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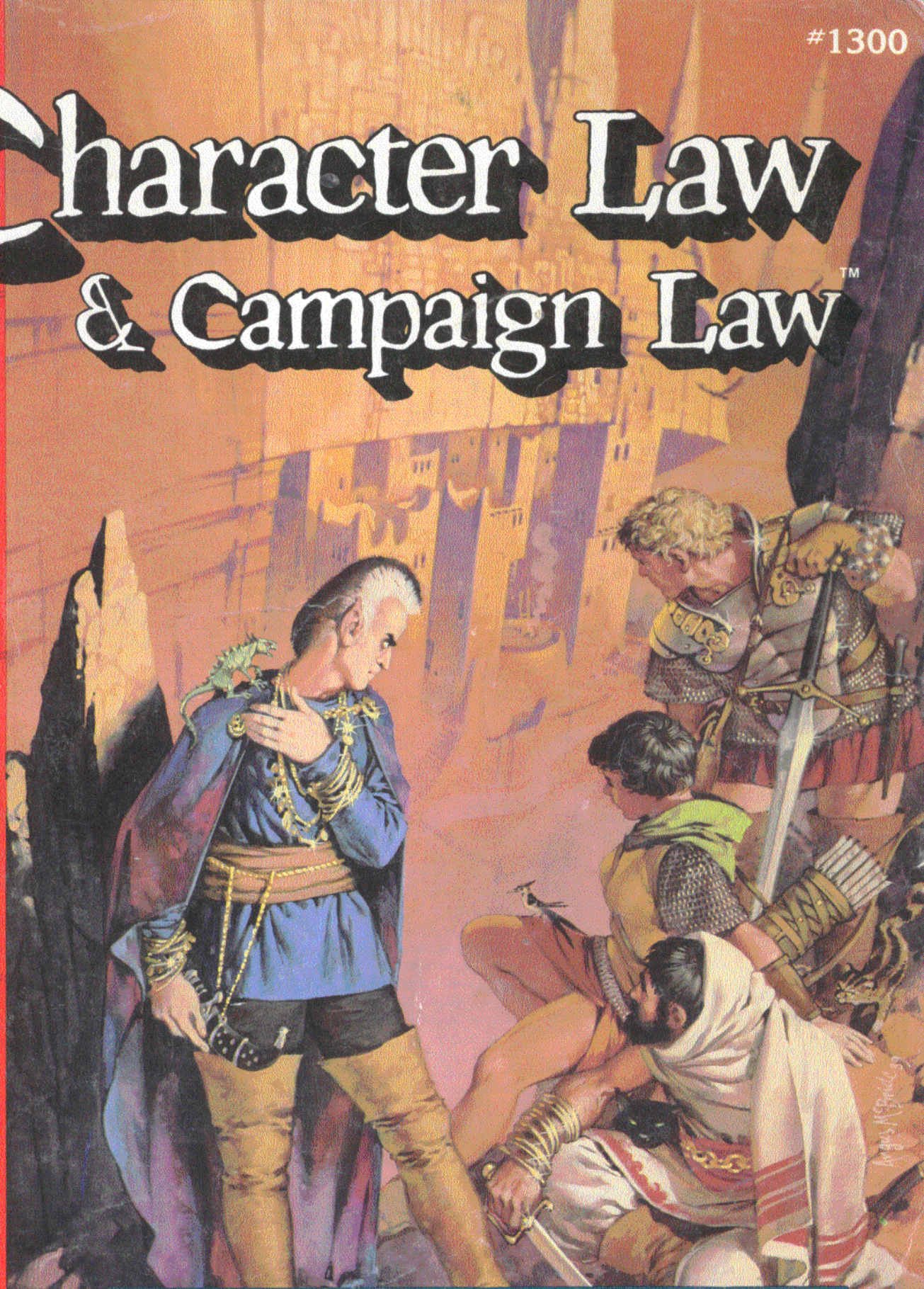
Character Law & Campaign Law™



Character development rules & GM campaign guidelines

I.C.E.®

CHARACTER LAW & CAMPAIGN LAW™

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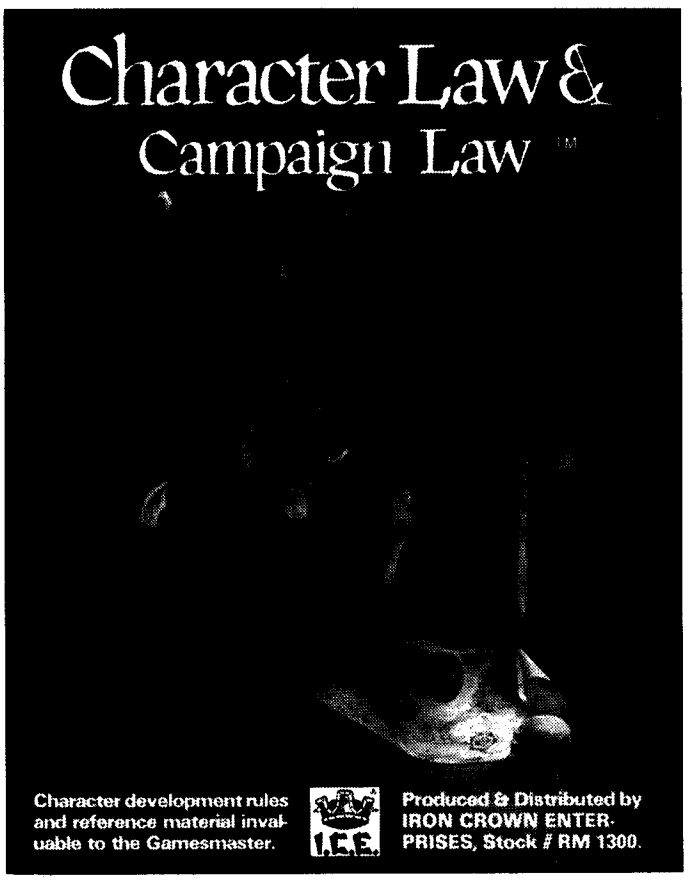

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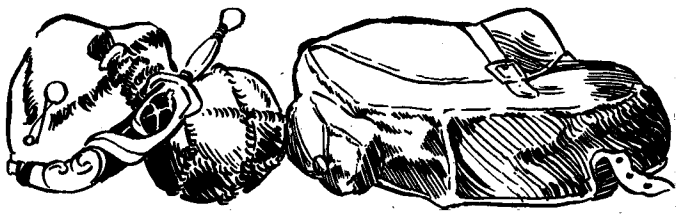

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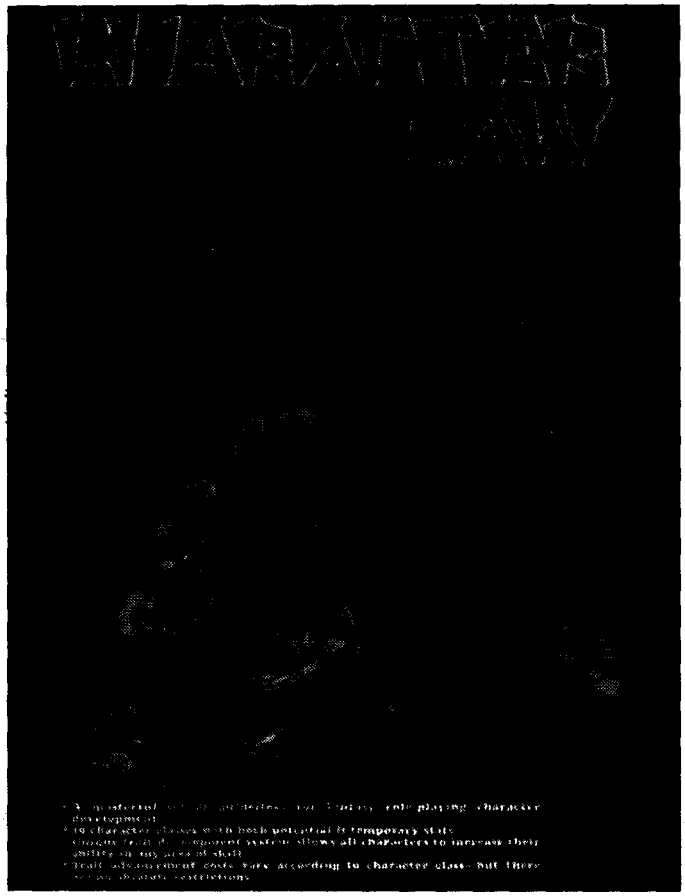

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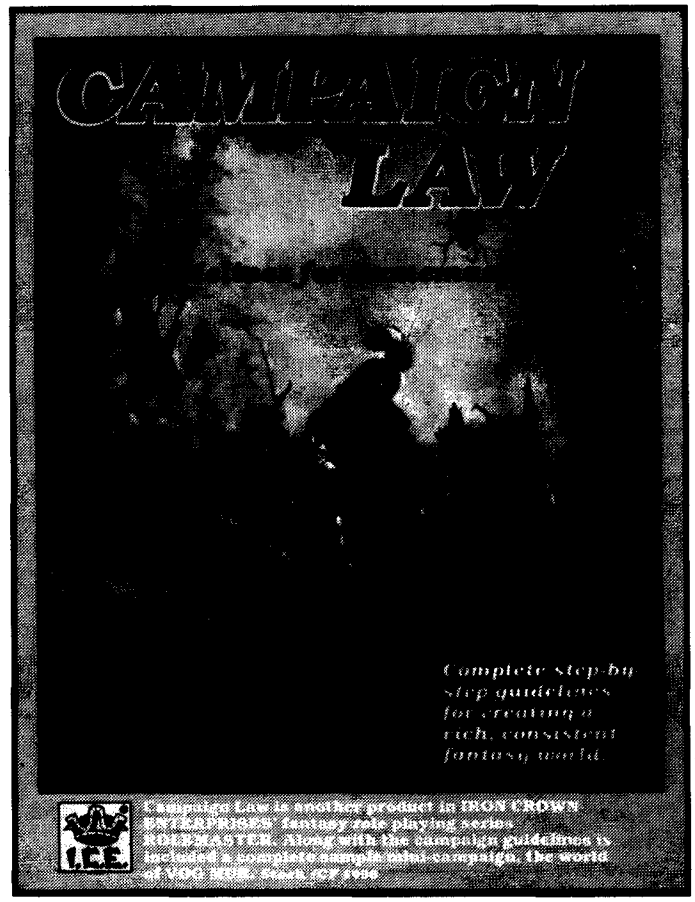

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1.0 INTRODUCTION

Rolemaster™ is designed to be used as a complete advanced fantasy role playing (FRP) system or as individual component systems: *Arms Law*® *& Claw Law*®, *Character Law & Campaign Law*™, and *Spell Law*®. It is suitable for experienced gamers who want guidelines and material to inject into their own existing game systems and world systems, as well as for those who are looking for a realistic yet playable fantasy role playing system. It contains complete rules for handling most of the situations that arise in FRP games. A variety of tables add a great deal of flavor and detail to a game without significantly decreasing playability.

ICE's individual component ***Rolemaster*** systems provide a combat system, a spell system, a character development system, and guidelines for running a campaign game (larger scale game). These systems allow a Gamemaster to expand an existing system by gradually inserting components. Such a process can increase the variations and options available to the Gamemaster and the players without forcing an abrupt transition to a new game system. A brief description of each component system is presented in ***Rolemaster*** Sections 2.0-5.0.

Rolemaster Sections 1.1 and 1.2 are meant to be an introduction for someone who is unfamiliar with the concept of fantasy role playing. More experienced readers may want to skip these two sections, but the novice should read them carefully.

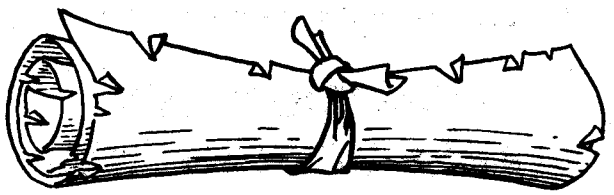
Note: for readability purposes, ***Rolemaster*** *uses standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/his, etc.*

1.1 WHAT IS FANTASY ROLE PLAYING?

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

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

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



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

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

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

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

1.2 HOW TO USE ROLEMASTER

Rolemaster has 5 separately indexed sets of rules:

Arms Law & Claw Law	*(AL* or *AL/CL* or *AL&CL)*
Spell Law	*(SL)*
Character Law™	*(ChL)*
Campaign Law™	*(CaL* or *CpL)*
Rolemaster	*(RM)*

In general, a specific rules "section" in ***Rolemaster*** is referenced by using the abbreviation for the appropriate set of rules, the word "Section", and the appropriate section number (or numbers or range of numbers). For example, this text is in ***RM*** Section 1.2. If a section is referenced without an abbreviation, that section can be found in the same set of rules as the reference. For example, this text is in Section 1.2.

The Gamemaster should first skim the rules to get an overall view of the system. Then he should read all of the rules in ***RM***, *AL*, *SL*, and *ChL* thoroughly. Reading ***Campaign Law*** can be delayed until specific information for setting up a large-scale game is needed. If a section is not understood immediately, it should be marked and referred to again after all of the rules have been read. Examples are included to aid in absorbing the rules. The Gamemaster need not memorize or fully analyze the significance of all of the rules at first. The rules are organized in such a fashion that many situations can be handled by referring to specific rules sections when they first arise.

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

The players should first read ***Rolemaster*** Sections 1.0-5.0 to get an overview of the component parts of ***RM***. Next, they should skim *ChL* Sections 1.0-9.0 to get an idea of the major factors affecting a character. Then they should generate a character by following the procedure and examples outlined in detail in *ChL* Section 10.0, referring to parts of *ChL* Sections 2.0-9.0 for explanations of the various aspects of a character.

Before play begins, the players should also read (or have explained to them) *AL* Sections 3.0-7.0 so that they will understand what their options are in a tactical (usually combat) situation. In addition, players whose characters are spell users should read *SL* Sections 5.0-8.0 in order to obtain an understanding of the spell casting process. It is not absolutely necessary for the players to immediately read the rest of the ***Rolemaster*** material, since much of that material is concerned with how the Gamemaster can handle the setting of the game, the plot elements, and other factors. However, a complete reading of the system will enable the players to understand the mechanisms which govern play.

If a Gamemaster (or player) wishes to "sit down and read ***Rolemaster***", we suggest the following order for the standard rules: ***RM*** Sections 1.0-6.0, *ChL* Sections 1.0-11.0, *AL* Sections 1.0-7.0, *SL* Sections 1.0-8.0, ***RM*** Section 7.0, and if desired all of *CaL*. Any appropriate tables and charts should be examined as they are referred to in the text. The optional rules can be read in the following order: *ChL* Sections 13.0-14.0, *AL* Section 9.0, and *SL* Section 10.0. Each player should keep in mind that his Gamemaster may decide to use some of these optional rules and not to use others.

2.0 CHARACTER LAW

Character Law is a set of rules and guidelines for generating, developing, maintaining, and detailing the capabilities of characters to be used in a fantasy role playing environment. The details of the *ChL* rules will not be covered here because *ChL* is included in this book. A complete discussion of the key features of *ChL* can be found in *ChL* Sections 1.0 and 1.1.

3.0 CAMPAIGN LAW

Campaign Law is an aid for those who wish to create and employ an alternate world setting for their fantasy role playing game. It is designed to give Gamemasters an idea of the essential elements of a fantasy realm, and provides ways to develop a rich, consistent foundation upon which to build as their campaign progresses. The details of the *CaL* guidelines will not be covered here because *CaL* is included in this book. A complete discussion of the key features of *CaL* can be found in *CaL* Section 1.0.

4.0 ARMS LAW & CLAW LAW

Arms Law & Claw Law (*AL&CL*)is a detailed combat system covering the mechanics of weapon attacks, animal attacks, martial arts attacks, moving maneuvers, fumbles, and critical strikes. It has been designed to provide a logical, detailed, manageable procedure for resolving combat between individuals and small groups. *AL&CL* also provides a tactical sequence to be followed when resolving melees involving from 2 to 30 combatants. It integrates spell casting, missile fire, maneuvers, melee, and opportunity action.

This combat system provides 30 weapon attack tables, each of which integrates the strengths and weaknesses of one specific weapon versus 20 different armor types. Additional guidelines are given for dozens of other weapons. *AL&CL* also provides animal attack tables and martial arts attack tables which handle all kinds of unarmed attacks. To handle specific, detailed occurrences during combat, *AL&CL* includes a moving maneuver table, a fumble table, and 5 critical strike tables.

When using *AL&CL*, any one attack can be resolved by making a single roll, adding any appropriate modifications, and cross-indexing the result on the appropriate attack table. If the attack is especially poor, a second roll may be required on a "fumble" table; if on the other hand the attack is especially effective, a second roll may be required on a critical table to determine specific damage. A player may kill or be killed with a single swing. Provisions are made for specific damages, such as the loss of an eye or limb, and for the results of such damage to the player, ranging from stunned inactivity to instant death.

5.0 SPELL LAW

Spell Law (*SL*) deals with the integration of spells and magic into a fantasy role playing environment. It provides characters with a wide variety of spell using options. Each spell user is allowed to "know" a relatively large number of spells, but usually he can only cast a few in a given time frame. Real skill in play is emphasized, since the choice of a spell and its application to a given situation become the key elements of success. To this end, *SL* describes over 2000 spells, organized into three "realms of power" and keyed to 15 different professions.

The spells in *SL* are organized into "spell lists", each of which consists of spells which are related in function or base application. A spell user becomes able to cast new spells by "learning" an entire spell list of related spells, not by learning individual spells. Normally, a spell user will not immediately be able to cast all of the spells on a list he has just learned. Higher level spells on such a list will only become castable as the spell user increases his experience, knowledge and efficiency by using the lower level spells on the same list.

Spell lists are grouped into categories based upon professions and realms of power (Channeling, Essence, and Mentalism). There are 162 spell lists divided into: 15 sets of professional "base" spell lists (i.e., spell lists learnable only by characters in that profession), 3 sets of "open" spell lists (one set for each realm of power), 3 sets of "closed" spell lists, and 3 sets of "evil" spell lists.

6.0 OTHER PLAY AIDS

Rolemaster is supported by a variety of play aids. Such products can decrease the time and effort required for the creation of an exciting game, and increase the amount of realism and detail obtained during play. These play aids include:

Creatures & Treasure™ (*C&T*) — ICE's compendium of information and statistics for three key elements of fantasy role playing: creatures, treasures, and encounters. It also includes guidelines and statistics for dozens of new races.

The *Rolemaster Companions*™ (*RMCs*) — Compendiums of new spell lists, new professions, new races, new monsters, and a variety of other optional material, rules, and guidelines.

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

Space Master™: ICE's science fiction role playing system is compatible with *Rolemaster*, allowing Gamemasters to inject sci-fi elements into their FRP games and vice versa. *Space Master* is a Science Fiction Gaming Trilogy that consists of three separate products: *Space Master: The Role Playing Game*™, *Space Master: Star Strike*™ (a fast paced simulation of interplanetary ship combat), and *Space Master: Armored Assault*™ (a simulation of tactical planetary combat).

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

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

7.0 OTHER RM MATERIAL

7.1 HEALING, INJURIES, AND DEATH

The challenge of adventure brings a risk of injury or death. This heightens the sense of danger and makes the rewards of successful adventuring all the much greater. A taste of fright starts the adrenaline running.

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

Body and Soul

In ***Rolemaster***, life is a union of body and soul. The body is a physical (or, in rare cases, enchanted) construct which accommodates the intangible soul or spirit. In turn, the soul gives the body life. Without a body, a soul dissipates and cannot interact in normal affairs. Absent a soul, a body is little more than an unordered organic sculpture destined to rot away.

Ways of Death

Death occurs when the body can no longer function (i.e., it cannot convey the soul) or the soul is destroyed. Typically, the body ceases to operate when it either:

1) receives a specific wound or series of wounds (i.e., critical strikes), **or**

2) shuts down due to pain or system shock (i.e., hits).

Once the body quits working, the soul will eventually depart. When the soul separates from the body any prospects for recovery are remote.

HEALING (7.1.1)

Because injuries and death are central to most FRP games, a Gamemaster 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. There are a number of means of healing.

1) Healing Spells — *Spell Law* provides a complete set of spells for healing by Clerics, Animists, Healers and Lay Healers. In a campaign game, healing spells might be available in towns and cities. The Gamemaster should experiment with costs and requirements for healing services. Options include everything from mercenary spell users requiring only money for their services to suspicious enchanters who will only heal "true believers" of their religion (or race). Large settlements might contain readily accessible healing runes.

2) Healing Herbs — The use of healing herbs or drugs forms one of the prime components of a well-rounded healing system. These cures augment the services of physicians and some herbs even simulate the effects of certain spells by producing miraculous cures. They are also portable, and are usually more available than high level healing spell users. The Gamemaster can experiment with the numbers, the prices and effects of herbs he feels are necessary in his game. A wide sampling of herbs (including prices, availability, effects, etc.) is provided in the Enchanted Herbs, Breads, and Poisons Price Chart located in ***RM*** Section 7.3.6.

3) **Medicine and First Aid** — Of course a Gamemaster should not ignore the mundane results of medicine and first aid. These services are often equal to the task of healing minor injuries or reducing the burden of major wounds or illness. *ChL* Section 14.1.4 describes the secondary skills of first aid and animal healing.

4) **Natural Healing** — The body often heals itself, albeit slowly. Even without the aid of spells, herbs, or medicine, an adventurer can rally from most injuries. The Healing Recovery Chart below gives the recovery time for a variety of injuries. Recuperation periods can be multiplied by a factor based on the character's race, modifications given in Race Abilities Table 15.5.1 in *ChL* Section 6.2.

HEALING RECOVERY CHART

This chart provides recovery times for most general injuries. When using it, apply the character's Constitution bonus to any roll. The result is the recovery time for light injuries. Multiply the figure by 5 for medium injuries and by 10 for severe injuries. Halve the recovery time if the victim is hospitalized or placed in some other special care.

	TYPE OF DAMAGE (in days)					
Roll	Burn	Bone	Tissue	Head	Organ	Muscle/ Tendon
01-15	3	5	3	10	9	7
16-35	2	3	2	7	6	4
36-65	2	2	1	5	4	3
66-90	1	1	1	3	3	2
91+	1	1	1	2	2	1

DEATH (7.1.2)

As noted above, death comes in more than one form, although it inevitably leads to the sundering of body and soul. These unfortunately fatal situations require elaboration.

Death Due to Concussion Hits (Massive Shock)

Depending on body development, a character is allotted a certain number of concussion hits (or simply "hits"). These hits reflect the amount of pain and bleeding the character can withstand before succumbing to shock or unconsciousness. Once a character receives a sum of hits equal to or greater than his concussion hit allotment, he passes out due to body shock.

Note: *Character Law Sections 2.4 and 3.8 describe body development and the acquisition of "hits."*

If a character receives more concussion hits than the sum of his total hit points plus his Constitution stat (see *ChL*, 2.4) he begins to die. After a number of rounds equal to his Constitution divided by 10 (rounded off), the character dies. 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.

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.*

Death Due to Critical Strikes (Major Wounds)

A character can also die due to a major wound or wounds. Occasionally a mortal blow or combination of blows will fell a character who has not yet received the number of hits necessary to send him into unconsciousness. In these cases, an attack or accident results in a critical strike (see *AL&CL* Section 6.0) which specifies damage to a particular part of the character's body. Should the critical strike description specify that the effects are fatal, the character dies in the prescribed manner and at the appointed time unless someone or something intervenes.

Example: *Argwinkle the Ranger gets drunk and falls off his camel. He rolls a Fall/Crush attack appropriate to the situation and, although he takes few hits, he receives a critical strike. He rolls again. The critical strike description states that he hits his head, fracturing his skull, and that he will die in 2 minutes (12 rounds). Unless someone repairs the damage in less than two minutes, Argwinkle is a goner.*

Death Due to Soul Destruction

A third form of death results from soul destruction. In these situations, the body may survive undamaged, but the character's spirit is forever gone. As a result, the character (being a particular individual) is irrevocably dead. Such a death invariably stems from a spell or some form of distasteful enchantment, so this plight is extremely rare.

The Effects of Death

There are two major effects of death:

1) the deterioration of stats due to a lack of oxygen flow to the brain following "death," and
2) the departure of the "soul" from the body.

Spells or herbs can halt the process of dying at any point. A "*Preservation*" spell or its equivalent medicine halts the deterioration of the stats, while a *Lifekeeping* spell stays the departure of the soul from the body. (See *Spell Law* for specific spell descriptions.) Healing the cause of death also halts both effects, but does not reverse them.

If the cause of death is healed before the soul leaves the body, the person is alive and functional (if there are no other injuries, and no stat is reduced to 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.

Deterioration of Stats Due to Death

The mental stats (Memory, Reasoning, Self Discipline, Empathy, Intuition and Presence) deteriorate first. Each round after a character dies, roll for each mental stat and consult the Stat Gain Table 15.1.2 in *ChL*. 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. Initially, only the temporary stats are reduced, not the potentials. Certain races add to the column number used; see the Race Abilities Table 15.5.1 in *ChL*.

Every hour after a temporary stat is reduced to 0 the potential for that stat is reduced by an amount rolled on column 6-7 of the Stat Gain Table 15.1.2 in *ChL*.

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 the Stat Gain Table 15.1.2 in *ChL* for each of these stats, and decrease each one by the amount shown. As with mental stats, a physical stat cannot fall below 0. However, any further deterioration is taken off of the stat's potentials.

If any stat falls to 0 or below, the stat stays at 0 and the character remains in a coma even if the cause of death is repaired. 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).

Example: *Snidepucker the Rogue dies after eating a poisoned bagel. Beginning the round after death, the GM rolls on the Stat Gain/Loss Table for each mental stat. Each result is subtracted from the given temporary stat. Soon Snidepucker's temporary Memory stat reaches 0. All further rolls regarding Memory act to reduce the potential Memory stat. Sixty rounds after death, the GM begins the same process for Snidepucker's physical stats. He will continue to roll on the Stat/Gain Loss Table until all the potential stats fall to 0.*

During a battle, a Gamemaster should keep track of how many rounds pass between death and the halting of the death process. Then after the resolution of the battle, he can make the calculation of stat reductions.

The 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 the Race Abilities Table 15.5.1 in *ChL*. Once it departs the soul can only be returned through the use of powerful spells or herbs (e.g., *Lifegiving*).

INJURIES (7.1.3)

Although death is a looming danger, injuries are much more common. Some injuries, however, effectively disable a character. Most make adventuring tough and, given their frequency, can present the characters with significant obstacles, including penalties or prohibitions applicable to the use of appendages, the deployment of senses, maneuvers, combat, or even simple travel.

Generally, injuries in ***Rolemaster*** only occur as a result of damage from a critical strike. As such, the injuries are often described quite specifically. This provides a tremendous variety of effects and adds flavor to the game. It also requires a very specific healing system, spells and herbs covering every possible plight. The healing spells found in *Spell Law* and the healing herbs found in the Enchanted Herbs, Breads, and Poisons Price Chart located in ***RM*** Section 7.3.6 are both designed to provide detailed descriptions covering any injury which might arise in an FRP game.

General Degrees of Injury

It is still helpful to categorize injuries in broad, manageable groupings. These enable the Gamemaster to apply certain general rules regarding recovery and effect.

1) **Light Injuries.** If a specific injury results in a penalty of -0 to -20, it is considered "light." In addition, light injuries include wounds which yield 1-5 hits per round as a result of bleeding.
2) **Medium Injuries.** Specific injuries which result in a penalty of -21 to -50 are considered of "medium" severity. Medium injuries also include wounds which yield 6-10 hits per round as a result of bleeding. Fractures with an unspecified penalty are medium injuries.
3) **Severe Injuries.** Should a specific injury result in a penalty of -51 or more, it is "severe." In addition, severe injuries include shattered bones and wounds which yield more than 10 hits per round as a result of bleeding. Any wound which destroys an organ (e.g., eye, kidney, etc.) or renders it inoperable for more than 1 day is also severe.

Treatment

Even after an injury is treated, however, recovery is rarely instantaneous. The Gamemaster must still consider the effect of the wound after treatment. For instance, how long does it take to recover? Will there be any permanent damage (e.g., a lowering of stats)? What effect does the wound have on the character while he is recovering?

The form of treatment for a given injury is normally prescribed by:

1) the description of the wound, or
2) by the explanation of the spell, medical technique, or herb employed.

Some injuries, for instance, are healed by spells with descriptions that require the victim to remain immobilized during treatment. Certain herbs must be administered with an external compress which cannot be jarred. Whatever the treatment, the procedures should be followed, lest the treatment fail.

First Aid

First aid can be employed by virtually anyone, but has limited effectiveness. Essentially, the actor must make a successful Static Action (see *ChL* Section 3.3 and Table 15.3.2) in order to aid the victim. This roll is modified by the actor's First Aid secondary skill bonus (see *ChL* Section 14.1.4). Anyone having a "0" First Aid skill rank operates with a skill rank bonus of -25.

First aid skills enable a character to heal any **light injury**, so long as he utilizes the necessary equipment (e.g., a compress and bandage for light bleeding, splints or slings for light sprains or fractures, etc.). In addition, this skill can be used to slow or halt the effects of medium or severe injuries. For example, you can reduce any bleeding rate by 5 hits/round, or more if you use a tourniquet; you can set a medium fracture and stop any associated deterioration. First aid is generally ineffective when dealing with medium or severe nerve or organ damage.

Once healed in this manner, the victim cannot engage in any activity that might strain the wounded area without losing the benefits of the first aid. For instance, the victim probably cannot fight move at a pace faster than a walk without reinjuring himself.

Recovery from Wounds

Most spells and some herbs specify recovery time. Where they do not, use the Healing Recovery Chart, which gives some suggested recovery times for general injuries. As a general rule, the recuperation period for multiple injuries equals that of the worst wound plus half the cumulative recovery time for all other concurrent wounds.

Example: *As a result of a swindle, Onree moves into an unsound tower. A storm erupts and the tower collapses in the wind. Onree receives a severe head wound (recovery time 30 days), a medium bone wound (recovery time 6 days), and a light tissue wound (recovery time 1 day) in the ensuing fall. Assuming he is healed, his total recovery time is 33.5 days (30 + 3 + .5). Poor Onree.*

While recovering, a character's penalty gradually declines. To determine the rate at which the character returns to normal health, divide the penalty by the recovery time (in days). The result is the daily reduction in character's penalty. Round off any fractions and apply any leftover penalty to the amount recovered the first day. If the recovery time is less than or equal to two days, the Gamemaster may wish to determine recovery on an hourly basis.

Example: *Onree received a total penalty of -70 as a result of his plunge. If his recovery time is 33.5 days, he divides 70 by 33.5, yielding a restoration rate of 2.09. He rounds this to 2. So, Onree's penalty is reduced by 2 each day of recuperation. Since 2 times 33.5 equals only 67, there is a 3 remainder. This is applied to the first day of recovery, meaning that Onree's penalty is reduced by 5 during one day.*

When an injury description specifies that the organ, appendage, etc. is useless, the penalty is considered -100. Recovery usually begins when the area is healed.

If a critical strike description specifies that an area of the victim's body is useless or at a subtraction for a set period, it is assumed to be penalized accordingly for the entire prescribed period. However, once the period passes, recovery begins as if the area was healed. Any healing during the set period with start the recovery in motion earlier.

Recovery from Hits

Concussion hits heal at a rate of 1 per hour if the victim is resting. Should the victim be active, the rate drops to 1 every three hours.

Permanent Damage

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.

As a loose rule of thumb, a character might receive permanent damage only in case of a severe wound. In such a situation, have the character make an open-ended 1-100 roll and add a number equal to his Constitution (not simply the Co bonus). Should the result exceed 100, there is no permanent damage. If it falls short of 101+, ascertain the difference between the roll and 101. The greater the difference, the worse the permanent damage.

DISEASE (7.1.4)

Disease strikes almost everywhere at on time or another. In ***Rolemaster***, it can be the result of a Random Event roll (see the Random Events Chart in *CaL* Section 3.3.3), a part of a character's makeup (e.g., Skhan has a hereditary disease which leads to a drooling problem), a spell, or a simple decision/calculation on the part of the Gamemaster that a specific setting is suffering.

A person attacked by a disease must make a resistance roll, comparing his own level with that of the disease. (Use the Resistance Roll Table 15.1.5 in *ChL*.) The victim adds his Constitution stat bonus and his Race bonus to the roll. When the poor victim fails the RR, the GM should determine the degree of failure by comparing the adjusted RR with the number needed to succeed. Unless the disease is described otherwise (e.g., the disease delivers only moderate effects), the amount by which the RR was failed indicates the severity of the effect as follows:

RR Failure	Effect Severity
01-25	mild
26-50	moderate
51-100	serious
101+	extreme

A variety of diseases are described in the Disease Chart below. For convenience's sake, they are grouped in 5 categories, according to effect/transmission:

1) pneumonic
2) bubonic
3) psychiatric
4) genetic
5) chemical

Recuperation from the effects of disease should be analogous to recovery from injuries.

POISONS (7.1.5)

Like diseases, poisons add spice and intrigue to a game. Some characters use them to coat weapons, while others perish after ingesting a tasty but poisonous draught. Their hidden dangers are frightening.

Poisons come in many forms. A variety is detailed in the Poison Chart below. Specific poisons are listed in the Enchanted Herbs, Breads, and Poisons Price Chart located in ***RM*** Section 7.3.6. In both cases they are grouped in six effect categories:

1) circulatory
2) conversion
3) muscle
4) nerve
5) reduction
6) respiratory

Handle resistance rolls versus poison according to the disease RR guidelines above. Recovery from the effects of poisons should proceed in a manner similar to recovery from injuries. For more on poisons, see *Creatures & Treasures* Section 2.5.

POISON CHART

The following chart delineates the impact of six categories of poisons, based on their severity of effect (severity level). Effects are cumulative, so that a victim beset with two impairments — one reducing his activity by -15 and the other by -25 — is actually at -50. A victim experiencing serious effects must also weather moderate and mild effects. The effects of upper level severities include all the lower severity results in the same category.

Time of Effect — The time at which an effect sets in is variable; however, greater effects cannot precede lesser effects, although they can be simultaneous. GMs should roll the time for the severest effect first, thereby dictating the upper limit for lesser symptoms.

Area of Effect — The area affected by a poison often varies as well. Sometimes the victim's actions or the attack dictate the point of entry and the area first affected (e.g., a maneuver of critical strike indicates that the snake injects the nerve poison in the victim's leg), but occasionally there will be no indication of the initially affected spot. In this case, use the following location chart.

Variety	**Areas Affected** (Suggested Sequence)
Circulatory	feet, legs, hands, arms, abdomen, chest, neck, head.
Conversion	kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Muscle	hands, arms, shoulders, feet, legs, hips, jaw, nose, ears, eyes, bowels, heart.
Nerve	extremeties, eyes, mouth, brain.
Reduction	kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Respiratory	lungs, throat, brain.

EFFECT DESCRIPTIONS

The following descriptions are general in nature. Specific effects of certain poisons will vary, even if classified according to these categories. For poison descriptions located elsewhere in ***Rolemaster***, ***Space Master***, or *Shadow World*, treat the stated effect as extreme, applying the mild, moderate, and severe effects from this chart if the victim's RR indicates a lesser severity level.

CIRCULATORY POISONS

Mild — Beginning in 1-50 rnds and lasting 1-50 hours: swelling around the point of injection or ingestion; drowsiness (-15); slightly blurred vision (-25).

Moderate — Beginning in 3-30 rnds: lessening of motor coordination in legs (-25 for leg maneuvers) and arms (-25 for hand maneuvers); mild euphoria (-20).

Severe — Beginning in 5-50 rnds: discoloration and chills; incapacitating headaches (no activity; 1-10 hits/rnd until unconsciousness or coma).

Extreme — Beginning in 10-100 rnds: death due to circulatory failure (i.e., oxygen starvation and associated waste poisoning).

CONVERSION POISONS

Mild — Beginning in 5-50 rnds: Queasiness and an upset stomach (2-20 hits; -20).

Moderate — Beginning in 10-100 rnds: painful vomiting (3-30 hits; 10% chance of incapacity each round).

Severe — Beginning in 2-200 rnds: partial conversion (1-100%) of bodily tissue to another form (with associated disability; death if area affected is a critical organ); victim at -51 to -100; lapse into unconsciousness 1-50 rnds after initial severe effect.

Extreme — Beginning in 20-200 rnds: complete transformation of bodily tissue to another form; death if area critical to survival.

MUSCLE POISONS

Mild — Beginning in 3-30 rnds: lightheadedness and swelling (-10); pain (1-5 hits/rnd).

Moderate — Beginning in 5-50 rnds: moderate loss of overall coordination (-30); in any given round, there is 5% chance muscles necessary to given action will not operate.

Severe — Beginning in 1-10 hours: fever and sweating; lapse into unconsciousness for 1-10 days.

Extreme — Beginning in 1-50 hours: death due to overall muscle failure (e.g., cessation of heart activity).

NERVE POISONS

Mild — Beginning in 1-10 rnds: mild loss of thought and motor coordination (-30).

Moderate — Beginning in 1-20 rnds: nervous system shock (5-50 hits; -75).

Severe — Beginning in 2-20 rnds: stroke (-100); temporary stats reduced by 1-80 (D100 roll, ignoring 81-100).

Extreme — Beginning in 2-50 rnds: Death due to brain failure.

REDUCTION POISONS

Mild — Beginning in 10-100 rnds: great pain (4 hits/rnd until unconscious).

Moderate — Beginning in 20-200 rnds: bleeding through pores (3 hits/rnd).

Severe — Beginning in 30-300 rnds: incapacitation; after 1-100 minutes lapse into coma lasting 1-100 days.

Extreme — Beginning in 1-10 hours: death due to dissolution of vital tissue , destuction of associated organs (e.g., liver reduced to fluid).

RESPIRATORY POISONS

Mild — Beginning in 1-20 rnds: mild euphoria (-20).

Moderate — Beginning in 2-20 rnds: significant euphoria (-50); choking pain (1-5 hits/rnd for 1-100 rnds).

Severe — Beginning in 1-100 rnds: uncontrollable coughing (1-10 hits/rnd for 1-10 rnds); lapse into unconsciousness; 50% chance of coma for 1-10 days.

Extreme — Beginning in 2-200 rnds: death due to respiratory failure and associated oxygen starvation.

DISEASE CHART

This chart describes the effect of five categories of diseases, based on their severity level. The categories are ordered according to the type of transmission/effect:

1) **Bubonic** — Includes any viral or bacterial disease resulting from organisms which reside in the blood or other precious bodily fluids. Often transmitted by flea bites, etc.
2) **Chemical** — Includes all forms of chemical dependence on (i.e., addiction to) herbs/drugs, alcohol, etc. or slow physical deterioration as a result of chemical alteration.
3) **Genetic** — Includes hereditary diseases such as dyslexia, hemophilia, sickle-cell anemia, etc.
4) **Pneumonic** — Includes any viral or bacterial disease carried in the air (e.g., transmitted by mist or breath).
5) **Psychiatric** — Encompasses neuroses (e.g., anxieties, obsessions, phobias, etc.) and psychoses (e.g., multiple personality, psychopathy, etc.).

EFFECT DESCRIPTIONS

These general descriptions and specific effects of certain diseases will vary, even if classified according to these categories. For disease descriptions located elsewhere in ***Rolemaster***, ***Space Master***, or *Shadow World*, treat the stated effect as extreme, applying the mild, moderate, and severe effects from this chart if the victim's RR indicates a lesser severity level.

As with poisons, the effects are cumulative, so that a victim beset with two impairments — one reducing his activity by -20 and the other by -15 — is actually at -35. A victim experiencing serious effects must also weather moderate and mild effects. The effects of upper level severities include all the lower severity results in the same category. See the Poisons Chart for a description of the time and area of effect.

BUBONIC

Transmission: Injection.

Description: Strikes in 1-10 days.

Mild — rashes; mild glandular swelling; fever (-15).

Moderate — inflammations and swelling in the glands, particularly in the armpit and groin areas (-25); puss-filled infections (10% chance of immobilization for each limb or eye).

Severe — lesions ooz puss; bleeding through pores; high fever; complete immobilization (50% chance of coma for 1-50 days).

Extreme — death due to viral or bacterial infection in 1-20 days.

CHEMICAL

Transmission: Ingestion.

Description: Strikes after continued exposure or use. Chemical dependence requires continued use or withdrawal symptoms will occur.

Mild — no significant permanent damage; withdrawal results in mild spasms, sweating, and irritability for 2-20 days (-15).

Moderate — occasional hallucinations (5% chance -25); intermittent spasms (5% chance -35); double vision (10% chance -40); impaired Memory and Agility (-1 to -10 temp stat); withdrawal results in immobility for 1-10 days (5% chance of death).

Severe — frequent hallucinations (10% chance -50); intermittent fevers; shaking; weakened temporary stats (each 1 + [-1 to 100]); withdrawal results in immobility for 2-20 days (20% chance of death)..

Extreme — slow death (1-50 months) due to destruction of internal organs (e.g., liver, kidneys, intestines); withdrawal results in immobility for 3-30 days (40% chance of death).

GENETIC

Transmission: Hereditary.

Description: Strikes prior to outset of character's entry into game or at a random moment during the game (e.g., whenever he rolls and unmodified 123).

Mild — 01-80 = an alergy (D10: 1. dairy products, 2. oak, 3. grass, 4. chocolate/cacao, 5. a specific type of beast, 6. alcohol, 7. a specific type of herb, 8-9. ragweed, 10. tanning juices or oil); 81-100 = mild dyslexia (double dev cost for written languages).

Moderate — 01-30 = epilepsy (any unmodified roll of 01 by character results in immobilizing seizure lasting 1-100 rnds); 31-50 = colorblindness (D10: either 1-2. complete, 3-5. blue/orange, or 6-10 red/green); 51-80 = pronounced dyslexia (quadruple dev cost for written languages); 81-00 = narcolepsy (any unmodified roll of 02 by character results in 1-20 rnds of unstirrable sleep).

Severe — 01-20 = cell anemia (character immune to specific disease such as malaria but has a -25 Con penalty and bleeds at 2x normal rate); 21-60 = hemophilia (character bleeds at 4x normal rate); 61-100 = diabetes (30 Con penalty and character must prepare own food specially or suffer 50% chance of coma for 1-10 hours).

Extreme — death in 1-100 days due to a cancer, or some extreme form of the plights listed above.

PNEUMONIC

Transmission: Inhalation.

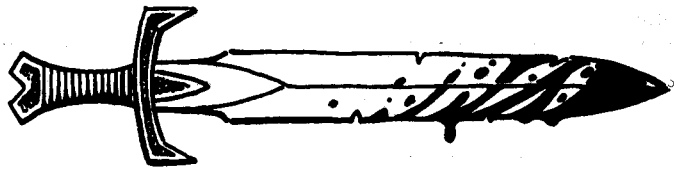
Description: Strikes in 1-100 hours after exposure.

Mild — fever; sweating; dizziness (-20).

Moderate — raging fever (-25); infected wounds (if any -50); instability (-50 to MM and missile attacks);

Severe — immobilizing coma for 1-100 day;

Extreme — death due to viral or bacterial infection in 1-100 hours.



PSYCHIATRIC

Transmission: Environment.

Description: Strikes randomly, often as a result of trauma.

Mild — mild neuroses include: 01-10 = stuttering; obsessions such as 11-25 = cleanliness and 26-40 = directed grudges; and light phobias such as 41-75 = vertigo (-50 to balancing maneuvers) and 76-100 = claustrophobia.

Moderate — strong neuroses include: 01-75 = strong phobia (D10: 1. groups, 2. open spaces, 3-4. heights, 5-6. confined spaces, 7. water, 8. a specific animal, 9. storms, 10. riding); 76-100 = sexual disorder (D10: 1-3. fetish for particular type of object, 4-5. voyeurism, 6-7. sexual addiction, 8. cross-gender attraction, 7. exhibitionism, 8. compulsive sexual attraction to children or dead bodies, etc., 9. sadism, 10. masochism).

Severe — psychoses include: 01-25 = manic/depression; 26-50 = paranoia; 51-75 = schizophrenia; 76-90 = hysteria; 91-100 = multiple personalities.

Extreme — death in 1-50 weeks due to suicide (01-90) or murder/suicide (91-100).

7.2 MOVEMENT, ENCUMBRANCE, AND EXHAUSTION

R M

This section deals with tactical movement (i.e., movement on a round by round basis) **and** the effects of carrying encumbering loads **and** the results of exertion and exposure to severe elements.

MOVEMENT (7.2.1)

A character's movement rate in a given round is based upon his Base Movement Rate (Base Rate), his Pace, and possibly a maneuver roll. A character's movement rate for a given round is obtained by multiplying the character's Base Rate by his Pace (and possibly modified by the result of a maneuver roll).

Movement Rate = (Base Movement Rate) x (Pace Multiplier) x (Maneuver Roll Result / 100)

The assumptions made for this movement system are: (1) a 100 Quickness for a 6' tall Common Man will result in a "world class" sprinter; and (2) the average character (Quickness 25-74) walks at 3.43 miles per hour.

Base Movement Rate

The Base Movement Rate for an average Common Man is 50'/round. This can be modified for specific characters by a number of factors: the Quickness stat bonus, any race stat bonus modification, any armor Quickness penalty, a "stride" modification, and an encumbrance penalty. Each character should be able to calculate several standard Base Movement Rates for various situations (e.g., carrying all equipment, carrying weapons and armor only, having dropped backpack, etc.).

Quickness Stat Bonus: The chart below can be used for obtaining the Base Movement Rate due to stat alone. Simply use the character's Quickness stat; the resulting figure is the number of feet the character can move at a "walking pace" in a ten second battle round (assuming he is healthy, unencumbered, and has no armor maneuver penalty).

MOVEMENT RATE CHART

Quickness	Quickness Stat Bonus	Base Movement Rate
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'

Note: *Some GM's may wish to use the average Quickness and Agility when using this chart (see ChL Section 14.1.2).*

Racial Quickness stat bonus modification: This modification is based upon a character's race (see *ChL* Section 6.2 and *ChL* Table 15.5.1) and is added directly to a character's Quickness stat bonus and directly to the character's Base Movement Rate.

Armor quickness penalty: This penalty can modify the Base Movement Rate, but only to the extent of canceling the Quickness stat bonus (and racial bonus). In other words, if only the Quickness stat bonus (and racial bonus) and the armor bonus penalty (see *ChL* Table 15.3.3) are considered, the resulting Base Movement Rate can not fall below 50'/rnd. This factor may be partially cancelled by a character's Strength bonus (see ***RM*** Section 7.2.2). The Base Movement Rate can fall below 50 because of other factors such as stride, encumbrance, etc.

Stride Modification: The Base Movement Rate is also modified 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 large Quickness bonuses 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. One of the following **stride modifications** is added to the Base Movement Rate:

STRIDE MODIFICATION CHART

Height	Modification Due to Stride
7'10" — 8'3"	+20
7'4" — 7'9"	+15
6'10" — 7'3"	+10
6'4" — 6'9"	+5
5'10" — 6'3"	0
5'4" — 5'9"	-5
4'10" — 5'3"	-10
4'4" — 4'9"	-15
3'10" — 4'3"	-20
3'4" — 3'9"	-25
2'10" — 3'3"	-30
2'4" — 2'9"	-35
1'10" — 2'3"	-40

Encumbrance Penalty: A character's Base Movement Rate may be reduced due to the amount of weight he carries. This factor is discussed in the next section (7.2.2).

Pace

Each round a character must decide the Pace at which he wishes to move. This Pace has three effects on actions during that round:

- Determines the movement rate (pace multiplier x Base Movement Rate)
- Determines the difficulty of any movement maneuver required
- Determines how many "exhaustion points" are expended (see ***RM*** Section 7.2.3).

The following chart summarizes those effects:

PACE CHART

Pace	Pace Multiplier	Normal Maneuver Difficulty	Exhaustion Point Cost/Rnd
Walk	1x	none	1 every 30 rnds
Fast Walk/Jog	1.5x	routine	1 every 6 rnds
Run	2x	easy	1 every 2 rnds
Sprint/Fast Run	3x	light	5/rnd
Fast Sprint	4x	medium	25/rnd
Dash	5x	hard	40/rnd

Encumbering loads (see ***RM*** Section 7.2.2) and armor will prevent anyone from reaching certain speeds (regardless of their bonuses). A super character with racial adds to his +25 bonuses for Quickness and Strength 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 (depending upon his armor). The following prohibitions apply:

PACE LIMITATIONS CHART

Penalty	Prohibited Pace
Armor Qu Penalties -10 to -15	Dash
Armor Qu Penalties -16 to -45	Dash, Fast Sprint
Armor Qu Penalties -46 plus	Dash, Fast Sprint, Sprint
Up to 2x Wt. Allowance	None
From 2x up to 4x Wt. Allowance	Dash
From 4x up to 6x Wt. Allowance	Dash, Fast Sprint
6x Wt. Allowance and up	Dash, Fast Sprint, Sprint

Movement Maneuvers

Use the maneuver chart for movement under 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 15.3.1 in *ChL*. Simply determine the appropriate difficulty (from the Pace Chart, or by GM assignment); the result is the percentage of the distance they would normally move given their rate of speed. It is possible to move faster than normal due to this process.

Example: *Bandring is fleeing from the dreaded Malevolent Moose. He has a Base Movement Rate of 60'/rnd, he is running, and thus he would normally move 120' per round. Due to the pressure of the chase, however, the GM asks him to roll on the Maneuver/Movement Table. Bandring knows the terrain, so the difficulty is "Easy" (see Pace Chart). Bandring rolls an adjusted D100 and the result is '100'. He moves the full 120 feet. Had he rolled lower and gotten a '50' result, he would move but 60' that round. Had the chase been at night a higher difficulty category may have been applicable.*

ENCUMBRANCE (7.2.2)

The problems associated with wearing armor and other coverings ("non-dead" weight) are covered elsewhere (see the Maneuver/Movement Table 15.3.1 in *ChL* and the Armor Table 15.3.3 in *ChL*). Here we are dealing with "dead weight," that which one carries rather than wears. The encumbrance penalties discussed here apply to the Base Movement Rate (see ***RM*** Section 7.2.1).

Basically, each character has a "weight allowance" equal to 10% of his own weight. If he is carrying dead weight less than or equal to his weight allowance, he has no encumbrance penalty. A character's encumbrance penalty is based upon the number of increments of "weight allowance" that the dead weight consists of (see the Encumbrance Chart). A character's Strength stat bonus may cancel some or all of his encumbrance penalty.

The following steps should be taken to calculate encumbrance penalties:

1) Calculate the normal body weight for the character.
2) Calculate the character's weight allowance (10% of his weight).
3) Determine how much "dead weight" (in pounds) the character is carrying; this is his "load."
3) Divide the load by the weight allowance.
4) Determine the encumbrance penalty using the chart below.

ENCUMBRANCE CHART

Number of weight allowance units in load		Encumbrance Penalty
More Than	*Less Than or Equal to*	
0x	1x	0
1x	2x	-10
2x	3x	-20
3x	4x	-25
4x	5x	-30
5x	6x	-35
6x	7x	-40
7x	8x	-50
8x	9x	-60
9x	10x	-70
10x	11x	-80
11x	12x	-90
12x	13x	-100
13x	14x	-110
14x and up		-120

Strength Stat Bonus: Once a character has determined his encumbrance penalty, his Strength stat bonus may be used to cancel all or part of this penalty. If his Strength stat bonus is greater than his encumbrance penalty, the difference may be used to cancel all or part of the character's armor Quickness penalty.

EXHAUSTION (7.2.3)

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 exhaustion due to melee and bow fire.

Each person has a base number of exhaustion points equal to his Constitution stat. This is the number of points he can expend before he has to rest and/or recuperate. (e.g., when fully rested a character with a Constitution of 90 would have 90 exhaustion points). Characters who have used all of their exhaustion points are at -100 to all activities and must rest. Expended exhaustion points may be recovered at a rate of one per round rested.

Exhaustion due to Pace: Each round that a character moves he expends exhaustion points at a rate determined by his Pace. This rate ranges from 1 every 30 rounds for a Walking Pace to 40 per round for a Dash Pace. These rates are listed in the Pace Chart in ***RM*** Section 7.2.1. A character without sufficient exhaustion points to complete a full round at a given pace cannot travel at that rate of speed.

Example: *An unencumbered Bandring travels 50' per round (i.e., his Base Movement Rate is 50) when walking. His Constitution is 90 and he can walk for 2700 rounds (450 minutes) without a rest but he would be totally exhausted thereafter. If he were to sprint he could move at a rate of 150' per round; but he would exhaust his 90 exhaustion points in 18 rounds (3 minutes) at that pace (5/round x 18 rounds = 90). If Bandring were moving in a breastplate and with a 3x weight allowance load, his Base Movement Rate would be reduced to 20' per round and he would have to "Sprint" (and exhaust himself as indicated) in order to cover 60' per round.*

Exhaustion and Combat: When fighting, a character necessarily expends more energy than he would while walking. Thus, the following expenditures should apply.

COMBAT EXHAUSTION CHART

Character's Situation	Exhaustion Point Expenditure
Melee	1 every 2 rnds
Missile Fire	1 every 6 rnds
Concentration	1 every 6 rnds

Exhaustion modifiers: The following factors may affect the way a character expends exhaustion points. They provide detail, but may be considered optional. Only one modifier of a given type should be applied (e.g., one temperature mod., one terrain mod., one time without sleep mod.).

EXHAUSTION MODIFIER CHART

Factor	Modification to Exhaustion Points Expended
Temp. above 100°F	2x
Temp. above 120°F	4x
Temp. above 130°F	8x
Temp. below 20°F	2x
Temp. below -10°F	3x
Temp. below -30°F	5x
Temp. below -50°F	8x
Rough Terrain	2x
Mountainous Terrain	3x
Sand	3x
Bog	4x
Hits or wounds above 25%	2x
Hits or wounds above 50%	4x
More than 10 hours without sleep	2x
More than 15 hours without sleep	3x
Increase Mod. by 1 for each additional 5 hrs without sleep.	

SUMMARY (7.2.4)

Base Movement Rate = 50 feet per round

+	Quickness stat bonus	(see ***RM*** Section 7.2.1)
+	race Quickness stat bonus	(see *ChL* Table 15.5.1)
+	*stride modification*	(see ***RM*** Section 7.2.1)
+	encumbrance penalty	(see ***RM*** Section 7.2.2)
+	armor Qu penalty	(see *ChL* Table 15.3.3)
+	Strength bonus	(only cancels previous 2 modifications)

Example: *Bandring is a High Man (race Quickness stat bonus of -5) with a Quickness of 90 (stat bonus of +10). He is 6' 7" tall so his stride modification is +5. His weight is 220 pounds and he is carrying 27 pounds of dead weight; thus his encumbrance penalty is -10, since 27 lb. is between 1x and 2x his weight allowance of 22 lb. (10% of his weight of 220). His Strength of 85 (bonus +5) plus his race ST stat bonus (+10) will cancel this encumbrance penalty, but it will not add anything to the Base Maneuver Rate. Bandring wears AT 14 with a standard Quickness Penalty of -10. This armor penalty is reduced to -5, since 5 of this penalty is canceled by his Strength bonus of +15 and because his encumbrance penalty was only -10. His armor QU penalty can never exceed -5 because his total QU bonus is only +5.*

So his Base Movement Rate is:

55 = 50 (standard movement rate) + 5 (stride modification)
+10 (Qu stat bonus) -5 (race Qu stat bonus)
-10 (encumbrance penalty) -10 (armor penalty)
+5 (St stat bonus) +10 (race St stat bonus)

MOVEMENT PROCESS SUMMARY

1) Determine current Base Movement Rate (see above).
2) Determine Pace (check restrictions).
3) Movement Rate / round = (Base Movement Rate) x (Pace multiplier).
4) If pressure situation, make a maneuver roll (Section 7.2.1).
5) Expend exhaustion points (Section 7.2.4).

7.3 EQUIPMENT AND COMMERCE

The infinite variety of cultures, places, and situations found in FRP games makes it impossible to completely generalize economic systems and prices. The GM has to tailor these tables to his own campaign. Suffice it to say that the cost of any good varies with locale and circumstance. Still, some comparative standard proves helpful.

COINAGE STANDARDS (7.3.1)

Each world usually has one or more of its own coinage systems. Some are based on the worth of the coins' component material or craftsmanship; others are tied to the society's faith in the coins' producer or guarantor (e.g., the government backs their wooden nickles).

Obviously, a world rich in varying political entities and cultural groups rarely relies on only one coinage system. Silver might be worth more than gold in certain regions, while other locales may value stone pieces or have no coinage at all. Barter, after all, is the norm in most places lacking a central authority. We do suggest, however, that the GM establish a comparative standard in order to regulate exchange. This enables folk to compare the value of their goods, even if they are simply trying to trade six ferret skins for a sheep hide. It also makes it easy to weave a localized jade-based economy into an imperial system that embraces silver as its standard.

We suggest the following comparative exchange system, using coins of a uniform one quarter ounce weight:

Coin	Abbreviation	Breakdown
1 Mithril piece	mp	= 100 gold pieces
1 gold piece	gp	= 10 silver pieces
1 silver piece	sp	= 10 bronze pieces
1 bronze piece	bp	= 10 copper pieces
1 copper piece	cp	= 10 tin pieces
1 tin piece	tp	= 10 iron pieces (ip)

This system revolves around a gold standard, since a gold piece is the most valuable commonly used currency, although Mithril is more precious and silver coins are in much wider circulation. The GM may wish to tinker with the coin weights (e.g., using half-ounce or tenth-ounce currency), or add his own material standards (e.g., a jade piece [jp] = 2 sp). He might wish to remove bronze, tin, and iron pieces from general use, leaving copper coinage as the effective floor. Whatever the GM desires, this system works as a suggested guide and is employed in the price charts found in ***RM*** Section 7.3.4.

Note: *When using this exchange system in conjunction with prices listed in a radically different currency, it is suggested that the GM try to determine a one for one exchange equivalent for at least one type of coin. For instance, when using ICE's* ***Space Master*** *game system in conjunction with* ***Rolemaster****, note that 1 elmonit (electronic monetary unit) or 1 monit (monetary unit) is equivalent to 1 silver piece.*

COMPUTING PRICES (7.3.2)

The cost of a good involves a number of factors. The first factor is character of the item itself, the potential utility of its basic design (e.g., a hand axe is good for fighting and chopping wood). Assuming standard materials, the typical design is reflected in the item's *base cost* (available from the Price Charts in ***RM*** Section 7.3.6). This base cost may then be modified by "base cost multipliers" for special materials, special size, and special design. Any set costs for the materials themselves are also added.

Special or magical properties (see *SL* Section 9.2) will mean additional costs for each property. The first special or magical property (i.e., the most expensive one) that an item has will add a set cost for that type of property. A second property (i.e., the next most expensive one) will add double the set cost for that type of property, a third will add triple the set cost, etc.

Intrinsic Value =

Base Cost x (sum of appropriate base cost multipliers)
+ material cost if required
+ 1 x (cost of most expensive special/magical property)
+ 2 x (cost of next most expensive special/magical property)
+ 3 x (cost of next most expensive special/magical property)
+ etc.

CALCULATING COSTS

(Step 1) **Base Cost:** Cross-index the item on the Price Charts found in ***RM*** Section 7.3.6. The price given in the table is the item's *base cost.*

(Step 2) **Base Cost Multipliers:** To determine the item's adjusted base cost, add up the appropriate multipliers for special materials, size, and design (see ***RM*** Section 7.3.3). Then, multiply the item's *base cost* by this sum.

(Step 3) **Material Cost:** Add the cost of the material used to make the item. Often, a GM will want to just include this as part of the special materials cost multiplier, but in certain circumstances, an especially poor or especially rich supply of such material may cause a variance in costs.

(Step 4) **Calculating the Property Costs:** Calculate the set cost for each special or magical property. Each of these properties will have a set cost based upon a number of factors. ***RM*** Section 7.3.4 explains how to calculate this set cost for a number of standard properties. A GM may wish to establish his own processes calculating the set costs for additional properties (see *SL* Section 9.2).

(Step 5) **Adding the Property Costs:** Add the most expensive set cost for a property (if any), then add double the next most expensive cost (if any), then add triple the next most expensive cost (if any), and continue until there are no other properties. The resulting cost is the item's *intrinsic value.*

(Step 6) **Purchase or Resale:** When a character attempts to buy or sell an item, he will not always pay or receive the actual *intrinsic value* of the item. ***RM*** Section 7.3.5 discusses how to handle this process.

Example: *The Monk Clu Endise wishes to purchase a broadsword (a 1 gp base cost). He wants it to have a +10 magic bonus (40x base cost multiplier) and a weight which is 80% of normal (2x base cost multiplier). So the base cost of 1 gp is multiplied by the sum of the multipliers (42) to obtain: 42 gp = 1 gp x 42. The GM decides that the material necessary for the sword are readily available and so does not require an additional material cost. Clu wants the sword to have two properties: + 2 spell adder (cost: 200 gp, since a sword is "rod-sized) and "Elf-slaying" (cost: 500 gp). So the item's intrinsic value is:*

942 gp = 42 gp + 1x(500 gp) + 2x(200 gp)

BASE COST MULTIPLIERS (7.3.3)

The modifiers presented in this section are designed to be used with all the basic cost values found in ***Rolemaster***, and are balanced for use with any GM's price charts.

These multipliers are cumulative in that they are summed before they modify the base cost (see ***RM*** Section 7.3.2). A single item may only incorporate one "bonus" **and** one "weight decrease."

WEIGHT DECREASES DUE TO MATERIAL AND DESIGN

% Of Min Normal Weight	Base Cost Modifier
95%-100%	1.5x
80%-94%	4x
60%-79%	8x
40%-59%	20x
20%-39%	100x
0%-19%	500x

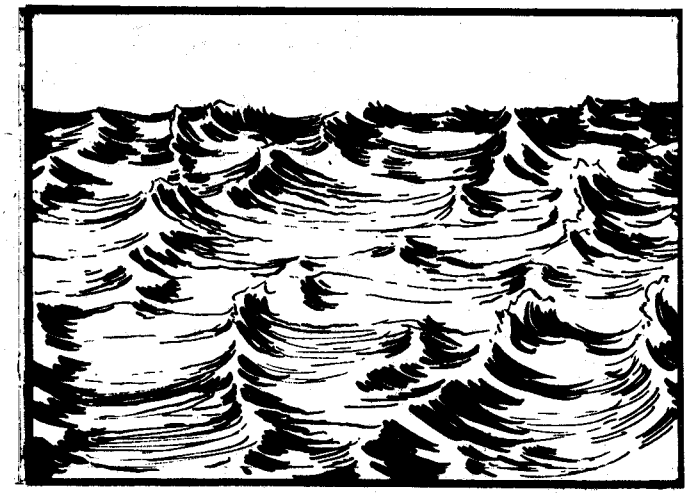
BONUSES DUE TO SPECIAL MATERIAL AND MAGIC

Bonus	Example Material	Base Cost Modifier*	Note
-50	Stone	.1x	(-15)–(-30) for crushing tools.
-30	Wood	.1x	(-20)–(-40) for crushing tools.
-20	Bone	.25x	Supposes hardened bone.
-10	Bronze	.5x	Copper/tin alloy.
+0	Iron	1x	Typical material.
+5	Low Steel (I)	5x	Non-magic iron/carbon alloy.
+10	High Steel (II)	20x	Non-magic alloy of iron/carbon/variable element(s).
+15	White Alloy	100x	Non-magic alloy of iron/carbon/titanium.
+20	Black Alloy	500x	Non-magic alloy of iron and meteoric metals.
+5	Enchanted Iron	10x	Magic iron.
+10	Enchanted Steel I	40x	Magic low steel.
+15	Enchanted Steel II	200x	Magic high steel.
+20	Mithril Alloy	1000x	Magic true-silver alloy.
+25	Laen	5000x	Magic true-glass.
+30	Eog	10000x	Magic true-steel.

*—Cost Multiplier 1x if item is normally made from material(s) with a lower bonus than that given iron.

BONUSES DUE TO HEAVIER DESIGN

Bonus	Base Cost Modifier	% of Max. Normal Weight	Modification to Min. Maneuver Penalty
+5	2x	120%	5
+10	5x	140%	10
+15	10x	160%	15



SET COSTS FOR SPECIAL/MAGICAL PROPERTIES (7.3.4)

The modifiers presented in this section are designed to be used with all the basic cost values found in ***Rolemaster***, and are balanced for use with any GM's price charts. Unless otherwise noted, the additional cost is reckoned in gold pieces.

Special/Magical properties include Implanted Spells, Bonus Spell Items, Enchanted Items, and Special Items (see *SL* Section 9.2). These properties are only a sample of the possible properties which magic items can take on. The GM should feel free to create his own properties, using the costs presented here as a guideline.

SPELL BONUS ITEMS

Spell bonus item properties include spell adders (increases number of spell castable by wielder) and power point multipliers (increases wielder's power points). See *SL* Sections 6.1.2 and 9.2 for a complete description of these items.

- A given item may only have one of these properties.
- It must be keyed to one of the three realms of power: Essence, Channeling, or Mentalism.
- A spell bonus item *may* be keyed to a specific profession.

The cost for a spell bonus property is equal to the cost given in the chart below times the sum of any applicable spell bonus cost multipliers.

Spell Bonus Property Cost =
Spell Bonus Cost x (sum of any Spell Bonus Multipliers)

SPELL BONUS COSTS

Spell Bonus	Cost	Note
+1 Adder	+50 gp	One extra spell/day of any lvl.
+2 Adder	+100 gp	Two extra spells.
+3 Adder	+200 gp	Three extra spells.
+4 Adder	+400 gp	Four extra spells.
+5 Adder	+800 gp	Five extra spells.
+6 Adder	+2000 gp	Six extra spells.
x2 Multiplier	+200 gp	Doubles wielder's PP.
x3 Multiplier	+400 gp	Triples wielder's PP.
x4 Multiplier	+800 gp	Quadruples wielder's PP
x5 Multiplier	+2000 gp	Quintuples wielder's PP

SPELL BONUS COST MULTIPLIERS

2x **Channeling Device:** If spell is from the Channeling realm, cost doubled, since alchemy is an Essence-based science.

2x **Mentalism Device:** If spell is from the Mentalism realm, cost doubled, since alchemy is an Essence-based science.

1x **Staff Sized:** Item is staff sized (5' and up), must be held to be effective.

2x **Rod Sized:** Item is rod sized (2.5' up to 5'), must be held to be effective.

3x **Wand Sized:** Item is wand sized (1' up to 2.5'), must be held to be effective.

4x **Wearable:** Item is a ring, must be worn on a finger (or through nose or ear).

2x **Keyed to a Profession:** Normally, a spell bonus item can be used to cast any spells that use power from the realm it is keyed to. So this property is usually only useful for Hybrid spell users whose base spells are keyed to two realms.

IMBEDDED SPELLS

The "Imbedded Spell" property (also referred to as "Implanted Spells") covers all the spells which may be cast from an item. The different types of "Imbedded Spell" items are covered in *Spell Law* Section 9.2 and *Creatures and Treasures* Section 3.2.3. The ***RM*** Base Spell Item Price Chart in Section 7.3.6 summarizes the *base prices* and the key properties of those items.

Each implanted spell is treated as a separate property (see ***RM*** Section 7.3.2) and its cost must be calculated separately. The cost of an imbedded spell property is:

Imbedded Spell Property Cost =
(base price *(see the Base Spell Item Price Chart)*
+ imbedding cost)
x (sum of the imbedded spell cost multipliers)

The *base price* and the imbedding cost are added and then the total is multiplied by the sum of the imbedded spell cost multipliers. This is just the cost of the property and is only part of the total cost (see ***RM*** Section 7.3.2)

IMBEDDED SPELL COST MULTIPLIERS

2x **Empathy:** Allows wielder to cast imbedded 1st lvl spells (no Staves &Wands Roll required).

5x **Low Intelligence:** Allows wielder to cast imbedded 1st-2nd lvl spells (no Staves and Wands Roll required).

20x **Medium Intelligence:** Allows wielder to cast imbedded 1st-5th lvl spells (no Staves & Wands Roll required).

50x **High Intelligence:** Allows wielder to cast imbedded 1st-10th lvl spells (no Staves & Wands Roll required).

200x **Very High Intelligence:** Allows wielder to cast imbedded 20th lvl spells (no Staves & Wands Roll required)

2x **Channeling Spell:** IF spell is from the Channeling realm, cost doubled, since alchemy is an Essence-based science.

2x **Mentalism Spell:** If spell is from the Mentalism realm, cost doubled, since alchemy is an Essence-based science.

IMBEDDING COST

Type of Item	Spell Level 1	2	3	4	5	6	7	8	9	10
Rune Paper	+3	+10	+20	+30	+40	+60	+80	+100	+125	+150
Potion	+5	+15	+30	+45	+60	+90	+120	+150	+200	+225
Daily Item *	+15	+50	+100	+150	+200	+300	+400	+500	+600	+750
Wand	+10	+20	—	—	—	—	—	—	—	—
Potion	+5	+15	+30	+45	+60	+90	+120	+150	+200	+225
Daily Item *	+15	+50	+100	+150	+200	+300	+400	+500	+600	+750
Wand	+10	+20	—	—	—	—	—	—	—	—
Rod	+40	+80	+120	+150	+200	—	—	—	—	—
Staff	+100	+150	+200	+250	+300	+400	+500	+600	+700	+800
Ring	+300	+450	+600	+750	+900	+1200	+1500	+1800	+2100	+2400

* Cost is for 1x/day usage. Add half of additional cost for each extra daily use (e.g., an item with a 3rd level spell that is usable 2x/day has an additional cost modifier of 100 + 50, or 150 gp).

Note: *An exhausted wand, rod, or staff may be recharged at half the original imbedding cost.*

ENCHANTED PROPERTIES

The set costs for enchanted properties are usually based upon the property and the degree of effectiveness of the property. Each property is given a specific cost definition and a brief description.

Critical Modification

Cost = (100 x Severity) **Extra Critical:** Allows another, separate crit roll of the same degree of severity as the normal crit. The type of the extra critical depends upon the nature of the weapon (e.g., it would be a Heat Crit for a flaming sword). Set cost is based on maximum severity of extra crit: "A" = 1; "B" = 2; "C" = 3; "D" = 4; "E" = 5; "F" = 6; "G" = 7; etc.

Cost = (50 x Severity) **Extra Critical on Same Roll:** As "Extra Critical" above, except only one crit roll is made and applied to both the normal crit and the extra crit.

Cost = (100 x Neg%) **Critical Negation:** Maximum "Negation" (Neg) is 50%. Item is limited to protecting one specific area of the body (e.g., neck, wrist, forearm, abdomen, chest, etc.). If critical is rolled that affects the area protected by the Negation %, the critical has no effect on the wearer.

Failure and Fumble Modification

Cost = (50 x Bonus) **ESF Bonus:** The "Bonus" is added to any extraordinary spell failure (ESF) rolls made by the wielder of the item. See *ChL* Section 14.42 or *SL* Section 10.9.

Cost = (100 x Reduction) **Fumble Range Reduction:** The item's fumble range is reduced by the amount of the "Reduction". A fumble range can not be reduced below 1 using this property (i.e., an unmodified 01 always fumbles).

Range Modification

Cost = (20 x Reduction) **Range Penalty Reduction:** The item's (usually missile weapons or elemental spell items) range penalties are reduced by the amount of the "Reduction".

Cost = (5 x %Increase) **Range Increase:** The item's (usually missile weapons or elemental spell items) ranges are increased by the "Increase" percentage (e.g., an alteration in the maximum range of a dagger from 50' to 200' is an increase of 300% and yields an additional cost modifier of +1500 gp).

Returning Ability

Cost = (2 x Range) **Return to Thrower Via Flight:** When thrown at a target within its "Range", the item flies back (takes 1 complete round) to the thrower's hand. This property will not increase the normal range of an item, the "Range Increase" property must be used to do that. Divide the set cost by # of rds needed for return (e.g., a throw and return hammer with a range of 50' that takes 2 rounds to return has a set cost of +25 gp).

Cost = (5 x Range) **Return to Thrower Via Long Door:** When thrown at a target within its "Range", the item will return to the thrower's hand without having to physically fly back. This property will not increase the normal range of an item, the "Range Increase" property must be used to do that.

Slaying and Holy Abilities

Cost = (2 x Level) **Slays Specific Creature:** Slaying weapons use the "Slaying" columns against Large and Super-Large creatures they are keyed to. Against normal creatures they are keyed to, Slaying weapons resolve any criticals normally **and** then resolve a "Slaying" critical on the Large Creatures Critical Table (*AL* Table 8.1.4). Cost is based on the individual creature's level (e.g., a mace designed to slay Onree the 4th lvl Magician would have an additional cost modifier of +8gp).

Cost = (10 x lvl) **Slays a Type of Creature:** Cost is based on the maximum standard level of creature affected (e.g., a sword which slays any Dragon, a creature with a max lvl of 66, has a cost of +660 gp). Treat all races as 50th lvl (e.g., a sword of Elf-slaying has a cost of +500 gp).

Cost = (1000) **Holy Item:** Allows wielder to use Holy Arms crit results and acts as a "Slaying" weapon against unholy creatures.

Miscellaneous Properties

Cost = (Variable) **Spell Storing:** For cost purposes, treat as an Imbedded "*Spell Store*" spell (see Imbedded Spells described earlier in this section). The cost equals that for imbedding (as a Daily type item) the highest level spell capable of being stored. For instance, if item stores one spell up to 6th lvl, the cost is the same as that for imbedding a 6th lvl Daily I spell. Spells stored in item are cast as those cast using *Spell Store* (on Closed Essence list, Spell Reins, and on Open Essence list, Rune Mastery).

Cost = (*100* x Base Price) **Frees 1 Hand:** *This property allows an* item which is normally used 2-handed to be used 1-handed (e.g., a battle-axe which can be used in 1 hand) **or** it allows an item which is normally used 1-handed to be worn or non-burdening (e.g., a shield mounted on the wrist of a gauntlet). The "Base Price" of an item can be obtained from the Price Charts in ***RM*** Section 7.3.6. This property cannot be used for Spell Bonus items.

Cost = (500 x Base Price) **Frees 2 Hands:** A wearable or non-burdening item which is normally wielded in 2 hands (e.g. a floating staff). This property cannot be used for Spell Bonus items

PURCHASE AND RESALE OF GOODS (7.3.5)

When the PCs sell the goods they have acquired they may accumulate a large profit. This may be fine, but occasionally it will result in a game imbalance that defies mercantile sensibilities. Therefore, the GM may wish to employ the following guidelines governing the purchase and resale of goods.

The GM should consider two primary factors when handling resales: (1) are there buyers who desire the good; and (2) can they afford the item.

When handling purchases the factors are: (1) are there sellers who have the good; and (2) how much do they want for the item.

These concepts dictate local supply and demand and are embodied in the Purchase and Resale Price Chart. The categories relate the resale price and the purchase price to demand and risks. All things considered, risk will restrict the number of people who can buy the good by driving up the cost, both in terms of price and the associated danger.

Using the Purchase and Resale Price Chart

1) **Price:** Determine the "intrinsic value" of the item (see ***RM*** Section 7.3.2) and determine whether it is:

inexpensive	(less than 10 gp)
average	(from 10 gp up to 100 gp)
moderately expensive	(from 100 gp up to 500 gp)
very expensive	(from 500 gp up to 1000 gp)
outrageous	(1000 gp or more)

These are suggested ranges and the GM should decide if they are appropriate for his world system.

2) **Utility:** Figure the item's utility. Is it a mere oddity (e.g., a left-handed smoke-shifter)? Does it have awesome applications (e.g., it turns deserts into deep water ports)? Note that local tastes and needs may dictate its usefulness.

3) **Rarity:** Establish the item's rarity. Throw and return crossbows may be considered passe in the local area. Family heirlooms might be patently unique.

4) **Market:** Determine the type market in where the resale takes place. Illegal markets involve a higher risk and better prices. Street buyers (e.g., transient vendors and passersby) have modest overheads and may set better prices, but are generally less trustworthy. Merchants (e.g., shopkeepers and trade guilds) often have a code of secrecy or stake in their reputation. Given the same price structure, most individuals would prefer to deal with a merchant, since there is considerably more security. Strong guilds and/or merchant organizations can really restrict relative purchase and resale prices; the GM should use this factor to control the market place in his game.

5) **The Roll:** The GM should roll an open-ended 1-100 roll and apply any availability, price, utility, or rarity modifiers. (Note that a bonus based on the secondary skill "Trading" is often applicable). It is necessary for the GM to roll because characters should be initially unaware of any swindle or theft results. One dice roll per locality per month should be allowed. Huge cities might have more than one locality.

6) **Calculate the Price:** Using the appropriate section of the Purchase and Resale Chart, cross-index the modified roll to get a result. The item's intrinsic value (see ***RM*** Section 7.3.2) is then multiplied by any % result and any applicable market multipliers. This determines the price for the item in that locality for he next one month period. Other results are described below.

7) **Swindles:** If the result indicates a swindle instead of a %, there will be an attempt to deceptively cheat the buyer/seller (e.g., the buyer gets flawed merchandise, the seller gets counterfeit or poor grade currency, etc.).

8) **Thefts:** Should a "theft" result, someone (e.g., a pickpocket or a gang of fast-moving kids) will make an unarmed attempt to steal cash or goods from the buyer/seller.

9) **Armed thefts:** In the case of an "armed theft" result, someone (e.g., an organized gang of brigands) will attempt to physically overpower the buyer/seller and rob him.

10) **Turned In:** Someone informs the authorities of the buyer/seller's attempts to deal in an illegal commodity.

PRICE CHARTS (7.3.6)

The following charts cover the suggested basic price of various goods which reflect th usual range of common non-magic items. The services allow for a comparative standard based on typical locales. Note the following when considering character of the purchases:

a) **ID#:** Each item has a three digit ID # (between 001 and 000). This enables the GM to make a single 1-1000 roll to specify the type of item when determining the nature of random goods. A 1-1000 roll requires three 20-sided dice (each with the digits 0-9), one for the hundreds, one for tens, and one for the ones. Results are calculated in a fashion analogous to 1-100 determination. Note that each price table has its own 100 digit sequence (e.g. 201-299), so that additional items of a similar type can be added. This also enables the GM to use a 1-100 result to identify an item within a specific price category (i.e., ignore the first digit of the ID #'s). If an ID# for which no item exists, just reroll.

b) **Weapon Type:** 2h = Two-hand; 1hs = One-hand slashing; 1hc = One hand crushing; th = thrown; pa = pole arms; mis. = missile.

c) **Weights:** The weights are listed as ranges to reflect differences in length and construction. Certain steels, for instance, are heavier than others. Where the variation in construction and materials is too great to allow a good to be classed as one type, a number of listings has been made. Note that the armor weights include all associated lining , ties and padding.

d) **Superior or Enhanced Goods:** Goods with significant bonuses or unusual properties based on heavier designs, superior technology, enchantment, magic, etc. are not listed. Prices for these items should be calculated using the process described in ***RM*** Section 7.3.2. Note that typical weights and lengths are given as ranges.

e) **Item Strength (Str):** The higher the number, the higher the item strength. Superior or magic items add 2 for every +1 bonus. Inferior items subtract 2 for every +1 subtraction. Strengths are used primarily to determine breakage, although the GM may find other uses. Item breakage is discussed below.

f) **Breakage Factors (BF):** The numbers listed in the "BF" column indicates the breakage resistance of a given good. Item breakage is discussed below.

g) **Fumble Range:** Each weapon has a fumble range. An **unmodified** combat roll within this range results in the attack having no effect. Instead, another percentile dice roll is made and this number is referenced to the applicable Fumble Table. See *AL* Table 8.2.1.

Combat Use Breakage

This procedure simulates the breakage of items used in combat. Breakage during combat can occur in one of two instances:

1) An attack totally misses its target but no fumble has occurred (i.e., 0 hits delivered). Roll again to determine exact breakage situation:

01-50	=	no chance of breakage
51-75	=	attacker's weapon strikes defender's shield, roll breakage. If defender has no shield, treat as 'strikes defender's weapon.'
76-00	=	attacker's weapon strikes defender's weapon, roll breakage

2) A critical result indicates a specific area or item struck. If an area is struck with no equipment covering it, there is no chance of breakage.

The Breakage Roll

In both cases, the attacker's equipment (weapon) strikes a piece of the defender's equipment: weapon, shield, or equipment on a specific area of his body. A "breakage roll" must now be made to determine which piece of equipment breaks (one, both or neither may break). This depends upon the roll, the breakage factors (BFs) of the equipment, and the "strengths" of the equipment. This roll is 1-100 open-ended and may be subject to modifications in special circumstances. Equipment will break in the following cases:

a) If the roll is greater than the BF of the equipment with the lower of the two strengths, the weaker equipment breaks.

b) If both pieces of equipment have the same strength, then:

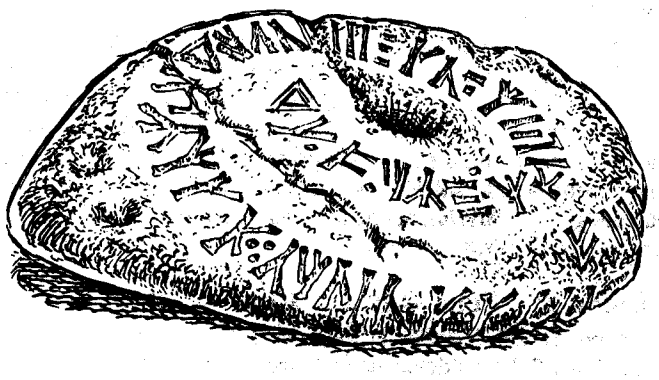
1) If the roll is over BF of only one of the pieces of equipment, that piece breaks.

2) If the roll is over both BFs, the piece of equipment with the lower BF breaks (if the BFs are equal, roll again: 01-25 = both break; 26-100 = neither breaks).

Breakage of a helm, weapon, or a shield results in a loss of the item, and the appropriate unprotected damage result on any future criticals. Breakage of armor results in an absence of protection in the given area for future criticals, but does not entail a total loss of the armor (see *AL* Section 9.8).

Example: *Nandar the Dragon-herder attacks Miraj. Nandar wields a mace (item strength 65; BF 250+), while Miraj uses a scimitar (item strength 60; BF 150+) and carries a normal shield (item strength 45; BF 155+). Nandar does not fumble and his attack results in 0 hits, so a chance of breakage exists. He rolls a 67 indicating that his mace and her shield are involved. He rolls an open ended roll of 162, which is greater than the weaker equipment's BF, so the shield breaks. (The shield's Strength of 45 is less than the mace's Strength of 65).*

Suppose that Nandar's attack delivered a critical strike. He rolls a crit and the result indicates that he hit Miraj in the head. Miraj wears a pot helm (item strength 55; BF 120+). Since the mace is stronger than the helm and the unmodified roll of 162 exceeds the pot helm's BF, the helm is broken.



ACCESSORY BREAKAGE

This procedure only applies to accessories and other similar equipment with a **BF range**. The BF range represents the relative chance the good will break **each time** it is used under strain. The character simply makes a non open-ended dice roll and breakage occurs if the unmodified result falls within the breakage range.

PURCHASE AND RESALE PRICE CHART

Purchase Section:

Roll	% Cost Open Market		% Cost Illegal Market	
	Merchant	*Street*	*Merchant*	*Street*
≤(-51)	Swindle*	Armed Theft*	Theft	Armed Theft
(-50)—05	0*	Armed Theft	Swindle*	Armed Theft
06—10	Unavailable*	Theft*	Swindle*	Armed Theft*
11—15	Unavailable	Swindle*	Swindle	Theft*
16—20	Unavailable	Unavailable*	Swindle	Theft*
21—25	300	Unavailable	0*	Swindle*
26—30	200	Unavailable	Turned In*	Swindle
31—35	175	Unavailable	Unavailable*	Swindle
36—40	150	Unavailable	Unavailable	0*
41—45	140	200	Unavailable	Turned In*
46—50	130	175	Unavailable	Unavailable*
51—55	130	150	Unavailable	Unavailable
56—60	120	120	Unavailable	Unavailable
61—65	120	110	Unavailable	Unavailable
66—70	110	110	Unavailable	400
71—75	110	100	Unavailable	300
76—80	110	100	Unavailable	200
81—85	105	95	Unavailable	175
86—90	105	95	Unavailable	150
91—95	105	90	400	125
96—120	100	90	300	110
121—140	100	80	200	105
141—160	90	70	150	100
161—180	80	60	110	90
181—200	70	50	100	80
201+	60	40	90	60

*Unmodified die roll.

Resale Section:

Roll	% Return Open Market		% Return Illegal Market	
	Merchant	*Street*	*Merchant*	*Street*
≤(-51)	Swindle*	Armed Theft*	Theft	Armed Theft
(-50)—05	0*	Armed Theft	Swindle*	Armed Theft
06—1	5	Theft*	Swindle*	Armed Theft*
11—15	10	Swindle*	Swindle	Theft*
16—20	15	0*	Swindle	Theft*
21—25	20	0	0*	Swindle*
26—3	25	0	Turned In*	Swindle
31—35	25	20	Turned In	0*
36—40	30	25	0	0
41—45	30	30	0	Turned In*
46—50	35	35	0	Turned In
51—55	35	40	0	50
56—60	40	45	0	60
61—65	40	50	20	70
66—70	45	55	40	80
71—75	50	60	60	90
76—80	50	65	80	100
81—85	55	70	90	125
86—90	60	75	100	150
91—95	60	80	110	175
96—120	70	90	130	200
121—140	75	100	140	250
141—160	85	125	150	300
161—180	100	150	175	350
181—200	120	200	200	400
201+	150	250	300	500

*Unmodified die roll.

Purchase Roll Modifiers:

Price	hamlet	village	town	city
inexpensive	-20	0	+10	+50
average	-50	-10	0	+25
moderately exp.	-75	-40	-20	+10
very expensive	-100	-75	-50	0
outrageous	-150	-100	-75	-10

Rarity		Utility	
Unique	-75	awesome	-40
Unusual	-25	very useful	-20
Common	+20	useful	0
		marginal	+10
		oddity	+30

Strong Guild Restrictions: Varies: (-10) to (-100)

.5x	**Oversupplied Market:** Areas where the good is is overstocked or is produced in relatively large quantities and then exported.
1x	**Supplied Market:** Normal market conditions found in a stocked trade town or cosmopolitan area.
2x	**Undersupplied Market:** Market for normal imports.
3x	**Isolated Market:** Areas where delivery of the good is very costly or time consuming.
4x	**Unsupplied Market:** Market for extremely rare imports.
10x	**Insulated Market:** Areas where the delivery of the good is extremely costly, time consuming, and dangerous.
Varies	**Seasonal Product:** Multiplier = number of months since good was last in season. Covers certain food products and goods which are produced or available periodically, due to factors such as weather.

NOTE: *Factors such as delivery time, the rarity of component parts, the effects of weather, etc. can all be abstracted into this scheme, but the GM may find others which they feel should be reflected in more detail. Again, it will vary with the campaign.*

Resale Roll Modifiers:

Price	hamlet	village	town	city
inexpensive	-20	-10	0	0
average	-40	-25	-10	0
moderately exp.	-60	-50	-25	-10
very expensive	-100	-75	-75	-25
outrageous	-200	-100	-100	-50

Rarity		Utility	
Unique	+20	awesome	+30
Unusual	+10	very useful	+10
Common	-30	useful	0
		marginal	-20
		oddity	-40

Strong Guild Restrictions: Varies: (-10) to (-100)

.25x	**Oversupplied Market:** Areas where the good is is overstocked or is produced in relatively large quantities and then exported.
.5x	**Supplied Market:** Normal market conditions found in a stocked trade town or cosmopolitan area.
1x	**Undersupplied Market:** Market for normal imports.
1.5x	**Isolated Market:** Areas where delivery of the good is costly or time consuming.
2x	**Unsupplied Market:** Market for extremely rare imports.
3x	**Insulated Market:** Areas where where the delivery of the good is extremely costly, time consuming, and dangerous.
Varies	**Seasonal Product:** Multiplier = number of months since good was last in season. Covers certain food products and goods which are produced or available periodically, due to factors such as weather.

ACCESSORY PRICE CHART (001-099)

ID#	Good	Rural Cost	Town Cost	City Cost	Weight	Prod.	Note (BF)
001	Arrows (20)	5bp	4bp	28cp	3 lbs	1 day	BF 06-40.
002	Backpack	22cp	2bp	22cp	2-3 lbs	1 day	Holds 20 lbs; 1 cu'.
003	Bedroll (light)	19cp	2bp	23cp	4-7 lbs	.5 days	Wool blanket. 2 season.
004	Bedroll (heavy)	6bp	7bp	8bp	8-11 lbs	1 day	Wool/fur. 4 season.
005	Boots	12bp	1sp	1sp	3-4 lbs	3 days	—
006	Brush (writing)	6cp	5cp	3cp	.25 lbs	4 hrs	Hair. 4'' stem. Capped.
007	Bucket	5bp	4bp	42cp	2-3 lbs	1 day	Copper. Holds 3 gallons.
008	Caltrops (5)	9bp	8bp	7bp	2 lbs	1 day	Portable spike traps.
009	Candle	4cp	4cp	3cp	.25 lbs	.5 days	Lights 20' dia; burns 2 hrs.
010	Case	3sp	4sp	3sp	1 lb	2 days	Water-resist. leather. 12'x3'x6'.
011	Cask	2sp	24bp	22bp	5 lbs	1.5 days	Wood. Holds 4 gallons.
012	Chain	7bp	6bp	5bp	8-10 lbs	1 day	Iron. 10'. BF 01.
013	Chalk (10)	26cp	2bp	24cp	.25 lbs	2 hrs	5 pieces.
014	Charcoal	25bp	22cp	27cp	1 lb	.5 days	Hot 4 hr fire.
015	Chisel	1sp	9bp	8bp	1 lb	1 day	Iron. -40 dagger. BF 01-02.
016	Cloak	7bp	9bp	10bp	2-3 lbs	1 day	—
017	Climbing pick	3sp	28bp	25bp	2 lbs	1 day	Iron. -15 mattock. BF 01.
018	Coat	13bp	15bp	17bp	5-9 lbs	2 days	—
019	Cb bolts (20)	15bp	11bp	9bp	3 lbs	2 days	BF 06-16.
020	Fire-starting bow	6tp	8tp	9tp	.5 lbs	1 hr	Starts fire in 5 min.
021	Flint and steel	11cp	1bp	9cp	.5 lbs	—	Starts fire in 3 min.
022	Framepack	3bp	33cp	4bp	3-4 lbs	1.5 days	Holds 45 lbs; 2 cu'.
023	Gloves	15cp	2bp	2bp	.5 lbs	1 day	Heavy leather; lined.
024	Grappling hook	12bp	1sp	9bp	1 lb	1 day	Iron. BF 01. Grip fail. 02-03.
025	Hammer	13bp	1sp	9bp	1 lb	1 day	Iron. -30 mace. BF 01-02.
026	Hammock	12cp	1bp	13cp	2-3 lbs	3 days	Rope; wood spreaders; iron hooks.
027	Harness	9bp	1sp	9bp	4 lbs	2 days	Leather/iron. Includes bit, reins.
028	Hat	5bp	6bp	5bp	1 lb	1 day	Leather.
029	Hood	11cp	16cp	18cp	.5 lbs	.5 days	Covers head & shoulders.
030	Ink	2bp	14cp	1bp	.25 lbs	—	Black; non-soluble.
031	Ladder	33cp	3cp	31cp	15 lbs	2 days	Wood. 10'. Bears 400 lbs. BF 01-02.
032	Lantern	14bp	12bp	10bp	1-2 lbs	4 days	Lights 50' diameter.
033	Lock pick kit	2sp	1sp	8bp	.5 lbs	2 days	+5 bonus. BF 01-05.
034	Mirror	4sp	35bp	37bp	.5 lbs	1 day	Glass/silver. 6''x4''. BF 01.
035	Nails (20)	1cp	9tp	8tp	.5 lbs	3 hrs	Iron. 3'' length. BF 01-08.
036	Oar	5cp	6cp	7cp	4-5 lbs	7 hrs	Wood. 6'-8'. BF 01.
037	Oil flask	4bp	3bp	3bp	1 lb	1 day	Includes 1 pt oil (6 hr refill).
038	Padded Undercoat	55cp	6bp	65cp	2-4 lbs	2 days	—
039	Paddle	4cp	5cp	6cp	3 lbs	5 hrs	Wood. 4'-5'. BF 01.
040	Padlock	3sp	23bp	21bp	1 lb	2 days	Iron; with 2 keys.
041	Pants	2bp	25cp	27cp	1-2 lbs	1 day	—
042	Paper (10)	16bp	12bp	9bp	.25 lbs	1 day	10 sheets. 12''x6''.
043	Parchment (10)	28bp	2sp	13bp	.25 lbs	1 day	10 sheets. 12''x6''.
044	Pegs (10)	8tp	9tp	1cp	2 lbs	2 hrs	Wood. BF 01-08.
045	Pitons (10)	22cp	2bp	18cp	2-3 lbs	1 day	Iron. BF 01-03.
046	Plank	5tp	6tp	7tp	11-12 lb	4 hrs	Wood. 10'. Bears 350 lbs. BF 01-02.
047	Pole	4cp	5cp	6cp	5-10 lbs	3 hrs	Wood. 10'. BF 01-05.
048	Pot (cooking)	8bp	7bp	8bp	2-3 lbs	1 day	Iron. Holds 2 gallons.
049	Quill-pens (10)	5cp	4cp	3cp	.25 lbs	2 hrs	Goose. 10/quiver.
050	Quiver	1bp	1bp	15cp	.5 lbs	1 day	Holds 20 arrows/bolts.
051	Rope	5bp	4bp	3bp	4-7 lbs	3 days	Hemp. 50'. BF 01-04.
052	Rope (superior)	15bp	12bp	9bp	2-4 lbs	5 days	Rein. hemp. 50'. BF 01-03.
053	Sack (50 lb)	7cp	8cp	8cp	2-3 lbs	2 hrs	Holds 50 lbs. 3 cu'.
054	Saddle	6sp	5sp	6sp	10-12 lb	6 days	Includes stirrups, blanket.
055	Saddle bag	9bp	8bp	9bp	4-6 lbs	2 days	Holds 15 lbs. 1.5 cu'.
056	Saw	2sp	23bp	25bp	2-3 lbs	2 days	Iron. 24'' wood-tool.
057	Scabbard (belt)	30bp	25bp	28bp	1 lb	1 day	Holds one 1-h weapon.
058	Scabbard (shoulder)	37bp	3sp	33bp	1.5 lbs	1 day	Holds one 2-h weapon.
059	Shirt	25cp	3bp	3bp	1 lb	1.5 days	—
060	Spade	2sp	16bp	17bp	3-4 lbs	1 day	Iron. Wood shaft. BF 01-04.
061	Sundial	5sp	3sp	2sp	1 lb	2 days	Iron. Approx. time.
062	Surcoat	8bp	9bp	10bp	1-2 lbs	1.5 days	—
063	Tarp	12cp	1bp	11cp	3-5 lbs	2 hrs	Canvas. 5' x 8'.
064	Tent	25bp	2sp	23bp	8-10 lbs	2 days	Canvas. 5' x 8'. Two man.
065	Tinderbox	2cp	2cp	2cp	.25 lbs	.5 days	Wood. Enough for 7 fires.
066	Torch	3tp	3tp	3tp	1 lb	1 hr	Lights 20' dia. (6 hrs).
067	Vial	24cp	2bp	12cp	.25 lbs	2 hrs	Glass. Holds .25 lbs.
068	Waterskin	8tp	1cp	9tp	.25 lbs	6 hrs	Holds 1 pt (.5 lbs).
069	Weapon belt	6bp	5bp	6bp	1 lb	.5 days	Holds 2 scabbards, 3 pouches.
070	Wedge (staying)	1cp	1cp	1cp	1 lb	1 hr	Hardwood.
071	Wedge (splitting)	3cp	3cp	32tp	3 lbs	2 hrs	Iron.
072	Wire (10 gauge)	1sp	9bp	8bp	3 lbs	5 hrs	Iron. 100'. BF 01.
073	Whistle	25bp	2sp	26bp	.5 lb	1 day	Wood/iron. 4''. Range 1+ mi.

ARMOR PRICE CHART (101-199)

ID#	Good	AT	Cost	Prod. Time	Weight	Str	BF	Note
101	Leather Jerkin	5	1sp	1 day	7-12 lbs	5	80+	Vest which covers abdomen.
102	Arm Greaves	*	1sp	2 days	2-3 lbs	55	120+	Protects vs. arm crits.
103	Leg Greaves	*	1sp	2 days	3-4 lbs	55	120+	Protects vs. leg crits.
104	Leather Coat	6	6sp	6 days	15-20 lbs	5	80+	Protects most of legs.
105	Rein. Leather Coat	7	9sp	2 weeks	17-25 lbs	15	85+	Protects most of legs.
106	R. Full-length L. Coat	8	11sp	16 days	19-30 lbs	15	85+	Protects legs and arms.
107	Leather Breastplate	9	45bp	4 days	10-18 lbs	18	90+	Rigid vest which covers abdomen.
108	Chain Shirt	13	15sp	3 weeks	15-25 lbs	40	95+	Covers abdomen and half upper arms.
109	Full Chain	15	65sp	2 months	35-50 lbs	40	95+	Long-sleeved shirt and leggings.
110	Chain Hauberk	16	55sp	35 days	35-40 lbs	40	110+	Long coat that covers arms and legs.
111	Breastplate	17	20sp	21 days	20-30 lbs	55	160+	2 pc. metal vest that covers abdomen.
112	Half Plate	19	100sp	10 weeks	50-70 lbs	50	145+	Plate/chain combo covers whole body.
113	Full Plate*	20	200sp	4 months	60-85 lbs	55	160+	Plate covering all exposed areas.
114	Target Shield	—	35bp	3 days	3-10 lbs	40	140+	+20 vs. melee; +10 vs. missile.
115	Normal Shield	—	55bp	5 days	10-20 lbs	45	155+	+20 vs. melee or missile.
116	Full Shield	—	7sp	6 days	15-30 lbs	50	170+	+25 vs. melee or missile.
117	Wall Shield	—	9sp	7 days	30-50 lbs	60	185+	+30 vs. melee; +40 vs. missile.
118	Leather Helmet	—	15bp	1 day	1-2 lbs	10	80+	Padded skullcap.
119	Super. Leather Helm	—	25bp	1.5 days	1.5-2.5 lbs	20	85+	Reinforced metal/leather.
120	Plate Helm	—	35bp	1 days	1.5-3 lbs	25	90+	Interlocking, overlapping plates.
121	Pot Helm	—	4sp	3 days	1.5-3 lbs	55	120+	Reinforced metal skullcap.
122	Full Helm	—	9sp	8 days	2.5-5 lbs	60	145+	Covers neck and face; has vent slits.
123	Visored Helm	—	125bp	10 days	2-5 lbs	55	135+	Protects neck; movable face covering.
124	Aventail	—	3sp	5 days	1 lb	40	95+	Chain neck armor; attaches to helm.
125	Leather Barding	7	35sp	2 weeks	100 lbs	15	85+	Covers horse's trunk. -15 to maneuv.
126	Chain Barding	16	150sp	40 days	160 lbs	40	110+	Covers horse's trunk. -20 to maneuv.
127	Plate Barding	19	300sp	4 months	190 lbs	55	160+	Covers horse's trunk. -30 to maneuv.
128	Leather Chanfron	—	6sp	1 week	15 lbs	20	85+	Covers horse's head. Treat as helm.
129	Plate Chanfron	—	9sp	9 days	25 lbs	50	140+	Covers horse's head. Treat as helm.
130	Leather Crinet	—	5sp	6 days	25 lbs	15	85+	Covers horse's neck. -5 to maneuv.
131	Chain Crinet	—	27sp	10 days	31 lbs	40	110+	Covers horse's neck. -5 to maneuv.
132	Plate Crinet	—	60sp	20 days	38 lbs	55	160+	Covers horse's neck. -5 to maneuv.
133	Leather Bracer	—	1sp	1 day	.5 lbs	25	100+	Archer's wrist-guard. 25% greave prot.
134	Plate Bracer	—	2sp	2 days	.75 lbs	55	115+	Archer's wrist-guard. 50% greave prot.

* Helm of choice included in price.

NOTE: *Armor types 3, 4, 11, and 12 are animal armors, natural body coverings with no normal armor equivalents. One cannot achieve such an AT without acquiring some enchanted and specially designed armor (e.g., magic fell beast skin). ATs 10, 14, and 18 are achieved by using the appropriate base armor (9, 13, and 17, respectively) with greaves.*

BASE SPELL ITEM PRICE CHART (201-299)

ID#	Item	Price	Size	Max. Charges**	Max. Spell Lvl**	Composition	Use
201	Rune Paper	1gp	varies	1/100%	10	organic	hand
202	Potion	10gp	4 oz	1/100%	10	non solid	ingested
203	I-Use Item	15gp	varies	1/100%	20	varies	hand/touch/look
	Daily Items:						
204	2-hand	20gp	varies	Daily #	10	varies	hand/touch/look
205	1-hand	50gp	varies	Daily #	10	varies	hand/touch/look
206	Suspended	200gp	varies	Daily #	10	varies	worn/suspended***
207	Affixed	300gp	varies	Daily #	1	varies	worn/affixed***
	Charge Items:						
208	Wand	10gp	1 foot	10/10%	2	organic	hand
209	Rod	30gp	2.5 foot	30/4%	5	organic	hand
210	Staff	100gp	5 feet	100/1%	10	organic	touch/look
211	Ring	500gp	varies	Constant	10	varies	worn/affixed***

* — Base items may take other, unusual forms. ***Spell Law*** section 9.2 and the Alchemist Base Spell Lists cover the construction of such items.
** — These are the usual restrictions. Certain extraordinary alchemists or specialists might create unique items of considerably greater power.
*** — Suspended items are those worn, but not attached to the body (e.g., pendants, brooches, etc.). Affixed items are actually connected to the body (e.g., rings, cheekpins, earrings, nose-pins, etc.).

FOOD, LODGING AND SERVICES PRICE CHART (301-399)

ID#	Good/Service	Rural Cost	Town Cost	City Cost	Note
301	Beer/ale	2tp	2tp	2tp	Pint.
302	Brandy	12tp	10tp	15tp	Half-pint.
303	Cider	1tp	1tp	2tp	Pint.
304	Mead	5tp	5tp	6tp	Pint.
305	Wine	5tp	6tp	7tp	Pint.
306	Light meal	3tp	6tp	1cp	01 illness*.
307	Normal meal	5tp	1cp	2cp	01 illness*.
308	Heavy meal	6tp	12tp	24tp	01 illness*.
309	Week's rations	3cp	5cp	8cp	Normal spoilage. 18 lbs.
310	Trail rations	5cp	1bp	2bp	1 wk. Preserved. 14 lbs.
311	Greatbread	2gp	3gp	35sp	1 wk. Preserved. 4 lbs.
312	Waybread	10gp	15gp	20gp	1 mo. Preserved. 4 lbs.
313	Poor lodging	6tp	1cp	14tp	Communal sleeping.
314	Average lodging	1cp	2cp	24tp	Separate bedding.
315	Good lodging	14tp	22tp	3cp	Separate room.
316	Stable	1tp	2tp	3tp	Includes food for beast.
317	Hospitalization	—	6cp**	9cp**	2x heal rate. Bedding, food, care.
318	Library Access	—	—	1sp	4 hr visit. No withdrawals.

* This risk may be increased or reduced by circumstance, or by prudent instructions, additional payment, etc.
** Often a fee in the form of a required "contribution."

TRANSPORT PRICE CHART (401-499)

					Base Rate/Max Pace					
ID#	Good/Service	Rural Cost	Town Cost	City Cost	ft/rnd	mi/hr(mph)	MN Bonus	Ht/Weight	Capacity	OB
401	Camel (draft)	15gp	12gp	14gp	60/Spt	4/12	10	7'/900	350 lbs	—
402	Camel (racing)	35gp	40gp	45gp	90/FSpt	6/24	20	7'/750	200 lbs	—
403	Elephant	65gp	50gp	75gp	120/Spt	8/24	10	12'/11000	1000 lbs	—
404	Horse (light)	35sp	45sp	60sp	100/Dash	7/30	40	5'/800	200 lbs	5
405	Horse (medium)	45sp	60sp	75sp	110/Dash	7.5/38	25	6'/900	300 lbs	5
406	Horse (heavy)	70sp	80sp	90sp	80/FSpt	5/20	10	6' + /1300	400 lbs	5
407	Llama/alpaca	8gp	7gp	8gp	100/FSpt	7/28	30	4'/200	50 lbs	—
408	Mule/donkey	25sp	32sp	47sp	90/Dash	6/30	20	4' + /550	250 lbs	—
409	Ox	85sp	95sp	105sp	60/FSpt	4/16	20	5'/2000	700 lbs	—
410	Pony (mature)	20sp	40sp	55sp	70/Dash	4.5/20	30	4'/500	180 lbs	—
411	Sled dog	1gp	13sp	2gp	110/Dash	7.5/37	20	2.5'/85	40 lbs	—
412	Warhorse (lesser)	15gp	20gp	30gp	90/Dash	6/30	30	6'/950	350 lbs	20
413	Warhorse (greater)	75gp**	75gp**	75gp	80/Dash	5/25	40	6' + /1100	375 lbs	30
414	Coach service	1bp + 1cp/mi	1bp + 1cp/mi	1bp + 1cp/mi	60/FSpt	4/16	—	—	—	—
415	Ferry service	1bp + 2cp/mi	1bp + 2cp/mi	1bp + 2cp/mi	30/Run	2.5/5	—	—	—	—
416	Ship passage	5bp + 2tp/mi	5bp + 2tp/mi	5bp + 2tp/mi	30/sail***	2.5/7.5	—	—	—	—
417	Toll charge	1cp	1cp	1cp	—	—	—	—	—	—
418	Boat (small)	4gp	7gp	9gp	30/Run***	2.5/5	—	10'/200	1000 lbs	—
419	Boat (medium)	8gp	11gp	14gp	40/sail***	3/9	—	20'/800	4000 lbs	—
420	Boat (large)	25gp	40gp	55gp	30/sail***	2.5/7.5	—	30'/2000	7000 lbs	—
421	Canoe	7gp	8gp	10gp	50/Spt***	3.5/10	—	15'/130	700 lbs	—
422	Chariot (war)	12gp	14gp	16gp	90/Dash	6/30	20	15'/400	400 lbs	25
423	Coracle	7sp	8sp	—	30/Spt***	2.5/7.5	—	7'/140	700 lbs	—
424	Dog-sled	6gp	7gp	9gp	90/Dash	6/30	-10	11' + /350	450 lbs	—
425	Hand-cart	9sp	11sp	14sp	40/Spt	3/9	-70	4.5'/100	250 lbs	—
426	Horse-cart (open)	3gp	4gp	5gp	50/FSpt	3.5/14	-25	6'/450	800 lbs	—
427	Ship (small)	65gp	80gp	95gp	40/sail***	3/9	—	45'/6000	19000 lbs	—
428	Ship (medium)	150gp	190gp	210gp	30/sail***	2.5/7.5	—	60'/12000	35000 lbs	—
429	Ship (large)	—	650gp	720gp	30/sail***	2.5/7.5	—	80'/20000	55000 lbs	—
430	Skis	6cp	7cp	8cp	90/Dash	6/30	-10	6'/15	300 lbs	—
431	Sledge (covered)	1sp	12cp	15cp	70/FSpt	4.5/18	-2	10'/100	400 lbs	—
432	Wagon (open)	5gp	6gp	7gp	50/FSpt	3.5/14	-30	8'/600	1200 lbs	—
433	Wagon (closed)	8gp	9gp	10gp	40/FSpt	3/12	-40	9'/850	1300 lbs	—

* Height is at shoulder level. Size reflects low to average.
** Rarely available unless purchased from lord or wealthy dealer.
*** Speed in dead water. Add or subtract the affect of currents and winds.

NOTES: *Ships are vessels capable of negotiating open seas, while boats are adapted to relatively shallow waters: coastal channels, lakes, etc.*

CODES: *Maximum Paces (Max Pace) are max. multiples of normal movement allowance (Base Rate). Run = 2x; Spt = 3x; FSpt = 4x; Dash = 5x.*

WEAPON PRICE CHART (501-599)

ID#	Good (Abbrev.)	Cost	Type	Prod. Time	Weight	Str	BF	Fumb
501	Bastard sword (hs)	20sp	1hs/2h	45 days	4-6 lbs	75	175+	04/05
502	Battle axe (ba)	13sp	2h	2 days	5-9 lbs	70	155+	01-05
503	Blackjack (bj)	2cp	1hc	6 hrs	.5 lbs	5	120+*	01
504	Blowpipe (bp)	12sp	mis.	1 day	2-4 lbs	—	—	01-05
505	Boar spear (br)	25bp	pa	1 day	3-6 lbs	30	135+	01-05
506	Bola (2 hand) (bo)	5sp	th[gr]	1 day	2-6 lbs	12	75+*	01-07
507	Boomerang (bm)	2sp	th	12 hrs	.5 lbs	—	—	01-04
508	Broadsword (bs)	10sp	1hs	3 days	3-5 lbs	75	160+	01-03
509	Cat-o'-nine tails (ct)	1sp	1hc/1hs	1 day	3-5 lbs	10	75+*	01-07
510	Claymore (cs)	20sp	1hs	3 days	5-10 lbs	75	155+	01-04
511	Club (cl)	1cp	1hs	6 hrs	3-7 lbs	10	140+	01-04
512	Composite bow (cp)	17sp	mis.	14 days	2-3 lbs	—	—	01-04
513	Crossbow (heavy) (hcb)	25sp	mis.	16 days	8-12 lbs	—	—	01-05
514	Crossbow (light) (lcb)	11sp	mis.	7 days	4-8 lbs	—	—	01-05
515	Cudgel (cg)	5cp	1hc/2h	12 hrs	2-4 lbs	8	130+	01-03
516	Cutlass (ct)	9sp	1hs	2 days	3-5 lbs	75	155+	01-03
517	Dagger (da)	3sp	1hs/th	1 day	.75 lbs	18	195+	01
518	Darts (dt)	1sp	th	12 hrs	.5-1 lb	—	—	01-05
519	Dirk (dk)	4sp	1hs	1 day	.75 lbs	32	175+	01
520	Falchion (fa)	15sp	1hs	3 days	3.5-5 lbs	75	160+	01-05
521	Flail (fl)	19sp	2h	5 days	4-8 lbs	60	150+	01-08
522	Foil (fo)	21sp	1hs	5 days	2-3.5 lbs	8	95+	01-03
523	Gauntlet (ga)	2sp	1hc	4 days	.5-1 lb	45	110+	01**
524	Halbard (hb)	14sp	pa	2 days	6-9 lbs	25	150+	01-07
525	Handaxe (ha)	5sp	1hc	1 day	4-6 lbs	70	160+	01-04
526	Harpoon (hr)	25bp	th	1 day	4-8 lbs	20	135+	01-04
527	Javelin (ja)	3sp	pa/th	1 day	3-5 lbs	17	105+	01-04
528	Jo (jo)	3cp	1hc/2h	12 hrs	2.5-6 lbs	20	145+	03/05
529	Katana (ka)	23sp	1hs/2h	5 days	4-6 lbs	70	155+	01-03
530	Lance (ml)	5sp	pa	1 day	8-15 lbs	30	130+	01-07
531	Lasso (la)	4tp	th	6 hrs	2-5 lbs	—	—	01-06
532	Long bow (lb)	10sp	mis.	9 days	2-3 lbs	—	—	01-05
533	Long sword (ls)	18sp	1hs	4 days	3.5-5 lbs	75	160+	01-04
534	Mace (ma)	6sp	1hc	2 days	3.5-8 lbs	65	250+	01-02
535	Main gauche (mg)	12sp	1hs	3 days	1-2 lbs	18	190+	01-02
536	Morning star (ms)	16sp	1hs	2 days	4-8 lbs	60	145+	01-08
537	Net (fishing) (fn)	1sp	1hc/th[gr]	3 days	3-5 lbs	1	20+*	01-08
538	Net (gladiator) (gn)	7sp	1hc/th[gr]	7 days	2-4 lbs	15	75+*	01-05
539	No-dachi (no)	25sp	2h	6 days	5-9 lbs	75	165+	01-05
540	Nunchaku (nu)	4cp	1hc/2h	1 day	1-2 lbs	20	125+	01-07
541	Pick (pi)	4sp	2h	2 days	3-7 lbs	20	120+	01-06
542	Pilum (pl)	10sp	pa/th	2 days	4-7 lbs	18	90+	01-05
543	Quarterstaff (qs)	5cp	2h	1 day	3-5 lbs	20	140+	01-03
544	Rapier (ra)	22sp	1hs	5 days	1.5-3 lbs	30	100+	01-04
545	Sabre (sa)	9sp	1hs	2 days	3-4 lbs	70	150+	01-03
546	Sai (si)	13sp	1hs	4 days	2-4 lbs	30	210+	01-02
547	Scimitar (sc)	10sp	1hs	3 days	3-5 lbs	60	150+	01-04
548	Short bow (sb)	6sp	mis.	3 days	2-3 lbs	—	—	01-04
549	Short sword (ss)	7sp	1hs	2 days	2-4 lbs	75	185+	01-02
550	Shuriken (sh)	4sp	th	1 day	.25-.75 lb	—	—	01-05
551	Sling (sl)	9bp	mis.	12 hrs	.5-1 lb	—	—	01-06
552	Spear (sp)	23bp	pa	1 day	3-8 lbs	15	130+	01-05
553	Tomahawk (tm)	4cp	1hs/th	12 hrs	2-4 lbs	25	80+	01-02
554	Tonfa (to)	9cp	1hc	1 day	2-5 lbs	20	130+	01-04
555	Trident (tr)	4sp	pa	2 days	4-6 lbs	30	140+	01-05
556	Two-hand sword (th)	20sp	2h	5 days	5-12 lbs	75	200+	01-05
557	War hammer (wh)	15sp	1hc	2 days	4-7 lbs	60	155+	01-04
558	War mattock (wm)	15sp	2h	2 days	4-8 lbs	60	145+	01-06
559	Whip (wp)	2sp	1hc[gr]	12 hrs	2-5 lbs	10	75+*	01-06

* These weapons cannot cause breakage, and are only affected by slashing weapons.
** Fumble simply results in no action the during given round.

NOTE: *"[gr]" indicates that "grapple" criticals may be used for these weapons. In addition, two numbers are given as fumble ranges for certain weapons that can be used 1-handed or 2-handed. When used 1-handed the fumble range is 01 to the first number. When used 2-handed the fumble range is 01 to the second number.*

ENCHANTED HERBS, BREADS AND POISONS PRICE CHART (601-999)

Codes: The Codes give a small letter for the climate of areas where the herb (or poison) is normally found, a capital letter for the type of locale or terrain commonly associated with the herb, and a number corresponding to a difficulty modifier which is applied to any search rolls.

Climate Codes: a = arid; c = cold; e = everlasting cold; f = frigid (everlasting cold); h = hot and humid; m = mild temperate; s = semi-arid; t = cool temperate.

Locale Codes: A = Alpine; B = Breaks/wadis; C = Coniferous forest; D = Deciduous/mixed forest; F = Freshwater coasts & banks; G = Glacier/snowfield; H = Heath/scrub/moor; J = Jungle/rain forest; O = Ocean/saltwater shores; M = Mountain; S = Short grass = S; T = Tall grass; U = Underground; V = Volcanic; W = Waste; Z = Desert.

Difficulty of Finding: 1 = Routine (+30); 2 = Easy (+20); 3 = Light (+10); 4 = Medium (+0); 5 = Hard (-10); 6 = Very Hard (-20); 7 = Extremely Hard (-30); 8 = Sheer Folly (-50); 9 = Absurd (-70).

Form and Preparation: Brew — Effective when drunk 20 rnds after water is boiled; Ingest — Immediately usable and may be eaten, chewed, drunk, or inhaled, whichever is appropriate; Apply — Requires 1-10 rnds to prepare; herb is then applied directly onto injured area; Paste — Raw matter is made into a paste which may put in food or drink or be applied to tools or weapons and stays effective up to 1 week, or until an object or person is struck; if a poison paste is used and a critical is obtained, the foe must make a RR or he receives the effect; if the attack result is merely hits (no crit), the poison is gone. Liquid — As paste, except it remains effective for 1 hour. Powder - May not be applied to weapons; only effective in food or drink.

Addiction Factor (AF): GMs may wish to make certain herbs addictive. The # code preceding the effect is the suggested **addiction factor**. Each time an herb is employed after its intitial use in any given week the GM should roll to see if the user becomes addicted. GMs can double the addiction factor # with each subsequent use (after the 2nd) in the given week. If the roll is under the adjusted addition factor #, addiction results. Subsequent effects: (a) loss of effectiveness of herb; (b) loss of effectiveness of user (e.g. -50) when they are not using herb; (c) loss of user's ability to resist using herb when under stress; or (d) unpleasant, possibly violent, withdrawal symptoms without usage.

Effect: Unless otherwise stated, a maximum of one dose can take effect in a given round. The effect is based on a dose weighing **1/2 ounce**. For poisons, the effect is normally the same regardless of the potency level of the dose, although the attack level will affect the victim's ability to resist.

ENCHANTED HERBS (601-700)

ID#	Name	Codes	Form/Prep	Cost	Effect
Antidotes					
601	Argsbargies	a-Z-5	Flower/ingest	38gp	AF7. Lvl 4 antidote for Muscle Poisons.
602	Eldaana	c-O-4	Leaf/brew	99gp	AF2. Lvl 9 antidote for Reduction Poisons. Reverses the effect of the curse "Ugliness of Orn" (Chan, "Curses," lvl 15).
603	Menelar	f-C-5	Cone/brew	65gp	AF4. Lvl 7 antidote for Circulatory Poisons.
604	Mook	t-M-3	Berry/ingest	30gp	AF5. Lvl 3 antidote for Respiratory Poisons.
605	Quilmufur	m-C-7	Root/brew	49gp	AF1. Lvl 8 antidote for Conversion Poisons.
606	Shen	t-F-6	Leaf/ingest	27gp	AF3. Lvl 4 antidote for Nerve Poisons.
607	Ul-Naza	s-W-8	Leaf/ingest	430gp	AF9. Lvl 50 antidote for any poison. Must be taken within 1 day of poisoning.
Bone Repair					
608	Arfandas	c-F-6	Stem/apply	2sp	AF1. Doubles rate of healing for fractures.
609	Baalak	h-O-8	Reed/brew	160gp	AF12. Shatter repairs.
610	Bursthelas	t-S-8	Stalk/brew	110gp	AF22. Shatter repairs.
611	Edram	c-F-8	Moss/ingest	31gp	AF10. Mends bone.
612	Gursamel	t-S-7	Stalk/apply	30gp	AF5. Mends bone.
Burn & Exposure Relief					
613	Alambas	s-O-4	Grass/apply	66sp	AF4. Heals 4 sq' of burns (any).
614	Aloe	t-H-4	Leaf/apply	5bp	AF0. Doubles healing rate for burns and minor cuts. Heals 5 hits if they result from burns.
615	Culkas	a-Z-4	Leaf/apply	35gp	AF0. Heals 10sq' of burns (any).
616	Jojojopo	f-M-4	Leaf/apply	9sp	AF0. Cures frostbite. Heals 2-20 hits resulting from cold.
617	Kelventari	t-T-3	Berry/rub	19gp	AF0. Heals 1st and 2d degree burns, 1-10 hits resulting from heat.
618	Veldurak	h-O-5	Kelp/apply	8sp	AF2. Cures frostbite. Heals 1-50 hits resulting from cold.
Circulatory Repair					
619	Anserke	h-O-6	Root/apply	75gp	AF7. Stops bleeding by clotting and sealing wound. Takes 3 rds to to take effect. Patient cannot move (appreciably) without wound reopening.
620	Fek	h-O-6	Nut/brew	50gp	AF5. Stops any bleeding. Takes 1-10 rds to take effect. Patient cannot move (appreciably) without wound reopening.
621	Harfy	s-S-6	Resin/apply	175gp	AF9. Immediately stops any form of bleeding.
622	Hugburtun	s-Z-6	Fruit/apply	180gp	AF6. Immediately stops any form of bleeding.
Concussion Relief					
623	Akbutege	s-O-2	Leaf/ingest	3sp	AF1. Heals 1-10.
624	Arlan	t-T-2	Leaf/apply	13sp	AF1. Heals 4-9. Wild heals 1-6.
625	Cusamar	c-H-7	Flower/ingest	30gp	AF3. Heals 15-60 (10 + 5x D10).
626	Darsurion	c-M-3	Leaf/apply	35bp	AF1. Heals 1-6.
627	Draaf	a-O-2	Leaf/ingest	7sp	AF1. Heals 1-10 for each of 2 consecutive rds.
628	Dugmuthur	t-M-3	Berry/ingest	9gp	AF2. Heals 10. Instant effect.
629	Gariig	a-Z-3	Cactus/ingest	55gp	AF3. Heals 30. A.k.a. Grarig.
630	Gefnul	e-V-5	Lichen/ingest	90gp	AF10. Heals 100.
631	Mirenna	c-M-3	Berry/ingest	10gp	AF1. Heals 10. Instant effect.
632	Reglen	t-M-3	Moss/brew	75gp	AF7. Heals 50.
633	Rewk	t-D-3	Nodule/brew	9sp	AF1. Heals 2-20.
634	Thurl	t-D-1	Clove/brew	2sp	AF1. Heals 1-4. Brew keeps 1-2 weeks.
635	Winclamit	c-C-7	Fruit/ingest	100gp	AF12. Heals 3-300.
636	Yavethalion	m-O-5	Fruit/ingest	45gp	AF4. Heals 5-50.

ID#	Name	Codes	Form/Prep	Cost	Effect
General Purpose Herbs					
637	Arkasu	m-T-4	Sap/apply	12gp	AF2. Heals 2-12 hits. Doubles rate of healing for major wounds.
638	Arlan	c-M-2	Root/ingest	1bp	AF3. Decongestant. +20 to resistance vs common cold. Speeds recovery from respiratory illness by 5x.
639	Athelas	t-C-5	Leaf/brew	300gp	AF20. Capable of curing anything while patient still alive, but healing only as effective as the healer. Full effect only in hands of an "ordained" king. Will not keep or give life.
640	Attanar	t-F-4	Moss/apply	8gp	AF1. Cures fever.
641	Delrean	c-C-2	Bark/apply	3sp	AF1. Repels any insect. Smells foul (noticeably so; range 50').
642	Felmather	m-O-5	Leaf/ingest	105gp	AF15. Mental summons of one "friend" (beasts or folk). Range 300'x user's level. Coma relief.
643	Latha	t-F-4	Stem/brew	9sp	AF4. +10 to disease resistance, cures common cold. Heals 1-2 hits.
644	Trudurs	c-F-4	Moss/brew	12sp	AF8. +10 to disease resistance for 1-10 days.
645	Ukur	f-H-4	Nut/ingest	34sp	AF1. One day's nutrition.
Life Preservation					
646	Carcatu	h-O-7	Grass/apply	89gp	AF25. Lifekeeping (1 day).
647	Degiik	h-O-5	Leaf/ingest	100gp	AF10. Lifekeeping (1 day).
648	Laurelin	m-O-9	Leaf/ingest	999gp	AF21. Lifegiving for Elves, if given within 28 days of death.
649	Nur-oiolosse	f-F-8	Clove/ingest	200gp	AF13. Lifegiving (1 day). Kills one day later unless Sorul nut (c-F-2; 1sp) is ingested.
650	Oiolosse	f-F-8	Clove/ingest	600gp	AF22. (Ololosse). Lifegiving for elves, if given within 7 days of death.
651	Olvar	f-O-6	Flower/ingest	200gp	AF20. Lifekeeping (2-20 days).
652	Pathur	a-H-4	Nodule/brew	35gp	AF7. Lifekeeping (1 hour).
653	Tyr-fira	f-A-9	Leaf/apply	1200gp	AF33. Lifegiving, if given within 56 days.
654	Vulcurax	h-J-9	Berry/apply	1000gp	AF0. Lifegiving, if given within 30 days.
Muscle, Cartilage, & Tendon Repair					
655	Arnuminas	m-S-2	Leaf/apply	6bp	AF8. Doubles rate of healing for sprains, torn ligaments and cartilage damage.
656	Arpsusar	t-F-5	Stalk/brew	30gp	AF15. Mends muscle damage.
657	Curfalaka	h-J-7	Fruit/injest	40gp	AF6. Mends muscle damage.
658	Dagmather	s-S-5	Spine/brew	28gp	AF12. Heals cartilage damage.
659	Ebur	m-O-4	Flower/ingest	22gp	AF18. Repairs sprains.
660	Hegheg	h-S-8	Root/paste	25gp	AF5. Heals cartilage damage.
661	Tarfeg	h-O-7	Flower/ingest	23gp	AF3. Repairs sprains.
Nerve Repair					
662	Belramba	s-C-6	Lichen/brew	60gp	AF20. Nerve repairs.
663	Terbas	m-D-3	Leaf/apply	2gp	AF4. Doubles healing rate for nerve damage.
664	Wifurwif	t-M-7	Lichen/ingest	55gp	AF15. Nerve repairs.
665	Yuth	h-J-8	Flower/ingest	29gp	AF8. Antidote for nerve venom.
Organ Repair & Preservation					
666	Baldakur	c-M-8	Root/brew	102gp	AF7. Restores sight.
667	Berterin	m-D-3	Moss/brew	19gp	AF20. Preservation of organic material (up to body size) for 1 day.
668	Febfendu	c-F-4	Root/brew	90gp	AF24. Restores hearing.
669	Kakduram	h-J-7	Fruit/ingest	90gp	AF6. Restores hearing.
670	Pasamar	h-S-8	Grass/brew	75gp	AF40. Preserves organic material.
671	Siran	s-S-6	Clove/ingest	80gp	AF31. Restoration of 1 organ or area. Side effect: skin disease (Pr 10% normal) and 6 hits per rd when skin exposed to full sun.
672	Siriena	s-S-5	Grass/brew	70gp	AF27. Preservation of any organic material (up to body size). Lasts 1 week.
673	Tarnas	h-J-6	Nodule/brew	220gp	AF60. Nausea for 1-10 hrs (-50). Repairs organ damage.
674	Wek-wek	h-J-8	Nodule/brew	220gp	AF50. Repairs organ damage.
Physical Alteration & Enhancement					
675	Agaath	e-G-2	Berry/ingest	5gp	AF3. Breathe with low oxygen (25%+) 12 hrs. Once per 2 days.
676	Ankii	s-B-7	Berry/ingest	100gp	AF9. Restores as good sleep. Use in given week results in: once = loss 1 pt Co; twice = loss 5 pts; thrice = 25 pt loss (temp).
677	Atigax	f-H-4	Root/brew	40gp	AF12. Protects eyes in intense light or glare. Allows sight despite sudden or blinding light. Lasts 9 hrs.
678	Breldiar	m-V-4	Flower/ingest	25gp	AF7. Subtracts 30 from maneuver and melee. Adds 50 to spells and missile attacks. Euphoria. Lasts 1 hr.
679	Blue Eyes	m-S-7	Flower/brew	15gp	AF25. Enhanced vision (x3 range) plus mild infravision (min. 50') for 3 hrs. 1x/day.
680	Elben's Basket	t-S-7	Root/brew	10gp	AF15. Heart stimulant. Doubles speed for 1 rd once per hour.
681	Gylvir	m-O-6	Algae/ingest	45gp	AF20. Allows one to breathe under water (only) for 4 hrs.
682	Grapeleaf	m-D-6	Nectar/ingest	7gp	AF18. Intoxication and dreams (actions at -50) for 2 hours, Ind 1 days nutrition.
683	Joef	t-B-3	Powder/ingest	35gp	AF23. Allows mental summons of one known sentient friend (100'x level of user).
684	Kathkusa	f-W-3	Leaf/ingest	50gp	AF35. 2x strength (1-10 rds). 2x hits given foes; +10 OB.
685	Kilmakur	h-S-7	Root/brew	65gp	AF33. Protects versus flame and heat for 1-10 hrs.
686	Klagul	s-S-3	Bud/brew	27gp	AF7. Infravision (6 hrs). One sees as an Elf.
687	Marku	s-H-6	Nut/ingest	30gp	AF5. Infravision (6 hrs).
688	Megillos	c-M-3	Leaf/ingest	12sp	AF19. Increases visual perception (2x range) for 10 minutes.
689	Rud-tekma	h-J-6	Fruit/ingest	25gp	AF10. Bonus of +20 when casting spells or for over-cast attempts. Lasts 1 hr. Maneuver and melee bonus -20. 10% chance any spell will be cast on nearest unintended target.
690	Splayfoot	m-F-4	Seeds/brew	23gp	AF16. For "good in heart" instills confidence and singleness of purpose (+25) for 1 to 4 hrs.
691	Yaran	t-S-2	Pollen/ingest	9sp	AF7. Acute smell and taste (+50) for 1 hr.
692	Zulsendura	a-U-4	Mshrm/ingest	70gp	AF22. Haste (3 rds).
693	Zur	c-U-4	Fungus/brew	12gp	AF8. Enhances smell and hearing (3x range; +50 man.). Lasts 1 hr.
Stat Modifiers					
694	Lestagii	a-Z-9	Cryst/ingest	520gp	AF45. Restores any stat losses other than those due to age. Affects only one stat.
695	Merrig	s-S-8	Thorn/brew	90gp	(AF50.) Daily use increases Pr by 5. Interruption of use will not reverse addictive resistance, but means loss of benefit. Withdrawal means loss of 10 from Co, 15 from Re and Me.
Stun Relief					
696	Januk-ty	s-S-6	Root/brew	110sp	AF2. Stun relief (3 rds).
697	Suranie	t-F-3	Berry/ingest	2gp	AF3. Stun relief (1 rd).
698	Vinuk	s-S-4	Root/brew	12sp	AF4. Stun relief (1-10 rds).
699	Welwal	h-J-7	Leaf/ingest	12gp	AF3. Stun relief (3 rds).
700	Witav	h-j-6	Leaf/ingest	12gp	AF5. Stun relief 2 rds.

ENCHANTED BREADS (701-799)

ID#	Name	Codes	Form/Prep	Cost	Effect
701	Alshana	t-T-2	Bread/ingest	35gp	AF5. Dose/4 oz slice. Infravision (min. 300') for 1 hr. 10- slice loaf 290gp. Tastes of raisins and carrots; keeps 1-2 months.
712	Cram	c-U-2	Bread/ingest	14sp	AF1. Dose/4 oz slice. Dwarven Waybread. Five day's nutrition/slice. 10-slice loaf 13gp. Tastes of mushrooms and pepper; keeps 7 weeks.
713	Hesguratu	c-M-3	Bread/ingest	45gp	AF10. Dose/4 oz slice. 2x strength (6 rds); +10 OB and 2x hits given foes. 10-slice loaf 350gp. Tastes of wheat and onions; keeps 1 month.
714	Kykykyl	m-D-2	Bread/ingest	50gp	AF6. Dose/4 oz slice. Allows one to see with complete clarity (as on a cloudless day) for 1 hr, regardless of weather, lighting, or eye injuries (unless eye destroyed) 10-slice loaf 440gp. Tastes of garlic, carrots, and ginger; keeps 2-20 weeks.
715	Tatharsul	t-O-3	Bread/ingest	75gp	AF15. Dose/4 oz slice. Restores nervous system to normal (in 1-10 rds). 10-slice loaf 690gp. Tastes of pumpkin and lemon; keeps 1-2 months.
716	Ulginor	c-O-1	Bread/ingest	4sp	AF0. Dose/4 oz slice. A slice provides a day's nutrition. 10- slice loaf 35sp. Tastes of cheese and spinach; keeps 1-2 months.

INTOXICANTS (Mind Alterants) (801-899)

ID#	Name	Codes	Form/Prep	Cost	Effect
801	Arunya	m-S-3	Root/brew	2bp	AF50. Causes sleep and quick unconsciousness. One hour's sleep equals 4.
802	Brorkwilb	m-V-3	Flower/ingest	9gp	AF45. Euphoric. Allows for shared dreams with family member who lies within range (100 miles x level of user).
803	Galenas	m-H-4	Leaf/ingest	5sp	AF10. Leaf produces smoke which affects 20' rad. Relaxes (-75) 1-10 rds.
804	Gort	h-J-5	Leaf/ingest	10gp	AF20. Euphoric hallucinogin. +10 to user's Pr for 2 hrs, but afterwards causes user to be at -50 for 1-10 hrs.
805	Hoak-foer	s-S-2	Flower/ingest	67gp	AF30. Hallucinogin. Cures mind loss and mental diseases, but prevents movement (altogether) for 1-10 weeks.
806	Hugar	h-O-4	Root/ingest	1sp	AF33. Causes sleep and quick unconsciousness. One hour's sleep equals 6.
807	Nelisse	s-V-5	Leaf/brew	9sp	AF15. Euphoria (-50) for 1 hr. Yields 1 day's nutrition.
808	Swigmakril	a-Z-6	Flower/brew	50gp	AF25. Relaxant. User takes 2x usual hits before passing out (but dies due to hits at usual #), although he operates at -30. Lasts 1-2 hrs.
809	Swuth	h-O-5	Leaf/ingest	4sp	AF3. Invisible smoke relaxes (-75) 1-10 rds.
810	Tukamur	s-S-4	Grass/brew	38sp	AF100. Euphoric. Allows for shared dreams with friend similarly affected lies within range (50 miles x level of user).

POISONS (901-999)

ID#	Name	Codes	Form/Prep	Cost	Effect
Circulatory Poisons					
901	Carnegurth	a-Z-4	Flower/liquid	53gp	(Lvl 1). Reddish juice causes massive blood clotting and death in 1-100 hrs.
902	Jeggarukh	m-U-5	Bats/powder	71gp	(Lvl 6). Black powder gives 10-100 hits.
903	Karfar	h-J-4	Leaf/paste	142gp	(Lvl 7). Reddish paste causes heart to shut down. Massive shock and death in 2-12 rds.
904	Klytun	s-B-4	Root/paste	53gp	(Lvl 5). Golden paste causes 1-10 day coma.
905	Sharkasar	m-C-6	Root/paste	2gp	(Lvl 10). Brown paste gives 1-10 hits.
906	Sharduvaak	a-Z-7	Berry/liquid	36gp	(Lvl 3). Brown liquid slows blood flow. Victim sluggish and, at -50 for all activity, and needs 2x usual sleep.
Conversion Poisons					
907	Bragolith	c-C-8	Juice/liquid	120gp	(Lvl 5). Bluish juice causes victim to spontaneously combust. Phosphorescent green firefly juice.
908	Brithagurth	f-F-8	Fish/liquid	25gp	(Lvl 2). Black venom causes hardening of tendons in 1-4 appendages (making them useless).
909	Henuial	c-C-8	Bee/liquid	80gp	(Lvl 6). Yellow venom converts optic juices of 1-2 eyes to honey.
910	Ondokamba	c-U-3	Bat/liquid	29gp	(Lvl 2). Green venom turns (1-4) hands and/or feet to stone (making each affected area -75).
911	Muilfana	t-C-4	Sap/liquid	52gp	(Lvl 2). Orange tree sap. When contacted with mucous membranes turns to acid (blinds, or destroys windpipe and/or esophagus).
912	Taynaga	c-C-5	Bark/powder	27gp	(Lvl 8). Brownish powder sterilizes and gives 5-50 hits.
Muscle Poisons					
913	Dynallca	h-F-3	Leaf/paste	14gp	(Lvl 3). Tan paste destroys hearing and gives 1-10 hits.
914	Kaktu	s-S-7	Flower/liquid	29gp	(Lvl 1). Affects 1-4 appendages. Dexterity loss in each affected area reduces associated maneuver rolls by 1-100 (avg. if two are used).
915	Trusa	h-J-8	Frog/paste	31gp	(Lvl 4). Acts in 1-10 rds. Victim failing RR by 21+ is killed. Victim failing by 11-20 falls into coma, and is blind; failure by 1-10 results in blindness in 1-2 eyes.
Nerve Poisons					
916	Acaana	f-M-7	Flower/paste	600gp	(Lvl 10). Black paste destroys nervous system. Kills instantly.
917	Asgurash	c-T-7	Snake/paste	31gp	(Lvl 3). Brownish red snake venom. Upper body paralysis.
	Cathaana	m-D-6	Nut/powder	36gp	(Lvl 1). White powder instantly causes mild euphoria (victim at -50 for 1-10 rds). Brain is destroyed after 1-10 minutes.
918	Juth	a-Z-5	Scorpion/liq	41gp	(Lvl 2). Causes gradual insanity (1-100 weeks).
919	Ruth-i-Iaur	s-U-7	Drakes/liquid	56gp	(Lvl 4). Brownish Cave-drake saliva causes rapid (1-20 rds) erosion of nervous system. Victim left at -50 to -100 activity.
920	Slird	h-J-8	Fruit/paste	13gp	(Lvl 2). Acts in 1-2 rds. Victim loses feeling in 1-6 extremities (head, genitals, hands, feet) for 1-100 days.
921	Ul-acaana	e-M-8	Flower/paste	1200gp	(Lvl 20). Nervous system destroyed. Paralyzes instantly; kills in 1-10 minutes.
922	Wek-baas	h-O-9	Fish/liquid	70gp	(Lvl 5). Acts in 1-100 rds. RR failure of 31+ results in total paralysis; failure by 16-30 results in degeneration of balance and hearing in 1-10 days; RR failure of 1-15 results in sleep.

ID#	Name	Codes	Form/Prep	Cost	Effect
Reduction Poisons					
923	Lhugruth	e-U-6	Dragon/liquid	300gp	(Lvl 10). Grey/black blood rapidly (1-10 rds) dissolves inflicted area. Affects metals and organic material. Does not affect glass/sand/pottery.
924	Ondohithui	e-A-5	Lichen/paste	60gp	(Lvl 3). Blue/grey paste causes fatal dehydration in 1-10 minutes.
925	Nimnaur	t-D-5	Spider/liquid	23gp	(Lvl 3). Milky white juices slowly (1-10 minutes) liquifies affected organ (1 organ/dose).
926	Silmaana	m-T-2	Stalk/powder	4gp	(Lvl 9). Silver powder scars skin; gives 2-20 hits.
927	Slota	t-D-7	Spider/paste	36gp	(Lvl 5). Slow (1 day) paralysis and death (1-10 days).
928	Zaganzar	t-M-6	Root/liquid	139gp	(Lvl 5). Bluish extract blinds by reducing optic nerve to water; gives 1-10 hits.
Respiratory Poisons					
929	Galenaana	c-A-6	Leaf/powder	179gp	(Lvl 9). Green powder kills Elves; leaves others in a coma for 1-100 weeks.
930	Hith-i-Girith	f-M-5	Leaf/liquid	12gp	(Lvl 4). Mist/vapor from live (active) tree acts as depressant causing immediate and continuing sleep.
931	Jegga	m-U-5	Bats/paste	92gp	(Lvl 7). Brown paste gives 1-100 hits.
932	Jitsu	m-O-4	Clams/liquid	34gp	(Lvl 5). Yellow venom gives 5-50 hits.
933	Jitsutyr	c-F-6	Clams/paste	145gp	(Lvl 2). Tan paste destroys lungs and kills in 1-100 rounds.
934	Kly	s-H-5	Berry/paste	154gp	(Lvl 3). Brown juice gives 3-300 hits.
935	Uraana	t-S-3	Leaf/paste	12gp	(Lvl 6). Creamy paste gives 3-30 hits.
936	Vuraana	h-T-4	Flower/paste	42gp	(Lvl 2). Pinkish paste delivers 1-100 hits.

FINDING AN HERBS/POISONS IN THE WILD:

A) This formula allows the GM to determine the number of doses a group could find after a 10 hour search in previously unexplored territory (not exploited in last 6 months) which is a suitable locale for the herb sought.

B) A united group gets one roll for an organized search. Roll randomly to see how many doses a given individual finds.

C) A group which separates into smaller units which make separate rolls. The individuals or parties must cover entirely separate areas, usually out of earshot, and not contact each other during the period in question.

D) Formula: # doses found = 1 + (1-20 - difficulty #).

E) Modifiers:

Searching in area searched in last 6 months —	-50
Each Animist in group —	+30
Each Ranger in group —	+20
Each additional searcher —	+2
Each day spent unsuccessfully searching —	+5

1.0
CHARACTER LAW INTRODUCTION

Character Law is a set of rules and guidelines for generating, maintaining, and detailing the capabilities of characters to be used in a fantasy role playing (FRP) game. It is part of the ***Rolemaster*** systems, that also include *Arms Law*, *Claw Law* (a FRP combat system), *Spell Law* (a FRP spell and magic system), *Campaign Law* (a set of guidelines for campaign games), and other supplementary material. However, it can be adapted to be used with other role playing systems.

Character Law is designed to provide both the Gamemaster and the player with tremendous character 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 professions (character classes) are designed to indicate a mental state and life style which was molded by a player's early life. These professions dictate the ease in which a particular skill may be 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 profession under other systems. Only the "cost" in time and lost opportunities in "easily developed" skill categories act 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 Gamemaster 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 having. Again, a player must make choices and plan ahead. Under *Character Law*, budgeting of skill development becomes another important aspect of the FRP game.

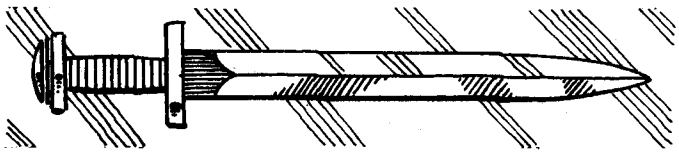
Character Law also provides a unique approach to stats. Under these guidelines each stat is quite important, and no one or two stats clearly dominate. Rarely will a character be without flaws or a "chink in his armor." A character must choose his strengths and weaknesses. There are 10 stats used in *Character 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 Gamemaster 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 1.1 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 — not rules — and are intended for Gamemasters and player who may wish to pick and choose their parameters. ICE hopes that the Gamemaster will feel free to build upon the foundations provided.

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

1.1 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 ICE's set of rules for generating and developing fantasy role playing characters. Each of the major factors that separate *Character Law* 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 for details.



Personal Characteristics (Stats)

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

The stats include 4 physical characteristics:

Strength
Constitution
Quickness
Agility

They also include 4 mental characteristics:

Intuition
Empathy
Memory
Reasoning

Finally, there are two stats included that represent characteristics partially mental and partially physical:

Presence
Self Discipline

These stats are described in detail in Section 2.0. Each stat may affect the ability of the character to perform specific actions; this is discussed in Section 2.4.

Each stat has two values (1-100). The *potential* ("ultimate") value (genetically) that the character's stat can obtain. The *temporary* value represents the value of the characteristic's current level. The temporary stats can rise (due to character advancement and other factors) and fall (due to injury, old age, etc.). However, the potentials rarely change. Of course, the temporary stat for a particular characteristic can never be higher than the potential for the same characteristic. For example, a character could have a temporary Strength of 80 and a potential of 92; and the 80 would be his effective Strength for combat purposes (circumstances could raise or lower the 80 but never above 92). This feature is described in detail in Sections 5.0 and 10.0.

Experience Levels

Each character while adventuring will reach stages of development called experience levels (or just "levels"). At each new level the character becomes more powerful and skillful in his chosen areas of expertise. Ideally for realism, the character would develop after each activity or experience. However, this is extremely difficult to handle in practice. It necessitates stopping action in the game, performing bookkeeping, calculating the value of the experience, and determining what the character learned. Thus, we limit these factors by allowing a character to develop only at discrete intervals called levels (this factor is common to many FRP systems). Levels are discussed further in Section 5.0.

Skills and Skill Ranks

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

1) Any character may develop any skill regardless of profession (see Sections 4.0, 5.3, and 10.0). However, depending upon the specific character's training early in life, certain skills require more or less effort relative to other characters. How much effort is required to develop a skill depends upon the profession chosen by the player.
2) Depending upon the values of certain stats (Sections 2.3, 5.3, and 10.0), 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 profession and will tend to reduce the degree of variation. Yet, this "cost effectiveness" will direct development only along vaguely similar lines.

Table 15.2.1 provides a list of skills and how much "effort" each one takes to develop for each of the professions. These skills are the basic ones required by normal play, and a Gamemaster can easily add more if his specific game requires others. Skills are further discussed in great detail in Section 3.0.

Professions (Character Classes)

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

Individualizing Characters

It is often desirable to provide each character with certain factors that make him (or her) unique. This system already does this to a certain extent: 19 professions 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 7.0 and 10.6.

Optional Rules

The features mentioned above are those of the basic *Character Law* character development system. These basic rules in Sections 2.0-10.0 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 a framework of the basic rules to provide more flexibility and detail. The Gamemaster should examine these rules and determine which ones are appropriate for the pace, flavor, and detail desired in his game.

1.2 DEFINITIONS AND CONVENTIONS

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

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

Area Spell: An Elemental Attack spell that attacks an area rather than a specific target: *Coldball*, *Fireball*, etc.

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

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

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

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

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

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

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

Combat Roll: See "Attack Roll."

Concussion Hits: See "Hits."

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

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

Dice Roll: See Roll.

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

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

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

Failure: See "Spell Failure."

Fire: To make a missile attack (verb) or missile attack(s) (noun).

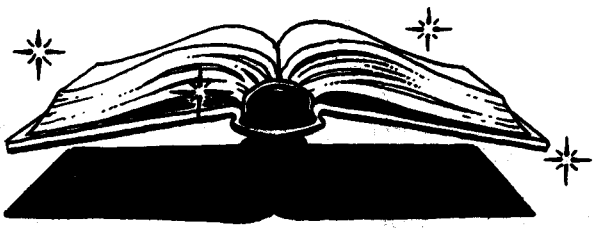
Fumble: An especially ineffective attack which yields a result that is disadvantageous for the attacker.

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

Group: A collection of player characters.

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

Hybrid Spell User: A spell user who can cast spells of two different realms.



Initiative: The factor that determines which the order in which combatants resolve their attacks, i.e., the combatant with the highest initiative attacks first.

Level: See "Experience Level."

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

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

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

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

Mentalism: One of the realms which provide the source of power for spells (see Section 4.4).

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

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

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

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

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

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

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

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

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

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

Power Point Multiplier (PP Multiplier): An item that increases the wielder's inherent power points (see *SL* Section 6.1.2).

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

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

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

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

Realm: All spells and the power required to cast spells are classified in the three "realms" of power: Essence, Channeling, and Mentalism.

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

Roll: Two different colored 20-sided dice are used to resolve any activity requiring a "Roll"; such dice are available in most hobby and toy stores. Each of these dice has two sets of the numbers: 0,1,2,3,4,5,6,7,8, and 9. These dice can be used to obtain a variety of results. These various results are described in at the end of this Section.

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

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

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

Shot: A missile attack.

Skill: Training in an area which influences how effectively a character is able to perform a particular action or activity. "Skill Rank" is a measure of the effectiveness of a specific skill.

Spell Adder: An item that allows its wielder to cast a set number of spells without expending power points (see *SL* Section 6.1.2).

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

Spell Level: The experience level necessary for a spell user to know or inherently cast that particular spell.

Spell List: A grouping and ordering of related spells based upon a correlation of level, intricacy, and potency of the spells. A character who has "learned" a spell list is able to cast a spell from that list if its level is less than or equal to his own experience level.

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

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

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

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

Dice Rolling Conventions

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

Note: *20-sided dice can be obtained at your local hobby and game stores.*

Percentile ("1-100") Rolls

1-100 Roll — Most of the rolls in ***Rolemaster*** are "1-100" rolls (also called "D100" rolls). To obtain a 1-100 result roll two dice together — one die is treated as the "ten's" die and the other as the "one's" die (designate before rolling, please). Thus a random result between 01 and 100 (a "00" is treated as 100) is obtained.

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

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

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

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

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

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

Non-"1-100" Rolls

1-10 Roll — In instances when a result (roll) between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10. Such a roll is referred to as "1-10" or "D10".

1-5 Roll — Roll one die, divide by 2 and round up ("1D5").

1-8 Roll — Roll one die; if the result is 9 or 10, reroll until a 1 to 8 result occurs ("1D8").

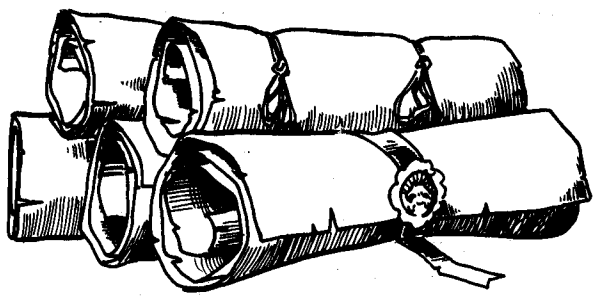
5-50 Roll — Roll 1-10 five times and sum the results.

2-10 Roll — Roll two dice, divide each result by 2 (round up), and then add the two results to obtain the "2-10" ("2D5") result.

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

Unmodified Rolls (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked on the appropriate charts with a UM. For example, all weapon attacks result in a fumble if the initial unmodified 01-100 roll falls within the fumble range of the weapon.



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1.3 HOW TO USE CHARACTER LAW

In a fantasy role playing (FRP) game each participant except for the Gamemaster (GM) is a "player" and assumes the persona of one of the individual characters; these characters are the player characters (PCs). All of the other characters are controlled by the Gamemaster and are called non-player characters (NPCs). A variety of factors control each character's capabilities in a fantasy role playing environment (e.g., mental attributes, physical attributes, background, physical appearance, skills, bonuses, etc.). These factors are discussed and described in Sections 2.0-9.0.

The Gamemaster should first skim the rules to get an overall view of the system, then he should read all of the rules thoroughly. If a section is confusing at first, mark it and go back to it after reading everything else. Examples are included to aid in absorbing the rules. The Gamemaster need not memorize or fully analyze the significance of all the rules at first. The rules are organized in such a fashion that may situations can be handled by referring to specific rules sections when they first arise. The Gamemaster should also read the optional rules to determine which he wishes to use in his game.

The players should first skim Sections 1 through 9 and any optional rules the Gamemaster has decided to use. Then they should each generate a character by following the procedures and examples outlined in detail in Section 10, referring back to parts of the earlier sections for explanations of the various aspects of a character.

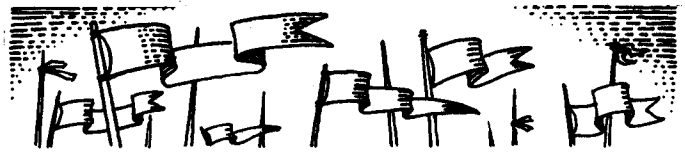
2.0 MENTAL AND PHYSICAL CHARACTERISTICS

The base mental and physical attributes of a character are represented by 10 statistics (called stats): 5 "primary" stats and 5 "development" stats. Each character has two numerical values on a scale of 1 to 100 for each stat (see Section 2.1). The value of a stat indicates how it rates relative to the same stat of other characters. The lower the value of a stat, the weaker it is relative to the same stat of other characters. Relatively high stats give bonuses (see Section 2.4) which apply to attempts to accomplish certain activities and actions.

An individual's stats represent prowess in various areas in comparison to the average man. John Smith, the townsman, might be theoretically assumed to have stats of 50 across the board. In the primitive society favored for most role playing games, however, it is quite likely that those with stats below 10 will be the first claimed by nature and survivors might tend to have a set of stats that are above the "average" (assume that John Smith has stats of 55). Those with access to better health care (the rich) might tend to live even if weak in critical areas, however. So Noble John Smith's stats might well average 50. (See Section 11.0, Non-Player Characters).

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 10.0, Creating a Character).

Higher level non-player characters (NPCs) are also likely to be superior to the general population. It is a fact of life that in attempting to increase one's experience level one has an excellent chance of dying. Superior characters are more likely to survive; thus, in creating and running NPCs, the Gamemaster is urged to consider their experience level when determining their stats. (See Section 11.0).



2.1 TEMPORARY AND POTENTIAL STATS

Each stat has two values (1-100): a potential value and a temporary value. The potential value reflects the highest value (genetically) that the character's stat can obtain. The temporary value represents the stat's current value. Thus, each character has a set of "temporary" stats and a set of "potentials".

During play, the temporary stats can rise due to character advancement and other factors and fall due to injury, old age, etc. (see Sections 5.3 and 10.0). However, potentials rarely change. Of course, the temporary value for a given stat may never be higher than its potential. Note that a character's stats do not always increase beyond their starting level: two months of adventuring does not necessarily accomplish what 18 years of youthful exuberance failed to do.

2.2 DEVELOPMENT STATS

In addition to affecting play, 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 Table 15.1.3. This total may be adjusted up or down by high or low Development Stats. Note that the five stats above will often be referred to as Development Stats. In game terms, other characteristics do not aid in the acquisition of skills in any way.

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

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

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

Memory (Me) — The ability to retain what has previously been 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 Gamemaster doesn't have time to devise and describe in absolute detail to each player. Also referred to as: *intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.*

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

2.3 PRIMARY STATS

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

Strength (St) — Not brute musculature, but the ability to use existing muscles to their greatest advantage, thus racial and sexual adjustments should be kept to a minimum (if used at all). Also referred to as: *power, might, force, stamina, endurance, conditioning, physique, etc.*

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

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

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

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

2.4 STAT BONUSES

Certain bonuses and penalties may apply to a character's skills and activities if his stats are high enough or low enough. These stat bonuses are given in Table 15.13. Only one stat bonus applies to each skill or ability (unless optional rule 13.21 is used). The correspondence between stats and related skills are given in Table 15.14. Some unusual uses for stat bonuses are given below:

Defensive Bonus (DB)

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, etc.). Note the 4th column on Table 15.3.3; 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 with a DB of 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. This penalty of 10 is subtracted from his quickness bonus of 20, leaving a DB of 10 to be subtracted from incoming attacks. Those attacks are now resolved on the AT 17 column with a DB of 10.*

General Moving Maneuvers

If there is no skill which is specifically applicable to a given moving maneuver, then the character's Agility stat bonus should be used to modify that moving maneuver roll.

Total Hit Points (Hits)

The hit point total used during play is the base hit point total (see "Body Development" in Section 3.8) **plus** the base hit point total multiplied by the Constitution stat bonus divided by 100 (i.e., the CO stat bonus is used as a percentage).

Summary for Determining the Total Hit Points:

1) Start with a base hit point total (BHPT) equal to Constitution/10 (round up).
2) Each time the Body Development skill rank is increased by one add 1-10 hits to the base hit point total (up to the racial max + Co Bonus, see Table 15.5.1).
3) The actual hit point total = BHPT + (BHPT x Con Bonus / 100). Round up.

Example: *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.

Resistance Rolls (RR)

Resistance Rolls against spells and poison or disease are affected by various stat bonuses depending on the type of attack.

RRs versus **Essence spells** (e.g., all those thrown by Magicians, Illusionists, Alchemists, and Monks) are subject to stat bonuses for *Empathy*.

RRs versus **Channeling spells** (e.g., all those thrown by Clerics, Animists, Healers, and Rangers) are subject to stat bonuses for *Intuition*.

RRs versus **Mentalism spells** (e.g., Mentalist, Lay Healer, Seer, and Bard Spells) are subject to stat bonuses for *Presence*.

RRs versus a **Hybrid spell user's base spells** are subject to the the stat bonus for the average of the two stats relating to the realms for that profession. Sorcerers are users of Channeling and Essence, so average Empathy and Intuition and use the stat bonus for the average. Mystics are masters of Mentalism and Essence, so use the average of Empathy and Presence. Astrologers are students of Channeling and Mentalism, so Intuition and Presence are averaged.

RRs versus a **Hybrid spell user's non-base spells** are subject to the stat bonus for the spell's normal realm.

RRs versus **poisons and diseases** are subject to the stat bonus for Constitution. Resistance Rolls are resolved by assigning a level (potency for the poison) and resolving the Resistance Roll using Table 15.3.5. For more on poisons and diseases see ***RM*** Section 7.1.4 and 7.1.5.

Example: *For instance, Acaana is a level (potency adjustment) 10 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 15.35. If his roll exceeded 62 on (1-100) 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.*

15.1.1 STAT POTENTIALS TABLE

Roll	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.

15.1.2 STAT GAIN TABLE

Roll	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 (e.g., 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).

15.1.3 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 power 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 power points; thus, each spell realm has one characteristic from which power points may be derived:

Empathy for Essence
Intuition for Channeling
Presence 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."

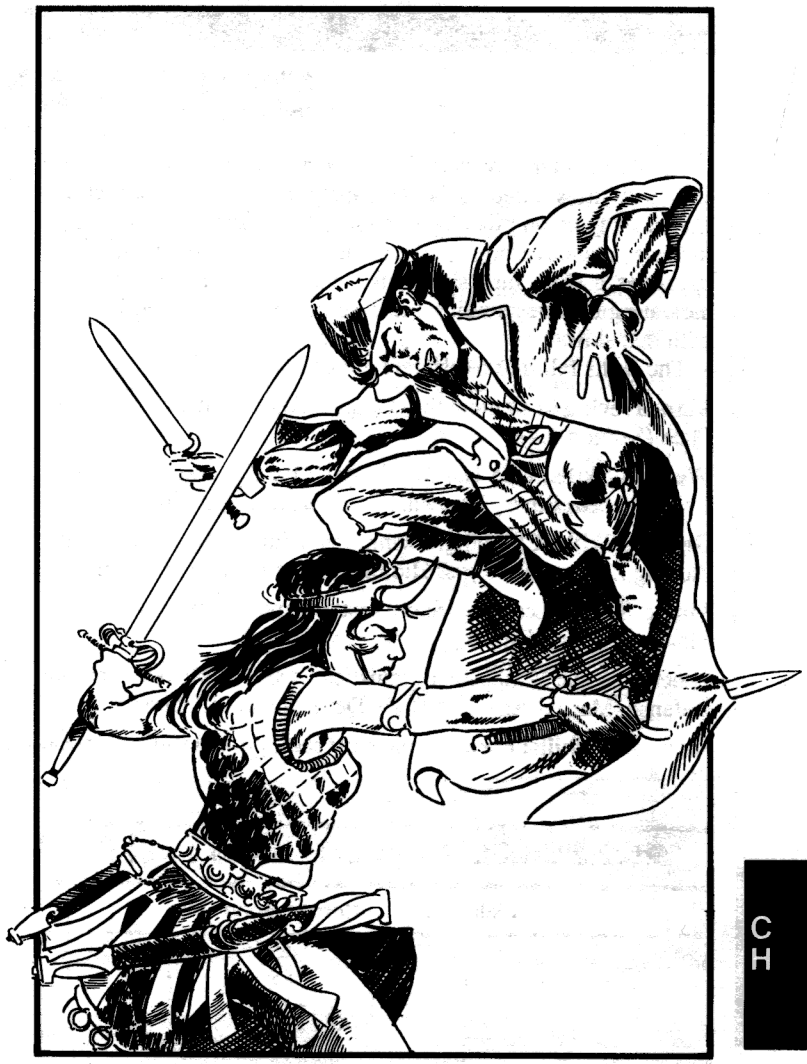
1-100 Stat	Bonus on D100*	Bonus on D20	Development Points	Power Points	3-18 Stat.	2-12 Stat.
102+	+35	+7	11	4	20+	17+
101	+30	+6	10	3	19	15-16
100	+25	+5	10	3	18	13-14
98-99	+20	+4	9	2	17	12
95-97	+15	+3	9	2	16	
90-94	+10	+2	8	1	15	11
85-89	+5	+1	8	1	14	10
75-84	+5	+1	7	1	13	9
60-74	0	0	6	0	12	8
40-59	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 6.2 are used.

15.1.4 STAT EFFECT TABLE

ACTION (Skill)	Type	Basic Stat	Optional Stat(s)*
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 13.2.1
** - Bonus for movement at faster than a walk.
M - Action is a moving maneuver (see Section 3.3).
OB - Stat bonus is applied to the appropriate Offensive Bonus.
DB - Stat bonus is applied to the Defensive Bonus.
S - Action is a static maneuver (see Section 3.3).
SP - Action is treated in a special manner (see Sections 3.7 and 3.8).



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15.1.5 RESISTANCE ROLL TABLE

TARGET LEVEL	ATTACK LEVEL *															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	**
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	
13	09	14	19	24	29	32	35	38	41	44	46	48	50	52	54	
14	07	12	17	22	27	30	33	36	39	42	44	46	48	50	52	
15	05	10	15	20	25	28	31	34	37	40	42	44	46	48	50	15
**	1				5					10					15	

* For spells the attack level is the caster's level.
** For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.
To resist the target's RR must be greater than or equal to the number given above.

3.0 SKILLS AND RANKS

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

The skills fall into 6 different areas:

Maneuvering in Armor: Soft Leather, Rigid Leather, Chain, and Plate (Section 3.4).

Weapon Skills: One-Handed Edged, One-Handed Concussion, Two-Handed, Bows, Thrown, and Pole Arms (Section 3.5).

General Skills: Climbing, Swimming, Riding, Disarming Traps, Picking Locks, Stalking & Hiding, and Perception (Section 3.6).

Magic Skills: Learning Spell Lists, Runes, Staves & Wands, Channeling, and Directed Spells (Section 3.7).

Special Skills: Ambush, Linguistics, Adrenal Moves, Adrenal Defense, Martial Arts, and Body Development (Section 3.8).

Secondary Skills: For a complete list see Optional Rules, Section 14.1.4.

15.2.2 SKILL RANK BONUSES TABLE

Skill Rank	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 rank over Skill Rank 30.

3.1 SKILL RANK BONUSES

Most Skills have a **skill rank bonus**, which is generally included as part of the total bonus utilized when applying that skill. Different skills use this bonus in different ways as described in the individual skill descriptions and Section 3.3. In general, skill ranks modify a character's chances of succeeding in certain actions.

The Standard skill rank bonus is given in Table 15.2.2. Basically, the table follows a standard progression. The bonus is -25 if the rank is 0 and +5 if the rank is 1. The bonus increases by 5 for each of ranks 2 to 10, by 2 for each of ranks 11-20, by 1 for each of ranks 21-30, and by ½ for each rank above 30. Certain skills do not use this normal skill rank bonus, as specified in the skill descriptions (Sections 3.4-3.8).

3.2 SKILL RANK DEVELOPMENT

Skills are presumed to derive from study and experience. Under the ***Rolemaster*** character development guidelines, at each level of development a character has a certain number of development points which may be expended as desired by begin learning or improving skills (i.e., increasing a skill's "rank"). It is assumed that the character continues this development process throughout his adventures, and receives the benefits of that skill development upon reaching the next level of experience. (Material and practice may be required by the Gamemaster, see Optional Rules in Section 13.52.)

DEVELOPMENT POINTS (3.2.1)

Development points are derived from one's stats (characteristics). Each character has 5 Development Stats (Constitution, Agility, Self Discipline, Reasoning and Memory) which affect his ability to develop skills. A higher Constitution allows more rigorous training, Self Discipline keeps boredom at bay, etc. Each of these stats (temporary values, not potentials) gives the character a number of development points (see Table 15.1.3); these points are totaled and may then be expended to develop skills by increasing skill ranks.

Development points are received (as outlined above) when a character is started and each time a character advance a level (see Section 5.0). These points must be expended immediately to begin the acquisition or improvement of skills (i.e., skill development). The expenditure of development points represents the effort that the character is using to improve that skill, the amount of time spent on it, etc.

A character may not accumulate development points from level to level, nor may they be transferred from one character to another.

Furthermore, development points must be allocated immediately upon 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. Skills or the improvement of skills are not obtained until the next level is reached.

SKILL DEVELOPMENT COST (3.2.2)

The cost of developing a skill is determined by preadolescent training. The best reflection of this is the character's profession; a fighter is taught in his youth some of the basic principles behind weapons, either through a formal apprenticeship or through watching combats with the keen interest of one who wants to follow that profession. Similarly, spell users begin at an early age to attune their minds to the acquisition of their chosen magics. This early training is reflected in the Character Development Table 5.2.1, where the development point costs of acquiring various skills are listed.

It is a basic premise of *Character Law* 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 rank 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 profession. This will make some skills easier to acquire while at the same time necessarily making the mind less attuned to other skills. The Gamemaster must determine which changes of this type are appropriate for his game and world system.

Normal Skill Development

To develop a skill, a character expends the points indicated by the character development chart and improves his skill in that are a by one rank. A character is born with rank 0 ability in all skills (increasing a skill rank by one may be termed either developing, acquiring, or improving it). A character is generally allowed to develop any skill he wishes at a rate of one skill rank during each experience level at the cost (in development points) given for his chosen profession and after having studied it while attaining another experience level. Many skills may not (at any cost) be developed at a rate faster than one skill rank per character level. For a given profession, these skills have a single cost number in Table 15.2.1.

Rapid Skill Development

Preadolescent training may allow some skills to be developed at a faster rate than normal. Fighters and the weapon skills are a good example of such "rapid skill development'. For such skills, a slash "/" and two cost numbers will appear in the appropriate cost space of the character development chart. If a skill is to be raised one rank during an experience level, the cost before the slash is paid in development points. If a skill is to be raised two ranks, the cost before the slash is paid for the first **and** the cost after the slash is paid for the second. Both skill ranks are received at the same time — when the character attains the next experience level.

Example: *A Rogue with a skill rank 2 in Climbing wants to increase it to skill rank 4. The cost listed is 3/6, indicating he expends 3 development points to progress to skill rank 3 and 6 more (total 9) for skill rank 4. He still climbs at skill rank 2, but upon attaining the next experience level, he will have a skill rank 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 rank 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 information.

15.1.3 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 power 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 power points; thus, each spell realm has one characteristic from which power points may be derived:

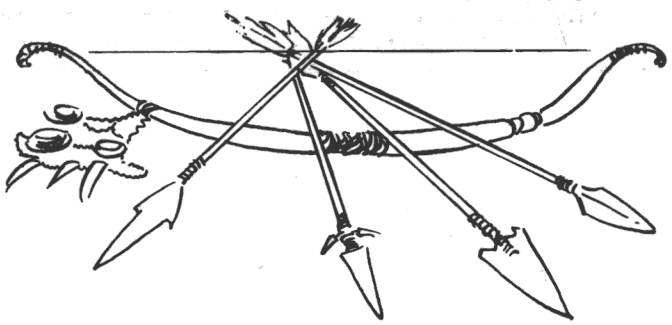
Empathy for Essence
Intuition for Channeling
Presence for Mentalism

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 6.2 are used.



15.2.1 CHARACTER DEVELOPMENT TABLE

PROFESSION	Prime Requisites	MANEUVERING IN ARMOR				WEAPON SKILLS**	GENERAL SKILLS							MAGICAL SKILLS					SPECIAL SKILLS					
		Soft Leather	Rigid Leather	Chain	Plate	—One-Handed Edged** —One-Handed Crushing** —Two-Handed** —Bows** —Thrown** —Pole Arms** (Assign the six dv. costs to the six categories)	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
Fighter	CO/ST	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
Thief	QU/AG	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
Rogue	ST/AG	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
War. Monk	QU/SD	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
Magician	EM/RE	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
Illusionist	EM/RE	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
Alchemist	EM/RE	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
Cleric	IN/ME	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
Animist	IN/ME	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
Healer	IN/ME	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
Mentalist	SD/PR	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
Lay Healer	SD/PR	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
Seer	SD/PR	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
Sorceror	EM/IN	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
Mystic	EM/PR	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
Astrologer	PR/IN	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
Monk	EM/SD	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
Ranger	IN/CO	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
Bard	PR/ME	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 rank at the development cost listed. If a notation such as "2/7" appears, (only) a skill may be improved two skill ranks during one experience level. The cost before the slash (in development points) is paid to raise the skill the first rank and the cost after the slash is paid (in addition) to raise it the second rank (if desired). (Thus to improve a skill from rank 2 to rank 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 ranks 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."

3.3 RESOLVING ACTIONS AFFECTED BY SKILLS

Each skill is classified as being applicable to a moving maneuver (MM), to a static maneuver (SM), to an attack (using an offensive bonus: OB), or to a special purpose (SP). This section describes how each of these types of bonuses are used to resolve actions.

Maneuvers

Maneuvers are actions (other than attacks and spell casting) which under normal circumstances have a chance of failing and usually entail an element of risk. Thus normal movement and activities such as walking, climbing stairs, drawing a weapon, etc. are not maneuvers. However, unusual activities (swimming, climbing a rope, running up or down stairs, opening a locked chest, etc.) and activities performed under stress (running, dodging, stalking, hiding, etc.) are maneuvers and generally require rolls. The Gamemaster is the final judge as to what is a maneuver and requires a roll, and as to what is normal activity and doesn't require a roll. Maneuvers are further classified as being Moving Maneuvers or Static Maneuvers. Each class of maneuvers is resolved differently.

MOVING MANEUVERS (3.3.1)

Moving Maneuvers include climbing, swimming, riding, stalking, and any complex or unusual movement (acrobatics, dodging, tumbling, diving, etc).

Assigning a Degree of Difficulty

When a combatant indicates that he wishes to attempt a specific moving maneuver, the GM should assign a *degree of difficulty*. The degree of difficulty is chosen from those listed across the top of the Maneuver/Movement Table (15.3.1) and listed below:

Routine	Medium	Extremely Hard
Easy	Hard	Sheer Folly
Light	Very Hard	Absurd

Normally, the maneuver must still be within the physical capabilities of the character, and is limited to covering a distance no more than half of the character's normal (not running) movement.

The Gamemaster may assign an additional modification to the maneuver roll (e.g., an unassisted running leap across a 40' chasm for a human might be given a difficulty of "absurd -10" since the world record is only around 28'). Assigning difficulty requires a familiarity with the Maneuver/Movement Table 15.3.1 and a subjective decision by the Gamemaster (practice and experience will help).

Note: *It is important to remember that certain maneuvers may be deemed impossible by the GM. The player should be advised that such a maneuver is doomed to failure.*

Maneuver Roll

After the difficulty is assigned, the character may then decide not to attempt the maneuver (i.e., he reconsiders and decides not to do it). In this case, he cancels his action and may perform some other limited action as described

If a character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. The resulting total is cross-indexed with the difficulty on the Maneuver/Movement Table 15.3.1 to obtain the maneuver result.

Maneuver bonuses and Penalties

Attempted maneuvers can be affected by various factors such as skills, armor and special equipment. Bonuses and penalties for these factors are outlined in Maneuver Modifications Chart. The sum of these bonuses and penalties is added to the maneuver roll to determine the net maneuver roll.

MANEUVER MODIFICATIONS CHART

Effect	Category and Notes
-35 to +35	Applicable stat bonus (usually Agility).
-10	Wounded more than 25% (concussion hits).
-10	Wounded more than 50% (concussion hits).
-10	Wounded more than 75% (concussion hits).
- (variable)	Armor, see Table (15..3.3) for maneuver mod.
± (variable)	Applicable skill bonus (see Section 3.0).
± (variable)	Bonuses due to spells (see *SL*).
± (variable)	Unusual absurdities (determined by GM).
± (variable)	Miscellaneous (determined by GM).

Note: *Modifications are cumulative unless noted otherwise.*

Maneuver Results

The net maneuver roll is cross-indexed with the degree of difficulty on Table 15.3.1. The result is usually self-explanatory, but a percentage result (i.e., a number) can be interpreted in several ways by the GM.

- In the case of an all-or-nothing maneuver (i.e., no partial success) a second dice roll must be made. If this second roll is equal to or less than the original percentage result, then the maneuver succeeds. Otherwise, the maneuver fails.
- If a maneuver can be partially successful, then the original percentage result is the degree of success.

Moving Maneuver Procedure Summary

1) The character states the nature of his maneuver.
2) The GM assigns a degree of difficulty and any special modifications to the maneuver.
3) The character decides whether or not to cancel the maneuver.
4) If he decides not to cancel the maneuver, an open-ended maneuver roll is made.
5) All applicable modifications are made to the maneuver roll.
6) The total is applied to the Maneuver/Movement Table 15.3.1.

Example: *Suppose a combatant attempts to leap 15 feet over a chasm 11 feet wide. The GM assigns the leap a degree of difficulty of "Medium." If the combatant does not cancel his maneuver, his roll will be modified by -10 for wearing a chain shirt (AT 13; see Table 15.3.3), by +25 for a excellent Agility, and by -10 for being wounded (over 25% of hits). He rolls a 91 for a net maneuver roll of 96 (91 - 10 + 25 -10). Cross-indexing on Table 15.3.1, we get a result of **"80"**. This means that the combatant has leaped 12' (15' x 80%) and therefore has crossed the chasm safely.*

If this maneuver had been to throw a rope around a rock on the other side of the chasm and the same result had been obtained, then a second dice roll would have been required. If the second roll (unmodified) was 80 or less, then the rope throw would be successful; otherwise, it would fail.

15.3.1 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 ar 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 rnds, stunned 3 rnds.	Fall. Break leg. +15 Hits. You are out for 6 rounds.	Fall. +30 Hits. You are out 6 rnds. Shatter knee. You are at -80.	Fall. Break both arms and neck. +30 Hits. You are out 60 rnds.	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. Break your wrist. Out 2 rnds. Not very smooth.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall.. +30 Hits. You are out 9 rnds. 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. Out for 18 rnds. 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. Break your wrist. Out 2 rnds. Not very smooth.	Fall. +10 Hits. Break your leg. You are at -75. Out 6 rounds.
01 — 20	80	60	50	10	5	Fails to act.	Fall down. +5 Hits. you are out for 3 rounds.	Fall. +5 Hits. You pull a leg muscle. You are at -25. Out 2 rounds.	Fall. +15 Hits. Break your 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. Out for 2 rnds.	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. Out for 3 rounds.	Fall. Sprain ankle. You are -30. +15 Hits.
56 — 65	100	90	80	40	30	20	10	Fail to act.	Fall. +7 Hits. 3 hits/ rnd. 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. Take 4 hits from your current total.	Excellent move. You are unstunned. +10 to allies' rolls for 2 rnds.	120	110	90	80
186 — 225	150	140	Great move. You feel better. Subtract 4 hits from current total.	Move inspires all. You are unstunned. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 2 rounds.	120	100	90
226 — 275	150	Incredible move. You feel great. Take 3 from your hit total.	Move inspires all. You are unstunned. Allies are +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rounds.	Move inspires your allies. +25 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 3 rounds.	You have half the round to act.	100	100
276+	Incredible move. You feel great. Take 3 from your current hit total.	Brilliant. Move inspires all. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rounds.	Move inspires your allies. +25 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 4 rounds.	Move inspires your allies. +30 to friendly rolls for 6 rounds.	Move stuns all foes within 30'. You still have half a rnd to act.	Move stuns all foes within 50 feet.

15.3.2 STATIC ACTION TABLE

BASIC MODIFICATIONS

Category	Condition	Speed & Strength	Hiding	Disarm Traps	Pick Locks	Preception	Maneu-vers*	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/Movement

– 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 ***RM*** Section 7.2, 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).

STATIC MANEUVERS (3.3.2)

Static Maneuvers include tracking, hiding, picking locks, disarming traps, reading runes, using items, perception, influencing other characters, and any other complex or unusual activity not involving significant movement.

If a character chooses a Static Maneuver as his action for a round, the Gamemaster must assign any applicable modifications from the Static Action Table 15.3.2. Then the character must decide whether or not to actually perform the maneuver (see Section 3.3.5 for the effects of "Canceling Action").

The Gamemaster may require more than one round for the maneuvers which he decides are very difficult or complex. He may also allow a character to decrease the difficulty of appropriate maneuvers by using multiple rounds.

If the character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. If the modified roll is greater than 100, the action is successful. If not, the action fails.

STATIC MANEUVER PROCEDURE SUMMARY

1) The character states the nature of his maneuver.
2) The GM assigns a degree of difficulty and any special modifications to the maneuver.
3) The character decides whether or not to cancel the maneuver.
4) If he decides not to cancel the maneuver, an open-ended maneuver roll is made.
5) All applicable modifications are made to the maneuver roll.
6) *Success:* if the modified roll is over 100; *Failure:* otherwise.

OFFENSIVE BONUSES (3.3.3)

Offensive bonuses are added to certain attack rolls. See *AL* Section 5.0 and *SL* Section 8.0 for a complete explanation.

SPECIAL PURPOSE BONUSES (3.3.4)

Skills which are not particularly applicable to moving maneuvers, static maneuvers, or attacks are classified as "Special Purpose" skills. The effects of bonuses varies for each of these skills.

CANCELING ACTION (3.3.5)

During a round an action may be canceled before it would otherwise be resolved. A character who has canceled his action may perform one of the following alternative actions: melee with half his normal Offensive Bonus **or** move half his normal (not running) movement **or** attempts different maneuver modified by -30 (this one may not be canceled). The alternative action chosen **must** be performed when the other actions of that type are normally resolved.

Note: *Use the Self Discipline stat bonus for Stunned Maneuvers (which have standard penalties ranging from -30 to -70, see Table 15.3.2).*

3.4 MANEUVERING IN ARMOR SKILLS (MM)

This is one of the skill areas that does not conform to the general skill bonus pattern. Each *armor type* (AT) has a maneuver penalty associated with it for untrained individuals (See Table 15.3.3). This penalty modifies Moving Maneuver rolls attempted while wearing that armor type. The different armor types are divided into five groups based on composition (see *AL* Section 4.1 for a complete explanation). A character may develop maneuvering skill for each of these groups.

ATs 1-4	No Armor
ATs 5-8	Soft Leather
ATs 9-12	Rigid Leather
ATs 13-16	Chain
ATs 17-20	Plate

Each skill rank of maneuvering for a group of armor types reduces the penalty for maneuver by 5 (even for skill ranks 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. These minimums may vary for certain superior or magical armor.

Example: *Dral has a skill rank 18 in Maneuvering in Plate Armor. He may wear breastplate and greaves (AT 18) with a maneuver penalty of only 20 = 110 - (18 x 5). If he wears just the breastplate (AT 17), the penalty is 15 even though 90 - (18 x 5) = 0; since 15 is the minimum maneuver penalty associated with wearing a breastplate.*

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

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

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

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

§ — An armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB (see *AL* Section 4.4.2). Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.

Notes on Armor Characteristics

Armor types are designed to reflect the protective capability of one's covering. Heavier coverings (e.g., ATs 15,16,19,20, etc.) are usually much more cumbersome than light armor or mere clothing. It is easier to make contact with, but it resists penetration better than the less cumbersome armor types. Therefore, "critical strikes" achieved against the more cumbersome armor types will be *less* frequent and *lower* in severity. However attacks resulting in just concussion hits will be *more* frequent (i.e., the hindrance due to these coverings make the target easier to strike but harder to seriously damage).

Less cumbersome armor types have the advantage of providing the wearer with mobility. Fewer swings will make contact because the agile defender will completely avoid the blows. However when a swing does make contact, the result is usually more severe than it would be against the more cumbersome armor types: frequent and severe criticals along with more concussion hits are the rule.

Animals often attack the upper body. In addition, their penetrating power is usually limited. This is reflected in the *Claw Law* attack tables — animals and monsters can be devastating against the lighter armor types where the wearer's high mobility is outweighed by the creature's maneuverability. However, against higher armor types most beast attacks are relatively ineffective.

Spell attacks are also affected by armor. Metal armor is particularly effective when a character is resisting spells, but often lessens the wearer's mobility. Therefore, he may be easier to hit with Elemental spells but harder to severely damage. Lightning, and other forms of electrical attacks, are more effective against metal clad foes. Fire is more effective against flammable armor types; primarily the organic armor types (e.g., leather and cloth).

Note: *Use the Agility stat bonus for general maneuvering.*

3.5 WEAPON SKILLS (OB)

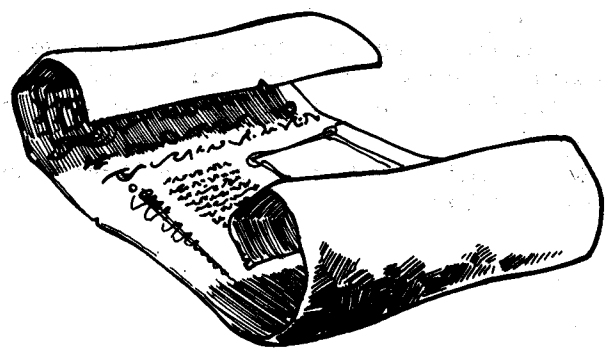
These skills determine a character effectiveness when using weapons in combat (as opposed to spells). Skill must be developed separately for each weapon. The skill bonus for each weapon is part of the character's Offensive Bonus with that weapon. The total **Offensive Bonus** (includes a number of factors) is usually added to any "attack rolls" made with that weapon.

Weapon Skill Categories

Six skill costs for weapons are listed on the Character Development Table 15.2.1. The following six categories of weapons must be assigned to these costs:

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 weapons may be used either one-handed or two-handed, and skill must be developed separately for each mode of use.



Assigning Costs to Weapon Categories

During the preadolescent period, characters will develop an interest or an affinity with a weapon (and category), making skill in that type of weapon easier to develop. Thus each character may take the six weapon skill costs listed for his profession and assign them to the six weapon categories as he sees fit. A Fighter, for example, may have two weapon categories in which it is very easy to develop weapon skill (costs: 1/5 and 2/5), one category which is very difficult (cost: 5), and the other categories range in between (costs: 2/7). Once assigned, these skill costs are permanent, they may not be switched around later.

The Gamemaster **may** decide that the culture in which the character grew will determine some of the character's category/cost assignments.

Example: *Draw was raised in a country where bows and arrows were considered undignified and beneath true warriors, and so the Gamemaster decides that Dral (a Fighter) must put his cost "5" in the bow column; in spite of the fact that the player controlling Dral would rather shoot people in the back from long range than risk death in a fair sword fight.*

Skill for Weapons Within a Category

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 category. 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.

Note: *Use Agility stat bonus for bows, and Strength stat bonus for other weapons.*

3.6 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 develop.

Climbing (MM)

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 hand-holes properly, etc. (use the difficulty chart). The normal climbing rate for walls with adequate hand-holds is 10'/round as a "medium" moving maneuver.

Note: *Use Agility stat bonus for climbing.*

Swimming (MM)

Skill rank 1 will prevent the character from drowning in water over his head. Further skill ranks will enable the character to make headway against a current, to stay afloat for longer periods of time without touching ground, to swim longer distances, to move faster in the water, and to make maneuvers in the water.

For this skill, armor maneuver penalties are used and tripled. The Gamemaster should assign high difficulty to swimming in armor. We suggest:

plate	absurd
chain	extremely hard
rigid leather	very hard
soft leather	hard
heavy clothes	medium

Other factors such as treacherous water might increase the difficulty.

Note: *Use Agility stat bonus for Swimming.*

Riding Animals (MM)

A single skill rank is necessary to keep from constantly falling off the animal being ridden. Higher skill ranks enhance the 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 skill with). Also, see the optional rules on mounted combat in Section 13.1.3.

Like weapons, skill ranks in Riding must be developed separately for different animals.

Note: *Use Empathy stat bonus for Riding.*

Disarming Traps (SM)

This skill enables a character to disarm a trap. Traps of more than moderate complexity may be represented by "difficulty" modifications to a "disarm traps" roll (to be assigned by the Gamemaster from Table 15.3.2).

Note: *Use Intuition stat bonus for Disarming Traps.*

Picking Locks (SM)

As in Disarming Traps, this skill adds to a character's ability to pick a lock. Again, complex locks can be represented by having the Gamemaster assign "difficulty" modifications to attempts to pick them.

Note: *Use Intuition stat bonus for Picking Locks.*

Stalking (MM) and Hiding (SM)

Stalking is the ability to move using silence, using camouflage, and shadows to conceal your presence, while Hiding is the same ability used when not moving.

Note: *Use Agility stat bonus for Stalking. Use Self Discipline stat bonus for Hiding.*

Perception (SM)

This skill affects how much information and how many clues a character gets through observation. It may be used 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. These are the type of things that the Gamemaster cannot mention to the players because to do so would call them to special attention that the character's perception might not allow.

If a character states that he is watching or examining an area, situation, or place, the Gamemaster should make a static maneuver roll modified by the perception skill bonus of the character to determine if the character notices or detects anything. The Gamemaster may keep this roll secret, revealing only what the character has observed. 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.). This bonus may be used to modify an opponent's maneuver roll attempt to Stalk or Hide (see Section 14.3.3).

Note: *Use Intuition stat bonus for Perception.*

3.7 MAGIC SKILLS

These skills are principally associated with the study of various branches of magic. They are primarily the prerogative of Pure and Hybrid spell users, although they are open to Rogues, Thieves, Fighters, etc., within the limits of high costs and other restrictions assigned (see *Spell Law* Section 5.3) to reflect the difficulty of development by laymen.

LEARNING SPELL LISTS (3.7.1)

Spell users learn lists up to and including certain levels by developing skill ranks. However, this area diverges from the standard skill and bonus rules: a character who is trying to learn spells (i.e., has allocated development points to learning part of a spell list) makes a Spell Gain Roll (SGR) upon reaching each new experience level. This is a 1-100 roll (**not** open-ended) with a roll of 101+ required to successfully "learn" a portion of a list. See *SL* Section 5.3 for a complete description of spell lists and learning spell lists.

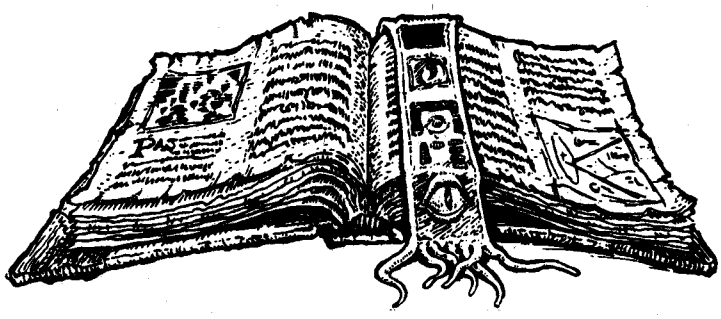
Developing Skill Ranks for Spell Lists

When a character expends development points to acquire skill ranks, he may attempt to study one, and only one, list of spells by developing skill ranks for that list (see below for the only exception). Characters may not develop skill ranks for a variety of lists and count on the luck of the dice to give them spells. A character must develop only one "list" of spells at a time.

Once he has "learned" a portion of that list (i.e., made a successful Spell Gain Roll), his skill ranks in that list drop to zero. Then he may begin to develop skill ranks in another list or new skill ranks for a higher level portion of the same list.

The cost for developing a skill rank for a list (see Table 15.2.1) varies depending on the type of spell user:

1/* ..... for Pure and Hybrid spell users
4/* ..... for Semi spell users
8, 10, or 20 ..... for Non spell users



Depending on cost, a spell user may acquire several skill ranks for a list at one time. These skill ranks represent the amount of the character's development devoted to discovering the basic concepts involved in the use of those spells, through meditation, practice, etc. The GM must be the judge of the availability and cost of that information to the character.

Note that a portion of a spell list may be "learned" (see *SL* Section 5.3.3) only if the spell user has already learned all of the lower level portions of that list.

- If a character is able to allocate development points for a total of 20 skill ranks with a list (insuring its gain at the next level of experience without the use of a stat bonus), he learns the first level spell on that list (if any) immediately (before reaching the next level of experience) and may begin to develop skill ranks for of a second spell list. When he gains the next level of experience, he will "learn" the appropriate portion 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 skill ranks developed for the first spell list. Such skill ranks may be neither transferred nor retained if the character wishes to switch his efforts to some other spell list. He may, if he has enough development points, allocate development points to bring the skill rank total with the first list to 20 and then begin to develop skill ranks for the second as described above.

The Spell Gain Roll

When making a Spell Gain Roll, the character rolls 1-100 (not open-ended) and adds his applicable stat bonus and 5 x his skill ranks in the list. A result of 101+ indicates success. Thus, 20 skill ranks guarantee that the character will "learn" part of the spell list up to a certain level (see *SL* Section 5.3.3 for a full explanation of this process).

Modification due to Skill Rank: (5 x skill rank in the list) A bonus based upon the amount of practice/training the character has performed in that particular realm, as measured by the number of skill ranks he has developed for that spell list.

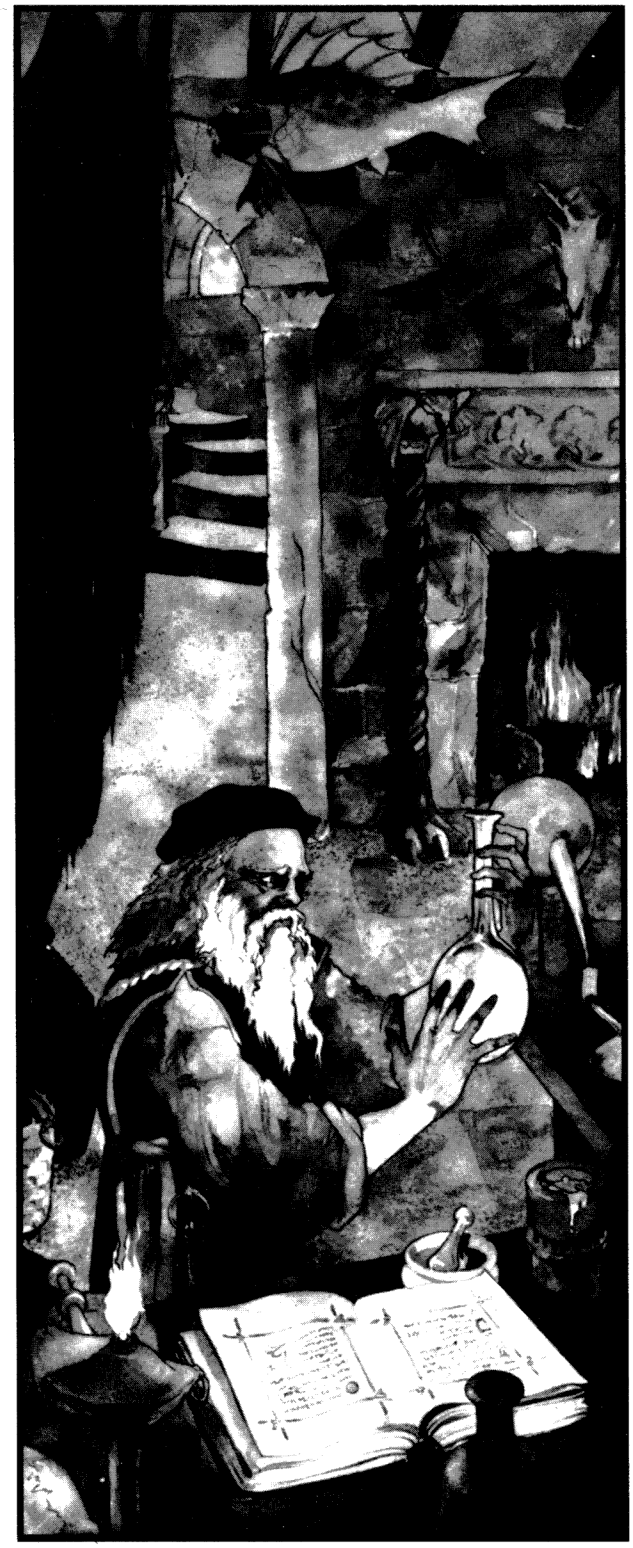
Stat Bonus Modification (Optional): If the GM chooses to use the optional rule in Section 13.2.2, the Spell Gain Roll may be modified by one of the character's stat bonuses. The stat bonus is based upon the character's realm of power as follows (Hybrid spell users should average the stats from their two realms of power):

Realm	Stat Bonus
Channeling	Intuition
Essence	Empathy
Mentalism	Presence

An Unsuccessful Roll: If the SGR is not successful (i.e., less than 100), the skill ranks are not lost; rather it just means that the character has not gained a complete understanding of the forces to be utilized. After he has had time to "ponder his experiences" and has gained further "understanding of his universe" (i.e., when his experience level increases), he may make another Spell Gain Roll, gaining the full benefit of his skill ranks in the list (which he may increase by further development in the mean-time). Eventually the character will learn of part of the spell list (assuming he survives and continues to advance in experience levels).

A Successful Roll: Once a successful Spell Gain Roll is made, the character is considered to have learned the use of the spells on the portion of the list that he was studying. He may then use them as long as such use complies with other rules for their use (power points, time requirements, etc.). The number of skill ranks in that list is reduced to zero. The character may develop more skill ranks for that list, but they apply to learning a higher level portion of the list.

Note: *No applicable stat bonus unless the optional rule in Section 13.2.2 is used.*

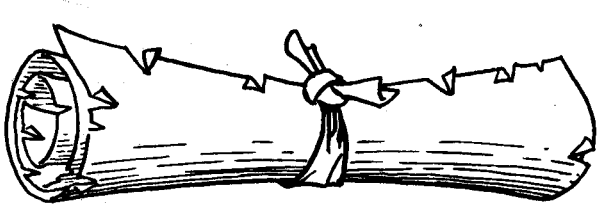


Example: *Dral, our Fighter, decides he wants to learn to use some spells. He allocates 20 development points to spell learning and receives* ***one skill rank*** *in his chosen list (the Mentalist list: "Cloaking"). He visits the library in a major city, where much knowledge of such trivial magic can 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 for that same list upon reaching each new experience level.*

The first time he tries, Dral rolls a 15. 15 + 5 (5 per skill rank) = 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 skill rank 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 skill rank 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 Gamemaster agrees that this is enough to credit him with the skill rank he is developing. However, all the helpful hints in the world from his friend will not give Dral more than the 10 bonus from his two skill ranks.

After further adventuring, Dral reaches yet another level of development. This time his spell gain roll is a 35. 35 + 10 (5 per skill rank x 2 skill ranks; 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 skill ranks invested in the Mentalist "Cloaking" list, so he perseveres. He allocates no more development points, 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 "Cloaking" list subject to any restrictions from the general magic rules that may apply (see SL Section 5.3.3).

It is meant to be difficult for a Fighter, like Dral, to learn the use of spells. Twenty points is usually 2/3 or more of the total development points available to a character for a given level. If Dral had been a Pure or Hybrid spell user, each twenty development points would have resulted in 20 skill ranks (at a cost of 1/) and a spell list learned automatically.*



CHANNELING (3.7.2)

This is the skill of transmitting and receiving power between two willing individuals over any distance, provided that contact can be made. The transmitter of the power must be able to see the receiver or know his exact location (direction and distance, or a specific place). The receiver must know exactly when the spell is coming. For example, if a Cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell, then another spell user (or deity) could use 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 vital mission 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 "Channeling" spell user (i.e., Clerics, Animists, Healers, etc.) acquires normally through worship and the use of intrinsic power points (although the entire realm is termed "Channeling") are not subject to this rule. Similarly, the acquisition of Channeling skill will not allow other characters to gain a "Channeling" spell user's intrinsic spell ability. This skill applies to extraordinary channeling.

Transmitting Power Points

Normally Channeling consists of transferring power points from one character to another. The sender expends the power points and multiplies this number of power points by his Channeling skill rank bonus expressed as a percentage (e.g., a sender with a 60 Channeling skill rank bonus — skill rank 12 — and expending 20 power points actually channels only 12 = 60% x 20). Treat channeling abilities of greater than 100 as 100, add round down the resulting power points. This is the number of points sent.

The receiving character multiplies the number of points sent by his Channeling skill rank bonus (again, expressed as a percentage, the result is rounded down, and channeling abilities of more than 100 treated as 100). This result is the number of points received. These points may be used by the receiving character to cast spells as he wishes, although any unused points will be lost when next he sleeps.

Channeling between characters (including NPCs) may only take place if they are concentrating on the same realm of power. In other words a Cleric can't channel to a Magician. In the case of a Non spell user (i.e., Fighter, Thief, Rogue or Warrior Monk), the character's realm of magic should be determined at 1st level. 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 channel in either Essence or Mentalism).

Transmitting Spells

Spells may be channeled in rare cases. If the receiver is of the proper spell realm, the sender may cast spells through him. It is not necessary for the receiver to know how to cast the spell, he is not required to do any of the work. The spell is cast, and the power points expended by the sender. The power points are subject to the same modifications for Channeling skill rank bonuses as power points sent without a spell, and sufficient power points must be **received** to cast the spell. The spell may not be cast if it depends on the receiving character to provide any of the power points; nor may the spell be cast by one individual while the power points required to cast the spell are channeled by someone else.

Example: *Bak is of the Mentalist realm of Magic. He has skill rank 1 in Channeling (5%) and no further bonuses. A high level Mentalist, Moour, offers to channel through him, and Bak, in need of such help, agrees. Moour must either see Bak, make mental contact with him, or know exactly where Bak is. Bak must also know the exact time that the spell is being sent. Moour, in a crucial situation, throws "Ice Resistance" (a 3rd level spell) and puts 60 power 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 Moour possessed only a 90% Channeling ability, he would have had to expend 67 pts. for the spell to take effect (90% x 67 = 60 pts. sent, with 5% x 60 = 3 being received). Failure to provide even one of these 67 power points would make it impossible for the spell to work.*

Burnout Due to Channeling

Successful Channeling can be dangerous. Roll 1-100 and add the number of power points received (this die roll is open-ended). Subtract the skill rank (not skill rank bonus) 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 rank 14 in Channeling. In a crucial situation, he asks his god, Blag, for help and Blag responds (the Gamemaster rolls an incredible reaction for the deity) by throwing the spell "Absolution Pure" through the Cleric. This is a 20th level spell and the god sends 40 power points with the spell. All 40 are sent (Blag is a god) and Geen receives 58% of them (23). He now rolls D100 to determine if it affects him. He rolls a 48 (+23 for the power points received in the spell), -14 for his skill rank (note that the skill rank, not the bonus is subtracted). The total is 57 (48 + 23 = 71 - 14 = 57) and Geen does not suffer burnout.*

Suppose that Geen had rolled a 97 instead of a 48. Since 97 is over 95, under the "open-ended" rules, he must roll again and add. 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 15.1.2. This is the number of points that are lost from the Memory stat (the temporary not the potential). This process is repeated for Reasoning. If this process reduces either stat to 0 or below, all experience and skills are lost. On the brighter side, the character can now switch professions as he has lost all memory of his adolescence, apprenticeship, and the rest of his life (though it will take him many years to function as an adult again).

Should a burnout occur, the being channeling power to the victim must roll under his Presence on 1-100 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.

Burnout Option when using Spell Law

If *Spell Law* is available and a burnout occurs, a 1-100 roll is made and 5 x the amount that the burnout roll was above 100 is added. This total is applied to the Non-attack Spell Failures Table 15.7 from *Spell Law*. This result can be in addition to the loss of Memory and Reasoning or instead of it (at the GMs discretion).

Note: *Use Intuition stat bonus for Channeling.*

OTHER MAGICAL SKILLS (3.7.3)

Runes (SM)

Rune skill enables 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 rank bonus, adds any bonuses from Table 15.3.4 and subtracts the level of the spell on the Rune. If the resulting total is 101+, the Rune is deciphered and the character may use it. 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 Gamemaster deems it appropriate). If the total is between 75 and 100, the character learns what the spell is but can not use it. If the total is between 0 and 74, nothing happens. These results are summarized in Table 15.3.4.

If the level of the spell on the Rune is less than or equal to the level of the character attempting to use it to cast a spell, deciphering the Rune is sufficient to use it (subject to the normal chances of Spell Failure). If the Rune is a level above that of the character, or of a realm of power other than his specialty, a second roll, similar to the first, must be made to successfully cast the spell from the Rune (for these purposes, Fighters, Thieves, Rogues and Warrior Monks have no realm of power that is their specialty). Runes are generally not reusable.

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

Note: *Use Empathy stat bonus for Runes.*

15.3.4 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 Section 3.7.

Greater than 100	–	Spell usable.
75-100	–	Spell learned.
0-74	–	Nothing.
Less than 0	–	Spell affects character.

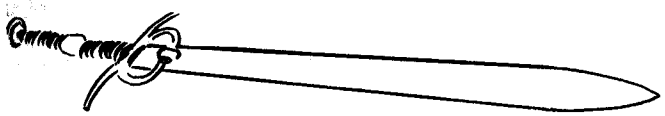
Once a use roll is made, another cannot be attempted for the same spell(s) until the appropriate skill level is increased (runes or staves-wands).

Staves and Wands (SM)

This skill enables a character to use the spell abilities of a staff, wand, or any item with spell casting abilities (see *SL* Section 9.2). 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 that the spell on the Rune is equivalent to the spells on the item.

If an item has several spells or groups of spells that are widely separated in power or type, the Gamemaster may require separate staves/wands rolls for each spell or group of spells.

Learning to use an intelligent item may not necessarily give the character control over that item. An item may have an ego, which the character must roll over (on 1-100) in order to impose his will on the item's.



"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.

Certain spells on items do not normally require a staves/wands roll, they include:

1) **Spells that operate constantly:** Boots of Silence, Cloaks of Invisibility, etc.
2) **Bonuses built into items:** Bonuses on weapons, bonuses on armor, spell adders, spell multipliers, etc.
3) **Spells in intelligent items:** Intelligent items can cast the spells that they contain when instructed by a wielder who can communicate with the item and whom the item will obey (unless specifically created otherwise, intelligent items will obey any wielder). Rules concerning intelligent items can be found in Section 9.2 in *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: *Use Empathy stat bonus for Staves and Wands.*

Directed Spells (OB)

Spell Law makes provision for Spell Attack Rolls with certain "elemental" spells. These Spells are specifically listed there, and have separate attack tables. Skill may be developed separately for each such spell.

Developing skill in Directed Spells is treated just as developing skill in weapons. Generally skill may be developed only for spells that are directed against a single target (e.g., Fire Bolts but **not** Fire Balls or Fire Storms). A character wishing to develop skill with such a spell must be able to cast it at least once per day (either intrinsically or from an item or runes).

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

Note: *Use Agility stat bonus for Directed Spells.*

3.8 SPECIAL SKILLS

The following areas of development are different in many respects from those detailed in the previous sections.

Linguistics (SP)

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 Gamemaster 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 skill rank at which the language cannot even be recognized to a skill rank of full understanding of the idiom and the snide jokes often made about Dwarves, Elves, and travellers. In addition, skill ranks for each language must be developed separately for written and spoken forms. See Table 15.5.3 for the communication ability given by each linguistic skill rank 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 6.0 concerning Race and Effects on Play for further information.

Note: *No applicable stat bonus.*

Adrenal Moves (varies)

These skills relate to the development of the art of superhuman effort. Using "concentration" and self discipline, the character skilled in Adrenal Moves must prepare the round *before* he will use one of these skills. This is accomplished by taking a 20% penalty on action in this preparation round. Adrenal Moves may not be attempted in consecutive rounds, nor may more than one be attempted at any one time. Skill ranks in each Adrenal Move must be developed separately. Each Adrenal Move counts as a separate area for development purposes.

Strength (SM): This skill 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 1-100, adds applicable bonuses from Table 15.3.2, and then adds his skill rank bonus. 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 (SM): This allows a character to move at twice normal speed (as if hasted) and thus increase his activity for one round as described in *AL* Section 3.6. Speed is prepared just as the Strength Adrenal Move; success is determined in the same way.

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

Leaping (MM): This allows the character to automatically increase the distance he can successfully leap from either a standing or a running start. Table 15.3.1 can be used, with the skill rank bonus being added. 100% would indicate a normal leap and results above that a longer leap.

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

Note: *Use Presence stat bonus for all Adrenal Moves.*

Ambush (SP)

This is the ability to make a very precise attack. To use his Ambush skill a character must approach his foe undetected and be able to strike before the foe can react.

If the ambush skill is successfully used, the character may modify his roll on the resulting *Arms Law* Normal (not Large or Super-Large) Critical Strike Roll. This modification consists of being allowed to adjust the critical strike roll by any number up to the ambush skill **rank** (not bonus) of the attacker. This adjustment may be either up or down. This is the only adjustment that is normally allowed on an *Arms Law* critical strike roll. Note that to use this bonus, the attacker must first get a normal critical strike result on an attack table. If he does, however, this ability greatly increases the chance of a killing blow and tremendously increases the chance of a blow that kills instantly.

Since position is relatively unpredictable in a general melee situation, Ambush skill rank is halved if foe is in a melee situation. A character must still be able to approach his foe undetected and be able to strike before the foe can react.

If a "Large" or "Super-Large" creature is ambushed, the Ambush skill rank is added to the critical roll. If the resulting modified roll is above 95, a second roll is made and **added** to the modified critical roll as in a normal open-ended roll.

Note: *No applicable stat bonus.*

Adrenal Defense (SP)

By using this skill, attacks with melee or missile weapons may be dodged or deflected (wholly or partially). The skill rank bonus of the Defender is added to his defensive bonus versus melee attacks. Against missile attacks the skill rank is halved before the bonus is calculated and added to the Defensive bonus.

To use adrenal defense, you must be aware of the fact that you are under attack. In addition, the character must not be wearing any armor and cannot have a shield or large object in his hands. If Optional Rules 13.3.1 is being used, a martial artist may can hold any weapon usable in their weapon kata.

Note: *No applicable stat bonus.*

Martial Arts (OB)

Martial Arts (MA) skills in *Character Law* affect the offensive bonuses for unarmed combat. MA skills consists of 8 different skills in MA attacks. Each of these skills must be developed separately and is considered a separate area for development purposes:

MA Striking Rank 1
MA Striking Rank 2
MA Striking Rank 3
MA Striking Rank 4

MA Sweeps & Throws Rank 1
MA Sweeps & Throws Rank 2
MA Sweeps & Throws Rank 3
MA Sweeps & Throws Rank 4

These "Ranks" should not be confused with "skill ranks", MA Ranks represent the complexity and effectiveness of the different Martial Arts attacks. Rank 1 is the simplest (and least effective), while Rank 4 is the most complex (and the deadliest). The skills are further classified according to "type" as being "striking" (Karate-like MA, including boxing) or "sweeps & throws" (Judo-like MA, including wrestling).

Effect of Martial Arts Skill: The skill rank bonus for a particular MA Rank is part of the offensive bonus used when a Martial Arts attack is made utilizing that MA Rank. Normally, a character may choose which MA Rank he wishes to use in an attack.

Effect of MA Type and Rank: Only one MA Rank and type may be used to attack in a given round. The MA Rank determines the maximum possible result that an attack can obtain (*AL&CL* Section 6.4), while the MA type (striking or sweeps & throws) determines which attack table is used. *AL&CL* Section 10.3 is **not** used with characters developed using *Character Law*.

Limitations on MA Skill Development: Skill in a Martial Arts Rank can not be developed to a skill rank higher than the existing skill ranks of the lower MA Ranks of the same type (i.e., either striking or sweeps & throws). In other words, MA Striking Rank 4 can never have a higher skill rank than MA Striking Rank 3, MA Striking Rank 3 can never have a higher skill rank than MA Striking Rank 2, and MA Striking Rank 2 can never have a higher skill rank than MA Striking Rank 1. Likewise for the Sweeps & Throws Ranks.

Note: *Use Strength stat bonus for Striking Martial Arts. Use Agility stat bonus for Sweeps & Throws Martial Arts.*

Body Development (Hits) (SP)

Skill rank in Body Development is one of the factors which determines how many **hits** (concussion hits) a character can take without passing out. The character is entitled to increase his base hit point total (BHPT) by 1-10 (roll D10) each time that he raises his Body Development skill rank by one (certain races only increase their total by 1-8, see Table 15.5.1 and Section 6.2).

Starting Base Hit Point Total: Each character starts with a base hit point total equal to the temporary value of his Constitution stat divided by 10 (round up).

Maximum Base Hit Point Total: A character's base hit point total can not exceed the maximum allowed for his race (see Table 15.5.1).

Total Hit Points: The hit point total used during play is the base hit point total (BHPT) **plus** the BHPT multiplied by the Constitution stat bonus divided by 100 (i.e., the Co stat bonus is used as a percentage figure).

Summary for Determining the Total Hit Points:

1) Start with a base hit point total equal to Constitution/10 (round up).
2) Each time the Body Development skill rank is increase by one add 1-10 hits to the base hit point total (up to the racial max plus Co stat bonus, see Table 15.5.1).
3) The total hit points = BHPT + (BHPT x Con Bonus / 100). Round up.

Note: *If a character takes more concussion hits than the sum of his total hit points and his Constitution, he will die in 6 rounds due to massive shock and internal bleeding (see **RM** Section 7.1.2). The exact number of rounds can vary due to race, see Section 6.2 and Table 15.5.1.*

Note: *Use Constitution stat bonus for Body Development.*

4.0 PROFESSIONS

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

Every profession falls into one of 6 different categories based upon its area of concentration:

the realm of Arms
the realm of Essence
the realm of Channeling
the realm of Mentalism
combinations of two realms of magic
combinations of Arms and a realm of magic

For each profession, two out of the ten stats are called the profession's "prime requisites." A character is guaranteed of having at least 90's in each of his prime requisites (see Section 10.2).

4.1 THE REALM OF ARMS

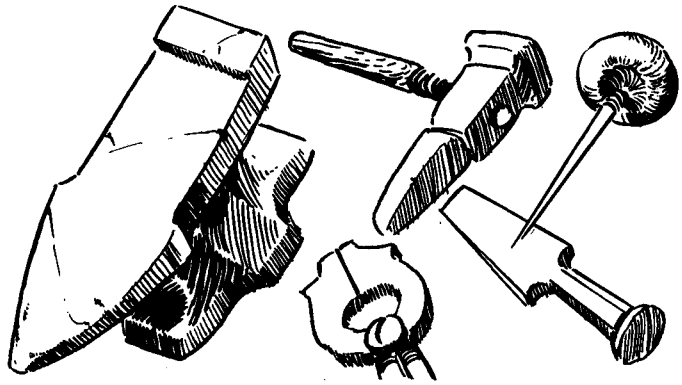
The professions of Fighter, Thief, Rogue and Warrior Monk concentrate primarily on acquiring the skill of the Realm of Arms. These characters have relatively easy times learning the use of weapons and the skills of maneuver and manipulation, but they will find it difficult to develop spell using ability. These professions have no trained realm of power and thus can only learn spells at great effort and cost (if at all according to the Gamemaster's discretion). Even then their spells are of very limited potency. If a Non spell user does learn to cast spells, he is restricted to spells from one realm only. He makes his choice of realm during adolescence. Subsequent picks must come from the same realm.

FIGHTER (Warrior) — Fighters are the primary arms specialists. Fighters will find it easy to develop a variety of different weapons and to wear heavier types of armor. They are less skilled in maneuvering and manipulating mechanical devices such as locks and traps (though they are still superior in those areas to spell users) and have the greatest difficulty in learning anything connected with spells. Fighters receive a bonus of +3 per level on all weapons attacks up to and including 20th level and +1 per level at 21st level and beyond.
Prime requisites: *Constitution and Strength.*

THIEF (Scout) — Thieves are specialists at maneuvering and manipulating. They have the easiest time learning mechanical skills such as picking locks and disarming traps and are fairly good at picking up weapons skills. Thieves are also unusually adept at Stalking and Hiding, Climbing and Perception. They rarely wear heavy armor, although armor does not especially harm the exercising of their professional abilities. Thieves gain a bonus of +2 per level on all weapon attacks (up to a maximum bonus for their level of +40).
Prime requisites: *Quickness and Agility.*

ROGUE — Rogues are characters with some expertise in thiefly abilities and more specialized knowledge of arms than that possessed by Fighters. Normally a Rogue will be almost as good as a Fighter with one weapon of his choice. The cost, in development points, of developing his thiefly skills will generally not allow him to be as good in these areas as a Thief, but his flexibility is unmatched by either profession. Rogues gain a bonus of +3 per level on all weapon attacks (up to a maximum bonus for their level of +60).
Prime requisites: *Strength and Agility.*

WARRIOR MONK (Martial Artist) — Warrior Monks are experts at maneuvering and martial arts. Warrior Monks learn to use normal weapons, although not as easily as others of this real; they prefer to utilize unarmed combat using the special *AL&CL* Martial Arts attack tables. Warrior Monks gain a bonus of +2 per level on all weapons attacks (up to a maximum bonus for their level of +40); this bonus is applicable to martial arts attacks.
Prime requisites: *Quickness and Self Discipline.*



4.2 THE REALM OF ESSENCE

Magician, Illusionist, and Alchemist are Pure spell user professions (see *Spell Law* Section 4.0) which concentrate primarily on manipulating the Essence that surrounds us all to create magical effects and cast spells. Characters in these professions can acquire knowledge of things magical and how to use them relatively quickly, but they are terribly handicapped in developing arms skills since they must discipline their minds in pursuit of their profession. Like spell users generally, they are less adept than Arms Users at the skills of maneuvering and combat.

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

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

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

ALCHEMIST — 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 imbed spells of all three realms — nonetheless, an Alchemist requires someone or something to cast the spell to be imbedded (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, and even Fighters.
Prime requisites: *Empathy and Reasoning.*

4.3 THE REALM OF CHANNELING

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

Channeling is the power of the deities of a given world as channeled through their followers or other spell users. It is religious in nature and independent of the Essence. A spell user of Channeling draws directly on the power of his deity, even though this "usually" does not require the conscious cooperation of the deity. Thus spells of this realm do not necessarily reflect the nature of the deity as long as the spell user is using relatively subtle spells (i.e., healing, detection, etc.). More powerful and significant spells such as death spells and the revival of the dead might require the active consent of a deity, depending upon the world system being used by the Gamemaster. Metal interferes with the drawing of power from deities, so 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 Gamemaster in accordance with his world system (see *SL* Section 10.9).

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

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

HEALER — 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.
Prime requisites: *Intuition and Memory.*

4.4 THE REALM OF MENTALISM

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

Mentalism is the power of the Essence channeled through the mind of the spell user, who in effect acts as a very, very minor deity for these purposes. Thus, Mentalism is a very personal power, and even the most powerful spells are usually limited by the senses and perceptions of the spell user. Similarly, such spells are usually limited to affecting the caster or one particular target. Any head covering interferes with the power of Mentalism spells, so no head covering (especially helmets) may be worn while casting or using a Mentalism spell.

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

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

SEER — 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.
Prime requisites: *Self Discipline and Presence.*

4.5 COMBINATIONS OF TWO REALMS OF MAGIC

Sorcerer, Mystic, and Astrologer are Hybrid spell user professions (see *Spell Law* Section 4.0), each of which combines some of the powers of two different realms of magic. They can obtain the power of the most potent Pure spell 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, when casting a Mentalist spell, a helmet cannot be worn, When casting one of the spells from his base lists, he must abide by the restrictions of both realms.

SORCERER — Sorcerers are Hybrid spell users who combine the realms of Essence and Channeling, concentrating on spells of destruction. Their base spells deal with the specific destruction of animate and inanimate material.
Prime requisites: *Empathy and Intuition.*

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

ASTROLOGER — 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.
Prime requisites: *Presence and Intuition.*

4.6 COMBINATIONS OF ARMS AND MAGIC

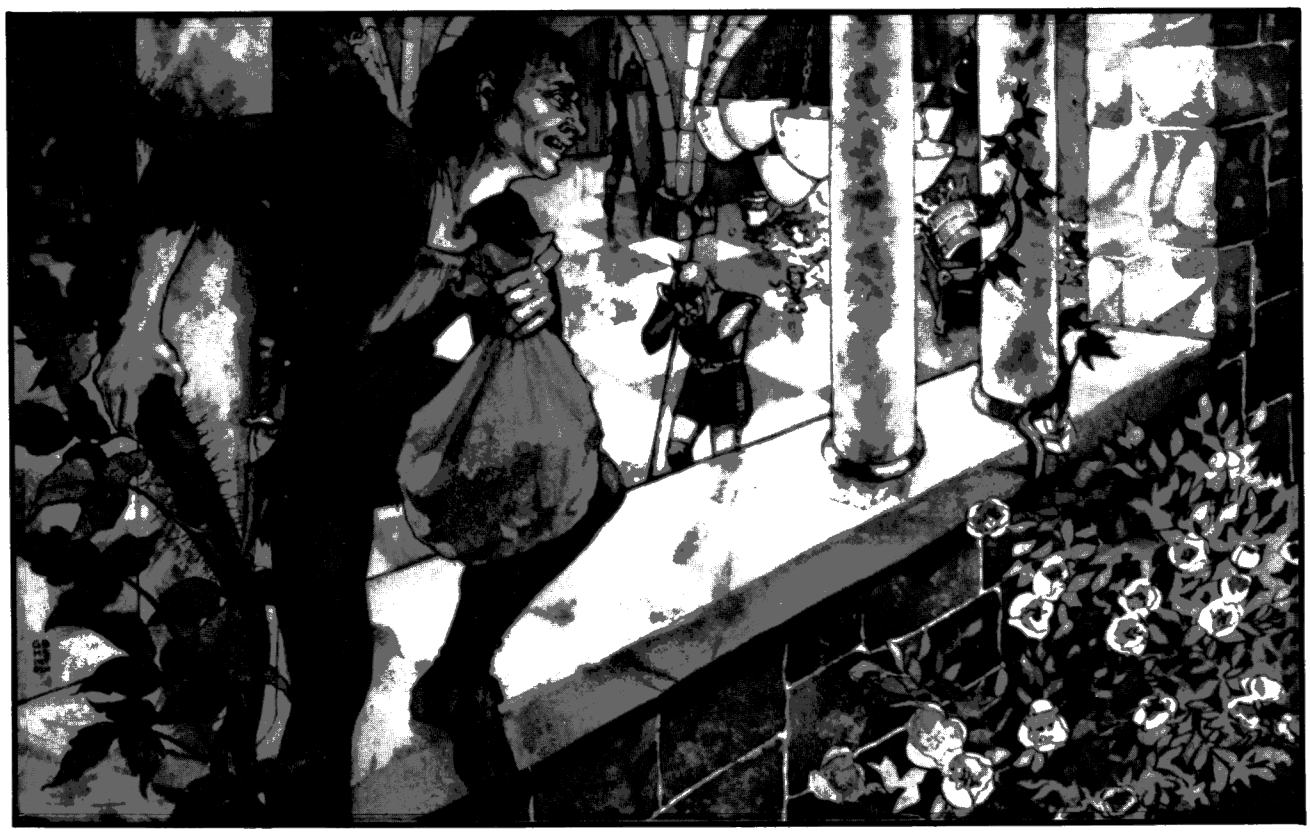
Bard, Monk and Ranger are professions which combine the use of arms with a rudimentary knowledge of spells. These "semi-spell users" (see *SL* Section 4.0) combine a realm of power with the realm of Arms. These professions can only throw spells of limited potency, but are fairly adept in the use of arms. 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.

Each of these three professions gains a bonus of +1 per level when attacking with any weapon (or Martial Arts) up to a maximum bonus of +20 for their level.

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

RANGER — Rangers are Semi spell users who combine the realm of Channeling with the realm of Arms. Their base spells deal with operating in the outdoors and manipulating the element (weather).
Prime requisites: *Intuition and Constitution.*

BARD — Bards are Semi spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with sound, lore, and item use.
Prime requisites: *Presence and Memory.*



5.0
EXPERIENCE AND ADVANCING LEVELS

Each character in a fantasy role playing game has a "level" that provides an indication of his capabilities. Characters become more powerful and skilled by advancing levels as they gain experience. Experience is represented in play by experience points which the Gamemaster awards to characters for certain experiences, activities, and achievements. Normally, a character starts play as a 1st level character and his level increases as he acquires experience points from his adventures. A character's level does not necessarily increase each time he gains experience points; it increases when his experience point total reaches certain points, as explained in Section 5.2 and Table 15.4.1.

5.1 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 Gamemaster, 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 Gamemaster to inject bias. This seems to be the rationale behind "gold piece" based systems. Unfortunately, these rules do a disservice to the noble and gutsy player who actually 'experiences' more of the battle or campaign; for quite often the spoils fall into the hands of the cautious, or the gold is divided evenly.

These guidelines are aimed at providing a workable, balanced approach which rewards those who have actually derived the most experience form an adventure without creating situations where the Gamemaster (GM) must make too many or overly subjective decisions.

The suggested experience points awards are guidelines and the Gamemaster should feel free to modify them whenever common sense indicates that they are out of line. The Gamemaster may total and reward experience points at any convenient time, though this usually occurs at the beginning or end of a session of play. (Some additional optional guidelines are provided in Section 14.2.4.)

BASIC EXPERIENCE POINT VALUES (5.1.1)

The basic point values for certain experiences are given in Table 15.4.2. They are the normal rewards, and are subject to modification as a result of circumstance. 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
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 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: *Darien the Illusionist always flees and hides below cliffs when pursued. He then uses an illusion to make the cliff look like a gentle slope, fooling his pursuers and possibly leading them to make a long fall. After the fourth or fifth use of this ploy, the Gamemaster may wish to give Darien half the usual experience points for it has become "routine."*

EXPERIENCE POINT MULTIPLIERS

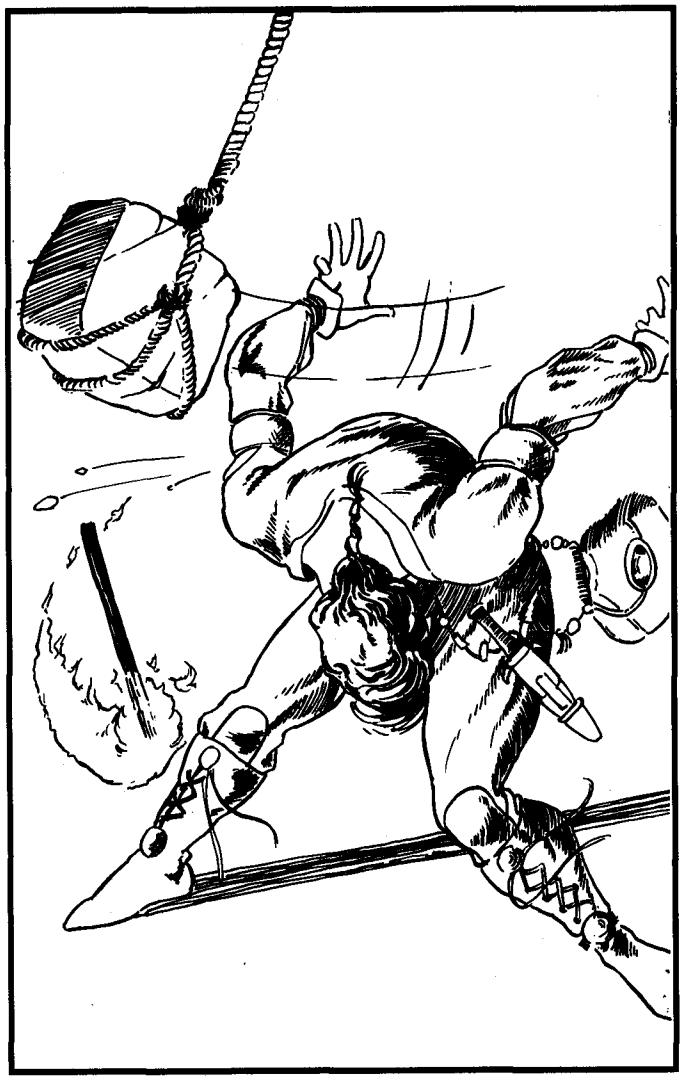
All of the experience point guidelines given in Table 15.4.2 may be multiplied by 5 if the activity has never been performed by the character, by 2 if he activity has only been performed once before, and by $^1/_2$ if it has become routine.

NEGATIVE EXPERIENCE POINTS (5.1.2)

Negative points can be awarded if the Gamemaster feels that the actions of a character demonstrate a regression in the learning process. (ICE feels these cases should be rare, if they exist at all.)

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

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.*



MISCELLANEOUS EXPERIENCE POINTS (5.1.3)

Most of the experience point guidelines concern action in a tactical situation (i.e., a situation involving detailed and precise activity usually under time constraints, such a fighting, maneuvering, and exploring). It is more difficult to award experience points for activities and accomplishments in a strategic environment (i.e., less structured than the tactical environment). Travel points reflect the experience gained by travelling through new and stimulating regions. The Gamemaster should award miscellaneous experience points for the other strategic activities not involving travel (e.g., figuring out a riddle or clue, planning a successful trip or adventure, riding out a dangerous storm on a ship, etc.).

These points may also be awarded by the Gamemaster for events that have special significance to a given character (e.g., having a religious experience, visiting a special place, accomplishing a special mission or goal, casting non-combat spells, etc.). They are also awarded for any actions or accomplishments that the Gamemaster deems worthy of reward.

5.2 CHARACTER LEVELS

The level for each character is determined by how many experience points he has accumulated. A character starts at 1st level with 10,000 experience points. Table 15.4.1 summarizes which experience point totals correspond to which levels.

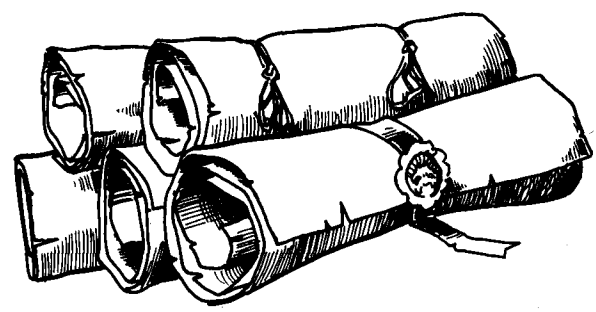
Levels have no effects whatsoever on skills, maneuvers or any areas except as specifically stated below. Characters of 20th level and above, however, are generally classified as "Lords" and are usually identifiable amongst a collection of lesser beings by their bearing and deference shown them by others knowledgeable of their status.

Example: *Dral, after a series of adventures, has a total of 75,614 experience points, which is more than the 70,000 minimum for 6th level and less than the 90,000 required to be 9th level. Dral is 6th level.*

LEVEL COMBAT BONUSES (5.2.1)

Certain professions derive combat bonuses form their level. In addition to specific skills with weapons characters in certain professions can accumulate extraordinary combat knowledge that is generally applicable. 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 own skills and abilities are all examples of advantages 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 get +3 per level added to their OBs.
- Thieves and Warrior Monks get +2 per level added to their OBs.
- Bards, Monks, and Rangers get +1 per level added to their OBs.
- All other professions get no level combat bonus.

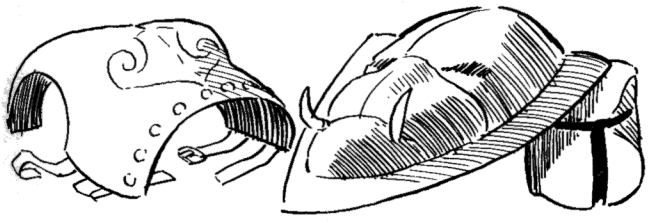


These level combat bonuses are applicable to all missile and melee Offensive Bonuses (see Section 3.5). The number of points that a character spends to develop weapons skills has no effect on this bonus for level. Note that each profession receives a bonus to reflect the amount of its concentrations on the use of Arms: Fighters spend the most time developing and practicing at arms; Rogues, Thieves, and Warrior Monks spend less time; and Bards, Rangers, and Monks spend still less (but more than Pure and Hybrid spell users). The acquisition of skills may allow a character to function in another profession, but it will not override years of adolescent training and apprenticeship in moulding a character's study habits and attitudes.

Except for Fighters, this combat bonus due to level does not increase after 20th level. Thus Rogues may have a maximum level combat bonus of +60; Thieves and Warrior Monks have a maximum bonus of +40; and Bards, Monks, and Rangers may obtain a maximum of +20.

LEVEL SPELL BONUSES (5.2.2)

Pure and Hybrid spell users get benefits for their level as described in *Spell Law* Section 8.3.1. Pure and Hybrid spell users modify their spell casting die rolls by +1/level. The maximum modification for this level spell bonus is +20. Other modifications are allowed for factors such as range, terrain, target Agility, etc.



RESISTANCE ROLLS (5.2.3)

When *Spell Law* is used, Resistance Rolls are affected by the level of the attacker (spell caster, poison, disease, etc.) and the level of the target (a character, a creature, an item, etc.). *Spell Law* describes how the Resistance Roll table is used, see *SL* Section 8.3.2. This process requires cross-indexing the attacker's level and the level of the defender. Thus when advancing a level, it is important for both spell users and other characters to note changes in their effective Resistance Roll.

15.4.1 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.

5.3 ADVANCING A LEVEL

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

- "Stat gain rolls" must be made to determine if the temporary stats rise or fall (see below).
- Skill ranks increase for the skills which have been learned and developed since the last level advancement
- The skill development process is again begun. To develop a skill the player allocates development points to it in order to in-crease the skill's rank. This process is identical to apprenticeship skill development and is described in Sections 3.2, 10.4, and 10.5.
- Finally, any skill rank bonuses whose components have changed must be re-totaled.

STAT GAIN ROLLS

Upon reaching a new experience level, a character must make stat gain rolls to determine if his temporary stats rise or fall. During his adventures, it is assumed that a character's faculties will be exercised heavily, possibly affecting their value.

For each stat (even those for which the temporary value and the potential value are equal), roll 1-100 (not open-ended). A roll of 01-04 results in a decrease in that stat of double the number rolled (i.e., 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 15.1.2, 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 of table 15.12) yields a +5. His Empathy is now 62. He proceeds to his Intuition and rolls again....*

SKILL DEVELOPMENT

Upon reaching a new experience level, a character gains the bene-fits of skills he has been learning and begins to learn new ones. Provided they have been developing the skills to the satisfaction of the Gamemaster, 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. Then they expand those points to begin to learn and develop new skills.

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 double the number of skill ranks picked at the previous level. For example, if a character gets enough experience to advance two levels, he would acquire the skill ranks being developed and then he would acquire the same skill ranks a second time.

LEVEL ADVANCEMENT SUMMARY

This is a summary of the process usually followed when advancing an experience level.

A. Make stat gain rolls.

B. Receive benefits of skills developed since previous level (if 2 level advance, double benefits).

C. Receive special level bonuses and modifications; level combat and level spell bonuses; Resistance Roll modifications due to level.

D. Update spell lists (if applicable).

E. Expend development points on skills to be developed for the next level.

15.4.2 EXPERIENCE GUIDELINE TABLE

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

1st Time	2nd Time	Subsequent Times	Routine
x5	x 2	x1	x½

EXPERIENCE VALUES: **Exper. Category (and Multipliers)**	**Value**	**Notes**
1) Kill Points	# hits + (20 x lvl)	*EXAMPLE: A 10th level bear that takes 75 hits is worth 275 kill points: 75 + (20 x 10). A human of 10th level that took 75 hits would be worth 375 due to +100 point bonus.*
Kill Point Bonuses:		
Own Race	150	Add bonus to standard "kill point" value before you apply multipliers.
Human	100	Slay one of your own kind. Non-cumulative.
Dwarf	100	
Elf	100	
Hobbits	100	
Demons	(Pale/Type)^2 x 50	Not of your own kind.
Dragons	2000	
Eagle	200	Add 5000 for Demon of Might/Beyond Pale.
Orc	75	
Troll	200	Other creatures and foes may be given a bonus by the GM.
2) Hit Points ½x - 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 1/10x - foe unconscious 1/5x - foe stunned 2x - in single combat with foe	A Critical = 5 x lvl B Critical = 10 x lvl C Critical = 15 x lvl D Critical = 20 x lvl E Critical = 25 x lvl Large creature = 20 x lvl Super-Large Creature = 40 x lvl	These points are given for any criticals inflicted on a foe, regardless of effect.
4) Idea Points	% of sum equal to ½ 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 ½ the group total - assuming they contributed equally).
5) Maneuver Points ½x - 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 ½x - "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 ½ 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 x 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 (= x 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 deity 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 *SPELL LAW*. This explains why the mere destruction of gold or other precious metals/items will not serve the same purpose.

6.0 RACE AND CULTURE

Racial characteristics for a fantasy role playing game are heavily dependent upon the world system being used by the Gamemaster. This section will describe some of the "classic" races from mythology, literature and fantasy role playing. Table 15.5.1 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 Table 15.5.1 are optional and should be carefully examined and moulded by a Gamemaster to fit his world system.

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

6.1 SOME SAMPLE RACES

In this section six sample races are described in detail. A Gamemaster should determine which races are appropriate for his world system, as well as incorporating any additional races deemed necessary. A Gamemaster may incorporate other. races into his world using the same factors outlined in this section. In addition, ICE's *Creatures and Treasures* provides descriptions of dozens of other races.

HUMANS

Of mortal men there are basically two kindreds: the "High" Men and the more rustic Common Men.

High Men tend to be even taller than Elves (6'-7' tall), but heavier-boned and physically stronger, although perhaps less nimble than the Elven-kind. 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.

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 (up to 50' in even the most dimly lit cavern, but not as well as Elves outdoors).

They are superior craftsmen and love to mine the earth for precious gems and metals, to forging 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 cavverned 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. Generally, Elves are fairer in appearance than their mortal brothers, having finer features and unmarred skin.

Apparently highly resistant to extremes of natural heat and cold, their clothing is usually for decoration, camouflage, or, perhaps, modesty. 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).

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

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

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, armor 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.

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 forest green or brown clothes are 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

Members of this race have one Human and one Elf parent. They must choose relatively early in life whether they shall be mortal (and of men) or immortal and of Elvenkind. Should they choose immortality, they 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 quietly, and have a high level of Agility (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 4'-5' tall, with thick hides and grotesque, fanged faces. They are very heavy of build, as they are 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 like 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 and grow to be about 6' tall. They are rarer but much superior. Their abilities include speech, organization, reason, and fighting, which are better than those of the normal (or lesser) Orcs.

Trolls

Trolls are as strong as the stone from 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. Most 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). For more on Trolls, see *C&T* Section 2.4.1.

6.2 SPECIAL RACIAL CAPABILITIES

The chief racial factors affecting a character are given in Table 15.5.1:

- Modifications to stat bonuses
- Modifications to Resistance Rolls
- Modifications to the effects of death and injuries
- The number of languages an average member of a race knows when adventuring begins
- Concussion hit information

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15.5.1 RACE ABILITIES TABLE

RACE	STAT BONUS MODIFICATIONS										RESISTANCE ROLL MODIFICATIONS					# rnd. to soul departure	# added to column 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	Channeling	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

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.

STAT BONUS MODIFICATIONS — The modifications to stat bonuses are in addition to the bonuses described in Section 3.1 and detailed in Table 15.1.3. 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 15.5.1, 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.

RESISTANCE ROLL MODIFICATIONS — Resistance Roll modifications are added directly to the Resistance Roll made against the appropriate spell, poison, or disease.

DEATH AND INJURY 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 ***RM*** Section 7.1).
- Second, a number is given that is to be added to the column used for the stat deterioration roll as described in ***RM*** Section 7.1. 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 in ***RM*** Section 7.1, resulting in the recovery time for a particular race.

LANGUAGES — 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.

RESTRICTIONS — Depending upon his world system, a Gamemaster may wish to restrict (for the purposes of play balance) the professions certain races may select from. We suggest the following:

Men: Any profession.

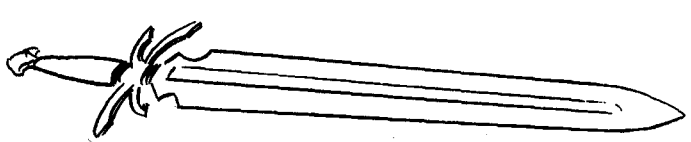
Dwarves: Only Fighters, Thieves, Rogues, Rangers, Clerics, Animists, Healers, and perhaps Warrior Monks. Dwarven Alchemists should be allowed, but their source of power would be Channeling not Essence. Thus, a Dwarf Cleric with Alchemist rather than Clerical base lists (with all other aspects like a normal Cleric) should be permitted.

Elves: Any profession without Self Discipline (SD) as a prime requisite.

Halflings: Only Fighters, Thieves, Rogues, Rangers, Clerics, Animists, and Healers.

Orcs: Usually only Fighters, Thieves, and Rogues. However, they can be bred for any profession.

Trolls: Only Fighters.



6.3 PHYSICAL APPEARANCE

In addition to each character's stats (which affect his capabilities during play) it is desirable to have some measure of the character's appearance. In this section suggestions for determining factors affecting a character are given (i.e., demeanor, hair color, eye color, height, weight, etc.). The Gamemaster should keep in mind that these factors are not essential to a game and may be bypassed in the interest of quicker play.

GENERAL APPEARANCE — Appearance(Ap) is a value (01-00) which gives a general idea of the character's exterior look (e.g., an 01 or 02 Appearance would indicate a really ugly person, while a 99 or 00 would indicate a very handsome character). Appearance can be determined either by rolling 1-100 (not open-ended) **or** by rolling 1-100 and adding the character's Presence bonus (with a maximum result of 100 and a minimum result of 20 less than the character's Presence stat). Appearance can rise or drop during play due to circumstances (e.g., scars, diseases, increases in Presence, etc.). This is a very subjective rating and the Gamemaster should treat it as a general guideline during play.

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

PHYSICAL APPEARANCE FACTORS — Such factors as height, weight, hair color, eye color, gender, age, and so on should be determined by the Gamemaster and the players. Section 6.1 provides some sample ranges for the six sample races. If no ranges are given, then no absolute limitations on the physical appearance factors are intended. For example, no weight range is given for Dwarves but they are "stocky".

Note: *See the Optional rules in Section 14.2.6 for more detailed information.*

6.4 LANGUAGES

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

A character's fluency and literacy in a particular language is determined by the skill rank which the character has achieved in "linguistic" skill for that language (see Section 3.8 and Table 15.5.2).

The Gamemaster should decide which languages are automatically known by each of the races in his world system. Each character may then expand on this base through the skill acquisition process (see Sections 3.8, 10.4, and 10.5).

15.5.2 LINGUISTICS TABLE

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 Rank	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	× ½
Character has writing but no teacher.	×2 for learning reading/writing; ×5 for learning spoken tongue.
Character has teacher but no writings.	×8 for learning reading/writing if teacher cannot write language;* ×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 rank 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;

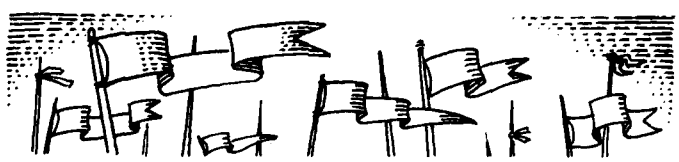
2) In order to use the ½ multiplier for knowledge in a related tongue, one must have knowledge skills in the related language that are at a higher rank than that of the skill rank he is attempting to acquire in the new tongue;

*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 ×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).

7.0 BACKGROUND

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 Gamemaster 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 Gamemasters to vary characters of the same profession.

One of the best tools for individualizing characters is background material. Each character should have an idea of his own past, the important facts concerning his race, culture, birth, childhood, and adolescence. Since these historical notes will vary from character to character, they tend to provide flavorful variations in the player's approach to the game. The stronger and more detailed the background notes, the greater the foundation; and a good foundation built of past experience will guide a character in his adventures. Differing backgrounds will reinforce the naturally individual approaches to running characters. Particularly forceful background material (e.g., Rhiannon's entire family has sought the lost sacred Banana of the Bamlenders) may be necessary in so-called "quest" campaigns, but should be carefully used in games where player freedom is emphasized. The Gamemaster can provide rich backgrounds without funnelling the players along paths deemed most "desirable".



7.1 SPECIAL ABILITIES AND EQUIPMENT

Special abilities and equipment can help individualize characters and can make playing characters more exciting. In many cases these special capabilities distinguish the player character form the general populace and are part of the reason that he has chosen to adventure rather than stay at home on the farm.

Note: *The Optional Rules in Section 14.2.3 provide guidelines for such capabilities.)*

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

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

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.

7.2 STARTING MONETARY RESOURCES

A Gamemaster should look to the nature of the local/world economic system to determine how much money a character should start with. Generally, we suggest a character should start with a modest sum, 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 (i.e., those not normally faced by first level groups). Some characters may receive no money (e.g. those found robbed and beaten up), but these situations must be carefully weighed.

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).

7.3 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.

Example: *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.

8.0 KEEPING TRACK OF A CHARACTER

In a fantasy role playing game, each player must keep track of the factors defining and affecting his character, while the Gamemaster must keep track of of the non-player characters. In *Character Law*, each player can keep track of his character on a Character Record (15.6.1). The Character Record has places for all of the important statistics and factors which are important to a character. The Gamemaster may want to use Character Records for certain crucial non-player characters (NPCs), but in general he only needs to keep track of their levels. This allows him to refer to the Non-Player Character Table 15.5.3 in order to obtain non-player character bonuses required during play.

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

8.1 THE CHARACTER RECORD

The Character Record has space for all of the factors which affect a character's bonuses and capabilities (e.g., skill ranks, skill bonuses, languages known, spell lists known, height weight, etc.). A player should fill in all of the appropriate spaces; this process is described step by step in Section 10.0. When this process is completed, the character is ready to play and has on his Character Record all of the bonuses which can affect his actions.

Anyone using *Character Law* may photocopy as many Character Records as he wishes for use in his game. However, they may not be copied for commercial usage. If a character begins to develop to many skills or abilities to keep track of on one sheet, just attach and use a second Character Record. Players can use the back of the Character Record or the Money and Equipment Record 15.6.4 (or another sheet of paper) to keep track of the character's supplies, equipment and other possessions.

8.2 SKILL BONUSES

Skill bonuses are the numbers added to various rolls which determine the success of events and actions during play. They represent how capable a character is at certain activities. The basic classifications for skill bonuses are the Offensive Bonuses (OB), Defensive Bonuses (DB), Moving Maneuver Bonuses (MM), and Static Maneuver Bonuses (SM). The name and development cost of each skill being developed should be written on one of the skill lines on the Character Record.

Each skill bonus is the sum of several specific bonuses, each of which has a column under "Skill Bonuses" on the Character Record Sheet. The specific bonuses include the skill rank bonus (see Section 3.1), the stat bonus (see Section 2.4), level bonuses (see Section 5.2), item bonuses, and any special bonuses.

The Character Record has a set of boxes for each skill row which can be used to keep track of skill rank development. Use a "/" to indicate that the skill is **being** developed, and convert it to an "X" when the development is completed. Twenty boxes are provided for each skill row; if a skill's rank goes above 20, start over with the first box and circle the box to indicate a new skill rank.

8.3 SPECIAL BONUSES

Several of the skills do not fall in the general pattern outlined above: Learning spell lists, Channeling, Linguistics, Body Development, and Ambush.

- *Spell lists* are listed on separate skill rows and are marked as **either** learned to a certain level **or** unlearned with a chance of learning.
- *Channeling* skill is recorded as a bonus like any other normal skill.
- *Languages* are listed on a separate skill rows with only the skill rank recorded.
- The *Body Development* Bonus is the number of hits which a character can take before passing out (see Section 3.8).
- The *Ambush* **skill rank** is a modification to critical rolls resulting from a sneak attack on the rear of an opponent (see Section 3.8).

8.4 RESISTANCE ROLL BONUSES

Certain attacks occurring during play will require a character to make a Resistance Roll to determine if or how an attack affects the character (see Section 5.2). The types of attacks are Essence spells, Channeling spells, Mentalism spells, Poisons, and Diseases. The attack's level (caster level if it is a spell, attack level if a poison or disease) is cross-indexed with the target's (defender's) level on the Resistance Roll Table 15.15 to obtain a single number. In order to successfully resist the attack, the Resistance Roll must be greater than or equal to this number.

Resistance Roll Bonuses consist of a stat bonus, any item bonuses, and race bonuses (place in one of the special spaces). Each type of RR can be assigned a line on the Character Record, allowing the appropriate bonuses to be totaled. The bonuses for the following stats affect the listed Resistance Rolls:

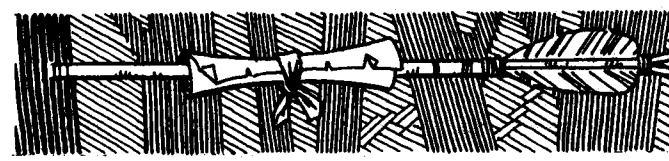
Essence spells	Empathy
Channeling spells	Intuition
Mentalism spells	Presence
Poisons	Constitution
Diseases	Constitution
Terror/Fear	Self Discipline

8.5 OTHER CAPABILITIES

Other information is kept on the Character Record. This information is not used as much during play as the skill bonuses, but it is still important to keep track of it.

STATS — In the "STATS" section of his Character Record, the character should record his stats. The stats are numbers between 1 and 102 that represent the physical and mental capabilities of the character (see Section 2.0). The character's temporary stats are placed next to the stats in the column marked "TEMP." The character's potential stats are placed next to the stats in the column marked "POT." Each temporary stat has a bonus associated with it (from Table 15.1.3), and each of these bonuses is placed in the "BONUS" column. Each of the "development stats" (see Section 2.1) has a number of development points (from Table 15.1.3) associated with it; each of these numbers is placed in the "DEV PT" column.

LEVEL AND EXPERIENCE — Each character has an Experience Point total (see Section 5.0) and a level. These should be recorded in their respective space on the Character Record.



ARMOR TYPE AND DEFENSIVE BONUS — Each character has an Armor Type and a Defensive Bonus which should be recorded on the Character Record.

ENCUMBRANCE — The movement capabilities of a character are affected by the weight of the material which he carries on his person (see ***RM*** Section 7.2). Each character should total the weight of all of the equipment (other than material that he is wearing: clothes, armor, helmet, greaves, belt, etc.) and supplies that he carries, rounding down to the nearest pound.

CONSTANT INFORMATION — Certain information concerning a character is relatively constant and unchanging. The Character Record provides spaces for a character's name, race, height, weight, hair, eyes, demeanor, and profession. A space is also provided for any special properties the player might wish to record.

9.0
THE ROLE OF THE CHARACTER

There are certain factors which are not formalized in Fantasy Role Playing but which still affect the role of a character, and in particular a player character. These are factors which are not capabilities of or restrictions on the character; instead, they are facets of his individual nature and temperament. These factors are crucial in bringing a character to life in the terms of the game, and they make the character seem more realistic to the character's player as well as the other players and the Gamemaster. Three of the most important of these intangible factors are Personality, Motivation, and Alignment in the struggle between Good and Evil.

PERSONALITY — Many players may interject their own Personality into their character, which is very acceptable and enjoyable. However, it can be exciting, stimulating, and rewarding to embody the character with a personality other than the player's; after all, this is **Fantasy** Role Playing. Whatever is decided, it is important to carefully consider the character's personality.

MOTIVATION — Another question that should be answered about the character is: What is his motivation? What are his objectives in the game? It may be to adventure and have a good time. It may be to amass as much gold, wealth, and magic items as possible. It may be to kill and fight. It might be to defeat evil wherever it exists, and thus make the world safe for Humanity (or any other race). It might be to defeat the good guys and gain immense power yourself. Whatever the character's motivation, it really helps to flesh him out.

ALIGNMENT — The player should determine his character's philosophy, morals, and social tendencies. These factors are grouped under alignment. In most FRP settings, the easiest decision is whether the character is good, evil, or neutral (neither good or evil, out for himself). The significance of this decision is dependent upon the Gamemaster and the world in which the players are adventuring.

The next question is: What are the morals and philosophy of the character?

Does he believe that the end justifies the means? This often leads to the corruption of otherwise "good" characters.

Does he respect rigid laws? Some good characters might not, while evil ones might.

Is he fatalistic? A good person might feel that evil will triumph regardless of what he as an individual might dos, so why bother resisting.

Is he a hedonist? Good or evil, his prime concern would be to enjoy himself.

All of these are interesting examples; many other options exist that can add dimension and complexity to a character.

10.0 CREATING CHARACTERS

In a Fantasy Role Playing game, each participant (player) except for the Gamemaster (GM) assumes the persona of one of the individual characters — his player character. Each player must first "generate" a player character in order to determine the character's attributes, background, physical appearance, skills, etc. In short, he must determine all of the various factors that control what the character is capable of doing in a Fantasy Role Playing environment. To generate a character the player should perform each of the following steps (as described in Sections 10.1 — 10.8):

1) Decide in general what type of character to play.
2) Roll and assign the character's 10 temporary stats.
3) Choose a profession, a race, and a realm of magic.
4) Replace none, one, or both prime requisites by 90.
5) Determine the stat potentials.
6) Determine the character's base hit points.
7) Develop the character's adolescence skills (level 0).
8) Develop the character's apprenticeship skills (level 1).
9) Expand development points for level 2.
10) Determine the character's background.
11) Outfit the character.
12) Total the character's penalties and bonuses.
13) Develop a persona for the character.
14) Start play with the character at level 1.

Before beginning to generate a character, a player should make a general decision as to what type of character is desired. This decision should concern the character's profession, race, and physical and mental attributes.

Example: *The character Dral will be used in all of the examples in this section. The player controlling Dral wants to play a Human Fighter with good physical characteristics.*

10.1 GENERATING THE TEMPORARY STATS

First the player must generate the stats (temporary) which determine his character's mental and physical prowess (see Section 2.0). To determine the stats for a character, first make 10 rolls (1-100, not open-ended) and record them on a piece of paper. Ignore rolls of less than 20; you need 10 rolls above 19. This reflects the premise that exceptionally weak characters will not be likely to seek their fortune in a hostile world. These stats are the character's temporary stats (see Section 2.1).

Example: *The player generating Dral rolls: 25, 87, 76, 19, 36, 42, 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.*

To provide greater flexibility for the players, they may assign the 10 generated values to their 10 stats as they desire. This allows the players to run the type of character they want (after all, the idea is to have fun). Some Gamemasters may wish to have the players assign stats in the order they were rolled.

Example: *Dral chooses to allocate his stats as follows:*

St: 20	*Qu: 98*	*Em: 57*	*In: 47*
Pr: 36	*Co: 25*	*Ag: 83*	*SD: 82*
	Re: 61	*Me: 76*	

Remember, the higher the stat the more capable the character will be when performing an action using that particular stat. Keep in mind that when a profession for the character is chosen (see Sections 3.2 and 4.0), the value assigned to the prime requisite for the character may be replaced with a value of 90. Thus, it is often a good idea to assign the lowest stats rolled to the prime requisites of the profession planned for the character.

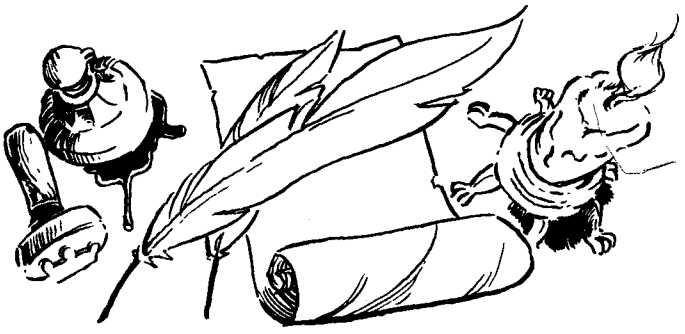
10.2 CHOOSING RACE, PROFESSION, AND REALM

After a character's temporary stats have been assigned, the player must choose his race/culture (see Section 6.0) and one of the 19 professions (see Section 4.0). The Gamemaster may wish to restrict certain races from choosing certain professions. Suggestions for such restrictions are summarized in the descriptions of the sample races (see Section 6.1).

The character should also choose a realm of magic (see Section 4.0) at this point. This is automatic for all professions except Fighters, Rogues, Thieves, and Warrior Monks. These four professions have the option of choosing either Essence, Channeling, or Mentalism. This choice will determine which spell lists may be learned (see *SL* Section 5.3).

To ensure that adventures will be fine examples of their profession, the prime requisites (see Section 4.0) 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 keep the naturally rolled stat which he assigned, but he may not raise another stat to 90 (except for his other prime requisite, of course).

Example: *Dral decides to be a Human Fighter, and he chooses the realm of Mentalism. Dral cheerfully adjusts his Strength and Constitution (the prime requisites for a Fighter), 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.*



10.3 GENERATING THE POTENTIAL STATS

To determine each of a character's potential stats (see Section 2.1), roll 1-100 (not open-ended) and consult Table 15.1.1, cross-indexing the roll with the range into which the initial stat falls. The number resulting is the potential stat (potential), the value to which that stat could actually rise in the course of play. Generally, this level cannot be exceeded, except perhaps with the aid of the most powerful magic items.

Example: *Dral's rolls to determine his stat potentials are:*

57 for St	*19 for Qu*	*54 for Em*	*56 for In*
22 for Pr	*96 for Co*	*87 for Ag*	*14 for SD*
	34 for Re	*41 for Me*	

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 54 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(72)*
Pr: 36(39)	*Co: 90(98)*	*Ag: 83(93)*	*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.

Stat Gain Rolls

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, *Character Law* experience guidelines allow him to make stat gain rolls (See Section 5.0) that may result in his temporary stats reaching his potentials. When a character reaches the second level of experience, and every level thereafter, he **must** make stat gain rolls to determine if his adventures affect his stats (temporaries may rise and drop due to this process). Yet remember, stats may seldom be improved beyond their potential values.

Effects of Potentials

Potentials have no effect on play whatsoever. Permanently disabling injuries may be reflected in a reduction of potential stats, shorter term disabilities may result in temporary stat reductions.

10.4 ADOLESCENCE SKILL DEVELOPMENT

After a character has generated his stats and chosen a profession, adolescence skill development must be performed. The character must assign his weapon skill development costs (see Section 3.5), total his development points, and then expend those points to develop his skills (see Section 3.2). This process reflects one experience level of development, representing what the character learned in his childhood and adolescence. A character who has completed this process is considered to be level 0. Sections 3.2 and 3.7 describe how development points are obtained and expended. The following example illustrates how adolescence skill development proceeds.

Example: *Dral notes that the weapons development cost subcategories are not set (see Section 3.5). He assigns the cost figures to the six weapons categories, 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	*2/7 Pole Arms*
2/5 One-Hand Edged	*2/7 One Hand Crushing*
2/7 Two-Handed	*5 Bows*

Dral favors thrown weapons and one-hand edged weapons. Due to his peculiar culture (a bias imposed by the Gamemaster), he resents bows and pays higher costs to develop bow skills.

Dral has 35 development points (see stats in the previous example) — based on his 5 temporary "development stats": 8 for Constitution, 7 for Agility, 7 for Self Discipline, 6 for Reasoning, and 7 for Memory (Check the Development Points Column of Table 15.1.3).

Dral now begins the skill development process. Naturally, he seeks survival. His character starts with 10 hit points as a result of his Co (see Section 3.8), but he would feel comfortable taking more. Dral feels 10 hit points is adequate for a serious Fighter. Consequently, he expends 4 of his 35 pts. to acquire 2 body development skill ranks (Cost 1/3, the first skill rank costs 1, the next 3, for a total of 4). This enables him to roll 2 ten-sided (D10) dice and add the result to his point total. Dral now has 31 development points remaining.

Looking to his armor needs, he decides to begin adventuring in a metal breastplate (AT 17 under the plate armor category). Consulting Table 15.3.3 (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 rank 15 before he can reduce the -90 to a -15 [each skill rank equaling 5 proficiency: 15 = 90 - (5 x 15)]

The cost figure in this area (2/) indicates that for 2 points per skill rank he can acquire as much maneuvering in plate (AT 17) as he needs, but the total cost of 30 points is a problem. Planning to spread the cost over his adolescence and apprenticeship (see Section 10.5), he develops the skill to skill rank 8 for the expenditure of 16 points (2 x 8 = 16).*

Turning to weapons, he decides to concentrate on developing melee hand axe expertise. He assigned the 2/5 cost breakdown to one-hand edged weapon development and must pay 2 points for the first skill rank and 5 points for the second skill rank 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 ranks when calculating any one experience rank'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 point he rises to skill rank one (note thrown weapons costs for him are calculated at 1/5). He wants to go no further than skill rank 1 at this time. His remaining development point total is 7.

Rounding out his character, he picks up skill rank 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.

Dral has finished his period of adolescent development. His non-zero skill ranks and their costs are:

Adolescence

1 — 1st Skill Rank in Body Development
3 — 2nd Skill Rank in Body Development
16 — 8 Skill Ranks in Maneuvering in Plate Armor
2 — 1st Skill Rank in Hand Axe
5 — 2nd Skill Rank in Hand Axe
1 — 1st Skill Rank in Thrown Hand Axe
3 — 1st Skill Rank in Ambush
2 — 1st Skill Rank in Perception
2 — 1st Skill Rank in Stalking and Hiding

Since he has obtained two skill ranks in Body Development, he rolls 1-10 twice (result 5 + 7) and adds the total to his base hit points (12 + 10 = 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 rank in a group of spells, he would now make a spell gain roll.

10.5 APPRENTICESHIP SKILL DEVELOPMENT

After a player has completed the adolescence skill development process for his character, he performs his apprenticeship skill development. This represents the training or apprenticeship of a character in his profession. 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). After completing both skill development processes, a character is 1st level and has 10,000 experience points.

Example: *Now Dral expends development points for the skills he wants to develop during his apprenticeship. Still feeling his total hit points are inadequate, he develops 2 more body development skill ranks (cost: 4 pts.). He needs 7 more skill ranks 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 rank in hand axe to 4 (2 pts. for the first rank raised — to skill rank 3 — and 5 more to raise it one more — to skill rank 4). He also improves his skill with a thrown hand axe by one rank (to rank 2) for a cost of 1 pt.

Dral improves his ambush ability (from rank 1 to rank 2, cost: 3 pts.). He wants to learn to climb, so he expends 3 points for 1 skill rank. 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 Rank in Body Dev.
3 — 2nd Skill Rank in Body Dev.
14 — 7 Skill Ranks in Maneuvering in Plate Armor
2 — 1st Skill Rank in Hand Axe
5 — 2nd Skill Rank in Hand Axe
1 — 1st Skill Rank in Hand Axe, Thrown
3 — 1st Skill Rank in Ambush
3 — 1st Skill Rank in Climbing
3 — 1st Skill Rank in Disarming Traps

He has finished his apprenticeship and receives these skill ranks as well as those already gained during adolescence. He again rolls 1-10 twice for the body development skill ranks 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 points (i.e., he can take 34 hits before becoming unconscious).

Dral must now repeat the process of expending development points for the skills he will develop 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 development points are expended before one embarks on a new experience level.

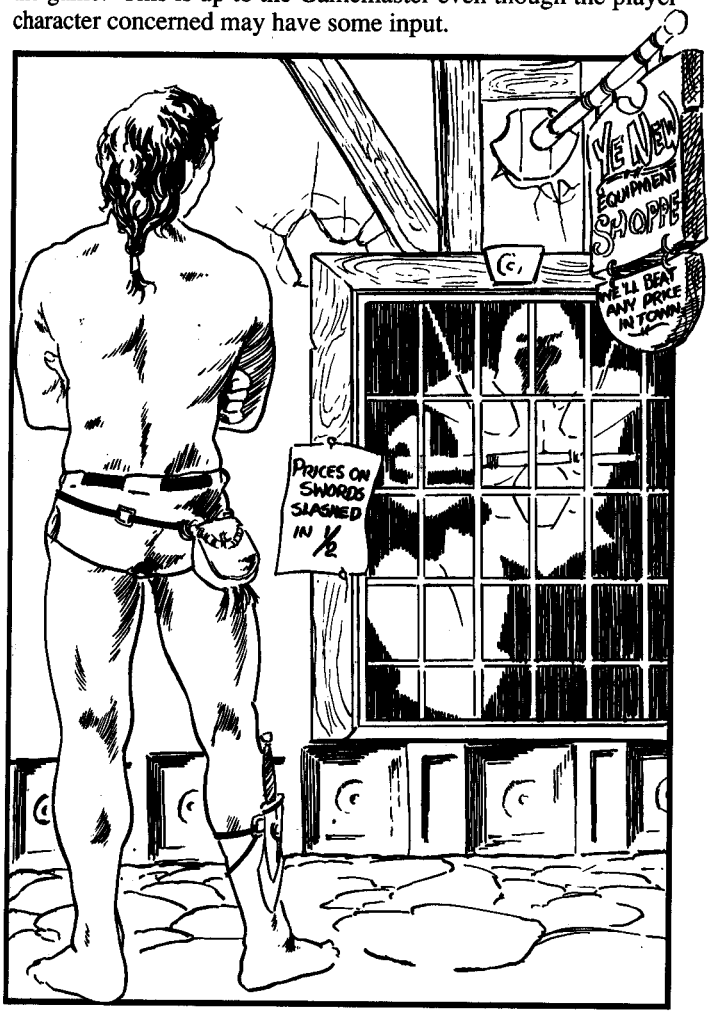
The skills with which Dral begins play are:

MANEUVERING IN ARMOR:
Plate .....Rank 15 .....Bonus: 75
WEAPON SKILLS:
Hand Axe, melee .....Rank 4 .....Bonus: 20
Hand Axe, thrown .....Rank 2 .....Bonus: 10
GENERAL SKILLS:
Climbing .....Rank 1 .....Bonus: 5
Stalking and Hiding .....Rank 1 .....Bonus: 5
Perception .....Rank 1 .....Bonus: 5
Disarming Traps .....Rank 1 .....Bonus: 5
SPECIAL SKILLS:
Ambush .....Rank 2 .....Bonus: special

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

10.6 DETERMINING BACKGROUND

The Gamemaster and player should define the character's background; Section 7.0 gives some suggestions for such background details as special abilities, special equipment, monetary resources, family history, etc. The Gamemaster can base this background upon the character's race and profession; as well as the setting of the game. This is up to the Gamemaster even though the player character concerned may have some input.



10.7 FINAL CHARACTER PREPARATION

Once the player has completed the steps outlined in Sections 10.1-10.6, he needs to obtain equipment and supplies for his character. He also needs to total each of his bonuses (i.e., Offensive Bonuses, Defensive Bonus, and all of the other skill bonuses).

OUTFITTING (10.7.1)

A Gamemaster must decide with how much equipment and money his Player Characters begin play. We suggest the following as basic guidelines.

Each character begins the game with two normal weapons of his choice. He must have a skill rank of 1 or more in each weapon skill that apply to the weapons. In addition, he begins with clothes (including cloak and boots), scabbards for his weapons, a weapons belt, and normal personal effects.

Each character starts with some money (see Section 7.2) with which to buy equipment and to survive on until he can get more. The character may purchase (and start the game) any equipment and supplies that are allowed by the Gamemaster (see ***RM*** Section 7.3). The Gamemaster may wish to make other equipment and supplies available (e.g., herbs, poisons, magic items, etc.).

ENCUMBRANCE — The player should total the weights of all of the character's equipment and supplies (other than clothes and armor), rounding down to the nearest pound. If the total is over the character's weight allowance, a movement penalty will result (see ***RM*** Section 7.2).

TOTALING THE BONUSES (10.7.2)

At this point the player must determine and total his bonuses for skills and other capabilities.

SKILL RANK BONUSES — The number of skill ranks is totaled for each skill and the bonus is determined from Table 15.2.2 and recorded on the Character Record on the appropriate skill's bonus line.

STAT BONUSES — For each stat, the stat bonus is obtained from Table 15.1.3 and written in the appropriate space next to the stat on the Character Record. These stat bonuses are also recorded on the bonus line of any skill to which they apply (see Section 2.4 and Table 15.1.4).

PROFESSIONAL LEVEL BONUSES — Some professions receive level combat bonuses and spell bonuses (see Sections 4.0 and 5.2) for certain skills. These bonuses are recorded in the appropriate spaces on the Character Record.

ITEM BONUSES — Certain magic items provide bonuses to certain skills. These bonuses should be recorded on the Character Record.

SPECIAL BONUSES — These bonuses can come from background, spells, armor penalties, etc. Some of these bonuses are already on the Character Record. Total these bonuses for each skill and place them in the appropriate spaces on the player's Character Record.

TOTAL SKILL BONUSES

Finally for each skill, all of the bonuses are summed to obtain the total bonus which is used in play.

10.8 BRINGING THE CHARACTER TO LIFE

The player should develop a scheme and outline of his player character's basic character traits (see Section 9.0). These may be the player's own traits, in which the player character is basically the player himself placed in the game world and situation. Alternatively, the player may choose a persona entirely different from his own, or some medium between the two extremes.

11.0
NON-PLAYER CHARACTERS

The characters whose actions are not under the control of a player (non-player characters, NPCs) are usually under the control of the Gamemaster. The extent to which these "NPCs" are developed and interact with the players is a factor that often determines much of the flavor and color in a fantasy role playing game. A variety of NPCs can often inject action and uniqueness into a game. However, it is often a difficult chore to determine the capabilities and skills of a large number of NPCs. To help alleviate some of this hassle, the Non-Player Character Table 15.5.3 is provided.

This chart provides a set of skill bonuses for each of the professions 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. Race attributes, 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 professions within the category being described. The skill bonus given is for the profession within the category with the average development cost. The profession(s) with higher or lower than average development cost should have its bonus lowered or raised respectively.

15.5.3 NON-PLAYER CHARACTER TABLE

† Columns of bonuses for these abilities will vary among the three professions given. The bonuses given are the ones for the profession 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 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 that can be obtained.

15.5.3 NON-PLAYER CHARACTER TABLE

PROFESSION	LVL	COMBAT STATISTICS										MANEUVER STATISTICS				MISC. STATISTICS				SPELL STATISTICS					LVL
		ARMOR			O.B.		MARTIAL ARTS			Ambush	Total Concussion Hits	Directed Spell Bonus	Climbing	Riding / Swimming	Disarm Traps / Pick Locks	Stalk / Hide	Perception	# out of 5 ADRENAL MOVES	Bonus	# Lang. to Level 5	Runes / Staves & Wands	Channeling	# Spell Lists Known to 5th Level	# Spell Lists Known to 10th Level	# Spell Lists Known to 20th Level	
		Armor Type	Defensive Bonus	Shield	Melee OB	Missile OB	Rank	Type of Attack	Offensive Bonus																	
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	45	-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
	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
Sorceror	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
Mystic	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
Astrologer	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
	20	NONE	5*	N	50	-25	1	STK	5	0	50	50	20	40	5	20	50	0	–	10	75	70	2	12	6	20
Pure Spell Users of Essence	1	NONE	0*	N	5	-25	1	STK	-25	0†	10†	-15†	-25	5	-25†	5†	5	0	–	3†	25	-25	0	3	0	1
	3	NONE	0*	N	10	-25	1	STK	-25	0	15	10	5	10	-25	5	10	0	–	4	40	-25	0	6	0	3
	5	NONE	0*	N	15	-25	1	STK	5	0	20	20	5	15	-25	10	15	0	–	5	55	5	0	9	0	5
Magician	7	NONE	0*	N	20	-25	1	STK	5	0	25	40	5	20	5	10	20	0	–	6	65	5	0	12	0	7
Illusionist	10	NONE	0*	N	30	-25	1	STK	5	0	35	55	10	30	5	15	25	0	–	7	75	5	0	16	0	10
Alchemist	15	NONE	0*	N	40	-25	1	STK	5	0	45	65	15	40	5	15	35	0	–	8	85	10	0	8	8	15
	20	NONE	0*	N	50	-25	1	STK	5	0	50	75	20	50	5	20	45	0	–	10	90	10	0	3	15	20
Pure Spell Users of Channeling	1	NONE	20*	Y	15	-25	1	STK	-25	0†	15†	-25	5†	5†	-25	5†	5	0	–	2	15	25	0	2	0	1
	3	RL	20*	Y	25	-25	1	STK	5	0	25	-25	10	10	-25	10	10	0	–	3	25	40	0	5	0	3
	5	RL	20*	Y	30	5	1	STK	5	0	35	-25	15	15	-25	15	15	0	–	3	40	55	0	7	0	5
Cleric	7	RL	20*	Y	40	10	1	STK	5	0	45	-25	20	20	5	20	20	0	–	4	45	65	0	10	0	7
Animist	10	RL	20*	Y	50	15	1	STK	5	0	60	-25	30	30	5	30	25	0	–	4	55	75	0	14	0	10
Healer	15	RL	20*	Y	55	20	1	STK	5	0	90	-25	40	40	5	40	35	0	–	5	65	85	0	7	7	15
	20	RL	20*	Y	60	25	1	STK	5	0	100	-25	50	40	5	40	45	0	–	5	70	95	0	4	12	20
Pure Spell Users of Mentalism	1	NONE	20*	Y	15	-25†	1	STK	5	0	10	-25	5†	5†	-25	5†	5†	0	–	2†	15	-25	0	2	0	1
	3	NONE	20*	Y	25	-25	1	STK	10	0	20	-25	10	10	-25	10	10	1	10	3	30	-25	0	5	0	3
	5	CH	20*	Y	30	-25	1	STK	15	0	25	-15	15	15	-25	15	15	1	15	3	45	-25	0	7	0	5
Mentalist	7	CH	20*	Y	40	-25	1	STK	20	0	35	10	20	20	5	20	20	1	20	4	50	-25	0	10	0	7
Lay Healer	10	CH	20*	Y	50	-25	1	STK	30	0	40	20	30	30	5	30	25	1	25	4	60	-25	0	14	0	10
Seer	15	CH	20*	Y	55	-25	1	STK	40	0	50	35	40	40	5	40	35	2	30	5	70	-25	0	7	7	15
	20	CH	20*	Y	60	-25	1	STK	50	0	55	50	50	40	5	40	45	2	35	5	75	-25	0	4	12	20

12.0
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.

12.1 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 for an individual spell, rather than for a "list".

In such a situation, each skill rank adds 10 to the spell gain roll (a Gamemaster may want to give a higher or lower percentage chance for each skill rank). Only 10 skill ranks will allow the 100% acquisition of a particular spell (to be certain). Thus only 10 skill ranks 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.

Example: *We will use AD&D® (1st edition) as an example of how use another magic system with Character Law. AD&D® is TSR's (Lake Geneva, WI) trademark for their FRP product, and our references to them are in no way meant to indicate that ICE has a license from TSR with regards to this or any other product.*

No spell may be researched (learned) unless the character is within one level of being able to cast the spell (e.g., a AD&D® Magician cannot begin to research Fireball until he is 4th level, because he can not throw that AD&D® spell until he is 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 ***and*** *at least as many 2nd level spells as 3rd level spells, etc.*

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

12.2 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.

NORMAL COMBAT BONUSES — Stats, level, and skill rank 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 rank bonuses range from -25 to 80+. These factors lead to normal combat bonuses of -50 to 165+ (plus any weapon, racial, or special bonuses). 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 *Character Law* rules [-50 to 165 (+)] and then convert to the combat system being used.

AMBUSH — When not using *Arms Law & Claw Law* and an ambush is made, roll 1-100 (not open-ended) and add the **Ambush skill rank** (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.). This roll is in addition to the normal attack and results.

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, in an *AD&D®* type combat system (see disclaimer in Section 12.1 example) a Rank 1 attack might give 1-4 hits, a Rank 2 attack might give 1-8 hits, Rank 3: 2-12 hits, and Rank 4: 2-20 hits. Normal combat bonuses for Martial Arts attacks can be handled like other OBs as suggested above.

Offensive bonuses for the Ranks can be calculated normally, and converted as suggested above. Striking and Sweeps & Throws Ranks can be developed separately, with striking given a large bonus versus lightly armored foes, while sweeps & throws given a large bonus versus foes in heavy armor.

13.0
FIRST EDITION 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 Gamemaster should examine these rules and determine which ones are appropriate for the pace, flavor and detail he wishes to inject into his game.

13.1 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.

WEAPON SKILLS FOR SIMILAR WEAPONS (13.1.1)

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. The skill rank bonus with a particular weapon is the skill rank bonus with that weapon **or** half (round up) the skill rank bonus of any similar weapon — whichever is higher. Table 15.2.3 shows which classes of weapons are similar to one another. Any weapon not on Table 15.2.3 can be assigned a class by the Gamemaster. The Gamemaster might also vary the degree of "similarity" by varying the percentage of the bonus applied to similar weapons.

Example: *Elfor has a +70 skill rank bonus with a broadsword and a +20 skill rank bonus with a longsword. Since they are "similar weapons" and half of 70 (i.e., 35) is higher than +20, Elfor can use a longsword with a +35 skill rank bonus (plus any other applicable bonuses).*

Option (see Section 14.1.5): *A Gamemaster may decide to allow weapons to be utilized with half the* ***skill rank*** *of a similar weapon, instead of half of the skill rank bonus. In the example above, this would result in a +50 skill rank bonus.*

SIMILAR WEAPONS TABLE — KEY

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 similar categories. These divisions will help provide guidelines for the categorization of other arms.

15.2.3 SIMILAR WEAPONS TABLE

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	Tomawhawk	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 ("Hudson's Bay Axe")	Pick	2H sword
	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.

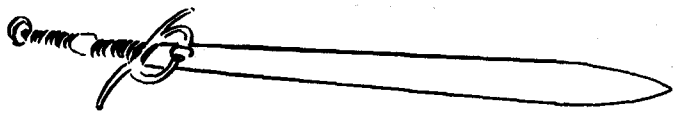
** Throwable weapons in these categories are similar for purposes of throwing. All other throwable weapons are *not* similar to any other weapons for throwing purposes.

RIDING SKILLS FOR SIMILAR ANIMALS (13.1.2)

This rule is identical to Optional Rule 13.1.1, except it allows similarity of riding skills for "similar" animals. The Gamemaster may indicate the classes of similarity for the animals that exist in his world system. For example, a group of similar animals might include horses, ponies, mules, donkeys, zebras, etc.

MOUNTED COMBAT (13.1.3)

Second edition *Arms Law & Claw Law* provides complete mounted combat guidelines, see *AL&CL* Section 5.3.



USING TWO WEAPONS IN MELEE (13.1.4)

A combatant may use a one-handed weapon in each of his hands. He is assumed to be right-handed (the same rules apply in reverse for left handed combatants). When a combatant develops skill with (i.e., trains with) a weapon, he must develop the skill with his right hand and skill with the left hand separately (see Section 3.0).

- Any weapon used in the left hand automatically gets a -20 modification to the combatant's OB with that weapon. Ambidextrous characters do not receive this penalty (see below).
- The combatant may attack with both weapons in the same round, or he may attack with only one and use the other for its "shield" bonus versus melee (see Table 8.2.5).
- 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 his weapon OBs by that amount.

It is assumed that if skill in a weapon is developed, it is for the right hand. This assumes the character is right-handed, while the opposite applies for lefties. The optional rule for similar weapons applies to left-handed use (see Section 13.1.1). 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 Gamemaster must determine what percentage 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 1-100 roll. If it is over 100 minus the percentage of population that is ambidextrous — then he is ambidextrous and can use either or both hands with the same skill ranks at will.

ADDING NEW SKILLS (13.1.5)

The skills described in *Character Law* are the skills used most often and developed in fantasy role playing situations. A Gamemaster 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 rank bonuses for added skills. Section 14.1.4 presents some suggested "Secondary" skills.

13.2 STATS

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

STAT BONUSES FROM MULTIPLE STATS (13.2.1)

The basic rules assume that only one stat can affect any particular action. This is hardly realistic, therefore this optional rule allows several stats to be averaged (round off) 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 15.1.4 lists the basic stats which affect actions, as well as 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 for obtaining a bonus for that action.

Example: *The stat bonus for melee is due to St/St/Ag. The Strength is added to the total twice and the Agility is added once, and the resulting total 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 stat bonus is +10.*

Option (see Section 14.1.2): *A Gamemaster may decide to average the stat* ***bonuses*** *for the stats involved instead of averaging the stats themselves. This leads to higher stat bonuses, however, it is simpler and quicker when used with racial stat bonuses (see Section 14.12). In our example above, Elfor's 90 Strength (bonus +10) and 100 Strength (bonus +25) would result in a melee bonus of (10+10+25)/ 3 = +15.*

STAT BONUSES FOR SPELL GAIN ROLLS (13.2.2)

In the basic rules no stat bonus is added to Spell Gain Rolls (Section 3.7). When using this optional rule, the bonus for the applicable stat is added to each spell gain roll. This applicable stat is the primary stat for the realm of magic of the spell list being learned:

- Empathy is the primary stat for Essence
- Intuition the primary stat for Channeling
- Presence is the primary stat for Mentalism
- For Hybrid base spell lists average the stat bonuses of the two realms involved

In order to attempt to gain two spell lists in one level of development (Section 3.7), the first list must still be developed to 20 skill ranks (i.e., the primary stat bonus cannot be applied). However, the bonus can be applied to the roll for the second list (at least one skill rank is required). The Gamemaster 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 (an Essence spell user) with a +10 primary stat bonus (Empathy). If he elects to expend the development points necessary to assure him of one spell list (i.e., 20 skill ranks), he can then add his +10 bonus to any roll made to get a second list (if at least one more skill rank is developed). If he only develops his first list with 16 skill ranks, he has a (16x5) + 10 = 90% chance of receiving this list, but he cannot attempt to develop a second list.*

STAT REDUCTION DUE TO OLD AGE (13.2.3)

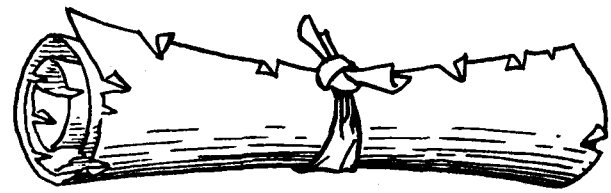
This rule is included to simulate old age, even though very few characters will (or should) ever be affected by it. The base age at which these effects start to take place will depend upon the race of the character and the world system being used by the Gamemaster.

Rolls on the Stat Gain Table 15.1.2 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 x 2 is 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.

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.

EXTRA STAT GAIN ROLLS (13.2.4)

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. 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. This stat gain roll is not made until a level after the points are expended. The Gamemaster may elect to decrease this development point cost if he wants the characters in his game to reach their potentials earlier and recover from injuries faster.



13.3 PROFESSIONS

These are variations of the basic profession rules. The basic rules operate under the assumption that characters may learn any skill they desire. These rules introduce some new skills that are normally only available to specific professions. A Gamemaster should examine each of these options carefully.

ADDITIONAL CAPABILITIES FOR MARTIAL ARTISTS (13.3.1)

In this section, the term "Martial Artists" will refer only to Warrior Monks and Monks. These optional rules refer to and in some cases supplant the martial arts guidelines given in *AL&CL* Section 10.3.

INCREASED FIRST SWING POINTS — Only Martial Artists may use part of their offensive bonus to increase their initiative points (see *AL&CL* Section 6.1). For every 5 points that the Martial Artist decreases his OB by, his initiative total is increased by 10 points. This reflects a Martial Artist's capacity to focus his attack upon a very fast lethal blow.

ENGAGING MULTIPLE FOES — Only Martial Artists can engage multiple foes in the same round of combat, without using special abilities or aid from spells (e.g., "*Speed*", "*Haste*", etc.). If a Martial Artist has at least a 40 OB in the Martial Arts (MA) Rank which he is using, he can engage 2 or more foes within a 90 degree combat arc of one another. If his offensive bonus is at least 60 in the Rank being used, the foes engaged can be separated by any arc.

The Martial Artist must be using martial arts (unarmed combat) and he must subtract 20 from his OB for each foe engaged. He must also allocate his remaining 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 OB against each (65 - 20). Since he has better than a +60 OB he can attack within any arc (e.g., even against one frontal and one rear attacker).*

MULTIPLE ATTACKS AGAINST THE SAME FOE — Certain Martial Artists may make two attacks against the same foe in one round (if "*Speeded*" or "*Hasted*" a Martial Artist can make 4 attacks). If a Martial Artist has at least an 80 OB in the Rank with which he will fight, he may make 2 attacks against the same foe in the same round with thirty subtracted from his OB. He must split his OB between attack and parry in the same manner for both attacks, and he must be using Martial Arts.

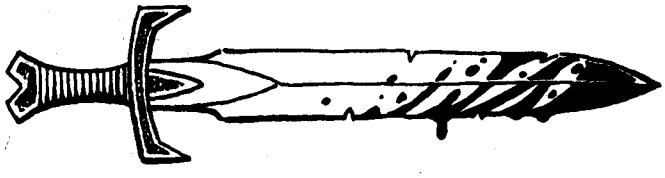
Example: *Vemtar has a +85 OB with MA Striking Rank 2 attacks and chooses to attack Rucley twice in one round. Because he is striking twice in the same round, he subtracts 30 from the OB applied to each attack (i.e., he makes two +55 MA Striking Rank 2 attacks). Of course, he may use part of his OB to parry, and he still has the option of only attacking once at +85.*

WEAPON KATA — Only Martial Artists may use weapon Kata. A weapon Kata is the use of a weapon in combination with unarmed combat techniques.

With an OB of 50 or more in the MA Rank being used, a knife kata can be used with MA Striking or a stick kata with MA Sweeps & Throws. When a Martial Artist obtains an OB of 90 in a MA Rank, he may choose two other appropriate weapons for use in weapon kata. This choice is only made once, and a Martial Artist can never have more than 4 weapon kata available: knife (dagger), stick (club), and the two chosen. The appropriateness of a weapon is dependent upon the Gamemaster's world system. In any case, weapons such as bows, mounted lances, and slings are clearly unacceptable.

When using a weapon kata, the OB of the MA Rank being used is decreased by 20 but multiple criticals are often inflicted (see "Effects of Weapon Kata" in *AL&CL* Section 10.3).

WEAPON KATA FOR SIMILAR WEAPONS — When using the optional rule above, a Gamemaster 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 Table 15.2.3. A knife kata could utilize any of the "short blades", while a stick kata could utilize any of the "staves". 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.



ANIMISTS AS HERB SPECIALISTS (13.3.2)

Animists are herb specialists because they receive a bonus of 1 hit point per level when administering herbs with curative properties. That is, 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 is 3rd level, the root will heal 4-8. Additionally, where applicable, Animists increase the effectiveness of herbs by 1% per level.

13.4 CHARACTER GENERATION

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

ALTERNATIVE STAT GENERATION METHODS (13.4.1)

Under the basic rules, the 10 temporary stats are rolled and then assigned to the 10 individual characteristics. Then the profession is chosen and the potentials are rolled for each stat.

When using this optional rule, the order in which the steps of this process are performed is changed. The 10 temporary stats are rolled normally, then the potentials are rolled, then the temporary/potential stat 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 undesired areas. This optional rule allows the players more control over where their stats, specifically their potentials. If a Gamemaster wants a random stat potential situation, he should use the basic rules.

To handle the replacement of prime requisites by 90's, the actual 1-100 rolls for potentials should be recorded so that if the prime requisites are replaced with 90's the original 1-100 rolls can be used to calculate the new potentials.

HOBBIES (13.4.2)

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. In this case, hobbies are defined to be 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 Gain Rolls), the character receives 4 extra skill ranks in his primary hobby and 2 extra skill ranks in his secondary hobby. Most skills may be chosen to be hobbies, and the skill ranks obtained are in addition to any developed by the normal process.

*A character **may not** chose a skill as a hobby if his development point cost for that skill is 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 Gamemaster may want to change the number of hobbies or allocate the number of skill ranks any way he wants between the two hobbies (i.e., 5-1, 4-2, or 3-3). The Gamemaster may want to restrict the use of hobbies to coincide with the individual backgrounds or his world system.

13.5 LEVEL ADVANCEMENT

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

PARTIAL SKILL ACQUISITION AT HALF-LEVEL (13.5.1)

When a character reaches an experience point total that is more than half way to his next level, he can advance 1 skill rank 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 Gamemaster has two options when using this rule: he may allow the player to choose the three skills **or** the Gamemaster can examine the activities of the character during the past half-level and choose the skills to advance based upon those activities. The Gamemaster 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 make a Spell Gain 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. If he is unsuccessful, no Spell Gain Roll is allowed when he reaches the full-level (i.e., only one Spell Gain Roll per development period).

ADDITIONAL REQUIREMENTS FOR SKILL ACQUISITION (13.5.2)

Under the basic rules, there are no physical requirements for skill development. The only requirements for a character to develop a skill are (1) expend the development points and (2) 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 Gamemaster 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.

PRACTICE AND STUDYING — When using 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 Gamemaster depending upon his world system and the pace that he wants to set for his game. The suggested values are 1 day/skill rank 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 rank 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.

EQUIPMENT AND FACILITIES FOR PRACTICE — A Gamemaster 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 additional reasons for adventures in town or city settings within a campaign game.

MATERIAL AND FACILITIES FOR STUDYING — For reasons similar to those given previously, the Gamemaster may want to require material and facilities for learning and studying spell lists, linguistics, runes, staves/wands, etc. This requirement would also allow the Gamemaster 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.

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 ranks. This can be very disruptive.

When using 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 Gamemaster). 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.

PRACTICE FOR ONE SKILL RANK EACH HALF-LEVEL (13.5.3)

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 ranks. Thus we assume a world system that requires practice **and** experience to develop skills. This optional rule provides a facility for limited skill development through practice alone.

A character may advance one skill rank through practice once during each half-level. The character must practice and study as described in Section 13.5.2 for one week for each development point that the skill rank normally takes him to develop (e.g., if the skill rank costs him 9 development points, it takes 9 weeks). The time may spread out over a long time period.

*Skills costing a character 20 or more development points **may not** be developed in this manner by that character.*

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 rank. If the practice time is not completed before the half-level point is reached, the opportunity for gaining a skill rank that half-level is lost. However, 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 skill rank in learning a spell list is added to a list being learned, the spell list cannot be rolled for until the next full level is reached (or half-level if the Section 13.5.1 rules are being used).

14.0 ADDITIONAL OPTIONAL RULES

Like the optional rules presented in Section 13.0, these rules work within the framework of the basic rules to provide more flexibility and detail. They are more "realistic" than the basic rules, but they involve complications and additional bookkeeping. These rules are a result of suggestions made by users of ***Rolemaster*** as well as our own ongoing FRP campaign games. The Gamemaster 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 STATS AND SKILLS

These optional rules affect stat generation, stat bonuses, race stat bonuses, secondary skills, and stat deterioration in *Character Law*.

AN ALTERNATIVE STAT GENERATION METHOD (14.1.1)

This rule can be used if a more flexible method for generating stats is desired. First, roll three sets of ten rolls (1-100) each, keeping track of the order in which the 10 rolls of each set were obtained. Then choose one set to be the character's temporary stats and a second set to be the rolls for the character's potential stats.

The first roll in the second set chosen is the potential roll for the first roll in the temporary stat set; the second roll in the second set chosen is the potential roll for the second roll in the temporary stat set; etc. The third set of numbers is not used. Finally, the pairs of temporary stats and potential rolls are assigned to the 10 characteristics (Strength, Agility, Empathy, etc.). After the character's profession is chosen, the prime requisites may be replaced with 90's. The actual potentials are determined using Table 15.1.1.

The Gamemaster should keep in mind that this method will result in higher stats for the characters in his game. A Gamemaster may wish to use other stat generation methods, such as allowing each player to generate a number of sets of stats and then choose the best.

AVERAGING STAT BONUSES (14.1.2)

When using Optional Rule 13.2.1, several stats are usually involved in each skill's stat bonus. Normally, the stat bonus for a given skill is based upon the average of the stats involved.

Alternatively, a Gamemaster may decide to average the stat bonuses for the stats involved (round off) instead of averaging the stats themselves. Even though it leads to slightly higher stat bonuses, this alternative is much easier to handle when Race Stat Bonuses are used (see Sections 6.2 and 14.1.3).

AVERAGING RACE STAT BONUSES (14.1.3)

When using optional rule 13.2.1, several stats are usually involved in each skill's stat bonus. A problem arises when a character's race stat bonuses (see Section 6.2) for the stats involved are different. In this case, use the average of the race stat bonuses involved.

In order to obtain the total stat bonus, average the stats involved (see Section 13.2.1), get the resulting stat bonus from Table 15.13, and add the average of the race stat bonuses involved. If Optional Rule 14.1.2 is also used, the sums of the stat bonus and the race stat bonus for each involved stat can be averaged to obtain the total stat bonus. This last process is easiest to handle since it only requires keeping track of one total stat bonus for each stat.

SECONDARY SKILLS (14.1.4)

Although *Character Law* provides a variety of adventure-oriented skills, they are by no means the only factors applicable to FRP game situations. The GM may discover other skills which have significant bearing on adventures and may wish to permit the PCs to develop them as they would those detailed in Section 3.0.

A sampling of additional skills is included below, with applicable stat bonuses in parentheses. These "Secondary" skills are more specialized than the basic Primary Skills discussed earlier (see Section 3.0). They are often tied to, or indicative of, a player character's profession or family trade. Still, they add considerable detail and flavor to a game.

GMs incorporating some or all of these skills can handle them exactly as they would Primary Skills, with the cost of developing skill ranks keyed to a player character's profession (see Table 15.7.1). Alternatively, the GM can assign a 2/5 development point cost to all secondary skills, regardless of the profession of the character involved. Secondary skill bonuses follow the same progression (see Table 15.2.2).

> **Note:** *A Gamemaster may wish to give characters additional development points to be used solely for the development of secondary skills. We suggest 10-25% (round off) of a character's normal development points.*

SECONDARY SKILL DESCRIPTIONS

Acrobatics: (Ag/Qu) Bonus for in-air maneuvers (e.g., flying or levitation) or swinging on objects. Helps reduce the effects of falls.

Acting: (Pr/Em) Bonus for impersonating others, devising new identities, etc.

Animal Healing: (Em/Re) Bonus for administering medical aid to injured animals. Allows one to stabilize or repair light wounds and illnesses. Successful static maneuver can stop (or reduce) up to 5 hits/round bleeding.

Caving: (SD/Re) Bonus chance of determining natural course and lay of a cave or cavern (passage or chamber). Bonus when attempting an unassisted maneuver in a cave.

Contortions: (Ag/SD) Bonus for manipulating one's body in order to move through small openings or absorb sudden crushing impact (other than falls). Helps escapes from bonds, etc.

Cookery: (In/Re) Bonus when detecting bad food, or preparing and neutralizing dangerous herbs and food ingredients. Includes poison preparation as well as normal cooking.

Dance: (Ag/In) Bonus when attempting to recreate a dance one witnesses, including magical rituals, etc.

Diving: (SD/Ag) Bonus for controlled falling maneuvers.

Falsification: (Re/SD) Bonus for creation of false but believable writings or illustrations (e.g., forgery, counterfeiting, etc.).

First Aid: (SD/Em) Bonus for applications of emergency aid or treatment (limited to kind), such as attempts to halt or slow bleeding or damaging deterioration. It is suggested that, together with the proper tools or bandages, a character using first aid could stop up to 5 hits/rd of damage without resorting to a tourniquet (see ***RM*** Section 7.1).

Fletching: (Ag/SD) Bonus for making an arrow out of available wood, metal, paper, and/or feathers.

Foraging: (In/Me) Bonus chance of finding any local source of potable water or edible plants and animals. Includes basic food acquisition such as gathering or fishing.

Frenzy: (Em/SD) Bonus to attempt to go into a state of single-minded, unpredictable rage which results in an additional +30 to the Melee OB, the ability to take twice normal concussion damage, and the ability to deliver double concussion hit damage. One in frenzy has no DB other than the armor bonus, gets no shield bonus, and cannot parry. Preparation for frenzy takes one round. Once in a frenzied state, a character may make a static maneuver each round in order to resume his normal state.

Gambling: (Me/Pr) Bonus when playing any game with a significant element of luck.

Herding: (Em/Pr) Bonus for gathering, befriending, or manipulating herd animals.

Leather-working: (Ag/Re) Bonus for working with hides and creating leather goods (e.g., leather armor, bolas, etc.).

Mathematics: (Re/Me) Bonus for calculating distances, angles, and applying basic principals of physics to a given situation (e.g., finding the angle of reflected light, the rate of a fall given a particular grade, or the difficulty of a climb without approaching/touching the obstacle).

Meditation: (Pr/SD) Bonus for entering, leaving, and exploiting meditational trances. Each hour of uninterrupted meditation equals two hours sleep. Once in trance, one is normally oblivious to outside activity. Physical prodding allows one to make a static maneuver to leave trance, as does a painful strike (modify by +25). Elves get an additional +25 modification to this skill bonus.

Music: (Ag/Em) Bonus for playing an instrument or skill rank with a musical language. Each individual instrument or musical language requires separate skill development (as with Riding and Weapon skills). A GM may establish "similar" instrument and language groups (see Section 13.1.1 and 13.1.2).

Navigation: (Re/In) Bonus for determining proper directions and distances when using a map in conjunction with some directional aid, such as a compass, a landmark, or the stars. This includes the concept of orienteering, and is applicable on land or water.

Public-speaking: (Em/Pr) Bonus for impressing, entertaining, or manipulating other individual or groups.

Rope-mastery: (Me/Ag) Bonus proficiency in knot recognition, knot-tying, braiding, and splicing or when making a maneuver while suspended from a rope or analogous flexible line, or when throwing a line.

Rowing: (SD/St) Bonus for self-powered boat maneuvers, including rowing, poling, etc.

Sailing: (Em/In) Bonus for sailing maneuvers.

Seduction: (Em/Pr) Bonus when attempting to emotionally, sensually, or sexually manipulate someone.

Signaling: (Me/SD) Bonus when using any form of signal communication.

Singing: (Pr/In) Bonus for attempts to mimic tunes and vocalized notes.

Skiing: (Ag/SD) Bonus for skiing or sliding maneuvers.

Smithing: (St/Ag) Bonus for working with normal metals to create or repair desired objects (e.g., metal armor and weapons). Bonus for oven or kiln building, and doubling effects of fire.

Spell-mastery: (Related stats are based on realm(s) of power from which spell is derived.) Bonus for spells which require rolls for concentration, maneuvers, or orientation. Each individual spell requires separate skill development (as with Riding and Weapon skills). A GM may establish "similar" spell groups (see Section 13.1.1 and 13.1.2). See *SL* Sections 10.8 and 10.9 for an example of Spell-mastery use.

Star-gazing: (In/Me) Bonus chance of determining dates, directions, and locations when the stars are visible. Provides an ideal complement to one's navigation skill.

Stone-carving: (Ag/SD) Bonus for working with stone and creating sculptures, writings, or any other form of inscription or relief.

Subduing: (Ag/Qu) Bonus for attempts to immobilize (render unconscious) a foe by applying a sharp, hand-delivered blow to a precise point on the victim's upper body. The foe is assumed to be "of kind" (usually humanoid) and **not** "Large" or "Super-large" (i.e., does not use those critical strike tables). This skill may be developed separately for other types of creatures, if the type is available to practice on.

A "subdual" attack roll of 101+ results in a successful attack, although the victim still receives a RR versus an attack level equal to the Subduing skill rank used.

In order to use this skill, the character must approach the foe undetected and be able to strike before the latter can react. Should the foe be engaged in melee, the subduer's skill bonus is halved. Subduing attacks cannot be made against foes whose armor covers the entirety of their body above the legs (i.e., normally ATs 11, 12, 15, 16, 19, and 20). This skill can also be developed separately for "blunt" weapons such as blackjacks, clubs, etc.

Tracking: (In/Re) Bonus for tracking maneuvers.

Trading: (Pr/Em) Bonus for transactions involving a bargained exchange of money or goods, particularly with respect to rolls on the purchase or resale price tables found in ***RM*** Section 7.3.

Trap-building: (Re/Em) Allows building traps out of available resources. Bonus of trap-maker may subtract from any detection rolls, depending on location, care and time in construction, and trap type.

Trickery: (Pr/Qu) Bonus for any maneuvers involving slight of hand: picking pockets, confusing sight tricks, and slight-of-hand diversions.

Tumbling: (Ag/SD) Bonus for horizontal dives, rolling, or vaulting maneuvers, or swinging on stationary objects.

Weather-watching: (In/Em) Bonus chance of determining local weather for next 24 hours.

Wood-carving: (Ag/Em) Bonus for fashioning any object out of the required amount of wood, bone, or similar material.

15.7.1 SECONDARY SKILL DEVELOPMENT COST TABLE

ID#	Skill	Stat	Skill Development Cost (Per Profession)																		
			Figh	Thief	Rogue	W Monk	Mage	Illu	Alch	Cler	Anim	Heal	Ment	L Heal	Seer	Sorc	Myst	Astr	Monk	Rang	Bard
1)	Acrobatics	Ag/Qu	2/5	1/3	1/4	1/3	3	3	3	2/7	2/7	2/7	3/7	3/7	3/7	3	3	3	1/5	2/6	2/6
2)	Acting	Pr/Em	2/6	2/5	1/3	2/5	3/6	1/3	3/6	2/7	2/7	2/7	2/6	2/6	2/6	2/7	1/2	2/7	2/6	2/6	1/5
3)	Animal Healing	Em/Re	2/6	2/6	2/5	2/5	2/6	2/6	2/5	1/5	1/4	1/3	2/6	1/2	2/5	2/6	2/5	2/6	2/5	2/5	2/5
4)	Caving	SD/Re	2/6	1/4	2/4	2/5	3	3	3	2/7	2/7	2/7	3	3	1/2	3	3	3	2/6	2/6	2/6
5)	Contortions	Ag/SD	2/6	1/3	2/4	1/2	5	4	5	3/7	2/6	2/6	3	3	3	5	4	5	2/4	2/6	2/5
6)	Cookery	In/Re	2/5	1/5	2/5	2/5	2/6	2/6	1/2	2/4	1/4	1/5	2/6	1/2	2/6	2/4	2/6	2/6	2/6	2/4	2/6
7)	Dance	Ag/In	2/6	2/4	2/4	2/4	2/6	2/6	2/6	1/5	1/5	2/4	2/6	2/6	2/5	2/7	2/4	2/5	1/5	2/5	1/3
8)	Diving	SD/Ag	2/6	1/3	2/4	1/4	3	3	3	2/5	2/5	2/5	3	3	3	3	3	3	2/4	2/5	2/5
9)	Falsification	SD/Re	3	2/6	3/5	3	3	2/4	1/3	3	3	3	3	2/6	3	3	2/4	3	3	3	3
10)	First Aid	SD/Em	2/6	2/6	2/6	2/6	2/6	2/6	2/5	1/5	1/5	1/2	2/6	1/2	2/6	3/6	2/6	2/6	2/6	2/4	2/6
11)	Fletching	Ag/SD	2/4	2/4	2/4	2/5	2/6	2/7	1/3	2/5	2/5	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/5	2/5	2/5
12)	Foraging	In/Me	2/6	2/6	2/5	2/6	2/6	2/7	2/5	2/5	1/5	2/5	2/6	2/5	1/4	2/6	2/6	2/6	2/6	1/3	2/6
13)	Frenzy	Em/SD	2/6	2/6	2/6	2/5	5	5	6	3	3	3	2/4	2/5	6	3/6	3	5	1/3	2/6	2/6
14)	Gambling	Me/Pr	2/4	1/3	1/4	2/4	2/6	2/5	2/6	1/4	2/6	2/4	2/5	2/5	1/3	2/7	2/5	1/5	2/6	2/6	2/6
15)	Herding	Em/Pr	3/7	3/5	3/7	3/7	2/6	2/6	2/6	2/5	1/2	2/5	3/7	3/7	3/7	2/7	3/5	3/7	3/7	2/7	2/7
16)	Leather-working	Ag/Re	2/4	2/4	2/4	2/4	3	3	3	2/6	2/5	2/5	3	3	3	3	3	3	2/6	2/5	2/6
17)	Mathematics	Re/Me	3/7	2/7	3/6	3/6	2/6	2/4	1/4	2/5	2/6	2/6	2/5	2/4	2/5	1/5	2/5	1/2	2/5	2/6	2/5
18)	Meditation	Pr/SD	3/7	3/6	3/6	2/4	1/5	2/4	2/4	1/2	1/3	1/2	1/4	1/4	1/2	2/4	1/3	1/2	1/5	2/4	2/4
19)	Music	Ag/Em	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/5	2/6	2/5	2/4	2/6	2/6	1/2
20)	Navigation	Re/In	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/4	1/5	2/4	2/6	2/6	1/2	2/6	2/6	1/3	2/6	1/4	2/6
21)	Public-speaking	Em/Pr	2/6	2/6	2/4	2/6	2/6	2/5	2/6	2/5	2/6	2/6	2/5	2/5	2/4	1/3	2/4	2/5	2/6	2/6	1/4
22)	Rope-mastery	Me/Ag	2/6	1/3	1/5	2/5	3	3	3	2/5	2/6	2/6	3	3	3	3	3	3	2/4	2/5	2/5
23)	Rowing	SD/St	1/4	1/4	1/3	1/4	3	3	3	2/5	2/6	2/6	3	3	3	3	3	3	1/5	2/4	2/5
24)	Sailing	Em/In	2/6	2/6	2/6	2/6	3	3	3	2/4	2/5	2/5	3	3	3	3	3	3	2/4	2/5	2/6
25)	Seduction	Em/Pr	2/6	2/6	2/5	2/6	2/5	2/5	2/5	2/6	2/6	2/6	2/6	2/6	2/4	2/5	1/3	2/6	2/6	2/6	1/4
26)	Signaling	Me/SD	1/4	1/3	1/4	1/4	1/5	2/4	1/5	2/5	2/5	2/6	2/6	2/6	2/6	2/6	1/3	1/4	2/6	1/5	1/5
27)	Singing	Pr/In	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/5	2/6	2/5	2/4	2/6	2/6	1/2
28)	Skiing	Ag/SD	2/7	2/6	2/6	2/5	3	3	3	2/6	2/7	2/7	3/5	3/5	3/5	3/7	3/7	3/7	2/6	2/6	2/7
29)	Smithing	St/Ag	3/5	2/6	2/7	3/5	3	3	1/2	3	3	3	3	3	3	3	3	3	2/6	2/7	3/5
30)	Spell-mastery	Varies	6	6	5	5	2/5	2/5	2/5	2/4	2/4	2/4	2/5	2/5	2/5	2/5	2/5	2/5	3/5	3/5	3/5
31)	Star-gazing	In/Me	2/6	2/6	2/6	2/5	2/6	2/6	2/6	1/3	1/3	1/4	2/6	2/6	1/3	1/3	1/4	1/2	2/5	2/4	2/5
32)	Stone-carving	SD/Ag	2/7	3/7	3/7	3/5	3	3	1/3	3	3	3	3	3	3	3	3	3	2/7	2/6	2/7
33)	Subduing	Ag/Qu	2/5	1/4	1/5	1/2	6	4	6	3/6	3/6	3/6	6	1/3	5	6	3/5	6	3	4	5
34)	Tracking	In/Re	1/4	1/3	1/4	1/3	3	3	3	2/6	1/4	3/5	3	3	1/5	3	2/4	2/4	2/6	2/5	2/6
35)	Trading	Re/Em	3/6	2/4	2/4	3/5	3/5	2/4	3/5	2/5	2/6	2/6	3/5	3/5	3/6	3/6	3/6	3/6	3/6	3/5	2/4
36)	Trap-building	Re/Em	2/6	1/3	1/3	2/5	3/6	2/6	1/5	2/6	2/5	2/6	2/6	2/5	3/7	3/5	3/6	3/7	2/6	2/5	2/6
37)	Trickery	Pr/Qu	2/6	1/2	1/3	1/4	3	1/4	3	3	3	3	3	3	1/5	3	1/5	3	2/5	2/5	2/4
38)	Tumbling	Ag/SD	1/5	1/3	1/3	1/2	3	3	3	2/6	2/5	2/5	2	2	2	3	3	3	1/4	2/4	2/5
39)	Weather-watching	In/Em	3/7	3/7	3/7	2/7	1/4	1/4	1/4	1/3	1/3	1/3	2/6	2/6	1/2	1/3	1/4	1/2	1/5	1/5	2/6
40)	Wood-carving	Ag/Em	2/6	2/7	2/6	2/6	3	3	1/3	2/6	2/5	2/6	3	1/2	3	3	3	3	1/5	2/4	2/4
			Figh	Thief	Rogue	W Monk	Mage	Illu	Alch	Cler	Anim	Heal	Ment	L Heal	Seer	Sorc	Myst	Astr	Monk	Rang	Bard

SIMILAR WEAPON SKILLS (14.1.5)

Optional Rule 13.1.1 allows a character to use his *skill rank bonus* with a weapon **or** half of his *skill rank bonus* with a "similar" weapon (see Section 13.1.1 and Table 15.2.3). When using this Optional Rule 14.1.5, a character's skill rank with a weapon is either his *skill rank* with that weapon **or** half of his *skill rank* (round off) with a "similar" weapon (whichever is higher).

This can lead to higher bonuses for similar weapons with a skill rank higher than 10. It also means that in some cases increasing skill rank with a weapon will increase the skill ranks with certain other similar weapons. Since a character's skill rank with a weapon can be "half of his skill rank (round off) with a similar weapon" (see above), some weapons' skill ranks may be increased when the skill rank of the weapon with the highest skill rank in a similar weapons group is increased.

Example: *Suppose Dral has skill rank 0 with all 'bows' (similar bow weapons include: short bows, long bows, and composite bows). If (in one development period) he develops his short bow skill to rank 2, then his skill with both long bow and composite bow will automatically increase to rank 1. If in another development period he develops skill with his short bow to rank 4, his skill with both long bow and composite bow will automatically increase to rank 2.*

These skill rank increases are actual changes to the skill ranks of those weapons and may be recorded as such. It is often easier to keep track of the skill ranks of the highest ranked weapon in a similar weapon group and any other weapons in the group which are being independently developed. The skill ranks of such weapons may later be increased further either through the normal development process (just keep track of the skill rank for each one) **or** through the use of this similar weapons rule.

15.7.2 LEVEL BONUS TABLE

Profession	Combat	Base Spells	Directed Spells	Outdoor Skills	Subterfuge Skills	Item Skills	Perception	Body Dev.
Fighter	+3	—	—	+1	—	—	—	+3
Thief	+2	—	—	+1	+3	—	+1	—
Rogue	+3	—	—	+1	+2	—	—	+1
Warrior Monk	+2	—	—	+2	—	—	+1	+2
Magician	—	+1	+3	—	—	+2	—	—
Illusionist	—	+1	+1	—	—	+2	+1	—
Alchemist	—	+1	+1	—	+1	+3	—	—
Cleric	+1	+1	+1	+1	—	+1	+1	—
Animist	—	+1	+1	+2	—	+1	+1	—
Healer	—	+1	+1	—	—	—	+1	+3
Mentalist	—	+2	+1	—	—	+1	+1	+1
Lay Healer	—	+1	+1	—	—	+1	+1	+2
Seer	—	+1	+1	—	—	+1	+3	—
Sorcerer	—	+2	+2	—	—	+2	—	—
Mystic	—	+2	+1	—	+1	+1	+1	—
Astrologer	—	+1	+1	—	—	+2	+2	—
Monk	+1	—	—	+1	+1	+1	+1	+1
Ranger	+1	—	—	+3	+1	—	+1	—
Bard	+1	+1	—	+1	+1	+1	+1	—

KEY

Combat: Applies to all melee and missile OB's, including Martial Arts.

Directed Spells: Applies to all "directed spell' OB's.

Base Spells: Applies to all base (non-directed) spell rolls.

Outdoor Skills: Applies to all maneuver rolls involving the following *outdoor* skills: Climbing, Swimming, and Riding (appropriate secondary skills such as Tracking can also receive this bonus).

Subterfuge Skills: Applies to all maneuver rolls involving the following *subterfuge* skills: Disarming Traps, Picking Locks, and Stalking & Hiding (appropriate secondary skills such as Trickery can also receive this bonus).

Item Skills: Applies to all attempts to "Read Runes" or "Use Items" (i.e., utilizing the Runes skill or the Staves & Wands skill).

Percep.: Applies to all rolls utilizing the Perception skill.

Body Dev.: Applies to the number of "hits" obtained by each Body Development skill rank.

Note: After 20th level all level bonuses increase differently. Combat level bonuses increase as described in Sections 4.0 and 5.2. Other level bonuses as follows: +3 level bonuses increase at a rate of +1 per level, +2 level bonuses increase at a rate of + 1/2 per level, and +1 level bonuses do not increase at all.

14.2 PROFESSIONS, LEVELS, & BACKGROUND

These optional rules affect professions, level bonuses, and background options, and experience points in *Character Law*.

THE "NO PROFESSION" PROFESSION (14.2.1)

Character Law normally requires each character to have a profession, reflecting how his early training and life have moulded his thought patterns. Some Gamemasters may find this too artificial and rigid, while others may want to introduce the concept of a character without a profession. To these ends, this optional rule introduces the concept of the character with the "no profession" profession.

Some Gamemasters may want to have all their characters use this profession; others may want to their players to have it as an optional profession for characters with a special background, and some Gamemasters may not want to use it at all. All the normal *Character Law* rules apply, and we suggest that the "no profession" character choose one realm of power for his spells and learn spell lists as a Semi spell user. The Gamemaster may or may not want to allow access to base spell lists. A "no profession" character has the following costs for his skill development:

Maneuvering in Armor:
- Soft Leather 1/*
- Rigid Leather 2/*
- Chain 3/*
- Plate 4/*

Special Skills:
- Ambush 3/6
- Linguistics 2/*
- Adrenal Moves 2/6
- Adrenal Defense 15
- Martial Arts 3/6
- Body Development ... 2/6

Weapon Skills:
3/6 3/6; 4; 5; 6; 7

Magical Skills:
- Spell Lists 5/*
- Runes 3/6
- Staves & Wands 3/6
- Channeling 3/6
- Directed Spells 3/6

General Skills:
- Climbing 3/6
- Swimming 2/6
- Riding 2/6
- Disarming Traps 3/6
- Picking Locks 3/6
- Stalking & Hiding. 2/6
- Perception 2/6

Secondary Skills:
- All at 2/6

LEVEL BONUSES FOR PROFESSIONS (14.2.2)

In the standard *Character Law* rules, the only bonuses based upon a character's level are level combat bonuses and level spell bonuses (see Section 5.2). When this optional rule is used, the Level Bonus Table 15.7.2 provides some other suggested level bonuses.

BACKGROUND OPTIONS (14.2.3)

As noted, the development of a character's background involves procedures which will not be used thereafter. One such process determines what special skills, attributes, or possessions the character obtains in early life.

Using the Background Option Table 15.7.3, the GM should allow the PC to choose the fortune, assets, or special abilities he/she possesses prior to adventuring. These options should be selected after the PC completes adolescence development (PC Level 0) and prior to apprenticeship (PC Level 1) skill development.

Alternatively, the GM may wish to change the selection sequence, or assign the options in his own manner. Whatever the case, we suggest that this table should be used only once in the course of the character's life.

USING THE BACKGROUND OPTION TABLE

1) Each character, regardless of profession, is allotted a certain number of background options. The number of options one receives is depends upon the character's race and is noted on the Race Background Option Chart.

RACE BACKGROUND OPTION CHART

Race	Background Options
Common Men	6
High Men	4
Half-elves	4
Wood-elves	4
High-elves	3
Fair-elves	2
Dwarves	5
Halflings	5
Orcs	5
Greater Orcs	4
Trolls	4

Note: *The GM should keep in mind that Orc and Troll player characters (if he allows them) would have to be specially bred for the purpose of "adventuring". This explains the number of background options given them. The GM should consider directing the use of these background options to reflect the special breeding of such a character. For example, he could require an Orc PC use one option to obtain an "acceptable" appearance, another to acquire a language with which to interact with normal society, and yet another to offset his daylight disadvantages.*

Should a character's race fall outside the classifications listed here, we suggest he receive 4 or 5 background options, although the GM may wish to assign a higher or lower number for purposes of play balance.

Remember, background options are not to be confused with development points.

2) Characters expend one background option for each selection they make on the Background Option Table 15.7.3 (i.e., each option permits a choice or roll);

3) Prior to making a roll on (or pick from) the Background Option Table 15.7.3, the character must select the Background Categories applicable to his options. There are five background categories: Set Options, Special Abilities, Special Items, Special Wealth, and Special Status. Characters can choose to apply more than one option to a given category (e.g., Miraj the Wood-elf expends all five of her options for selections from the Special Items Category).

4) The GM may wish to allow the character to choose one or more Background Categories after he determines the result of earlier option selections. For example: Trevor expends one option to get a unique ability, rolls, and determines the result by looking at the Special Ability Background Category. He likes the result and decides to allocate his second option to a different Background Category.

5) Once the character allocates his options, he rolls (or picks) once on Background Options Table for each of his options, cross-indexing the number on the dice with the results in the Background Categories chosen earlier. The GM may wish to allow the character to choose the results, rather than having them make rolls.

Note: The GM should also feel free to add their own background categories or delete those listed here.

Background Options

Set Options: An option used in this category will have a fixed result of the character's choice. These results include: special skill bonuses, spell adders, languages, and stat increases.

Special Abilities: The special abilities reflect a character's inherent physical or psychological makeup; they are not learned like skills. As with racial bonuses, these ability bonuses do not affect a character's skill ranks. When applicable to an action, they are handled as additional bonuses.

Special Items: These items are objects imbued with an inherent bonus, talent, or imbedded spell. Since they are heirlooms, the GM should impress upon the players that their PCs are emotionally tied to these items, and will not sell them unless some extraordinary pressure is applied. If multiple rolls or choices are taken from this category, we suggest the character have the right to combine the properties in one item or spread them through two or more separate devices. If joined in one item, all the bonuses are cumulative (up to +30 for bonus items, +4 for spell adders, and x3 for spell multipliers).

Special Wealth: This category provides the character a way of acquiring extra cash prior to adventuring. The amounts listed in gold pieces can be broken down into lesser denominations. Characters receiving one or more gems can take the same sum in coin. If two options are used in this category, one roll may be made with a +25 modification (any options used in excess of 2 will result in separate rolls).

Special Status: Characters opting for two choices from this category may receive only one result. Generally, this will be the choice with the highest status. We suggest that only rolls (not choice) be allowed in this category.

15.7.3 BACKGROUND OPTIONS TABLE

SET OPTIONS CATEGORY

This category has six options available:

1) A special +15 bonus for any secondary skill.
2) A special +10 bonus for any primary skill (i.e., non-secondary).
3) A +1 spell adder.
4) A language to skill rank 10 spoken and written.
5) Increase one stat by 2 **or** three stats by 1 each; both temporaries and potentials (to a maximum of 101).
6) Skill rank 5 in a random secondary skill, or one chosen by the GM to reflect your background.

SPECIAL ABILITIES CATEGORY

01-05: Your body creates a peculiar neutral odor which cannot be smelled and masks the odor of anything within 5'. Unfortunately, you are sensitive to heat and operate at -10 whenever the temperature rises above 80°.

06-10: You have a high range voice which can be used once a day to either: (1) shatter normal glass surfaces which are no more than 1' thick and weigh no more than 1000 pounds or (2) create a 5th level scream attack which stuns all listeners within a 25' radius for 2 rounds (if they fail an RR). Whenever it is raining and you are not in a fully enclosed space (e.g., no open windows), you must roll once every four hours — or once if less than four hours — and with a result of 01-25 you cannot speak for that period.

11-15: Your acute sense of smell enables you to perceive and distinguish odors up to 100' upwind, 2000' downwind, and 500' in still air. Should you track something based on experience with its odor you have a +25 bonus. Regrettably, you suffer from nosebleeds at high altitudes and operate at -5 for every 1000 feet above sea level.

16-20: You possess infravision and can see sources of heat up to 100' away, so long as it is dark. Your peculiar need for sleep requires 10 hours rest each day and you are at -5 for each hour short of that figure (e.g., you at at -10 if you get only 8 hours of sleep).

21-25: Your voice has a soothing tone which gives you a +15 to any roll when you attempt an verbal action to calm or persuade someone: e.g., in conversation, singing, public speaking, trading, acting, "Calm" spells, etc. Sadly, you are afraid of lightning and thunder and will be incapacitated if caught in a thunderstorm; in such a case, you will be at -50 if under partial cover and you will drop, freeze, and be immobile if outside and exposed to the elements.

26-30: You have empathy with a type of animal of your choice and receive a +25 bonus when attempting any maneuver on or with such an animal. Prolonged association (e.g., a month) to a specific animal of the given type will enable you and the animal to mentally communicate within a range equal to 100' x your level. Unfortunately, any other animal which might normally attack the animal type you are close with will attack you upon sight (with a bonus of +25 to its OB).

31-35: Your acute hearing enables you to perceive, isolate, and understand any sound; your range is 100' for open areas or 25' when listening through solid objects. When you go to sleep, however, you cannot be awakened (even magically) during the first hour of your slumber.

36-40: You have an exceptional ability to judge angles and changes in the slant of relatively uniform, solid surfaces. You receive a +25 bonus when attempting to perceive traps or secret doors which are set in walls, floors, or ceilings that have such surfaces and you can judge the angle of an incline almost immediately.

41-45: Your nimble skeleton allows you a +20 bonus when making moving maneuvers; but, should you walk more than 5 hours without resting for at least two hours you have problems. At the beginning of each hour thereafter you must roll and, with a result of 01-25, both of your arms will fall "asleep" and be useless for 1-10 hours.

46-50: You possess a pair of enticing, sparkling eyes which provide you with a charismatic air. Add +15 bonus for all actions involving leadership or influence: e.g., public speaking, seduction, Charm spells, Hold spells, etc. Lamentably, your eyes also spasm at random times and give you severe pain. Whenever, a roll is made by or on behalf of your character (and only your character), and that roll results in a natural 66, you take 1-10 hits and are immobilized with pain for 1-10 rounds.

51-55: Your legs have tremendous "spring" and you receive a +10 bonus for all leaping maneuvers. A vertical jump of up to 4 feet, a standing jump of up to 8 feet, or a running jump of up to 20 feet is routine. Your hand joints share this uniqueness and you receive the +10 bonus for actions involving picking locks, rowing, or pulling on things with your hands: e.g., tugging on a rope or firing a non- mechanical bow. This syndrome has a drawback: whenever you strike something with your hand or with an object in your hand, you must roll. Should the result be 01-05, your hand will be "locked" and useless for 1-100 rounds.

56-60: Your tremendous lung capacity enables you to hold your breath for up to 5 minutes without damaging yourself. In addition, you have twice the endurance you normally would have. Sadly, you are alergic to coniferous plants (pines, spruces, junipers, etc.) and, due to a runny nose and watery eyes, are at -20 whenever you are within 25' of such a plant for more than a minute (10 rounds).

61-65: An exceptional ability to quickly concentrate and focus on matters enables you prepare actions (e.g., spells, bow attacks) one round quicker than you would normally. Whenever you are attacked from the flank or rear, however, your concentration works to your disadvantage: the attacker automatically gets to ambush you and receives a 5 rank ambush skill bonus. In addition, anytime you use a concentration spell you must roll each round you attempt to stop concentrating: with a result of 01-25 you cannot disengage.

66: Each of your eyes is of a different color. You have the capability to close your eyes and concentrate for a round and, in so doing, reorient your vision so that you can see invisible objects, but not visible organic objects. To return to normal sight you reverse the process. Whenever you are struck or fall, however, you must roll once and, with a result of 01-05, your vision is reoriented. For example, if you bump into a door and roll an 03 you can only see invisible objects or visible inorganic objects — until you pause and reorient yourself.

67-70: You have lightning reactions which give you a +5 DB, a +5 OB, and +20 for determining initiative (e.g., who swings first). Nonetheless, you are plagued by flashbacks of a terrifying childhood experience centering upon some vicious projectile. Whenever you are attacked by a missile weapon you must roll and, with a result of 01- 10, you will lapse into flashback state, leap to the ground, and curl up for 1-10 rounds in an immobilizing state of panic.

71-75: Your exceptional inner reserve allows you to withstand pain and you add +3 to each roll when determining your available concussion hits when increasing your body development skill rank. This strength of resolve comes from years of having to deal with a weird chronic disease. At the beginning of each week you must roll and, with a natural result of 01-02, you break out in a sweat and are covered with sores and rashes. The condition lasts for 1-10 days, during which your Appearance and temporary Presence are halved and you operate at -20.

76-80: Due to your fine wrists, you are impeccably precise with thrown objects and have a +20 bonus for throwing attacks or actions, including sweeps and throws. Unfortunately, whenever you land after a fall or leap, climb, hang, "fast sprint", or dash you must roll. With a result of 01-02, the appendages involved "collapse" and are sprained: you are stunned for 1-10 rounds and, for 1-10 days, you are at -50 for actions involving the injured areas.

81-85: Your quick but quiet stride (1) gives you a +20 bonus when attempting to move silently (e.g., stalk); (2) allows you to ambush anyone who you can strike from behind, with a +2 ambush skill rank bonus; and (3) gives you a +20 bonus for balancing maneuvers. This ability is due to your odd inner ears and are related to your plight: whenever you are in water or it rains and you are not in an enclosed, unexposed area, you cannot hear and you operate at -30 (but you can swim normally).

86-90: You are unusually strong and have a +20 Strength stat bonus (in addition to any other). This is due to your great stature, for you are the maximum size for one of your kind. Anytime you consciously apply your strength, however, you must make a RR versus a 1st level attack (SD stat bonus) or you with apply all your power involuntarily. For example, you should develop a consciously limp handshake, for any conscious application of your grip might crush the hand of the one you greet.

91-95: You suffer from Lycanthropy and may change into a specific mammal of your choice, based on the GM's discretion and keeping your background and origin in mind. This shape-change can occur in two ways: (1) voluntarily, when you concentrate for 1 round, but only if you can make a successful open-ended D100 roll which exceeds 100, based on a bonus of +5 per level (in addition, control skill can be developed at cost of 2/5); **or** (2) involuntarily, whenever you are struck or fall for the first time in a given day and fail a RR (SD stat bonus) versus a 1st level attack. Of course, when you change form most of your items and equipment will fall to the ground and you act like a large wild beast of the given type, using large attacks with a +25 OB bonus. If ***Creatures & Treasures*** is available, use its Lycanthrope rules.

96-97: A bizarre allergy allows you a +40 RR bonus versus spells from one realm (roll: 01-40 = Essence; 41-70 = Channeling; and 71-00 = Mentalism). However, anytime you cast a spell from that realm or handle an item whose power is based on that realm, you are beset upon by watery eyes and sneezing. During the following round you roll a D100; the result is equal to the penalty you must operate with for 1-18 rounds. For example, if you roll a 27 you operate at -27 for 1-10 rounds.

98-99: You have an enchanted quality about you and are naturally proficient with spells. You start knowing one spell list up to the level equivalent to one pick by a character of your profession. If you are a Non-spell user or a Semi-spell user, your spell list development costs are half of normal. Yet, whenever you laugh, cry, are stunned, or are bleeding, you glow with a bright red hue which is akin to the light of a campfire. Even if you are invisible, your "aura" will be visible.

100: You are exceptionally enchanted. You have a +50 RR bonus versus spells from one realm (roll: 01-40 = Essence; 41-70 = Channeling; and 71-00 = Mentalism) and a +25 bonus when casting such spells or attempting to understand and use inscriptions and items whose power is based on that realm. You are also afflicted with a peculiar fear of dark, enclosed spaces which occasionally flares up. Whenever you **enter** such a situation you must roll a RR (no bonus) versus a 1st level attack. If you fail, you will panic and pass into a coma for 1-10 hours. For example, you are fine outside on a dark night, but when you enter a dark cave complex you must roll. Say you succeed, but someone lights a torch whose flame then goes out; you must roll again (watch out for strobe lights).

SPECIAL ITEMS CATEGORY

01-10	One bread, poison, or herb from the Enchanted Herbs, Breads, and Poisons Price Table in ***Rolemaster*** Section 7.3. The GM may require a random roll or permit the PC to select one.
11-20	A +5 bonus magic item* of the player's choice.
21-30	A +10 bonus magic item* of the player's choice from the Accessory Price Table in ***RM*** Section 7.3.
31-50	A +10 bonus non-magic item** of the player's choice.
51-65	A +10 bonus magic item* of the player's choice **or** a +1 spell adder item***.
66	Loyal domesticated animal which starts at PC's level.
66-75	A Daily I spell item****.
76-80	A +15 bonus non-magic item** of the player's choice. (See 31-40 above.)
81-85	A +15 bonus magic item* of the player's choice **or** a +2 spell adder item***.
86-90	A Daily II spell item****.
91-95	A +20 bonus non-magic item** of the player's choice **or** a x2 spell multiplier item **or** a +3 spell adder item***.
96-97	A Daily III spell item****.
98	A Daily IV spell item****.
99	A Daily V spell item****.
100	One loyal unusual creature (e.g., a monster).

* **Bonus magic items** — permit an add to any rolls pertaining to actions affected by the item (e.g., when used, a +5 saddle adds +5 to any roll involving an associated riding maneuver). Such items are also lighter than their normal counterparts, permitting an reduction in their associated minimum maneuver penalty equal to their bonus.

** **Bonus non-magic items** — permit either an add to rolls for associated actions (e.g., static maneuvers, moving maneuvers, or OB), **or** they can reduce the associated minimum maneuver penalties (e.g., see Table 15.33; a +15 non-magic chain hauberk could be equivalent to AT 16 with a minimum maneuver penalty of -15).

*** **Spell Adders and Multipliers** — affect spell casting capacity. Spell adders allow the user to cast one or more extra spells per day, regardless of their level, without expending PP (e.g., a +2 spell adder permits casting of 2 extra spells/day). Spell multipliers multiply the character's available PP.

**** **Daily spell items** — are normal items (e.g., a trowel, brooch, or sword) with spells imbedded in them. These spells can be used one or more times daily, according to the following breakdown: **Daily I** = 1st lvl spell 1x/day; **Daily II** = 1st lvl spell 2x/day or a 2nd lvl spell 1x/day; **Daily III** = 1st lvl spell 3x/day, or a 2nd or 3rd lvl spell 1x/day; **Daily IV** = 1st lvl spell 4x/day; or a 2nd or 3rd lvl spell 2x/day; or a 4th lvl spell 1x/day; **Daily V** = 1st lvl spell 5x/day, or a 2nd lvl spell 3x/day, or a 3rd lvl spell 2x/day, or a 4th or 5th lvl spell 1x/day. The GM may wish to choose the type of item according to the PC's background or, if play balance allows, he may permit the player to design their own item.

NOTE: *If multiple rolls or choices are taken from this category, it is suggested that the player have the option of joining two or more abilities into one item. The bonuses, adders, and multipliers would be cumulative, although we suggest that a magic item have no more than a* +20 bonus.

NOTE: *If Creatures & Treasures is available, a GM may allow the random generation of an item in lieu of rolling on this table.*

SPECIAL STATUS CATEGORY

Roll	Status
01-10	Cursed. Your family is cursed with one of the following banes: (01-20) you cannot refuse an offer of hospitality, regardless of the source or circumstance but have a +20 Pr bonus while enjoying the reception; (21-30) you cannot befriend an animal (e.g., a familiar), although you can ride any beast of burden with a +10 bonus; (31-40) you cannot refuse a plea for help from either an innocent or an underdog — even if it means endangering your life or intervening against an ally — but you have +20 to all actions taken during any such endeavor; (41-60) you cannot refuse a personal, one-on-one, challenge but you have a +15 bonus to your OB's during any such contest; (61-80) you cannot accept a loan without repaying it threefold; (81-100) you cannot harm a creature that has not first attacked you or some friend (or companion, or an innocent, etc.) in your presence, although you have a +25 DB against that creature's initial attack;
11-20	Exceptionally impoverished family. You acquired your money by discovering a cache hidden at your last place of rest.
21-30	Criminal background: Your family is associated with an organized (but rather common) guild/network of brigands. You carry an item or phrase of recognition associated with the group.
31-40	Guild background. Your family is connected with an association of merchants or craftsmen. You carry an item or phrase of recognition employed by the guild.
41-50	Multi-cultural, multi-linquistic. You are fluent (10 skill ranks written and spoken) in 2-3 additional languages of your choice and have a basic understanding of the associated cultures.
51-60	Animal-friend. You possess an intimate understanding of any one species of animal, including their habits, signals, ways of thinking, lifestyle, and animalistic secrets.
61-70	Race-friend. You possess an intimate understanding of any one race other than your own, including their language, ways of thinking, lifestyle, and racial secrets.
71-80	Your family possesses royal blood.
81-90	Conspiratorial background. You or your family is connected with an association of powerful individuals (e.g., a cult) intent upon seizing control of an empire embracing the whole kingdom, continent, or world. They control assassins, rebels, and other subversive elements, as well as legitimate political and mercantile organs. You carry an item or phrase of recognition employed by the group.
91-96	Your family is rich; take a free +20 wealth roll.
97-100	Your family is charmed. Events tied to sheer luck or happenstance (i.e., involving no skill or concerted thought) are skewed in your favor by 20%. For instance, you and a bear come upon each other and are startled. Normally the GM makes a 50/50 dice roll to see if the bear runs, any result of 51+ favoring you, but in your case a roll of 31+ favors you.

SPECIAL WEALTH CATEGORY

Roll	Amount
01-02	1 gp
03-05	2 gp
06-10	3 gp
11-15	4 gp
16-20	5 gp
21-25	10 gp
26-30	15 gp
31-40	20 gp
41-50	25 gp
51-60	30 gp
61-65	35 gp
66	ten 10 gp gems
67-70	40 gp
71-75	50 gp
76-80	60 gp
81-85	70 gp
86-90	80 gp
91-93	100 gp
94-95	six 20 gp gems
96-97	fifteen 10 gp gems
98-99	income of 5 gp/month*
100	income of 10 gp/month*

* These results only occur on "unmodified" rolls, treat modified rolls of more than 97 as 97. This income is desposited with a specific financial institution or association. The character must choose specific location for the place of deposit. Deposited income will be kept as safe as is possible (no insurance or interest is involved). The source of this income will depend upon character's background or circumstances (e.g., land, trust fund, etc.), but it should be inaccessible to the character (i.e., he can not draw on the principal).

MORE EXPERIENCE POINT SUGGESTIONS (14.2.4)

Section 5.1 and Table 15.4.2 provide a set of guidelines for awarding experience points (EP). However, this optional rule and the table that goes with it (Table 15.7.4) expand, modify, and clarify some of the guidelines presented in Table 15.4.2.

Critical Points: These points are awarded for any criticals inflicted on a foe reqardless of their effect. The experience points awarded are based upon the level of the foe and are modified depending upon the state of the foe and the combat. Table 15.7.4 summarizes these points.

Kill Points: These experience points awarded for killing an active opponent or rendering him unconscious. This must occur in a combat situation (i.e., a true conflict, not a practice or staged fight). An active opponent is one that is not dead or unconscious. These points all go to the combatant who delivers the blow that knocks out or kills the opponent. Experience points awarded for "killing" a character are given in Table 15.7.4. These experience points are reduced by the number of experience points given for criticals already inflicted on the opponent (see above). In some cases the Gamemaster should add extra points for creatures with special abilities and powers.

15.7.4 ALTERNATIVE EXPERIENCE POINTS TABLE

CRITICAL POINTS (result is a number of experience points)

Opponent's Level	Critical Delivered A	B	C	D	E
0	3	5	8	10	13
1	5	10	15	20	25
2	10	20	30	40	50
3	15	30	45	60	75
4	20	40	60	80	100
5	25	50	75	100	125
6	30	60	90	120	150
7	35	70	105	140	175
8	40	80	120	160	200
9	45	90	135	180	225
10	50	100	150	200	250
for each level above 10th	+5	+10	+15	+20	+25
to self *	100	200	300	400	500

These totals are further multiplied by:
0 x — if the foe is dead or dying (i.e., no points).
1/10 x — if the foe is unconscious or incapacitated.
1/5 x — if the foe is stunned.
2 x — if the character is alone in melee combat with the foe(s).
* — These points are awarded to a character for criticals inflicted upon him by a foe; for these points, the "level of the foe" is always treated as 20.
Note: The critical points may not exceed the opponent's "kill points".

MANEUVER POINTS (result is a number of experience points)

Routine	0
Easy	5
Light	10
Medium	50
Hard	100
Very Hard	150
Extremely Hard	200
Sheer Folly	300
Absurd	500

KILL POINTS (result is a number of experience points)

Opponent's Level	Level of the Character Delivering The "Killing" Blow 1	2	3	4	5	6	7	8	9	10
0	50	45	40	35	30	25	20	15	10	5
1	200	150	130	110	100	90	80	70	60	50
2	250	200	150	130	110	100	90	80	70	60
3	300	250	200	150	130	110	100	90	80	70
4	350	300	250	200	150	130	110	100	90	80
5	400	350	300	250	200	150	130	110	100	90
6	450	400	350	300	250	200	150	130	110	100
5	500	450	400	350	300	250	200	150	130	110
8	550	500	450	400	350	300	250	200	150	130
9	600	550	500	450	400	350	300	250	200	150
10	650	600	550	500	450	400	350	300	250	200

Note: If the opponent's level is greater than 10, an extra 50 points is awarded for each level over 10.

SPELL POINTS (result is a number of experience points)

Spell Level	Level of the Character Casting the Spell 1	2	3	4	5	6	7	8	9	10
1	100	90	80	70	60	50	40	30	20	10
2	100	100	90	80	70	60	50	40	30	20
3	100	100	100	90	80	70	60	50	40	30
4	100	100	100	100	90	80	70	60	50	40
5	100	100	100	100	100	90	80	70	60	50
6	100	100	100	100	100	100	90	80	70	60
7	100	100	100	100	100	100	100	90	80	70
8	100	100	100	100	100	100	100	100	90	80
9	100	100	100	100	100	100	100	100	100	90
10	100	100	100	100	100	100	100	100	100	100

Maneuver Points: These experience points are given for unique or inspired maneuvers (static and moving) successfully accomplished during an adventure. For moving maneuvers, a "100" result or higher must be obtained. Based upon difficulty, the experience points awarded are given in Table 15.7.4.

Spell Points: These points are awarded for casting spells during a combat situation (both intrinsic spells and spells from runes and items). Casting a spell that fails results in 0 points. The spell must have a purpose that aids the character or his group during the combat. The experience points awarded are given by the following formula and summarized in the Table 15.7.4.

100 - (10 x level of the caster) + (10 x level of the spell cast)

PROFESSIONS VERSUS REALMS OF POWER (14.2.5)

There are three realms of power in ***Rolemaster***: Essence, Channeling, and Mentalism. Each Pure spell user and Semi spell user profession is keyed to one of these realms of power, while each Hybrid spell user is keyed to two. Non spell users must choose one realm to be keyed to. The profession to realm relationships given in ***Rolemaster*** are based upon considerations which may not be appropriate for certain world systems. A Gamemaster should feel free to vary the relationships between professions and realms to fit his world system. For example, if a Gamemaster feels that Evil Clerics and not Evil Magicians should be able to summon and control Demons, he should make those changes.

The "Monk / Bard" Controversy

One such profession versus realm controversy (at least within ICE) involves Monks. In ***Rolemaster*** Monks are Essence Semi spell users, because Essence spell users cannot normally wear armor while casting spells. This would tend to direct Essence Semi spell users (Arms and Essence) into the Martial Arts which do not normally involve weapons or armor. This line of reasoning (called the Charltonian view) is countered by the common view in our world (e.g., Kung Fu, eastern mysticism, etc.) of Monks as Martial Artists whose mental discipline and mind control lead to Mentalism type powers (called the Amthorian view). Those wishing to follow the Amthorian view should make Monks Mentalism Semi spell users **and** make Bards Essence Semi spell users (to balance things).

Alternatively, for less fanatic followers of the above views, a Gamemaster can have two type of Monks: Monks drawing their power from Essence and Monks drawing their power from Mentalism. Each Monk character would have to choose one of the two realms at first level. Similarly, a Gamemaster can have two types of Bards.

HEIGHT, WEIGHT, AND SIZE (14.2.6)

Under the normal ***Rolemaster*** rules each player may choose the height and weight for his character within the ranges given for the race types. However, a Gamemaster and players often need to be able to randomly generate heights and weights for player characters or NPCs of a particular race. In many cases, it is also helpful to be able to determine if a character is able to wear a certain piece of equipment for which a specific "size" is required. The Size Table 15.7.5 provides a mechanism for accomplishing both of these objectives.

The first part of Table 15.7.5 provides one column for each general race type: Common Men, Elves, Dwarves, Halflings, Lesser Orcs, and Trolls. To use this chart for other similar races (or women), roll (1-100, open-ended) normally for height on the column for the most similar race and then add the difference between the average height for the column's race and the average height for the race being rolled. The average Common Men height is approximately 5'10", for Elves it is 6'5, for Dwarves it is 4'5", for Halflings it is 3'6", for Lesser Orcs it is 4'6", and for Trolls it is 10'.

Example: *High Men with an average height of 6'6" would roll on the 'Common Men' column and add 8". The women of the Common Men race (average 5'5") would roll on the 'Common Men' column and then add -5". Great Orcs (average 6'0") would roll on the 'Orcs' column and add 18".*

For each general race type, a base weight is given for each height. Base weight may vary depending upon the character's "build": thin, slight, slender, average, stocky, heavy, stout, or huge. A character's build is determined by rolling on the "Build" portion of Table 15.7.5, and it indicates how much the base weight varies from the character's height (i.e., how much to shift up or down from the character's height on the appropriate column in the "Height" section of the table).

Example: *To determine a Dwarf's height, a '28' is rolled. Cross-indexing '28' and Dwarves on the Height section of the Size Table 15.7.5, we obtain 4'4" (125). So the Dwarf is is 4'4' talt, and an average Dwarf of that height weighs 125 lb. To obtain the exact weight, we then roll a '91'. Referring to the Dwarves column of the Build/Frame section of the Size Table, we find that our Dwarf is 'Heavy" with a modification of +4. Referring to the Dwarf column of the Height section of the Size Table, we shift down 4 rows from our earlier 4'4" (125) result and obtain an exact weight of (135), 135 lb.*

Equipment Size

Often it is necessary to determine what size character may wear certain equipment. For these purposes, a character has three sizes: body/torso size, head size, and hand/feet size. These sizes can be calculated using the character's (or item's) height and weight as follows:

Body/Torso Size = (2 x height in inches) + weight in pounds

Head Size = Body/Torso Size + D50 - 25

Hand/Feet Size = Body/Torso Size + D100 - 50

Normally each piece of wearable equipment has one of these three sizes (i.e., it is worn on the body/torso, the head, or the hands/feet). The Size Table 15.7.5 and the guidelines above allow a Gamemaster to determine the "size" of any piece of equipment. If a piece of equipment is taken from a PC or NPC who has been wearing the equipment, the sizes of the character and the equipment must match.

A piece of equipment is wearable with no penalty by a character if its size is within 5% of the character's size (i.e., body/torso, head, or hands/feet):

$$-.05 \leq [(\text{Equipment's Size} - \text{Char.'s Size}) / \text{Char.'s Size}] \leq .05$$

A piece of equipment is wearable with a maneuver penalty by a character if its size is between 5% and 10% of the character's size. The maneuver penalty is equal to five times the absolute value of the percentage difference in size over 5% (i.e., it ranges from 0 to -25). For example, wearing equipment whose size is 8% greater than the character's size results in a maneuver penalty of -15 = (8 - 5) x 5.

A piece of equipment may be modified to be worn by a character if its size is between 0% and 20% of the character's size. The necessary material, personnel, and facilities must be available; and the cost may be approximated by: (% of size to be modified) times (original cost of the equipment). For example, to modify a breastplate (original cost 20 sp) by 10% would cost approximately 2 sp; and to modify it by 15% would cost 3 sp. Depending upon the nature of the equipment, a Gamemaster may allow other modifications which do not fall within these guidelines.

15.75 SIZE TABLE

HEIGHT (Base Weight):

Roll	Common Men	Elves	Dwarves	Halfling	Lesser Orcs	Trolls
weight under	-3 lb/in	-5 lb/in	-4 lb/in	-1 lb/in	-2 lb/in	-5 lb/in
≤(-220)	≤4'10" (125-)	≤5'9" (130-)	≤3'11" (100-)	≤2'5" (40-)	≤3'9" (82-)	≤8'6" (440-)
(-220)-(-191)	4'10" (125)	5'9" (130)	3'11" (100)	2'5" (40)	3'9" (82)	8'6" (440)
(-190)-(-181)	4'11" (128)	5'9" (130)	3'11" (100)	2'6" (42)	3'9" (82)	8'7" (445)
(-180)-(-161)	5'0" (131)	5'10" (135)	4'0" (105)	2'7" (44)	3'10" (85)	8'8" (450)
(-160)-(-91)	5'1" (134)	5'10" (135)	4'0" (105)	2'8" (46)	3'10" (88)	8'9" (455)
(-90)-(-81)	5'2" (137)	5'11" (140)	4'1" (110)	2'9" (48)	3'11" (91)	8'10" (460)
(-80)-(-66)	5'3" (141)	5'11" (140)	4'1" (110)	2'10" (50)	3'11" (94)	8'11" (468)
(-65)-(-40)	5'4" (145)	6'0" (145)	4'2" (115)	2'11" (52)	4'0" (97)	9'0" (476)
(-40)-05	5'5" (149)	6'0" (145)	4'2" (115)	3'0" (55)	4'0" (100)	9'1" (484)
06-08	5'6" (153)	6'1" (150)	4'3" (120)	3'1" (58)	4'1" (103)	9'2" (492)
09-14	5'7" (157)	6'2" (155)	4'3" (120)	3'2" (61)	4'2" (106)	9'4" (510)
15-23	5'8" (161)	6'3" (160)	4'4" (125)	3'3" (64)	4'3" (109)	9'6" (528)
24-35	5'9" (165)	6'4" (170)	4'4" (125)	3'4" (67)	4'4" (112)	9'8" (546)
36-50	5'10" (170)	6'5" (175)	4'5" (130)	3'5" (70)	4'5" (115)	9'10" (564)
51-65	5'11" (175)	6'5" (175)	4'5" (130)	3'6" (76)	4'6" (118)	10'0" (582)
66-77	6'0" (180)	6'6" (180)	4'6" (135)	3'7" (79)	4'7" (121)	10'2" (600)
78-86	6'1" (185)	6'7" (185)	4'6" (135)	3'8" (82)	4'8" (124)	10'4" (620)
87-92	6'2" (190)	6'8" (190)	4'7" (141)	3'9" (85)	4'9" (127)	10'6" (640)
93-95	6'3" (196)	6'9" (195)	4'7" (142)	3'10" (88)	4'10" (130)	10'8" (660)
96-140	6'4" (202)	6'10" (200)	4'8" (149)	3'10" (88)	4'11" (133)	10'10" (680)
141-165	6'5" (208)	6'11" (204)	4'8" (149)	3'11" (91)	5'0" (136)	11'0" (700)
166-180	6'6" (214)	7'0" (208)	4'9" (156)	3'11" (91)	5'1" (140)	11'2" (720)
181-190	6'7" (220)	7'1" (212)	4'9" (156)	4'0" (94)	5'2" (144)	11'4" (740)
191-220	6'8" (226)	7'2" (216)	4'10" (163)	4'0 (94)	5'3" (148)	11'6" (760)
221-260	6'9" (232)	7'3" (220)	4'10" (163)	4'1" (97)	5'4" (152)	11'8" (780)
261-280	6'10" (238)	7'4" (224)	4'11" (170)	4'1" (97)	5'5" (156)	11'10" (800)
281-290	6'11" (244)	7'5" (227)	4'11" (170)	4'2" (100)	5'6" (160)	11'11" (810)
291-320	7'0" (250)	7'6" (230)	5'0" (177)	4'2" (100)	5'7" (164)	12'0" (820)
321 +	7' + (250+)	7'6" + (230+)	5' + (177+)	4'2" + (100+)	5'7" + (164+)	12' + (820+)
weight over	+6 lb/in	+3 lb/in	+7 lb/in	+4 lb/in	+5 lb/in	+10 lb/in
Average h(w)	5'10" (170)	6'5" (175)	4'5" (130)	3'6" (76)	4'6" (118)	10'0" (582)

Note: Roll for height and base weight in pounds (in parentheses). The base weight may be shifted up or down a number of rows due to the character's "Build/Frame".

BUILD/FRAME: (determine the appropriate column and roll)

Build/Frame Rating	Mod.	BUILD/FRAME RATING HUMANS Male	HUMANS Female	ELVES Male	ELVES Female	DWARVES	HALF-LINGS	ORCS	TROLLS
Thin	-8	01	01-02	01	01-03	—	—	01	—
	-7	02	03-05	02	04-07	—	—	02-03	—
	-6	03	06-09	03	08-12	01	01	04-06	01
Slight	-5	04-05	10-14	04	13-18	02	02-03	07-10	02
	-4	06-11	15-21	05-11	19-25	03-05	04-06	11-17	03
Slender	-3	12-19	22-30	12-20	26-40	06-10	07-10	18-25	04-05
	-2	20-28	31-50	21-31	41-60	11-20	11-17	06-35	06-12
	-1	29-40	51-65	32-50	61-75	21-39	18-30	36-45	13-20
Average	+0	41-56	66-73	51-70	76-85	40-54	31-50	46-55	21-40
	+1	56-67	74-81	71-85	86-95	55-69	51-65	56-65	41-60
Stocky	+2	68-76	82-87	86-95	96-99	70-81	66-75	66-75	61-70
	+3	77-84	88-92	96-97	00	82-88	76-83	76-84	71-78
Heavy	+4	85-90	93-95	98-99	—	89-94	84-88	85-90	79-85
	+5	91-94	96-97	00	—	95-97	89-92	91-96	86-90
Stout	+6	95-97	98	—	—	98-99	93-95	97-99	91-94
	+7	98	99	—	—	00	96-97	99	95-96
Huge	+8	99	00	—	—	—	98	00	97-98
	+9	00	—	—	—	—	99	—	99
	+10	—	—	—	—	—	00	—	00

Note: The modifications given indicate that the base weight corresponding the the character's height must be shifted up or down (i.e., the height remains the same as rolled above, but the corresponding base weight may be shifted up (-) or down (+) a number of rows).

SIZE:
Body/Torso Size = 2 x (height in inches) + weight in pounds
Head Size = Body/Torso Size + D50 - 25
Hand/Feet Size = Body/Torso Size + D100 - 50

WEARABILITY:
Wearable: Equipment size is within 5% of the character's size.

Wearable with Penalty: Equipment size is between 5% and 10% of the character's size. The maneuver penalty is equal to five times the absolute value of the percentage difference in size over 5% (i.e., it ranges from 0 to -25).

Modifiable: Equipment size is between 0% and 20% of the character's size. The cost may be approximated by: (% different in sizes to be modified) times (original cost of the equipment).

14.3 MANEUVERING AND COMBAT

These optional rules affect static maneuvers and bow bonuses in ***Character Law.***

AN ALTERNATIVE STATIC MANEUVER TABLE (14.3.1)

Static maneuvers in ***Character Law*** are normally handled by a system involving rolling and adding applicable modifications; success occurs if the resulting total is over 100. This optional rule provides a table which may be used to resolve certain static maneuvers. The same process (roll and add appropriate modifications) is used, but the resulting total is used to obtain a result on The Alternative Static Maneuver Table 15.7.6.

HANDLING BOW AND ARROW BONUSES (14.3.2)

This optional rule is now presented in *AL&CL* Sections 5.2.4 and 9.7.

HIDING AND STALKING VERSUS PERCEPTION (14.3.3)

A character's 'Hiding and Stalking' maneuver should be modified by the 'Perception' bonus of any potential observers and any other modifiers affecting Perception from Table 15.3.2. These modifiers may cause different results for hiding/stalking versus the various observers (i.e., some observers may "perceive" the hider/stalker, while others may not).

14.4 LEARNING SPELLS AND SPELL CASTING

These optional rules are now presented in *SL* Sections 10.8 and 10.9.

15.7.6 ALTERNATIVE STATIC MANEUVER TABLE

	GENERAL	INFLUENCE AND INTERACTION	PICKING LOCKS AND DISARMING TRAPS	READING RUNES AND USING ITEMS	PERCEPTION AND TRACKING
-26 down	BLUNDER: You fail spectacularly. If possible, your static action has the opposite effect from what you intended.	BLUNDER: Your blatant attempt at coercion alienates your audience. They are influenced to do the oppo-site of what you were attempting to get them to do. Until a change in circumstances occurs, any attempts by you to influence them will fail.	BLUNDER: If picking a lock, your lockpick is broken and stuck in the lock, rendering it un-openable until removed (this requires another roll to pick the lock by someone other than you). Any traps connected to it are set off. If disarming a trap, the trap is activated.	BLUNDER: Whatever spells or abilities are in the item or on the rune paper are activated and directed against you. Any runes on rune paper are gone, and you will never be able to use any of the spells or abilities contained in the item.	BLUNDER: You not only fail to get any valid information but you pick up invalid information due to a misconception or improperly sensed details. You may never try again on the same topic in the same area.
-25 — 04	ABSOLUTE FAILURE: Utter incompetence causes a mental lapse. Any static actions attempted during the next 10 min (60 rounds) will result in failure (see 05—75 below).	ABSOLUTE FAILURE: Your audience rejects you, causing you to lose confidence and your air of authority. Any influence attempts during the next hour (60 rounds) will result in failure (see 05—75 below).	ABSOLUTE FAILURE: You have developed a mental block on this lock/trap and will automatically fail on any further attempts to pick/disarm it. If disarming a trap (or picking a lock with an attached trap), there is a 50% chance that the trap will be activated.	ABSOLUTE FAILURE: You have developed a mental block on this rune/item and will automatically fail on any further attempts to read or use it. If attempting to read a rune (or attemp-ting to use an item containing a spell), there is a 50% chance that the spell will be activated.	ABSOLUTE FAILURE: Confusion causes a mental lapse. This perception roll and any perception rolls made during the next 10 min (60 rounds) will result in failure (see 05— 75 below).
05 — 75	FAILURE: You have failed. You may not try again the same static action in the same place for 1 day.	FAILURE: You have failed. Your audience will not be receptive to any of your attempts at influence at least 1 day.	FAILURE: Currently you have no further ideas on how to pick/disarm this lock/trap. After 24 hrs. you may make a perception roll. If it succeeds you may make another attempt to pick/disarm the lock/trap.	FAILURE: Currently you have no further ideas on how to read/use this rune/item. After you have gone up a level, you may make make another attempt to read/use this rune/item.	FAILURE: You gain no information, but you think that you have learned everything available. You may not try again on the same topic in the same area for 1 day.
76 — 90	PARTIAL SUCCESS: If partial success is possible, you accomplish 20% of the static action. You may not try the same static action in the same place for 1 hour.	PARTIAL SUCCESS: Your audience is still listening. You can continue to try to influence them.	PARTIAL SUCCESS: You have figured out part of the lock/trap and have an intuitive feel for the rest. However, further effort at this time will be counterproductive. Do something else for 10 minutes and then you can try again.	PARTIAL SUCCESS: You have an intuitive feel for how to read/use the rune/item, and you learn how many spells and abilities it contains and what they are. However you can not yet read/use it, and you may not make another attempt until 1 week has passed.	PARTIAL SUCCESS: You gain some of the information on the topic that required the perception roll, but you are not aware that you missed something. You may not try again on the same topic in the same area for 1 hour.
91 — 110	NEAR SUCCESS: If partial success is possible, you accomplish half of your static action. You may try again after 3 rounds of contemplation.	NEAR SUCCESS: Keep talking, your audience is becoming more friendly. Modify your next roll by +20.	NEAR SUCCESS: You almost had it. If you spend 2 rounds thinking about your attempt (no other activity), you may try again with an extra +5 bonus.	NEAR SUCCESS: You almost had it. You learn how many spells and abilities it contains and what they are. If you wait 24 hours and you meditate about your attempt for 2 hours (no other activity), you may try again with an extra +10 bonus.	NEAR SUCCESS: You gain some of the information on the topic that required the perception roll, and you are aware that you missed something. You may try again after 3 rounds of contemplation.
111 — 175	SUCCESS: Your static action is successful.	SUCCESS: You have influenced your audience.	SUCCESS: The lock/trap is picked/disarmed; +50 on any future attempts to pick/disarm this lock/trap.	SUCCESS: You learn one spell or ability in an item or on a piece of rune paper, and you may use it whenever you hold the item or rune paper (runes are only usable once). You also learn what the other spells or abilities (if any) are, and may make further rolls to be able to use them.z	SUCCESS: You gain all of the information on the topic that required the perception roll.
176 up	ABSOLUTE SUCCESS: Your static action is successful and you get a +20 bonus to further static actions for the next 10 minutes (60 rounds).	ABSOLUTE SUCCESS: Not only did you influence your audience, but you recieve a +50 bonus on influencing them until you do something to cause them to lose confidence in you.	ABSOLUTE SUCCESS: In the future you may automatically pick/disarm (takes one round) this lock/trap or any identical lock/trap. +10 to attempts on similar locks/traps in the future.	ABSOLUTE SUCCESS: You learn all of the spells and abilities in an item or on a piece of rune paper, and you may use them whenever you hold the item or rune paper (runes are only usable once).	ABSOLUTE SUCCESS: You are aware of everything in the area that you are examining. This includes information on topics other than the one requiring the perception roll. You get a +20 on all perception rolls for 10 minutes (60 rnds).
	MODIFICATIONS: Difficulty — +30 — Routine +20 — Easy +10 — Light +0 — Medium -10 — Hard -20 — Very Hard -30 — Extremely Hard -50 — Sheer Folly -70 — Absurd	**MODIFICATIONS:** Difficulty — see * under General. +50 — Audience is personally loyal or devoted to the character. +20 — Audience is under hire to the character. + Skill bonus for Influence and Interaction. NOTE: Difficulty and other modifications are based upon the basic attitude of the audience towards the character and upon what the character is trying to get them to do.	**MODIFICATIONS:** Difficulty — see * under General + Skill bonus for Picking Locks OR Disarming Traps.	**MODIFICATIONS:** - (level of the spell) -30 — If the realm of the spell is different from the character's. -10 — If the character does not know what the spell or ability is. +20 — If the character knows what the spell or ability is. +30 — If the character can cast the spell intrinsically. + Skill bonus for Reading Runes OR Using Items.	**NOTE:** The information available through a perception roll is limited by the area that you examine and your resources (usually your senses). **NOTE:** When tracking a roll is only required once every 5 minutes (30 rounds). **MODIFICATIONS:** Difficulty — see * under General. +20 — If the player states that his character is spending time looking for specific information. The number of rounds spent affects the difficulty. + Skill bonus for Perception OR Tracking.

15.6.1 CHARACTER RECORD

Name: _____
Race: _____
Height: _____ Hair: _____
Weight: _____ Eyes: _____
Age: _____ Gender: _____
Appearance (AP): _____
Demeanor: _____
Special: _____
Profession: _____
Level: _____
Exp. Points: _____

	LANGUAGE	RANK Spoken	Written
1)			
2)			
3)			
4)			
5)			
6)			
7)			
8)			
9)			
10)			

	SPELL LIST	Level Known	Chance of Learning
1)			
2)			
3)			
4)			
5)			
6)			
7)			
8)			
9)			
10)			
11)			
12)			
13)			
14)			
15)			

STATS	Abbr	Temp	Pot	Dev. Pts	— BONUSES — Normal	Race	Total
Constitution	(CO)						
Agility	(AG)						
Self-Disc.	(SD)						
Memory	(ME)						
Reasoning	(RE)						
Strength	(ST)			XXX			
Quickness	(QU)			XXX			
Presence	(PR)			XXX			
Empathy	(EM)			XXX			
Intuition	(IN)			XXX			

Base Hits: _____ Realm: _____
Total Hits: _____ Power Points: _____
Armor Type: _____ Maximum Pace: _____
Def. Bonus: _____ Base Movement Rate: ____
Shield Bonus: _____ _____

Skill/Capability	Cost	— SKILL RANKS — 5% Rank	2% Rank	1% Rank	Rank	— BONUSES — Stat	Level	Item	Misc	Misc	Total

15.6.2 GAMEMASTER SUMMARY SHEET

CHARACTER NAME	PLAYER	Level	Total Hits	DEFENSIVE BONUSES						OFFENSIVE BONUSES				RESISTANCE ROLL BONUSES				General Maneuvers	OTHER FACTS (Spell Lists, weapons used, special abilities, primary skills)
				Armor Type	Normal	With Shield	Full Parry	Half Parry	From Behind	Primary	Secondary	Missile	First Swing Pt.	Poison/Disease	Essence (EM)	Mentalism (PR)	Channeling (IN)		

15.6.3 EXPERIENCE POINT SHEET

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

15.6.4 MONEY AND EQUIPMENT RECORD

MONEY:

Mithril Pieces: _____

Gold Pieces: _____

Silver Pieces: _____

Bronze Pieces: _____

Copper Pieces: _____

Tin Pieces: _____

Iron Pieces: _____

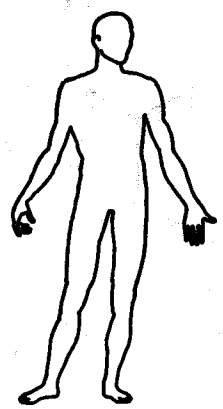
GEMS:

SIZE AND LOCATION DIAGRAM:

Body/Torso Size: _____

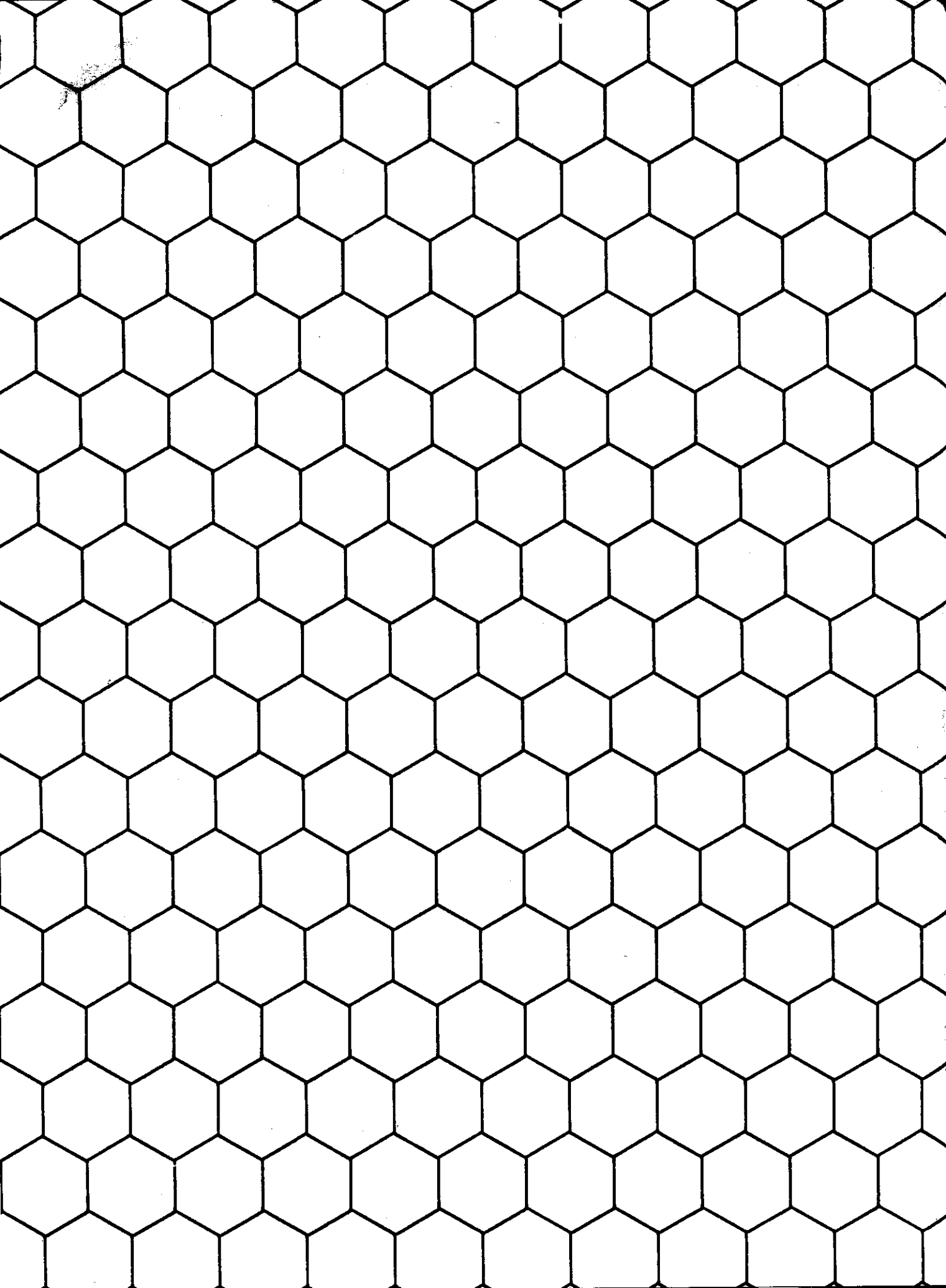
Head Size: _____

Hands/Feet Size: _____



ITEMS, EQUIPMENT, AND HERBS:

Weight	Location	Description



1.0 INTRODUCTION

Campaign Law is intended as an aid for those who wish to employ an alternate world setting for their fantasy role playing game. It is designed to give Gamemasters an idea of the essential elements of a fantasy realm, and ways to develop a rich, consistent foundation upon which to build as their campaign progresses.

Some fantasy role playing games involve one or more short adventures which occur in an isolated place. These games normally run their course in a few hours, with the surviving players usually returning to a nearby refuge to await a similar short scenario. In such a case, the game setting can be extremely limited; it is little more than a description of a small town, a few dungeons or citadels, and the routes which connect the various points. Because the objectives are few, and the choices restricted to adventures which can be played out in only a few hours, the Gamemaster can concentrate on constructing a few detailed spots.

A role playing campaign involves a lot more choices for the players, and can produce a wide variety of unique adventures over the course of many hours, days, weeks, or even years. It is a game which allows the players to roam nearly anywhere their skills can support them. Choices are legion, for a whole realm or world is involved and opened up to the adventurers.

At the same time, however, the campaign entails a considerable amount of the Gamemaster's time, since he is required to document vast areas of land and a myriad of possible scenarios. It is often a case of give and take; generally, the richer the campaign, the more work it involves. *Campaign Law* is devoted to reducing the onerous task of developing and dealing with a whole new world. We hope it will help the Gamemaster to dwell on other things, notably creating unique constructs and running the game sessions themselves.

1.1 CAMPAIGN LAW, THE FOUR PARTS

Campaign Law is organized into four sections which cover:

- **An introductory outline** which shows the basic framework for approaching a new world setting
- **Setting up the campaign**, including provisions for both the physical, metaphysical, and cultural elements
- **Running the campaign**, with notes on how to generate player and non-player characters, and creating a compatible, detailed plot or place on a moment's notice
- **Ending the campaign**

1.2 DEFINITIONS AND TERMS

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

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

Group: A collection of player characters.

Monsters: Creatures with enchanted abilities or form, and lacking both culture and a complex and tightly-knit social organization; e.g., mutations or perversions of wild beasts or social beings.

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

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

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

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

Skill: Training in an area which influences how effectively a character is able to perform a particular action or activity. The term used here is to refer to abilities which are particularly applicable to FRP adventuring.

Wild Beasts: Traditional animal species lacking enchanted form or abilities. They are capable of social organization, but lack culture.

1.3 OUTLINE FOR DEVELOPING A CAMPAIGN

The following is a simple, step by step overview of the necessary campaign development framework. It is intended to be flexible, and descriptive of steps that involve varying degrees of cooperation between the GM and the players. Depending on the campaign, the GM may wish to allow the desires and activities of the PCs to dictate most or all of the details and course of the game. More detailed explanations of each step can be found in the Sections 2.0 and 3.0.

I. CHOOSE A PRACTICAL SETTING WHICH INTERESTS YOU

II. ASSEMBLE MATERIALS

III. DESIGN THE CAMPAIGN SETTING

A. Designs should flow from the general to the specific. Construct the general parameters first, and then build specific concepts using the general framework. The design of a world setting would progress as follows:

1. The World
   - a. Gods, the Cosmos, and the World
   - b. Physical Landscape
     - i. Land
     - ii. Water
   - c. Climate
2. The Inhabitants
   - a. Plants
   - b. Animals
     - i. Wild Beasts
     - ii. Monsters
     - iii. Social Beings
3. The Cultures
   - a. The Dynamics of Setting and Culture
   - b. Elements of Culture
     - i. Physical Resources
     - ii. Subsistence Patterns
     - iii. Values and Kinstrife
     - iv. Language
     - v. Religion, Myths, Histories
     - vi. Technology
     - vii. Class Specialization / Social Structure
     - viii. Art, Architecture, and Symbolism
     - ix. Politics and Warfare
     - x. Peculiar Elements
   - c. Sedentary Cultures
   - d. Nomadic Cultures
4. The Events
   - a. The Dynamics of Politics and Culture
   - b. Natural Events
   - c. Political Events
5. The Non-Player Characters
   - a. The Dynamics of People and Events
   - b. The Dynamics of Individuals and Culture
   - c. General Figures of Note
   - d. Specific Figures of Note

B. The Player Characters. Find people you can deal with individually and as a group, even for long periods of time.

1. Explain the nature of the game rules to be used.
   - a. Published FRP systems.
   - b. General and specific guidelines adopted by the Gamemaster.
2. Explain the "house rules" regarding the conduct of the players and the nature of their relationship with the Gamemaster while the game is in progress.

IV. FIND A SUITABLE SPOT AND ADEQUATE AIDS FOR RUNNING THE GAME

V. START THE PLAYERS WITH A RICH BACKGROUND

A. Ask each player about their desires for their character. Maintaining reason and play balance, attempt to incorporate them into their PC background.

B. Based on the player's wishes, game needs, and the PCs race and profession, help choose an appropriate cultural background for the PC.

1. Give the PC a handout or talk about their cultural roots, and the manner of their folk.
2. Inform the PC of any overall goals or problems associated with their culture.

C. Build a specific past for the PC.

1. Discuss any family background, taking note of any adventures connected with family members.
2. Discuss the early goals and activities of the PC.
   - a. Adventures
   - b. Schooling
     - i. Language
     - ii. Formal skill development
   - c. Hobbies or informal skill development
3. Allow for PC possessions. The GM may wish to provide certain items and/or give the PCs the opportunity to pick a certain mix of general or specific items according to desire. In the latter case, the GM might provide a list or lists of items, apparel, and cash, and allow the PCs a set number of choices.
   - a. Possessions common to the PCs race or culture.
   - b. Items acquired which are related to the PCs profession.
   - c. Heirlooms.
   - d. Cash and items purchased with cash before the game commences.
4. Be clear about things the player wishes to keep secret.

VI. START THE GAME WITH A MANAGEABLE YET CHALLENGING ADVENTURE

A. Gather the PCs together.

1. Provide an encounter or series of encounters which bring the PCs together as one or more groups
   a. Give each PC a tale of how they came to the place where the campaign starts.
   b. Start them in one or more common places.
      i. At an inn or tavern, inquiring about work, wealth, or someone sought.
      ii. As prisoners attempting to escape.
      iii. On a ship or caravan.
      iv. As their people's representatives in a given place.
      v. At a contest or fair.
      vi. As disaster victims, such as a refugees or survivors of a ship wreck.
      vii. As slaves.
   c. Get clear any long or short-term goals each PC.may have at the time the game begins.
2. Allow for any common goal or goals which might keep them together.

B. Based on the area and the PC group's desires and stated goals, construct a variety of adventure options with which to start the campaign.

VII. EMPLOY A FRAMEWORK FOR CREATING ADVENTURE OPTIONS DURING THE COURSE OF THE GAME

A. Generally, the more often you adventure in or refer to an area, the greater the need for detail. Since time is limited, construct areas based on game need, and flesh out vague regions when the need arises. The higher the probability of an area's use, the more you should fill in the associated framework.

1. Develop a picture of the possible alternatives the PC group may have.
   a. Where are they?
   b. Given the best resources, how far can they reasonably travel?
   c. What direction(s) will they most likely take?
      i. What goals, if any, do they have?
      ii. Are they operating with any specific clues or information which might direct them somewhere?
2. Based on the alternatives and basic game considerations, determine high priority, medium priority, and low priority areas of game development.
   a. Map out and develop high priority areas. These regions need to be quickly and carefully detailed. In descending order of need:
      i. Areas where the PCs begin.
      ii.Relatively close areas where the PCs plan to spend a lot of time.
      iii. Regions adjacent to the PC group's location which have a reasonable chance of being entered by the players.
   b. Should time permit, you should try to construct:
      i. Areas of strategic importance which are complex in nature.
      ii. Major routes in between.
   c. Sketch out medium priority areas. These areas need to have general outlines: maps, cultural notes, basic patterns of settlement and politics.
   d. Note the general world framework regarding low priority areas.

B. Attempt to use the regional maps and guidelines as a means of framing details of an area the PCs enter or explore.

1. Base specific maps on the land and climate found on the world and regional maps.
2. Base encounters on plants, animals, troop deployment, political and cultural activity, and settlement patterns, etc.
   a. Daily life and political events will dictate where peoples and creatures normally are.
   b. The inhabitants will respond to excitement, and will act accordingly.

C. The overall world setting will provide a general guideline in nearly every circumstance where more specific detail is unavailable. Where an incredible surprise or lack of time somehow forces the GM to create without some framework, a spontaneous creation might be necessary. In such a case, two choices are best pursued:

1. End the game session in order to avoid an overwhelming, contrived random response.
2. Using maps and charts detailing probabilities based on activity and visibility factors, provide for standard encounters based on locale and circumstance.
   a. Natural obstacles (e.g., storms or traverses).
   b. Animal attacks.
   c. Bandit attacks.
   d. Patrols.
   e. Local places of interest (e.g., tombs, abandoned border forts, etc.).
3. Use common sense and unbridled luck (a dice roll) to create a random event of a modest nature.

VIII. END THE CAMPAIGN WITH AN APPROPRIATE ADVENTURE

A. "Quest" or goal-oriented games might have an explosive climax which determines the success or failure of the campaign. Any rewards and benefits might follow.

B. Campaigns oriented toward complete independent action and detached adventuring might end with the breakup of the group, possibly after a particularly fine fight.

IX. PROVIDE THE PLAYERS WITH POST-CAMPAIGN NOTES ON THEIR CHARACTERS

2.0
SETTING UP A CAMPAIGN

Any world, like our own or any any other, is a dynamic place, consisting of a variety of physical, cultural, and metaphysical aspects which interact and interrelate. The separate characteristics — be they visible or invisible, aged or fleeting — are intertwined as parts of the whole. They cannot be disturbed without affecting everything else to some degree. Change is constant, and involves a varying alteration to each component. It is the result of the seemingly infinite chain reactions that mark time. Nothing remains the same for more than an instant.

Nonetheless, when constructing a setting, the GM will find it essential to freeze time and break the world down into convenient, workable development concepts (e.g., weather or river systems). The forces described above should not be ignored; rather, the interrelationship should be kept in mind each time the GM creates a new characteristic of the setting.

General patterns give us the guidelines for the development of specific concepts or constructs. The overall design approach should be a progression from the general to the specific, from the top down. *The more basic the part, the more fundamental* — for each individual concept or construct is shaped by the general characteristics common to its class. When developing an area, then, the GM should start with the basics, the general or common denominators. By first constructing a framework, specific places and aspects of the setting can be built on this foundation. This allows each individual construct to embody the general features common to its area.

Setting design is a process of layering each new, more specific idea on its more general precedents. The following sections describe such a process.

2.1 THE WORLD

The physical setting of a given world provides the most general of framework. After all, the environment affects every living being that interacts with it, forcing certain forms of adaption.

A world environment is a combination of surface and subsurface formations, together with the climate or atmospheric patterns. Naturally, these factors are constantly interacting and in motion.

THE GODS, THE COSMOS, AND THE WORLD (2.1.1)

Before constructing the physical world the GM should decide what sort of god, gods, and/or demigods there will be, if any. The nature of these deities, and any interplanetary factors should be established so that the GM can gauge their involvement in the formation and operation of the world.

The inhabitants of the world may have varying views of the cosmos and the deities they believe to be in control of their lives. Naturally, perceptions will usually differ from reality.

This process will enable the GM to bring the power and desire of a Creator or group of Creators, the Primary Powers to bear. In addition, the Secondary Powers — demigods and the like — may have some, albeit lesser, involvement. The GM should assign characteristics to each of these deities and chart their connection to the world, noting where the actions of the inhabitants and nature are affected.

THE PHYSICAL WORLD (2.1.2)

The GM should choose a world which he finds both intriguing and convenient. The nature of the land and sea will help dictate the flora and fauna; it shapes the types of cultures, and therefore inhabitants of the world.

Gravitational forces, the elements, and the ratio of the solid land to the seas can vary quite a bit, depending on need. One world might be a flat, round arid mass, with little or no water; another might be a watery globe that contains a sprinkling of isles. Although certain of these alien worlds are marked by gasses and foreign elements, particularly those found in science fiction FRP games, *Campaign Law* dwells on those worlds which rely on some combination of land and water to shape the action.

THE LAND (2.1.3)

After settling on a very general picture of the world, the GM should rough out the lands, placing the continent(s) in a comfortable relationship so that contacts or barriers by the sea are logical. Once the major land masses are set down, the GM can go about adding terrain features.

Land formations can be categorized, although their placement is interdependent, also tied to climate. The GM can look to the continent's dominant terrain groups, of which three might be most prominent: (1) mountains; (2) lowlands; and (3) wastes. Handling these formations is a two step process: first one must understand the basics of creation and operation of the environment and then one must place the features in reasonable proximity to related ecosystems and continental constructions. The following notes may help to illuminate some basic physical concepts or principles.

MOUNTAINS

Creation and Operation:

Mountains occur as a result of a number of forces, and normally every range is the product of more than one of four basic kinds of building. Where the crust of the world is compressed and the surface squeezed, *folding* occurs. When a whole mass of the crust receives an inordinate amount of pressure and breaks away from the surrounding masses, a *fault* occurs breaking the surface of the world; a spectacular result appears, as the thrust produces a sheer cliff on one side of the uplift. *Volcanic activity* yields the third type of mountain, peaks formed by the layering of debris erupting out of the world's crust and mantle. *Dome* mountains are also created as the result of a rush of subterranean material toward the surface. The dome is actually a "blister" in the surface which is filled by an upward intrusion of volcanic matter which does not fully penetrate.

Erosion and glacial activity sculpt the peaks, and over time, the differentiation of result can be staggering. A few patterns, however, help account for the appearance of many mountains:

a) Young mountains are relatively tall and jagged when compared to their very old counterparts.

b) Fault-based peaks can be subjected to a number of grinding periods; during which the adjacent sections of crust slide up and down across one another. Very sheer, often polished and smooth, surfaces result on one side of the mountain. Since the peak is a portion of crust which rises at an angle, the other side remains a gentle incline.

c) Young dome peaks appear as huge rounded hills; but as they get older, the surface erodes relatively quickly, exposing the harder volcanic core material and leaving a great mass of rock which seems to spring from the often flat surrounding countryside. Where the surface rock has not yet eroded, surrounding ridges remain.

d) Folded mountains erode in a manner similar to the dome peaks: their crust core is exposed as the softer surface rock is washed away. The result is a central ridge surrounded by "hogback" ridges or "downs" which are the remnant of the surface covering, and have a steep inner slope and a very gentle outer slope. Unlike their dome brethren, there is no ultra-hard volcanic rock core material; instead, the upward thrusting crust is deeper and less dense. In addition, dome peaks normally occur as isolated mountains, while folded mountains form long ridges.

e) Glacial activity results in deeply carved or sheer rock faces, large deposits of scree or rubble, and *U*-shaped mountain valleys. V-shaped mountain valleys are caused by stream erosion.

Placement:

Mountain ranges are obvious indicators of subterranean activity and should be located in areas where there has been surface and crust disruption. Much of this disruption can be explained by the actions of geological plates.

The crust is composed of a number of solid 'plates' of earth which sit or float upon a fiery liquid rock layer of the upper mantle called magma. These plates cover the whole surface of the world and move about very slowly. They may separate only slightly, since their parting results in a collision elsewhere.

a) *Mountains frequently lie near to and parallel with the seacoast.* Coastlines are often formed from the landmasses rising out of the collision between plates. When plates collide, one pushes under the other, causing a buckling of the surfaces and forcing one plate upward. Coastal lowlands are the first exposed part of an uplift that begins its climb at the edge of the undersea continental shelf and continues ascending toward a section of foothills and mountains that lie inland, relatively close to the oceanside. The mountains are a result of the buckling or folding of the surface, and normally parallel the principle route of the coastline. Depending on their size and the effect the GM desires, their highest reaches might be anywhere from ten to three hundred miles from the shore. Generally, the higher the mountains, the further the distance inland.

b) *Volcanoes occur most frequently in areas where folding occurs, alongside other mountains, or where plates have been separating.* Mountain ranges have their share of volcanoes, but other significant groupings occur when plates pull apart. These latter areas of volcanic activity are often found in the middle of oceans, roughly surrounding the continents themselves with "rings of fire." Such activity accounts for many island groups; they are volcanic deposits that sharply rise beside accompanying trenches in the crust, the result of exposing the magma to the surface on a massive scale.

Lowlands

a) Mountain ranges normally have one steep and one gentle side. On the side with the less severe grade, foothills abound; the other escarpment drops suddenly into the flatlands. More often than not, the steeper face is the side that faces away from the nearest coastline.

b) Broken lowlands — locales marked by rugged hills, ridges, escarpments, buttes, etc. — occur in a variety of areas, although the heaviest concentrations occur alongside the mountain ranges or where the leading edges of great glaciers quit moving forward. In the latter case, bowls or trough-shaped valleys are normally left in the land. After a number of years, these fill to form numerous lakes.

c) Old weathered rock of a flat-lying sedimentary variety underlies much of the flattest plains. Often these flat areas are formed out of surface rock dating back to the creation of the world.

Wastes

Waste lands generally occur where temperatures, soil quality, overuse, and/or precipitation levels are in some way extreme. Climatic patterns account for much of their state, but land and water formations also play a part:

a) Where prevailing winds cross mountains, the air rises and cools, causing precipitation in the highlands. The result is a tendency for the lowlands on the far (leeward) side to be drier, since the winds arrive laden with less moisture. In addition, as the winds drop and warm, they acquire surface moisture in the new area.

b) Gentler slopes provide a greater surface upon which the moisture can fall and snow fields can form, and since the runoff travels away from the highland spine that forms the continental divide, these foothill regions generally receive more water than the side of the mountains with the more extreme drop. Correspondingly, the trend is toward less wasteland in these areas of gradual topography.

Unique Minerals

Once the land takes shape, the GM may wish to note the placement of valuable mineral deposits, notably precious or enchanted metals and gems. Naturally, these might include minerals from our own world, but the GM may wish to add additional forms which have peculiar qualities that add variety to a campaign: (1) hardness; (2) inherent magical or anti-magical power; (3) explosive instability; (4) extreme pliability; (5) awesome strength; (5) optical qualities; (6) sheer beauty; (7) ability to hold a sharp edge; etc. Acquisition of trade in these minerals can be an exciting campaign element.

THE WATER (2.1.4)

When constructing a setting the GM must deal with both inland waters and the seas. The latter may dictate where the shape and location of the continent(s) is in certain situations, or they may simply fill the gaps between land masses already conceived. Inland waters, on the other hand, are less flexible, for they are invariably shaped by the land.

The following is a list of helpful guidelines for dealing with both realms of water.

Inland Water

a) Rivers naturally follow the landscape, ever in search of the lowest point, and always choosing the simplest route. All things being equal, water will travel in a direct line, but harder rock or higher ground will change things.

b) Water moves quicker when the incline over which it travels is steeper and/or where a large volume is forced through a narrow course. Fast-moving streams travel more directly than those that slumber, for they deposit less silt, erode the land about them quicker, and thereby carve deep channels which guide the water's course.

c) The slower the stream, the more sediment it deposits. Slow creeks and rivers tend to wind because they drop off silt which forms new obstacles and constantly causes a shift in the watercourse. Bends and pools in the stream channel occur, although eventually the erosive force of the water and the general need for a faster route to the sea act to wear away the bend's bank, creating a direct bypass cut. This constant action usually results in more fertile soil.

d) Lakes appear in a variety of places, although a few spots are particularly conducive to the formation of pools, notably the craters of extinct volcanoes and the finger-like troughs carved out by glaciers. Keep in mind, however, that natural lakes are rarer than one might think. Damming creates most lakes which are larger than big pools.

e) Freshwater lakes normally lie in temperate or cool locales, and receive a steady input of new water; most have an outlet which aids in circulation and prevents the buildup of too much salt.

f) Saltwater or briny lakes tend to lie in warmer regions where evaporation is quick and the water holds more salt. In addition, a body of water with too great an outflow or too little circulation will tend to accumulate more silt and a high salt concentration.

Seas

a) On a global style world which is analogous to Earth, ocean activity is tied to the rotation and atmospheric conditions. Surface currents normally follow the direction of prevailing winds, and the general flow (clockwise or counterclockwise) will be opposite to that found in the other hemisphere.

b) In the equatorial belt, trade winds and associated currents form their own pattern which acts to send wind and water to the opposite hemisphere.

c) As the air or water passes through cold latitudes its temperature drops and becomes denser. Precipitation may result. This cold will be carried to warmer areas of the world as the air or water circulates toward the warm latitudes; in time, warming sets in, and the heat is transferred.

d) Where currents are channeled through narrow passages, or where two major currents collide, the result is rough seas, with the associated whirlpools and undertows.

e) Tides result from a variety of forces, notably gravitational interaction between celestial bodies. Suffice it to say, there are equal numbers of high and low tides in a given day, and tidal variations are most extreme where a wide bay narrows rapidly as it cuts inland. These tides can rise and fall more than forty feet, isolating or joining land masses.

CLIMATE (2.1.5)

Climatic forces shape the land and its inhabitants, and may go as far as to dictate activity. The following are some prominent and manageable aspects which the GM may wish to consider when setting up the weather patterns. Keep in mind that the distribution and nature of the plant and animal populations will be dependent on the weather is a complex study of a vast number of factors. This simplification is intended to give a good working model for his campaign.

a) **Temperature Curves:** Normally, cooler and temperate latitudes have a wider variety of seasons, and have more radical temperature shifts over the course of a year. As one moves into warmer reaches, the temperature curve gets flatter, with uniformly higher temperatures varying little from summer to winter.

STANDARD TEMPERATURE CHART

The following chart gives temperature ranges for a variety of locales. The GM should (a) note the size of the range, (b) roll the dice, and (c) apply the result with high rolls corresponding to high temperatures.

Month	Hot	Warm	Temperate	Cool	Cold
1	60-75	45-65	10-50	0-35	(-40)-0
2	55-70	40-60	0-45	(-20)-30	(-50)-0
3	55-75	45-60	10-55	(-10)-40	(-45)-10
4	65-85	50-70	25-65	15-55	(-25)-25
5	75-95	60-90	50-75	20-60	0-40
6	80-105	70-95	60-90	40-80	20-50
7	90-115	85-105	65-95	45-85	35-60
8	90-115	80-105	70-100	40-80	35-65
9	75-100	65-95	55-85	30-60	20-50
10	70-90	60-85	45-70	20-55	0-40
11	65-85	55-75	30-65	10-45	(-20)-30
12	60-85	50-70	20-55	0-40	(-30)-15

STANDARD PRECIPITATION CHART

The following chart gives the monthly precipitation means and probabilities for a variety of locales. GMs should note that the numbered months represent trends, no more. The pattern will be the same in the different hemispheres and temperature zones, but the local seasonal cycle may vary by as much as six months.

The first figure represents the mean in inches; the second or parenthetical is the probability number. Roll the dice each day, and a roll equal to or less than the probability number means that there will be precipitation that day; the lower the number, the heavier the precipitation during a given time.

Computation of the type of precipitation is keyed to the area's temperature for the given day: **snow** — below 32°; **sleet** — at 32°; **rain** — above 32°. When it snows there is a 1% chance of hail, and a 4% chance of an ice storm. * = 50% chance of dew or fog, but no further precipitation; 50% chance of rain.

Rainy — hot or warm; one or two dry months; wet the rest of the year; frequent heavy rains.

Humid and temperate — precipitation in all seasons; light to moderate precipitation spread over many days, although heavy downpours occur on occasion; heavy fogs in highlands or along coasts.

Wet and Dry — distinct and extreme wet and dry seasons; very heavy precipitation during wet season; little or no precipitation during dry period.

Dry — areas with cold or hot climates; modest precipitation concentrated during warm-moderate temperature periods; dry the rest of the year.

Arid — extremely cold or hot areas; light to negligible precipitation; rapid evaporation or ground absorbtion.

Month	Rainy	Humid	Temperate	Wet and Dry	Dry	Arid
1	10.5 in (90)	2 in (20)	2 in (20)	1 in (10)	.25 in (02)	— (01*)
2	9 in (85)	2.5 in (25)	1.5 in (15)	.25 in (02)	.25 in (02)	— (01*)
3	10.5 in (90)	3.5 in (50)	2 in (20)	.25 in (02)	.25 in (02)	— (01*)
4	10.5 in (90)	4 in (75)	1.5 in (15)	.75 in (08)	.25 in (03)	— (01*)
5	8 in (80)	4.5 in (80)	2 in (20)	2.5 in (20)	.25 in (03)	.25 in (02)
6	4 in (40)	5.5 in (85)	2 in (20)	2 in (20)	.75 in (07)	.25 in (03)
7	2.5 in (25)	4.5 in (80)	3 in (30)	3 in (30)	1.5 in (15)	— (01*)
8	1.5 in (15)	4 in (75)	3 in (30)	4.5 in (45)	1.5 in (15)	— (01*)
9	2 in (20)	6.5 in (95)	2.5 in (25)	5 in (50)	1.5 in (15)	— (01*)
10	5 in (50)	6.5 in (90)	3.5 in (35)	11 in (95)	1 in (10)	— (01*)
11	6 in (60)	3 in (40)	2.5 in (25)	12 in (99)	.25 in (03)	— (01*)
12	8 in (80)	2.5 in (25)	2.5 in (25)	" in (70)	.25 in (02)	— (01*)

b) **Prevailing Winds:** As noted in Section 2.1.4, winds have prevailing patterns which account for most of their travel. Each hemisphere has its own basic rule: one continent will have generally clockwise winds, and the other counterclockwise.

c) **Polar and Equatorial Wind Patterns:** The prevailing wind patterns do not dominate the latitudes where temperatures are most extreme. In these areas, regional patterns dictate the flow. Dense *polar winds* consistently travel toward warmer environments, while the *trade winds* arising near the equator transfer air toward the opposite hemisphere.

d) **Weather Fronts:** Along the edges of the mid-latitude areas, warmer prevailing winds meet advancing polar air masses. The result is a disruption of the gentle cycle and the creation of a series of weather fronts which move off with the prevailing winds. These include: *cold fronts*, which bring cool, harsh storms; *warm fronts* and their associated light, warm summer showers; and *occluded fronts*, which spawn long wintery rains and snows.

e) **Moderating Forces:** Coastal areas enjoy relatively moderate temperatures. As one moves further inland, temperature trends become more extreme. Winds coming off the oceans generally bring moisture and moderation to the land. Cold winds arising out of nearby polar areas can be exceedingly dry, however, since the dense air cannot hold much moisture.

f) **Coastal Winds:** Land and water heat up at different rates, and along the seacoast the result is a constant shifting of local winds. Since land is composed of solids and is denser, it has a low heat capacity, and a given amount of heat will increase the temperature of a landmass much more than it would the sea. Thus, during summer, the land is cooler. Whichever area happens to be warmer will have ascending air masses and low pressure. Generally, the air from the cooler region will advance on the warmer zone.

g) **Barrier Influences:** As noted above, as air rises it becomes cooler and denser. The result is condensation and then precipitation, since dense air cannot hold water very well. This process occurs in the case of air masses attempting to cross mountain ranges, and highland areas that stand in the path of wet or reasonably moist winds are well-watered. In most cases, the heaviest precipitation falls on the windward side, where the mountains are particularly high, and most or all the moisture falls before reaching the highest peaks. This leaves the leeward side drier, creating grasslands or even desert. Where the mountains are relatively low, particularly in warm latitudes, the rain may fall near or on the ridgeline and run off in both directions. This scenario also results in less of a temperature drop, and allows for a retention of life-giving water and provides for further rainfall elsewhere.

WIND AND WEATHER CHART

The chart below illustrates the effects of wind on land and water surfaces. The dice rolls are open-ended. Subtract 10 from rolls made for all-sea areas, and subtract 5 from rolls made for coastal regions. An * result is never modified due to locale. One knot or nautical mile per hour = 1.16 mph. GM's may wish to use standard mph as an approximation.

ROLL	WIND SPEED (knots)	TYPE	WAVE FORM / HEIGHT	EFFECTS AT SEA	EFFECTS ON LAND
99-100*	under 1	Calm		Sea like mirror.	Calm; smoke rises vertically.
86-98	1-3	Light air	Calm, glassy 0	Ripples with appearance of scales; no foam crests.	Smoke drift indicates wind direction; vanes do not move.
66-85	4-6	Light breeze	Rippled, 0-1	Small wavelets; crests of glassy appearance; not breaking.	Wind felt on face; leaves rustle; vanes begin to move.
46-65	7-10	Gentle breeze	Smooth,1-2	Large wavelets; crests begin to break; scattered whitecaps.	Leaves, small twigs in constant motion; light flages extended.
31-45	11-16	Moderate breeze	Slight, 2-4	Small waves, becoming longer; numerous whitecaps.	Dust, leaves, and loose paper raised upl small branches move.
21-30	17-21	Fresh breeze	Moderate, 4-8	Moderate waves, taking longer form; many whitecaps, some spray.	Small trees in leaf begin to sway.
16-20	22-27	Strong breeze	Rough, 8-13	Larger waves forming; whitecaps everywhere; more spray.	Larger branches of trees in motion; whistling heard in wires.
11-15	28-33	Moderate gale		Sea heaps up; white foam from breaking waves begins to be blown in streaks.	Whole trees in motion; resistance felt in waking against wind.
06-10	34-40	Fresh gale	Very rough, 13-20	Moderately high waves of greater length; edges of crests begin to break into spindrift; foam is blown in wellmarked streaks.	Twigs and small branches broken off trees; progress generally impeded.
(-49)-05	41-47	Strong gale		High waves; sea now rolls; dense streaks of foam; spray may reduce visibility.	Slight structural damage occurs; slate blown from roofs.
-(75-50)	48-55	Whole gale	High, 20-30	Very high waves with overhanging crests; sea takes white appearance as foam is blown in very dense streaks; rolling is heavy and visibility reduced.	Seldom experienced on land; trees broken or uprooted; considerable structural damage occurs.
-(100-76)	56-63	Storm	Very high, 30-45	Exceptionally high waves; sea covered with white foam patches; visibility still more reduced.	
-(150-101)	64-71	Hurricane	Phenomenal, over 45	Air filled with foam; sea completely white with driving spray, visibility greatly reduced.	Very rarely experienced on land; usually accompanied by widespread damage.
-(175-151)	72-80				
-(200-176)	81-89				
-(250-201)	90-99				
-(300-251)	100-108				
—(-301)	109 +				

2.2 THE SETTING AND ITS INHABITANTS

After a working model of the physical world is created, the GM should have a clear idea of the topography and climatic patterns pertinent to the campaign. This will provide the GM with a means to place the inhabitants according to their ecosystem.

Where the GM desires to break the pattern and place a species or race in an area not normally consistent with the given group's lifestyle, a few standard accounts might explain the unusual settlement: (1) migrations of the species have been accompanied by some unique adaptation; (2) the species is dormant during times when the new environment is not suited to their survival; (3) the species migrates between areas with the seasons; or (4) the species can survive in the new environment, but has only recently arrived and has not had time to adapt.

Since plant life is less mobile than the animals, and more often tied to the ecosystem, the GM should place the flora first. This will also provide a better framework for the construction of animal life, which is after all the focus of most adventures.

2.3 THE PLANTS

Since the food chains often begin with plants, all other life in those areas will be affected by the flora. Insects, birds, beasts, and higher beings will follow. In a game context, what is important is a basic idea of the area's vegetation, not necessarily individual species. Nonetheless, certain unique plants can make a campaign very rich, particularly those that can be valued because they are rare, recreational, dangerous, have medicinal properties, or provide the basis for the making of weapons.

We begin with a few tips on creating the basics, and then move on to some methods for making specific plants which add life to a campaign.

VEGETATION PATTERNS (2.3.1)

When constructing a picture of vegetation distribution, categorization can be helpful, and will allow for a framework unto itself. The GM might wish to employ the following five vegetation patterns, mapping them out onto the newly-created physical world:

1) Tundra and waste (desert) land;

2) Grassland;

3) Mixed vegetation with grass;
- a) Scattered woodland and grass;
- b) Shrubs and grass;

4) Mixed vegetation without grass;
- a) Needle-leaf and broad-leaf tree mixes;
- b) Mixes of trees and shrubs;

5) Forest;
- a) Coniferous vegetation: cone-bearing plants, normally broad and needle-leaved evergreens;
- b) Broad-leaved deciduous vegetation;
- c) Broad-leaved evergreen vegetation.

Forests

a) **Cool areas:** the forests tend toward stands of (1) needle-leaved evergreens; (2) needle-leaved deciduous trees; or (3) mixes of the two evergreen varieties, all with little undergrowth. Except in the coldest areas, near polar reaches or along the highland tree lines, these trees are quite large and tall. Mature trees rise 100-200 feet and many exceed that height. Like other living things, trees tend to be get larger and bunch closer when they need to retain heat. In order to capture the less generous amounts of light, they assume tall profiles. When the temperature and winds become extreme, however, these same varieties grow low, spreading and intertwining, eventually forming a sort of carpet.

b) **Temperate regions:** the forests generally include a mix of broad-leaved deciduous and needle-leaved evergreen trees. Mature stands normally vary in height from 50-100 feet, and variety abounds. Undergrowth is moderate in the deep forest, and rather dense along the edges of clearings.

c) **Hot, humid locales:** broad-leaved evergreens predominate. Undergrowth is uniformly extensive, and the variety of plants in these regions is unparalleled. Trees thrive and take on a tall, lean profile in order reach the sunlight above the forest canopy. True "rain forests" may actually be composed of a distinct layers: undergrowth (up to 20'), stands of younger trees (to 50'), and mature trees which form the "roof" at a height of 80-150 feet.

d) **Hot, dry areas:** trees are relatively scarce and tend toward specialized varieties, or broad-leaved deciduous and, evergreen shrubs and scrub.

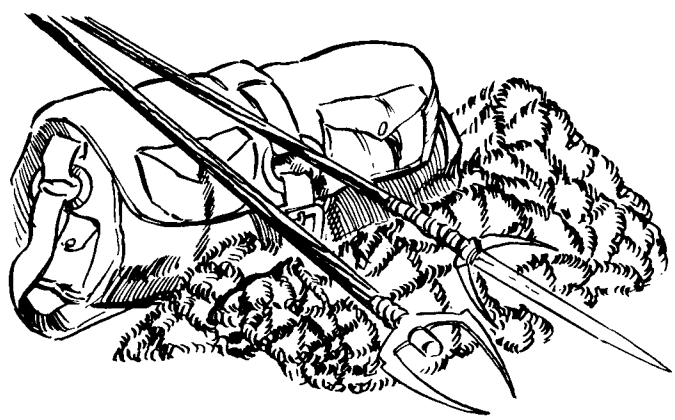
Other Vegetation

a) In **cold non-waste regions**, as one approaches the tree line or tundra, the trees get smaller and eventually give way to scattered broad-leaved evergreen shrubs. These get smaller as the locale gets more extreme, and dwarf varieties eventually predominate.

b) Lichens and grasses form **tundra** in very cold areas. Still colder areas that are not yet barren, are covered with tundra composed of moss and lichens. Root and soil structures in tundra areas make for a damp, spongy ground which is almost rock-hard in times of cold, since the water is frozen. In warm times this ground becomes a soft, cushiony carpet which is often swampy or bog-like.

c) Vegetation in **waste regions** is adapted to long periods of **dormancy**, broken by short spurts of explosive activity. When active these plants spread quickly and bloom with fervor.

d) **Warm waste areas** are often surrounded by belts of scattered broad-leaved deciduous dwarf shrubs.



SPECIFIC PLANTS (2.3.2)

The following is a list of methods by which a GM can use specific plants to achieve added adventure.

a) **Healing Herbs:** Plants with medicinal value add flexibility to a campaign. Their existence enables a group of adventurers to acquire a mobile means of healing, giving them an alternative to hiring healing spell users. Such herbs also allow for a vast number of discrete cures, and ways to augment healing spells. Whole new adventures might center around their acquisition, and as commodities they add flavor to the economy. See ***RM*** Section 7.3.6 for a sample collection of herbs.

b) **Valuable Plants:** Besides the simple practical varieties, certain woods and spices might be valued for unique aesthetic qualities such as taste or appearance. They might simply be rare. This adds an element akin to the injection of another precious metal or gem; trade in these plants becomes an economic factor, and might promote adventure.

c) **Dangerous Species:** Some plants may have deadly qualities, either as aggressive hunters in the wild or as passive killers which provide can poisons and the like.

d) **Other Plants of Practical Value:** Plants with qualities such as high tensile strength, hardness, or incredible flexibility can be used in the making of superior goods. Wood for bows and other weaponry can be precious to certain warriors. Enchanted plant stuffs can aid the spell user, be employed in the making of exceptional items, or used in religious rites.

2.4 ANIMALS

To generalize animal distribution in the way we approach plants is very difficult, for animals are by nature relatively mobile. As with other aspects of the world setting, categorization and plotting the types on maps will aid the GM to chart encounters with animals, and the way that the various cultures manipulate them.

The GM should take their own practical knowledge, including any material gleaned from this work, and decide on animal groups for the campaign. A good approach is to combine variations on known species with your own inventions. New animal families and species can be grouped according to ecosystem, diet, etc. For campaign purposes we provide some notes on how one might encounter animals in this world, as an example of how the GM can generalize his animal groups. This will allow for consistent placement, and a better approach to encounters in the wild.

The GM may also wish to make a chart detailing animal types, including the characteristics discussed below: *numbers, size, diet, herding or social instincts, and ease of domestication.*

Also important are: *armor type, defensive bonuses, concussion hits, average level, movement speed, attack quickness, attack patterns and methods, and any special abilities.*

Note: *See Creatures & Treasures Section 2.2 for a compilation of animal statistics.*

WILD BEASTS (2.4.1)

These are traditional animal species which have evolved in nature without any great interference from secondary powers. They lack enchanted form or ability and operate largely on the basis of instinct, and have a social structure, but no culture. The GM can chart their character and distribution based on a few basic patterns. In our world the generalizations that follow are applicable.

a) **Populations:** Land areas with moist, warm climates have more inhabitants — be they plants or animals, warm or cold blooded. These regions accommodate most of the species, and therefore a wide variation of sizes and shapes occur. PCs adventuring in these locales will have a high probability of encountering something, although most animals might not be threatening.

b) **Size:** Despite the fact that there are fewer species in cold regions of the world, the relatively rare encounters have a high probability of being with larger creatures. PCs will run into very few animals, but those they do find will usually be larger. This is do to the high proportion of warm-blooded beasts, animals best adapted for living in extreme temperatures. Warm-blooded animals generally get larger as the climate gets cooler, much as plants do. Their adaptation requires additional bulk; more fat and a higher ration of weight to surface area is needed. The reverse is true for cold-blooded land creatures, since their activity level is keyed to an externally regulated body temperature. Reptiles, insects, and other cold-blooded creatures are particularly susceptible to cool climates, and very few of these species live in these areas.

c) **Herding:** Herd animals or species which concentrate their populations tend to deplete the resources of a given area relatively quickly. They roam over a large territory, and although their herd(s) may be large, their overall population density is sparse. Encounters with these groups will normally occur in grassland regions, or in the cooler forests.

d) **Migrations:** Animals who live in harsh climates during the mild part of the year, migrate out when the weather gets bad. They head for similar climes elsewhere, and unless they can swim or fly, will generally travel only as far as is absolutely necessary. The GM should draw lines showing the course of this movement, particularly where it occurs on land.

(e) **Subsistence Patterns:** An animal group's means of survival should be noted, since an encounter with a carnivore (meat eater) will differ from one with an herbivore (plant eater). Some beasts (omnivores) will eat almost anything. Most animals, however, will flee unless they are unsatisfied predators or virtually starving. The GM should note the weather and any other extremes that could affect the food sources of local beasts. If the animals in a given area are very hungry PCs may be hard pressed for two reasons: (1) lack of game to hunt; and (2) dangerous game which may doing some hunting of their own.

(f) **Manipulation:** Certain animal types lend themselves to easy domestication or control. This is particularly true of more intelligent groups, animals who survive by both guile and instinct. These beasts are more efficient at gathering food, and often find time to play. They understand when submission is the wiser course. Survival or additional benefits may be gained by following or associating with a greater power, and smarter beasts will pursue this avenue more readily.

MONSTERS (2.4.2)

Monsters are creatures with enchanted abilities or form. Some are alterations or mutations of wild beasts, and may owe their state to the interference of some Secondary Power. Although they are often smarter than wild beasts, they lack the cultural organization and identity of thinking beings. They should be charted separately, since they would normally have the ability to decide when and where to move and settle. In addition, monsters normally subsist off of plants or other animals, not vice versa.

Note: *See Creatures & Treasures Section 2.2 for a compilation of monster statistics.*

ANIMAL DISTRIBUTION CHART

Terrain / mean precip.	Region / mean temperature				
	Hot (80°+)	Warm (65-80°)	Temperate (45-65°)	Cool (25-45°)	Cold (25°-)
Waste / 0—10 in.	Z	Z,Y	Y,X,W	W	U
Wetlands / 10-40	T,V	T,V	T,S,P	P,S,R	R
Plain / 20-40	I	P,I	P,O	P,O,S	S,R
Mixed Lowland / 20-60	Q,P,N	P,N,Q	P,N,M,L,O	P,M,L,S,O,K	S,P,L,K
Forest / 40-80	—	Q,P,N,	P,N,M,L,O	P,M,L,S,H,K	—
Rainforest / 60+	Q,P,J,D,V	Q,P,N,J,V	—	—	—
Hills / vary	Q,P,N,I	P,N,M	P,N,M,L,H	H,M,P,L	S,R,K
Mountains / vary	—	Q,P,N,M	P,M,H	P,H,K,W	K,G
Isles-coast / vary	Q,P,F,D	Q,P,L,F,D	P,N,M,L,D,E	P,M,K,D,C	U,R,S,P,D,C

The Animal Distribution Chart is designed to be used in conjunction with the Standard Encounter Chart. The animals included are examples, and liberal additions should be made if desired. Whenever an animal encounter occurs, this chart will help the GM determine what possible beasts might be involved. A more detailed treatment of animals and animal encounters can be found in *Creatures & Treasures*.

Procedure:

— Simply note the climate of the region, find the appropriate letter code and cross-index the available animals from the list below. The list is designed for general use, and is vaguely based on our own world.
— If the locale has more than one letter code, make a dice/die roll to determine which letter group the encounter deals with.
— If the encounter is at night, weed out those beasts that are normally inactive in the dark.
— If the encounter is on the land or in the water certain groups will necessarily be precluded, so ignore those species for the purposes of the given encounter.
— Note whether the encounter is hostile. If so, weed out the non-hunters.
— Once the possible animals are determined, roll to determine the particular beast involved. There are two methods:
(1) give each type an equal chance of being involved, count up the possibilities, and roll (e.g., if there are five possible species use a D5; if there are two, roll a fifty-fifty, etc.);
(2) Use the suggested percentages or assign percentile probabilities according to the specific areas and roll a D100.

Letter Codes vs. Animal Types

Z — 01-20 = small dogs, 21-30 = small hunting cats, 31-35 = armadillos, 36-45 = camels, 46-60 = small lizards, 61-65 = poison lizards, 66-96 = beetles, 97-100 = scorpions.
Y — 01-05 = large hunting cats, 06-10 = small marsupials, 11-30 = small rodents, 31-45 = small lizards, 46-48 = circulatory poison snakes, 49-50 = nerve poison snakes, 51-60 = carrion birds, 61-63 = scorpions, 64-90 = small herbivores, 91-97 = ants, 98-100 = anteaters.
X — 01-10 = wolves, 11-20 = large dogs, 21-55 = large rodents, 56-60 = large marsupials, 61-75 = small bovine, 76-85 = carrion birds, 86-90 = fire ants, 91-100 = locusts.
W — 01-25 = wolves, 26-40 = large bears, 41-50 large dogs, 51-70 = large bovine, 71-75 = wild sheep, 76-96 = reindeer/caribou, 97- 98 = beetles, 99-100 = carrion birds.
V — 01-12 = alligator/crocodile, 13-25 = small hunting cats, 26- 35 = nerve poison snakes, 36-45 = frogs, 46-47 = poison frogs, 48-55 = small hawks, 56-65 = beetles, 66-75 = large flies, 76-98 = mosquitos, 99-100 = piranha.
U — 01-25 = polar bears, 26-100 = reindeer/caribou.
T — 01-15 = hippopotamus, 16-30 = water buffalo, 31-40 = large hunting cats, 41-55 = alligator/crocodile, 56-60 = chameleons, 61-70 = water snakes, 71-72 = nerve poison snakes, 73-85 = frogs, 86-90 = small hawks, 91-100 = large hawks.
S — 01-20 = reindeer/caribou, 21-45 = moose, 46-55 = large bears, 56-60 = wolves, 61-70 = large flies, 71-80 = mosquitos, 81-90 = large hawks, 91-100 = eagles.
R — 01-25 = geese, 26-50 = ducks, 51-75 = reindeer/caribou, 76- 90 = wolves, 91-100 = large bears.
Q — 01-15 = elephant, 16-23 = mongoose, 24-27 = scorpions, 28-30 = nerve poison snakes, 31-40 = constrictors, 41-60 = small hunting cats, 61-100 = small bovine.
P — 01-07 = ants, 08-15 = bees, 16-20 = large flies, 21-25 = small spiders, 26-30 = termites, 31-40 = mosquitos, 41-50 = toads/frogs, 51-52 = owls, 53-55 = carrion birds, 56-60 = small bears, 61-65 = small hunting cat, 66-72 = bats, 73-80 = large rodents, 81-95 = deer, 96-100 = horse.
O — 01-50 = bison, 51-55 = mammoth/elephant, 56-60 = falcon, 61- 75 = eagles, 76-100 = hawks.
N — 01-20 = small dogs, 21-22 = vampire bats, 23-30 = small monkeys, 31-40 = large monkeys, 41-44 = sloth, 45-55 = small marsupials, 56-65 = wild pigs, 66-70 = wild sheep, 71-75 = wild goats, 76-80 = large bovine, 81-90 = small bovine, 91-93 = large lizards, 93-94 = muscle poison snakes, 95 = nerve poison snakes, 96 = respiratory poison snakes, 97 = large beetles, 98-99 = ants, 100 = large spiders.
M — 01-25 = large dogs, 26-40 = ponies, 41-50 = small marsupials, 51-65 = wild sheep, 66-75 = wild goats, 76-80 = small centipedes, 81-95 = bovine, 96-98 = large spiders, 99-100 = water snakes.
L — 01-03 = large spiders, 04-20 = small bovine, 20-45 = large bovine, 46-60 = horse, 61-75 = wolves, 76-80 = large bears, 81-90 = small bears, 91-92 = weasel, 93-97 = badger, 98-100 = wolverine.
K — 01-50 = moose, 51-100 = deer.
J — 01-20 = poison toads/frogs, 21-24 = chameleons, 25-29 = nerve poison snakes, 30-33 = muscle poison snakes, 34-36 = circulatory poison snakes, 37 = poisonous lizards, 38-40 = piranha, 41-60 = large predatory fish, 61-70 = scorpions, beetles, 71-80 = army ants, 81-90 = ants, 91-100 = large hunting cats.
I — 01-15 = social cats, 16-30 = large hunting cats, 31-35 = fast cats, 36-50 = jackals/hyena/dogs, 51-60 = rhinoceroses, 61- 64 = armadillos, 65-85 = gazelle/antelope, 86-91 = carrion birds, 92-95 = ants, 96-98 = fire ants, 99-100 = army ants.

THINKING BEINGS (2.4.3)

Thinking beings — Men, Elves, Dwarves, Halflings, Orcs, Trolls and the like — are intelligent creatures which have both culture and social organization. The GM should chart these groups last, since they have the greatest freedom of choice and stand at the top of the food chain.

Note: *See ChL Section 6.0 and Creatures & Treasures Section 2.4 for a compilation of race statistics.*

The form and biological/psychological mechanisms associated with these groups are legion. For game purposes, common sense and one's own experience is the best tool for dealing with these complexities. Some generalizations, however, will be helpful for creating a placement of humanoid groups.

a) **Body types** are often keyed to the area where a particular group developed. Unlike most mammals, humans perspire all over their body surface, and lack a complete covering of body hair. The result has been a unique tie between a group's body surface to weight ratio and the surrounding climate. Cold areas produce compact or stocky physiques with a low ratio, warmer areas are populated with thinner folk who have a large surface area from which to perspire. The former (colder) groups also tend to be short, the latter (warmer) tall.

b) **Human coloration** can also be linked to the region where a race took shape.

In hot areas there is a tremendous abundance of sunlight, and the direct rays deliver large amounts of ultraviolet radiation. Too much of this radiation results in tissue damage, so the skin develops a dark, protective coloration which limits the amount of ultraviolet light that penetrates the surface. Therefore, the hotter the region, the stronger the tendency toward dark skinned races, with the associated dark eye and hair pigmentation.

In cold locales the sun's rays strike at a steep angle, allowing less radiation to reach the surface. This results in a relative scarcity of ultraviolet radiation; and therefore presents a danger of too little vitamin D being produced by the body, since ultraviolet light stimulates this activity. To combat this problem, the body develops little coloration. These races have an extremely light complexion, and red or blond hair. Noticeable tanning may not occur among some of these groups, or if it does, it may take the form of freckling.

Temperate regions produce a variety of groups whose coloration falls in between these extremes. Those that must deal with lengthy hot and sunny seasons may have an olive or reddish yellow pigmentation, and/or tan quickly and thoroughly.

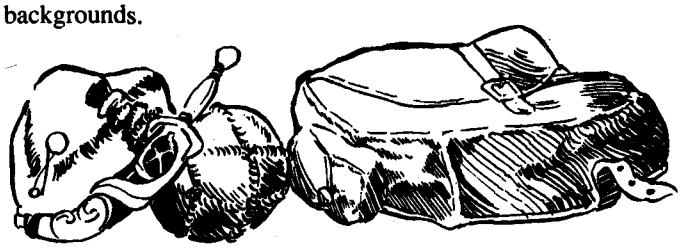
c) **The GM should construct a map showing the origin and movement of the races.** This will produce a picture of how the groups originally looked and developed culture before taking root in their present homes. The tendency of coloration and body type to follow a nation's setting will naturally be blurred as they move about, since contrary adaptation may take thousands of years, but it will help explain certain cultural and linguistic ties. Most importantly, it will allow for a more vibrant, living fantasy world.

Since PCs and NPCs usually are social beings, and culture is affects their manner as much as biological drive, we will dwell on the character of certain societies. After all, they are easier to explain and chart in game terms than complex biological/psychological processes.

2.5 THE CULTURES

When managing a large number of thinking beings, the GM should follow the usual creative pattern: work from the general to the specific. The biological nature of a species is probably the most basic of characteristics and should be dealt with first. Once the physical elements are clear, the next step is an analysis of the individual societies, the cultures.

Cultures are crucial to a good campaign for a number of reasons. They enable the GM to (1) visualize the way of life of any given place; (2) create specific constructs quickly and in a consistent manner; (3) formulate patterns of inter-society interaction such as trade or conflict; (4) develop underlying motivations and obvious features and mannerisms for NPCs; and (5) allow for richer PC backgrounds.



Cultural peculiarities are nearly infinite, and here a thorough anthropological analysis would be ridiculous, so we will concentrate on the principal elements that should be considered in a campaign, together with some helpful parameters.

A culture is an ever-changing organism which adapts to the setting over time. Thus, the GM should take into consideration all the factors discussed above when noting the effects of biology and the environment on the individual society's character. A single large chart incorporating the game's cultures and some or all of the elements enables the GM to summarize a tremendous number of areas quickly. Here is a list of important elements:

a) **Physical resources.** What a culture can rely upon given its location.

b) **Subsistence Patterns.** How a society feeds itself.

c) **Values and kinship Structure.** The norms a society holds dear, and the manner it organizes its family structures (e.g., childrearing, inheritance, and filial loyalty).

d) **Language.** The way a group thinks and communicates.

e) **Religion, myths, and historical experience.** How a people view themselves, their past, and their future, paying particular attention to their traumatic past, superstitions, and fundamental faith (e.g., gods).

f) **Technology.** The way a technology manages and exploits its resources to produce a specific living standard.

g) **Class specialization.** The way a society is organized, and the classes that compose the whole.

h) **Art, Architecture, and Symbolism.** The ways a society creates images and expresses itself in an abstract or three dimensional manner.

i) **Politics and warfare.** How a society makes decisions concerning internal and external affairs. The way warfare is waged.

j) **Peculiar elements of a society.** Unique factors which might affect the game, such as time conceptualization and calendars, or the use of magic outside of the religious or political arena.

2.6 BUILDING CULTURES

The points below reflect examples of the sort of analysis which helps the GM give a culture life. Each element interrelates with all the others, but the material is simplified and is ordered for purposes of convenience.

PHYSICAL RESOURCES (2.6.1)

A culture is naturally limited by the tools it possesses, and the locale in which a people settles is the most important determinant of a society's assets. Therefore, the GM should first take a look at the natural resources available to the culture and, ideally, locate them on a reference map.

a) **Noticeable raw materials.** Note the obvious accessible resources: soil, open water, surface stone, wood, ore veins, etc.

b) **Hidden assets.** Determine what hidden resources lay within the locale, notably rich subsurface deposits, isolated stands of trees, obscure waters, and inconspicuous or innocuous natural riches or sources of power. Figure out how difficult it might be to reach such resources.

c) **Neighboring assets.** Look into resources and goods that might come from neighboring areas, and note how difficult it might be to obtain such assets.

SUBSISTENCE PATTERNS (2.6.2)

Given the physical resources of an area, the GM gets a pretty clear picture of how the society exploits the land for food and other basic necessities. First determine if the land is capable of feeding a population, and what the limits might be for groups of the desired technological level. Use the world map as a cross-reference, and make a notation beside the group's name.

a) **Hunter/gatherers (H/G).** These groups rely on big game for food, have low population densities, and exist in a nomadic or semi-nomadic state. Extreme temperatures, vicious terrain, and/or poor soil discourage any form of agriculture. Bands or tribes may have distinct hunting circuits and therefore establish vague territorial boundaries. Urbanization is virtually nil, although certain specific sites may be sacred, and the focus of periodic societal gatherings. High protein meat diets are supplemented with any available nuts, fruits, berries, and occasionally fish. Wild grains are rarely used.

The average group size is normally limited to 25-50 people, and the territory is limited by the availability of water, wild foods, and game, and the overall proximity of these staples to each other. Population density varies from .05 to 10 people per square mile.

Men normally do the hunting because the mobility requirement conflicts with child-bearing. Women usually gather supplemental foodstuffs, an often arduous task that accounts for up to seventy percent of the group's nutritional intake. As with most extremely mobile groups, few old or weak people survive for any length of time (e,g., they may perceive their presence as a burden and wander off to die). In addition, possessions are usually limited to what one can comfortably carry.

b) **Slash and burn agriculturalists (S/B).** These folk rely on hardy yet primitive vegetables, mostly grains and tubers. Often poor soil, harsh climates, steep grades, or dense foliage prevent a society from exploiting the land any more efficiently. Farming revolves around the clearing of an area by slashing out large foliage obstacles and burning off the remainder. Normally one crop is harvested per year, and the land is again cleared by burning. Since the soil is quickly exhausted, movement to new cultivated areas is frequent. Coarse grasses replace the cleared forest in the abandoned fields, and the replenishment of the trees takes decades or centuries. Fishing and gathering may supplement the diet. The population density varies from 1 to 20 people per square mile.

c) **Herders (H).** Herding peoples survive by supplementing a modest agricultural base with meat and dairy products taken from goats, sheep, cattle, and the like. Generally, the relatively small parcels of fertile soil are reserved for cropland or gardens, while the less arable territory is given over to the herds. Although the fertile land is provided with adequate fertilizer and is depleted rather slowly, overgrazing can exhaust the limited foliage elsewhere. Therefore, large areas are needed for the herds, since some rotation of the animals is required.

Seasonal movements between lowland and highland pastures occur on occasion and, and serve to counter soil depletion and subsequent erosion. Mobility can also conquer the problems of drought and famine, which can devastate the animal-based food supply. Unfortunately, it is harder to hide from disease, and a herding group can suddenly find itself without food, should their flocks contract a severe illness. The people's proximity to their animals also makes them more susceptible to contagious disease. Herder population densities vary from 3 to 40 people per square mile.

d) **Fisherfolk (F).** Fishermen may supplement their diet by gathering or gardening. Normally these folk live on islands, beside the coast, or along rich watercourses, and find that they can get most of their nutrition from fish, shellfish, sea mammals, and other related delicacies. Some of these societies are akin to hunters and gatherers, and move periodically as a result of weather or the flow of food sources. Others live a more sedentary existence, usually in comfortable seaside spots. This sort of subsistence produces population densities between .5 and 50 people per square mile.

e) **Mixed economies (M).** These groups emphasize rotational farming often yield large amounts of food, mostly grains and vegetables. Modest amounts of meat, dairy products, and fish round out the diet. Such societies generally possess large tracts of arable soil, and devote their surplus land and harvests to either providing for animals, or storage for future use. Within these areas, population density varies from 10 to 100+ people per square mile.

VALUES AND KINSHIP (2.6.3)

Given the physical setting and the way a society feeds itself certain values become norms, standards by which they act. These norms help order a group; they give the culture an identity. Many are directly related to survival and therefore the way people gather their food, while others are tied to the culture's historical experience and may reach back to a time long forgotten and to places since abandoned. Since these behavior-governing standards give birth to formal law and are in themselves informal law, the GM should take care to keep them consistent with the other aspects of the society. People born of a culture have norms burned in their psyche.

One important pattern of values centers around kinship, the family structure of a society. The GM should simply note what the cultural trend is so that there is a picture of authority, ownership of property, childrearing, and inheritance. In this way PCs entering a given area may encounter values which are clearly defined, but totally foreign. This can provide the beginning for a number of adventure situations. What follows are examples from our world:

a) **Matrilineal (Mat).** In matrilineal societies, the lineage and name is traced through the female line. Women often live in a household without their mates; instead, their brothers run the house and raise their sister's children. The rulers of the society may be women and inheritance, wealth, and prestige are typically concentrated in the hands of the female heads of houses. Women frequently have a number of consorts. Strangely enough, these groups are often the most conflict prone and warlike.

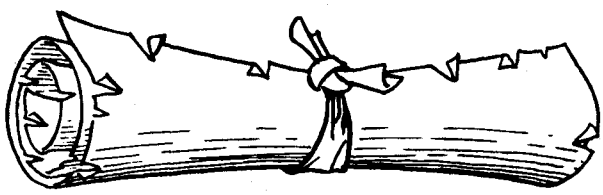
b) **Patrilineal (Pat).** Patrilineal peoples trace their lineages through the male line. Men usually form the ruling class, and inheritance passes through specific males. Usually the men marry one or more women, an act akin to a purchase or exchange of wealth . Females who relocate to the husband's household often bring a dowry.

c) **Bilateral (Bil).** Bilateral folk trace kinship through either the male or female line, and inheritance and property ownership is also flexible.

LANGUAGE (2.6.4)

Language bonds groups linked in the far distant past but now separated by distance and lifestyle. This is perhaps the most crucial element for constructing cultures, since language is indicative of how a people thinks and expresses its thoughts. Common language roots produce a related pattern of thought, and manifestations of this tie can appear in the way people act or in the objects they produce.

The first thing the GM should do when dealing with this element is to construct a language tree showing the original tongues and all their offspring. Ideally, this will be a drawing with lines representing the steps along the families' branches. This gives the GM a picture of what languages are related and how closely; the more steps along the branches between two tongues, the further apart their ways. Should two languages derive from altogether separate families, the associated cultures normally have tremendous difficulty in communicating and understanding each other.



A society's setting and subsistence patterns act to affect language over time. After all, an experience with something gives insight into its details, and new words and phrases are adopted to explain the specific concept. Cultures with no like experience might have no word or only a general word for the idea. In such a case, the details might escape them, making peripheral ideas hard to explain.

The following rough methods can help the GM construct the basic pattern of a language, and might spawn more detailed vocabulary and grammar should the need arise. One or more charts with headings and columns covering these points prove invaluable.

a) **Language tree.** Draw up a language tree keeping in mind the place where the base tongue originated, and noting the type of culture that first employed it. That setting and associated lifestyle should affect the way the language family was first conceived.

b) **Mapping tongues.** Assign the languages to specific cultures located on your world/campaign map. Those whose lifestyles are similar and/or intended to be related in race, spirit or locale might use related tongues.

c) **Dialects.** Then connect each tongue's linguistic sub-groupings (dialects or archaic tongues) to segments of the society. Certain classes and isolated sub-cultures often embrace their own dialect.

d) **Literacy.** Based on the society's technological level, note whether there is any form of writing, and to what extent it is employed. Distinguish between differences found in the written and spoken words, accounting for the various dialects and any forms of ceremonial or shorthand (cursive) writing.

e) **Writing forms.** Note the writing form of major literate language groups. Consider whether they use pictographs, abstract symbols to express whole concepts, a syllabic alphabet, a phonetic alphabet, etc. A sample graphic might help.

f) **Sounds.** Give each major language groups some unique features, such as the use of certain consonant or vowel sound combinations to express specific concepts. Note how plurals might be formed, or words combined.

g) **Vocabulary and grammar.** Then embark on specifics, such as the vocabulary or grammar of a given dialect. Keeping in mind the overall scheme of the language family, use a few basic foundations, such as a series of "root words" to tie together other words expressing similar or vaguely related concepts.

Remember, in terms of game play communication may be the key to survival in certain cases, and a number of language families and sub-groups can allow for a tremendous variety of campaign situations. A simple misunderstanding may produce a fight or a friendship where none is intended.

RELIGION, MYTHS, AND HISTORY (2.6.5)

The GM might wish to sketch out the past movements of a people. This shows where the cultural identity was conceived and born, and what sort of experiences the society enjoyed in the past. Just as in the journey of an individual, the travels of a society shape its views.

It also affects its history and myths, the tradition and religion. The following interrelationship can then be considered or used.

a) **Cosmology and deities.** Develop the culture's god or pantheon of deities, if any. Remember that the world's real god(s) may differ significantly from those who command allegiance from a given society. Take the true cosmology — specifically the god or gods, the demigods, etc.— and note how the particular society views them. Their manifestations are dependent on cultural experience. Some gods will be revered more than others because of cultural need or prejudice (e.g., societies always at war elevate their war-gods, while those struggling with crops may hold fertility deity preeminent). In addition, the character of the gods will be viewed uniquely, for some will be considered benevolent and some malevolent; others might be merged or given split personalities.

b) **Traditions.** Construct an oral and/or written tradition. Given the society's real past and the way it views the world and its gods, form a picture of its peculiar myths and history. In many cases these blend together to form one story, while in others a line is drawn. Overlapping may be evident. Whatever the situation, however, these tales will have some importance to the way a culture evolves and operates. They can provide varying motivations, and allow the GM to give the PCs something to act upon that can be utterly false, absolutely true, or anywhere in between.

c) **Rites and ritual.** Formulate rituals and patterns of religious activity. A society's traditions, coupled with its everyday manner of living, give birth to rituals and spiritual practices. Look at the way the people live, what they value and concentrate on, and use these emphases to provide a foundation for rituals. Normally, religion will glorify or accentuate these elements of everyday importance. Then, blend in the way the gods are perceived to affect these ways of living, and inject their influence into the rituals. In some cases they can be the principal actors; in others they well might be bit players.

d) **Institutions and clergy.** Construct any religious hierarchy and/or class. Once the GM understands what a society's traditions and religion emphasize, and what rituals are considered crucial, he/she can get a picture of what sort of people are needed to perpetuate these views and practices. At this point, simply develop a full or part-time clergy to manage the culture's religious needs. Theocracies merge their clergy and politicians into one class, while societies ruled by outsiders may be plagued by conflict between religious and political groups. Historians or chroniclers may be necessary, as part of the same or separate classes.

e) **Religious norms.** Note how the religion affects the peoples' routine and outlook. Invariably, a population's everyday lifestyle evolves quicker than that of its clergy, and religion generally acts a restraint to change. Rigid religious norms may proscribe or prescribe certain activity. Any modification to these practices must overcome the resistance of religious elements, making the injection of new culture difficult. The stronger the part religion plays in the lives of a people, the more faith they have in their norms, the more insular they are, and the stronger their bonding. Members of the culture may not be sensitive to outsiders' norms, and conflicts may occur. Adaptation may be hard for these people. More open-minded groups may have less of a cultural identity, resulting in a weaker societal organization. Their ability to resist absorption, weather catastrophe, undertake grand projects, or wage war may be impaired.

TECHNOLOGY (2.6.6)

The GM should also record the culture's level of technology. Ascribe a simple label to each group and rough out a definition of what sort of skills and capabilities go with those labels. In the fantasy setting they may include totally unique concepts, such as labels based on the use of tools made from metals found only on the GM's world. One might employ a note about the technological age and add subdivisions or more specific labels for greater detail.

The following technological descriptions are historical examples. The weapon references include a suggested range for subtractions from the usual percentage OB. Note that some weapons such as bows or clubs made from specific materials already have their own set abilities and modifications are unnecessary. In addition, certain crushing weapon designs work relatively well when compared to counterparts made from more advanced mediums. Comparatively speaking, they perform better than complex thrusting, throwing or edged weaponry made from analogous inferior material.

a) **Old Stone Age (OSA).** No metal used. Stone tool use confined to a variety of types of chopping and hand axe devices made from pebbles of varying sizes. Choppers are nothing more than pebbles with a rough but sharp edge, formed by flaking chips off the rock. The more sophisticated hand axes (-30 to -75) are like large, hand-held stone blades or points. Wood is used, but weapons are generally clubs (-0) or spears (-25 to -50) made out of long sticks with fire tempered points.

b) **Middle Stone Age (MSA).** Still no metal in use. Stone is worked by a variety of methods and there are some very effective tools. Wood and bone tools become widespread; and by combining wood shafts with harder spear, ax, and knife points, some reasonable (-15 to 135) weapons become available. Combination maces (-10 to -25) are relatively effective. Throwing spears (-15 to -35) and atlatl (spear-throwers) are used instead of bows.

c) **Late Stone Age (LSA).** No true metalwork (e.g., smelting), although naturally occurring metal pieces might be used. Pottery appears in force. Highly specialized and sophisticated stone, bone, and combination tools (-10 to -25) are widespread, and include farming implements and a wide variety of weapons. Various shortbow types are in use. Mixed economies using rotational agriculture require this technology as a minimum.

d) **Copper Age (CA).** Natural metals, mostly copper, are frequently used for certain implements such as knives or pots. Metalwork consists of trimming and shaping pieces and primitive smelting enables folk to create large metal objects. Bone, hardened wood, stone, and other mediums remain the tools of the common man.

e) **Bronze Age (BA).** True metal industries form with the advent of extensive smelting and the making of bronze tools out of tin and copper. Smithies abound and a vast variety of weapons (-0 to -10) are in evidence, but metal objects are still confined to a relatively small segment of society and military units are small and often made up of the elite.

f) **Iron Age (IA).** Sophisticated metalworking methods enable society to master alloys such as iron and create vast quantities of metal objects. Smiths use hot, bellows-assisted forges to smelt metals heretofore unworkable. Hard iron (-0), and later steel (+5 to +10), weapons are widespread and cheap, enabling large armies to be equipped properly.

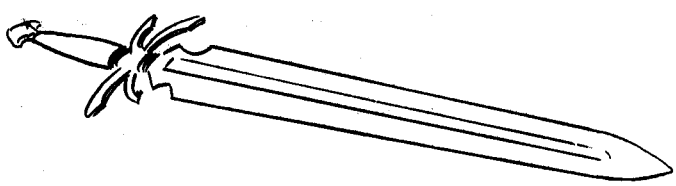
CLASS SPECIALIZATION (2.6.7)

As societies begin stockpiling surplus food, free time becomes available to some or all of the people. This extra time is normally used to develop new crafts and specialists appear. With further increases in food production efficiency, more and more people begin to work outside the food producing class and whole new classes — workers, merchants, administrators, religious figures, and overlords — pop up. Settlements expand into towns and then cities; new arts flourish. People begin to trade and travel abroad regularly and become aware of a need for a foreign policy. With the accumulation of wealth by society, certain groups benefit more than others and the concentration of riches flows toward their coffers. The gap between rich and poor often increases, creating new societal frictions and a need for controlling large, disenchanted groups.

The GM should note the society's subsistence pattern and compare this to their available resources. In so doing one gets an idea of how much time is devoted to acquiring food, and therefore the extent of non food-producing labor. This provides a rough idea of the class structure of a group, indicating the degree of specialization. Highly specialized societies generally are better organized, have developed political and religious structures, enjoy higher technology levels, consume more resources, and wage war more effectively.

Class structures vary with culture, although most are ordered according to a system of identification, be it based on kinship, spiritual association, race, personal wealth, education, obligations, jobs, or landholdings. In certain societies, for instance, people who handle meat (perhaps because of the blood) or bury the dead are considered "unclean." They are kept outside typical social circles and cannot marry or interact beyond the bounds of their class.

MA few of the more common classes groups follow. The GM may wish to draw upon them for examples.



Lower Classes

a) **Slaves.** Slaves are the property of other folk and receives no pay for their work. As such, they are considered objects and not people and enjoy no rights. They stand outside the system and cannot own other property. Typical slaves are war captives, criminals, or the offspring of other slaves. They are tied to their master and not normally to the land.

b) **Serfs.** Unlike slaves, serfs are tied to land and not their master. As fixtures, they are transferred with the passage of the title to the parcel upon which they live and work. Serfs have limited rights, including the ability to work a plot of land on their own behalf during their spare time. They cannot own real estate, but can acquire personal property. Unfortunately, they are bound to their home and their profession, which is almost always farming.

c) **Debt-servants.** Debt-servants labor to repay sums they have stolen or borrowed and cannot otherwise make amends for; so they serve. Generally tied to their creditors or creditor's associates, they are temporary slaves who retain some standing.

d) **Indentured servants.** These folk contract to serve a lender for a set period, in return for food, board, and a lump sum following their service. Thus, they voluntarily become debt-servants.

Middle Classes

a) **Freemen.** As their name implies, freemen are bound neither to the land or another. They can own realty or personalty and are free to move and labor as they desire, given their often meager resources. For some, this is unfortunate, since they have no provider aside from their own family.

b) **Thanes (Thegns).** Thanes are akin to freemen, but own land in a feudal structure. In return for their land grant, they owe military service to the grantor or his assigns. Their landholdings give them stability and respectability and they may control serfs or other (unlanded) freemen.

c) **Craftsmen.** Craftsmen are accredited laborers whose special training and association (e.g., guilds) give them accentuated standing. They owe a responsibility to perform better than mere laborers, but command fair prices and a fair degree of respect. Prior to reaching their position, they had to work as apprentices. Some serve as wandering journeymen after their apprenticeship, becoming a member of a settled association after a set period of less lucrative service.

Upper Classes

a) **Lords.** Lords have dominion over others, either as the rulers of people (e.g., heads of clans or tribes), or as the masters of specific territories (e.g., barons, earls, dukes, etc.). Feudal lords enjoy rights to land and its human resources, while nomadic lords hold sway over specific people as a result of personal bonds of allegiance. Whatever the case, their power stems from the ability to control others and call upon large groups of folk to serve their desired course.

b) **Overlords.** Overlords (e.g., kings or high kings) manipulate or command a number of lords, serving to unify large areas or great numbers of people.

Unique Groups

a) **Untouchables.** The "untouchable" folk are considered impure and, as such, are a danger to the untainted. Be they criminals or folk associated with an "unclean" (but usually necessary) profession, they must keep to themselves. They have normal rights, so long as they do not attempt to go beyond the strictures assigned to their class (e.g., marry outside their class or leave the quarter in which they live and work).

b) **Contraries.** The class of contraries is invariably small and serves as one way of controlling psychotic tendencies in certain folk. Contraries have mystical/spiritual standing, but do not live as others. They participate in society on special occasions or in a highly regulated manner (e.g., in certain rituals). In all cases, however, they operate contrary to normal conventions. For instance, contraries commonly must do everything (or most significant things) backwards: they walk backwards, ride facing behind, rinse before scrubbing, charge when others retreat, speak opposite to their meaning, etc. Among their culture, however, they may be considered unassailable, invincible and inexplicable incarnations.

c) **Cross-laborers.** Because of sexual boundaries, these groups are necessary. They are men or women who perform tasks typically associated with the opposite sex, but required to be done by others. For instance, some cultures only allow women on war-parties and restrict cooking chores to men. In order to bring a cook along on an attack, they take a female cross-laborer, a women who lives as a man. Eunuches who guard harems are cross-laborers. Among many cultures, this class serves as an outlet or control for homosexuality.

ART, ARCHITECTURE, AND SYMBOLISM (2.6.8)

One of the main problems to be dealt with in an FRP game is the need for quick, consistent layouts. The GM can resolve this by establishing typical architectural themes for each society, concentrating on standards tied to the available technology, resources, and values: (1) building materials, (2) shapes and profiles, (3) door mechanism, (4) traps, (5) window openings, (6) water and latrine facilities, (7) guard posts, etc. A few basic designs can serve as the models for military, ceremonial, administrative, and residential structures. This will enable the GM to work on a theme when devising specific building layouts, or to simply employ the very standard design. This same technique can be used with respect to other art, such as ceremonial or magic items.

Significant Numbers

Art, architecture and symbolism all express in a non-linguistic way the manner in which a society thinks. One concept common to most cultures, and very helpful to the GM, is the significant number. Some societies, especially advanced ones, may have a number of important numbers, but in nearly every case one is paramount. This number will manifest itself in a variety of ways, perhaps dictating (1) the number branches of government; (2) the multiples of pages in ceremonial books; (3) the multiples of men in religious and military units or orders; (4) the ratio of measurements in building design; (5) the number of pockets or boroughs in a town; (6) the number of political divisions; or even the number of jewels in a standard crown or pendant. By establishing one or more significant numbers, the GM can create with helpful, general scheme.

Symbolism and Motifs

Other basic themes related to values and lifestyle might be incorporated, such as repeated usage of plant and animal motifs or peculiar abstract symbols. Each symbol might have a particular value or association, say with a god, or a religious group or myth. Some might form the core of the local heraldry. In the context of a game the PCs might begin to tie certain art and symbolism with dangerous or beneficial places and individuals simply by carefully studying recurrent themes.

Keep in mind a few techniques common to most cultures when designing symbols. People typically look to things common in their surroundings for form, such as prevalent plants (e.g., cornstalks for columns) or topographic features (e.g., a pyramid might mimic a mountain or riverine mudmound). Symbols associated with victory or religion provide legitimacy and allude to power. Symbols intended to identify something from far away or in poor conditions (e.g., heraldric coats-of arms) depend on simple forms, sharply contrasting patterns and hues, and easily obtainable colors. This latter symbolism serves to denote military or political allegiance, and must be clear and relatively widespread statement. In such situations, one does depend on rarely imported dyes for color or convoluted designs for imagery.

POLITICS AND WARFARE (2.6.9)

Because a chart of cultural elements is largely needed to show how a people will respond to situations, particularly encounters with the PCs and NPCs, politics and warfare should be emphasized. Much of the necessary background information already roughed out will dictate these elements. Knowledge of class structure and specialization, for instance, will give the GM the basic parameters for the size and effectiveness of the political and military groups. Their position in society will determine how important war is to the people. A sophisticated ruling class with laws and a judicial system or process might respond differently than a small group of warrior/chiefs who rule solely by force.

The GM can quickly sketch these elements by noting the following factors.

Politics

a) **Leadership.** Size and structure of society's leadership, especially the predominance of powerful families and individuals;

b) **Army's status.** Position of the army in day to day life;

c) **Class controls.** Operation of ruling power with respect to class groups and people as a whole;

d) **Legal code.** Existence, degree of sophistication, and practical applications of the legal code;

e) **Judicial structure.** System and mechanisms of justice and the means of punishment;

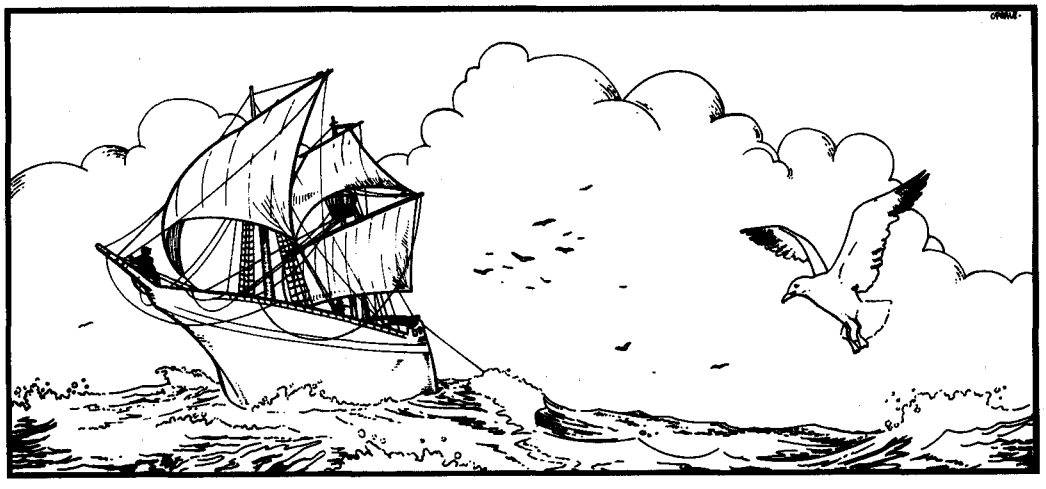
f) **Foreign relations.** External politics, the foreign policy and alliances.

Once the external politics for the individual societies are established, a chart of interrelationships — alliances and rivalries — can be made. This proves invaluable when creating the flow of political events.

Typical political structures or governmental systems include:

a) **Anarchy.** Actually, the absence of a working structure or government, generally leading to complete disorder and confusion.

b) **Clan.** A large group of families or bands (family groups) which claim descent from a common ancestor and have strong blood ties. They are typically ruled by a chieftain or warlord, although a council of representatives (e.g., elders) may possess some or all of the real power and authority.



CULTURE GENERATION CHART

As with the Geography Generation Chart, this chart enables the GM to construct sweeping concepts during play, enabling him to allow travel into unprepared areas or deal with unpredictable situations. In this case, the GM can develop guidelines for local cultures.

The chart incorporates five sub-charts, one for subsistence patterns, a second concerning technology, a third dealing societal structure and kinship, a fourth for political structures, and a fifth covering military organization. All the terms are explained in Section 2.6, so refer to that section for more details.

Remember that these sub-charts only apply to unexplored/undocumented areas. It is assumed that many, if not most, sophisticated economies are documented.

The generation process should be handled in the order in which the sub-tables appear, since subsequent factors are considered more dependent on prior attributes. Obviously, the GM can ignore rolls concerning already known factors.

SUBSISTENCE PATTERN GENERATION

Roll	Locale														
	B	F	G	I	L	M	Q	S	Z	C	D	H	J	P	T
01-30	he	me	he	fe	fe	fe	he	fe	he	hg	hg	he	sb	hg	hg
21-50	he	fe	he	fe	me	fe	he	fe	he	hg	sb	he	hg	hg	fe
51-65	hg	sb	he	hg	sb	me	hg	fe	he	hg	he	hg	hg	he	hg
66-75	hg	me	he	hg	fe	sb	me	hg	hg	fe	me	hg	fe	he	fe
76-85	hg	me	he	sb	me	me	me	me	hg	fe	me	hg	hg	sb	hg
86-92	me	me	he	me	me	fe	hg	me	me	me	me	hg	he	sb	fe
93-97	sb	he	hg	me	he	hg	me	me	me	me	me	sb	me	me	fe
98-100	fe	hg	he	he	hg	he	fe	he	he	sb	fe	me	sb	fe	hg

Locale Key: B = Breaks/wadis; F = Freshwater coasts & banks; G = Glacier/snowfield; I = Islet/reef/atoll; L = Lake/river; M = Marsh/swamp; O = Ocean; Q = Oasis/isolated water sources; S = Saltwater shores/shallows; Z = Desert; C = Coniferous forest/taiga; D = Deciduous/mixed forest; H = Heath/scrub/moor; J = Jungle/rain forest; P = Plains grassland/savanna; T = Tundra.

Subsistence Pattern Key: hg = hunter/gatherer economy; sb = slash & burn agriculture economy; he = herding economy; fe = fishing economy; me = mixed economy.

c) **Democracy**. A society where the ultimate power is vested in the citizenry. Under this system, each citizen has an equal vote.

d) **Dictatorship**. Absolute power, but not necessarily authority, is held by one person (the dictator).

e) **Feudal.** A somewhat decentralized system based on various tiers of landholders (possessors or owners). Those with lesser holdings (vassals) derive their grants and security from those above and, in return, provide the greater landholder (lords) with goods (e.g., food) or services (e.g., troops). Such a system is often hereditary.

f) **Monarchy**. Absolute power and authority is held by one overlord, the monarch (e.g., king, queen, emperor, empress, etc.). Such a system is generally hereditary.

g) **Oligarchy**. Power and authority rests in the hands of a small number of individuals (oligarches), who may form a coalition or elite upper class.

h) **Republic.** Supreme power rests in one or more representative, governmental assemblies elected by the citizenry. Citizens may or may not have practical equality (i.e., an equal vote).

i) **Theocracy.** A state where the ultimate political power and authority rests with those who hold supreme religious power and authority. The overlord(s) is often considered a deity or divine representative.

j) **Tribe.** A group of related clans or a large collection of people who maintain the same culture and consider themselves brethren. They are typically ruled by a council of elders (e.g., clan chieftains) and/or a high chieftain or king.

Military Structures

a) **Command**. Structure and leadership;

b) **Routine** Day to day operations;

c) **Arms** Type of weapons used, including standard combinations unusual design.

d) **Outfitting**. Armor and military garb, including shield and helm designs;

e) **Theory**. Standard responses, be they tactical or strategic.

The GM should pay close attention to typical techniques and equipment, and unique or highly specialized weaponry. One helpful organizational standard is the use of the culture's significant number as the common denominator for judging the size of military units.

MILITARY SYSTEM GENERATION

It is suggested that this chart be restricted to cultures with a Bronze Age or Iron Age technology.

Roll	Political Structure								
	clan	tribe	feudal	oligarchy	monarchy	dictator	theocracy	republic	democracy
01-30	wh/I/S	wh/I/M	fa/S/M	pa/M/M	pa/M/L	ca/M/L	ca/M/L	pa/M/M	va/M/M
31-50	wh/I/S	wh/S/M	fa/S/S	ca/M/L	fa/M/M	pa/M/M	ca/M/M	va/M/L	va/S/M
51-65	wh/I/S	wh/M/M	fa/M/S	ma/S/S	ma/M/M	ca/M/M	wh/L/L	va/M/M	mi/M/M
66-75	mi/S/S	mi/S/S	ma/S/M	ma/S/M	mi/M/L	ca/M/L	va/L/L	ca/M/M	pa/S/M
76-85	mi/M/S	mi/S/M	ma/M/M	ep/S/S	mi/M/M	wh/M/L	mi/L/L	mi/M/L	ep/S/M
86-91	mi/S/M	va/S/M	pa/M/M	pa/S/M	ca/M/L	ma/M/L	fa/M/L	mi/M/M	ma/M/M
92-95	va/S/S	fa/M/M	ep/S/M	mi/M/M	ep/S/M	mi/L/L	mi/M/M	ma/M/M	wh/M/M
96-97	gu/S/S	gu/S/M	mi/M/L	mi/M/L	ma/M/L	ma/M/M	ep/S/M	ep/S/M	pa/M/M
98-99	nm/I/S	nm/I/M	mi/M/M	fa/S/M	gu/S/M	ep/M/M	—	ma/S/M	ma/S/M
100	—	—	nm/I/M	nm/I/M	ep/M/L	gu/S/M	nm/I/M	—	—

Results: This chart yields a three factor result, each factor separated by a slash (/). The first factor, indicated by two small letters, provides the culture's military organization or disposition. The second factor, covered by a capital letter, indicates the unit formation size for tactical situations (e.g., patrols, sorties, caravans, skirmishes). The third factor, also denoted by a capital letter, is the unit formation size for strategic situations (e.g., battles, campaigns, wars).

Codes:
ca = conscript army (standing force of draftees); ep = elite professional army (well-trained standing army); fa = feudal army (troops loyal to local territorial lord); gu = guard (no army, only a guard or police force to issue order); ma = mercenary army (paid professionals from outside culture); mi = militia (not at arms); nm = no military (no martial organization); pa = professional army (average standing force); va = volunteer army (at arms); wh = whole (entire society at arms); — = pacifist society (refuse to wage war or, in some cases, fight).

I = Individual (tactical unit of 1; no standard strategic unit); S = Small unit (tactical unit of 2-10; strategic unit of 10-100); M = Medium unit (tactical unit of 10-50; strategic unit of 100-500); L = Large unit (tactical unit of 50-200; strategic unit of 500+).

NOTE: *These are suggested unit types. The numbers and nature of troops vary with a society's population size and density.*

TECHNOLOGY GENERATION

Roll	Subsistence Pattern				
	hg	sb	he	fe	me
01-30	MSA	LSA	BA	CA	IA
31-50	LSA	CA	IA	BA	IA
51-65	LSA	BA	IA	IA	IA
66-75	BA	BA	BA	IA	IA
76-85	CA	BA	CA	CA	IA
86-92	OSA	IA	LSA	LSA	BA
93-97	MSA	LSA	MSA	MSA	BA
98-100	LSA	MSA	OSA	OSA	CA

Technology Key: OSA = Old Stone Age; MSA = Middle Stone Age; LSA = Late Stone Age; CA = Copper Age; BA = Bronze Age; IA = Iron Age.

KINSHIP & STRUCTURE GENERATION

Roll	Subsistence Pattern				
	hg	sb	he	fe	me
01-50	Mat	Mat	Pat	Mat	Bil
51-75	Pat	Mat	Mat	Mat	Pat
76-90	Mat	Pat	Mat	Mat	Pat
91-97	Pat	Bil	Bil	Bil	Mat
98-100	Bil	Pat	Mat	Pat	Pat

Kinship Key: Mat = Matrilineal (traced through female line); Pat = Patrilineal (traced through male line); Bil = Bilateral (traced through male or female line).

POLITICAL STRUCTURE GENERATION

Except for extraordinary cases, only societies with a mixed economy have the size and complexity necessary to support a sophisticated political structure. So, the GM should normally restrict the use of this chart to mixed economy (me) cultures. Other societies (hg, sb, he, fe) follow a different political pattern: 01-15 = family; 16-50 = band; 51- 80 = clan; 81-95 = tribe; 96-99 = tribal confederacy; 100 = other (permits roll on table below).

Roll	Kinship Structure		
	Matrilineal	Patrilineal	Bilateral
01	anarchy	anarchy	anarchy
02-30	clan	tribe	monarchy
31-50	tribe	clan	oligarchy
51-65	tribe	monarchy	feudal
66-75	theocracy	feudal	republic
77-83	dictatorship	dictatorship	dictatorship
84-88	monarchy	oligarchy	democracy
88-92	oligarchy	theocracy	tribe
93-97	feudal	republic	clan
98-99	republic	democracy	theocracy
100	democracy	theocracy	theocracy

2.7 GEOGRAPHY GENERATION

This section permits the GM to construct geography during play, enabling him to allow travel into unprepared areas or deal with unpredictable situations. The section incorporates two sub-sections, one for topography and another for vegetation/water types. These are interrelated concepts affected by climatic patterns, so a listing of suggested assumptions regarding climate is also provided. (The assumptions are based on earth's circumference, axial tilt, and solar proximity.)

In many cases, the GM has a map which already details the factors of climate, topography, or vegetation, but fails to address one or two of the factors. In such a case, he should apply the known factors and roll on the sub-section appropriate to the factor he is attempting to determine. Otherwise, the sub-sections appear in the order of suggested use.

Remember that these sections only apply to unexplored/undocumented areas. For example, if a group comes out of the hills, reaches a coast, and desires to move onto a neighboring plain they spotted from the hills, no topography roll is necessary. A vegetation roll may still be in order, should the prior information be inconclusive with respect to this factor.

SUGGESTED CLIMATIC PRINCIPALS (2.7.1)

a) For every 100 miles one travels away from the equator, the mean temperature drops 1°.

b) For every 500 feet one ascends above sea level, the mean temperature drops 1°.

TOPOGRAPHY GENERATION (2.7.2)

Topography generation is a six-step process determining:

1) coastline
2) coastal areas
3) mountain chains
4) foothill groups
5) river courses
6) other geographic features (e.g., plains, hills, and wetlands)

All reference points and movement are based on 5 mile diameter, hex-shaped areas (see diagram). When you move, you travel from the center of a hex to the center of an adjacent hex. When you search, you search either (a) all the adjacent hexes, or (b) the specific hex you move into.

Coastline

A coastline hex is part sea and part land. In order to reach a coast when traveling on open sea, roll to determine the nature of all adjacent hexes each time you move:

01-95	=	open sea
96-99	=	coastline
100	=	isolated isle/reef

In order to reach the coastline from the landward side, you must first enter a coastal area (see "coastal areas" below).

When you reach the coast from the land or the sea side, you should delineate the surrounding coastline. This involves making a roll for each of the hexes adjacent to a coastline hex, using a random process to develop a line of coastline hexes. Once you have determined the nature of all adjacent hexes, move to the next hex along the coastline (in whatever desired direction) and repeat the process (i.e., chart the hexes adjacent to the area). If a coastline hex is surrounded by water, you have a large coastal island.

Roll	**01-50**	**51-100**
Result	coastline	open sea hex

If the randomly generated coastline comes with 10 hexes (fifty miles) of a known coastline, connect the two points with a line of coastline hexes. This hex line, representing the mean intervening coastline, should be as direct as possible, although you may wish to alter it slightly so that its lay resembles that of the coastlines it joins. For instance, after tracing a straight line of hexes which connect the randomly generated coast to a documented coast, you may wish to make the line wind in and out (e.g., insert inlets or peninsulas, each no longer than 1 hex/5 miles).

Coastal Areas

The land adjacent to the coastline hexes composes coastal areas (see example diagram). This is a one hex (5 mile) wide band on the landward side of the coastline. Once the coastline is set, you should determine these areas.

Roll	**01-90**	**91-100**
Result	Coastal Area	River Valley(mouth/delta)

Mapping Mountains

Once the coastline and associated coastal areas are determined, you can begin locating nearby mountains. This process is simple. Make a closed percentile roll and halve it to determine how far **away** from the coast the mountains begin, using the following formula:

(5 mile) hexes = 1 + (1-50)

For instance, a roll of 73 is divided by two to yield 37 and 1 is added to derive 38. The mountains, then,begin 38 hexes or 190 miles from the coastline. As an optional rule, if you roll a 100 treat the first roll as open-ended and roll again (each successive roll being open-ended with a 100 result).,

When the distance from the coastline is determined, you have a starting point for delineating the course of the given mountain chain. Then you proceed to delineate line of mountain or hill hexes paralleling the coast at the same distance, rolling for each hex in the line.

Roll	**01-90**	**90-100**
Terrain	Mountains	Hills

A "Hills" hex /area surrounded on either side by "Mountains" indicates a pass. Two consecutive "Hills" results means the end of the mountain chain.

Once you have a line of hexes denoting the chain, roll to determine the type of mountains.

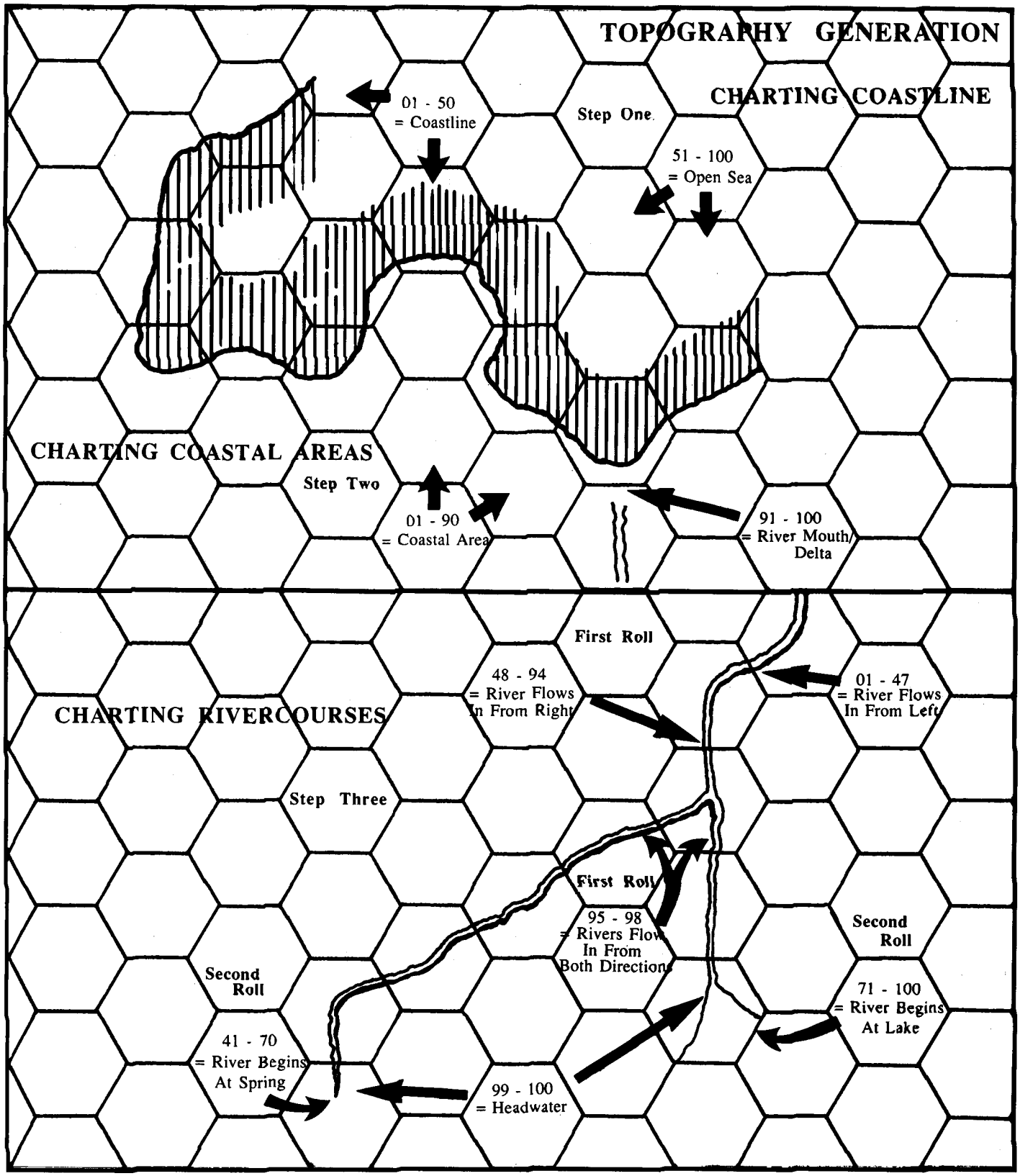
Roll	**01-60**	**61-100**
Type	Faultblock	Folded

Section 2.1.3 has an explanation of the nature of these type of mountains. You should note, though, that the former has one steep face (with few foothills) and one gentle side (with a wide band of foothills). Roll to see which side is steepest:

01-75	=	side closest to sea
76-100	=	side farthest from sea

Folded mountains have less contrasting opposing faces (i.e., the foothills are roughly equal).

With the line of the chain and the type of mountain determined, roll to ascertain the width of the chain. Simply roll for each adjacent hex. If you get a "Mountain Edge" result, you have found the edge of the chain at that point. If not, continue to roll on the mountain terrain chart below. For instance, the result for the hex



due east of that line indicates "Mountain Edge", and you have determined the eastern edge of the mountain range. The terrain in a mountain edge hex is part hills and part mountains, but treat it as mountains for purposes of vegetation/water type rolls, etc.

Roll	**01-60**	**61-90**	**91-100**
Terrain	Mountains	Mountain Edge	Other Terrain *

* 01-30 = hills; 31-60 = wetlands; 61-100 = plains (plateau)

Also note that the mountain chain normally cannot come closer than 2 hexes (10 mi.) to any coastline (i.e., they cannot be in coastal areas). Should such a situation arise, roll; if the result is 100, the mountains proceed into the coastal area. Otherwise they stop.

VEGETATION/WATER TYPE GENERATION

When determining an area's vegetation or water character, make a preliminary roll to see if you need consult the chart below. If the result is 01-50, the vegetation/water type is the same as that of the hex being examined (i.e., the last hex searched). This process can be used to determine the character of large areas (e.g., all the plains in a given area) **or** to generate the vegetation/water in each hex a group of characters travels through. Should the roll be 51-100, refer to the chart below.

Roll	Current Topography						
	Coastline	Coastal Area	Plains	Hills	Mountains	River Valley	Wetlands
01-20	M	P	P	D	C	F	F
21-30	M	P	P	D	C	F	L
31-40	H	D	Z	C	D	F	M
41-50	H	D	H	C	P	F	M
51-60	P	C	H	H	H	B	M
61-70	P	H	D	H	H	L	M
71-80	D	M	P	P	T	M	L
81-90	C	J	D	J	T	M	J
91-95	J	D	J	Z	Z	H	I
96-97	Z	M	Z	P	J	G	B
98-99	Z	J	Q	Q	G	I	J
100	B	B	L	Q	Q	H	G

NOTE: *In extremely cold climes treat "H" results as "T" vegetation and "D" results as "C" vegetation.*

KEY: B = Breaks/wadis; F = freshwater coasts & banks; G = Glacier/snowfield; I = Islet/reef/atoll; L = Lake/river; M = Marsh/swamp; O = Ocean; Q = Oasis/isolated water sources; S = Saltwater shores/shallows; Z = Desert; C = Coniferous forest/taiga; D = Deciduous/mixed forest; H = Heath/scrub/moor; J = Jungle/rain forest; P = Plains grassland/savanna; T = Tundra.

Foothills

Along the mountain edge, you have a band of foothills. Make another roll to determine their width:

01-10 = 2 hexes (10 miles)
11-20 = 3 hexes (15 miles)
21-30 = 4 hexes (20 miles)
31-40 = 5 hexes (25 miles)
41-50 = 6 hexes (30 miles)
51-60 = 7 hexes (35 miles)
61-70 = 8 hexes (40 miles)
71-80 = 9 hexes (50 miles)
81-90 = 10 hexes (50 miles)
91-95 = 11-15 hexes (55-75 miles)
96-100 = 16-25 hexes (80-125 miles)

In the case of the edge along the steep face of fault mountains (only), a roll of 01-25 = 1 hex (5 miles); 26-75 = 2 hexes (10 miles); and 76-100 = 3 hexes (5 miles). With the parameters of the foothills set, determine the terrain in foothill hexes.

Roll	**01-90**	**91-95**	**96-100**
Terrain	Hills	Plains	Wetlands

Charting Rivercourses

When you set the terrain in the coastal areas you determine the mouths of the rivers. Starting at these points, you can trace the course of each waterway. First you note the nearest mountain hex. Then, assuming you are in the hex (or hexes) at the river valley mouth, mark the two upriver hexsides closest to the given mountain hex and roll to see which hex(es) the river passes through:

Roll	**01-47**	**48-94**	**95-98**	**99-100**
Result	left hex	right hex	both hexes	headwater *

* 01-40 = river continues; 41-70 = river begins at spring; 71-100 = river begins at lake.

Once you determine which hex the river passes through, move to that hex and repeat the process. Thus, you will progress upriver until the river ends with a headwater result or the river reaches a mountain hex. Once the river enters a mountain hex on the steep side of fault-type mountain range it ends. When it enters any other mountain hex roll: 01-50 = river ends; 51-100 = river continues.

Should a river cross half the width of a folded-type mountain range it ends. When a river reaches into two hexes you have a junction point of two rivers. Once this occurs, treat each river separately, using the same process to determine the course of each. Remember, however, that the rivers cannot pass through the same hex again..Should they end in adjacent hexes, the next roll must result in at least one intervening non-river hex (see diagram).

Other Geographic Features

Once you have charted the coastline, coast areas, mountains, foothills, and river valleys, you can fill in the other terrain. Using the table below, you can determine the nature of these other areas.

CURRENT TOPOGRAPHY (area being left)

Roll	**Plains**	**Hills**	**Wetlands**
01-50	Plains	Hills	Plains
51-70	Plains	Hills	Wetland
71-95	Hills	Plains	Hills
96-100	Wetlands	Wetlands	Hills

Terrain Severity

The severity or specific nature of any terrain depends on circumstance. For random results, use the following chart to assign a terrain severity for each hex, regardless of terrain type. For instance, a roll of 93 for a plains hex would indicate that the terrain, although level plains, is extremely rough. You may describe it as rocky or full of sinkholes.

Roll	**Severity**
01-10	**usually gentle**
11-70	**typical**
71-90	**rough**
91-98	**extremely rough**
99-100	**access to underground** areas

Note: *Those using Creatures and Treasures or any setting modules from ICE will note that rough/extremely rough hills = "R" terrain (rough/rugged/rocky) and rough/extremely rough mountains = "A" terrain (alpine/high altitude).*

3.0 RUNNING A CAMPAIGN

Once the GM has drawn up maps and charts showing the physical world, its inhabitants, and the societies that dominate it, he has a strong framework with which to run the game itself. The campaign is essentially a living novel of sorts, a story written in part by all the participants or main characters. The players manipulate the action within the confines of the setting and bounds of the grand scheme (base story). So, even though the setting is roughed out, the foundation for the plot of the tale must be laid.

3.1 STARTING OUT

Basically, when the GM starts a campaign he puts the world in motion.

THE FLOW OF EVENTS (3.1.1)

The already documented setting should contain all the workings for a dynamic world. The charts and maps showing the placement and operations of the inhabitants and cultural groups provides a start. These can be used together with the material on the relations between the various groups — both alliances and disputes — to form the basis for events. At this point the GM simply notes causes for conflict or political interaction, and provides for chain reactions. Some factors:

a) **Intervention by the deities:** Disruption or aggression as the result of Primary or Secondary Powers may be overwhelming. Active or indirect involvement of Supreme Beings can destabilize the world status quo.

b) **Territorial need:** Famine and overpopulation can exhaust the resources of an area, and drive a group to migrate or expand. This is particularly true where the society is already somewhat mobile. Take particular note of the various subsistence patterns and societal resources, since they dictate how many people the land can support.

c) **Plague:** Devastating plagues disrupt huge areas and set into motion wars and internal strife as people seek to escape or protect themselves. Suspicion and overreaction become the norms. Disease and pestilence constantly exist, either in an active or dormant state. Those people that live around them develop resistance or immunities to the ills in their localities, although the microorganisms adapt to the defense mechanisms, and periodic outbreaks of a given disease strike even the best-suited of peoples.

Other groups, particularly those from vastly differing areas or ecosystems, rarely acquire the necessary resistance and can be devastated by plagues. This may set off a chain reaction which sweeps through a number of societies. In addition, as people fall victim to a plague their plight weakens their resistance to other illnesses, and other sicknesses find it easier to strike. Remember that plague and disease organisms thrive best in warm, humid climates, and people entering those locales are subjected to the most danger.

d) **Culturally aggressive groups:** The aggressor groups, societies that continually wage war may be culturally predisposed to fight, and therefore continually cause trouble to their neighbors. This may be due to their lack of any other means of conflict management, or because of nomadic or semi-nomadic social organization. Any pretext for war — broken treaties, land or food shortages, greed for a precious goods or minerals, or simply outright prejudice — can set such a group off.

e) **Threatening social or religious movements:** A sweeping change to the status quo of a specific area may have repercussions elsewhere. In the case of a social or religious movement that is bent on conquest or conversion of more than simply the local groups, the fervor and associated momentum may carry into adjoining areas. A chain reaction may ensue as members of the new social groups take up the cause.

f) **Unique families and individuals:** Every now and then a single individual or family with extraordinary ability or luck takes command of a potent group and welds it into a tool for their purposes. In their quest for additional wealth and power they may threaten or attack other groups. These powerful few often form the nucleus of the strongest NPCs.

WORLD STANDARDS (3.1.2)

Since the world has a diversity of cultures and circumstances, the GM has a problem managing the campaign without standards. Basic physical laws and the game system are usually not enough; unifying comparative social standards are necessary. These are social elements which tie together many or all the different groups, and enable the GM to compare and interrelate societies. The standards are crucial to a smooth running campaign, particularly where the GM or players are new to either the game system or the world setting. After all, player are not excited by wonderfully unique cultures and endless possibilities for adventure, when they cannot get a grip on the world and the relative aspects of the inhabitants.

When creating these standards the GM should start with the summaries of the cultures and look at the list of cultural elements. Where one or more elements are common to — or closely tie together — a number of cultures, the GM can develop some strong standards. Racial or historical identity, vast continent-wide or worldwide religious structures, common natural or magical barriers and associated transportation mechanisms, etc. are all examples of patterns which unite widely divergent societies. The GM can use them to relate different groups and circumstances. Probably the most commonly used standards are: (1) a basic pricing and exchange structure, (2) a common language, and (3) a prevalent calendar.

THE CORE AREA (3.1.3)

The core area is the region where the campaign begins, and will necessarily be a place where the PCs are active. Generally, it is a good idea to provide material for any area you are sure the PCs will adventure in, and this case is no exception. In fact, since it is the area crucial to the opening of the campaign and may serve as a sort of home base, a great deal of attention should be paid to its features.

Since the core area is interrelated to the beginning of the PCs' campaigning lives, it is often the place where they first will purchase their equipment and begin forming an adventuring group. Therefore, it serves as an ideal model for applying the standards the GM has chosen. Before completing the initial work on the NPCs or having the players generate their PCs, the GM should rough out this area enough to (1) provide an inkling of what specific NPCs are necessary for the opening of the game, and (2) to give the players some insight into the land in which they will begin adventuring.

NON-PLAYER CHARACTERS (3.1.4)

The actors in an FRP campaign are the PCs and NPCs. They help dictate the flow and provide the chief means of interaction between the participants. So, after creating the setting and initiating the flow of events, the GM should assemble the principal personalties of the world, and develop a means of providing less documented NPCs should the need arise. Again a simple chart or list summarizing their capabilities and interrelations proves invaluable. Once this is done the GM is ready to start work on the PCs.

The NPCs comprise all the individuals that run or figure prominently in the world, and/or interact with the PCs. Some are unique and spectacular. Most of them, those that deal with the PCs in more mundane ways, are simply individuals drawn from the local culture.

General or Typical NPCs

The cultural summaries reflect the typical appearance, dress, language, values, and possibly motivation of members of the various classes of each society. This gives the GM the basis for drawing up typical NPCs from those groups. One simply:

1) looks at the culture;
2) adds notes concerning the given class or profession's mood or attitudes;
3) details the scope of variation and provides for it in the form of items and special abilities; and
4) finally allows for individual personalities.

A summary of typical NPCs should emphasize statistical ranges rather than specifics, since one is dealing with a general class and not simply one individual. The precise information on an NPC drawn from the given class might be ascertained as late as the time of an encounter, and can be achieved with a few dice rolls. (Remember that the ranges should reflect the type of dice employed in your game. Percentage ranges, for instance, do not fit well into a game using exclusively six-sided dice.) A good summary might cover both the common class members and their leadership, and include statistics for:

a) **class name**, the official or commonly used label
b) **class size**, including major sub-groupings
c) **number** in units normally encountered
d) **level**
e) **hits**
f) **dress** and/or **armor type**
g) **defensive bonus**
h) whether they carry any **shields** or **parrying weapons,** and what type
i) **offensive bonuses** for both melee and missile combat, including the type and any special adds of their favored weapons
j) **maneuver bonuses** for static and moving actions
k) **skills** and associated skill ranks and bonuses
l) **spell using ability**, including their source of power, power points, resistance, and the level and types of favored spells or spell lists they employ
m) **character notes** on disposition, habits, unusual physical traits, likes and prejudices, etc.

Average NPC statistics drawn from ***Rolemaster*** are listed in the Non-player Character Table 15.5.3 in *Character Law*. They help a GM determine NPC combat and spell characteristics.

Once the classes of typical NPCs are documented, the GM can place them on maps covering the area in which they reside. This is normally not necessary until NPCs enter the society's territory, however. The large campaign map indicates the area(s) in which their culture is prevalent, and when PCs enter those regions, the more specific maps come into play.

Specific NPCs

Powerful or prominent individuals require more thorough and specific coverage than those described above. It is they that run the societies that occupy and/or dominate the world, and their personalities affect the flow of events. The PCs often hear much more about their peculiar quirks as well. When documenting these folk the GM should use the same procedure used for the other NPCs; however, the data must be accurate and not simply expressed as ranges. In many cases, they are very important or unusual members of classes already described, and the task proves easy.

Nonetheless, the character's statistics and personality notes should be more extensive. Coverage of their political alliances, family, and abode(s) should be included. The GM may wish to generate some or all of the NPCs in the same manner as they would a PC. In that case, the material in Section 3.1.5 is applicable.

THE PLAYER CHARACTERS (3.1.5)

FRP games are social events, so a GM should assemble a group of folks he enjoys playing with, and who enjoy playing with each other. Talk over the rules to be used, particularly any unpublished material that the players do not have access to. The GM should also take care to explain his view on the relationship between the players and the Gamemaster. By establishing rules on participation, authority, and debate at the very outset, later problems will be avoided.

At this point the GM can begin working on the individual PCs. Certain steps will prove helpful:

1) **Player Desires:** Discuss the player's desires concerning their character's nature and background. Some players, notably devoted role players, are very concerned with the details of motivation and emotion associated with their PC; others have a burning desire to undertake a particular quest. Still others have a peculiar race or profession in mind. In every reasonable case, attempt to indulge the player, for after all, this is a fantasy.

2) **Game System:** Help players unacquainted with, or new to, the game system practice generating a character.

3) **Game Setting:** Make sure the player understands the setting, given the limitations of his character. Go over the general political situation and discuss the significant events and trends known to the character.

4) **Character Generation:** Have the players generate their characters using the system chosen for the campaign. In the case of ***Rolemaster***, use the sequence for creating and molding characters found in Section 10.0 of *Character Law*.

5) **Character Background:** Develop a general background for the character, noting the player's desires and whatever data derived from the character generation process. You may wish to permit the player to select or design elements covering much of his own past. For instance, optional rules for background options can be found in Section 14.2.3 of *Character Law*. Whatever, the choice of attributes or assets, incorporate them into the character's heritage. Include information concerning the character's (a) birthplace, (b) family origin and history, (c) place of upbringing, (d) parents' natures and desires, (e) childhood and adolescent experiences, (f) race and racial motivation, (g) culture and cultural motivation, (h) physical traits and peculiarities, and (i) psychological character.

6) **Current Status:** Review the character's current situation, including his means of livelihood (e.g., family trade, profession, etc.). Go over the events leading up to the immediate moment at which play begins.

7) **Final Questions:** Discuss the character with the player, answering any lingering questions and getting a clear idea of the role the player desires. Note any last minute requests for more extensive material.

THE STARTING SCENARIO (3.1.6)

With the NPCs detailed or provided for and the characters generated, the campaign can commence. At this point, the only obstacle is a provision for starting the action in motion. The GM needs to create the scenario that will serve as the story's opening. It is important to be careful with this first adventure, for it may set the tone for the entire campaign. Some useful steps follow:

1) **Sketch out locales surrounding the core area.** By using the rough foundation of the core area, the GM should fill in the specific features of the surrounding region, paying particular attention to the places and inhabitants along the routes out of or connecting to the starting points for PCs. This applies to local cultures, beasts, NPCs, recent events, etc. These are constructs the GM knows will interact with the players.

   Example: *A group of PC ruffians gathers at an inn in search of a lucrative expedition. The GM should make sure the inn is completely laid out and detailed, but he should also be careful to map out the route the expedition will take out of town, and provide for the eventual destination.*

2) **Set up options for adventure.** Develop the situation in the starting locale in such a way as to create avenues of adventure, choices for the players. The number of adventure options should correspond to the amount of time the GM has to cover the different routes the PCs might elect to take. The GM should provide as many options as they can manage, but no more.

3) **Gather the characters.** Start the PCs in one or more common places, or bring them together at one or more central locations. This action will enable them to decide whether or not they will adventure together. This can be accomplished in a number of ways, notably via a:

   a) *search* — one or more PCs are specifically seeking one another as a result of their background;

   b) *common job* — advertising or general knowledge tells the PCs to gather at a place if they seek a well-paying job, such as guard duty on a caravan or the clearing of a ruin;

   c) *common danger* — adversity such as a war or bounty drives the PCs to a place of relative safety;

   d) *disaster* — a catastrophe such as a famine or shipwreck forces the PCs into a confined area;

   e) *public gathering* — a fair or contest brings the PCs together in competition;

   f) *private gathering* — the PCs encounter one another as representatives or witnesses to a diplomatic or intellectual gathering, parties to a conspiracy, or some special private event;

   g) *voyage* — the PCs journey along a certain route or to a set destination on the same ship or caravan;

   h) *imprisonment or flight* — one or more PCs are prisoners or slaves who have fled, or are about to escape. Any other PCs might be involved in aiding or accompanying them, should they so desire.

Regardless of the scenario, keep in mind two factors when starting the group.

(i) Allow for the PCs to purchase goods with any cash they start with, either before the outset of the campaign (e.g., before they left home) or as a part of the opening adventure

(ii) be clear regarding the feelings of the players about each other and the various PCs

3.2 HANDLING PLAY

If the GM spends time developing the world and setting up the campaign, he completes most of the work essential to a good FRP campaign game. The actual task of running the campaign becomes an enjoyable exercise in reacting to and anticipating the moves of the adventuring group. As PCs travel, the GM simply fits details in an already rough framework, creating an exciting sequence by bringing the world and players together through descriptive commentary, role playing, and combat.

AVOIDING A SENSE OF CONTRIVANCE (3.2.1)

The most important factor in a good game is enjoyment and this is invariably tied to the atmosphere of play. FRP campaigns are social events, and the players and GM should get along. Just as important, the players must respect the GM's word and judgement. This enables the GM to act as referee as well as a friend, and it lends credibility to the world setting. Often this respect is based on trust and, in turn, the trust is keyed to the manner in which the game appears to run.

If a game appears to be a series of contrived events where the players have no options or control over their own destiny, frustration and mistrust will likely result. Fate perhaps plays a part, but it should not seem to dictate the future of every PC. Therefore, it is crucial for the GM to avoid such situations, for they involve an appearance of impropriety.

The best way to run a rich, smooth campaign is to employ the world framework as a tool to create places and possible situations **before** the PCs interact with them. This method prevents the problem of seemingly rigged scenarios. In addition, it reduces the conscious or subconscious temptation of the GM to step in and channel the course of the game.

CREATING DETAIL (3.2.2)

Unfortunately, this approach can also be time consuming, for it is based on a need to constantly construct options that anticipate nearly every move the players might make. Nonetheless, a good world framework — coupled with some handy techniques for quickly creating details — is likely to reduce this burden considerably. One such method employs the following steps.

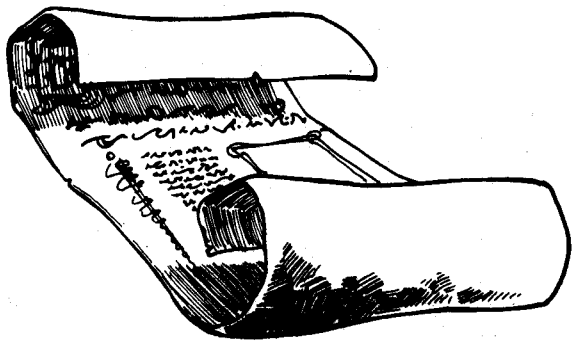
1) **Possible Avenues of Travel.** First try to assess the PCs' options to determine where they can go and what courses they will most likely take. Order the options according to the probability that they will be undertaken. Take into consideration such factors as:
   a) the speed at which the PCs travel in the terrain they might encounter, where they could end up;
   b) any barriers which might obstruct one or more options;
   c) areas where the PCs feel safe or comfortable;
   d) quests or goals the PCs plan to tackle;
   e) clues or specific information which might sway them or direct their maneuvers;
   f) the likely number of diversions or encounters which might slow them or speed them on their journey.

2) **Rough Out the Basics.** Secondly, using the structure of the world setting, sketch out the rough details of places, inhabitants, and situations according to need. Remember that it is normally more important to get the basics down for a number of areas than it is to intricately describe one place, at least as long as the players have optional routes.

3) **Detail High Priority Areas.** Thirdly, fill details for high priority places, those areas where the PCs are most likely to get attention. High priority areas include:
   (a) places where the PCs currently are;
   (b) relatively close areas where the PCs clearly plan to spend a lot of time; and
   (c) regions where the PCs hope to go and could possibly reach.

   Detail for these locales can be derived from maps and charts showing land forms, climate, plants, and animals, as well as cultural descriptions.

4) **Sketch Medium and Low Priority Areas.** Then, if you still have time, sketch out further areas of "medium" and "low" priority.
   a) Medium priority regions are beyond the immediate reach or probable options of the PCs, but might have further bearing on the game. They might be the next high priority areas (e.g., places where the PCs plan to go but cannot reach quickly), or they might affect the politics and way of life in the high priority locales. Rough out some maps and a few general themes for these places, paying particular attention to the information that might be known in places where the PCs are at, or in spots where the PCs might soon travel.
   b) Low priority areas are typically covered by the foundation of the world setting, but may have some special bearing on the area the PCs now inhabit. This limited information should be noted if important to the course of play.



SURPRISE SITUATIONS (3.2.3)

Frequently, the GM finds himself in a situation where he has been unable to adequately describe an area or situation ahead of time. Whether due to lack of foresight, bizarre randomness, or a hangover, this problem is likely to occur in every campaign at least once.

The framework of the world setting will give the GM at least a vague grip on the situation, but in these cases, spontaneous creation is in order. The scene is ripe for controversy, since a contrived scenario might result. Thus, the GM must avoid reacting to the PCs in a biased or apparently prejudiced manner. This is difficult to avoid, especially since the temptation to force the PCs' hand may lie in the subconscious. Keeping the danger in mind, the GM might try one of three choices:

1) **End the Session.** Stop the game session in order to allow time for the GM to go back to their framework and carefully detail the place. In this way, the GM can thoroughly analyze the situation and carefully construct the place so that:
   a) reasonable PC options are accounted for; and
   b) the situation is consistent with the local physical, cultural, and political foundations.

2) **Use Typical Encounters.** Using the standard tables and maps, and taking into account any peculiarities associated with the situation, use an encounter situation which is typical of the area. This is a good approach when the encounter employed is relatively common, given the circumstances. Use two important sets of tables the likelihood of the source of trouble or interaction:

a) the standard climate charts in Section 2.1.5 may indicate that some natural catastrophe is occurring;

b) the standard Encounter Chart found in Section 3.3.5 may show that an encounter has transpired. (ICE's *Creatures & Treasures*, the ***Rolemaster*** "Bestiary," contains a more detailed encounter system.) In the latter case it is then necessary to determine:

i) If it is an animal encounter, and what type. Determine the animals involved by looking at the ecosystem, and that species' propensity for invading or occupying the particular place. Remember that timid beasts may run even if hostile;

ii) If it is an encounter with thinking beings, and what type. Note the place of encounter, and whether the spotting, confrontation, or attack result was derived due to some local activity (e.g., hostility, war-footing, patrols, or pursuit). If so, the encounter is likely to be with a military unit typical of the area. If not, it may be locals or a non-military type. Bandits are the most likely group to provide an ambush encounter, but are not incapable of other approaches;

iii) Or if, due to certain extraordinary factors, it is a monster or significant NPC. Knowledge of the PCs or some associated danger they might represent might prompt an attack by these special creatures.

3) **Employ Random Events.** On rare occasions, the GM may wish to use his common sense and simple luck to account for incredibly random events. This may be a basic encounter keyed to random movements, or it may be tied to some other type of happenstance. A random event roll may be used, perhaps daily or at some other interval, to determine unique twists of fate. The GM may wish to employ the Random Event Chart in Section 3.3. Alternatively, he can use a simple open-ended roll and construct his own result. For instance, a roll of less than -200 may result in a particularly apocalyptic event (e.g., a plague or sudden death of some powerful ally), or a roll exceeding 300 may bring great fortune (e.g., the discovery of a lost secret, a vein of riches, or the demise of a great enemy).

3.3 CAMPAIGN DYNAMICS

A campaign tells a complete story. It is more than the sum of its parts; it transcends the vignettes that surround its individual adventures. The campaign relates a tale about a world, focusing upon the events involving the characters who are the principle actors. So, while the diary of the characters' adventures lies at the heart of the story, it is necessary to document the ongoing saga of the world's other folk. Besides providing depth of drama and a foundation for sub-plots, the events normally outside the characters' touch occasionally affect play. One never knows when a seemingly innocent war provides a new mission for characters thousands of miles away.

VARIOUS LEVELS OF PLAY (3.3.1)

With the world created and the characters prepared for the play, the game is ready to roll. Now it is necessary for the GM to keep track of things while everything is in motion. The easiest way to accomplish this often-involved task is to follow a simple routine using handy checklists.

Since events and activity occur on varying levels, at widely differing paces, and with markedly unique results, it is necessary to understand and distinguish the separate factors. Once the GM recognizes these levels of play, he can create a checklist for each one. Then he can refer to the sequence appropriate for the action occurring at a given moment.

Real Time Versus Game Time

The simplest way is to categorize activity according to the time and people involved. In a FRP game there are two applicable dichotomies. With respect to people, there are (a) the characters and (b) everyone else. When dealing with time, there is (a) real time and (b) game time.

1) **Real Time.** Real time is the time it actually takes to resolve activity, the period the game actually involves in everyday life. For instance, a standard session that begins at 4 pm and ends at 11 pm takes 7 hours of real time.

2) **Game Time.** Game time is based on the passage of events in the context of the game. So, if a voyage in the game takes place between the 1st day and the 21st day of a given month, it involves 21 days of game time. (Hopefully, it should take quite a bit less real time.)

The Three Levels

Based on this criteria, a campaign involves three tiers or levels of action.

1) **World Activity.** Action on a grand strategic level which involves great numbers of folk and has impact in large areas. Such activity involves great numbers of folk and has impact in large areas. Such activity involves sweeping political, cultural, and military events and may proceed over a considerable period of time. The characters may have little or no impact on world activity, and the entire campaign may run its course within a short span of world history. Such action does not center on the player characters; instead, it centers on the rest of the world (hence the label). World activity is documented in periods of weeks, months, and occasionally years. Typically, world activity involves the greatest amount of game time versus real time.

2) **Strategic activity.** Unlike world activity, strategic activity specifically revolves around the characters. It involves shorter periods of game time — normally hours, days, or weeks — and proceeds at a faster pace than events in the world arena. In contrast to the even faster-moving tactical activity, it occurs in a strategic environment, away from adventure sites. Strategic activity produces a lower ratio of game time to real time than world activity, and a higher ratio than found with tactical activity.

3) **Tactical activity.** Resolving tactical action often takes more real time than game time. This is due to the fact that tactical activity specifically involves action at adventure sites and takes place in periods of minutes (turns) or seconds (10 second rounds).

WORLD ACTIVITY (3.3.2)

Since world activity takes place over considerable periods of game time, the GM needs to dwell on this subject less frequently than he does strategic or tactical activity. It is no less important, however, for it involves sweeping changes to the world framework, alterations that impact on the entire campaign setting and have repercussions virtually everywhere.

The checklist for managing world activity can be as detailed as the world outline found in Section 1.3. The crucial concerns, however, are the changes which dictate world events and may affect the game. These are updates based on the flow of events set down and Section 3.1.1. We suggest a *monthly* perusal of each factor.

1) **Weather.** The GM should keep track of the basic climatic patterns for the world, noting when the weather is most severe in certain areas. This can be accomplished using seasonal and subseasonal notations on the world or regional map(s). Periodic or unusual weather shifts (e.g., droughts or unusually heavy rains) which disrupt or change life in an area of particular import.

2) **Natural Catastrophes.** Record significant volcanic eruptions, plagues, floods, fires, etc.

3) **Cultural Events.** Follow the course of migrations, religious movements, civil strife, relatively sudden changes in customs, and any other alterations in the world's major cultures.

4) **Political Events.** Note any new wars, alliances, powerful political figures or movements, etc.

STRATEGIC ACTIVITY (3.3.3)

Unless the characters become embroiled in an adventure — a fast-moving tactical situation — their moves are resolved as a function of strategic activity. Essentially, this involves play according to a daily routine tailored to the type of setting, be it in a settlement area (e.g., town or manor) or in the countryside (e.g., along the road or in the wild).

In some cases strategic activity slows as events swallow periods of game time that last longer than a day. Recuperation or research often take weeks, during which the GM can concern himself with the sequence of world activity. These situations allow the GM to ignore the daily routine for one or more days. Once the action picks up again, he should return to the daily checklists. Generally, the faster the pace of game (i.e., the more action packed in a given period), the more important it is to keep track of events by a set sequence. When the game time pace proceeds to the point where action must be resolved on a minute by minute basis, the GM should turn to the tactical play sequences.

ACTION IN THE COUNTRYSIDE

1) **Travel.** Most action in the countryside involves travel – be it by foot or horse, land or sea, trail or airway — so it is critical to get an understanding of conditions the characters labor under: the nature of the trail, terrain, pace, encumbrance, health, etc. Normal strategic movement requires a check every four hours (eight hours in the open sea), at which time the GM should review any changes in these factors. The Strategic Movement Chart provides parameters for resolving movement in most game situations. If the characters intend to stay together, they will move at the pace of the slowest group member.

2) **Resting.** Most groups travel 8 to 12 hours a day while during a comfortable journey. They rest fifteen minutes every two hours under normal trail conditions, or ten minutes per hour of travel in rough terrain. Any meal (e.g., lunch) break normally lasts between thirty minutes and an hour and a half. Most groups require such a respite every 4 to six hours, especially on rough trips.

3) **Scouting.** It is not uncommon for a group to be actively searching for some place, something, or someone. Springs, camp sites, rest sites, adventure sites, herb caches, etc. all catch the fancy of a character at one time or another. In such cases, the GM should determine whether the search is specific or general in nature, and what resources the group may have. Then permit the characters to make one periodic roll to fine their goal, using the highest bonus of any group member, together with any extra bonuses derived from aids such as maps, legends, clues, detection devices, or orienteering instruments. Perception bonuses apply in most cases, while navigation skills come into play when making a map-aided search for a particular site.

4) **Evasion.** An invigorating chase always perks a journey. So does a desperate attempt to slip through heavily-watched areas while avoiding detection. In these situations, the GM refers to the Encounter Chart in Section 3.3.5 The characters may find themselves attempting to avoid notice from a hostile and nosey populace or organized patrols. Alternatively, they may be chased by another group (direct pursuit) or subject to an encounter will search parties mustered from a folk up in arms (general "hue and cry"). In any case, note the stalking/hiding bonuses of each character, for they determine how well the adventures travel without leaving a visible trace. A party moves as fast, and is concealed as well, as its least effective member. Should the pursuers make contact with the party, a tactical (adventure) situations arises. If the group outdistances the pursuit so that the chasing force is at least four hours (one strategic move), their evasion is successful, In rain or snow the characters may escape with as little as an hour's lead (or more if the weather is particularly bad), so long as the traces they leave are not overly noticeable.

5) **Camping.** When a party sets camp, the GM should go over the lay of the land, sketching out prominent features. Characters should cite any unusual sleeping accommodations or conditions they undertake, and the GM should record any watch pattern (i.e., the length, composition, and position of shifts). A group may have a standard watch procedure to fall back upon, should they not specifically mention the matter. A GM must take care not to prompt or remind the party about camp precautions (e.g., starting fires), but should make sure of all routines (e.g., "unless otherwise stated, we have no fire and set caltrops and ropes around the camp"). Should an encounter occur and the strategic period (i.e., period during which an encounter roll is made) correspond with more than one watch, make another roll to see who is a vigil.

STRATEGIC MOVEMENT CHART

This chart provides suggested traveling rates for an average group of adventurers moving through a variety of locales. **The result equals the number of miles covered in a 4 hour period (1 standard strategic move).** Note that the results for multiple movement types/paces may be combined to derive an average during periods when the group moves by more than one mode. Running, sprinting, or dashing rates are not listed, since characters cannot normally survive such paces over a four hour period. They may, however, be used sparingly to increase the average of an otherwise slow gait (e.g., intermittent running, when combined with a sneaking pace, may average to a careful walk).

Transport Type	TERRAIN TYPE								
	Road	Open/Path	Forest	Rough	Rough & Forest	Swamp	Sand	Mountainous	Snow
Sneaking	4	4	3	2	2	1.5	1.5	1	.5
Careful walk	8	7	4	4	3	2.5	2.5	2	1
Normal walk	10	8	6	5	3	2.5	2.5	2	1.5
Jog/walk	15*	12*	9*	7*	4**	3**	3**	3**	2**
Camel	16	16	8*	10	6	3**	10	6	4*
Elephant	20	20	15	12	10	4*	5	8**	6*
Horse (slow)	15	12	9*	7*	4*	3**	6	3*	2*
Horse (fast)	25	18*	12**	10**	6**	4.5***	8*	4**	3**
Mule/donkey	12	12	10	10*	10*	3**	6	5*	3*

WEATHER AND VISIBILITY MODIFIERS:

Movement Rate	Condition	Movement Rate	Condition
Normal	At night and all characters have night-vision.	Normal	Light rain.
10%	At night and no characters have night-vision.	75%	Normal rain.
50%	At night and less than half the characters have night-vision.	50%	Fog, snow, or heavy rain.*
75%	At night and more than half the characters have night-vision.	25%	Electrical or sand storm.***

* Each character must make one maneuver roll per 4 hour period.
** Each character must make one maneuver roll per 2 hour period.
*** Each character must make one maneuver roll per 1 hour period.

NOTE: *More information on transportation modes and movement rates can be found in Rolemaster, Sections 7.2 and 7.3.*

6) **Encounters**. As with any situation, the GM should tailor an encounters to the locale. Most basic encounters along a road, for instance, may be little more than passing meeting with other travelers — farmers, merchants, families, etc. Under normal conditions, the GM should make an encounter roll every 4 hours while the group is on the move and in wild or relatively unsettled areas. When the group is encamped, the GM should roll less frequently, say every 6 to 8 hours.

The Daily Countryside Routine

1) **Local**. Double check the character of the region, including its location, features, inhabitants, cultures, and recent/current events.
2) **Random Events**. Make any Random Event Roll, if desired.
3) **Weather**. Establish wind, temperature, and precipitation for the day. Check trends and when and what type of changed may be involved. Tell the players about local ground conditions. (See Section 2.1.5 for more on climate and weather determination.)
4) **PC Travel Schedule.** Find out from players what their standard preferred travel times are, if any. Set the group's base movement rate and determine when they break for rests, food, and encampment. (See the Strategic Movement Chart.) Set times and note whether it is dark or light at given points.
5) **PC Travel Routine.** Sketch standard procedures: clearing of camp, destruction of tracks or signs of passing march order, readiness of weapons, checking for traps, tracking, periodic investigations, etc. Have each character make any necessary periodic maneuver rolls.
6) **Encumbrance.** Determine encumbrance, distribution of equipment and goods, physical status (e.g., wounds), and number of available power points for each character . Have the PCs mark off any food, herbs, or equipment they consumed or abandoned during the night, morning camp, or preparation for departure. Allow for experience point calculation.
7) **Movement.** Continue trip and sketch out or describe typical terrain along march route.
8) **Herb Searches.** Determine if the characters find any herbs or food along the way.
9) **Travel Encounters.** Roll periodic encounter rolls. Unless otherwise specified (e.g., the area is extremely dangerous or safe), check every 4 hours of daylight travel time and every 8 hours of nighttime journeying. Should an encounter occur, shift to the tactical sequence.
10) **Adventure Sites.** Sketch out or describe unusual places and experiences. Should the characters seek to make an adventure of the situation, shift to the tactical sequence.
11) **Rest Breaks**. Determine status of PCs when at rest (e.g., at lunch stops, watering holes, etc). Note type of desired rest stops and establish the spot they actually rest at. Find out who is on guard, etc. Check off food and equipment expended.
12) **Campsites.** At the point the PCs tire or wish to encamp, find out what the desired rest site is like and calculate what sites are available given the local conditions. Sketch out site after the PCs agree to make camp, noting local resources and circumstance (that which is known to, or concealed from, the players).
13) **Camp Routine.** Establish camp routine. Set the watch sequence, sleeping conditions, cover, readiness, protection measures, etc..
14) **Encampment Encounters**. Roll encounter rolls for period of encampment, In the event of an encounter, shift to the tactical sequence of play.

Action in Settlement Areas

Settlements typically provide havens from danger, a place for characters to rest, recuperate, re-equip, and re-orient themselves. Like any setting however, they can possess ideal adventure sites or, at the very least, provide flavor and intrigue. They are also a source for information and trade, for they contain a relatively high concentration of folk. A GM should always be aware of the elements most common to activity in settlements.

1) **Commerce.** Since adventures often enter a marketplace in search of specific goods, a GM should address an area's trade facilities, economic structure, and supply and demand of goods. Note any unusual market forces (e.g., guilds, government institutions, or criminal associations), unusual items (e.g., unique weapons or herbs), or customs in the given spot. For thorough standards, a GM can refer to ***Rolemaster*** Section 7.3. After all, many characters treat towns as little more than an opportunity to unload cash or unwanted booty in exchange for a much-sought after item.

2) **Food and Lodging.** Most characters entering a settlement require food and lodging. The GM can refer to standard price lists (e.g., those in ***RM*** Section 7.3.6) or work up his own. In any case, he should determine the availability of places to stay, rooms, and specialized accommodations (e.g., rooms with single beds, private rooms, etc.). Record information on eateries and stabling facilities.

3) **Information Gathering.** Settlements can be hotbeds of gossip and news. Some contain learned or informed folk or other travelers, and a few possess libraries and Loremasters. Accurate or not, this information excites characters and can provide them with interesting opportunities for further adventuring. Local legends invariably cause a stir among the players, while rumors from a table of drunks have spawned the start of many a quest (before or after the brawl).

4) **Healing (Recuperation).** Since battle is a major element of most campaigns, healing is critical to a character's continuing survival.. Settlements permit characters to do more than just rest; comfortable facilities, Healers or Lay Healers, and a plethora of aids and herbs accelerate the recuperation process. Whenever a group enters a settlement, it is important to sketch out the accommodations and folk connected with arts of medicine. This can be anything from a well-staffed hospice to an old barber eager to operate with a rusty woodsaw. The GM can refer to ***RM*** Section 7.1, for more on healing. In addition, a master herb list — incorporating prices, availability, and effect data — is located in ***RM*** Section 7.3.6.

RANDOM EVENTS CHART

This chart is designed to be used no more than once per month in any given region. The GM should determine whether an area can be construed as distinct from neighboring lands. Typically, if one passes over the border of a well-defined political or cultural territory of at least 50 miles in breadth, he has entered into a new region and the GM might make a random events roll.

Roll	Occurrence
01-50	Life proceeds as usual.
51-65	A blight strikes the local flora. The principal crop is hit hard, causing widespread economic problems. Prices rise by 50%* and any normal encounter has a 25% chance of being hostile.
66-75	A pestilence sweeps through the region, ruining food stores. Food prices double; other prices rise by 25%*. Displacement and discontent prompt a rise in banditry. Any normal encounter has a 50% chance of being hostile, and any normally hostile encounter has a 50% chance of being an outright attack. There is a 5% chance of plague; should one hit, see diseases in ***Rolemaster***, Section 7.1.
76-82	Harsh, dry winds strike the region, bringing a brief drought. Rainfall is less than 10% of normal, while windspeeds pick up (subtract 10 from any wind calculations from Section 2.15). Food costs triple, other prices double*, and widespread rioting results. Numerous plots against local leadership appear. Treat the local population as hostile. There is a 5% chance of plague; should one hit, see diseases in ***Rolemaster***, Section 7.1.
83-90	A new religious/political movement rises following the murder of 1-10 otherwise insignificant martyrs. Cultural and racial outsiders are persecuted. They are denied access to trade, lodging, or aid. Add +50 to any encounter rolls. Folk traveling at night are often waylayed and imprisoned or slain due to accusations of heresy.
91-97	War strikes. The region is embroiled in conflict with 1-2 neighboring groups (or, if isolated, is struck by civil war). The population becomes hostile. Prices quadruple; add +75 to any encounter rolls. Patrols may try to impress strangers into military service. There is a 5% chance of plague; should one hit, see diseases in ***Rolemaster***, Section 7.1.
98-99	A severe low pressure area strikes 1-10 days after the characters enter the region, giving birth to tornados (on land) and waterspouts (at sea). Movement rates are halved for two days and, every 4 hrs, there is a 2% chance that the location of the group will be struck. Those hit are given a +150 huge Grappling attack which, if successful in capturing the unfortunate, is followed by a +100 huge Fall/Crush attack. Characters given normal DB due to cover.
100	A freak earthquake strikes the region 1-10 days after the group enters the area. Roll to determine day (1-10) and time (1-24 hrs). Then determine the severity of the quake:
	(01-50) 15% of non-stone and 5% of stone structures are destroyed. Should a character be located in or beside such a structure roll a large Fall/Crush attack. Add +25/floor for each level of the structure.
	(51-75) 30% of non-stone and 10% of stone structures are destroyed. Should a character be located in or beside such a structure roll a huge Fall/Crush attack. Add +50/floor for each level of the structure.
	(76-100) 75% of non-stone and 25% of stone structures are destroyed. Should a character be located in or beside such a structure roll a huge Fall/Crush attack. Add +100/floor for each level of the structure. There is a 10% chance of accompanying plague; should one hit, see diseases in ***Rolemaster***, Section 7.1.

*Subtract 50 from any resale roll (see ***Rolemaster***, Section 7.3).

5) **Recreation.** For characters in search of a little entertainment, settlements are ideal spots to relax and unwind. Bars, theaters, brothels, and gaming houses are only a few of the facilities that add spice to a character's otherwise mundane town routine. Since ruffians and adventurers often frequent these places, players glean plenty of action and offbeat information during a few well-spent hours of recreation.

6) **Encounters.** Despite the constraints of civilization, a chance encounter in a settlement area frequently turns into an adventure (in which case play switches to the tactical sequence outlined in Sec 3.3.4.). Settlements provide lots of people to deal with, many of whom embrace ideas at odds with those of the adventurers. Local politics or commerce can be volatile, and those interacting on a seemingly innocent level can be swept up in the intrigue and competition. Thieves and other opportunistic adventurers may abound. A fortunate turn may yield new and powerful friend, while an unhappy twist find a character without his purse (or even his head),

While in a settlement area, the characters often focus on widely differing individual needs. The access to numerous facilities and the overall increase in safety generally enable or prompt a group to split up, with each group member seeking items or services peculiar to his situation. This situation commonly forces the GM to run characters separately or in small groups. Whatever the case, a good sequence of daily play remains a fine foundation.

The Daily Settlement Routine

Smooth flow is essential to any good game and is particularly crucial when a large number of players are involved. This can be accomplished by using a solid sequence of play, a standard routine for determining the course of a day in the life of the adventurers. The following approach is designed to handle the days spent in settled areas and may be used in whole or part to aid the GM develop their own procedure.

1) **Accommodations.** Determine the characters' sleeping arrangements, including room locations, sleeping routines (e.g., watch patterns), and stabling needs.

2) **Travel Patterns/formations.** Find out which group members customarily travel together. Note what they carry on their typical sojourns. Remember that the folk of some settlements scoff at heavily-armored and fully armed visitors.

3) **Eating Routine.** Determine where and how the characters regularly eat, and who they might meet in the process. Sketch out the chosen eatery.

4) **Trade Routine.** Find out what commercial establishments the characters favor or wish to explore. Check in alterations they make in their equipment mix or travel formation before they enter into trade quarters.

5) **Recreation Routine.** Determine if their is any regular recreation routine for any character(s).

6) **Town Encounters.** Make periodic encounter rolls. While the characters move about and interact, a roll every 2 hours is appropriate. Should the players be secluded in their lodgings, a check every 8 hours is more appropriate. In case of an encounter (e.g., a meeting with mysterious travelers bearing a weather report or an attack by cut-throats), move to a tactical play sequence.

TACTICAL ACTIVITY (3.3.4)

Tactical action involves periods of 1 minute turns or 10 second rounds. Such a sequence should be used whenever an encounter occurs or whenever a sojourn into a setting becomes an adventure (i.e., a place becomes an "adventure site").

Given the pace of tactical play, it is difficult to make game time flow as fast as real time, since interaction with each character is still critical. Explaining a turn by turn or round by round situation while soliciting all the player input can be a time-consuming process. Even with small groups, the resolution of a simple round takes at least one minute.

Yet, it helps to keep the game moving quickly, particularly when you want to simulate the tense, almost panicky atmosphere of certain tactical situations. These cases may call for a set real time game time equation, such as 1 round of game time = 6 minutes of real time (i.e., 1 second = 1 minute). This makes players act quickly, but can lead to a lot of screaming and discord. The GM will have to gauge the complexity of the scenario, account for the size of the group, and examine the personality of the players before applying such a strict formula.

The Tactical Sequence

Regardless of the pace at which turns and rounds are resolved, tactical action is incredibly detailed and it is important to follow a set sequence (lest anarchy reign and the game break down). The ***Rolemaster*** sequence is based on 6 ten second rounds per turn. Each round proceeds according to the following pattern:

1) **Spell Action Phase.** Characters using spells during the round specify their status (e.g., spell type, stage of casting, target area and location, opportunity fire, etc).

2) **Spell Results Phase.** Simultaneous resolution of all spells actually cast in the round (except those on opportunity status). Spell casters are left with 25% of their normal movement/further action and cannot fire missiles or melee.

3) **Spell Orientation Phase.** Characters performing unusual activity or attempting to recover from some disconcerting situation roll to determine their status.

4) **Fire Phase (A).** Characters using missiles specify their missile type, target, opportunity status, etc.

5) **Fire Result Phase (A).** Simultaneous resolution of missile fire (except opportunity fire). Movement/further action for combatants using missiles is reduced to 25% of norm.

6) **Movement and Maneuver Phase.** Based on initiative, speed, and maneuver rolls, characters move simultaneously.

7) **Fire Phase (B).** As Fire Phase (A), except only certain combatants may fire.

8) **Fire Result Phase (B).** Essentially the same as Fire Result Phase (A).

9) **Melee Phase.** Based on initiative, position, etc. characters resolve their melee attacks.

10) **Melee Result Phase.** Based on initiative, position, etc. characters resolve their melee attacks.

11) **Final Orientation Phase.** Characters performing unusual maneuvers or subject to significant stress or alterations in status (e.g., a fall or surprise) should make an orientation roll.

A more detailed treatment of action on a tactical level is located in *Arms Law & Claw Law* Section 3.0.

ENCOUNTERS (3.3.5)

When the group is circulating in a settlement or on the move anywhere, the encounter procedure should occur every 4 hours. If the group is stationary roll once for every static period of 12 hours or less (e.g., roll twice for a thirteen hour encampment).

By comparing the care with which the PCs travel versus the activity in the given region, the GM can gauge the probability of an encounter. We suggest using a differential between two modified, open-ended dice rolls, since this allows the PC group to see how obvious their trail is while maintaining suspense. The procedure follows:

1) **Avoidance roll** — the PC group makes a "avoidance" dice roll and applies the appropriate modifiers to get an adjusted result;
2) **Activity roll** — the GM then makes an "activity" roll and applies the proper modifiers to get an adjusted result;
3) **Roll comparison** — the GM compares the two adjusted rolls;
4) **Negative differential** — if the avoidance roll exceeds the activity roll there is a negative differential and no chance of an encounter and the table is not used, and any pursuit is thrown off or avoided. This may be modified due to an unusual circumstance, or if there is a tracker in the pursuing group.
5) **Positive differential** — if the activity roll exceeds the avoidance roll there is a positive differential and the Standard Encounter Chart is consulted.

STANDARD ENCOUNTER CHART

This chart is intended to cover the usual pattern of encounters between PCs and local inhabitants or wild beasts. The zones represent the relative density of social beings or inhabitants. These are cross-indexed with ranges which cover the differential between the two encounter dice rolls.

The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashes cover interaction with wild beasts. If there is a letter in both categories, the GM should roll again: a low result means that there is an encounter with wild beasts; a high result means interaction with social beings.

	Dense	Moderate	Light	Uninhabited	Waste
1-30	s/—	—/—	—/—	—/—	—/—
31-40	e/—	s/—	—/s	—/s	—/—
41-50	e/—	s/—	—/s	—/s	—/—
51-60	e/—	s/—	s/s	—/s	—/—
61-70	e/—	e/—	s/s	—/s	—/s
71-80	e/—	e/s	s/s	—/s	—/s
81-90	e/—	e/s	e/s	—/s	—/h
91-100	h/s	e/s	e/s	—/h	—/h
101-120	h/h	e/s	e/h	s/h	—/h
121-140	a/h	h/h	h/h	e/h	s/a
141-160	a/a	a/h	h/h	e/h	e/a
161-180	a/a	a/a	a/h	h/a	h/a
181-200	t/a	a/a	a/a	a/a	a/t
201+	t/t	t/t	t/t	t/t	t/t

Encounter codes:
t = trap or ambush or surprise attack; a = attacking group; h = hostile group; e = basic encounter; s = sighting by other group.

The encounter codes are meant to be general and relative. A simple encounter with a group from an outrageously brutal or suspicious culture may be more dangerous than a hostile force of passive people. The GM should take note of the local folk and beasts to determine which type will be involved, and what their relative strength will be. A simple rule of thumb: the higher the differential, the more dangerous the encounter. The GM may wish to increase the number or capabilities of the given inhabitants or beasts accordingly.

AVOIDANCE ROLL MODIFIERS

PC group size*:		Travel mode / speed (profile)	
1 —	+50	Sneaking afoot / 1/4x —	+50
2 —	+20	Careful walk / 1/2x —	+20
3-4 —	—	Normal walk / 1x —	—
5-10 —	-20	Run / 2x —	-10
11-20 —	-50	Slow ride / norm —	-20
20-50 —	-75	Fast ride / 3x norm —	-40
51+ —	-100	Flying/Sailing/Rowing —	variable

Other

Traveling at night** —	+50
Actively searching for something —	+30
Spells employed —	variable
Encamped after 12 hrs travel —	-20
Encamped after 16 hrs travel —	-40

* Group size based upon Men. Due to their skill or impact, certain characters may count less (e.g., Rangers, Elves, or Halflings = 1/2).
** Nighttime lighting (e.g., moonlight, starlight, cloudless skies, etc.) may lower this modifier.

ACTIVITY ROLL MODIFIERS

Hostile population	+25
Patroled area	+50
Pursuit (hue & cry)	+100
Night-adapted population at night	+30
Night-adapted population during day	-30

Terrain
(foilage & lay of the land)

Forest & rough —	-50	Other Forest & flat —	-25
Light & rough —	+10	Night* —	+50
Light & flat —	—	Rain —	+10
Open & rough —	—	Clear weather —	+10
Open & flat —	+50	Spells —	variable

* This will vary according to the night capabilities of the inhabitants, animals, or given group. Orcs and Elves are night- oriented.

4.0
ENDING THE CAMPAIGN

The end of a campaign is often anti-climactic, the result of players leaving and the like. When there is any warning (e.g., people are nodding off every week), however, the GM should attempt to find a convenient spot and make the best of the situation.

Most campaigns fall into two categories:

1) **"quest games,"** where specific goals and missions dictate the course of adventure and create a specific plot
2) **"free-flowing games,"** campaigns oriented toward independent decision making and action

Free-flowing Games

Of these two types, the latter is usually the easiest to end effectively, since any exciting occasion might serve as an appropriate climax. Players seek to part ways more often, since they have no unified goal. Some prefer to start new characters after reaching a certain experience level. The accomplishment of any one character's chosen aspirations may satisfy the groups thirst for victory or achievement. Alternatively, the GM can let things be after a particularly satiating fight.

Quest Games

The end of a quest game is less simple to handle, since the climax is normally tied to the completion of the quest itself or, in some cases, a number of quests are involved. Therefore, the GM must determine whether it is reasonably possible to bring the adventure to such a point, If so, then an event deciding the fate of the quest should serve to end the game. If not, the GM should rely on a good session to satiate all involved, and perhaps extrapolate the events thereafter. An account of what happened after the campaign is always in order.

This sort of post-game documentation, discussion or handout is a wonderful way to have the players leave a campaign feeling fulfilled. PCs enjoy finding out the fate of their characters, their lines, and their hopes, so indulge them if possible. A short general history may be quite adequate in some cases.

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