the maximum out of your won skills and abilities and all examples of bonuses that fighters can acquire over spell users. The former concentrate heavily on learning them, while the latter must devote themselves to at least maintaining their spell abilities.

FIGHTERS AND ROGUES GAIN AN OFFENSIVE BONUS OF 3 per level (on D100)

THIEVES AND WARRIOR MONKS GAIN AN OFFENSIVE BONUS OF 2 per level (D100)

BARDS, MONKS AND RANGERS GAIN AN OFFENSIVE BONUS OF 1 per level (D100)

These bonuses are applicable on all combat rolls under the Arms Law system, both missile and melee, are in addition to any other bonuses to which the character may be entitled. Note that each profession receives a bonus to reflect the amount of its concentration on the use of Arms: Fighters spend the most time developing and practicing at Arms from adolescence on—Rogues, Thieves and Warrior Monks less time, Bards, etc., still less but more than Spell Users. **NOTE THAT THE NUMBER OF POINTS THAT A CHARACTER SPENDS ON NEW WEAPONS SKILLS HAS NO EFFECT ON THIS BONUS FOR LEVEL.** The acquisition of skills may allow a character to function, minimally, in another profession, but it will not override years of adolescent training and apprenticeship in molding a character's study habits and attitudes.

NOTE ALSO THAT SPELL USERS (except semi-spell users: Bards, Monks, Rangers) GET NO COMBAT BONUS PER LEVEL.

EXCEPT FOR FIGHTERS THE COMBAT BONUS DUE TO LEVEL DOES NOT INCREASE AFTER 20th LEVEL. Thus Rogues may have a maximum level add of 40; and Bards, Monks and Rangers may obtain a maximum level add of 20.

9.6 SPELL USERS GET BENEFITS FOR LEVEL AS DESCRIBED IN SPELL LAW.

Pure and hybrid spell-users modify their spell casting die rolls by +1/level, with a maximum effect of ± 20 due to level.

9.7 RESISTANCE ROLLS ARE AFFECTED BY THE LEVEL OF THE ATTACKING FORCE (spell, poison, etc.) AND THE LEVEL OF THE DEFENDING CHARACTER.

SPELL LAW describes how the resistance roll table is used. This process requires crossindexing the attacker's level and the level of the defender. Thus when advancing a level, it is important for both spell users and other character to note changes in their effective resistance roll.

9.8 LEVELS HAVE NO EFFECTS WHATSOEVER ON SKILLS, MANEUVERS OR ANY AREAS EXCEPT AS SPECIFICALLY STATED ABOVE.

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 the deference shown them by others knowledgeable of their status.

9.9 SUMMARY OF PROCESS OF ADVANCING AN EXPERIENCE LEVEL.

- Make stat gain rolls.
- Receive benefits of skills developed since previous level. (if 2 levels advance, double benefits).
- Receive special level bonuses and modifications. (combat or spell bonuses; Resistance Roll modifications due to level).
- Update spell lists (if applicable).
- Choose skills to develop for next level.

10.0 INDIVIDUALIZING CHARACTERS

COMMENTARY

Variety and flavor are important assets in any good FRP game. One of the principal problems with some campaigns/systems is a lack of desire to, or means for, allowing the GM and players a great deal of choice when choosing and developing characters. This section is devoted to giving tips for injecting more flexibility into the generation and development process, thus enabling GMs to futher vary characters of the same class.

10.1 CHARACTER BACKGROUND

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 GM can provide rich backgrounds without funneling his players along paths deemed most "desirable."

10.11 RACES

Racial characteristics for a fantasy role playing game are heavily dependent upon the world system being used by the gamesmaster. This section will describe some of the "classic" races from mythology, literature and fantasy role playing. Table 15.51 provides examples of how special racial abilities and characteristics can influence factors of play in a fantasy role playing game. All of the modifications given in chart 15.51 are optional and should be carefully examined and moulded by a gamesmaster to fit his world

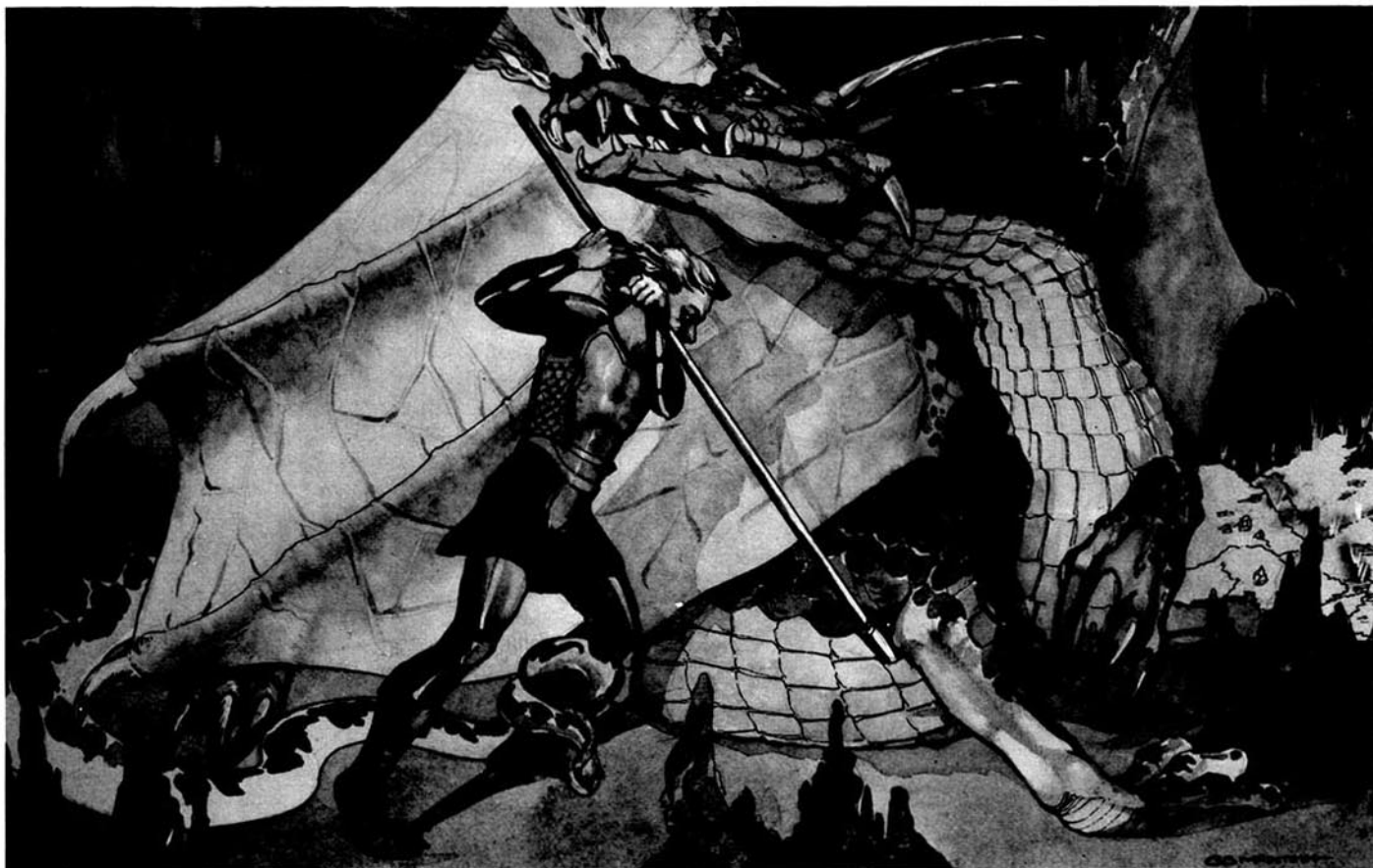
system. Some GMs may wish to include similar modifications for gender (male vs. female), particularly among races where there are wide gaps in size and character. ICE suggests that this be done only in extreme cases—those where males and females differ MARKEDLY.

10.111 Description of the Race Abilities Chart (15.51). Four chief factors are given in chart 15.51: modifications to bonuses due to stats, modifications to resistance rolls, modifications to the effects of death and injuries, and the number of languages an average member of a race knows when adventuring begins. Certain races will have advantages in certain of these areas, but penalties in others. For example, elves might have superior stat bonuses to men but if they are killed or injured the effects are much more serious.

The modifications to stat bonuses are in addition to the bonuses described in section 6.0 and detailed in Table 15.13. For example, a high man and a halfling could both have 99 strengths; even though the high man was 6'7" and the halfling was 3'4". However, due to the stat bonus modifications given in table 15.51, the high man's bonus due to strength is +30 (+20 normal for 99 ST + (+10) due to race); while, the halfling's bonus due to strength is 0 (+20 normal + (-20) due to race). Stat bonuses may become negative through such modifications.

There are three different modifications to the effects of death and/or injury. First, race determines the number of rounds after death that the soul leaves the body (see section 14.641). Second, a number is given that is to be added to the column used for the stat deterioration roll as described in section 14.642. In effect adding this factor to the column number increases the rate at which stats deteriorate after death. The third factor is a multiplier for recovery times from injuries. This number is multiplied times the normal recovery time given on table 15.15, resulting in the recovery time for a particular race.

Resistance roll modifications are added directly to the resistance roll made against the appropriate spell, poison, or disease. The number of languages given is the number of starting languages for a character of the given race. The level to which these languages are known will depend upon the character and his background.



Depending upon his world system, a GM may wish to restrict the character classes certain races may select from. We suggest the following:

Men: Any class.

Dwarves: Only fighters, thieves, rogues, rangers, clerics, animists, healers, and perhaps warrior monks. Dwarven alchemists should be allowed, but their source of power would be channeling not essence. Thus, a dwarf cleric with alchemist rather than clerical base lists (with all other aspects like a normal cleric) should be permitted.

Elves: Any class without self discipline (SD) as a prime requisite.

Halflings: Only fighters, thieves, rogues, rangers, clerics, animists, and healers.

Orcs: Any class.

Trolls: Only fighters.

10.112 Description of Sample Races.

Humans: Of mortal men there are basically two kindreds: the "high" men and the more rustic common men.

The high men tend to be even taller than Elves (6'-7' tall), but heavier-boned and physically stronger, although perhaps less nimble than the elvenkind. Their hair is dark brown or coal-black, eyes blue, grey or black, and they tend to be fair-skinned, from very pale seeming to a ruddy but still light complexion. The lifespan of the high mortals is quite long, up to 250-300 years in those of pure descent. They are great warriors and builders of empires, for their initiative matches their physical stature.

The common men are shorter (5'6"-6'4" men; 5'-5'10" women) and stockier of build as a rule, and their hair and eyes run the entire spectrum of normal shades (although the coal black hair like that of the high men is rare). They are less lordly in appearance than the high men, and the males often wear beards or mustaches, as opposed to their brethren who are most often clean-shaven.

Dwarves: Probably the "toughest" physically of the races, the dwarves are short (the males 4'5" tall, the women slightly less), stocky and ruddy of complexion, with deep-set eyes and dark wiry hair and beards (the latter they are quite proud of, and grow long, braiding them elaborately). Dwarves also are very resistant to poisons and disease, and have exceptional lifespans (to 400 years). They have superior dark sight, able to see far in caves which a human would consider pitch black. Not as well as elves outdoors, but up to 50' in even the most dimly lit cavern.

They are superior craftsmen and love to mine the earth for precious gems and metals, to forge them into weapons of strength, and artifacts of beauty and power.

Not as fertile as humans, they have few children; and less than a third of their people are women, who are guarded jealously within their caverned halls.

Elves: Though basically similar to mortal men in most ways, Elves have several important, if subtle, differences. As a race, they are taller than most humans, although slender: the male height averaging between 6 feet and 6'10", yet weighing but 150-200 pounds, respectively. The women of the Elves range from 5'6" to 6'2", and are also slim. Elven men have no facial hair, and as a rule, they have less body hair than humans. Apparently highly resistant to extremes of natural heat and cold, their clothing is usually for decoration, camouflage, or, perhaps, modesty. Generally, Elves are fairer in appearance than their mortal brothers, having finer features and unmarred skin. Their senses are extremely keen, especially their hearing, and sight: they are able to see on a clear, star-or-moonlit night, as if full daylight. Their vision is correspondingly restricted with less light, down to but a few feet in what a man would call "pitch black." Perhaps most importantly: elves do not age or grow old; and their bodies are immune to all bacterial and viral infections. Thus, they are virtually immortal (excepting violent death). They heal quickly, and show no scars (although they do not regenerate limbs).

About the kindreds of the Elves; there are three divisions.

The "Fair Elves," highest and most lordly, have hair of golden blonde, blue eyes, and fair skin; and they project a visible aura at all times. They are, as a rule, musically talented, and wear garments of white, silver and gold.

The High Elves are more sturdy of build (yet still more slender than humans). The High Elves are darker: their complexions are as if tanned, and their hair is black or dark brown, with few exceptions. Their eyes can be of any color, although brown or hazel predominates.

These Elves are the builders and craftsmen of the kindreds, most skilled in fine metalwork: weapons, armour and beautiful jewelry. Their jewelcraft is also unsurpassed. The High Elves are the most likely to live in cities, building graceful, marble-walled towns for themselves. They are also the most curious—possessed with a desire to learn all about their surroundings at any cost, which has more than once caused members of their race to fall from the path of light.

The "Wood-Elves" are more numerous and "rustic" than their brethren. They tend to be ruddy of complexion, with sandy hair and blue or green eyes. Not as tall as the other groups, they are still quite light of build, and very adept at moving silently, especially in the forest. They are also musically talented, although not as much so as the Fair Elves. Their clothes are usually forest green or brown, and more functional in design than the draped robes and tunics of the Fair Elves; and less elaborate than that preferred by the High Elves.

Half-elves have one human and one elf parent. They must choose relatively early in life whether they shall be mortal (and of men) or of elvenkind. Should they choose immortality, they follow the lifestyle and course of their elven parent. They are akin to "high men," for the latter may (depending on race and game setting) have varying degrees of elven blood.

Halflings: Smallest of the speaking people, Halflings average between 3 and 4 feet in height, and tend to be fat. They have large feet, very hairy—to the point of being "furry," which are almost immune to cold, and so they go about always barefoot. They are an inoffensive people, preferring the quiet of their own villages. Lovers of good food and drink, they spend much of their time at inns and friends' houses, eating. They are able to move very quietly, and have a high level of manual dexterity. Halflings also are possessed of an amazing constitution, and can resist even the most powerful magical and physical damage for extended periods.

Orcs: Generally, orcs grow to be about 6' tall, with thick hides and grotesque, fanged faces. They are very heavy of build: bred as warriors and laborers. With few exceptions, they cannot stand daylight, and are blinded by the unshielded sun. Only at night can they see well (with sight as the elves). They are without exception cannibalistic, bloodthirsty and cruel, wielding curved scimitars and wicked axes.

Note that orcs are stellar smiths. Their ability to work with metal is hardly paralleled. Although the appearance of their items is often poor, the performance is excellent. They rarely make items unassociated with fighting, however.

Greater Orcs are those most carefully bred. They are rarer but much superior. Their abilities speak, organize, reason, and fight are higher than the normal (or lesser) orcs.

Trolls: Trolls are as strong as the stone of which they are made. They are huge and immensely strong, (usually about 10' tall) but stupid and slow-moving, hating all other creatures. Trolls are divided into several types (based on their location): hill, cave, snow, and stone trolls, the last being the most common. Trolls cannot stand the light of day, in fact reverting to the stone of their substance in sunlight.

Treat bare troll skin as half hide plate (AT 11).

10.12 LINGUISTICS

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

10.13 YOUTHFUL EXPERIENCES AND FAMILY BACKGROUND

One's outlook on life is necessarily colored by past experience. A character in a FRP setting will invariably follow this rule to some degree, and the GM should note that rich, varying experiences lodged in a character's past history will act to spur certain individualizing feelings in the player (e.g. Shiloh once had an embarrassing incident involving squirrels. He remains ever wary of the little beasts and may go to extreme lengths to capture them, even in the heat of a battle). Family background is, perhaps, the most significant tool in this category. Events involving one's family—legacies, feuds, traditions, etc. all act to give a character certain "reference points" for adventure. A character may seek revenge or some heirloom of great value; he may wish to follow the path of his mother or father. By giving the player a unique background with a number of significant and interesting experiences and

family notes, great choice is allowed, and the character will have wide leeway in pursuing interests relating to his past—any one of which differs markedly from those of his fellow adventurers.

10.2 SPECIAL ABILITIES

Certain characters may have special abilities based on their race or background. For example: a lord of the Langur may be able to ride a horse extremely well since his nomadic people are taught to ride at an extremely early age. The GM should assign bonuses in skills relating to aspects of a character which were developed to some unusual degree during his/her youth. By having the skill category to which bonuses are assigned vary given each character's unique past, the GM can further individualize members of the group or NPC's.

10.3 SPECIAL EQUIPMENT

Different cultures and areas produce varying types of equipment. Some of the equipment will differ in construction or composition (e.g. certain bows) or stand utterly unique (e.g. a type of weapon found nowhere else in the world). By giving the character a unique or unusual piece/set of equipment, wide variation in play may result. Again, characters can be individualized by allocating different starting possessions; but, beware of unbalancing things by giving one or more characters equipment which is noticeably better than that given their companions.

10.4 STARTING MONETARY RESOURCES FOR A CHARACTER

A GM should look to the nature of the local/world economic system to see how much money a character should start with. Generally, we suggest a character should be given a modest sum, allowing him/her to acquire the bare basics in terms of armor, weaponry, food, and survival tools. Characters starting in mid-campaign will invariably receive help from party members, but may need better than average equipment to withstand heightened challenges (those not normally faced by first level groups). Some characters may receive no money (e.g. those found robbed and beaten up), but these situations must be carefully weighed. ICE suggests that players be given a set sum of money (e.g. 50 silver pieces) plus an amount determined on a D100 roll (e.g. a roll of 43 would give the player an additional 43 bronze or silver pieces). Remember, the players should not be too rich (they need something to work for) or too poor (they need something to work with).

10.5 EQUIPMENT AND COMMERCE

10.51 COST VARIABLES

Due to the infinite variety of cultures, places, and situations found in FRP games, the gamesmaster will have to construct his own specific economic systems and price tables. Normally, the cost of any item will vary with locale and circumstance. Rarer merchandise generally costs more. In addition, production time, the period required to make and/or deliver a given good, will also change from place to place. Goods that are extracted or manufactured locally will usually be cheaper than "imports."

The following guidelines are aimed at providing convenient multiplying figures to be used when computing the cost of an item in any given area. These "multipliers" should be used with the Equipment Charts 15.52-15.54, and will be applicable to other prices for goods and services which the individual gamesmaster may employ.

The "multipliers" are listed in categories which describe the specific good's relationship to the given points of purchase (market location). The first figure (that which precedes the slash in a category) represents the cost multiplier; the second figure (following the slash) indicates the production time multiplier. The production time multiplier is to be applied to the combined manufacturing and delivery period applicable to the item—the period necessary to create the item and get it to the place of purchase.

Note that there may be more than four categories in particular worlds. There are also many cases where a good will be absolutely unavailable due to politics, culture, economic restraints, etc. The gamesmaster should look upon most economic systems as "grey continuums" and use these guidelines accordingly.

Local—Native Item

$\times 1/2 \times 1/2$

Cosmopolitan Market

$\times 1/1 \times 1$

Isolated—Black Market*

$\times 3/1 \times 2$

Insulated Market*

$\times 10/1 \times 5$

*These markets have the highest rates of unavailability. Travel/delivery time may also be prohibitive in many cases. An insulated market is one with "closed" or "controlled" borders that result in strictly monitored trade (i.e. the authorities use force to restrict certain commerce). Other factors to consider are (1) seasonality of the item; (2) loose pricing systems such as barter or commonplace haggling; (3) cultural or political effects; (4) the effects of weather, geography, etc. on delivery time; and (5) the rarity of component parts. There are many more determining factors that the gamesmaster may utilize.

Magic Weapons Costs

Generally, if for no other reason than play balance, magic weapons are quite rare. They are not the usual shopworn item found in mass quantities at the local armorer. To reflect this rarity, the multipliers on the table below are suggested:

Weapon bonus (D 100)	Bonus (D 20)	Cost multiplier
+ 5	+ 1	$\times 10$
+ 10	+ 2	$\times 100$
+ 15	+ 3	$\times 1000$
+ 20	+ 4	$\times 10000$
+ 25	+ 5	$\times 100000$
+ 30	+ 6	$\times 1000000$

Example: A plus + 20 superior steel, specially forged non-magic broadsword would cost 5000 silver pieces or 500 gold pieces (10 SP $\times$ 500). A magic + 20 sword would cost 100,000 silver pieces (10 SP $\times$ 10,000).

10.52 COINAGE SYSTEM

Each world will have one or a number of coinage systems. Some may be based on the worth of the coins' component material or associated craftsmanship; others may be tied to the society's faith in the coins' guarantor (e.g. the government backs their wooden nickels). A handy suggested working base for a system of exchange follows:

10 iron pieces	=	1 tin piece
10 tin pieces	=	1 copper piece
10 copper pieces	=	1 bronze piece
10 bronze pieces	=	1 silver piece
10 silver pieces	=	1 gold piece
1000 gold pieces	=	1 mithril piece

Obviously, one coinage system for an entire world full of varying political entities and cultural groups would be quite odd. Silver might be worth more than gold in certain regions. Others might embrace stone pieces or have no coinage at all. We do suggest, however, that some basic standard be set, enabling the gamesmaster to compare the various exchange systems. Thus, the jade-based coinage of one isle can be interwoven into a regional economy based on silver as a standard.

The system noted above might be characterized as a gold standard. Whatever your label, it works as a suggested guide for the cost calculations used in ICE's Equipment Charts. The gamesmaster should decide what weights the coins will have in specific areas (e.g. 10 silver pieces of one ounce would equal 1 gold ounce). ICE suggests 1/2 ounce pieces or 1/4 ounce pieces.

10.53 ENHANCED WEAPONS AND ARMOR

The weapons listed on table 15.53 above have been given a weight range rather than a set weight to reflect differences in length and construction. Certain irons, for instance, are heavier than others. Some shields are made of wood and stretched hide; others are metal with cushion grips; and most are variations using a variety of materials and construction patterns.

Fundamental differences in technology may result in truly superior weaponry. While most cultures might use iron, certain groups may be utilizing steel. The iron weapons of the iron bearing invaders usually overrun the bronze based prey. To underscore these occurrences we include the

following table. It may be used to give the costs of technologically superior items (in relative terms), regardless of the standard. Note that such weapons are not magical, and may be just as useless against certain creatures (e.g. wraiths) as other "normal" weaponry.

Superior Weapons Costs		
Weapon bonus (D 100)*	Bonus (D20)*	Cost multiplier
+ 5	+ 1	× 5
+ 10	+ 2	× 20
+ 15	+ 3	× 100
+ 20	+ 4	× 500

*We suggest highly limited availability, especially outside of huge cities or areas with advanced civilization or techniques (e.g. 16th century Japanese steel was unexcelled).

Note: ICE suggests that technological variations of greater than +20 may prove troublesome. Should this occur, however, simply multiply any additional +5 on a D100 scale by ×5 (e.g. a +25 item would cost ×2500, etc.).

10.54 SPELL POWER ENHANCEMENT DEVICES (Bonus items).

Although spell users usually have inherent power points and spell casting ability under most systems, they have their limits. Under the rules found in *SPELL LAW*, for instance, the power points are highly prized, for a spell user with a 100 prime stat will still have but 3 per level (e.g. a 10th level magician with a 100 Empathy would have 30 power points and would exhaust them by casting 3 tenth level spells). Spell devices such as staves, rings, wands, and orbs are often needed to allow the caster to throw the number of spells he needs for daily campaigning. This is particularly true of spell users who have but one power point per level (i.e. have a prime stat of 75-94) or less (i.e. have a prime stat below 75).

Spell power enhancement devices are best explained in Section 6.12 and Table 10.93 of *SPELL LAW*. For those without *SPELL LAW*, the following is a description of certain magic items which enable characters to throw more spells per day:

10.541 Spell Multipliers. The power points of a spell caster with a spell multiplier are increased by the factor of the item. For example, a spell user with a "×2" item and an inherent power point total of 7 has a net power point total of 14 points.

10.542 Spell Adders. Each +1 on a spell adder means that the owning spell user may throw (once) any one spell which he can normally cast and not expend any power points. These spell items can generally be used repeatedly, (after the same rest and/or meditation that enables a character to regain his own spell points).

Example: Suppose the 15th level cleric in the example above had an intuition of 92 (15 power points) and a +2 spell adder. He could cast any combination of spells he knows costing up to 15 power points and any 2 other spells (the levels of these two additional spells would not matter at all for the purposes of calculating the power points he had expended). If the same cleric had a "×2" spell multiplier, he would have 30 power points to expend in the normal manner.

10.543 Bonus Items For Hybrid Spell-Users. Hybrid spell users can still utilize only one bonus item between periods of rest, but he can use an item from either of his realms of power. However an item keyed to only one realm will only work on spells from that realm, so a hybrid spell user would need a special item keyed to his combination of realms to use the bonus on his base spells. Such an item will work on spells from either of his realms and for any spell user of his profession. (If a multiplying item from one of the two realms involved is being used by the hybrid, only the power points he naturally had available could be used outside that realm.)

10.544 Restrictions of Spell Power Enhancers. Gamemasters must be very careful in handing out spell bonus items as they can distort the balance of the system. It is suggested that while +1 items might be readily available to characters starting out (like a weapon or armor for a fighter), anything better should be relatively rare and expensive. Only one item should be usable by any one character between periods of rest (possession of 2 "×2" spell items does not multiply your spell points by 4), and items should be usable by only one character per day. It is also suggested that items be restricted to working in only one realm of power. Spell items are required to be held (or at least worn) when used (e.g., a magician would have to carry his wand in his hand if that were his bonus item).

10.545 Spell Power Enhancer (Bonus Item) Costs. Gamemasters must be very careful when handling spell bonus items. Their relative power as tools can be awesome. Costs and rarity should reflect this situation:

Spell Adders	Spell Multipliers	Cost Suggestion (Based on <i>CHARACTER LAW</i> Costs)
+ 1		50 gold pieces
+ 2		100 gold pieces
+ 3	2 ×	200 gold pieces
+ 4	3 ×	400 gold pieces
+ 5	4 ×	800 gold pieces



11.0 NON-PLAYER CHARACTERS

The characters whose actions are not under the control of a player (non-player characters) are usually under the control of the gamesmaster. The extent to which these "NPC's" 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 NPC's 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 NPC's. To help alleviate some of this hassle, the Non-Player Character Chart (15.64) is provided.

This chart provides a set of skill *bonuses* for each of the character classes described in *Character Law*. A variety of other statistics concerning each class is also provided. Statistics for Levels 1, 3, 5, 7, 10, 15, and 20 are given. To obtain the statistics for some other level, merely extrapolate. Separate statistics are given for fighters, thieves, rogues, warrior monks, monks, rangers, and bards. Statistics are given for categories of the other character classes: pure spell users of Essence (magicians, illusionists and alchemists), pure spell users of channeling (clerics, animists and healers), pure spell users of mentalism (mentalists, lay healers and seers), and hybrid spell users (sorcerers, mystics and astrologers). These spell users are grouped into categories because their capabilities differ mainly in which spell lists they know.

These skill bonuses assume that the NPC has average stats in his non-prime requisites and 90's in his prime requisites. Magic items and spells do not figure into these bonuses. Certain skill bonuses are marked for pure and hybrid spell users. The skills so marked will vary for the classes within the category being described. The skill bonus given is for the class within the category with the average development cost. The class (or classes) with higher or lower than the average development cost should have its (or their) bonus (or bonuses) lowered or raised respectively.

12.0 EXPERIENCE GUIDELINES

The rewards derived from fantasy role playing are many, and among these, experience point 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 gamesmaster, especially in cases where the computation of the points is time-consuming.

Simplistic experience point guidelines have certain advantages, notably quick assessment and a generally diminished opportunity for the gamesmaster 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 gamesmaster (GM) must make too many or overly subjective decisions.

HOW TO USE THE EXPERIENCE GUIDELINE CHART

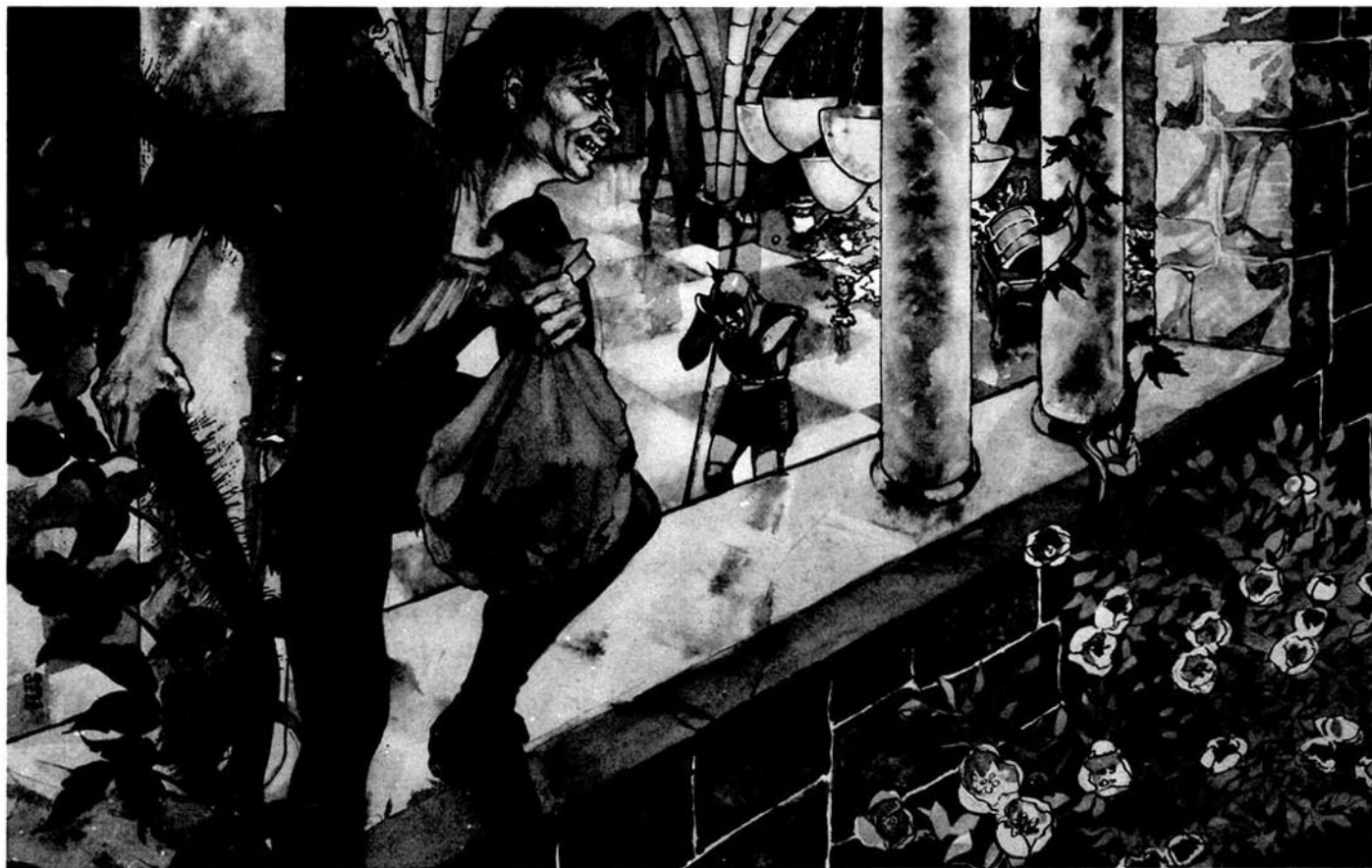
On Table 15.42 are basic point values for certain experiences. They are the normal rewards, and are subject to modification as a result of cir-

cumstance. The *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 otherwise specified by an *.

To calculate a player's experience points simply find the number of points he or she receives from each experience point category and then (1) apply the relevant bonuses; (2) use the multipliers to get an adjusted figure in those categories where the experience was unique or routine; and (3) add the adjusted totals to get the experience sum awarded. The GM may wish to install his own categories or bonuses if needed (e.g. "quest points" or "miscellaneous points").

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.

Example: Tash the Illusionist always flees and hides below cliffs when pursued. He then uses an illusion to make the cliff look like a gentle slope, fooling his pursuers and possibly leading them to make a long fall. After the fourth or fifth use of this ploy, the gamesmaster may wish to give Tash but 1/2 the usual experience points, for it has become "routine."



13.0 ADAPTING CHARACTER LAW

CHARACTER LAW (ChL) is designed for use with **SPELL LAW** (SL) and **ARMS LAW/CLAW LAW** (AL/CL). If someone wishes to use **CHARACTER LAW** without **SPELL LAW** or **ARMS LAW/CLAW LAW**, they will have to make certain adaptations, decisions, and modifications.

13.1 CHARACTER LAW WITHOUT SPELL LAW

Most magic systems can be used with **CHARACTER LAW**—if a decision is made on how a character learns and uses spells. For these purposes **spell acquisition** may be done by the individual spell, rather than by “lists.” In such a situation, each research point adds 10 to the spell gain roll. Only 10 research points will allow the 100% acquisition of a particular spell (to be certain) and thus only that number need be acquired to permit the Spell-User to research another spell simultaneously (the spell is not acquired immediately even if it is only a first level spell). Spells must be researched individually, just like the lists in the general rules, and no spell may be researched if it is possible for the character to make a successful Spell Gain Roll before he is able to throw the spell under the spell system being used; i.e.: A first level Magician cannot begin to research Fireball, a spell he could not throw until he was 5th level.

Fighters, thieves, rogues and warrior monks may only learn 1st level spells. Monks, Rangers, Bards and hybrid spell users may learn appropriate spells of any level but must “know” more 1st level spells than 2nd level spells, and more 2nd level spells than 3rd level spells, and more 3rd level spells than 4th level spells, etc. Pure spell users must know at least as many 1st level spells as 2nd level spells, at least as many 2nd level spells as 3rd level spells, etc.

A gamesmaster may want to place more restrictions on spell usage, depending upon his world system and the spell system being used.

13.2 CHARACTER LAW WITHOUT ARMS LAW/CLAW LAW

When using **CHARACTER LAW** with a combat system other than **ARMS LAW/CLAW LAW**, several factors must be examined. These factors are normal combat bonuses, Ambush, and martial arts.

13.21 NORMAL COMBAT BONUSES

Stats level, and skill level with weapons all give bonuses for combat purposes. Normally stat bonuses range from -25 to +25, level bonuses range from 0 to 60(+), and skill bonuses range from -25 to 80(+). These factors lead to normal combat bonuses of -50 to 165(+). Any system being used can be examined for its normal minimum and normal maximum “to hit” bonuses. A simple table can then be easily constructed to relate the range -50 to 165(+) to the range of bonuses in the system being used.

Characters using **CHARACTER LAW** can then calculate their OB under CL rules [-50 to 165(+)] and then convert to the combat system being used.

13.22 AMBUSH

When not using **ARMS LAW/CLAW LAW** and an ambush is made, roll D100 and add the **Ambush Skill Level** (not bonus) of the attacker. If the roll is over 100, the target is dead. Super tough creatures would rate a subtraction on this roll (e.g. dragons, demons, whales, elephants, giants, etc.).

13.23 MARTIAL ARTS

This is the hardest area of **CHARACTER LAW** to adapt without **ARMS LAW/CLAW LAW**. It is suggested that Ranks 1, 2, 3, and 4 be treated as delivering increasing amounts of relative damage.

For example: A Rank 1 attack might give (1-4) hits. A Rank 2 attack might give (1-8), Rank 3 (2-12) and Rank 4 (2-20).

Offensive bonuses for the Ranks can be calculated normally, and converted as suggested in section 13.21. Striking and Sweeps & Throws Ranks can be developed separately, with striking given a large bonus versus unarmed foes; and sweeps & throws given a large bonus versus foes in very heavy armor.

14.0 OPTIONAL RULES

These optional rules work within the framework of the basic rules to provide more flexibility and detail. They are more “realistic” than the basic rules and involve complications and additional bookkeeping. The gamesmaster should examine these rules and determine which ones are appropriate for the pace, flavor and detail he wishes to inject into his game.

14.1 OPTIONAL RULES CONCERNING SKILLS

These rules outline the additional effect of the skills described in the basic rules. In addition, some suggestions for handling skills not described in Character Law are given.

14.11 WEAPON SKILLS FOR SIMILAR WEAPONS

Certain weapons require skills that are very similar to other weapons. For example, the use of a broadsword is very similar to the use of a longsword. In the basic rules, skill in every weapon must be developed separately. This optional rule allows for skill in one weapon to affect the skill of a character in a “similar” weapon. Rule: THE SKILL LEVEL BONUS WITH A PARTICULAR WEAPON IS THE SKILL LEVEL BONUS WITH THAT WEAPON OR HALF THE SKILL LEVEL BONUS OF ANY SIMILAR WEAPON—WHICHEVER IS HIGHER. Table 15.23 shows which classes of weapons are similar to one another. Any weapon not on Table 15.23 can be assigned a class by the gamesmaster. The gamesmaster might also vary the degree of “similarity” by varying the percentage of the bonus applied to similar weapons.

Example: Elfor has a +70 bonus with a broadsword and a +20 bonus with a long sword. Since they are “similar weapons” and 1/2 of 70 (i.e. 35) is higher than +20, Elfor can use a long sword with a +35 bonus.

14.12 RIDING SKILLS FOR SIMILAR ANIMALS

This rule is identical to 14.11, except it allows similarity of riding skills for “similar” animals. For example; horses, ponies, mules, donkeys, zebras, etc. might be similar. The gamesmaster may indicate the classes of similarity for the animals that exist in his world system.

14.13 MOUNTED COMBAT

The following paragraph is a passage concerning mounted combat from the 2nd edition rules of **ARMS LAW**:

A combatant faces none of the combat movement restrictions when riding an animal (i.e., the animal moves). However, the combatant must be trained in controlling the horse and fighting from horseback in order to be effective. Depending upon his training and background, a mounted combatant could have anywhere from 0% to 100% of his normal offensive (and defensive) bonus (certain rare types of fighters might be more effective). This restriction is not in effect if the horse is completely stationary (not bucking or moving at more than a slow walk). Certain weapons are at maximum effectiveness only when used mounted on a moving animal. The mounted lance falls into this category. As a result, the spear table should be used if a lance is used on foot or on an animal that is not moving faster than a walk. A full gallop should give a +20 added to an attack by mounted lance. The table below includes some suggested percentages and modifications for certain levels of training and qualities of horses:

farm horse	-10
riding horse	+5
war horse	+20
very intelligent horse	+10

THE PERCENTAGES GIVEN FOR THE RIDER IN **ARMS LAW** ARE NO LONGER USED IF **CHARACTER LAW** IS BEING EMPLOYED. INSTEAD, THE SUM OF THE SKILL LEVEL BONUS FOR RIDING THE SPECIFIC ANIMAL AND THE APPROPRIATE STAT BONUS IS USED AS A PERCENTAGE. This rule also applies to spell users casting directed spells.

14.14 USING TWO WEAPONS IN MELEE

The following paragraph concerns two weapon combinations from the 2nd edition rules of **ARMS LAW**:

A combatant may use a weapon in each hand. He is assumed to be right-handed (the same rules apply in reverse for left-handed combatants). Any weapon he trains (or learns) to use must be learned as being right-handed or left-handed (or both at twice the effort). Any weapon used in the left hand automatically gets a -20 modification to the combatant's offensive bonus with that weapon. The combatant may attack with both weapons in

the same round, or he may attack with only one and use the other for its bonus versus melee (see Table 8.25). A combatant must direct both his attacks (and parry) against the same target. If a combatant uses part of his offensive bonus for parrying he must decrease **both** of his weapons offensive bonuses by that amount.

SKILL IN A WEAPON MUST BE DEVELOPED SEPARATELY FOR USE WITH THE LEFT HAND.

It is assumed that if skill in a weapon is developed, it is for the right hand. This assumes the character is right handed; the opposite applies for lefties. The optional rule for similar weapons applies to left handed use. That is, left handed use of a weapon is similar to the right handed use of the weapon.

In our world, the percentage of people who are ambidextrous normally ranges from 3% to 10% of the population—depending upon culture, lifestyle, early training etc. The gamesmaster must determine what % of his population is ambidextrous. Because adventurers are above average add 1 or 2% to this figure. To see if a character is ambidextrous, have him make a D100 roll. If it is over 100 minus the % of population that is ambidextrous—then he is ambidextrous and can use either or both hands with the same skill levels at will.

14.15 ADDING NEW SKILLS TO CHARACTER LAW

The skills described in Character Law are the skills used most often and developed in fantasy role playing situations. A gamesmaster may add any new skills desired for use in his world system. However, we suggest he carefully consider point costs for developing skills and the effects of skill level bonuses for added skills.

14.2 OPTIONAL RULES CONCERNING STATS

These optional rules affect the use of stats in Character Law.

14.21 STAT BONUSES FOR ACTIONS FROM MULTIPLE STATS

The basic rules assume that one stat and one stat alone has an effect on any particular action. This is hardly realistic. **THIS RULE ALLOWS SEVERAL STATS TO BE AVERAGED AND THIS AVERAGE TO BE USED FOR BONUSES FOR ACTIONS.** For example, reasoning and agility both affect picking locks; under this rule they are to be averaged and the bonus for the resulting average is used to modify lock picking rolls. Table 15.14 lists the basic stats which affect actions, and lists multiple stats that affect actions using this rule. If a stat is listed more than once for a given action it is used that many times in calculating the average used in obtaining a bonus for that action.

Example: melee bonus is due to ST/ST/AG; the strength is added to the total twice and the agility is added once; the resulting total is then divided by three to obtain the average. If Elfor has a 90 Strength and a 100 Agility he would add 90 twice (180) to 100 to get a total of 280. He would then divide by 3 to get the average for computing his melee bonus. One-third of 280 is 93 and the bonus is +10.

14.22 APPLYING THE PRIME REQUISITE BONUS TO THE SPELL GAIN ROLL.

In the basic rules there is no stat bonus added to the spell gain roll (section 5.841). **THE BONUS FOR THE STAT WHICH IS THE PRIME REQUISITE FOR THE REALM OF MAGIC OF THE SPELL LIST BEING LEARNED, IS ADDED TO THE SPELL GAIN ROLL FOR THAT LIST.** Empathy is the prime requisite for Essence, Intuition the prime requisite for Channeling, and Presence is the prime requisite for Mentalism. In order to attempt to gain two spell lists in one level of development (section 5.841); the first list must still receive 20 research points (i.e. the prime requisite bonus cannot be applied). However, the bonus can be applied to the roll for the second list. The gamesmaster should be aware that this optional rule increases the ease of learning spells, and he should ponder possible effects on his world system before applying it.

Example: Bandring has a 90 Empathy and is a magician (Essence user); he has a +10 bonus. If he elects to expend the development points necessary to assure him of one spell list (i.e. 20 research points), he can then add his +10 bonus to any roll made to get a second list. If he only develops his first list with 18 research points, he has but a 90% chance of receiving this list and cannot use his +10 bonus on his attempt at a first list during any given experience level increase.

14.23 TEMPORARY STAT REDUCTION DUE TO OLD AGE.

This rule is included to simulate old age, even though very few characters will (or should) ever be affected by it. The base age at which these effects start to take place will depend upon the race of the character and the world system being used by the gamesmaster.

ROLLS ON THE STAT GAINS TABLE 15.12 ONCE A YEAR AFTER THE BASE AGE IS PASSED INDICATE HOW MANY POINTS OF EACH STAT IS LOST. Each stat is rolled once. The headers on the columns are doubled for the purposes of this rule. The column used is the column closest in number to the age of the character minus the base age. For example, if a character's age is 70 and his base age is 50 then column 10-11 would be rolled on, since $10 \times 2 = 20 = 70 - 50$. For certain races the column header might be tripled, quadrupled or more. This will be dependent upon the world system being used. Some suggested values for the base ages and multiplying factors for various races is given in table 15.51. **IF ANY STAT OF A CHARACTER FALLS TO 0 DUE TO THIS PROCESS, THE CHARACTER FALLS INTO A COMA THAT WILL LAST UNTIL HIS STAT RISES ABOVE 0. IF THE STAT FALLS BELOW 0 THE CHARACTER DIES OF OLD AGE.** Stat gain rolls can still be made if the character advances a level.

14.24 EXTRA STAT GAIN ROLLS.

FOR EVERY 5 DEVELOPMENT POINTS EXPENDED DURING SKILL ACQUISITION A CHARACTER IS ENTITLED TO MAKE ONE ADDITIONAL STAT GAIN ROLL FOR THE STAT OF HIS CHOICE (when skill levels are advanced at the next level). This rule represents a more rapid development of a stat towards its potential, through the use of development points. If the required 5 development points are expended, another stat gain roll (in addition to the normal one) is made which is identical to the normal one in all ways. The stat gain roll is not made until a level after the points are expended.

14.3 OPTIONAL RULES CONCERNING CHARACTER CLASSES

These are variations of the basic character class rules. The basic rules operate under the assumption that characters may learn any skill they desire. These rules restrict existing skills to certain classes. They also introduce some new skills that are only available to specific professions. A gamesmaster should examine each of these options carefully.

14.31 ADDITIONAL CAPABILITIES FOR MARTIAL ARTISTS

In this section, the term "martial artists" will refer only to Warrior Monks and Monks.

14.311 Only Martial Artists may use part of their offensive bonus to increase their first strike points. For every 5 points that the Martial Artist decreases his Offensive Bonus by, his first swing total (see Arms Law) is increased by 10 points. This reflects a Martial Artist's capacity to focus his attack upon a very fast lethal blow.

14.312 Only Martial Artists can engage multiple foes in the same round of combat. If a Martial Artist has a 40 offensive Bonus in the Rank he is using he can engage 2 or more foes within a 90 degree combat arc of one another. If his offensive bonus is 60 in the Rank used, the foes engaged can be separated BY ANY ARC. The Martial Artist must be using martial arts (unarmed combat) and must subtract 20 from his OB for each foe over one engaged. He must split his OB between attack and parry in the same manner against all foes engaged.

Example: Vemtar has a +65 OB in Rank 1 and is fighting two foes. He can attack one with his full +65 OB or both with a +45 applied against each (+65 - 20). Since he has better than a +60 OB he can attack within any arc (e.g. against one frontal and one rear attacker).

14.313 Only Martial Artists can make two attacks against the same foe in one round (excludes haste; in that case the Warrior Monk could make 4 attacks). If a Martial Artist has an 80 offensive bonus in the Rank he will fight with, he may make 2 attacks against the same foe in the same round. Thirty is subtracted from the Martial Artist's OB. He must split his OB between attack and parry in the same manner for both attacks, and he must be using Martial Arts.

Example: Vemtar has a +85 OB and chooses to attack Rucley twice in one round. He may do so only if hasted or if he is a martial artist (since his bonus is at least +80). If he chooses to strike twice in one round he subtracts 30 from the OB applied against each victim (i.e. he makes two +55 attacks). Of course, he could attack only once at +85.

14.314 Only Martial Artists may use weapon Kata (see Claw Law). A weapon Kata is the use of a weapon in combination with unarmed combat techniques. With a OB of 50 or more in the Rank being used, a knife kata can be used with striking or a stick kata with sweeps and throws. When a Martial Artist obtains an OB of 90 in a Rank, he may choose two other appropriate weapons for use in weapon kata. This is done only once, and a Martial Artist can never have more than 4 weapon kata available; knife (dagger), stick (club), and two chosen. The appropriateness of a weapon is dependent upon the gamesmaster's world system. In any case, weapons such as bows, mounted lances, slings, etc. are clearly unacceptable. When using a weapon kata, 20 is subtracted from the OB of the Rank being used.

14.315 Weapon Kata for Similar Weapon Categories. When using optional rule 14.314, a gamesmaster may allow weapon kata to be associated with categories of weapons instead of individual weapons. These categories are identical to those given on the similar weapons chart (15.23). A knife kata could utilize any of the "short blades," while a stick kata could utilize any of the "staves" (or just a stout stick). When using this optional rule, the two weapons that every martial artist is allowed to choose for his weapon kata may be two appropriate categories. Inappropriate categories would be "bows," "mounted pole arms," "slings," etc.

14.32 ANIMISTS AS HERB SPECIALISTS

Animists are herb specialists: they receive a bonus of 1 hit point per level when administering herbs with curative properties (i.e.: if the normal application of a particular root heals 1-5, then a 1st level animist can cause it to heal 2-6; if the animist was 3rd level, the root will heal 4-8). Additionally, where applicable, animists increase the effectiveness of herbs by 1%/level.

14.4 OPTIONAL RULES CONCERNING CHARACTER GENERATION

These rules are meant to provide more flexibility and variety when starting player characters. Gamesmaster should realize that these rules allow characters to start play with more skills than are normal under the basic rules.

14.41 POTENTIAL DETERMINATION BEFORE STAT ASSIGNMENT

Under the basic rules, 10 stats are rolled and then assigned to the 10 individual characteristics. Then the profession is chosen and the potentials are rolled for each stat. Under this optional rule, the order in which the steps of this process are performed is changed.

THE 10 STATS ARE ROLLED NORMALLY, THEN THE POTENTIALS ARE ROLLED, THEN THE STAT/POTENTIAL PAIRS ARE ASSIGNED TO SPECIFIC CHARACTERISTICS, AND FINALLY THE PROFESSION IS CHOSEN. This rule is included because often stats will be rolled and assigned, with low stats in characteristics that a player does not want to emphasize. Then the player will choose his profession and roll his potentials. If he is lucky in those areas where he has placed his low stats and unlucky in other areas, then he can end up with higher potentials in unwanted areas. This optional rule allows the players more control over where their stats, specifically their potentials. If a gamesmaster wants a random stat potential situation, he should use the basic rules.

To handle the replacement of prime requisites by 90's, the actual D100 rolls for potentials should be recorded so that if the prime requisites are replaced with 90's the original D100 rolls can be used to calculate the new potentials.

14.42 HOBBIES

Characters usually begin play with fairly normal fantasy role playing characters. Due to the cost effectiveness of developing certain skills, this may seem very restrictive to some people. This option suggests that a simulation of hobby skills be used. Hobbies are defined to be in this case skills or abilities that do not normally coincide with the profession of the character. **AT THE END OF THE DEVELOPMENT PERIOD FOR ADOLESCENCE, THE CHARACTER MAY CHOOSE A SKILL AS HIS PRIMARY HOBBY AND ANOTHER SKILL AS HIS SECONDARY HOBBY.** At the end of his apprenticeship development period (before spell rolls), the character receives 4 extra skill levels in his primary hobby and 2 extra skill levels in his secondary hobby. Any skill can be chosen to be a hobby, and the skill levels obtained are in addition to any developed by the normal process



A HOBBY AREA *CANNOT* HAVE A SKILL ACQUISITION COST OF 20 OR MORE.

This optional rule is only meant to provide a guideline for the use of hobbies. We have found they make characters more individualized and unique. A gamesmaster may want to change the number of hobbies or the number of skill levels anyway he wants between the two hobbies (i.e. 5-1, 4-2, or 3-3). The gamesmaster may want to restrict the use of hobbies to coincide with the individual backgrounds or his world system.

14.5 OPTIONAL RULES CONCERNING ADVANCING EXPERIENCE LEVELS

These optional rules concern the process of character and skill development. They make the level advancement process slightly more complicated but more realistic.

14.51 PARTIAL SKILL ACQUISITION AT HALF-LEVEL

WHEN A CHARACTER REACHES AN EXPERIENCE POINT THAT IS MORE THAN HALF WAY TO HIS NEXT LEVEL, he can advance 1 skill lvl in up to 3 skill areas. He may only select skill areas he is currently developing. The reasons for including this rule are threefold. At the lower levels the amount of experience required to advance a level is more than in other fantasy role playing systems. This reverses at the higher levels since our experience progression is arithmetic instead of geometric. Secondly, it is a compromise between the reality of a continuous learning process and the playability of developing skills only at discrete intervals. Finally, if the three skills chosen are skills that have recently been employed in the adventure in progress then this rule reflects the action in the game.

The gamesmaster has two options when using this rule; he may allow the player to choose the three skills or the gamesmaster can examine the activities of the character during the past half-level and choose the skills to advance based upon those activities. The gamesmaster may also choose to vary these options depending upon the situation.

If one of the skills chosen is spells, the character may be allowed to roll to learn the spell list being developed. If he is successful, then he will only be able to cast spells on the list that are of a level equal to or lower than his current level.

14.52 ADDITIONAL REQUIREMENTS FOR SKILL ACQUISITION

Under the basic rules, there are no physical requirements for skill development. The only requirements for a character to learn a skill are (1) to expend the development points and (2) then gain an experience level. This assumes that the character practices and meditates on the skills which he is learning. The following rules provide requirements that must be met before skills can be learned. The gamesmaster can adopt some, none or all of the following optional rules. These rules add some extra bookkeeping and complexity to the skill development and level advancement process.

14.521 Practice and Studying. Under this rule a certain amount of time must be spent practicing and/or studying a skill to be developed (whichever is appropriate). The amount of time spent should be determined by the gamesmaster depending upon his world system and the pace that he wants to set for his game. The suggested values are 1 day/skill level and 1 week for a spell list. THIS PRACTICE OR STUDY CAN OCCUR ANYTIME AFTER THE SKILLS HAVE BEEN CHOSEN FOR DEVELOPMENT

The practice or study should take approximately 8 hours per day. The time could be spread over a long period of time at 8 hours/skill level and 56 hours per spell list.

Under some world systems (or for some races) this might be more or less than 8 hours per day.

14.522 Equipment and Facilities for Practice

A GAMESMASTER MAY WANT TO REQUIRE EQUIPMENT AND FACILITIES FOR PRACTICE. This could be accomplished by having gyms, practice arenas, schools, guilds, etc. This adds complexity, but provides a reason for adventure in a town or city setting in a campaign game.

14.523 Material and Facilities for Studying. For similar reasons to 14.522, THE GAMESMASTER MAY WANT TO REQUIRE MATERIAL AND FACILITIES FOR LEARNING AND STUDYING SPELL LISTS, LINGUISTICS, RUNES, STAVES/WANDS ETC. This requirement would also allow the gamesmaster to restrict the use of certain spell lists that do not fit into the world system being used. It also can be used to initiate quests and adventures to obtain certain rare and expensive spell lists.

14.524 Meditation Period. Often when an experience level is reached by a character it occurs at an active moment during a game. If the character has already completed his practice, he may reasonably request that he be allowed to advance his developed skill levels. This can be very disruptive. Under this rule, ONCE AN EXPERIENCE LEVEL IS REACHED THE SKILLS DEVELOPED ARE NOT ADVANCED UNTIL THE CHARACTER HAS SLEPT OR MEDITATED FOR 8 HOURS (more or less depending upon the wishes of the gamesmaster). This reflects the character thinking or dreaming over the experience that he has gained during the last level and how it applies to his skills and abilities.

14.53 PRACTICE FOR ONE SKILL LEVEL PER HALF-LEVEL

In the real world practice without experience does develop skills. However, in a fantasy role playing world this can lead to characters doing nothing more than staying in a safe place and developing very high skill levels. Thus we assume a world system that requires experience and practice to develop skills. This optional rule provides a facility for *limited* skill development through practice alone. ONCE DURING EACH HALF-LEVEL, A CHARACTER MAY ADVANCE ONE SKILL LEVEL THROUGH PRACTICE. The character must practice as in rule 14.251 for one week for each development point that the skill normally takes him to develop (e.g. if the skill level costs him 9 development pts, it takes 9 weeks). The time may spread out over a long time period. SKILLS COSTING 20 OR MORE DEVELOPMENT POINTS CANNOT BE DEVELOPED USING THIS RULE.

The skill being practiced is advanced when the practice period is completed. Only one skill can be advanced per half-level and only by one skill level. If the practice time is not completed before the half-level point is reached, the opportunity for gaining a skill level that half-level is lost. The time already spent practicing may be carried over to the next half-level. The usual requirements for practice, equipment, material and facilities should be employed. If a research point is added to a list being learned, the spell list cannot be rolled for until the next full level is reached.

14.6 MISCELLANEOUS OPTIONAL RULES

14.61 HEALING.

A gamesmaster should develop a comprehensive healing system for his world. This is a factor that controls how many and how often characters die permanently and how long they are out of commission healing.

14.611 Healing Spells. A complete set of spells is provided in Spell Law for healing by clerics, animists, healers and lay healers. In a campaign game, the gamesmaster may want to make healing available in towns and cities. The gamesmaster should experiment with costs and requirements for healing services. This could range from spell users requiring only money or their services to spell users who will only heal "true believers" of their religion (or race).

14.612 Healing Herbs. One of the prime components of a healing system is the administration of herbs or drugs. Herbs may be used to simulate the effects of certain spells in performing miraculous cures. They are also portable, and are usually more available than high level healing spell users. The gamesmaster can experiment with the numbers, the prices and effects of herbs he feels are necessary in his game. On chart 15.56, a list of a variety of herbs is provided.

14.613 Natural Healing. Table 15.15 gives the recovery time for a variety of injuries. For "natural healing" purposes this time is multiplied by a factor based on race, given in Table 15.51.

14.62 EFFECTS OF INJURIES

Another key factor in a healing system is the effect of the wound after treatment (by spells or herbs); some considerations in this area are: how long does it take to recover? should there be any permanent damage (often reflected in a lowering of stats)? what effect would the wound have on the character while he is recovering? Most of these questions are very subjective and must be decided on a case to case basis. For example, having an arm cut off and then reattached might cause a loss of agility (temporary or permanent) and maybe a scar. Death and being raised from the dead might cause a general loss of abilities, partial loss of experience and scars. Due to the variety of character systems which exist, these elements will not be detailed; however, chart 15.15 gives some suggested recovery times for certain injuries.

A variety of poisons and diseases are detailed in charts 15.57 and 15.58. Recovery from the effects of these spells should proceed in a manner similar to recovery from injuries.

14.63 DEATH DUE TO EXCESSIVE CONCUSSION HITS (MASSIVE SHOCK)

If a character receives more concussion hits than the sum of his **total hit points** + his **constitution stat**, he begins to die. After a number of rounds equal to his constitution divided by 10 (rounded off), the character is dead. This process of dying can be halted by lowering the number of hits on the character below the critical point. However, once the character dies, the normal death rules apply (see 14.622).

Example: Jaide takes 24 hits and has a 90 Constitution. He receives 125 hits after a few rounds of brutal fighting. Once he reaches 125 hits he drops and begins to die of massive shock.

14.64 EFFECTS OF DEATH

There are two major effects of death under this optional rule: (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. Death, for the present purpose, is a halting of the major bodily functions (heart beat, breathing, etc.). Under these rules spells can halt the process of dying at any point; "preservation" halts the deterioration of the stats, and "lifekeeping" halts the departure of the soul from the body. 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 (note Rule 14.62), the person is alive and functional (if there are no other injuries, and no stat is reduced to zero); 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 -75% for even subconscious activity. The spell, "Lifegiving" must be cast on such a character before he can become functional once again. "Lifekeeping" doesn't restore deteriorated stats.

14.641 Deterioration of Stats

Only the mental stats (memory, reasoning, self discipline, empathy, intuition, and presence) normally deteriorate. Each round after a character dies a roll is made on Table 15.12 for each mental stat. The column used is as follows:

- column 1 for rounds 1-6 after death
- column 3 for rounds 7-18 after death
- column 6-7 for all other rounds after death.

The results on this table are the amounts by which the stats are reduced. Only the temporary stats are reduced, not the potentials. Certain races add to the column number used (see Table 15.51). If any stat is reduced to 0 or below, the stat is at 0 and the character will remain in a coma even if the cause of death is repaired.

Every hour after a stat is reduced to 0 the potential for that stat is reduced by an amount rolled on column 6-7 of Table 15.12. Sixty rounds (10 minutes) after death, the physical stats (strength, constitution, agility and quickness) begin to deteriorate. Each hour roll on column 6-7 of Table 15.12 for each of these stats, and decrease each one by the amount shown. A stat cannot be reduced below 0; however any further deterioration is taken off of the appropriate potentials. The character can be brought out of this coma if the 0 stats are raised above 0.

Deteriorated temporary stats can be raised to previous levels (but not above potentials) by the following methods: normal level advancement, certain healing spells (or herbs), and/or by a normal healing rate of 1 point/stat/month. If potentials have deteriorated, stats cannot be raised above the new, inferior potentials until the potentials are restored (usually only by **very** powerful spells).

During a battle, a gamesmaster will probably find it convenient to keep track of how many rounds pass between death and the halting of the death process. Then after the resolution of the battle, the calculation of stat reductions can be made.

14.642 Departure of the Soul. Normally 12 rounds (2 minutes) after death, a character's soul leaves his body. This time will vary depending upon the race of the dead character (see Table 15.51).

14.7 MOVEMENT, ENCUMBRANCE, AND EXHAUSTION

This section deals with (1) the effects of carrying highly encumbering loads, and (2) the results of over-exertion or exposure to severe elements. The problems associated with wearing armor and other coverings ("non-dead" weight) are covered elsewhere, notably on the Maneuver Chart (Table 15.32). Here we are dealing with "dead weight," that which one carries rather than wears.

14.71 MOVEMENT (SPEED CHART)

Below is a handy movement chart keyed to a character's stat bonuses, armor maneuver penalties, and encumbrance subtractions. The assumptions here are: (1) a 100 Quickness will result in a "world class" sprinter; (2) the average character (QU 25-74) walks at 3.43 miles per hour; and (3) bonuses and penalties should be applied to the Avg. Walking/Movement Rate before using the speed multipliers based on faster paces (e.g. the $\times 2$ multiplier for "run").

When using the Speed Chart simply cross-index your Quickness stat (D100) with the Walking Pace (Avg. Speed); the resulting figure is the number of feet the character can move in a ten second battle round (assuming he is healthy, unencumbered, and has no armor maneuver penalty. Note that the result is reached by adding the character's quickness bonus, not as a percentage, but as a straight figure (i.e. +35 is applied, not a 35% modification).

1-100 Stat (Quickness)*	Add in Feet (Normal QU Bonus)	Average Speed (Max. Feet Moved/Rd at Walking Pace)
102 +	+ 35	85'
101	+ 30	80'
100	+ 25	75'
98-99	+ 20	70'
95-97	+ 15	65'
90-94	+ 10	60'
75-89	+ 5	55'
25-74	0	50'
10-24	- 5	45'
5-9	- 10	40'
3-4	- 15	35'
2	- 20	30'
1	- 25	25'

*Option: Some GM's may wish to average Quickness and Agility when using this column.

14.72 Encumbrance

The following steps should be taken to calculate encumbrance penalties: (Step 1) Calculate the normal body weight for the character. (Step 2) Determine how much "dead weight" (in pounds) the character is carrying; this is his "load." (Step 3) Divide the load by the weight allowance (round up). (Step 4) Determine the encumbrance penalty using the table below.

Weight allowance = 10% of body weight (if in normal weight range vs. size).

Number of weight allowance units in load	Encumbrance Penalty
1 $\times$	0
Greater than 1 $\times$, less than 2 $\times$	- 10
2 $\times$	- 20
3 $\times$	- 25
4 $\times$	- 30
5 $\times$	- 35
6 $\times$	- 40
7 $\times$	- 50
8 $\times$	- 60
9 $\times$	- 70
10 $\times$	- 80
11 $\times$	- 90
12 $\times$	- 100
13 $\times$	- 110
14 $\times$	- 120

(Step 5) Now subtract any penalty the character has for wearing armor ("live weight"). The armor penalties are found on Armor Table (15.33). For example: Bandring wears a metal breastplate (AT 17) and is sufficiently skilled in armored maneuvers to have only the minimum penalty applied—in this case -15. If he were also carrying 3 $\times$ his weight allowance (penalty -25), his total penalty would be -40.

(Step 6) Once a character has determined his average unencumbered speed and resolved the applicable penalties for excess dead weight (his load) and his covering (his armor), he then adds any bonus he has for his Strength stat (e.g. Bandring would add +10 for a 90 Strength to his -40 encumbrance penalty: his net encumbrance penalty would be -30).

(Step 7) The net encumbrance penalty is subtracted from the average unencumbered speed to get a character's rate of movement during a round of 10 seconds. For example: if Bandring has an average Quickness (QU 25-74) and travels 50' per round while unencumbered, and his net encumbrance penalty is -30, he would be able to travel but 20' per round given his armor type and load.

OPTIONAL ADJUSTMENTS: The GM may also wish to include the adds or subtractions from stat bonuses that are based on the character's race. In this case both Quickness and Strength bonus adjustments should be made, and the resulting bonus is the one employed for all rules determinations including movement computations.

The GM may also wish to include adjustments for a character's length of stride. This factor should be used whenever racial adjustments are employed, for shorter beings (e.g. halflings) often have adds to their Quickness bonus and will move disproportionately fast considering their short strides. For purposes of this rule, simply note that the stride of the average 6' person is used as the norm; every 6" difference will result in an add or subtraction of 5:

Height	Add/Subtraction Due to Stride
7'6"	+15
7'0"	+10
6'6"	+5
6'0"	0
5'6"	-5
5'0"	-10
4'6"	-15
4'0"	-20
3'6"	-25

14.73 FAST MOVEMENT AND EXHAUSTION

Movement under extreme conditions, in rough terrain, and/or at accelerated rates will increase fatigue. For this reason we include rules for exhaustion at this point. We also include provisions for melee and bow fire. Note that all increased rates of speed are measured in units of average (walking) speed (e.g. "run" = 2x walk or average speed). A person's exhaustion allowance, the number of points he can expend before he needs to rest and/or recuperate, is equal to his Constitution (e.g. a character with CO 90 would have an exhaustion allowance of 90 "exhaustion points").

Pace	Speed Multiple	(Unencumbered Avg) Movement/Rd (Ft)	Exhaustion Pt Cost/Rd
Walk	1x	50'	1/5 minutes (1/30 rds)
Fast Walk/Jog	1.5x	75'	1/minute (1/6 rds)
Run	2x	100'	1/2 rds
Sprint/Fast Run	3x	150'	5/rd
Fast Sprint	4x	200'	25/rd
Dash	5x	250'	40/rd

Example: An unencumbered Bandring travels 50' per round (having only average Quickness) when walking. His Constitution is 90 and he can walk for 450 minutes (7½ hours) without a rest (90x5 minutes). If he were to sprint he could move at a rate of 150' per round; but he would exhaust his 90 point exhaustion allowance in 16 rounds (3 minutes) keeping that pace (5x18=90). If Bandring was moving in a breastplate and with a 3x weight allowance load (see example in above) average speed (walking) would be but 20' per round and he would be "sprinting" (and exhausting himself) in order to cover 60' per round.

Encumbering loads and armor will prevent anyone from reaching certain speeds (regardless of their stat bonuses). A super character with racial adds to his +25 bonuses for Quickness and Strength (QU, ST 100) may move quite far walking even while burdened with armor and a heavy load. Nonetheless, he could not move at either a "Fast Sprint" or "Dash" rate. The following prohibitions apply:

Penalty	Prohibited Movement Rate
Armor Penalties -10 thru -20	Dash
Armor Penalties -21 thru -50	Dash, Fast Sprint
Armor Penalties -51 plus	Dash, Fast Sprint, Sprint
Load 2x Weight Allowance	Dash
Load 4x Weight Allowance	Dash, Fast Sprint
Load 6x Weight Allowance	Dash, Fast Sprint, Sprint

USE THE MANEUVER CHART FOR MOVEMENT UNDER EXTREME PRESSURE. Where an individual or group is "under pressure" from attackers, the weather, or some other perceived threat—or time is a major factor—have him/them roll on the Maneuver/Movement Table 15.31. Simply choose the appropriate difficulty factor; the resulting percentage is the percentage of the distance they would normally move given their rate of speed.

Example: Bandring is fleeing from the dreaded Malevolent Moose. He is running and would normally move 100' per round (since he is unencumbered and wearing no armor). Due to the pressure of the chase, however, the GM asks him to roll on the Maneuver/Movement Table. Bandring knows the terrain, so the difficulty category assigned is "Easy." Bandring rolls an adjusted D100 and the result is 100%. He moves the full 100 feet. Had he rolled lower and gotten a 60% result, he would move but 60' that round. Had the chase been at night a higher difficulty category may have been applicable.

EXHAUSTION MODIFIERS. The following factors may affect the way a character expends exhaustion points. They provide detail, but may be considered optional.

Factor	Modification on Pts 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

EXHAUSTION AND COMBAT: When fighting a character necessarily expends more energy than he would while walking. Thus, the following expenditures should apply.

Character's Situation	Exhaustion pt Expenditure
Melee	1/2 rds
Firing a Bow	1/6 rds (1 per minute)

14.74 EXHAUSTION EFFECTS

A character without sufficient exhaustion points to complete a full round at a given pace cannot travel at that rate of speed.

Exhausted characters, those with no remaining exhaustion points, must rest. They replenish pts. at a rate of 1 per round.

14.75 SUMMARY

Movement rate = walking pace	(off table in this section)
+ encumbrance penalty	(off table in this section)
+ armor penalty	(off table 15.33)
+ strength bonus	(off table 15.13)
+ stride modification	(off table in this section)

Fast movement

- 1) Find movement rate
- 2) Determine pace (check restrictions)
- 3) Movement/rd = (movement rate) x (speed multiplier)
- 4) Expend exhaustion points.



15.11 STAT POTENTIALS TABLE

Roll on D100	Range of the Initial Stat									
	under 25	25-39	40-59	60-74	75-84	85-89	90-94	95-97	98-99	100
01-10	25	-	-	-	-	-	-	-	-	-
11-20	30	-	-	-	-	-	-	-	-	-
21-30	35	39	-	-	-	-	-	-	-	-
31-35	38	42	59	-	-	-	-	-	-	-
36-40	40	45	62	-	-	-	-	-	-	-
41-45	42	47	64	-	-	-	-	-	-	-
46-49	44	49	66	-	-	-	-	-	-	-
50-51	46	51	68	-	-	-	-	-	-	-
52-53	48	53	70	-	-	-	-	-	-	-
54-55	50	55	71	-	-	-	-	-	-	-
56-57	52	57	72	74	84	-	-	-	-	-
58-59	54	59	73	75	85	-	-	-	-	-
60-61	56	61	74	76	86	-	-	-	-	-
62-63	58	63	75	77	87	-	-	-	-	-
64-65	60	65	76	78	88	-	-	-	-	-
66-67	62	67	77	79	88	89	-	-	-	-
68-69	64	69	78	80	89	89	-	-	-	-
70-71	66	71	79	81	89	90	-	-	-	-
72-73	68	73	80	82	90	90	-	-	-	-
74-75	70	75	81	83	90	91	-	-	-	-
76-77	72	77	82	84	91	91	-	-	-	-
78-79	74	79	83	85	91	92	-	-	-	-
80-81	76	81	84	86	92	92	-	-	-	-
82-83	78	83	85	87	92	93	-	-	-	-
84-85	80	85	86	88	93	93	94	-	-	-
86-87	82	86	87	89	93	94	94	-	-	-
88-89	84	87	88	90	94	94	95	-	-	-
90	86	88	89	91	94	95	95	97	-	-
91	88	89	90	92	95	95	96	97	-	-
92	90	90	91	93	95	96	96	97	-	-
93	91	91	92	94	96	96	97	98	-	-
94	92	92	93	95	96	97	97	98	99	-
95	93	93	94	96	97	97	98	98	99	-
96	94	94	95	97	97	98	98	99	99	-
97	95	95	96	97	98	98	99	99	99	-
98	96	96	97	98	98	99	99	99	100	-
99	97	97	98	98	99	99	100	100	100	-
100	98	98	99	99	99	100	100	100	100	101

Number given is the stat potential. A "-" indicates that the potential is the same as the initial stat.

15.22 SKILL LEVEL BONUSES TABLE

Skill Level	Normal Bonus
0	-25
1	+5
2	+10
3	+15
4	+20
5	+25
6	+30
7	+35
8	+40
9	+45
10	+50
11	+52
12	+54
13	+56
14	+58
15	+60
16	+62
17	+64
18	+66
19	+68
20	+70
21	+71
22	+72
23	+73
24	+74
25	+75
26	+76
27	+77
28	+78
29	+79
30	+80

Plus ½ for each skill level over Skill Level 30.

15.12 STAT GAIN TABLE

Roll on D100	DIFFERENCE BETWEEN TEMPORARY AND POTENTIAL STAT									
	1	2	3	4-5	6-7	8-9	10-11	12-14	15+	
01-04	*	*	*	*	*	*	*	*	*	
05-10	0	0	0	0	0	0	+1	+1	+1	
11-15	0	0	0	0	0	+1	+1	+2	+2	
16-20	0	0	0	0	+1	+1	+2	+3	+3	
21-25	0	0	0	+1	+1	+2	+2	+4	+4	
26-30	0	0	+1	+1	+2	+2	+3	+5	+5	
31-35	0	+1	+1	+1	+2	+2	+3	+5	+6	
36-40	0	+1	+1	+1	+2	+3	+4	+6	+7	
41-45	0	+1	+1	+2	+3	+3	+4	+6	+8	
46-50	0	+1	+1	+2	+3	+3	+5	+7	+9	
51-55	+1	+1	+2	+2	+3	+4	+5	+7	+10	
56-60	+1	+1	+2	+2	+4	+4	+6	+8	+11	
61-65	+1	+1	+2	+3	+4	+4	+6	+8	+11	
66-70	+1	+2	+2	+3	+4	+5	+7	+9	+12	
71-75	+1	+2	+2	+3	+5	+5	+7	+9	+12	
76-80	+1	+2	+3	+3	+5	+6	+8	+10	+13	
81-85	+1	+2	+3	+4	+5	+6	+8	+10	+13	
86-90	+1	+2	+3	+4	+6	+7	+9	+11	+14	
91-95	+1	+2	+3	+4	+6	+7	+9	+11	+14	
96-99	+1	+2	+3	+4	+6	+8	+10	+12	+15	
100	+1	+2	+3	+4	+6	+8	+10	+12	+15	

Locate the column corresponding to the difference between the temporary (real) stat and its potential and roll D100 to determine the amount the temporary stat increases by. Roll separately for each stat.

* A roll of 01-04 indicates that the stress of adventuring has caused a temporary regression of faculties. The stat (temporary value only) is REDUCED BY DOUBLE THE AMOUNT ROLLED (2-8). Note that this reduction is always possible, even if the stat has already reached its potential and thus all 10 stats must be checked for possible loss or gain. Stats reduced in this manner can be restored by stat gain rolls as subsequent experience levels are reached.

NOTE THAT THIS TABLE CAN ALSO BE USED TO DETERMINE RECOVERY FROM INJURY OR DISEASE. The Gamesmaster merely assigns a reduction in the appropriate stat (Agility for a sprained ankle, Constitution for a disease, etc.) and allows the character to make periodic recovery rolls provided he observed whatever conditions were necessary for recovery (eg: bedrest). In this case, the column would be determined substituting the *temporary value of the stat before reduction* for the potential, and rolls might continue until the previous temporary was achieved (but not beyond).

15.13 BONUSES FOR UNUSUAL STATS

Unusual Personal characteristics such as a high Agility or Strength seriously affect the capabilities of a character. The following table gives a series of "stat." ranges on the 1-100 scale and the bonus (or penalty) accruing to actions heavily influenced by that statistic.

Additional columns are present to indicate the number of development points the character gets from his particular statistic and the number of spell points / level provided by that "stat," if it is the prime requisite for his type of spell casting. Note that Character Development Statistics do not give spell points; thus, each spell realm has one characteristic from which spell points may be derived:

Empathy (Intelligence) for Essence
Intuition (Wisdom) for Channeling
Presence (Charisma) for Mentalism

Hybrid spell users average the statistics pertaining to their two spell using realms, and derive their spell points from this average.

Columns are provided for 3-18 and 2-12 statistics for comparison and/or conversion if other portions of the game system mandate use of non-percentile "stats."

1-100 Stat.	Bonus on D100*	Bonus on D20	Development Points	Power Points	3-18 Stat.	2-12 Stat.
102+	+35	+7	11	4	20+	17+
101	+30	+6	10	3	19	15-16
100	+25	+5	10	3	18	13-14
98-99	+20	+4	9	2	17	12
95-97	+15	+3	9	2	16	
90-94	+10	+2	8	1	15	11
85-89	+5	+1	8	1	14	10
75-84	+5	+1	7	1	13	9
60-74	0	0	6	0	12	8
40-59	0	0	5	0	10-11	7
25-39	0	0	4	0	9	6
15-24	-5	-1	3	0	8	5
10-14	-5	-1	2	0	7	4
5-9	-10	-2	2	0	6	3
3-4	-15	-3	1	0	5	
2	-20	-4	1	0	4	2
1	-25	-4	1	0	4	2

* This bonus will vary with race if the rules in section 10.11 are used.

15.14 STAT EFFECT TABLE

ACTION (Skill)	Type	Basic Stat Used	Optional Stat(s) Used*
Maneuvering in Armor	M	AG	AG/ST
Melee	OB	ST	ST/ST/AG
Bow	OB	AG	AG/AG/ST
Thrown	OB	ST	ST/AG
Defensive Bonus	DB	QU	QU
Climbing	M	AG	AG
Swimming	M	AG	AG
Riding	M	EM	EM/AG
Disarming Traps	S	IN	IN/AG
Picking Locks	S	IN	IN/RE/AG
Stalking	M	AG	AG/SD
Hiding	S	SD	SD
Perception	S	IN	IN/IN/RE
Stunned Maneuvers	M	SD	SD
Movement**	M	QU	QU/AG
Spell Acquisition	SP	—	Prime Req. of Realm
Runes	SP	EM	EM/IN
Staves/Wands	SP	EM	EM/IN
Channeling	SP	IN	IN
Directed Spells	OB	AG	AG
Ambush	SP	—	—
Linguistics	SP	—	—
Adrenal Moves	M,S	PR	PR/SD
Striking Martial Arts	OB	ST	ST/ST/AG
Sweeps and Throws M.A.	OB	AG	AG/AG/ST
Adrenal Defense	DB	—	—
Body Development	SP	CO	CO

* - see section 14.21

** - Bonus for movement at faster than a walk.

M - Action is a maneuver (see section 5.72).

OB - Stat bonus is applied to the appropriate Offensive Bonus.

DB - Stat bonus is applied to the Defensive Bonus.

S - Action is a static action (see section 5.73).

SP - Action is treated in a special manner (see the part of section that deals with the specific skill).

15.15 STAT DECREASES DUE TO INJURY TABLE

AREA/TYPE OF DAMAGE

	LIGHT	MEDIUM	SEVERE
BURN			
R:	1 day	5 days	10 days
TP:	-5 Ag	-20 Ag	-40 Co,Ag
PP:	None	-5 Pr	-10 Co,Ag
BONE			
R:	1 day	6 days	12 days
TP:	-10 Ag	-20 Ag,Qu	-50 Co,St,Ag
PP:	None	None	-15 Co,Ag
TISSUE			
R:	1 day	5 days	10 days
TP:	-5 Co	-20 Co,Ag	-40 Co,Ag
PP:	None	-5 Re,Me	-10 Co,Ag
HEAD			
R:	2 days	6 days	30 days
TP:	-5 Re, Me, Co	-30 Re,Me,Co,Qu	-60 Re,Me,Co,Qu
PP:	None	-5 Re,Me	-25 Re,Me,Co
MUSCLE/TENDON			
R:	2 days	6 days	12 days
TP:	-10 Ag	-20 Ag, Qu	-50 Re,Me,Co
PP:	None	-5 Pr	-20 Ag,Qu
INTERNAL ORGANS			
R:	2 days	6 days	20 days
TP:	-10 Co	-20 Co,St	-50 Co,St
PP:	None	None	-20 Co,St

R = Recovery Time

TP = Temporary Stat Penalty

PP = Potential Penalty

St = Strength

Pr = Presence (Charisma)

Ag = Agility (Dexterity)

Qu = Quickness (Dexterity)

Re = Reasoning (Intelligence)

Me = Memory (Intelligence)

Co = Constitution

15.21 CHARACTER DEVELOPMENT TABLE (skill development costs by character class)

Prime Requisites	CHARACTER CLASS	MANEUVERING IN ARMOR				WEAPON SKILLS**	GENERAL SKILLS								MAGICAL SKILLS					SPECIAL SKILLS				
		Soft Leather	Rigid Leather	Chain	Plate		Climbing	Swimming	Riding**	Disarm Traps	Pick Locks	Stalk & Hide	Perception	Spell Lists**	Runes	Staves & Wands	Channeling	Directed Spells**	Ambush	Linguistics**	Adrenal Moves**	Adrenal Defense	Martial Arts**	Body Development
CO/ST	Fighter	1/*	1/*	2/*	2/*	1/5; 2/5; 2/7; 2/7; 2/7; 5	3/7	2/6	2/6	3/8	3/9	2/5	2/5	20	7	9	25	20	3/8	3/*	2/6	20	3/7	1/3
QU/AG	Thief	1/*	2/*	3/*	4/*	2/7; 3/8; 4; 4; 4; 6	2/5	1/3	2/6	1/3	1/3	1/3	1/3	10	6	7	20	20	1/3	3/*	2/6	20	3/7	3/7
ST/AG	Rogue	1/*	1/*	2/*	3/*	2/5; 3/8; 3/9; 3/9; 3/9; 6	3/7	2/5	2/5	2/5	2/6	1/3	1/3	8	6	8	20	20	2/5	3/*	2/6	20	3/7	2/5
QU/SD	War. Monk	9	9	10	10	4; 6; 8; 8; 8; 15	3/7	1/5	2/7	3/9	3/9	2/4	2/5	10	6	9	19	20	3/9	3/*	1/3	3/7	1/3	2/7
EM/RE	Magician	9	9	10	11	9; 20; 20; 20; 20; 20	6	3	3	7	8	5	3	1/*	1/4	1/4	7	2/5	9	2/*	6	20	9	8
EM/RE	Illusionist	9	9	10	11	9; 20; 20; 20; 20; 20	7	3	3	8	8	3	2	1/*	1/4	1/4	7	2/6	5	1/*	6	20	9	8
EM/RE	Alchemist	9	9	10	11	9; 20; 20; 20; 20; 20	7	3	3	4	4	6	3	1/*	1/3	1/3	7	2/7	9	1/*	6	20	9	6
IN/ME	Cleric	1/*	2/*	10	11	6; 7; 9; 9; 9; 20	5	3	3	7	8	5	3	1/*	2/5	2/5	1/4	3	9	2/*	5	20	6	6
IN/ME	Animist	2/*	3/*	10	11	6; 7; 9; 9; 9; 20	4	3	1/3	8	8	3	3	1/*	2/6	2/6	2/5	3	6	2/*	5	20	6	4
IN/ME	Healer	2/*	3/*	10	11	9; 20; 20; 20; 20; 20	6	3	3	8	8	6	3	1/*	2/6	3/7	2/5	3	9	2/*	5	20	6	1/3
SD/PR	Mentalist	4/*	5/*	6/*	7/*	6; 8; 15; 20; 20; 20	5	3	2	7	8	5	3	1/*	2/5	2/5	8	2/6	9	2/*	3	15	3	6
SD/PR	Lay Healer	2/*	3/*	4/*	5/*	8; 8; 15; 20; 20; 20	6	3	2	8	8	6	3	1/*	2/6	2/6	8	2/7	9	2/*	3	15	3	6
SD/PR	Seer	4/*	5/*	6/*	7/*	6; 15; 20; 20; 20; 20	4	3	2	7	7	6	1/3	1/*	2/6	2/6	8	2/7	9	1/*	3	15	3	6
EM/IN	Sorcerer	9	9	10	11	9; 20; 20; 20; 20; 20	7	3	3	7	7	6	3	1/*	2/5	2/5	2/5	2/5	9	2/*	5	20	9	8
EM/PR	Mystic	4/*	5/*	6/*	7/*	9; 20; 20; 20; 20; 20	7	3	3	7	7	2	2	1/*	2/5	2/5	8	2/6	4	1/*	5	15	6	8
PR/IN	Astrologer	4/*	5/*	6/*	7/*	9; 20; 20; 20; 20; 20	7	3	3	7	7	6	2	1/*	2/6	2/6	1/5	2/7	9	1/*	5	15	6	6
EM/SD	Monk	9	9	10	11	5; 8; 8; 8; 15; 15	3/7	2/6	3	4	4	2/7	2/7	4/*	4	5	13	9	4	3/*	2/4	6	2/5	3/7
IN/CO	Ranger	1/*	2/*	3/*	4/*	3/7; 4; 6; 6; 6; 9	3/9	2/6	2/6	4	4	1/5	2/7	4/*	5	6	3	15	3	3/*	2/7	20	4	2/7
PR/ME	Bard	2/*	2/*	3/*	5/*	3/9; 6; 7; 7; 7; 15	3/9	2/6	2/6	4	4	2/7	2/7	4/*	5	6	13	10	6	1/*	2/7	15	3	3/8

**— Skill areas so marked may include several skills that can be developed independently of one another. All skills in such an area have the same development cost. For example, skill in riding a horse and skill in riding a camel fall into the skill area of riding. The two skills must be developed separately, at a development cost indicated on the above chart.

Characters are permitted during each experience level to improve their skills 1 level at the development cost listed. If a notation such as "2/7" appears, (only) a skill may be improved two skill levels during one experience level. The cost before the slash (in development points) is paid to raise the skill the first level and the cost after the slash is paid (in addition) to raise it the second level (if desired). (Thus to improve a skill from level 2 to level 4 when a cost of 2/7 is listed requires the expenditure of 9 total development points.) A notation of 1/*, 2/*, 3/*, etc., indicates that an infinite number of skill levels in this area may be developed at one time at the listed cost for *each*. NOTE: Skill with each weapon must be acquired individually.

There are six costs grouped together in the weapons skill area for each character. Players are to allocate the six costs given among the six weapons categories listed as they wish (thus a Bard may place his 3/9 cost in any *one* of the six weapons categories, his 6 in another, his 3 7's in three others and his 15 in the last area — all six cost figures must be used and none can be used more often than it appears). Once these weapons skill costs are assigned, they MAY NOT BE CHANGED. If the Gamesmaster determines that the heritage or environment of the character should have a major influence on the type of weapon he finds easy to learn, he may mandate that a particular cost figure be placed in a particular area. NOTE THAT THESE ARE THE ONLY SKILL COSTS THAT CAN BE SO ARRANGED; it is not permitted to exchange costs in any other areas, even between similar skills such as "Maneuvering in Plate" and "Maneuvering in Chain."

15.23 SIMILAR WEAPONS CHART

COMMENTARY

Since certain weapons are actually variations on a theme, similarities in patterns of skill development may enable an adventurer to increase his skill in two or more items at the same time. Particularly flexible weapons, such as the short sword, might be used by characters developing expertise in different categories that are relatively unrelated (e.g. a short sword such as a *Roman/Spanish gladius* falls into 3 categories: long double-edged blade, short blade, and short axe categories.

The following is a breakdown of common weapons into similarity categories. These divisions will help provide guidelines for the categorization of other arms.

See optional rule section 14.11 which provides for the use of "similar weapons" in combat and the effect on one's offensive bonus.

Short blades**	Long double-edged blades	Thrusting blades
Dagger	Broadsword	Rapier
Dirk	Short sword	Foil
Sai	Long sword	Kynac*
Main Gauche	Bastard sword (1H)	Long Kynac*
Short sword	Katana (1H)	
	Sai	
	Shang*	
	Dag*	
	Yarkbalka*	

Long single-edged blades	Short axes**	Short spikes**
Scimitar	Handaxe	War Hammer
Sabre	Tomahawk	Mace
Cutlass	Hatchet	Ice Axe
Falchion	Cabis*	Baw*
Dag*	Short sword	

Long axes	Long spikes	Great blades
Battle axe	War mattock	Bastard sword (2H)
Woodsman's axe	Mattock	Katana (2H)
¾ Axe	Pick	2H sword
("Hudson's Bay Axe")	2H hammer	Claymore
		No-dachi
		Irgaak*

Pole arms**	Bows	Crossbows	Rope weapons
Pole arms	Short bow	Light crossbow	Net
Spear	Long bow	Heavy crossbow	Lasso
Javelin	Composite bow		
Pilum			
Harpoon			
Lance (unmounted)			
Trident			

Chains plus	Great chains	Mounted Pole Arms	Lines plus
Morning star	Flail	Lance (mounted)	Bola
Nunchaku (1H)	Nunchaku (2H)	Spear	Ge*
Typh*		Javelin	

Thrown projectiles**	Clubs	Staves
Boomerangs	Blackjack	Quarterstaff
Shuriken	Jo (1H)	Jo (2H)
Darts	Tonfa	Cudgel
	Club (1H)	Club (2H)
		Spear

Slings	Whips	Blow guns
Sling	Cat-o'-nine-tails	Blow gun
Staff sling	Whip	Pea shooter

* Fantasy weapons from Claw Law.

** Throwable weapons in these categories are similar for purposes of throwing. All other throwable weapons are *not* similar to any other weapons for throwing purposes.

15.33 ARMOR TABLE

Armor Type	Minimum ¹ Maneuver Penalty	Maximum ² Maneuver Penalty	Missile ³ Attack Penalty	Quickness ⁴ 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

¹Minimum maneuver penalties apply to persons fully trained in maneuvering while wearing the given armor type (reduced by armor skill level).

²Maximum maneuver penalties apply to persons completely untrained in maneuvering while wearing the given armor type.

³Missile attack penalties act as subtractions from the offensive bonus used for missile attacks. This is meant to reflect the disadvantageous effect of armor worn on the arms of a given combatant.

⁴Quickness penalties act to reduce or cancel the given defensive bonus of a combatant (i.e. those points based on the defender's quickness). Unlike those above, this penalty can only apply against the armor-user's quickness, and will not reduce a combatant's defensive bonus below the level it would be had there been no quickness bonus whatsoever.

15.34 RUNES AND STAVES-WANDS TABLE

The "spell(s)" referred to below is the spell (or spells) on the rune being deciphered or the spell (or spells) on the item that is being mastered.

- 20 --- If the character does not know the realm of the spell(s).
- +10 --- If the character does know the realm of the spell(s).
- 10 --- If the character does not know what the spell(s) is.
- +20 --- If the character knows what the spell(s) is.
- 30 --- If the character's realm of magic differs from the realm of the spell(s); hybrid spell-users have two realms for these purposes.
- +30 --- If the character can cast the spell(s) intrinsically.
- 10 --- For each previous use roll that resulted in 01-30.
- +10 --- For each previous use roll that resulted in 70-100.

Total use roll = D100 (open-ended) + skill bonus - level of spell
+ any of the above
modifications that apply.

If the total use roll is *over* 100 the spell(s) is usable under the restrictions given in sections 5.842 and 5.843.

- > 100 --- Spell usable.
- 75-100 --- Spell learned.
- 0-74 --- Nothing.
- < 0 --- Spell affects character.

Once a use roll is made, another cannot be attempted for the same spell(s) until the appropriate skill level is increased (runes or staves-wands).

15.31 MANEUVER/MOVEMENT TABLE

	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd	
-201	Fall down. +2 Hits. You are out 3 rounds.	Fall. Knock self out. You are out for 12 rounds. +9 Hits.	Fall. Break arms. +10 Hits. You are out for 6 rounds.	Fall. +15 Hits. Break arm. You are out for 9 rounds.	Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless.	Fall. Break both arms and neck. +30 Hits. You are out 60 rounds.	Fall sends you into a coma for 3 years. +30 Hits. Broken spine.	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. +3 Hits. You are out for 4 rounds.	Fall. Break wrist. +10 Hits. You are out for 6 rounds.	Fall. Break leg. +15 Hits. You are out 9 rounds.	Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from neck down.	
(-150) — (-101)	10	Fail to act.	Fall down. +2 Hits. You are out for 2 rounds.	Fall down. Sprain ankle. You are at -25%. +6 Hits.	Fall. Break arm. +10 Hits. You are out 6 rounds. stunned 3 rounds.	Fall. Break leg. +15 Hits. You are out for 6 rounds.	Fall. +30 Hits. You are out 6 rounds. Shatter knee. You are at -80%.	Fall. Break both arms and neck. +30 Hits. You are out 60 rounds.	Fall. You smash your backbone and are in a coma for 1 year.	
(-100) — (-51)	30	10	Fail to act.	Fall down. Lose 2 rounds. +3 Hits.	Fall down. Sprain ankle. You are at -25%. +5 Hits.	Fall. +20 Hits. You break your wrist. You are out 2 rounds. Not very smooth.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. +30 Hits. You are out 9 rounds. Shatter knee. You are at -80%.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.	
(-50) — (-26)	50	30	10	Fail to act.	Fall down. +5 Hits. You are out 3 rounds.	Fall. Sprain ankle and tear ligament. You are at -30%. +15 Hits.	Fall. +10 Hits. Knock yourself out. You are out for 18 rounds. You lose. pal.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. You are out 18 rounds. You break both arms. +25 Hits.	
(-25) — 0	70	50	30	5	Fail to act.	Fall down. +5 Hits. You are out of action for 3 rounds.	Fall. Sprain ankle and tear muscle. You are at -30%. +10 Hits.	Fall. +20 Hits. You break your wrist. You are out 2 rounds. Not very smooth.	Fall. +10 Hits. You break your leg. You are at -75%. You are out 6 rounds.	
MODIFIED, OPEN-ENDED ROLL	01 — 20	80	60	50	10	5	Fail to act.	Fall down. +5 Hits. You are out for 3 rounds.	Fall. +5 Hits. You pull a leg muscle. You are at -25%. You are out 2 rounds.	Fall. +15 Hits. Break arm. You are out for 6 rounds.
	21 — 40	90	70	60	20	10	5	Fail to act.	Fall down. +7 Hits. You take 3 hits per round. You are out for 2 rounds.	Fall. Knock yourself out. You are out for 30 rounds. +10 Hits.
	41 — 55	100	80	70	30	20	10	5	Fall down. +5 Hits. You are out for 3 rounds.	Fall. Sprain ankle and tear figament. You are at -30%. +15 Hits.
	56 — 65	100	90	80	40	30	20	10	Fail to act.	Fall down. +7 Hits. You take 3 hits per round. You are out for 2 rounds.
	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. Subtract 4 hits from your current total.	Excellent move. You are unstunned. Add 10 to allies' rolls for 2 rounds.	120	110	90	80
	186 — 225	150	140	Great move. You feel better. Subtract 4 hits from current total.	Brilliant. Move inspires all. You are unstunned. Your allies are at +10% for 2 rounds.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 2 rounds.	120	100	90
226 — 275	150	Incredible move. You feel great. Subtract 3 from your current hit total.	Brilliant. Move inspires all. You are unstunned. Your allies are at +10% for 2 rounds.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 25 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	You have half the round to act.	100	100	
276+	Incredible move. You feel great. Subtract 3 from your current hit total.	Brilliant. Move inspires all. Your allies are at +10% for 2 rounds.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 25 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 4 rounds.	Move inspires your allies. Add 30 to friendly rolls for 6 rounds.	Move stuns all foes within 30 feet. You still have half the round to act.	Move stuns all foes within 50 feet.	

15.32 STATIC ACTION TABLE

BASIC MODIFICATIONS									
Category	Condition	Speed & Strength	Hiding	Disarm Traps	Pick Locks	Preception	Maneuvers*	Misc.	
Difficulty	Routine	NA	NA	+30	+30	+30	NA	+30	
	Easy	NA	NA	+20	+20	+20	NA	+20	
	Light	NA	NA	+10	+10	+10	NA	+10	
	Medium	NA	NA	0	0	0	NA	0	
	Hard	NA	NA	-10	-10	-10	NA	-10	
	Very Hard	NA	NA	-20	-20	-20	NA	-20	
	Extremely Hard	NA	NA	-30	-30	-30	NA	-30	
	Sheer Folly	NA	NA	-50	-50	-50	NA	-50	
	Absurd	NA	NA	-70	-70	-70	NA	-70	
Lighting ¹	No Shadows	NA	-30	+20	+10	+20	+10	+10	
	Light Shadows	NA	-20	+10	+5	+10	+5	+5	
	Medium Shadows	NA	0	0	0	0	0	0	
	Heavy Shadows	NA	+10	-10	-5	-10	-5	-5	
	Dark	NA	+30	-30	-10	-30	-20	-20	
	Pitch Black	NA	+40	-40	-20	-50	-40	-30	
Shock & Pain	25-50% Hits Taken	-10	NA	-5	-5	-5	-10	-10	
	51-75% Hits Taken	-20	NA	-10	-10	-10	-20	-20	
	76-up Hits Taken	-30	NA	-20	-20	-20	-30	-30	
Bleeding	For each Hit/Rnd taking	-10	NA	-5	-5	-5	-10	-10	
Serious Wound	For each limb out	-10	NA	-5 ²	-5 ²	-5	-10 ²	-10 ²	
	Stunned	-30	NA	-50	-50	-30	-50	-50	
	Down	-50	NA	-70	-70	-50	-70	-70	
Combat Situation	In melee	-20	NA	-50	-50	-20	-30 ³	-30	
	Under missile fire	-10	NA	-20	-20	-10	-10	-10	
SPECIAL MODIFICATIONS:									
Speed & Strength	For each consecutive round of preparation using 100% activity.						—	+10	
Hiding	Quality of hiding place	Bad					—	-20	
		Fair					—	0	
		Good					—	+10	
		Very Good					—	+30	
		Excellent					—	+50	
	Presence of Hider in the area is known to searchers.						—	-30	
Disarming Traps & Picking Locks	A perception roll is successfully made by the disarmer/picker.						—	+20	
	For each time the trap/lock has been tried without success.						—	-30	
	Disarmer/picker has disarmed/picked this trap/lock before.						—	+50	
	Disarmer/picker has disarmed/picked this type of trap/lock before.						—	+30	
	Disarmer/picker has the construction of the mechanism described to him.						—	+20	
Perception	Player mentions the appropriate thing being perceived. (e.g. the player says he is actively looking for an ambush or trap)						—	+30	
	The character making the perception roll has encountered the situation being perceived before (this specific character, not the player of the character).						—	+20	
Maneuvers*	Encumbered ⁴	Light (one weapon and belt equipment)					—	0	
		Medium (weapons/armor and belt equipment)					—	-10	
		Heavy (weapons/armor and normal pack)					—	-20	
		Very Heavy (all personal equipment and 50-100 lb.)					—	-30	
		Burdened (all personal equipment and over 100 lb.)					—	-50	

*Modifications to maneuvers are applied to a roll on the Maneuver Table (15.31)

¹ 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.

² If the limb that is out of action is normally required to perform the action, the GM should increase the difficulty of the action and drastically increase these modifications.

³ In certain situations the maneuverer may withdraw from melee without his opponent(s) being able to attack him if he completes a successful maneuver.

⁴ These encumbrances are approximations, absence of one of the weight categories would drop the encumbrance condition one level (e.g. a character with a normal pack, no armor and one weapon would be medium, *not* heavy). If using optional rule 14.7, personal equipment is weapon / armor and up to 2x weight allowance.

NOTE: A category is all conditions between a set of lines. Only one condition from a category can have its modification applied to an action. (e.g. a character attempting to pick a lock may have taken 77% of his hits; only the -20 modification is applied and not the other two).

BASIC EXPERIENCE MULTIPLIERS (relates to specific characters and situations):

EXPERIENCE VALUES:

Exper. Category (and Multipliers)	Value	Notes
1) Kill Points Kill Points Kill Point Bonuses: Own Race Human Dwarf Elf Hobbits Demons Dragons Eagle Orc Troll	$\#hits + (20 \times lvl)$ 150 100 100 100 100 $(Pale/Type)^2 \times 50$ 2000 200 75 200	E.g. a 10th level bear that takes 75 hits is worth 275 kill points: $75 + (20 \times 10)$. A human of 10th level that took 75 hits would be worth 375 due to +100 point bonus. Add bonus to standard "kill point" value before you apply multipliers. Slay one of your own kind. Non-cumulative. Not of your own kind. Add 5000 for Demon of Might/Beyond Pale. Other creatures and foes may be given a bonus by the GM.
2) Hit Points $\frac{1}{2}x$ - if you are knocked out $2x$ - if foe is knocked out	1 experience point for every hit you receive or deliver.	Example: Fulla takes 10 hits from the killer beaver but is finally able to slay the sucker. Balli gave the beaver 5 hits the round before. Fulla receives whatever kill points he gets for the specific beaver plus 10 hit points; Balli receives 5 hit points of experience.
3) Critical Points $\frac{1}{10}x$ - foe unconscious $\frac{1}{5}x$ - foe stunned $2x$ - in single combat with foe	A Critical = $5 \times lvl$ B Critical = $10 \times lvl$ C Critical = $15 \times lvl$ D Critical = $20 \times lvl$ E Critical = $25 \times lvl$ Large creature = $20 \times lvl$ Super-Large Creature = $40 \times lvl$	These points are given for any criticals inflicted on a foe, regardless of effect.
4) Idea Points	$\%$ of sum equal to $\frac{1}{2}$ group's total points (other than ideas) where plan was the reason for the success.	Calculate the total number of points the members of the group got as a result of an event or action. Divide figure in half, rounding up. The new figure = group idea point and should be awarded to the one or more folk who conceived of the successful plan. Where there was no plan (i.e. they succeeded through sheer luck or brute force), use other categories of awards. Example: The group picks up a total of 4000 points in an adventure due to the successful plan conceived by two members. Each planner receives 1000 points (their share of $\frac{1}{2}$ the group total - assuming they contributed equally).
5) Maneuver Points $\frac{1}{2}x$ - routine thru medium maneuvers $1x$ - hard maneuvers and very hard $2x$ - sheer folly and absurd	Bonus is given for unique or inspired maneuvering; or bonus equal to number of experience points as a result of a unique and inspired maneuver, even where the maneuver led to points for someone other than the player actually making the maneuver.	Calculate the total number of points that resulted from someone's successful, planned maneuver of a truly inspired nature (e.g. Faltar's amazing pole vault across the wall using a small flagpole resulted in Bruz being able to kill the orc guard and collect 215 kill points...Faltar receives 215 maneuver points). If Faltar had killed the orc guard through the use of this maneuver, he would obtain 430 points (215 kill points and 215 maneuver points).

6) Death Points $\frac{1}{2}x$ - "near death" 2x - killed and resurrected	Your own kill point value.	Calculate the value of the player using basic kill points (but not the category "your own race"). If the player was given a normally mortal wound but survives, he gets $\frac{1}{2}$ that kill point value. If the wound was mortal and he/she did die, but is somehow resurrected or given life award an amount equal to double the kill point value. Example: Faltar is 10th level and can take 60 hits before he drops. He is worth 360 kill points should someone slay him (100 bonus points because he is human + 60 points + $(20 \times 10) = 360$ points). If Faltar is killed and then resurrected by Bruz the cleric, Faltar would get twice 360, or 720 death points in experience. Bruz would get no death points, but might get a number of experience points equal to the number of power points he expended giving life to Faltar. Had Faltar not died, say due to a fabulous healing herb which stopped the blood flow in his severed artery, he would get but 180 death points in experience ($\frac{1}{2} \times 360$).
7) Travel Points 2x - Rugged/Moderately dangerous terrain 3x - Extremely Dangerous Terrain/Territory	1 experience point for every mile a player travels while conscious and able to interact with the territory...or, for air or sea travel, 1 experience point for every 10 miles of travel.	Calculate a player's mileage and take great care to apply multipliers (especially in this area). Do not concern yourself with mileage such as walking around one's home or room, going across the street etc. This value should be a simple approximation based upon "travel." It is meant to reflect the immense experience one derives from interacting with the world. Do not award points for unconscious or instantaneous travel such as teleportation (i.e. Balli gets no points for traveling the 10,000 miles to Pug while knocked out and in a bag). For particularly fast travel, such as by giant eagle or fell beast, or for any sea or air travel, award 1 experience point for every 10 miles traveled.
8) Spell Points (optional)	1 experience point for every power point used by player.	Bruz casts a 5th level spell using 5 power points. He gets 5 experience points in addition to whatever points he gets for hitting, killing, maneuvering, etc. The spells cast must have some purpose; a spell-caster gets no points for just using all of his power points at the end of a day.
9) Religious points (optional)	A bonus equal to the magnitude of an experience where the player interacts with a diety or achieves a goal of spiritual significance.	This bonus will vary with world setting and will necessarily be subjective. Take great care. ICE suggests that it not exceed the death points one gets for dying and being resurrected unless the experience is rather mind boggling (e.g. you are given an audience with your god). You may wish to view this category as optional in whole or part.
10) Essence points (optional) (No Basic Exp. Multiplier)	1 point for every gold piece worth of jewels which the player has destroyed. Player must own and possess the jewel(s) and be present when they are destroyed.	Calculate the worth of the jewel(s) that the player owns, possesses, and wants destroyed. The player must be present when they are destroyed. Obviously, the destruction of jewels is not commonplace and requires specific facilities such as an enchanted hearth and fire. The details of the process will vary with the game setting. The justification for this concept lies with an assumption of a jewel's peculiar spiritual nature - its oneness with the essence that underlies a world (its magical potential or qualities). Their destruction lends the owner strength (characterized by experience) or access to new power (as shown in the item creation rules found in ICE's <i>SPELL LAW</i>. This explains why the mere destruction of gold or other precious metals/items will not serve the same purpose.

15.41 EXPERIENCE POINTS VS. LEVEL TABLE

To begin with, all folk have experience from bygone days. Thus, the "first level" adventurer begins his wanderings and antics having a base of 10,000 experience points. The following chart illustrates the progression from this stage on.

LEVEL	POINTS 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 (Lord)	500,000
21	550,000*

All of the levels after one attains "lord" status (i.e., after 20th level) cost an additional 50,000 experience points.

*All of the asterixed points denote an increase in the required points necessary for progression.

15.64 NON-PLAYER CHARACTER CHART

† Columns of bonuses for these abilities will vary among the three character classes given. The bonuses given are the ones for the class with the most average skill development cost.

* Defensive bonuses so marked should be adjusted if the NPC has thrown his defensive spells (usually shield, blur, etc.).

NONE No armor is usually worn.

RL Soft leather or rigid leather may be worn with the minimum maneuver penalty.

CH Soft leather, rigid leather or chain may be worn with the minimum maneuver penalty.

ANY Any armor may be worn with minimum maneuver penalty.

Y A shield was assumed when calculating the defensive bonus.

N A shield was not assumed when calculating the defensive bonus.

STK Only striking martial arts attacks may be made with the given bonus.

ANY Either of the martial arts attacks (striking or sweeps & throws) may be made with the given bonus.

ONE One of the martial arts attacks may be made with the given bonus.

NOTE: These bonuses assume a stat bonus of 5 or 10 for skills that are usually associated with the prime requisite of the class. The given bonuses reflect a slightly above average total capacity for each of the given classes in order to reflect the possible range of bonuses that can be obtained.

15.51 RACE ABILITIES CHART

15.51 RACE ABILITIES CHART											RESISTANCE ROLL MODIFICATIONS					HEALING & INJURY					
RACE	STAT BONUS MODIFICATIONS															# rnd. to soul departure # added to col. for stat deterioration	Recovery Multiplier	# Starting Languages	Type of hit dice	Maximum # hits (average Constitution)	
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	Essence	Channelling	Mentalism	Poison	Disease						
Common Men	+5	0	0	0	0	0	0	+5	0	0	0	0	0	0	0	12	0	1x	2	D8	120
High Men	+10	-5	+10	0	0	+10	-5	0	0	0	-5	-5	-5	0	0	10	0	.7x	3	D10	150
Half-Elves	+5	+10	+10	0	0	+5	+5	-10	0	0	-5	-5	-5	0	+50	3	0	.7x	3	D10	150
Wood Elves	0	+5	+5	0	+5	0	+10	-20	+5	0	-5	-5	-5	+10	+100	3	+2	1.5x	3	D8	100
High Elves	0	+10	+10	0	+5	0	+5	-20	+5	0	-5	-5	-5	+10	+100	2	+4	2x	4	D8	110
Fair Elves	0	+15	+15	0	+5	0	+5	-20	+5	0	-5	-5	-5	+10	+100	1	+6	3x	5	D10	120
Dwarves	+5	-5	-10	0	-10	+15	-5	+5	0	0	+40	0	+40	+20	+15	18	-1	.5x	2	D10	120
Halflings	-20	+10	-15	0	-5	+15	+15	-10	0	0	+50	0	+40	+30	+15	18	-1	.5x	2	D8	80
Normal (Lesser) Orcs	+5	0	-5	-10	-5	+5	0	-10	-10	-5	0	0	0	0	+5	1	0	.5x	1	D8	80
Orcs (Greater)	+10	0	-5	-5	-5	+10	0	-5	-5	-5	0	0	0	+5	+10	1	0	.5x	1	D10	120
Trolls	+15	-10	-10	-10	-10	+15	-10	-10	-10	-10	0	0	0	+10	+10	1	0	.5x	1	D10	250

NON-PLAYER CHARACTER CHART

15.64		COMBAT STATISTICS										MANEUVER STATISTICS				MISC. STATISTICS			SPELL STATISTICS							
Character Class	Lvl	ARMOR			O.B.		MARTIAL ARTS									ADRENAL MOVES			Runes/Staves & Wands	Channeling	# Spell Lists Known to 5th Level	# Spell Lists Known to 10th Level	# Spell Lists Known to 20th Level	Lv		
		Armor Type	Defensive Bonus	Shield	Melee OB	Missile OB	Rank	Type of Attack	Offensive Bonus	Ambush Skill Level	Total Concession Hits	Directed Spell Bonus	Climbing	Riding/Swimming	Disarm Traps/Pick Locks	Stalk/Hide	Perception	# out of 5 Bonus							# Lang. to Level 5	
Monk	1	NONE	15	N	5	10	1	ONE	20	0	15	-25	10	5	5	10	5	2	20	2	5	-25	0	0	0	1
	3	NONE	25	N	10	20	1	ONE	40	1	25	-25	15	10	5	20	10	2	30	2	10	-25	0	1	0	3
	5	NONE	30	N	15	25	1	ONE	55	1	35	-25	20	20	10	30	15	3	40	2	15	-25	0	2	0	5
	7	NONE	40	N	20	30	2	ONE	60	2	45	-25	25	30	10	40	20	3	50	2	20	-25	0	3	0	7
	10	NONE	55	N	25	40	2	ONE	70	3	50	-25	35	40	15	50	30	3	55	3	25	-25	0	4	0	10
	15	NONE	60	N	30	50	3	ONE	70	4	55	-25	45	50	20	50	40	4	65	3	30	-25	1	3	1	15
20	NONE	60	N	35	50	4	ONE	70	5	60	-25	50	50	20	50	40	4	70	3	30	-25	1	1	4	20	
Ranger	1	RL	25	Y	20	10	1	STK	5	1	20	-25	10	5	5	15	5	0	—	2	5	10	0	0	0	1
	3	RL	25	Y	35	20	1	STK	5	2	35	-25	15	10	5	30	10	1	10	2	10	15	0	1	0	3
	5	RL	25	Y	50	30	1	STK	10	3	45	-25	20	20	10	45	15	1	20	2	10	20	0	2	0	5
	7	RL	25	Y	60	45	1	STK	10	4	65	-25	25	30	10	50	20	1	30	3	15	25	0	3	0	7
	10	RL	25	Y	70	50	1	STK	15	6	90	-25	35	40	15	55	30	1	40	3	20	30	0	4	0	10
	15	RL	25	Y	75	55	1	STK	15	6	100	-25	45	50	20	60	40	2	40	3	25	35	1	3	1	15
20	RL	25	Y	80	60	1	STK	20	6	110	-25	50	50	20	65	40	2	40	4	30	40	1	1	4	20	
Bard	1	NONE	20	Y	20	5	1	STK	5	0	15	-25	10	5	5	10	5	0	—	5	15	-25	0	0	0	1
	3	NONE	20	Y	30	15	1	STK	10	0	30	-25	15	10	5	20	10	1	10	6	20	-25	0	1	0	3
	5	RL	20	Y	45	25	1	STK	15	1	35	-25	20	20	10	30	15	1	20	7	25	-25	0	2	0	5
	7	RL	20	Y	50	40	1	STK	20	1	45	-25	25	30	10	40	20	1	30	8	30	-25	0	3	0	7
	10	CH	20	Y	55	45	1	STK	25	2	50	-25	35	40	15	50	30	1	40	9	35	-25	0	4	0	10
	15	CH	20	Y	60	50	1	STK	30	2	55	-25	45	50	20	50	40	2	40	10	40	-25	1	3	1	15
20	CH	20	Y	70	50	1	STK	35	3	60	-25	50	50	20	50	40	2	40	11	50	-25	1	1	4	20	
Fighter	1	ANY	30	Y	35	35	1	STK	20	1	25	-25	10	10	10	10	10	3	10	2	-25	-25	0	0	0	1
	3	ANY	30	Y	60	60	1	STK	30	3	25	-25	15	20	15	20	20	3	10	2	5	-25	0	0	0	3
	5	ANY	30	Y	80	80	1	STK	40	4	65	-25	20	30	20	30	30	3	30	2	5	-25	0	0	0	5
	7	ANY	30	Y	95	95	1	STK	50	6	95	-25	25	40	25	40	40	3	40	3	5	-25	0	0	0	7
	10	ANY	30	Y	115	115	1	STK	60	7	115	-25	35	50	35	50	50	3	50	3	5	-25	0	0	0	10
	15	ANY	30	Y	140	140	1	STK	70	11	155	-25	45	60	45	60	60	4	50	3	5	-25	0	0	0	15
20	ANY	30	Y	160	160	1	STK	80	14	MAX	-25	55	70	55	70	70	4	55	4	10	-25	0	0	0	20	
Thief	1	RL	15	N	25	20	1	STK	5	4	15	-25	20	10	20	20	20	2	10	2	5	-25	0	0	0	1
	3	RL	15	N	45	40	1	STK	10	8	25	-25	35	20	40	40	40	2	20	2	10	-25	0	0	0	3
	5	CH	15	N	60	50	1	STK	15	12	35	-25	50	30	50	50	50	2	30	2	15	-25	0	0	0	5
	7	CH	15	N	75	60	1	STK	20	16	45	-25	60	40	60	60	60	3	40	3	20	-25	0	0	0	7
	10	ANY	15	N	90	70	1	STK	25	22	60	-25	70	50	70	70	70	3	50	3	30	-25	1	0	0	10
	15	ANY	15	N	110	80	1	STK	30	32	85	-25	80	60	80	80	80	4	50	3	40	-25	1	0	0	15
20	ANY	15	N	130	90	1	STK	35	42	105	-25	90	70	85	85	85	4	55	4	50	-25	2	0	0	20	
Rogue	1	CH	25	Y	30	30	1	STK	10	3	20	-25	10	10	10	15	15	2	10	2	5	-25	0	0	0	1
	3	ANY	25	Y	55	55	1	STK	20	6	35	-25	15	20	20	30	30	2	20	2	5	-25	0	0	0	3
	5	ANY	25	Y	75	75	1	STK	30	9	50	-25	20	30	30	45	45	3	30	2	10	-25	1	0	0	5
	7	ANY	25	Y	90	90	1	STK	40	12	65	-25	25	40	40	55	55	3	40	3	10	-25	1	0	0	7
	10	ANY	25	Y	110	110	1	STK	50	17	90	-25	35	50	50	65	65	3	50	3	15	-25	2	0	0	10
	15	ANY	25	Y	130	130	1	STK	60	24	125	-25	45	60	60	75	75	4	50	3	25	-25	2	0	0	15
20	ANY	25	Y	150	150	1	STK	70	32	150	-25	55	70	70	80	80	4	55	4	30	-25	3	0	0	20	
Warrior Monk	1	NONE	20	N	15	20	1	ANY	25	1	20	-25	10	10	10	10	10	5	20	2	-25	-25	0	0	0	1
	3	NONE	35	N	20	35	1	ANY	45	3	35	-25	15	20	15	20	20	5	35	2	5	-25	0	0	0	3
	5	NONE	50	N	25	50	2	ANY	55	4	50	-25	20	30	20	30	30	5	50	2	5	-25	0	0	0	5
	7	NONE	60	N	30	60	2	ANY	75	6	65	-25	25	40	25	40	40	5	60	3	5	-25	0	0	0	7
	10	NONE	70	N	40	80	3	ANY	85	7	90	-25	35	50	35	50	50	5	70	3	5	-25	1	0	0	10
	15	NONE	75	N	50	100	4	ANY	95	11	125	-25	45	60	45	60	60	5	80	3	5	-25	1	0	0	15
20	NONE	80	N	55	110	4	ANY	105	14	150	-25	55	70	55	70	70	5	90	4	10	-25	2	0	0	20	
Hybrid Spell-Users	1	NONE	5*	N	5	-25	1	STK	5†	0†	10	-15†	-25	5	-25	5†	5	0	—	3†	15†	10†	1	2	0	1
	3	NONE	5*	N	10	-25	1	STK	5	0	15	-15	5	10	-25	5	10	0	—	4	30	20	1	5	0	3
Sorcerer Mystic Astrologer	5	NONE	5*	N	15	-25	1	STK	5	0	20	-15	5	15	-25	10	15	0	—	5	45	35	2	6	0	5
	7	NONE	5*	N	20	-25	1	STK	5	0	25	10	5	20	5	10	20	0	—	6	50	45	1	9	0	7
Pure Spell-Users of Essence	10	NONE	5*	N	30	-25	1	STK	5	0	35	20	10	30	5	15	35	0	—	7	60	55	2	11	0	10
	15	NONE	5*	N	40	-25	1	STK	5	0	45	35	15	40	5	15	45	0	—	8	70	65	2	8	5	

15.52 ARMOR COST CHART

Item	Cost	Prod. Time	Weights	Notes
Leather Jerkin*	1 SP	1 day	7-12 lbs	
Greaves*	2 SP	2 days	2-4 lbs	
Leather Breastplate*	45 BP	4 days	10-18 lbs	
Leather Coat*	6 SP	6 days	15-20 lbs	
Rein. Leather Coat*	9 SP	2 weeks	15-25 lbs	
Chain Shirt*	15 SP	3 weeks	15-25 lbs	
Full Chain*	65 SP	2 months	35-50 lbs	
Chain Hauberk*	55 SP	35 days (5 weeks)	35-45 lbs	
Breastplate*	20 SP	21 days (3 weeks)	20-30 lbs	
Superior Chain Hauberk*	75 SP	49 days (7 weeks)	40-55 lbs	
Half Plate*	100 SP	10 weeks	50-70 lbs	
Full Plate*	200 SP	4 months	60-85 lbs	
Target Shield*	35 BP	3 days	3-10	
Normal Shield*	55 BP	5 days	10-20	
Full Shield	7 SP	6 days	15-30	
Wall Shield	9 SP	7 days	30-50 lbs	
Leather Helmet	15 BP	1 day	1-2 lbs	Will be useless after 1 head critical.
Leather Helmet (Superior)	25 BP	1½ days	1½-2½ lbs	Will be useless after 2 head criticals.
Conical Helm	35 BP	1 day	1½-3 lbs	Will be useless after 3 head criticals.
Norman Helm	4 SP	2 days	1½-3 lbs	5% chance failure vs. head criticals.
Bascinet	55 BP	3 days	1½-3 lbs	
Full Helmet	9 SP	8 days	2½-5 lbs	
Visored Helm	125 BP	10 days	2-4 lbs	
Padded Undercoat*	6 BP	2 days	2-4 lbs	
Plain Surcoat*	9 BP	1 day	1-2 lbs	
Shirt	3 BP	1½ days	—	
Pants	2 BP	1 day	—	

15.54 MISCELLANEOUS COSTS TABLE

BASIC ACCESSORIES				
Item	Rural Cost	Town Cost	Major City Cost	Notes
Lantern	14 BP	12 BP	10 BP	50' diameter light. 6 hours per refill.
Pole (10')	4 CP	5 CP	6 CP	Will break 1-10% of time when strained.
Oil Flask	4 BP	3 BP	3 BP	1 refill.
Rope (50')	5 BP	4 BP	3 BP	Will break 1-10% of time when strained, and must be "retired" after stopping 1 substantial fall. 5 lbs.
Superior Rope (½ wt.)	X3	X3	X3	
Sack	7 CP	8 CP	8 CP	Holds 50 lbs. weight. 1 cu.
10 Pegs (Wood)	8 TP	9 TP	1 CP	Will break 1-10% of time when strained.
10 Pitons (Iron)	22 BP	2 BP	18 CP	Iron spikes suitable for climbing. Double cost if holes or rings for rope incorporated. if they do not have rings or holes, 5% chance of rope losing hold.
Torch	3 TP	3 TP	3 TP	Needs refill of oil every 1 hour. Exhausted after 6 hours. 20' diameter light.
Flint and steel	11 CP	1 BP	9 CP	Starts fire in 3 minutes.
Backpack	22 CP	2 BP	22 CP	Holds up to 50 lbs, 1' cu.
Waterskin	8 TP	1 CP	9 TP	Holds 1 pint (16 oz.) liquid.
Fire-starting bow	6 TP	8 TP	9 TP	Starts fire in 5 minute. Easy to fashion from rope, stick, and flat slab of wood.
"Lock Pick Kit"	2 SP	1 SP	8 BP	Essentially a few narrow, pliable pieces of iron. Adds up to 10 on lock picking rolls versus accessible mechanisms if in hands of one with basic understanding of locks. Truly advanced kits extremely rare.
MAINTENANCE COST (1 normal person)				
Item	Rural Cost	Town Cost	Major City Cost	Notes
Light Meal	3 TP	6 TP	1 CP	
Normal Meal	5 TP	1 CP	2 CP	
Heavy Meal	6 TP	12 TP	23 TP	
Week's Rations	3 CP	5 CP	8 CP	
Week's Rations (Preserved for 1 month)	5 CP	1 BP	2 BP	
Poor Lodging	3 TP	5 TP	7 TP	
Average Lodging	5 TP	1 CP	12 TP	
Good Lodging	7 TP	11 TP	15 TP	(includes stable)
Stable & Food	1 TP	2 TP	3 TP	
Mature pony	20 SP	40 SP	55 SP	
Light Horse	35 SP	45 SP	60 SP	
Medium Horse	45 SP	60 SP	75 SP	Most farm horses.
War Horse	50 GP	65 GP	75 GP	
Fine Draft Horse	70 SP	80 SP	90 SP	Twice power, — 10 in combat.
Mules/Donkeys	25 SP	32 SP	47 SP	

15.53 WEAPONS COST CHART

Item	Cost	Prod. Time	Weights	Notes	Type
Axe (woodsman's)	35 BP	1 day	3-5 lbs	Extremely common.	2H
Bastard Sword	20 SP	45 days	4-6 lbs	Hand-and-a-Half sword. Good one moderately rare.	1HS & 2H
Battle Axe	13 SP	2 days	5-9 lbs	Very common.	2H
Blackjack	2 CP	1/4 day	1/4-3/4 lbs	Easily made; wide variety.	1HC
Blowpipe	12 SP	1 day	2-4 lbs	Often very long. Rare.	Mis.
Boar Spear	25 BP	1 day	3-6 lbs	Broad head with crosspiece.	PA
Bola	5 SP	1 day	2-6 lbs	Requires two hands to throw.	TH
Boomerang	2 SP	1/2 day	1/4-1 lb	Easy to make but good ones rare. Cost artificially high.	TH
Cat-o'-nine-tails	1 SP	1 day	3-5 lbs		1HC
Claymore	20 SP	3 days	5-10 lbs	Moderately rare design.	2H
Club	1 CP	1/4 day	3-7 lbs	Usually a matter of time and/or good piece of material.	1HC
Composite Bow	17 SP	14 days	2-3 lbs	Rare. About 2 weeks work.	Mis.
Crossbow (Heavy)	25 SP	16 days	8-12 lbs	Moderately rare. Over 2 weeks work.	Mis.
Crossbow (Light)	11 SP	7 days	4-8 lbs	Moderately common.	Mis.
Cudgel	5 CP	1/2 day	2-4 lbs	Requires a specific piece of good wood.	1HC & 2H
Cutlass	9 SP	2 days	3-5 lbs	Has only one sharp edge.	1HS
Dagger	3 SP	1 day	1/2-1 1/2 lbs	Extremely common.	1HS
Darts (throwing)	1 SP	1/2 day	1/4-1/2 lb	Rare.	TH
Dirk	4 SP	1 day	3/4-1 lb	Moderately rare design.	1HS
Falchion	15 SP	3 days	2 1/2-5 lbs		1HS
Flail	19 SP	5 days	4-8 lbs		2H
Foil	21 SP	5 days	1 1/2-2 1/2 lbs	Good one very rare.	1HS
Gauntlet	2 SP	4 days	1/2-1 lb	Armor for hand/fist.	1HC
Hammer (War Hammer)	15 SP	2 days	4-7 lbs	Moderately rare.	1HC
Handaxe	5 SP	1 day	4-6 lbs	Very common.	1HC
Harpoon	25 BP	1 day	4-8 lbs		TH
Javelin	3 SP	1 day	3-5 lbs		TH
Jo	3 CP	1/2 day	2 1/2-4 1/2 lbs	Used as club or quarter staff.	1HC & 2H
Katana	23 SP	5 days	4-6 lbs	Very rare japanese sword of fine metal. 8"-10" hilt.	1HS & 2H
Lance	5 SP	1 day	8-15 lbs	Large, strong cavalry spear.	PA
Lasso	4 TP	1/4 day	2-5 lbs	Rope plus splice or knot.	TH
Long Bow	10 SP	9 days	2-3 lbs	Moderately rare.	Mis.
Long Sword	18 SP	4 days	3 1/2-5 lbs		1HS
Mace	6 SP	2 days	3 1/2-8 lbs	Common.	1HC
Main Gauche	12 SP	3 days	1-2 lbs	Rare	1HS
Mattock (War Mattock)	15 SP	2 days	4-8 lbs	Very rare.	2H
Morning Star	16 SP	2 days	4-8 lbs	Spiked ball and chain.	1HC
Net (fishing)	1 SP	3 days	3-5 lbs		TH
Net (gladiator's)	7 SP	7 days	2-4 lbs	Rare.	TH
No-Dachi	25 SP	6 days	5-10 lbs	Very rare.	2H
Nunchaku	4 CP	1 day	1-2 lbs	Very rare design. Okinawan cereal beater.	1HC & 2H
Pick	4 SP	2 day	3-7 lbs	Common tool.	2H
Pilum	10 SP	2 days	4-7 lbs	General category. Fine pole arms may cost 10 SP.	PA
Quarterstaff	5 CP	1 day	3-5 lbs	Usually used in large formations.	2H
Rapier	22 SP	5 days	1 1/2-3 lbs	Very common.	1HS
Sabre	9 SP	2 days	2 1/2-4 1/2 lbs	Moderately rare.	1HS
Sai	13 SP	4 days	1 1/2-3 lbs	Parrying sword. Very rare.	1HS
Scimitar	10 SP	3 days	3-5 lbs	Common.	1HS
Short Bow	6 SP	3 days	1 1/2-2 lbs	Very common.	Mis.
Short Sword	7 SP	2 days	2-4 lbs	Very common. Expertise relates if in 1HS or 1HC.	1HS
Shuriken	4 SP	1 day	1/4-3/4 lbs	Extremely rare design. Throwing star.	TH
Sling	9 BP	1/2 day	1/2-1 lb	Very common.	Mis.
Spear	23 BP	1 day	3-8 lbs	Extremely common.	PA
Sword (Broadsword)	10 SP	3 days	3-5 lbs	Common	1HS
Tomahawk	4 CP	1/2 day	1 1/2-3 lbs	Very easy to construct in field.	1HS
Tonfa	9 CP	1 day	1 1/2-4 lbs	Okinawan rice husking rod.	1HC
Trident	4 SP	2 days	4-8 lbs		PA
Two-handed Sword	20 SP	5 days	5-12 lbs		2H
Whip	2 SP	1/2 day	2-5 lbs	Combat-ready whips rare.	1HC

COMBAT ACCESSORIES

Item	Cost	Prod. Time
20 arrows & quiver	5 BP	1 day
20 crossbow bolts	11 BP	2 days
Sword belt	5 BP	1/2 day
Scabbard	25 BP	1 day
Boots	1 SP	3 days
Cloak	9 BP	1 day

15.55 LINGUISTICS TABLE

COMMENTARY

All trait development in this area is broken down into two categories: mastery of the spoken word and reading ability. In order to achieve a semblance of fluency in a language a character must advance to 5 or 6 stages (picks, boxes, etc.) in each area. Beyond that point, the character can refine his language skills so that he can translate more complex speech and writings, understand changes in dialect, and get a feel for subtle patterns that more learned natives may employ.

Skill Level	Conversational Ability	Reading/Writing Ability
1	Allows recognition of the language when spoken.	Allows recognition of the language in written form.
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.).	Allows user to read or write very simple phrases and words and possibly understand the context of very simple passages.
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.	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).
4	User may converse on very simple subjects, using whole sentences instead of broken phrases. User can understand everyday conversation when spoken slowly.	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.
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.	Allows reading of most everyday writings and normal books. User can write on a seventh grade level.
6	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.	Reading level of the average literate man. Allows user to write at ninth grade level.
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.	Allows one to write at eleventh grade level, and reading ability is that of average member of nobility.
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).	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.
9	Absolute fluency in chosen dialect plus simple understanding and speaking ability in closely related dialects.	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.
10	Absolute fluency of all the chosen languages and all closely related dialects. Extremely archaic and complex concepts may prove troublesome.	Allows reading and writing of the most complex nature in the chosen language, as well as strong reading/writing ability in closely related dialects.
10+	As 10 above, unless GM's world system calls for extremely complex languages. We suggest that skill levels 11-20 be reserved for those who wish to learn extremely ancient or ultra unique versions of the given language (e.g. Old Stoylani, or the rare religious dialects of certain monastic groups).	As 10 above, unless GM's world system calls for extremely complex languages. We suggest that skill levels 11-20 be reserved for those who wish to learn extremely ancient or ultra unique versions of the given language (e.g. Old Stoylani, or the rare religious dialects of certain monastic groups).

Language Multipliers:

Multiply the trait development cost by one of the following factors should the student be beset with the given situation:

Situation (regarding language)	Multiplier
Character knows a related language	$\times \frac{1}{2}$
Character has writing but no teacher.	$\times 2$ for learning reading/writing; $\times 5$ for learning spoken tongue.
Character has teacher but no writings.	$\times 8$ for learning reading/writing if teacher cannot write language; $\times 2$ for learning spoken tongue if teacher cannot write language.
Character has no writings, no teacher.	— Character cannot learn language.

- Note: 1) The teacher must have language skills in the tongue that are higher than the level being taught. The "teacher" requirement may be fulfilled by residing or traveling in an area where the language is spoken. Alternatively, this requirement is fulfilled if a traveling companion or acquaintance has conversations with the student for a couple of hours a day;
- 2) In order to use the $\frac{1}{2}$ multiplier for knowledge in a related tongue, one must have knowledge skills in the related language that are at a higher level than that of the skill level he is attempting to acquire in the new tongue;
- *3) This factor may vary according to the language attempted and the character's ability to visualize sound relating to writing and reading. In order to learn reading and writing, even at $\times 8$, the character should be familiar with the symbols/alphabet associated with the given language (e.g. his home tongue uses the same symbols or very similar ones).

HEALING HERBS

NAME	HOME	FORM	PREPARE/APPLY	EFFECT
SENSE ENHANCEMENT				
AGAATH	Mountains above 20,000'	Blue Berry	— /Eat	Breathe at high altitude
BRELDIAR	Volcanic Soils	Scarlet Flower	— /Eat	Subtracts 30 from maneuver and melee, but adds 50 to missile fire, spell casting. Euphoric side effects.
FUKAVAR	Saltwater Isles	Blue Leaves	Crush/Burn	Mental Summons (20 miles)
KATHKUSA	Northern Icy Plains	Green Leaves	— /Chew	2× Strength (2–5 rounds)
KIRSEMAL	Northern Isles	White Bark	Boil/Drink	Allows adrenal maneuvering for 3 rounds (e.g. Speed/Leaping/Landing).
KLAGUL	Hot Plains	Brown Bud	Boil/Chew	Infravision (6 hours)
ZULSENDURA	Dark Caverns	Mushroom	— /Eat	Haste (3 rds)
ZUR	Under Granite	Fungus	Brew/Drink	Enhances Smell & Hearing (× 3 for 1 hour)
CONCUSSION RELIEF				
ABAAS	Coastal beaches	Green Leaf	Crush/Eat	Heal (2–12)
FIIS	High Altitude Lakes	Tree Resin	Dilute/Drink	Heals (1–5)
GRARIG	Volcanic Isles	Red Shrub Leaf	Crush/Boil/Drink	Heals (30)
MIRENNA	Vales Above 10,000 feet	Silvery Berry	— /Chew	Heals (10)
REWK	Lowland Forests	Brown Nodule	Crush/Brew/Chew	Heals (2–20)
THURL	Temperate Forests	Brown Clove	Brew/Drink	Heals (1–4)
WINCLAMIT	Spruce Forests	Green Vine Fruit	Boil/Eat	Heals (3–300)
SPECIFIC REPAIRS				
ARPSUSAR	Still Freshwater	Brown & White Stalk	Boil/Eat	Mends Muscle
AWN	Temperate Hardwood	Tree Bark (Awn Tree)	Boil/Drink	Joining Limbs
BELRAMBA	Hot Forests	Lichens	Brew/Drink	Nerve Repairs
CULKAS	Hagrir Trees of the Desert	Succulent Leaf of Hagrir Tree	— /Wipe	Cures burns up to 3rd degree
DAGMATHER	Semi-arid Plains	Cactus Spine	Brew/Drink	Repairs Damaged Cartilage
DEGIIK	Warm Saltwater Isles	Silvery Leaf	Crush/Eat	Lifekeeping (1 day)
EBUR	Temperate Beaches	Rusty Flower	Steam/Chew	Repairs Sprains
EDRAM	Cool Streams (Rare)	Moss	Warm/Eat	Mends Bone
FEBFENDU	Cool Pond Shores	Bush Root	Boil/Eat	Mends Hearing
FRAW	Hot Seashores	Lichen	Boil/Drink	Restores Blood Flow
HARFY	Hilly Regions	Shrub Resin	Dry on Wound	Stops Bleeding
HOAK-FOER	Semi-arid Hills	Yellow lower	— /Eat	Hallucinogen which prevents movement but cures mental diseases and mind loss.
JOJOJOPO	Base of Glaciers	Grey Leaves	Dry on Wound	Cures Frostbite
KLANDUN	River Bottoms	Fern Leaf	— /Eat	Cures Thrayniis** and other forms of paralysis
NELISSE	Volcanic Craters	White Leaves	Brew/Drink	Euphoria and a week's nutrition
OLOLOSSE	Cool Freshwater	Gold Clove	— /Chew	Livegiving for Elves
OLVAR	Ice Bays (Rare)	White Flower	— /Chew	Lifekeeping (12 days)
NAZA	Ice Plains (Rare)	Red Leaf	— /Chew	Neutralizes Poisons
SIRIENA	Rocky Hills (Rare)	Gold Grass	Brew/Immerse	Preservation of Any Organic Material
SLAGEN	Dark Rich Forests	Silvery-Green Moss	Wash/Dry on Wound	Limb Preservation
TYR-FIRA	Glaciers Above 10,000' (Very Rare)	Silver Flower	— /Eat	Lifegiving
UCASON	Temperate Seashores	Yellow Grass	Burn/Inhale	Cures Blindness
UL-UCASON	Temperate Island Shores	Gold Grass	Burn/Inhale	Restores eyes.
UKUR	Cold Vales	Brown Nut	— /Eat	One Day's Nutrition
ANTIDOTES				
ELDANNA	Cold Seashores	Blue-Green Leaf	Brew/Drink	Antidote for Silmaana;* Cures Orn**
MENELAR	Northern Taiga (Fir Forests)	Pine Cone	Crush/Boil/Drink	Antidote for Sharduvaak* and heals most infections
MOOK	Hilly Forests	Bronze Berry	— /Eat	Antidote for Jegga*
SHEN	Temperate Lakes	Pink Leaf	Dry/Eat	Antidote for Acaana

*See Poisons list

**See Disease list

PROMINENT POISONS

NAME	COLOR	EFFECT	MINIMAL EFFECT	SOURCE	FORM	POTENCY
						(ATTACK) LEVEL
UL-ACAANA	Black	Kills Instantly	Coma (1 day)	Flower	Paste	60
ACAANA	Black	Kills Instantly	Kills Slowly	Flower	Paste	15
GALENAANA	Green	Kills Elves	Coma (1-3 days)	Leaves	Powder	12
CATHAANA	White	Destroys Mind	Euphoria	Nuts	Flakes	10
SILMAANA	Silver	Scars Skin	1-10	Stalk	Powder	10
URAANA	Cream	3-30	—	Leaves	Powder	5
VURNAANA	Pink	2-200	1-100	Flower	Paste	20
KAKTU	Purple	Dexterity Loss	2-20	Flower	Liquid	10
TAYNAGA	Brown	Sterilizes	1-10	Bark	Powder	15
KLYTUN	Gold	Coma	(3 days)	Root	Paste	30
DYNALLCA	Tan	Destroys Hearing	10	Leaves	Powder	5
KARFAR	Red	Kills (2-12 rds)	—	Leaves	Powder	10
JEGGA	Brown	1-100	—	Bat Venom	Liquid	50
JEGGARUKH	Black	10-100	5-50	Bat Venom	Paste	30
JITSU	Yellow	1-100	5-50	Clams	Liquid	20
JITSUKAR	Brown	Kills (1-100 rds)	—	Clams	Paste	40
JITSUTYR	Tan	Kills (1-6 rds)	5-50	Clams	Paste	5
ZAGANZAR	Blue	Blinds	2-20	Root	Liquid	5
CARNEGURTH	Red	Blod Clots	6-60	Flower	Liquid	10
ATHANAR	Grey	Weakens Const.	1-10	Snakes	Liquid	15
SHARKASAR	White	1-10	—	Root	Paste	10
SHARDUVAAK	Brown	Kills Slowly	—	Berries	Liquid	50
KLY	Brown	3-300	1-100	Berries	Paste	5

PECULIAR BREADS

Name	Source	Effect
WAYBREAD	(Elven Vales)	One loaf is sufficient for one man's monthly rations.
ULGINOR	Seaweed and Spinach, plus	Provides one man a week's rations per demiloaf.
ALSHANAK	Carrots, Alfalfa, Bran, Raisins, plus	Provides infravision for one hour per slice.
HESGURATU	Wheat, Onions, Thurl, and more	Provides double strength for one minute per slice (maximum of two/day) and allow ingestor 3 extra hits a day.
TATHARSUL	Corn, Pumpkin, Mirennia	Shock relief. Restores nervous system to normal.
KYKYKYL	Carrots, Jaljon	Allows one to see with clarity for one hour per day regardless of eye condition (unless utterly blind) or light (unless there is unlight).

INDIGENOUS DISEASES

Type	Effect	Source	Attack Level
Symk-Arg-Wy	Hair Loss	Wyg fish	10
Hulmiikak	Loss of Eyesight	Hulmiis ants	15
Thrayniis	Paralysis	Ayniic fleas	10
Gartaan	Severe Hemophilia	Waters of Ky	15
Orn	Warts and Scars	Turid plant	5
Moourark	Bones Dissolve	Rark bats	5
Wuchyga	Light Sensitivity	Sand lizards	10
Bukandas	Severe Asthma	Bulch wolves	20
Igturfas	Feeblemindedness	Iguri snakes	25
Rorkandiis	Cartilage loss	Uster hawks	5
Vemaak	Hearing Loss	Larn hornets	1
Pawlun	Loss of Teeth	Pawf vines	1
Etarka	Slow Death	Vandar plants	2
Heen	Ulceration	Geen plants	20
Yake	Tonguerot	Yake ferns	30
Daxamas	Heart Disease	Daxa plants	15
Klabis	Nervous Breakdowns	Klane grass	10
Frulowg	Loss of Smell	Bacteria	5
Kuwurn	Death in 3 Days	Yorf mold	5
Pakiik	Random Body Growth	Bacteria	25
Surlok	Toe & Finger Rot	Surn fish	10
Kaskamak	Surface Feeling Loss	?	12
Shutinis	Insanity	Hultif bugs	13
Jadaras	Dexterity Loss	Janar grass	15
Morgurth	Brain Dissolves	Black drakes	60
Thrang	Loss of Colorvision	Thorf panther	10
Vaxvarna	Internal Bleeding	Virus	20
Grelnixar	Running Death	Vrel plant	45

15.61 **PLAYER CHARACTER RECORD (Non Spell-Users And Semi Spell-Users)**

[illegible]

15.61 **PLAYER CHARACTER RECORD (Spell-Users)**

[illegible]

15.62 Non Spell-User/Semi Spell-User Skill Level Development Sheet

Cost	Skill	Special	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
	Armor																										
	Armor																										
	Climbing																										
	Swimming																										
	Disarm Traps																										
	Pick Locks																										
	Stalk and Hide																										
	Perception																										
	Ambush																										
	Adrenal Defense																										
	Body Development																										
	Weapon or Rank 1																										
	Weapon or Rank 2																										
	Weapon or Rank 3																										
	Weapon or Rank 4																										
	Weapon or Rank 1																										
	Weapon or Rank 2																										
	Weapon or Rank 3																										
	Weapon or Rank 4																										
	Weapon																										
	Weapon																										
	Ride Animal																										
	Ride Animal																										
	Staves-Wands																										
	Runes																										
	Channeling																										
	Spell List Chance																										
	Strength																										
	Speed																										
	Balance																										
	Leaping																										
	Landing																										
	Language																										
	Language																										
	Language																										
	OTHER SKILLS																										

NOTE: Use a / to indicate that the skill is **being** developed, and convert it to a X when the development is complete.

[illegible]

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15.63 GAMEMASTER SUMMARY SHEET

DEFENSIVE BONUSES

OFFENSIVE BONUSES

RESISTANCE ROLL BONUSES

General Maneuvers

Spell Lists,
OTHER FACTS (weapons used, special abilities, primary skills)

CHARACTER NAME**PLAYER**

Level

Total Hits

Armor Type

Normal

With Shield

Full Party

Half Parry

From Behind

Primary

Secondary

Missile

First Swing Pt.

Poison/Disease

Essence (EM)

Channeling (IN)

Mentalism (PR)

15.65 EXPERIENCE POINT SHEET

	CHARACTER						
Maneuver Points	Points given						
	Difficulty multi.						
	Basic Exp. mult.						
	Total						
Travel Points	Miles traveled.						
	Danger multi.						
	Basic Exp. mult.						
	Total						
Death Points	Your own kill value.						
	Death multi.						
	Basic Exp. mult.						
	Total						
Spell Points	Power pts. cast.						
	Basic Exp. mult.						
	Total						
Religious Points	Points given						
	Basic Exp. mult.						
	Total						
Essence Points	Gold pieces dest.						
	No Basic Exp. mult.						
	Total						
First Foe	Level of foe						
	Foe's hits						
	Kill pt. bonuses						
	Basic Exp. mult.						
	Total kill points						
	Critical given						
	Critical type mult.						
	Foe status mult.						
	Basic Exp. mult.						
	Total critical pts.						
	Hit points						
Second Foe	Level of foe						
	Foe's hits						
	Kill pt. bonuses						
	Basic Exp. mult.						
	Total kill points						
	Critical given						
	Critical type mult.						
	Foe status mult.						
	Basic Exp. mult.						
	Total critical pts.						
	Hit points						
	SPECIAL TOTAL						

Notes

character law

15.21 CHARACTER DEVELOPMENT TABLE (skill development costs by character class)

Prime Requisites	CHARACTER CLASS	MANEUVERING IN ARMOR				WEAPON SKILLS** —One-Handed Edged** —One-Handed Crushing** —Two-Handed** —Bows** —Thrown** —Pole Arms** (Assign the six dv. costs to the six categories)	GENERAL SKILLS						MAGICAL SKILLS				SPECIAL SKILLS							
		Soft Leather	Rigid Leather	Chain	Plate		Climbing	Swimming	Riding**	Disarm Traps	Pick Locks	Stalk & Hide	Perception	Spell Lists**	Runes	Staves & Wands	Channeling	Directed Spells**	Ambush	Linguistics**	Adrenal Moves**	Adrenal Defense	Marital Arts**	Body Development
CO/ST	Fighter	1/*	1/*	2/*	2/*	1/5; 2/5; 2/7; 2/7; 2/7; 5	3/7	2/6	2/6	3/8	3/9	2/5	2/5	20	7	9	25	20	3/8	3/*	2/6	20	3/7	1/3
QU/AG	Thief	1/*	2/*	3/*	4/*	2/7; 3/8; 4; 4; 4; 6	2/5	1/3	2/6	1/3	1/3	1/3	1/3	10	6	7	20	20	1/3	3/*	2/6	20	3/7	3/7
ST/AG	Rogue	1/*	1/*	2/*	3/*	2/5; 3/8; 3/9; 3/9; 3/9; 6	3/7	2/5	2/5	2/5	2/6	1/3	1/3	8	6	8	20	20	2/5	3/*	2/6	20	3/7	2/5
QU/SD	War. Monk	9	9	10	10	4; 6; 8; 8; 8; 15	3/7	1/5	2/7	3/9	3/9	2/4	2/5	10	6	9	19	20	3/9	3/*	1/3	3/7	1/3	2/7
EM/RE	Magician	9	9	10	11	9; 20; 20; 20; 20; 20	6	3	3	7	8	5	3	1/*	1/4	1/4	7	2/5	9	2/*	6	20	9	8
EM/RE	Illusionist	9	9	10	11	9; 20; 20; 20; 20; 20	7	3	3	8	8	3	2	1/*	1/4	1/4	7	2/6	5	1/*	6	20	9	8
EM/RE	Alchemist	9	9	10	11	9; 20; 20; 20; 20; 20	7	3	3	4	4	6	3	1/*	1/3	1/3	7	2/7	9	1/*	6	20	9	6
IN/ME	Cleric	1/*	2/*	10	11	6; 7; 9; 9; 9; 20	5	3	3	7	8	5	3	1/*	2/5	2/5	1/4	3	9	2/*	5	20	6	6
IN/ME	Animist	2/*	3/*	10	11	6; 7; 9; 9; 9; 20	4	3	1/3	8	8	3	3	1/*	2/6	2/6	2/5	3	6	2/*	5	20	6	4
IN/ME	Healer	2/*	3/*	10	11	9; 20; 20; 20; 20; 20	6	3	3	8	8	6	3	1/*	2/6	3/7	2/5	3	9	2/*	5	20	6	1/3
SD/PR	Mentalist	4/*	5/*	6/*	7/*	6; 8; 15; 20; 20; 20	5	3	2	7	8	5	3	1/*	2/5	2/5	8	2/6	9	2/*	3	15	3	6
SD/PR	Lay Healer	2/*	3/*	4/*	5/*	8; 8; 15; 20; 20; 20	6	3	2	8	8	6	3	1/*	2/6	2/6	8	2/7	9	2/*	3	15	3	6
SD/PR	Seer	4/*	5/*	6/*	7/*	6; 15; 20; 20; 20; 20	4	3	2	7	7	6	1/3	1/*	2/6	2/6	8	2/7	9	1/*	3	15	3	6
EM/IN	Sorceror	9	9	10	11	9; 20; 20; 20; 20; 20	7	3	3	7	7	6	3	1/*	2/5	2/5	2/5	2/5	9	2/*	5	20	9	8
EM/PR	Mystic	4/*	5/*	6/*	7/*	9; 20; 20; 20; 20; 20	7	3	3	7	7	2	2	1/*	2/5	2/5	8	2/6	4	1/*	5	15	6	8
PR/IN	Astrologer	4/*	5/*	6/*	7/*	9; 20; 20; 20; 20; 20	7	3	3	7	7	6	2	1/*	2/6	2/6	1/5	2/7	9	1/*	5	15	6	6
EM/SD	Monk	9	9	10	11	5; 8; 8; 8; 15; 15	3/7	2/6	3	4	4	2/7	2/7	4/*	4	5	13	9	4	3/*	2/4	6	2/5	3/7
IN/CO	Ranger	1/*	2/*	3/*	4/*	3/7; 4; 6; 6; 6; 9	3/9	2/6	2/6	4	4	1/5	2/7	4/*	5	6	3	15	3	3/*	2/7	20	4	2/7
PR/ME	Bard	2/*	2/*	3/*	5/*	3/9; 6; 7; 7; 7; 15	3/9	2/6	2/6	4	4	2/7	2/7	4/*	5	6	13	10	6	1/*	2/7	15	3	3/8

** — Skill areas so marked may include several skills that can be developed independently of one another. All skills in such an area have the same development cost. For example, skill in riding a horse and skill in riding a camel fall into the skill area of riding. The two skills must be developed separately, at a development cost indicated on the above chart.

Characters are permitted during each experience level to improve their skills 1 level at the development cost listed. If a notation such as "2/7" appears, (only) a skill may be improved two skill levels during one experience level. The cost before the slash (in development points) is paid to raise the skill the first level and the cost after the slash is paid (in addition) to raise it the second level (if desired). (Thus to improve a skill from level 2 to level 4 when a cost of 2/7 is listed requires the expenditure of 9 total development points.) A notation of 1/*, 2/*, 3/*, etc., indicates that an infinite number of skill levels in this area may be developed at one time at the listed cost for each. NOTE: Skill with each weapon must be acquired individually.

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