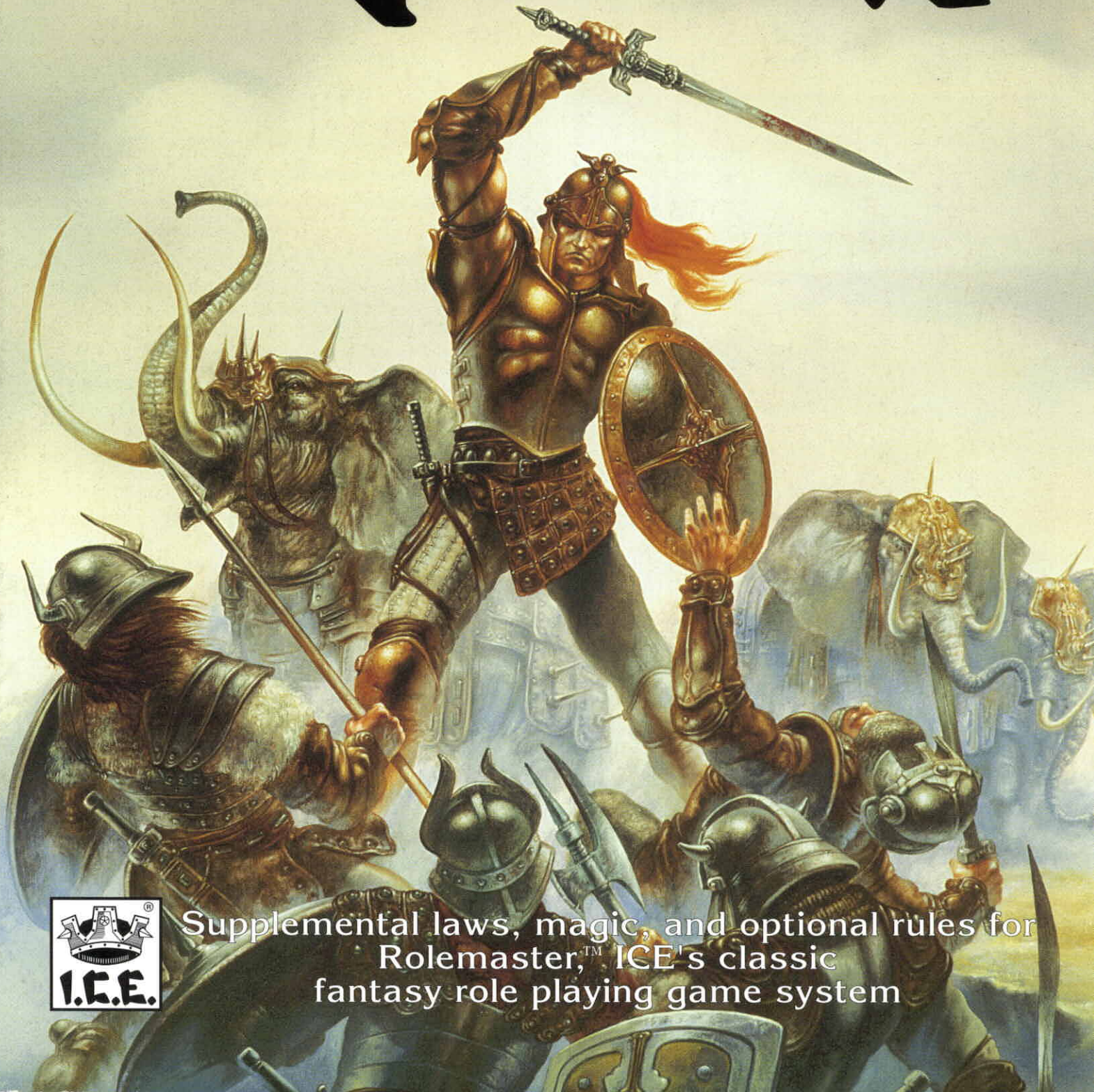


Rolemaster Companion VITM



Supplemental laws, magic, and optional rules for
Rolemaster,TM ICE's classic
fantasy role playing game system

ROLEMASTER COMPANION VI™

CREDITS

Author/Designer: A. J. Lev Anderson

Additional Material: Coleman Charlton, Joel Lovell

Editor/Developer: Coleman Charlton, Monte Cook

Cover Illustration: Luis Royo

Interior Illustration: James Crabtree, Dan Smith

Playtesters (*well, the more regular ones anyway*):

Rolemaster Campaign: Andrew Pollard, Mark Lund, Colin Clark, Andrew Leitch, Andrew Reeves, Chris Dale, Kevin Manning, John Barber, Mark Hoxey, David Mali, Murray Wood, Chris Badgery-Parker, Brendan Evans, Ben Barton, Simon Stainsby, Brian Kop, Darren Appel, Brett Dixon, Belinda Lee, Tom Lockwood, Craig Greenbank, Peter Caffin ... and countless (but short-term) others.

Fantasy Hero Campaign: Liz Hanrahan, Tom Lockwood, Peter Caffin, Murray Wood, Adam (Q) Wood, Craig Greenbank.

Project Specific Contributions: *Art Direction:* Bill Covert;
Cover Graphics: Terry Amthor; *Pagemaking:* C. Charlton.

ICE Staff — Sales Manager: Deane Begiebing;

Editing & Development Manager: Coleman Charlton;

President: Peter Fenlon; *CEO:* Bruce Neidlinger;

Editing, Development, & Production Staff: Kevin Barrett, Monte Cook, Jessica Ney, Pete Fenlon, Terry Amthor;

Sales, Customer Service & Operations Staff: Heike Kubasch, Chad McCully; *Shipping Staff:* John Breckenridge, Jasper Merendino, Sterling Williams.



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Produced and distributed by IRON CROWN ENTERPRISES, Inc., P.O. Box 1605, Charlottesville, VA 22902

First U.S. Edition, 1992.

Stock # 1901

ISBN 1-55806-164-9

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1.0 INTRODUCTION

Rolemaster Companion VI (RMCVI) is the sixth of a collection of optional rules and spell lists for the **Rolemaster** fantasy role playing system. “Optional” is the key word here; a Gamemaster should carefully examine each section of material before using it in his world or campaign. This material runs the gamut from play aids that simply make the standard game mechanics easier to handle to **very high** powered spells and optional rules. Most GMs should not and will not use everything in *RMCVI*; there is just too big a diversity in style and power level. Carefully examine each section of material before using it in your world or campaign.

The *RMCVI* includes a wide variety of material because different role players want different things from a role playing system. Some GMs run a low powered tightly structured game; such GMs probably find that much of the material in this product will not be appropriate for their game unless they modify and experiment with it. At the other end of the spectrum, some GMs run a high powered or loosely structured game; such GMs will probably use most of the material in this product and modify it and extend it and wish that there were more 75th level spells. Most GMs fall in between these two extremes; they will use some of the material, ignore some of it, and modify the rest. The thing to keep in mind is that this is a commercial product. As a company, ICE has to appeal to a large audience and provide material that can be used by most of the customers that use our systems.

Players should keep the above discussion in mind when reading *RMCVI*; some of this material may not be appropriate for your Gamemaster’s game. The GM must decide which parts of this material will be used in his world—not the players. The GM should always be the authority in any role playing session that involves his world. The manner in which a GM interprets, modifies, excludes, or includes rules and guidelines is entirely up to him (or her). This is true for the standard rules as well as a set of optional rules, such as *RMCVI*. A Gamemaster should never feel that the rules are an etched-in-concrete, unbreakable, unbendable, absolutely fixed system; they are provided to help the GM develop, manage, and run his world.

On the other hand, the Gamemaster has an obligation to his players to make clear what the physical laws of his world entail (i.e., the game mechanics). As efficiently as possible, the GM should indicate what rules and guidelines are being used and which ones have been modified or changed. In addition, a GM must strive to be consistent in his decisions and in his interpretations of the rules. Without consistency, the players will eventually lose trust and confidence in the GM’s decisions and his game. When this happens a FRP game loses much of its pleasure and appeal. Both GM and players must cooperate to have a successful FRP game.

Note: When possible, this *Companion* uses the gender neutral pronouns “they/their/the character” etc. However, (for readability purposes) these rules will sometimes use the standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/him, etc.

1.1 DESIGNER NOTES

Note: The material in Section 11.0 was authored by Joel Lovell. The rest of the material was authored by A.J. Lev Anderson. What follows are his design notes.

Continuing the tradition ... *Rolemaster Companion VI* is yet another phantasmagoric collection of optional rules for ICE’s FRPG **Rolemaster**.

This *Companion* is the result of three campaigns run at Murdoch University, Western Australia: a four year **RM** campaign, followed by a six month **Fantasy Hero** campaign, followed by a new **RM** campaign. All these campaigns used heavy experimentation with the standard **RM** rules and the options presented in earlier *Companions*. However, the result of all the campaigns is this book, thus it has common themes running throughout it, making it slightly different from some of the other *Companions* produced by ICE.

Some of the themes that run throughout this *Companion* are as follows:

(1) *Levels reflecting nothing but an abstract measurement of power.* In **RM**, a character’s level gives bonuses to a variety of skills according to profession, modifications to Resistance Rolls and the number of skills a character can feasibly develop. It is the opinion of this designer that levels should have no direct influence on play. Rather, they should provide a rough indication of the abilities of a character in a certain profession as well as allowing “a character to develop at discrete intervals” (*ChL*). With this theme in mind some of the optional rules in this *Companion* include new rules for skill development, skill bonuses, and multiple professions.

(2) *Emphasizing stat bonuses rather than stats.* There are several areas in **RM** where the stat of a character is considered to be more important than the stat bonus. Examples of this include: the calculation of Exhaustion Points, Hits, Innate Stat Abilities, Spell Points, Development Points, etc. To some GMs and players this may be somewhat of a problem, especially considering that in **RM** all characters have their characteristics based on a scale of 1-100. As such, a variety of optional rules has been written to address these examples.

(3) *Flexible skill development.* I am tired of fourteen page character “sheets”. I am tired of players asking “what is the modifier for a Dead Maneuver Roll”. I am especially tired of players who claim to have ten ranks in “Four Weapon Combo”. In addition I have had problems when combining **Space Master** and **Cyberspace** with **RM**. However, I also wish to maintain the breadth of skills that have been presented in *RMCI* (and other *Companions*!). Thus, this *Companion* allows skills to be learnt in a variety of methods, e.g., interdisciplinary, specialized etc, as well as allowing compatibility with the various **RM-SM-Cyberspace** skills.

(4) *Emphasizing role playing and awarding it accordingly.* This *Companion* presents a method for developing detailed character persona and includes a system for players who role play that persona in an entertaining and accurate manner.

(5) *Detailed, but playable tactical combat.* This Companion contains a detailed second by second combat system for Rolemaster and rules for the use of a hex map tactical display.

(6) *Expansion in spells.* To provide a foundation from which god-like powers, super-powerful artifacts etc., can be simulated this Companion includes 75th, 100th and 125th level spells for the *Spell Law* spell lists.

(7) *Consistency with **Space Master**, **Shadow World**, and the **Hero system**.* Detailed notes are included for the use of **RM** with **Space Master**, **Shadow World**, and conversion rules with the **Hero System**™.

ACKNOWLEDGEMENTS

I would like to take this opportunity to thank a few people who have made this work a reality;

Dr. Zoe Sofoulis: for providing inspiration, critical thinking, and seeing the academic value of simulation games. We're all heroes, right?

Mark Hoxey: for providing the foundations for the development of the second by second combat system.

Simon Shaw: for kindly providing computing and word processing facilities and for putting up with me.

Liz Hanrahan: for providing typing in an hour of desperate need ("This is stupid, we're not up to the park yet").

All my players: who were the result of many changes in rules, entertaining "discussions" regarding the rules and a fair dose of GM fiat!

and a big turn off to;

Simon Shaw's computer: for deciding to crash it's hard disk nine (!) days before the first draft had to be posted to the U.S.A. "Back-up ? Who needs a back-up ? This hard disk won't crash" (my comment, not Simon's)

I hope you have as much fun using this *Companion* as I had writing it (except for the hard disk crashing, of course).

A.J. Lev Anderson

1.2 NOTATION

The material in **RMCVI** uses the standard notation from the **Rolemaster (RM)** products: *Arms Law (AL)*, *Spell Law (SL)*, *Character Law & Campaign Law (ChL&CaL)*, *Creatures & Treasures (C&T)*, *Elemental Companion (EC)*, *Space Master (SM)*, etc. *Rolemaster Companions* are abbreviated as RMC'x', where 'x' is the number of the *Companion*: **RMCI**, **RMCII**, **RMCIII**, **RMCIV**, **RMCV**, **RMCVI**. Those products should be consulted for specific references; for example, the spell lists all use standard *SL* abbreviations and notation in the spell descriptions.

Die notations are expressed in the form 'aDb', where 'a' the number of times the dice are to be rolled and 'b' refers to the range of the dice rolled (e.g., 2D6 is the rolling of two six-sided dice).



2.0 OPTIONAL PROFESSION "LAWS"

2.1 HANDLING CHARACTER PROFESSIONS

Given the large number of professions that are now available in *Rolemaster* there are a number of GMs who are beginning to feel frustrated by the sheer diversity (!). For a GM to maintain a certain level of consistency (and sanity) within an individual campaign, it would seem reasonable to limit the number of professions available to PCs or even NPCs. By the same token, players should not feel that they have been cheated by a GM restricts professions.

There are several ways that a GM can both restrict professions, and, in fact, even introduce new professions ("not more!" I hear you moan), without disappointing players. The solution lies not with artificial "game balance" rules or even simple fiat, but rather with internal campaign consistency.

Option 1: *Restrict professions based on culture and social status.*

The optional rules in Sections 2.5 and 2.6 recommend restricting certain previously published *Rolemaster* professions to certain social statuses and social structures. Simply put, a GM who decides on a campaign that is based on Primitive societies can quite reasonably state that Paladins and their ilk are not permitted in the campaign. Or in a campaign where Paladins do exist, the GM can put an upper limit on the starting social status of such characters.

Option 2: *Restrict professions based on the campaign's "magic" dynamics.* Option 1 works well for professions which are based in campaigns with specific social and economic backgrounds. However, many *Rolemaster* GMs (and quite rightly so) run campaigns which include a variety of social and economic backgrounds. How are existing professions or new professions to be restricted in these situations?

The solution can be surprisingly simple. In all campaigns there are different conceptions of how magic operates. This can cause great restrictions on the number of professions used in a particular campaign (particularly considering that most professions are spell users). The GM must decide on a concept of magic for a particular campaign world and then must decide whether or not certain professions are appropriate. Some campaign worlds will only have 1 or 2 magical realms of power (e.g., no gods implies no Channeling). Some campaigns will have no magic! Others will have no Arcane magic, indicating strong, discrete boundaries on types of magic. More likely, due to particular magic "mannerisms" a GM may decide that some professions simply do not fit the campaigns magical "persona" (e.g., the Magus and the Crystal Mage can be good examples).

Option 3: Perhaps the best solution is to combine both of the above options.

Sections 2.2 and 2.3 present a number of new professions. They are designed specifically within genre parameters (i.e., Gothic Fantasy and Science-Fantasy) and with definitive concepts of magic (and technology). Using these professions as examples for the options noted above, GMs should find the "problem" of restricting professions for a particular campaign will be a lot easier.

2.2 GOTHIC FANTASY PROFESSIONS

Only a limited number of currently published *Rolemaster* professions are applicable with campaigns run within the framework of "Gothic Fantasy." This section recommends which professions should be used; and, as an example, gives five new professions which are designed specifically for Gothic Fantasy campaigns. For more information on Gothic Fantasy campaigns see Section 7.5.5.

NON-RMCVI PROFESSIONS (2.2.1)

Non-RMCVI professions not mentioned in this section are generally inappropriate for Gothic Fantasy campaigns. Appropriate *Rolemaster* professions for Gothic Fantasy campaigns include:

CORE ROLEMASTER

Fighter: The Fighter described in *Rolemaster* suits a model from the early to late middle ages. Such a character is a common figure in Gothic Fantasy as the basic stock of all armed forces.

Thief: With a high urban population and high levels of urban poverty the Gothic Fantasy conception of Thief fits the *Rolemaster* description.

Rogue: Basic fighter/thief/minor magician crossover. Very common in Gothic Fantasy.

Illusionist: While true manipulators of magic to a desired elemental effect (i.e., Magicians) are very rare in Gothic Fantasy, the subtle use of illusions is common, and indeed, a dominant form of magic.

Cleric: Whilst the number of spell-using Clerics is rare in Gothic Fantasy they do exist in the upper levels of organized religions.

Animist: Few in number, Animists still roam the lands, almost oblivious to the powerful changes in urban areas.

Healer: Magic using healers, whilst rare, are more common than spell using Clerics. The demand for such a profession has increased due to the increased power and abilities of weapons.

Mentalist: Never common, the Mentalist can carve an effective niche in the Gothic Fantasy world. Being able to read minds and communicate mentally is a powerful ability where information and knowledge is almost as useful as in a Cyberpunk campaign!

Lay Healer: More common than Healers, the Lay Healer has little problem combining the use of raw materials with healing, complementing the increases in scientific knowledge.

Seer: An extremely rare profession in a Gothic Fantasy campaign, the Seer does exist, often as either a heretic, a hermit, or as an advisor.

Mystic: As Seer.

Astrologer: As Seer.

Monk: Uncommon and reduced in number, the cloistered and intensive training of Monks leave them somewhat out of touch with the rest of the Gothic Fantasy world.

Ranger: See Animist.

Bard: Like similar professions which primarily emphasize rural traveller knowledge (e.g., Animist, Ranger), the Bard is a rare and dying profession.

CHARACTER LAW

No Profession: The versatile jack-of-all-trades has been reduced in number due to an increase in specialization, but still fits the description as given in *Character Law*. GMs should restrict access to spells for No Profession characters.

RMCI

Burglar: See Thief. Probably the best adaptation of the basic Thief profession given the new social circumstances.

Paladin: Although their time is almost past, there are still a few who fight on the basis of faith alone.

Nightblade: With low intensity magic and high levels of social conflict, the Nightblade is a profession that is much in demand and much feared.

RMCI

Scholar: With the opening up of learning institutions this profession as described in *RMCI* fits a Gothic Fantasy campaign well.

Trader: With an increase in productivity, trade and markets, Traders do very well indeed.

Necromancer: With an ample supply of raw material to work with, the Necromancer adapts the style of the isolated, dispossessed noble in the Gothic Fantasy world.

Warlock: A profession without much of a future, being in the same category as Ranger, Bard etc.

Witch: As Warlock.

Sage: As Scholar.

Runemaster: The Runemaster is a mage specializing in lost knowledge in a Gothic Fantasy campaign.

RMCI

Bounty Hunter: With more crimes and more organization there is more money to pay these mercenaries.

Assassin: As per Nightblade, but without the magic. A great way of disposing someone without declaring war.

Farmer: A profession that has been reduced in numbers as many try to make their wealth in the city. Still the most common profession.

Duellist: A increasingly common profession as swordplay becomes a "game" as well as a method of war.

Craftsman: Probably the height of their profession (before their fall!) this profession is extremely common and well adapted to the Gothic Fantasy world.

Cavalier: A relic of a bygone era the Cavalier is as rare as the Paladin.

Sailor: A profession which is more common as attempts are made by the great powers to carve up the world.

Noble Warrior: A fairly common profession, filling the vacuum left by Cavaliers and Paladins.

Macabre: Essential and fairly common profession. Isolated and dispossessed nobles have a nasty tendency to discover magic and become mad and vengeful simultaneously!

Chaotic Lord: Always rare, but at their height, the Chaotic Lord is public enemy #1. Chaos is the prime enemy in Gothic Fantasy, not evil.

Montebanc: An utterly appropriate profession for the times. Very powerful in urban situations.

Sleuth: Like the Bounty-Hunter, demand for this profession has increased. The sheer number of people in urban centers make criminals harder to catch and to find.

The Professional: Reasonably common in certain areas.

RMCI

Houri: A powerful profession in the Gothic Fantasy world. The ability to seduce is a very powerful social skill in Gothic Fantasy. Add this to spell-casting and the resulting profession is envied by all.

Leader: With more organization in military campaigns there is a demand for more leaders.

RMCI

Maleficant: An appropriate, but rare profession. Magic is essentially subtle but dangerous.

ROMANTIC (2.2.2)

A Romantic is a non spell user who specializes in weapon and social skills. Whilst Romantics are loners (except for the occasional sidekick), they are also a highly social person and are well known and recognized by many people. Highly individualistic, they fancy themselves as worldly-wise and are often overconfident of their abilities. A Romantic may be found in a variety of social situations—ranging from being a guest at a Lord's banquet to being a (dashing and well-spoken) coach robber! The Romantic is a variant profession of *Fighter*.

Weapon Skills: 1/4, 2/5, 4, 4, 8,8	
Maneuvering In Armor: Soft Leather 2/* Rigid Leather 3/* Chain 5/* Plate 7/*	Magical Skills: Spell Lists 20 Runes 7 Staves & Wands 9 Channeling 25 Directed Spells 20
Special Skills: Ambush 7 Linguistics 1/* Adrenal Moves 2/6 Adrenal Defence 20 Martial Arts 4 Body Development 2/7	General Skills: Climbing 3/7 Swimming 3/7 Riding 2/5 Disarm Traps 4 Pick Locks 4 Stalk & Hide 3/9 Perception 2/5
Other Skills: Refer to Development Point Costs given below for those costs unique to the Romantic. All other skills are identical to the Fighter's development or use the Unified Skill System Development Point Cost Table 12.3. Prime Requisites: Ag/Em	
Social Skills: Diplomacy 1/3 Duping 1/4 Gambling 1/3 Leadership 1/4 Seduction 2/*	Subterfuge Skills: Acting 1/4 Linguistic Skills: Public Speaking 1/3 Tale Telling 1/4
Level Bonuses: Arms Law Combat +3 Body Development +2 Social Skills: +3	
Athletic Skills: +1 Linguistic Skills: +1	

FREE THINKER (2.2.3)

A non spell user who, like the Scholar, specializes in learning, organizing and disseminating of knowledge. Unlike the Scholar, the Free Thinker is somewhat discriminating in the knowledge they learn. A Free Thinker rejects the validity of any study of the supernatural or magic, either not believing in its existence at all (not appropriate for some campaigns) or (more likely) rejecting its validity as a discipline. The Free Thinker has faith in technological development and is a precursor to the modern community of scientists and intellectuals. The Free Thinker is a variant profession of *Scholar*.

Weapon Skills: 4/8, 6, 9, 15, 20, 20

Maneuvering In Armor:

Soft Leather 3/*
Rigid Leather 4/*
Chain 5/*
Plate 7/*

Magical Skills:

Spell Lists 20
Runes 7
Staves & Wands 9
Channeling 25
Directed Spells 20

Special Skills:

Ambush 7
Linguistics 1/*
Adrenal Moves 2/6
Adrenal Defence 20
Martial Arts 4
Body Development 2/7

General Skills:

Climbing 3/7
Swimming 3/7
Riding 2/5
Disarm Traps 4
Pick Locks 4
Stalk & Hide 3/9
Perception 2/5

Other Skills: Refer to Development Point Costs given below for those costs unique to the Free Thinker. All other skills are identical to the Scholar's development or use the Unified Skill System Development Point Cost Table 12.3.

Prime Requisites: Me/Re

Academic Skills:

Demon/Devil Lore, Dragon Lore, Faerie Lore As Fighter
Other Academic Skills cost half a scholar's rate, round up (e.g., 2/4 becomes 1/2, 1/3 becomes 1/2, 1/2 becomes 1/*).

Magical Skills: All as Fighter

Level Bonuses:

Academic +3 Linguistic +3
Concentration +2 Medical +2

SEEKER (2.2.4)

In many Gothic Fantasy campaigns the skills and knowledge necessary for the production of magical items has been forgotten. A Seeker is a hybrid spell user who combines of Mentalism and Essence. Seekers normally 'seek' lost items using their specialized spells. The Seeker is a variant of *Bard* and *Alchemist*.

SEEKER BASE SPELL LISTS

Detecting Ways (Open Essence, *SL* 13.1)
Delving Ways (Open Essence, *SL* 13.1)
Delving (Open Mentalism, *SL* 14.1)
Lores (Bard Base, *SL* 14.6)
Item Lore (Bard Base, *SL* 14.6)
Analyses (Sleuth Base, *RMCI* 8.51)
Sleuth's Senses (Sleuth Base, *RMCI* 8.52)



Weapon Skills: 9, 20, 20, 20, 20	
Maneuvering In Armor: Soft Leather 9 Rigid Leather 9 Chain 10 Plate 11	Magical Skills: Spell Lists 1/* Runes 1/2/* Staves & Wands 1/2/* Channeling 7 Directed Spells 4
Special Skills: Ambush 7 Linguistics 1/* Adrenal Moves 6 Adrenal Defence 20 Martial Arts 9 Body Development 7	General Skills: Climbing 7 Swimming 4 Riding 7 Disarm Traps 4 Pick Locks 4 Stalk & Hide 5 Perception 2/4
Other Skills: Refer to Development Point Costs given below for those costs unique to the Seeker. All other skills are identical to the Alchemist's development or use the Unified Skill System Development Point Cost Table 12.3. Prime Requisites: Pr/Em	
Perception Skill Direction Sense 1/4 Locate Secret Opening 2/5 Sense Reality Warp 1/2 Time Sense 1/3	Magical Skills: Circle Lore 1/3 Divination 1/4 Power Perception 1/2 Symbol Lore 1/3 Warding Lore 1/3
Level Bonuses Academic +3 Magical +3	
Perception +3 Base Spell Casting +1	

CREATOR (2.2.5)

A Creator is a hybrid spell user of Mentalism and Channeling. His prime objective is the creation of life, sentience, or will in materials which do not contain life. In some societies, particularly those which practice elaborate death-rituals (e.g., Western nations!), a Creator must stoop to grave robbing for "raw materials" for his basic spells.

The most successful literary example of a Creator was Dr. Victor Frankenstein, although few (except other Creators) would want to emulate his "success".

Note that although Creators are hybrid spell users of Channeling, most Creators are agnostics, or even atheists. To Creators, however, this is not a problem. Despite the social disgust their profession sometimes brings, the Creator seems to worship 'life' itself.

The Creator is a variant profession of *Lay Healer* and *Necromancer*.

CREATOR BASE SPELL LISTS

Prosthetics (Lay Healer Base, SL 14.5)
Life Mastery (Cleric Base, SL 12.3)
Entity Mastery (Arcane, RMC I 3.13)
Animate Dead (Necromancer Base, RMC II 8.11)
Death Mastery (Necromancer Base, RMC II 8.12)
Surgeon's Guide (Professional Guild, RMC V 7.7.4)



Weapon Skills: 8, 8, 15, 20, 20, 20	
Maneuvering In Armor: Soft Leather 4/* Rigid Leather 6/* Chain 9 Plate 10	Magical Skills: Spell Lists 1/* Runes 3/7 Staves & Wands 3/7 Channeling 1/4 Directed Spells 3/7
Special Skills: Ambush 6 Linguistics 2/* Adrenal Moves 4 Adrenal Defence 15 Martial Arts 3 Body Development 6	General Skills: Climbing 6 Swimming 3 Riding 3 Disarm Traps 8 Pick Locks 8 Stalk & Hide 6 Perception 3
Other Skills: Refer to Development Point Costs given below for those costs unique to the Creator. All other skills are identical to the Necromancer development or use the Unified Skill System Development Point Cost Table 12.3. Prime Requisites: Pr/In	
Academic Skills: Biochemistry 1/3	Medical Skills: As Lay Healer except: Drug Tolerance 1/3
Level Bonuses: Academic +2 Deadly +1 Medical +3	
Base Spell Casting +2 Magical +2	

CULTIST (2.2.6)

A Cultist is a semi spell user of the Realm of Channeling that is usually found defending a temple with both arms and magic. A cultist is usually under the direct command of a professional Cleric. A Cultist uses spells dealing with minor conjurations and communes and some attack spells. The Cultist is a variant profession of Rogue and "evil" Cleric.

CULTIST BASE SPELL LISTS

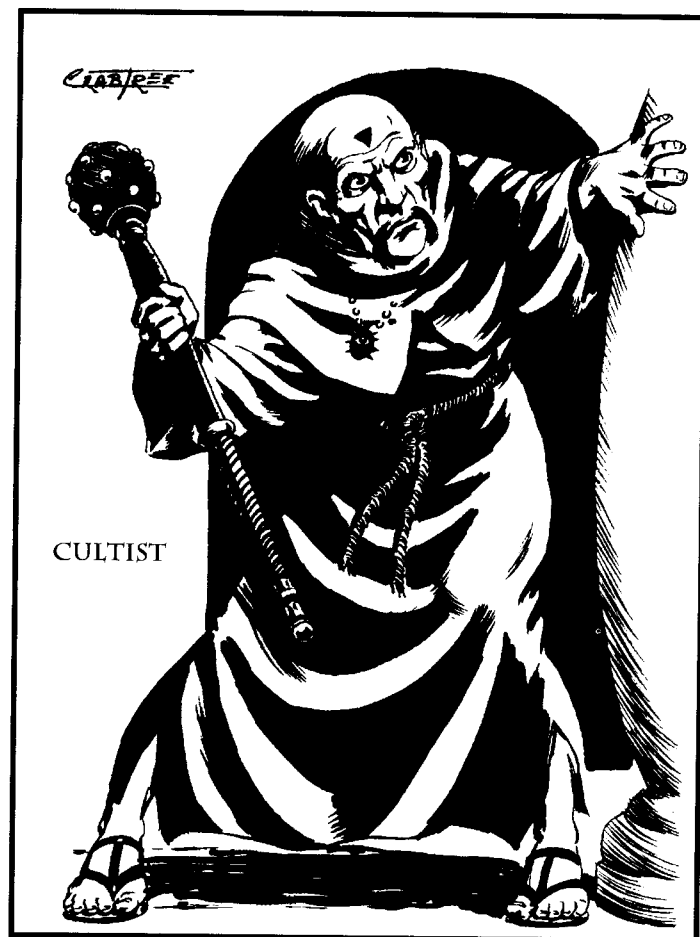
Symbolic Ways (Closed Channeling, *SL* 11.12)

Phantom Movements (Nightblade Base, *RMCI* 3.33)

Ceremonies (Closed Channeling, *RMCI* 3.51)

Conjuring Ways (Witch Base, *RMCI* 8.36)

Deadly Dances (Dervish Base, *RMCI* 10.32)



Weapon Skills: 3/7, 4, 6, 6, 6, 9

Maneuvering In Armor:

Soft Leather 1/*
Rigid Leather 2/*
Chain 3/*
Plate 4/*

Magical Skills:

Spell Lists 4/*
Runes 5
Staves & Wands 6
Channeling 3
Directed Spells 15

Special Skills:

Ambush 2/5
Linguistics 3/*
Adrenal Moves 2/6
Adrenal Defence 20
Martial Arts 3/7
Body Development 2/5

General Skills:

Climbing 3/9
Swimming 2/6
Riding 2/6
Disarm Traps 4
Pick Locks 4
Stalk & Hide 1/5
Perception 2/7

Other Skills: Refer to Development Point Costs given below for those costs unique to the Cultist or use the Unified Skill System Development Point Cost Table 12.3.

Prime Requisites: Ag/In

DP Cost as a Cleric: Academic Skills, Concentration Skills, Evaluation Skills, Survival Skills

DP Cost as a Ranger: Athletic Skills, Combat Skills, Gymnastic Skills, Magical Skills, Linguistic Skills

DP Cost as a Ranger: Animal Skills, Deadly Skills, General Skills, Medical Skills, Perception Skills, Social Skills, Subterfuge Skills

Level Bonuses:

Academic +1	Arms Law Combat +1
Base Spell Casting +1	Body Development +1
Deadly +1	Directed Spells +1
Magical +2	Perception +1
Subterfuge +1	

2.3 SCIENCE FANTASY PROFESSIONS

Unfortunately, there are no currently published *Rolemaster* or *Space Master* professions which are really appropriate for use in a Science Fantasy campaign. All professions are reflective of their genre, society, etc.; so while many *Rolemaster* professions are appropriate to Gothic Fantasy (Gothic Fantasy is still "fantasy"), none of the *RM* or *SM* accurately emulates the cross over that Science Fantasy represents.

This section contains four new professions appropriate for Science Fantasy campaigns. They, be no means, represent the totality of professions that are appropriate for such a genre, but rather they represent extremes of their areas of specialization. There are likely to be many professions which are hybrids of these basic four types.

The presentation of these new professions is in the same format as other *Rolemaster* professions (this is a *Rolemaster Companion*, after all). However, skill costs for *Space Master* skills have been included. For weapon skills, the third cost of weapon categories has been "expanded" to fill the gaps left by the inclusion of extra (*Space Master*) weapon categories (see Section 7.2).

A commonly used convention in this section is using a current professions skill cost "+50%" (i.e., the skill cost is 1.5x normal, round up). This applies for both technical and magical skills, as Science Fantasy professions are not as specialized in either field as their *RM* and *SM* counterparts.

Example: A Hero learns General SM skills as an "Armsman +50%." Thus, the cost for learning Atmospheric Pilot (normally 3/6 for an Armsman) will be: 5/9, because 3 x 1.5 = 4.5 which rounds up to 5, and 6 x 1.5 = 9.



HERO (2.3.1)

A Hero is the basic Fighter/Armsman combination of a Science Fantasy campaign. A Hero is comfortable with the use of a wide variety of weapons both scientific and fantasy oriented. The Hero is a variant of *Fighter* and *Armsman*.

Weapon Skills: 1/5, 2/4, 2/7, 2/7, 2/7, 5,10	
Maneuvering In Armor: Soft Leather 1/* Rigid Leather 1/* Chain 2/* Plate 2/*	Magical Skills: Spell Lists 25 Runes 12 Staves & Wands 15 Channeling 25 Directed Spells 25
Special Skills: Ambush 3/8 Linguistics 4/* Adrenal Moves 2/6 Adrenal Defence 20 Martial Arts 3/7 Body Development 1/3	General Skills: Climbing 4/8 Swimming 3/9 Riding 3/9 Disarm Traps 3/9 Pick Locks 3/9 Stalk & Hide 2/5 Perception 3/6
Other Skills: Development Point Costs for other skills are as the Fighter's DP costs (except the cost of all magical and fantasy skills are +50%). See below for <i>Space Master</i> skills or use the Unified Skill System DP Cost Table 12.3.	
Prime Requisites: St/Ag	
Space Master Skills (round up): <i>Maneuvering in Armor Skills:</i> As Armsman <i>General Skills:</i> As Armsman +50% <i>Special Skills:</i> As Armsman +50% <i>Combat Skills:</i> As Armsman <i>Astronautic Skills:</i> As Armsman +50% <i>Technic Skills:</i> As Armsman +50% <i>Scientific And Engineering:</i> As Armsman +50% <i>Psion Lists:</i> 25 (1 Psion field)	
Level Bonuses: Arms Law Combat +3 Body Development +3 General Skills +1	Athletic Skills +2 Deadly Skills +1

SCIENCE FANTASY NO PROFESSION (2.3.2)

The Science Fantasy No Profession (also known as a Generalist) is a highly versatile jack-of-all-trades character among the myriad disciplines in a Science Fantasy campaign. Such Generalist characters range from pilots and technicians to great and powerful leaders. The Generalist is a variant of *No Profession* and *Electrical Tech*.

Weapon Skills: 2/7, 3/9, 5, 5, 5, 7, 15	
Maneuvering In Armor: Soft Leather 1/* Rigid Leather 1/* Chain 3/* Plate 4/*	Magical Skills: Spell Lists 6/* Runes 4/8 Staves & Wands 4/8 Channeling 4/8 Directed Spells 4/8
Special Skills: Ambush 3/6 Linguistics 2/* Adrenal Moves 2/6 Adrenal Defence 15 Martial Arts 3/6 Body Development 2/6	General Skills: Climbing 3/6 Swimming 3/6 Riding 3/6 Disarm Traps 3/6 Pick Locks 3/6 Stalk & Hide 3/6 Perception 3/6
Other Skills: Development Point Costs for other skills are as the No Profession's DP costs (except the cost of all magical and fantasy skills are +50%). See below for <i>Space Master</i> skills or use the Unified Skill System DP Cost Table 12.3. Prime Requisites: varies	
Space Master Skills (round up): <i>Maneuvering in Armor Skills:</i> As Electrical Tech +50% or † <i>General Skills:</i> As Electrical Tech +50% or † <i>Special Skills:</i> As Electrical Tech +50% or † <i>Combat Skills:</i> As Electrical Tech +50% or † <i>Astronautic Skills:</i> 1/3 for all <i>Technic Skills:</i> As Electrical Tech <i>Scientific Skills:</i> As Electrical Tech +50% or † <i>Engineering Skills:</i> As Electrical Tech +50% or † <i>Psion Lists:</i> 25 (1 Psion field) or 6/* (2 Psion fields) † † — If a character uses the 6/* Psion list DP cost, then two of the other skill categories indicated above must use the Semi-Telepath DP costs +50%.	
Level Bonuses: Academic Skills +1 Arms Law Combat +1 Body Development +1 General Skills +1 Linguistic Skills +1 Magical Skills +1 Outdoor Skills +1 Perception Skills +1 Social Skills +1 Subterfuge Skills +1	

SCIENCE MAGE (2.3.3)

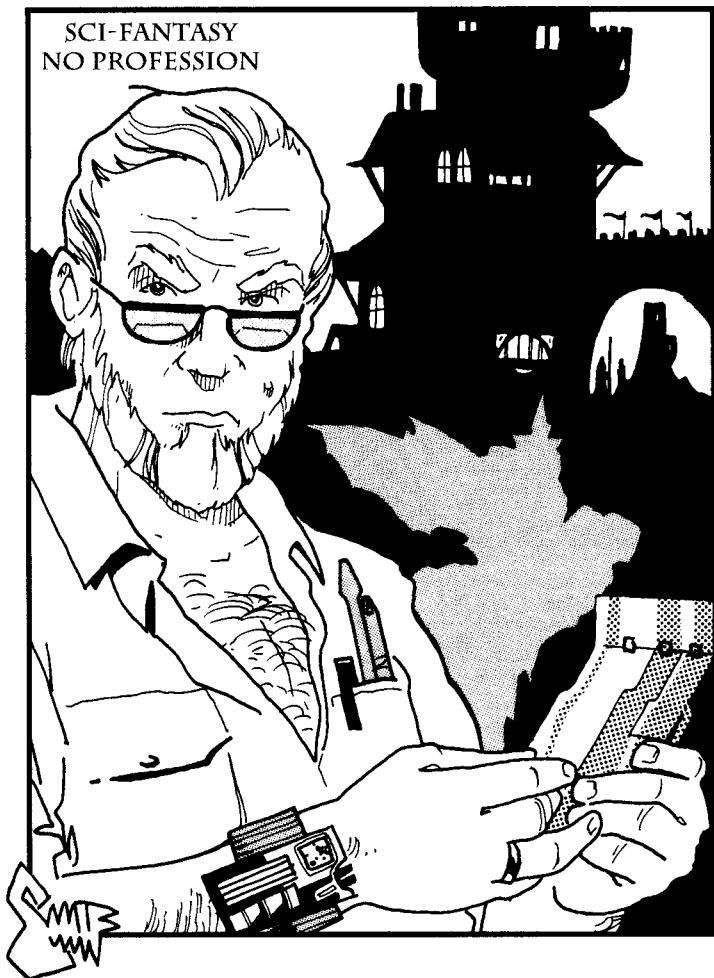
A Science Mage has a combination of magical and scientific knowledge. While not as competent in either area as a strict scientist or a strict spell user, a Science Mage can be the mainstay of academia in a Science Fantasy campaign. The Science Mage is a variant of *Archmage* and *Research Scientist*.

LEARNING AND USING SPELL LISTS

A Science Mage may learn and use spell lists in the same manner as an Archmage. GMs should carefully examine the Archmage options for selecting base lists and then choose the option most appropriate for his campaign (see *RMCI* 4.15).

Weapon Skills: 9, 20, 20, 20, 20, 20, 20	
Maneuvering In Armor: Soft Leather 9 Rigid Leather 9 Chain 10 Plate 11	Magical Skills: Spell Lists 3/* Runes 2/6 Staves & Wands 2/6 Channeling 3/7 Directed Spells 3/8
Special Skills: Ambush 9 Linguistics 1/* Adrenal Moves 5 Adrenal Defence 20 Martial Arts 6 Body Development 8	General Skills: Climbing 7 Swimming 4 Riding 4 Disarm Traps 7 Pick Locks 7 Stalk & Hide 5 Perception 2
Other Skills: Development Point Costs for other skills are as the Archmage DP Costs (except the cost of all magical and fantasy skills are +50%). See below for <i>Space Master</i> skills or use the Unified Skill System DP Cost Table 12.3. Prime Requisites: In/Em/Pr/Me/Re (Yes, 5 prime requisites! However, only 3 stats may be converted to 90)	
Space Master Skills (round up): <i>Maneuvering in Armor Skills:</i> As Researcher +50% <i>General Skills:</i> As Researcher +50% <i>Special Skills:</i> As Researcher +50% <i>Combat Skills:</i> As Researcher +50% <i>Astronautic Skills:</i> As Researcher +50% <i>Technic Skills:</i> As Researcher +50% <i>Scientific And Engineering:</i> As Researcher <i>Psion Lists:</i> 25	
Level Bonuses: Academic Skills: +3 Base Spell Casting +2 Directed Spells +2 Magical Skills: +3	

SCI-FANTASY
NO PROFESSION



SCIENCE MAGE



POWER MASTER (2.3.4)

Power Master is an unusual profession. On the surface it appears to be similar to a Science Mage. However, the Power Master knows little of the workings of science. What the Power Master does know about is the workings of magical power and psionic power. A rare profession, with near-crippling specialization, a Power Master understands the manipulation of magical and psionic energies better than any other profession. The Power Master is a variant profession of *Arcist* (RMCIV 2.1) and *True Telepath*.

LEARNING AND USING SPELL LISTS

The Power Master learns and uses spells in the same manner as an Arcist and Psions in the same manner as a True Telepath.

Weapon Skills: 12, 20, 20, 20, 20, 20, 20

Maneuvering In Armor:

Soft Leather 10
Rigid Leather 14
Chain 20
Plate 20

Magical Skills:

Spell Lists 6/*
Runes 3/6
Staves & Wands 3/6
Channeling 3/6
Directed Spells 3/6

Special Skills:

Ambush 11
Linguistics 3/*
Adrenal Moves 8
Adrenal Defence 20
Martial Arts 10
Body Development 10

General Skills:

Climbing 6
Swimming 6
Riding 6
Disarm Traps 15
Pick Locks 15
Stalk & Hide 8
Perception 4

Other Skills: Development Point Costs for other skills are as the Archmage's DP costs (except the cost of all magical and fantasy skills are +50%). See below for *Space Master* skills or use the Unified Skill System DP Cost Table 12.3.

Prime Requisites: In/Em/Pr

Space Master Skills (round up):

Maneuvering in Armor Skills: As True Telepath +50%
General Skills: As True Telepath +50%
Special Skills: As True Telepath +50%
Combat Skills: As True Telepath +50%
Astronautic Skills: As True Telepath +50%
Technic Skills: As True Telepath +50%
Scientific And Engineering: As True Telepath +50%
Psion Lists: As True Telepath

Level Bonuses:

Academic Skills: +3
Linguistic Skills: +1
Base Spell Casting +3
Magical Skills: +3



AVAILABLE PROFESSIONS BY CULTURE CHART

PRIMITIVE	ANCIENT	FEUDAL	PRIMITIVE	ANCIENT	FEUDAL
Non Spell Users			Pure Spell Users of Essence		
—	Assassin	Assassin	Alchemist	Alchemist	Alchemist
Barbarian	Barbarian	—	Conjuror	Conjuror	Conjuror
Bashkar	Bashkar	—	Forcemage	Forcemage	Forcemage
—	Bounty Hunter	Bounty Hunter	Illusionist	Illusionist	Illusionist
—	Burglar	Burglar	Magician	Magician	Magician
—	—	Cavalier	Runemaster	Runemaster	Runemaster
Craftsman	Craftsman	Craftsman	Wizard	Wizard	Wizard
Dancer	Dancer	Dancer	Pure Spell Users of Channeling		
—	—	Duelist	Animist	Animist	—
Farmer	Farmer	Farmer	—	Cleric	Cleric
Fighter	Fighter	Fighter	Druid	Druid	—
—	Gypsy	Gypsy	Healer	Healer	Healer
—	High Warrior Monk	High Warrior Monk	Shaman	—	—
Leader	Leader	Leader	Pure Spell Users of Mentalism		
—	Rogue	Rogue	Lay Healer	Lay Healer	Lay Healer
Sailor	Sailor	Sailor	Mentalist	Mentalist	Mentalist
—	Scholar	Scholar	—	Sage	Sage
—	Thief	Thief	Seer	Seer	Seer
—	Trader	Trader	Hybrid Spell Users		
Warrior	Warrior	Warrior	Astral Traveller	Astral Traveller	Astral Traveller
—	Warrior Monk	Warrior Monk	Astrologer	Astrologer	Astrologer
Semi Spell Users			Crystal Mage	Crystal Mage	Crystal Mage
Bard	Bard	Bard	Dream Lord	Dream Lord	Dream Lord
Beastmaster	Beastmaster	—	Enchanter	Enchanter	Enchanter
Chaotic Lord	Chaotic Lord	Chaotic Lord	—	—	Magus
Crafter	Crafter	Crafter	Maleficant	Maleficant	Maleficant
Delver	Delver	Delver	Mystic	Mystic	Mystic
—	Dervish	—	Necromancer	Necromancer	Necromancer
—	Houri	Houri	Sorcerer	Sorcerer	Sorcerer
—	—	Macabre	Warlock	Warlock	Warlock
—	Monk	Monk	Witch	Witch	Witch
—	Montebanc	Montebanc	Special Professions		
Moon Mage	Moon Mage	Moon Mage	Archmage	Archmage	Archmage
—	Nightblade	Nightblade	Arcist	Arcist	Arcist
—	—	Noble Warrior	No Profession	No Profession	No Profession
—	—	Paladin	Professional	Professional	Professional
Ranger	Ranger	Ranger	—	—	All Gothic Fantasy
—	Sleuth	Sleuth	Elemental Companion Professions		
Warrior Mage	Warrior Mage	Warrior Mage	Mystical Elemental.	Mystical Elemental.	—
			Elem. Chanter	Elem. Chanter	—
			Other EC Prof.	Other EC Prof.	Other EC Prof.

2.4 MULTIPLE PROFESSIONS REVISITED

In *RMCH* 2.7 there are numerous options regarding the use of multiple professions in *Rolemaster*. The following is a discussion of some of the options presented, some problems that may arise and some recommended solutions.

IGNORING PRIME REQUISITES

'Option 0' of *RMCH* 2.7 states that a character must have a temporary stat of at least 90 for both prime stats for the new profession. Given the numerical rating of this option, some GMs decide to use it with all of the other options for handling multiple professions.

However, this option does not have to be used. A GM can easily decide to ignore this option and allow a character to 'add' a new profession even if his prime stats are not 90 or above. This is recommended in the case of a character that, by choice or otherwise, finds themselves in a profession that they are totally unsuited for. It can also make for rather amusing role playing.

DP COSTS FOR PROHIBITED SKILLS

When using options from *RMCH* 2.7, a profession can be added that has a DP cost of "-" for a skill (i.e., that profession can not develop that skill). For example, many professions can not learn certain portions of certain spell lists (see *SL* 10.8). In this case, use a DP cost of 50/50.

Example: *Kayla Sorrowkin, in her early days, was a Fighter. Being an unusual Fighter she managed, a great cost to learn an Open Essence List to level 10. Later, she decides to add the Magician profession. As a Fighter, her DP cost for learning spell lists above 10th level is "-" (i.e., not possible). Her cost as a Magician is 1/5. Her new 'average' cost is: 26/26.*

EXPERIENCE POINT PROBLEMS

A GM should be careful if they are using multiple sets of experience points, as players may find it more effective to change professions every time there is a significant leap in the experience points required to advance a level. A GM could end up with players who are 5th level Burglar/Rogue/Thieves.

To avoid this problem a GM can use 'Option 5' of *RMCH* 2.7, which unfortunately loses the immediate recognition of how advanced in a certain profession a character is by his level in that profession. Alternatively, a GM can use an experience point system which is more linear (some alternatives are presented in Section 6.1).

2.5 PROFESSIONS ACCORDING TO CULTURE

A GM may find it worthwhile not only to restrict skills as recommended in *RMCH* 4.3, but also to restrict professions according to the social background a character comes from.

This makes sense in particular for those campaigns which use a crossover of *SM* and *RM*. Too often many GMs seem to assume that a Fighter is the equivalent of an Armsman, or that a Magician is the equivalent of a Research Scientist. This is clearly not the case, as reflected in development point costs. A Fighter, in addition to being specialized in skills relating to physical combat, is also reasonably knowledgeable in the technologies, cultures, and social structure of their particular society. A Fighter even has some idea

(though not much) about magic! An Armsman in a similar situation would be at a complete loss. The same applies to skills that are within the general framework of ancient/fantasy cultures. A Shaman, being primarily a character from Primitive cultures has access and basic knowledge of a vastly different kind to that of a Paladin, who comes from a Feudal society.

Using the classifications given in Section 6.1 (Social Structure), the professions that are normally available in given cultures are listed in the Available Professions by Culture Chart (page 14).

2.6 PROFESSIONS ACCORDING TO STATUS

In addition to the restrictions on professions in Section 2.5, it is also recommended that the following professions be restricted according to social status (see Section 6.8).

PROFESSION (Social Status Required)

Alchemist	5	Animist	3
Archmage	5	Arcist	5
Assassin	1	Astral Traveller	4
Astrologer	5	Barbarian	1
Bard	2	Bashkar	2
Beastmaster	2	Bounty Hunter	3
Burglar	1	Cavalier	8
Chaotic Lord	5	Cleric	5
Conjuror	5	Crafter	2
Craftsman	2	Creator	6
Crystal Mage	5	Cultist	1
Dancer	1	Delver	5
Dervish	2	Dream Lord	2
Druid	3	Duellist	6
Elemental Channeler	5	Elemental Chanter	2
Elemental Enchanter	5	Elemental Healer	5
Elemental Hunter	4	Elemental Physician	5
Elemental Summoner	5	Elemental Warrior	4
Enchanter	5	Evil Elementalist	4
Farmer	1	Fighter	2
Forcemage	4	Free Thinker	5
Gypsy	2	Healer	3
High Elementalist	5	High Warrior Monk	4
Houri	1	Illusionist	5
Lay Healer	4	Leader	6
Macabre	7	Magician	5
Magus	4	Maleficant	5
Mentalist	1	Monk	3
Montebanc	3	Moon Mage	2
Mystic	2	Mystical Elementalist	2
Necromancer	3	Nightblade	2
No Profession	1	Noble Warrior	7
Paladin	8	Professional	2
Ranger	4	Rogue	1
Rogue Elementalist	4	Romantic	6
Runemaster	4	Sage	5
Sailor	1	Scholar	5
Seeker	4	Seer	1
Shaman	5	Sleuth	4
Sorcerer	5	Thief	1
Trader	3	Warlock	4
Warrior	2	Warrior Mage	4
Warrior Monk	3	Witch	3
Wizard	4		

3.0 OPTIONAL ARMS "LAWS"

3.1 SECOND-BY-SECOND TACTICAL COMBAT

The following tactical combat sequence operates in terms of seconds—no phases, no rounds. Simply put, a character declares an action, spend the necessary time to complete the action, and may then declare another action. The result is a very fast and free-flowing combat system. Despite the title, the system does not degenerate into a situation where every second becomes a lengthy drama of activity.

A GM must make a decision when normal/dialogue time has become tactical/combat time. When this occurs, all characters that are capable of activity declare their actions/activities. The hierarchy of action declaration is made in from the lowest In (or Eloquence if used) stat bonus to the highest In stat bonus. Thus, quick-thinking characters have an opportunity to react to their opponents decisions. This only occurs whenever two or more characters declare actions that start on the same second.

Each activity takes up a certain period of time. The Action Time Requirement Chart covers some of the most common activities. In addition, this chart indicates how a character's Qu and In may modify the cost in seconds an action takes. These modifications may not reduce the base time of an action below 1 second. Section 8.6 is a combat record sheet for keeping track of combat activities when using this system.

At any time, character may *cancel* his current action and declare a new action. In this case, any time already spent on the previous action is lost and the time required for the new action begins.

The rest of this section presents special cases that require additional clarification in this system.

MOVEMENT

A character's combat movement is referred to as his Tactical Movement Rate (TMR). This figure is equal to:

$$ChL \text{ Base Movement Rate} \div 5$$

This calculation is actually: $BMR \times 2 \div 10$. The $\times 2$ modification is a reflection that 'running' (2x BMR) is the highest pace a character can normally maintain and still be capable of combat actions such as dodging, attacking, drawing weapons etc. The " $\div 10$ " modification is because the time base is 1 second rather than the normal 10 second round. Please note that in most cases Charging to attack is not restricted to TMR rules.

GMs should not always use TMR for resolving as a second by second activity. If two groups are approaching each other and combat has not started, the GM can simply calculate where and when they will meet and start detailed tactical combat resolution.

Example: *Ja'Tha, a Udihar mage, has a Base Movement Rate of 60' per round under the normal RM rules. His TMR in this Second-By-Second system is: $12'/\text{second} = 60 \div 5$.*

SKILLS

Certain skills may increase or reduce the time required for an action (e.g., Adrenal Moves). In the normal RM rules, this is expressed (normally) in terms of "B%" of activity for a round. When using this system, divide the "B" by ten, thus converting % activity to seconds (i.e., 100% activity is equivalent to 10 seconds). Remember, an action must take at least 1 second.

Example: *Glaurung prepares an Adrenal Move which normally has a -20% reduction on activity in the preparation round. Instead, Glaurung does nothing (or rather he prepares) for two seconds prior to his Adrenal Move.*

In regards to the extra bonus on First Swing Points martial artists can gain by reducing their OB, simply reduce the time taken for a strike by 1 second for every increment of 15 OB the martial artist is prepared to sacrifice.

DRAWING WEAPONS

In the standard RM rules a -20 to OB is applied to a character who draws a weapon in a given combat round. In this system, there is no OB penalty, rather the activity takes a variable amount of time. An activity like Quick-Draw means that no time was lost in drawing the weapon. In addition there should be no penalty/recuperation time ascribed to characters who use Quick-Draw.

SPELLS

Spells may take a variable length of time depending on class (I, II, or III). The time required to cast a spell differs from the time taken to prepare a spell. Instantaneous spells take no time, but may only be cast once every 10 seconds. A character may take one other action every 10 seconds while preparing a spell; this additional action may only take 1 second to complete (i.e., a 10% activity action; e.g., moving a distance equal to the character's TMR).

HASTE/SPEED SPELLS ETC.

Using Haste/Speed spells reduces the length of time to complete an action. In most cases these modifications are expressed as a percentage (e.g., an extra 50% action per round, actions take 50% less time etc.). In this case alter the time cost of actions (rounding up) as appropriate while the spell is in effect.

SURPRISE

Using the option presented in *RMCH* 3.2, full surprise is a difference of 50+ in Perception rolls, whereas partial surprise is a difference of 31-50. Partial surprise means that the opposing group/individual has 8 seconds of action before the surprised character(s) can act. Full surprise means that the opposing group/individual has 12 seconds of activity. Other GMs may have their own means for handling the differences of partial and full surprise.

PARRIES/ATTACKS

This is one of the more radical departures from the standard RM system. Rather than splitting the OB between a parry or an attack, a player must declare one or the other. However, a character has the options of a Full Attack, Full Parry, Half Attack (round down), Half Parry (round down), with appropriate changes to OB/DB. A character may not undertake a +0 attack, which is normally required in the RM rules (see AL 4.0 & 5.0). If a Parry maneuver finishes on the same second or previous to an attack maneuver then that activity counts. However, the defender may not begin to declare a new action until the attacker has completed his attack (i.e., the attack has actually been parried).

Parries are deliberately made quicker than attacks, so defenders have the opportunity to defend themselves when faced by a sudden attack. However, a very fast attacker can actually strike faster than the defender can parry, with the defender parrying perhaps only 2 out of every 3 blows.

A character may only parry with a weapon that they are holding. If the GM allows, skill ranks may be developed in shields (as a One Handed Crushing Weapon). A character who chooses a parry maneuver may add some or all their Shield skill bonus to parrying (instead of their weapon).

Example: *Glaurung has a Broadsword OB of +55 and a Shield skill of +25 (because the GM has allowed it). Assuming a normal shield, Glaurung may either do a full attack with the broadsword (+55 OB), a half attack with the broadsword (+22 OB), a full parry with the broadsword (+55 DB), a half parry with the broadsword (+22 DB), a full parry with the shield (+25 DB), or a half parry with the shield (+12 DB). If Glaurung chooses to parry with the shield, he also receives the shield's parry bonus of +20 to DB, and if he parries with the broadsword, he receives the sword's parry bonus of +5 to DB. He does not automatically receive the shield's DB bonus unless he uses it to parry.*

Option 1: The combats that result from this system for parrying/attacking are very different from normal **RM** combats. Very quick characters have a large advantage and the all or nothing sequencing can lead to very deadly situations.

GMs who wish to avoid such a radical departure from the normal **RM** combat dynamics can use this Second-By-Second Tactical Combat system with the normal **RM** attack/parry rules. In this case, every attack is a Full Attack (i.e., has a 8 second base time) and each character making an attack splits his OB into attack and parry amounts (see *AL* 4.3). The parry amount increases his DB against a foe (as outlined in *AL* 4.3) for the entire time of the attack (i.e., 8 sec. + Qu Activity Time Change).

Option 2: Even if a shield user is not parrying, allow a shield's DB bonus to be applied as outlined in *AL* 4.2.

MULTIPLE ATTACKS

If a character undertakes multiple attacks on the same opponent (as per Two Weapon Combo or Martial Arts), the time cost of the first attack is calculated normally. The time cost of the second attack is based on the attack form of the first (i.e., Full Attack, Half Attack).

MISSILE FIRE

To draw arrow/crossbow bolt/sling stone is considered to be equivalent of drawing a 1H melee weapon. After a missile is drawn it must be prepared. After that it may be aimed and fired (nearly always as a Full Attack).

Example: *Glaurung is using a magical Longbow of extra range and magical arrows. Standing on the walls of the Sulini capital city and facing a horde of Y'kina forces, Glaurung takes a few wild shots. First Glaurung must string his bow. This takes 22 seconds (Glaurung has a Qu of +15, reducing all actions by two seconds). Then he must prepare an arrow (3 base - 2 Qu), 1 second. Then he must prepare the arrow (6 base - 2 Qu), 4 seconds. Then he aims and fires, (8 base - 2 Qu), 6 seconds. The entire event of stringing and firing the Longbow took 33 seconds. From this point on, drawing/preparing and firing will take 11 seconds.*

OPPORTUNITY ACTION

To declare opportunity action a player must spend part of the period of time required to complete a certain action. Any remaining time may be spent whenever the player declares. Usually this is only 1 second (a full opportunity action). While in the opportunity action state, the time cost of all other activities are quadrupled, and the GM may prohibit certain actions (e.g., you can't hold opportunity action to fire a bow and try and climb a wall).

OVERALL SECOND-BY-SECOND EXAMPLE

Grug and Glug, two generic Orcs, are returning from a farmstead which they have pillaged. Both are wearing Rigid Leather and carrying Falchions. Grug has an In bonus of +5, a Qu bonus of +10 and a TMR of 10'. Glug has -5, +15 and 13' respectively.

Also travelling in a similar direction are Kayla (a shieldmaiden/Paladin of Arianna) and Glaurung (a Sykarkar Nightblade). Kayla's pertinent stats are an In bonus of +20, a Qu bonus of +10 and a TMR of 9'. Glaurung has +5, +15 and 12' in similar characteristics. The two parties see each other at a distance of 50' without surprise.

Glug being the slowest of mind, must declare his action first. Seeing two pathetic humans isn't much of a challenge, but he declares that he will move at full TMR towards them. Glaurung, being of a more cautious disposition, states that he will draw his Broadsword. Grug follows in Glug's footsteps. Kayla, with her noble and shining brow, knows that all Orcs are incurably evil, and moves at full TMR towards them whilst drawing her Two Handed Sword.

The GM then quickly calculates the above declarations. Glaurung will finish drawing his sword in 1 second, due to his Qu bonus, and thus will be able to declare another action at second 2. Kayla will not finish drawing her sword until second 4. Glug, Grug and Kayla, all moving at roughly 10' per second will meet at a mid-point (25') from their starting positions at second 3. This is unfortunate for Kayla, as she has not yet drawn her sword.

At the start of second 2, Glaurung decides to begin a partial opportunity action and declares 3 seconds off a Full Weapon Attack. Glaurung after the end of this activity (i.e., the beginning of second 5) must either complete the opportunity action, or have the cost for all his activities quadrupled.

At second 3, Glug and Grug reach Kayla. Glug declares that he will continue on to Glaurung (reaching him on second 5), whereas Grug declares a Full Attack on Kayla, which will connect on second 10. On second 5, Kayla finally with her sword drawn, declares a desperate Half Parry, which can be completed by 7. This is fortunately, time enough to stop Grug's attack, although Two Handed Swords are notoriously bad at parrying Falchions.

On second 5, Glaurung being well aware of the rapidly approaching Glug declares another second of partial opportunity action of his Full Attack. On second 6, Glug, not being the brightest of Orcs, suddenly realizes he is facing a Nightblade who has prepared himself for a full four seconds to his charge. He declares a Full Parry, due for completion on second 10. However, Glaurung's Full Attack, with only 2 seconds to go, will connect on second 7. Glug's parry will have no effect, and on second 7 Glaurung disposes of the hapless and rather stupid Glug. After this Glaurung declares that he will head towards Kayla and Grug, reaching them on second 10.

However, on second 10, Grug's blow strikes home! Kayla receives a minor wound, but is Stunned, No Parry for 1 round. This effectively means she declare any action until second 21.

On second 11, Grug and Glauring are facing off with equal In Bonuses; so the GM rules that they must decide on actions simultaneously. Grug opts for a Half Parry which will occur on second 13. Glauring declares a Half Attack on Grug, which will also connect on second 13.

On second 13, Glauring's blow is resolved, but fails to do any damage. A desperate Grug declares a Full Attack (you don't have to be a berserker to declare such an attack at this stage, but it helps), which will not connect until second 20. Glauring decides a Half Attack would be more appropriate, seeming that it will connect on second 16. On second 16, Glauring successfully hits causing some minor damage to Grug and Stunning him 1 round (to second 26) without Parry. Glauring's next declaration is all but one second of a Full Attack on Grug. On second 21 Kayla, recovering from Stun does the same. On second 27, Grug, recovering from Stun, has a Broadsword at his throat and a Two Handed Sword hovering over his neck. Being a wise Orc, and much to Kayla's disappointment (after all, they are incurably evil), Grug surrenders.

Character	In Bonus (Change)	Qu Bonus (Change)	TMR	Notes
Kayla	+20 (-2)	+10 (-1)	9'	2H Sword, AT 16
Glauring	+5 (-1)	+15 (-2)	12'	Broads, AT 13
Grug	+5 (-1)	+10 (-1)	10'	Falch, AT 9
Glug	-5 (+1)	+15 (-2)	13'	Falch, AT 9

Character	Action / Activity	Start/ Finish	Result/Notes
Glug	Full move to K & G	1 / 3	Meet at 25'
Glauring	Draw Broadsword	1 / 1	
Grug	Follow Glug	1 / 3	Meet at 25'
Kayla	Move & Draw TH Sword	1 / 4	Meet on sec 3
Glauring	Partial full attack	2 / 4	3 seconds off
Glug	Continue to Glauring	4 / 5	
Grug	Full attack on Kayla	4 / 10	Success!
Kayla	Half parry Grug!	5 / 7	Fail. Stunned
Glauring	Partial attack	5 / 5	1 second off
Glug	Full Parry Glauring	6 / 10	Fail. Dead
Glauring	Full Attack Glug	6 / 7	Success! Kill Glug!
Glauring	Move to Kayla & Grug	8 / 10	
Kayla	Stunned, No Parry	11 / 20	Stunned, No Parry
Grug	Half Parry Glauring	11 / 13	Parry!
Glauring	Half Attack on Grug	11 / 13	Miss!
Grug	Full Attack Glauring	14 / 20	Cancelled
Glauring	Half Attack Grug	14 / 16	Success! Stun
Grug	Stunned, No Parry	17 / 26	Stunned No Parry
Glauring	Opp action Full Attack	17 / 21	1 second left
Kayla	Opp action Full Attack	21 / 27	1 second left
Grug	Recovered from Stun	27 / -	Surrender!

3.2 ROLEMASTER COMBAT WITH HEX DISPLAY

As many *RM* players use miniatures and tactical displays it makes sense to have some overall guidelines for their use. This section covers on scale, movement, and handling of combat.

ACTION TIME REQUIREMENT CHART

Stat Bonus IN or QU stat	Activity Time Change †
*	*
-41 to -50	+5 seconds
-31 to -40	+4 seconds
-21 to -30	+3 seconds
-11 to -20	+2 seconds
-1 to -10	+1 second
0	no change
+1 to +10	-1 second
+11 to +20	-2 seconds
+21 to +30	-3 seconds
+31 to +40	-4 seconds
+41 to +50	-5 seconds
**	**

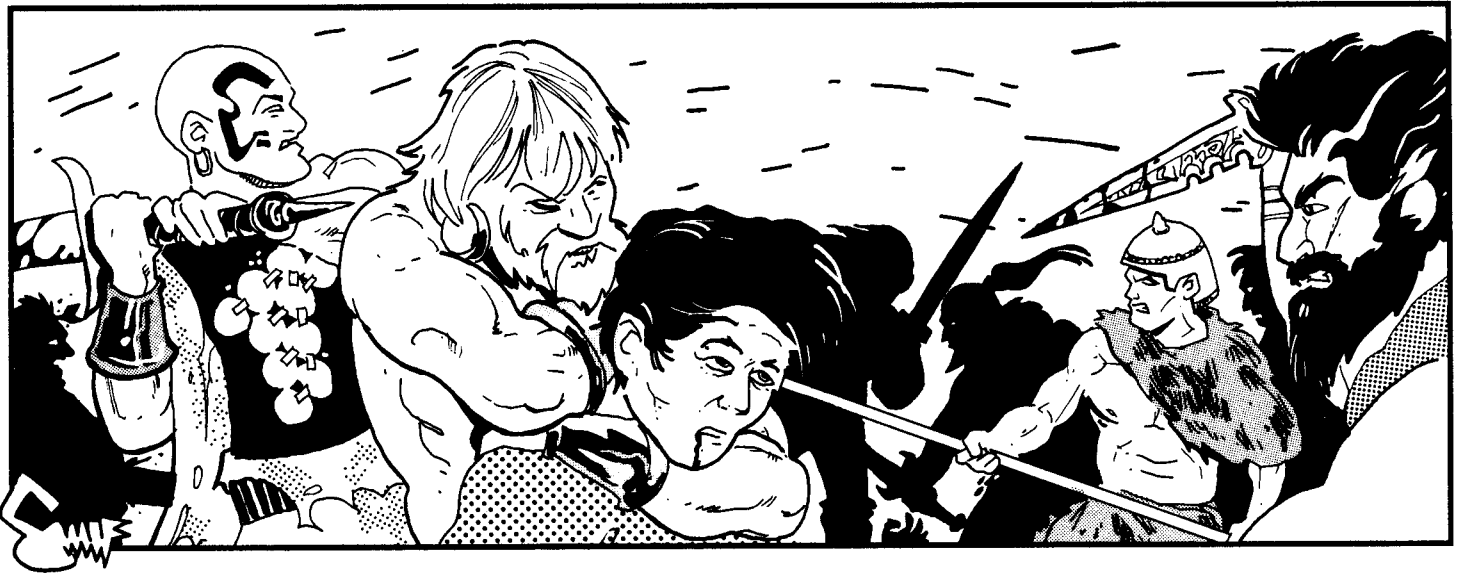
† — activity cannot be reduced below 1 second

* — +1 second additional for every -10 under -50

** — -1 second additional for every +10 over +50

Action / Activity Times

Action	Base	Time Stat
Draw 1H Weapon	3	Qu
Draw 2H Weapon	5	Qu
String Bow	24	Qu
Half Parry	4	Qu
Half Attack	5	Qu
Full Parry	7	Qu
Full Attack	8	Qu
Attack with Trigger Weapon	4	Qu
Prepare Short Bow, Sling	2	Qu
Prepare Composite Bow	4	Qu
Prepare Long Bow	6	Qu
Prepare Light Crossbow	8	Qu
Prepare Heavy Crossbow	10	Qu
Prepare Powder Weapon		
Gun	15	Qu
Musket	30	Qu
Prepare Cartridge Weapon	4	Qu
Prepare Power Pack	10	Qu
Multiple Attacks (Martial Arts / Two Weapon Combo)		
On Same Opponent	+ 5/+ 3	Qu
On Multiple Opponents	+ 6/+ 5	Qu
Spell Preparation (per "Preparation Rnd")	9	In
Spell Casting	7	In
Instantaneous Spells	0	—
Rapid Dismount	4	Qu
Careful Dismount	8	Qu
Prone To Knees	2	Qu
Knees To Standing	2	Qu
Standing To Prone/Knees	1	Qu
Orientation	3	In
Mounting Animal/Vehicle	8	Qu
Adrenal Move Preparation	2	In
Quick Perception (-50)	2	In
Partial Surprise / Full Surprise	+8 / +12	—



SCALE

The best scale to use is 1 hex equalling roughly 3 feet or 1 yard. This is also useful for *SM* / *RM* combinations as 1 yard is also roughly (very roughly) equal to 1 meter, which is used in *SM*.

The best hex displays are those which are about a 1" from hex-side to hex-side. Any smaller than this and you will find that your figures will tend to be too cramped. Hex-maps with larger hexes are also suitable, although *RM* scale, which is realistic, will require large hex-maps, as a normal character will be able to walk roughly 17 hexes in a single combat round.

MOVEMENT

Both players and GMs who use hex displays and miniatures may find it useful to keep a record of is the distance (i.e., the number of hexes) that characters can move in a combat round. This is called the Hex Movement Rate (HMR). In the standard *Rolemaster* combat system this can be defined as being twice the character's Base Movement Rate (BMR, *RM* 7.2.1) divided by three. If the system in Section 3.1 is being used, this is defined as ten times the Tactical Movement Rate (TMR) divided by three.

Hex Movement Rate (per round) = $BMR \times 2 \div 3$

Hex Movement Rate (per second) = $TMR \times 10 \div 3$

Example: In the example combat in Section 3.1, Kayla had a TMR of 9' (from a BMR of 45'). This is 30 yards per round or 30 hexes per round; for a HMR per round of 30. Using the Second-By-Second combat system (Section 3.1) her HMR per second would be 3 hexes per second.

FACING

A key feature of the use of hex display is that of facing. Every character on the hex display must have a facing towards a hex-side.

FACING & MOVEMENT

A character is allowed to move into any one of his front three hexes (the facing hex and the two adjacent ones) for the cost of 1 to his HMR. A character can only change facing at a cost of 1 to his HMR. A character who wishes to move 1 hex into a flank or rear hex without changing facing (i.e., backup) must pay a cost of 2 to his HMR. A character's front hexes are the hexes he is facing and the two adjacent hexes (i.e., a 60° arc on either side). The rear hex is directly opposite the front, and the remaining two hexes count as flank. Combat modifiers should use these definitions.

ELEVATION & MOVEMENT

When a character changes elevation, the GM must determine the cost of the change. In general any change from 1 foot to 3 feet (i.e., 1 hex) should cost 1 extra to his HMR movement into the hex. Any change above this will require the GM's discretion as it more likely enters the realm of climbing rather than normal movement (i.e., not many character's are likely to have single steps that can rise six feet). Again, the cost should be 2 if moving backwards.

In addition the GM should modify criticals to reflect changes in elevation:

- A character that is 1 hex higher than his opponent may not strike his opponent's legs, but receives a +10 OB bonus.
- A character 2 hexes higher than his opponent may only strike his opponent's head or arms, but receives a +15 OB bonus.
- A character 1 hex lower may only strike at his opponent's legs and lower torso, and receives a penalty of -10 to OB.
- A character 2 hexes lower may only strike at his opponent's legs, and receives a penalty of -15 to OB.

Note that this assumes human sized opponents with short (less than 1 hex) weapons. For other opponents the GM should modify according to:

- (i) the reach of the character in hexes (including their weapon)
- (ii) the size of the character (a human character is roughly 2 hexes tall).

OBSTRUCTIONS & TERRAIN

In general, a GM can use the standard resolution difficulties for movement past obstructions and hexes with a bad terrain. Each level of difficulty can be considered an additional +1 per hex to the cost to HMR. Terrain is assumed normal (i.e., Routine) unless the GM states otherwise. Uneven ground may be considered 'Easy' (2 cost to HMR per hex), a partially filled hex (e.g., prone body, shrubbery) can be considered 'Light' (3 cost to HMR per hex) and so on (an 'Absurd' hex should be a rarity!).

WEAPON LENGTH

As some weapons are much longer than others a GM will have to decide what to do with weapons that have more or less than the 'normal' 1 hex. A simple solution is to assume that the current hex is both the starting and finishing point for melee combat and simply adjust First Swing Points for characters on their relative positions and the weapons they are using. Alternatively, the weapon length considerations from Section 3.9 could be used.

3.3 ARMOR COMBINATIONS

Although **RM** includes a wide variety of different Armor Types, there are no rules for combining different Armor Types. This becomes particularly relevant when a creature with a natural AT (e.g., a Troll) is also wearing armor.

To calculate combined Armor Types assume the greater AT to be the base AT, and give a DB bonus equal to twice the lesser AT minus two.

DB Bonus for Lesser Armor (if Other Armor is Worn)
= Lesser AT x 2 - 2

Example: *G'narrsh is a mountain troll with a natural AT of 11. In addition G'narrsh is wearing a Troll-sized chain hauberk (AT 16). Attacks on G'narrsh use the AT 16 column with an additional DB bonus of: 20 = 11 x 2 - 2.*

When combining armor that is not natural, all armor penalties and apply (i.e., maneuvering penalties, Qu penalties, missile fire penalties etc). In addition, if more than one suit of armor is worn, the additional suits also have 50% of their weight count as encumbrance.

3.4 IGNORING SEPARATE HAND DEVELOPMENT

In the standard **RM** rules, weapon skills can be developed in either the left hand or the right. As a simplification, GMs can opt to ignore this ruling and simply apply the -20 penalty for characters using weapons in the wrong hand.

Note if this ruling is used in conjunction with the rules in Section 3.1, then a character who uses a Shield in their correct hand/arm, gains an extra +20 DB from the shield. Of course, attacking will be very difficult!

3.5 WEAPON SIZE ACCORDING TO STRENGTH

The following is a method of determining what weapons a character can use, and how he can use such weapons. Characters usually use weapons of an equal size to their size. However, a character's Strength bonus may determine that he may use, or may have to use a weapon designed for creatures larger or smaller than themselves. The following categories apply:

Tiny Weaponsrequire a St bonus of -50 to use
Small Weaponsrequire a St bonus of -30 to use
Medium weaponsrequire a St bonus of -10 to use
Large weaponsrequire a St bonus of +30 to use
Huge weaponsrequire a St bonus of +70 to use

In addition, a character may use a two handed weapon in one hand if it is one category less than their base weapon category, or use a one handed weapon in two hands if it is one category higher. A weapon that is larger or smaller than these categories is too unwieldy to be used effectively.



Example: *Paddy is an unusually strong Leprechaun. So strong that he has a total St bonus of +10. Whilst most Leprechauns have to be satisfied with using 'Small' weapons, Paddy can use 'Medium' weapons normally. In addition, Paddy can actually wield a 'Large' (e.g., Ogre's) Broadsword in two hands if he desires, or wield a Small (i.e., Leprechaun sized) War Mattock in each hand.*

3.6 DAMAGE BASED ON WEAPON SIZE

If this optional rule is used the damage that a weapon does is based on the size of that weapon. Normally, humans and their ilk carry "medium" sized weapons, and therefore have no modifier. This optional rule is meant to cover the damage done by Titan-sized clubs and Fairy-sized arrows. It is highly recommended that this optional rule is combined with the rules in Section 3.5 above.

Simply put, larger weapons cause more damage, both in terms of hits and criticals than the smaller varieties. The relationship of weapon sizes to each other is covered in the chart below.

WEAPON SIZE DAMAGE CHART		
Weapon Size	Hit Damage	Critical Mod.
Tiny	x0.33	-2 severity
Small	x0.5	-1 severity
Medium	x1	+0 severity
Large	x2	+1 severity
Huge	x3	+2 severity

If the critical modification causes a weapon to drop below an 'A' severity critical, the attack causes no critical (Tiny Criticals are used for animal/non-weapon attacks). If the modification goes above an 'E' severity critical, the critical received becomes a 'F' ('E' & 'A') or 'G' ('E' & 'B') severity critical (same roll).

Example: *Knutter The Troll carries a Large morning star ("good morning!"). For a wake-up call, he strikes the sleeping and unarmored Armagedon, and receives a result of 35EK (a roll of 150+). However, using this optional rule, Armagedon takes 70 hits and a F ('E' & 'A') Krush critical. Ouch!*

Option: If this method for determining damage is used, some GMs may wish to adjust the 'Claw Law' attack tables appropriately (except for, of course, the Tiny Attack Table). For Martial Arts, a GM may wish to limit the maximum rank that can be developed according to character size or according to the St and Ag bonus as outlined in Section 3.5.

3.7 FORCE FROM MASS REVISITED

In *RMCI* 6.4.1, two options are presented for calculating extra OB modifications for creature's with a greater than normal mass. The first method, whilst being easier to calculate in play is also described as less realistic, with the comment that: "if the Cyclops punches the Fighter, the Fighter will gratefully (and somewhat fortunately) go flying through the air rather than absorbing all of the punch into his body."

The following method of force from mass takes this into consideration:

- If a creature makes a successful throw weight maneuver roll (see *RMCI* 6.4.1, difficulty according to conditions), any critical they receive on a subsequent attack roll also causes an additional Unbalance critical
- The throw weight maneuver roll takes no time
- The Unbalance critical received is a severity two less than the basic critical, plus or minus the differences in Size, as defined by *C&T*
- The critical is resolved using a separate roll
- If the attacker fails to connect with the target they must make a second maneuver roll (again, difficulty according to conditions) or fall down

Example: *Torian The Black, a rather muddle-headed Archmage has been 'slapped' by a Dragon, which made a successful throw weight maneuver roll. The Dragon normal attack does an 'E' severity Slash critical on Torian. In addition the Dragon is Huge, and Torian, Medium. This is two size levels difference (Large, Huge), so Torian also takes an 'E' severity Unbalance critical (if the attacker was Large the Unbalance critical would only be a 'D').*

Later an upset Torian attempts the same trick on a Feral Cat (Medium size). Although he succeeds in his maneuver, the cat nimbly dodges (i.e., the attack results in no damage) and Torian must make a second roll, which he fails: Torian falls down. As he is getting up, the cat, learning quickly, also attempts a throw weight maneuver and succeeds in hitting Torian, causing a 'D' severity normal critical! In addition Torian receives an 'A' severity Unbalance critical, which knocks him flat again.

The cat wanders away while Torian begins a search in his knapsack for some healing herbs.

3.8 SIZE BASED CRITICALS

In *RM*, a creature receives a reduced critical effect if it is of Large or Super-Large size (i.e., it uses a separate critical table). However, human-sized and smaller creatures receive the same critical effect. Clearly this is not realistic, as a Pixie is more likely to lose their leg than a Human.

If this optional rule is employed, the Size of a creature may modify the severity of the critical it receives. Size, in this respect, is either Size as described in Section 3.4 (Size as a stat) or Size as described in *C&T* 2.0. Large and Super-Large Critical Strike Tables are not used.

It is highly recommended that this optional rule be combined with the rules in Sections 3.5 and 3.6 (Weapon Size According To Strength, Damage Based On Weapon Size)

The chart below determines the modification to the severity of critical received according to the Size of the creature. Large and Super-Large Critical Strike Tables are not used. A critical that is reduced below an 'A' severity causes no critical. Criticals may go above 'E' ('F' = 'E' & 'A', 'G' = 'E' & 'B', etc.). Slaying weapons cause an 'F' severity critical before being modified due to Size.

Option: Use this optional rule for Tiny and Small creatures, but still use the normal *AL* procedure for Large and Super-Large creatures.

SIZE MODIFICATIONS CHART		
Size (C&T)	Size Stat Bonus	Critical Modification
Tiny	less than -41	+4 severity
Small	-40 to -19	+2 severity
Medium	-20 to +20	normal
Large	+21 to +40	-2 severity
Super-Large	+41 and above	-4 severity

Example: *Paddy the Leprechaun, strong as he may be is still Leprechaun-sized (i.e., small). He is struck by a sword that causes a 'C' Slash critical. Given the small size of Leprechauns, this becomes an 'E' Slash. Paddy is worried.*

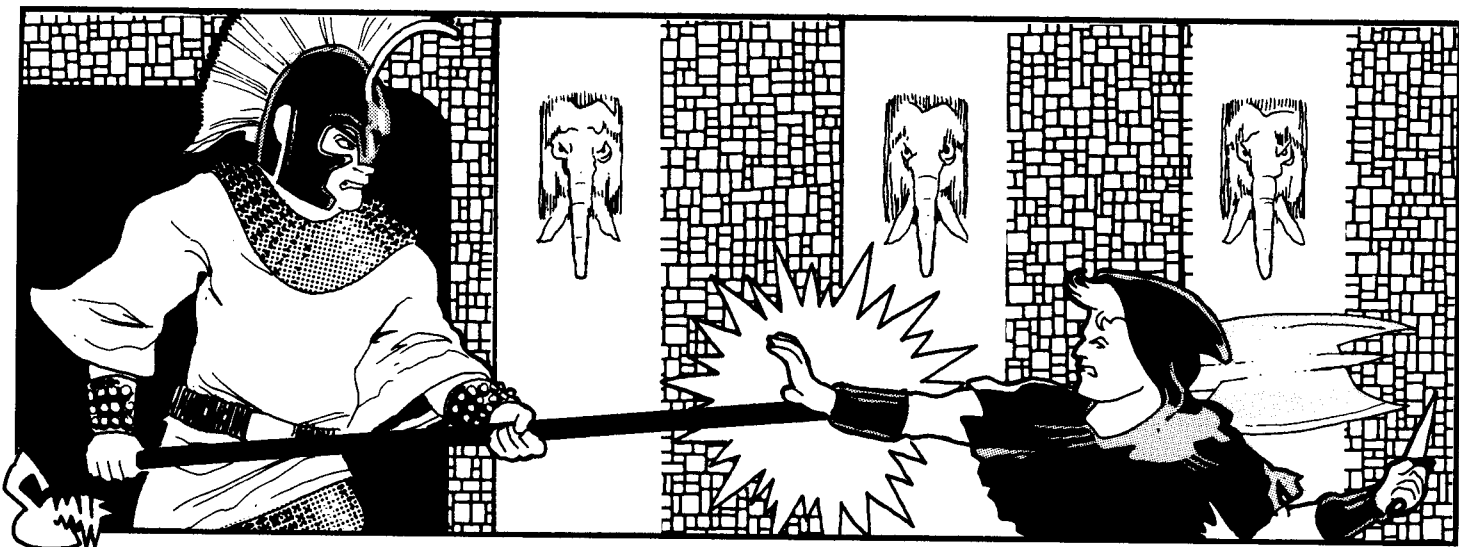
Grillmax, the Fire Dragon is struck by the brave Kayla for an 'E' severity critical. Normally this would mean Kayla would roll on the Super-Large critical strike table. Instead Kayla has to roll an 'A' critical. Oh well...

3.9 WEAPON LENGTH OB MODIFICATIONS

This optional rule suggests that different weapon lengths make a significant difference when attempting to attack someone and provides a method for resolving attacks with weapons of different lengths. It also means that characters with longer weapons may be able to hold their opponents at bay.

All weapons are classified into three broad *base range* groups:

- Short Daggers, Hand Axes, Fists
Medium Broadswords, Maces, Morning Stars
Long Whips, Pole Arms, Spears, Two-Hand Swords.



A GM decides what the starting range for combat is; either Short, Medium or Long. Weapons used outside of their base range are subject to the following modifications:

- If a weapon is outside its base range by a factor of 1 (i.e., a short weapon used at medium range, a medium weapon used at short or long range, a long weapon used at medium range), there is a modification of -15 to OB
- If a weapon is outside its base range by a factor of 2 greater (i.e., a short weapon being used at long range), it cannot be used to attack, but it may be used to parry with a modification of -30
- If the weapon is outside its suitable range by a factor of 2 less (i.e., a long weapon used at short range), it cannot be used at all

If the guidelines in Section 3.2 (**RM** Combat With Hex Display) is being used, a 'Short' Weapon is considered to have a ideal use range within a character's hex, a medium weapon 1 hex away, and a long weapon 2 hexes away.

CLOSING AND WIDENING THE RANGE

If a character wishes to attempt to either close or widen the gap between themselves and a foe he should attempt a Medium Maneuver Roll. If he succeeds, the gap is closed by 1 factor. If he fails, he is subject to the same effects of being Stunned for that round (see AL 6.4.4). This maneuver takes time, (50% activity) and a character may not attack while performing it (although they may parry/dodge). This effectively means that characters with long weapons may be able to hold their opponents at bay.

Example: Drizzt D'Orden, having failed to explain to a palace guard that he only wanted to "borrow" the King's jewels, finds himself on the receiving end of a halberd. Drizzt unfortunately is armed with only a dagger. The GM declares combat to start at Long range, and Drizzt is at -30 to his OB and he can only parry. The palace guard has no modifications.

The next round Drizzt attempts to get closer to the guard and does so successfully without being damaged. Now both Drizzt and the guard are at -15 to OB, but may attack and parry normally.

After a couple of rounds of this, both Drizzt and the guard try to close/open the range between themselves respectively. Both fail and stare at each other for a round.

Drizzt then attempts to close once again with the guard and does so, receiving a nasty wound for his efforts. However, Drizzt is now in a position where his dagger is at perfect range, and the guard cannot even parry with his halberd.

*"Wake up ! Time to die !", Drizzt says.
The guard agrees.*

3.10 ONE ROLL COMBAT RESOLUTION

This section presents a simplified, very fast, combat system for **RM**, which takes only one roll to resolve each combat action. Included in the design of this combat system are many of the characteristics of the standard **RM** combat system, including variety of damage according to attack type and increasing damage in accordance to the success of the attack roll.

The combat system also has some additional features that are not covered by normal **RM** combat, including location specific damage and location specific armor.

Apart from these features, most of this combat system is virtually identical to normal **RM** combat.

The charts for this system are on pages 24-25.

PROCEDURE

Roll a normal **RM** attack (roll + OB - DB = result) and check the result with the "Hits & Crits Chart." The chart will have two results; an x% damage and a critical severity. The % damage is a percentage damage of the Damage Rating of the weapon from the Weapons Chart. The critical severity refers to the severity of the critical ('A', 'B', 'C', 'D', or 'E') caused according to weapon type. The critical type (e.g., S, P, K, etc.) caused can be determined from the "Weapons Chart." A weapon may modify the severity of the critical caused. If the weapon has more than one critical type, the attacker may choose the critical type used.

If a fumble results the GM should make up the result according to according to attack type, or roll on the standard **RM** tables. If the former option is taken almost anything is allowed, but a GM should be aware that it is reasonably difficult to slash yourself with a Broadsword.

Using the original attack dice roll (**not** the modified result) reverse the ‘tens’ and ‘ones’ to determine hit location, on the most appropriate table (e.g., a rolled result of 92 becomes location 29). This may modify the damage caused and/or the critical caused.

Modify the critical and result according to the Armor Category of the location as indicated on the Armor Category Chart. The hits taken is reduced 10% time the Armor Category and the critical severity is reduced by the Armor Category divided by two (round down).

If the size rules in Sections 3.5, 3.6, and 3.8) are being used modify the critical according to the size of the creature, etc. Please note that this combat system does not make use of the Large and Super-Large criticals, rather it recommends the use of rules in Section 3.8 (Size Based Criticals). However, individual GMs may wish to use the original tables instead.

Cross-reference the critical severity and critical type and apply results cumulatively, that is, if an ‘E’ severity critical is caused, this will also cause the unfortunate victim to take the ‘A’, ‘B’, ‘C’, and ‘D’ criticals of the same type. The total of the results is taken a single wound for the purposes of healing etc.

PROCEDURE SUMMARY

- 1) Make a normal RM attack roll (see AL 6.2), keep track of this original roll (i.e., don’t move the dice).
- 2) If the result is a Fumble as indicated on the Weapons Chart, the GM may assign results or roll a normal **RM** fumble.
- 3) Otherwise, use the Net Attack Roll (see AL 6.2, NAR = attack roll +OB – DB) to obtain an *Attack Damage % Result* and an *Attack Crit Severity Result* (if any) from the Hits & Crits Chart. The *Crit Type* for any critical can be found in the Weapons Chart.
- 4) Reverse the digits of the unmodified attack roll to determine the appropriate hit location from the Hit Location Chart.
- 5) Determine the critical damage from the Critical Results Chart based on the Crit Type and the Final Critical Severity Result:

Final Critical Severity Result =

Attack Critical Severity Result

[Hits & Crits Chart]

+ Crit Sev. Mod

[Weapons Chart]

+ Crit Sev. Mod

[Hit Location Chart]

– (Armor Category for the Hit Location ÷ 2) [round down]

- 6) Determine the total hits taken as indicated below:

Hits Taken =

Weapon Damage Rating x (Attack Damage % Result

+ Hit Location Damage % + Critical Result Damage %

– Armor Category for the Hit Location x 10%)

CRITICAL RESULTS

Critical results follow the same rules as those presented in the AL 6.4.4, with three exceptions:

- 1) There is a “location destroyed” result for certain criticals. If this occurs in a “critical area” (head, neck and chest for humanoids), the target is killed. If it occurs in any other area, (arms and legs for humanoids), the target is out for 12 rounds, and is at -50 to all appropriate actions.

- 2) There is a “location immobilized” critical, which is used for grappling attacks. This result gives a temporary reduction to certain activities. The level of reduction is indicated by %. The type of reduction is based on hit location:

Leg Crits affect movement

Arm Crits affect OB and spellcasting

Torso Crits affects OB, spellcasting, and movement, but at half indicated effect

Neck & Head Crits affect everything

- 3) “+##% hits” and “+##% hits/round” is a % value related to the Damage Rating of the weapon as indicated on the Weapon Chart.

CLARIFICATIONS AND COMMENTARY

Martial Arts and Animal Attacks — These are still restricted to a maximum result as they are in *Claw Law* (i.e., results of 100, 120, 140 and 150).

Area Effect Attacks — Ball attacks and other area effect weapons roll location 3 times and apply all results. This is the only attack form that requires more than 1 roll for full resolution.

Ambush — Ambush skill ranks may be used to modify the hit location roll with a bonus equal to the normal skill rank progression **or** every 5 ranks of Ambush skill may modify critical severity by plus or minus 1.

Targeting Specific Hit Locations — In normal (i.e., non-ambush) combat situations, hit locations may be “targeted.” The modifier to the attacker’s OB is as follows (e.g., targeting the neck is -85 OB):

-100 + (normal % chance of hitting that location x 3)

Modifying Hit Locations: A GM should modify hit location rolls according to attackers/defenders position. For example, an attacker standing well above the defender may determine their hit location and then add 30 to the result, ensuring that the legs cannot be hit. If this is done, results should be “wrap around” on what remains (e.g., if in the previous example, the final location ended up being 110, this would actually be location 40).

The Hit Location Chart does not cover the entire range of creatures, however, the vast majority should fit into the categories given. For example, four-legged creatures can be easily placed by reading “Hindlegs” for “Legs” and “Forelegs” for “Arms”.

General Comments: Criticals are designed to reflect the results likely from a particular attack form, hence bleeding from slash criticals is likely, as is destruction from acid criticals. While not all **RM** critical tables are represented, it is relatively easy to determine where various critical types are best placed.

3.11 MARTIAL ARTS AND NATURAL WEAPON FUMBLES

Section 12.4 provides a Natural Weapon Fumble Table. This table’s results are of the same graduations and roughly equal severity to those for normal weapon fumbles.

Creatures that attack on the Tiny Animal Attack Table (AL 11.1.8) should use the column most appropriate to their attack method. Creatures that attack with a Stinger (AL Table 11.1.7) should use the Claw fumble column, if an appendage moves the stinger; otherwise, they should use the Horn/Ram fumble column.

As with weapons, GM’s discretion will have to be used for fumbles by non-standard attacks (e.g., how does a Fall fumble?).

HITS & CRITS CHART

Roll	Result
01-08	no damage, possible Fumble on unmodified roll
09-50	no damage
51-60	10% damage
61-70	20% damage, A severity crit
71-80	30% damage, A severity crit
81-90	40% damage, B severity crit
91-100	50% damage, B severity crit
101-110	60% damage, C severity crit
111-120	70% damage, C severity crit
121-130	80% damage, D severity crit
131-140	90% damage, D severity crit
141-150	100% damage, E severity crit

ARMOR CATEGORY CHART

- Category 0:** No armor, human skin, and other similar density material
- Category 1:** Cloth, light fur
- Category 2:** Light leather, light animal hides
- Category 3:** Rigid leather, heavy animal hides, bronze metal/thin leather combination
- Category 4:** Iron/thin leather combination, chainmail, bronze metal plating, very heavy animal plates
- Category 5:** Iron plate, High Quality Steel mesh, and thin leather (e.g., *SM* mesh armor)
- Category 6:** High Quality (+15) Steel Plate
- Category 7:** Eog Plate, Crysteel Plate (*SM*)
- Category 8:** etc etc.

CRITICAL RESULTS CHART

<p>Slash</p> <p>A: +10% Hits per round; Must parry 1 round</p> <p>B: +10% Hits per round; Stunned 1 round</p> <p>C: +10% Hits per round; Stunned no parry, 1 round; -10% to actions</p> <p>D: +10% Hits per round; Down for 1 round; Location destroyed</p> <p>E: +10% Hits per round; Down for 2 rounds; +20% Hits</p>	<p>Cold</p> <p>A: Must parry 1 round</p> <p>B: +10% Hits; Stunned 1 round</p> <p>C: +10% Hits; Stunned, no parry 1 round; -10% to actions</p> <p>D: +10% Hits; Down for 1 round; -10% to actions</p> <p>E: +10% Hits; -10% to actions; Location destroyed</p>
<p>Puncture</p> <p>A: +20% Hits; Must parry 1 round</p> <p>B: +20% Hits; +10% Hits per round</p> <p>C: +30% Hits; Stunned 1 round; +10% Hits per round</p> <p>D: +30% Hits; +10% Hits per round; Stunned no parry, 1 round</p> <p>E: +40% Hits; +10% Hits per round; Down for 1 round</p>	<p>Electricity</p> <p>A: Stunned, 1 round</p> <p>B: Stunned, no parry, 1 round; +10% Hits</p> <p>C: Down for 1 round; +10% Hits</p> <p>D: Down for 1 round; +10% Hits; +10% Hits per rnd</p> <p>E: Down for 2 rounds; +20% Hits; 10% Hits per round</p>
<p>Crush</p> <p>A: -10% to actions; Must parry 1 round</p> <p>B: -10% to actions; +10% Hits; Stunned, 1 round</p> <p>C: -10% to actions; +10% Hits; Stunned, no parry, 1 round</p> <p>D: -10% to actions; +10% Hits; Down for 1 round</p> <p>E: -10% to actions; +10% Hits; Location destroyed</p>	<p>Acid</p> <p>A: -10% to actions; +10% Hits</p> <p>B: -10% to actions; +10% Hits; Stunned 1 round</p> <p>C: -10% to actions; +10% Hits; Location destroyed</p> <p>D: +10% Hits; -10% to actions</p> <p>E: -10% to actions; +10% Hits</p>
<p>Heat</p> <p>A: +10% Hits</p> <p>B: +10% Hits; Must parry 1 round</p> <p>C: +10% Hits per round; Stunned 1 round; -10% to actions</p> <p>D: +10% Hits/round; +10% Hits; Location destroyed</p> <p>E: +10% Hits/Round; +10% Hits; Down for 1 round</p>	<p>Unbalance</p> <p>A: Must parry 1 round</p> <p>B: Foe prone 1 round; +10% Hits; Stunned 1 round</p> <p>C: Foe prone 1 round; +10% Hits; Stunned, no parry 1 round</p> <p>D: Foe prone 1 round; +10% Hits; Down for 1 round</p> <p>E: -10% to actions; Foe prone 1 round; Down 1 round</p>
	<p>Grapple</p> <p>A: +20% Immobilized location; +10% Hits</p> <p>B: +20% Immobilized location; +10% Hits</p> <p>C: -10% to actions; +20% Immobilization; +10% Hits</p> <p>D: +20% Immobilizations; -10% to actions; Foe prone 1 round</p> <p>E: +20% Immobilization; -10% to actions; Foe prone 1 round</p>

HIT LOCATION CHART			
<i>(use original roll, reverse numbers)</i>			
Location	Roll	Hits Mod	Crit Sev. Mod.
HUMANOID			
Left Leg	01-15	—	—
Right Leg	16-30	—	—
Torso	31-65	+10%	+1
Left Arm	66-75	—	—
Right Arm	76-85	—	—
Neck	86-90	—	+2
Head	91-100	+20%	+2
TAILED			
Tail	01-10	-20%	-2
Left Leg	11-20	—	—
Right Leg	21-30	—	—
Torso	31-65	+10%	+1
Left Arm	66-75	—	—
Right Arm	76-85	—	—
Neck	86-90	—	+2
Head	91-100	+20%	+2
WINGED			
Left Leg	01-10	—	—
Right Leg	11-20	—	—
Torso	21-45	+10%	+1
Left Wing	46-55	-10%	-1
Right Wing	56-65	-10%	-1
Left Arm	66-75	—	—
Right Arm	76-85	—	—
Neck	86-90	—	+2
Head	91-100	+20%	+2
WINGED/TAILED			
Tail	01-10	-20%	-2
Left Leg	11-20	—	—
Right Leg	21-30	—	—
Torso	31-45	+10%	+1
Left Wing	46-55	-10%	-1
Right Wing	56-65	-10%	-1
Left Arm	66-75	—	—
Right Arm	76-85	—	—
Neck	86-90	—	+2
Head	91-100	+20%	+2
FISH / SNAKES			
Tail	01-35	-20%	-2
Torso	36-85	+10%	+1
Neck	86-90	—	+2
Head	91-100	+20%	+2

WEAPONS CHART				
Weapon	Fumble	Damage Rating	Crit Type	Crit Sev. Mods
Dagger	1	20	P or S	-2
Falchion	5	35	S	—
Handaxe	4	30	S	—
Main Gauche	2	20	P	-2
Scimitar	4	30	S	—
Rapier	4	20	P	-2
Broadsword	3	30	S	—
Short Sword	2	25	S or P	-2
Bare Fist	1	10	K	-4
Club	4	20	K	-1
Mace	2	25	K	—
Morning Star	8	35	K or P	—
War Hammer	4	25	K	—
Whip	6	30	K	-4
Bola	7	20	G	—
Comp. Bow	4	30	P	—
Heavy X Bow	5	35	P	—
Light X Bow	5	25	P	—
Long Bow	5	30	P	—
Short Bow	4	20	P	-1
Sling	6	30	K	—
Battle Axe	5	45	S	—
Flail	8	45	K	—
War Mattock	6	40	K	—
Quarterstaff	3	40	K	-2
Two-Hand Sword	5	50	S	—
Javelin	4	25	P	—
Lance	7	50	P	—
Pole Arm	7	40	K or S or P	—
Spear	5	30	P	-1
Beak/Pincer	2	30	S	—
Bite	2	45	S or P	—
Claw/Talon	2	25	S or P	—
Fall/Crush	2	50	K	+1
Gr-Grasp/Sw	2	15	G	—
Horn/Tusk	2	35	P	—
Ram/Butt/Bash	2	20	U	—
Stinger	2	10	P	—
Tiny	2	15	var	-5
Trample/Stomp	2	40	K	+1
Cold Ball	2	15	Co	-3
Fire Ball	2	10	Heat	-2
Fire Bolt	2	45	Heat	—
Ice Bolt	2	40	U	+1
Lightening Bolt	2	45	Elect.	+3
Shock Bolt	2	20	Elect.	-1
Water Bolt	2	30	U	—
MA Strikes	2	25	K	—
MA Sweeps	2	10	U	—

4.0 OPTIONAL SPELL "LAWS"

In keeping with the themes of *RMCVI*, Sections 4.1, 4.2, and 4.3 present optional rules that help reduce the direct influence of character levels on play.

4.1 CASTING FASTER SPELLS

In *Spell Law* Section 6.2, spells are grouped into Classes that determine how quickly they can be cast. A spell's Class is based upon the level of the spell caster and the level of the spell. Instead of using the caster's level, a GM may decide to use the level to which the spell caster has learned the spell list.

Note: A GM should be very careful with this optional rule. It makes low level spell users more powerful, since most of them automatically learn lists to 10th level, thus making all of their 1st to 4th level spells Class I.

Option: A GM may also decide that the Class of spell can be changed by spending extra Power Points in casting the spell. If this is the case, every extra PP used to cast a spell increases the level to which the list has been learned (for the purposes of determining the spell's Class for this casting only).

Example: *Celena Tarios, our favorite Druid, knows the Druid's Peace to tenth level. Although she is only eight level herself, she is able to cast spells of level four and less as Class I spells. Using the standard RM rules, she would only be able to do this to spells of level 2 and lower.*

If the option above is used, she can cast a 5th level spell as a Class I spell by using 6 PPs; this would be 8 PPs for a 6th level spell as a Class I, 10 PPs for a 7th level spell as a Class I, etc.

4.2 SPELL RESISTANCE ROLLS WITHOUT LEVEL

When using this optional rule, the level of the attacker and the level of the defender have no effect on spell Resistance Rolls. The attacker's level is based on the PPs inherent in the spell and spell resolution is carried out according to the following formula:

Optional Resistance Roll (ORR) = $1D100 + 50 + \partial - \beta$

- ' ∂ ' is the target's stat bonus for the spell's realm **or** any 'resistance skill bonus' (see options below)
- ' β ' is the attack level bonus of the spell (see options below)
- An ORR of 100 or over means that spell is resisted

Note: A GM should be very careful with this optional rule. As character increase in power (i.e., go up levels) their resistance to magic will not change if using this optional rule with no "Resistance" skill(s).

RESISTANCE SKILL BONUSES

When attempting to resist a spell, the target may choose to use his stat bonus for the spell's realm **or** to use his "Resistance" skill bonus (if the GM allows the skill in his game). The following options can be used to allow characters to develop skill in resisting spells:

Option 0: Allow characters to develop skill ranks in one new skill: Power Resistance (In/Em/Pr). The DP cost is 2/8 for all characters.

Option 1: Allow characters to develop skill ranks in three new skills: Channeling Resistance (In), Essence Resistance (Em), and Mentalism Resistance (Pr). The DP cost is 1/5 for all characters, with the stat bonuses as indicated. Any of the three skills can be used against an Arcane spell, and either of the two appropriate skills can be used against a Hybrid spell.



ATTACK LEVEL BONUS

Normally, the attack level of a spell is the spell's level (various optional rules may change this). The *attack level bonus* of the spell may be calculated in a variety of ways:

Option 2: The attack level bonus is based on the standard **RM** skill rank progression as given in *ChL* Table 15.2.2 (i.e., +5 for each of the first 10 attack levels, +2 for each of the next 10 levels, etc.).

Option 3: The attack level bonus is based on the skill rank progression as presented in *RMCI* 5.5.

Option 4: The attack level bonus is + 5 per level. This option is only recommended for sadistic GMs.

4.3 VARIABILITY IN ATTACK LEVEL BASED ON LIST KNOWLEDGE

In *Spell Law* Section 10.1, a spell caster is allowed to vary the amount of PPs that he puts into a spell, but he may only put in PPs up to his level. If using this optional rule, a spell caster may put PPs into a spell up to the level to which he has learned the list that the spell is on.

If the optional rule from Section 4.1 (faster casting of spells by using extra power points) is used in conjunction with this optional rule, each extra PP used will affect either the spell's Class or its attack level, *not* both.

Example: *Celena Tarios wishes to boost a 4th level spell's attack level. If Celena is 8th level, under the normal RM rules, she can put up to eight PPs into the spell (for an attack level of 8). However, using this optional rule, she is limited not by level, but on her knowledge of the spell list. Poor Celena only knows this list to fifth level, so she can only put five PPs into the spell (for an attack level of 5).*

4.4 MAGICAL LANGUAGES

In *RMCI* 2.4, a variety of benefits are presented for magical languages, although it does not link benefits to language skill rank. This optional rule does link those benefits to a character's gain skill ranks in each particular language.

Option 1: At skill rank 7 the PP requirement is only 75% of normal. At skill rank 10 this drops to 66% and at skill rank 13 it drops to 50%.

Option 2: At skill rank 7 the Base Attack Roll or Elemental Attack Roll is modified by +5. At skill rank 10 the modification is +10 and at skill rank 13 the modification is +15.

Option 3: At skill rank 7 the duration of a spell is increased by 50%. At skill rank 10 the increase is 66% and at skill rank 13 the increase is 75%.

Option 4: At skill rank 7 experience derived from a spell is increased by 50%. At skill rank 10 the increase is 66% and at skill rank 13 the increase is 75%.

Option 5: At skill rank 7 if a control, summoning, repel, or other similar spell is cast the target creature's RR is modified by -10. At skill rank 10 this modification is -20 and at skill rank 13 the modification is -30.

4.5 WILL BASED ON ONLY SELF DISCIPLINE

In *RMCI* 5.1, a number of optional rules are presented for calculating the abilities of items with intelligence and will. As an optional rule, the will stat for both characters and items is based on the stat bonus for Self Discipline only.

This optional rule works well with most fantasy campaigns, as a character's or race's SD is often an important factor in how easily they are beguiled (e.g., Elves are notorious for being controlled by intelligent items).

5.0 OPTIONAL SKILL / STAT "LAWS"

5.1 POTENTIAL STAT CALCULATION

In the standard **RM** rules, potential stats are determined by reading the Stats Potentials Table (*ChL* 15.1.1) and are based on a character's temporary stat. In *RMCI* 5.7 (Simple Potential Generation), it is noted that some GMs find this method cumbersome and may want to simply roll another D100 and have that result be the potential stat. That method, as noted in that optional rule, results in lower potential stats.

To achieve higher potential stat, while still using a simpler method, use 1D100 + 20 for every potential stat. If the result is above 100, use 1D10 + 91.

Example: *Kayla has a temporary St stat of 73. If she rolls 95 for her potential, then under the standard RM method, her potential stat would be 96. Using the RMCI 5.7 method, her potential stat would be 95. Using this optional rule, Kayla would roll another D10 (as 96+20 is greater than 100) and add the result to 91. Kayla rolls 7, so her potential Strength stat is 98.*

5.2 LUCK & ELOQUENCE REVISITED

GMs may wish to use some of the options presented in *RMCI* 5.4 and 5.6 regarding Luck and Eloquence, without having to resort to the use of new stats.

If this is the case, then use Empathy to represent Luck and use Intuition to represent Eloquence (i.e., mental quickness).

Empathy may be used to represent Luck as its description in *ChL* 2.3 refers to Empathy being: "The relationship of the character to the all-pervading force that is common to all things natural and most things supernatural." Having a good relationship with the universe (whether consciously or not) is a very good definition of luck.

Intuition may be used to represent Mental Eloquence as its description in *ChL* 2.3 refers to Intuition being: "A combination of luck, genius, precognition, ESP, and the favor of the gods is embodied in this stat." Given its description, Intuition represents the ability to make correct "hunches", on an conscious level, or on a sub-conscious level, the ability to reason, remember and collate information at a rapid rate (i.e., mental speed).

5.3 USES FOR MEMORY

In *RMCI* 5.6 (Eloquence), it is recommended that the Memory stat be done away with, and replaced by an Eloquence stat. That optional rule states that "Memory" rolls occur seldom, that the Memory stat's use for skill bonuses for primary skills is non-existent (and rare in secondary skills), and that few professions actively use the stat, even if it is a prime requisite.

Even though these comments are justified, many GMs may not feel that the solution lies with the abolition of the Memory stat. Indeed, the problem may be that Memory is not being used as often as it should in **RM**. This section gives some suggestions for the more extensive use of Memory.

Option 1 — Memory rolls: A character should make a Memory roll when he is trying to remember a certain event. This may be required by the GM even if the player remembers the event. The roll can be a base D100 (open-ended) + Me bonus; with the result indicating a percentage of what is remembered. You can treat results over 100% as remembering something that was observed at the time of the event, but not fully appreciated or understood. This roll has several levels of difficulty based upon the time that has passed since the event took place: Routine (1 day), Easy (2 days), Lt. (5 days), Med. (1 week), Hard (1 month), Very Hard (1 yr), Ext. Hard (10 yrs), Sheer Folly (25 yrs), Absurd (50 yrs). In addition, this roll can be modified by +50 for an extraordinary event, +30 for unusual, +0 for interesting, -30 for trivial.

Option 2: As Option 1, except the character gets to add twice his Memory stat bonus to make this process easier. A GM may even want to use three time the Memory stat bonus.

Example: *Kayla Sorrowkin has returned to the Lords Of Essence forge in Tanara to find a book which she hid there a year ago (game-time). Although Kayla's player knows where the book is the GM requires that Kayla's player makes a Memory roll (she did not write down the location). Kayla has a Memory bonus of +15. In addition, the GM considers the book to be significant to Kayla, and so adds +20. Kayla rolls 55 for a total of (55+20+15-20 (time)) 70. Kayla remembers 70% of the hiding of the book. The GM informs Kayla's player, that although Kayla remembers which room the book was hidden, she can't remember the exact location.*



Option 3 — Use Of Memory Based Skills: If a GM is finding that few players are developing Memory based skills, or are rarely using them, the GM should make efforts to make such skills more important. Despite the fact that nearly all such skills are ‘secondary’ (a dubious classification in the best of times) such skills should be very useful.

For example, nearly all characters should find that Racial History is useful once or twice per game session, and perhaps critical once per scenario. If this is currently not the case, but the GM wishes to improve the use of Memory, then the GM should mould scenarios to make greater use of Memory based skills.

Option 4 — A GM may wish to improve the value of Memory by re-evaluating the stat bonuses that apply to certain skills. For example, Racial History, currently has stat bonuses based on Re/Me. A GM wishing to improve the value of Memory may decide that Racial History has the stat bonuses of Re/Me/Me.

Option 5: Use optional rules that emphasize Memory. Some of the optional rules presented in this Companion are very much oriented towards the use of the Memory stat. For example, using Section 6.5 (Forgetting Skills), means that characters with a low Memory stat will be at a disadvantage when advancing levels due to a lack of memory.

5.4 SIZE AS A STAT

This optional rule covers using Size as a stat. This material can replace the *ChL* 14.2.6 guidelines for body/torso size, head size, and hand/foot size. Size can also affect a characters capabilities of using some skills due to either mass or stride and reach.

Some of the skills listed below refer to Size as a negative bonus (i.e., “-Si”), this means that the Size bonus is multiplied by -1 before being used.

Example: A character has a Size bonus of +10. This acts as a negative for their Stalk/Hide skill. When calculating their Stalk/Hide bonus the +10 is actually -10 (= -1 x 10).

As with other stats, Size should have a temporary and potential values. When a character rolls for stat gain upon reaching a new level, the character’s player (with approval of the GM) may choose (before rolling) to have the stat gain result lower his Size stat. This might represent the character dieting, while a Size gain might represent body building or normal growth. If a stat loss is rolled (i.e., 01-04), the reverse of the character chose occurs.

Example: Drizzt has a Size stat of 57. Upon reaching a new level Drizzt (with GM approval) indicates that he wishes his Size to decrease. However, Drizzt rolls an 04, thus actually gaining another 8 points of Size, bringing him up to 65.

The following skill bonuses may be affected by the Size stat (Si):

Acrobatics	Ag/QU/-Si (extra bulk)
Body Development	Co/Si (extra bulk)
Contortions	Ag/SD/-Si (extra bulk)
Martial Arts (Strikes)	St/St/Ag/Si (extra reach)
Martial Arts (Sweeps)	Ag/Ag/St/-Si (extra bulk)
Picking Locks	In/Re/Ag/-Si (extra bulk)
Picking Pockets	Ag/In/-Si (extra bulk)
Sprinting	Qu/Si (extra stride)
Stalk/Hide	Ag/-Si or Ag/SD/-Si
Weapon Skills (Melee)	St/St/Ag/Si (extra reach)
Weapon Skills (Missile)	Ag/Ag/St/-Si (extra bulk)
Movement Rates	Qu and Si (extra stride)

Using the Race Abilities Tables (*ChL* 15.5.1 and *RMCI* 4.2), the following Racial Bonuses can be used for Size:

Common Men	+0	High Men	+10
Half-Elves	+5	Wood Elves	+5
High Elves	+5	Fair Elves	+5
Dwarves	+0	Halflings	-20
Lesser Orcs	+0	Greater Orcs	+5
Trolls	+15	Bear Tribes	+15
Dark Tribes	+0	Northmen	+5
Arctic Men	-5	Mixed Men	+0
Grey Elves	+5	Dark Elves	+5
Aquatic Elves	+0	Tallfellow Halfling	-10
Stout Halfling	-15	Half-Elves B	+5
Half-Elves C	+10	Half-Elves D	+5
Half-Elves E	+5	Half-Elves F	+15

In addition Size bonuses are given for other races and creatures in the Stat Bonus Mods Table 12.1.

Option: Size, as presented here refers to both a combination of height and weight. If a GM wishes, Size can be split into two stats, a Size (Height) stat and a Size (Weight) stat.

5.5 CALCULATING BASE HIT POINTS

In *ChL* 2.4 the first factor for determining total hit points is “Constitution divided by 10.” If a GM wishes to base this factor on the Co bonus rather than the stat, the following method can be used for calculating total hit points.

- 1) Start with a base hit point total (BHPT) equal to 6 plus the Constitution *bonus* divided by 5.
- 2) Each time the Body Development skill rank is increased by one, roll the appropriate die (see *ChL* Table 15.5.1) and add the result to the BHPT (up to the racial maximum + Co Bonus, see *ChL* Table 15.5.1).
- 3) The actual hit point total =
BHPT + (BHPT x Co bonus ÷ 100).

Example: Xaerion is a human Beastmaster with a Co bonus of +20. His starting BHPT is 10 (6 + Co bonus ÷ 5). Each time Xaerion adds a Body Development skill rank, the die roll result is added to these base hit points, and the total is added to (BHPT x Co bonus ÷ 100).

Option: If Size is being used as a stat (Section 5.4), a character’s starting BHPT (step 1 above) should be calculated using his Size bonus, not his Co bonus. In addition, the actual hit point total calculation (step 3 above) should use the average of the Co bonus and Si bonus. This optional rule is particularly recommended if full statistics for creatures is being used (see Section 8.13 and Table 12.1).

Example: Xaerion has a Co bonus of +20 and a Si bonus of +10. His BHPT is: 8 = 6 + Si bonus ÷ 5. However, each time Xaerion adds a Body Development skill rank, the die result is added to his BHPT, and is actual hit point total is:
BHPT + (BHPT x (Co bonus + Si bonus ÷ 2) ÷ 100)

5.6 INNATE STAT BONUS ABILITIES

RMCI 5.3 presents optional rules for special abilities gained when a character's stat is above 101. This uses a character's stat, rather than his stat bonus. This means that a Halfling with a St stat of 102 gets the same choice of Innate Stat Abilities as a Troll with a St stat of 102, despite the Troll's far superior stat bonus.

The material in this section bases Innate Stat Abilities on a character's stat bonus rather than his stat.

Group A: Stat bonuses range of +35 to +45

Group B: Stat bonuses range of +46 to +70

Group C: Stat bonuses range of +71 to +125

Group D: Stat bonuses range of +126 to +175 (Section 5.7)

5.7 EXPANDED INNATE STAT ABILITIES

This optional rule expands upon the Innate Stat Abilities presented in *RMCI* 5.3 to include a Group D.

Group D: (very powerful abilities for a stat range of 121-130)

As outlined in *RMCI* 5.3, Group D pick can be replaced with:

4 Group A picks **or**

2 Group B picks **or**

3 Group A picks **and** 1 Group B pick **or**

1 Group A "pick" **and** 1 Group C pick

Option: If Section 5.6 is being used then the stat bonus range for Group D is: +126 to +175.

QUICKNESS (D PICKS)

- 1) Fluidity adds +20 bonus to all OBs and non-rear DBs. This is not cumulative with other Fluidity bonuses.
- 2) Character may act up to 2 combat phases earlier due to speed. (e.g., melee in the missile phase). There is no modification to FSP (First Swing Points) when using this ability.
- 3) *Dodging V* as the Monk spell.
- 4) Additional 60% activity per round (non-cumulative with other Qu stat bonuses).
- 5) Open-ended high roll range for rolls involving skills that receive a Qu bonus becomes 85 to 100.
- 6) Open-ended low roll range for rolls involving skills that receive a Qu bonus becomes 01.

AGILITY (D PICKS)

- 1) Penalties for engaging in multiple melee attacks are reduced by 75%.
- 2) All missile, directed spell, or melee criticals are increased by two levels in severity.
- 3) Permanent +15 bonus to all Static Actions requiring manipulation.
- 4) If the character uses at least 25% of his OB to parry, his agile parrying ability causes opponents to resist versus character's level or be disarmed.
- 5) Open-ended high roll range for rolls involving skills that receive an Ag bonus becomes 85-100.
- 6) Open-ended low range for rolls involving skills that receive an Ag bonus becomes 01.

SELF DISCIPLINE (D PICKS)

- 1) *Mountain Heart II* as the Nightblade spell, usable 3x/day.
- 2) Stuns accumulated from each blow are reduced by two rnds.
- 3) *Unpain True* as the Open Mentalist spell.
- 4) Additional +25 bonus to all RRs that can be actively resisted.
- 5) +75 to RRs versus any mind influencing spells.
- 6) Open-ended high roll range for rolls involving skills that receive a SD bonus becomes 91 to 100, and open ended low roll range becomes 01 to 02.

MEMORY (D PICKS)

- 1) Permanent 20% bonus to earn experience (non-cumulative with other experience bonuses above).
- 2) Permanent +15 bonus to all actions (action must have been previously seen or attempted).
- 3) *Study True* as the Bard spell.
- 4) *Learn Language V* as the Bard spell.
- 5) Procedural Memory allows a group of up to ten chosen skills to be developed at half DP cost, subject to GM approval.
- 6) Open-ended high roll range for rolls involving skills that receive a Me bonus becomes 91 to 100, and open ended low roll range becomes 01 to 02.

REASONING (D PICKS)

- 1) *Correlation True* as the Closed Mentalist spell.
- 2) *Way Decision* as the Sage spell with a 50% bias.
- 3) *Calculate True* as the Sage spell.
- 4) Detect Lie with no chance of failure.
- 5) Open-ended high roll range for rolls involving skills that receive a Re bonus becomes 85 to 100.
- 6) Open-ended low roll range for rolls involving skills that receive a Re bonus becomes 01.

STRENGTH (D PICKS)

- 1) Items as strong as Eog may be bent/broken if the item fails a RR.
- 2) All missile strikes yield triple concussion damage.
- 3) All melee strikes yield triple concussion damage.
- 4) 75% of strikes made with a weapon are 'Cleaving' or 'Shattering' as appropriate.
- 5) Due to the force of the blow, all melee and thrown missile strikes cause an Impact critical of equal severity.
- 6) Open-ended high roll range for rolls involving skills that receive a St bonus becomes 85 to 100, and the open ended low roll range becomes 01.

EMPATHY (D PICKS)

- 1) *Earthblood* and *Nodestore* as the Arcane spells.
- 2) *Mass Calm* as the Druid spell.
- 3) An Essence spell user has 3x normal PPs without a PP multiplier. When using a PP multiplier, the item's bonus increases by 2 (e.g., x2 to x4, x3 to x5, etc.).
- 4) *Improved Power Parasite*. As the Power Parasite Innate Stat Ability (see *RMCI* 5.3), except the rate is 15 PP per round and concentration is not required.
- 5) Open-ended high roll range for rolls involving skills that receive an Em bonus becomes 85 to 100.
- 6) Open-ended low roll range for rolls involving skills that receive an Em bonus becomes 01.

CONSTITUTION (D PICKS)

- 1) *Undisease/Unpoison* as the Open Channeling spell, usable an unlimited number of times per day (to self only).
- 2) Skin toughens to AT 11 permanently.
- 3) *Major Vessel Repair III* as the Healer spell.
- 4) *Bone Regeneration* as the Healer spell.
- 5) *Muscle Regeneration and Tendon Regeneration* as the Healer spell.
- 6) All criticals taken are reduced two levels in severity.

PRESENCE (D PICKS)

- 1) *Look Of Terror III* as the Warlock spell.
- 2) *Mirrormind* as the Closed Mentalism spell three times a day.
- 3) *Alkar* as the Open Channeling spell.
- 4) *Control Demon VI* as the Evil Magician spell.
- 5) Open-ended high roll range for rolls involving skills that receive a Pr bonus become 85 to 100.
- 6) Open-ended low roll range for rolls involving skills that receive a Pr bonus becomes 01.

INTUITION (D PICKS)

- 1) *Intuitions True* as per the Cleric spell.
- 2) *Channel Opening True* as per the Cleric spell.
- 3) *Spell Anticipation True* as per the Open Mentalist spell.
- 4) *Dreams V* as per the Open Mentalist spell.
- 5) Open-ended high roll range for rolls involving skills that receive an In bonus becomes 85 to 100.
- 6) Open-ended low roll range for rolls involving skills that receive an In bonus becomes 01.



5.8 STAT BONUS BASED DPs AND PPs

The standard **RM** method for calculating Development Points and Power Points uses stats, rather than stat bonuses. This means that a Human and an Elf with Em stats of 90 are the same in terms of gaining PPs, despite the Elf's superior Em stat bonus.

DPs & PPs BASED ON STAT BONUS CHART

Stat Bonus	Development Pts	Power Points
less than -25	-0.3 for every -2 below -25	0.0
-25	1.0	0.0
-23	1.3	0.0
-21	1.6	0.0
-19	1.8	0.0
-17	2.0	0.0
-15	2.2	0.0
-14	2.4	0.0
-13	2.6	0.0
-12	2.7	0.0
-11	2.8	0.0
-10	2.9	0.0
-9	3.0	0.0
-8	3.3	0.0
-7	3.6	0.0
-6	3.8	0.0
-5	4.0	0.0
-4	4.3	0.0
-3	4.6	0.0
-2	4.8	0.0
-1	5.0	0.0
0	5.5	0.0
1	6.0	0.2
2	6.3	0.4
3	6.6	0.6
4	6.8	0.8
5	7.0	1.0
6	7.4	1.1
7	7.7	1.2
8	8.0	1.3
9	8.2	1.4
10	8.4	1.5
11	8.6	1.6
12	8.7	1.7
13	8.8	1.8
14	8.9	1.9
15	9.0	2.0
17	9.2	2.2
19	9.4	2.4
21	9.6	2.6
23	9.8	2.8
25	10.0	3.0
> 25	+0.1 for every +1 over 25	+0.1 for every +1 over 25

The *DPs & PPs Based on Stat Bonus Chart* presented in this section allows a GM to base *DPs* and *PPs* in his game on stat bonuses rather than stats. It is based on the 'smoothed' stat bonus distribution from *RMCI* 4.4, but it will work equally as well for any method used for calculating stat bonuses. Please note that the minimum number of development points for a stat is 0.1.

This chart can also be used to determine *PPs* for stats over 101 (instead of the Extended Stat Bonus Chart from *RMCI* 4.8). Finally, this table can also be used to calculate the *PPs* and *DPs* for the various creatures whose stat bonus modifications are presented in the Stat Bonus Mods Table 12.1.

5.9 SKILL RANK ZERO BONUSES

In the standard *RM* rules, Rank zero in a skill gives a skill rank bonus of -25 (before the stat bonus is applied). However, certain skills require some minimal knowledge to have any chance of performing actions requiring that skill (e.g., Lore skills). Such skills will have skill rank bonuses of -100 for skill rank zero. A GM may even wish to require at least one rank in such a skill before it can be used at all.

It is recommended that the following skills be subject to this optional rule.

(ChL 13.2.2)	Staves & Wands (Attunement)	
	Spell Lists	Runes
	Channeling	Ambush
	Linguistics	
(ChL 14.1.4)	Navigation	Signaling
	Spell-Mastery	Star-Gazing
(RMCI 4.3)	Appraisal	Chemistry
(RMCI 2.4)	all Magical Languages	
(RMCI 7.0)	Advanced Math	Anthropology
	Biochemistry	Circle Lore
	Demon/Devil Lore	Dragon Lore
	Faerie Lore	Fauna Lore
	Fauna Lore	Herb Lore
	Lock Lore	Magical Ritual
	Poison Lore	PP Development
	Power Projection	Region Lore
	Stone Lore	Streetwise
	Xeno-Lores	
(RMCI 4.2)	all Ritual Magic skills	
(RMCI 5.8)	all Magical Languages	
(RMCI 5.11)	Body Rigidity	Expertise
	Spell Trickery	Summoning
	Omen Law (7.6)	
(EC 3.4)	all Elemental skills	

5.10 SKILL RANK BONUSES

In *RM* the standard skill rank bonus progression is +5 for the first ten ranks, +2 for the next ten, +1 for the ten after that, and +0.5 for all other ranks. *RMCI* 5.5 presents a skill rank bonus progression (for combat skills) that has a more linear scale: 5, 4, 3, 2, 1. In addition, some actual *RM* skills are actually learned on a solely linear basis (i.e., +1 or +5 per skill rank or equivalent).

With all this in mind this section provides 5 methods for determining skill rank bonuses (in order of power):

Option 1: Standard *RM* progression. Ranks 1 to 10 give a bonus of +5. Ranks 11 to 20 give a bonus of +2. Ranks 21 to 30 give a bonus of +1. All other ranks give a bonus of +0.5.

Option 2: *RMCI* 5.5 method. Ranks 1 to 10 give a bonus of +5. Ranks 11 to 20 give a bonus of +4. Ranks 21 to 30 give a bonus of +3. Ranks 31 to 40 give a bonus of +2. Ranks 41 to 50 give a bonus of +1. All other ranks give a bonus of +0.5.

Option 3: As standard *RM* progression except ranks 1 to 20 give a bonus of +5. Ranks 21 to 40 give a bonus of +2. Ranks 41 to 60 give a bonus of +1. All other ranks give a bonus of +0.5.

Option 4: *RMCI* 5.5 method modified. Ranks 1 to 20 give a bonus of +5. Ranks 21 to 40 give a bonus of +4. Ranks 41 to 60 give a bonus of +3. Ranks 61 to 80 give a bonus of +2. Ranks 81 to 100 give a bonus of +1. All other ranks give a bonus of +0.5.

Option 5: Linear progression. Each skill rank gives a +5 bonus.

Note: *The use of any of these options with level bonuses can effectively increase the value of skill ranks very dramatically. Using option 1 (Standard RM progression), 100 skill ranks only equals a bonus of +115, however using option 5 (linear +5), the bonus is +500!*

Option 6: A GM may wish to vary the option used according to skill. For example, the GM may feel that Maneuvering In Armor is a linear skill, thus it may be developed via option 5. Alternatively, he may decide that Region Lore is a skill where one picks up the basics quickly, but further development is limited. It is thus developed via option 1.

Option 7: The GM may wish to combine any of the options presented above with the use of the material in Section 6.1 (Alternative Experience Point Charts). If so, the GM must review this material very carefully. This cannot be overstated: *High bonuses and rapid development can lead to a high entropy game!*



Skill Rank	Opt. 1	Opt. 2	Opt. 3	Opt. 4	Opt. 5	Skill Rank	Opt. 1	Opt. 2	Opt. 3	Opt. 4	Opt. 5
1	+5	+5	+5	+5	+5	51	+90	+150	+151	+213	+255
2	+10	+10	+10	+10	+10	52	+91	+151	+152	+216	+260
3	+15	+15	+15	+15	+15	53	+91	+151	+153	+219	+265
4	+20	+20	+20	+20	+20	54	+92	+152	+154	+222	+270
5	+25	+25	+25	+25	+25	55	+92	+152	+155	+225	+275
6	+30	+30	+30	+30	+30	56	+93	+153	+156	+228	+280
7	+35	+35	+35	+35	+35	57	+93	+153	+157	+231	+285
8	+40	+40	+40	+40	+40	58	+94	+154	+158	+234	+290
9	+45	+45	+45	+45	+45	59	+94	+154	+159	+237	+295
10	+50	+50	+50	+50	+50	60	+95	+155	+160	+240	+300
11	+52	+54	+55	+55	+55	61	+95	+155	+160	+242	+305
12	+54	+58	+60	+60	+60	62	+96	+156	+161	+244	+310
13	+56	+62	+65	+65	+65	63	+96	+156	+161	+246	+315
14	+58	+66	+70	+70	+70	64	+97	+157	+162	+248	+320
15	+60	+70	+75	+75	+75	65	+97	+157	+162	+250	+325
16	+62	+74	+80	+80	+80	66	+98	+158	+163	+252	+330
17	+64	+78	+85	+85	+85	67	+98	+158	+163	+254	+335
18	+66	+82	+90	+90	+90	68	+99	+159	+164	+256	+340
19	+68	+86	+95	+95	+95	69	+99	+159	+164	+258	+345
20	+70	+90	+100	+100	+100	70	+100	+160	+165	+260	+350
21	+71	+93	+102	+104	+105	71	+100	+160	+165	+261	+355
22	+72	+96	+104	+108	+110	72	+101	+161	+166	+262	+360
23	+73	+99	+106	+112	+115	73	+101	+161	+166	+263	+365
24	+74	+102	+108	+116	+120	74	+102	+162	+167	+264	+370
25	+75	+105	+110	+120	+125	75	+102	+162	+167	+265	+375
26	+76	+108	+112	+124	+130	76	+103	+163	+168	+266	+380
27	+77	+111	+114	+128	+135	77	+103	+163	+168	+267	+385
28	+78	+114	+116	+132	+140	78	+104	+164	+169	+268	+390
29	+79	+117	+118	+136	+145	79	+104	+164	+169	+269	+395
30	+80	+120	+120	+140	+150	80	+105	+165	+170	+270	+400
31	+80	+122	+122	+144	+155	81	+105	+165	+170	+271	+405
32	+81	+124	+124	+148	+160	82	+106	+166	+171	+272	+410
33	+81	+126	+126	+152	+165	83	+106	+166	+171	+273	+415
34	+82	+128	+128	+156	+170	84	+107	+167	+172	+274	+420
35	+82	+130	+130	+160	+175	85	+107	+167	+172	+275	+425
36	+83	+132	+132	+164	+180	86	+108	+168	+173	+276	+430
37	+83	+134	+134	+168	+185	87	+108	+168	+173	+277	+435
38	+84	+136	+136	+172	+190	88	+109	+169	+174	+278	+440
39	+84	+138	+138	+176	+195	89	+109	+169	+174	+279	+445
40	+85	+140	+140	+180	+200	90	+110	+170	+175	+280	+450
41	+85	+141	+141	+183	+205	91	+110	+170	+175	+281	+455
42	+86	+142	+142	+186	+210	92	+111	+171	+176	+282	+460
43	+86	+143	+143	+189	+215	93	+111	+171	+176	+283	+465
44	+87	+144	+144	+192	+220	94	+112	+172	+177	+284	+470
45	+87	+145	+145	+195	+225	95	+112	+172	+177	+285	+475
46	+88	+146	+146	+198	+230	96	+113	+173	+178	+286	+480
47	+88	+147	+147	+201	+235	97	+113	+173	+178	+287	+485
48	+89	+148	+148	+204	+240	98	+114	+174	+179	+288	+490
49	+89	+149	+149	+207	+245	99	+114	+174	+179	+289	+495
50	+90	+150	+150	+210	+250	100	+115	+175	+180	+290	+500

5.11 UNIVERSAL RAPID SKILL DEVELOPMENT

In the standard *RM* rules there are many skills in which a character may only develop one rank per level. If using *RMCH* 4.7, a character may learn at least 2 ranks per level in any skill, assuming they have enough development points (i.e., the second rank costs 25).

The material in this section assumes that it is not realistic to limit a character to developing only 1 or even 2 ranks per level in a given skill. So a character may develop any number of ranks in any skill—assuming they have enough DPs. This section presents several options that can be used to accomplish this. For all of these options, if a character is normally unable to develop a skill, assume a cost of 50/50 (e.g., a Fighter trying to learn spell lists above 10th level).

If this material is used, a GM should request that each player justify DP expenditures based upon his character's activities. Rarely, if ever, should a character have the opportunity to develop rank after rank after rank in broadsword. It is envisaged that most characters will still only develop 1 or 2 ranks in a skill per level. However, situations may occur when a character has the opportunity to develop more than 2 ranks.

Option 1: The DP costs for developing a skill are as outlined in *ChL* and *RMCH* 4.7 for the first two ranks. The DP cost for each rank after 2 is equal to the sum of the DP costs for the first two ranks. Thus, if the normal DP cost is ∂/β , this extended DP cost is $\partial/\beta/\partial+\beta/*$.

Example: *Xaerion the Beastmaster has a standard DP cost for General Perception of 2/7. Xaerion's extended DP cost is 2/7/9/*.*

Option 2: The DP costs for developing a skill are as outlined in *ChL* and *RMCH* 4.7 for the first two ranks. The DP cost for each rank after 2 is equal to the DP cost for the second rank plus the difference between the DP costs of the first and second ranks. Thus, if the normal DP cost is ∂/β , this extended DP cost is $\partial/\beta/\beta+\beta-\partial/*$.

Example: *Xaerion the Beastmaster has a standard DP cost for General Perception of 2/7. Xaerion's extended DP cost is 2/7/12/*.*

Option 3: The DP costs for developing a skill are as outlined in *ChL* and *RMCH* 4.7 for the first two ranks. The DP cost for each rank after 2 is equal to the DP cost for the *previous* rank plus the difference between the DP costs of the first and second ranks. Thus, if the normal DP cost is ∂/β , this extended DP cost is $\partial/\beta/\beta+(\beta-\partial)/\beta+(\beta-\partial)+(\beta-\partial)/...$

Example: *Xaerion the Beastmaster has a standard DP cost for General Perception of 2/7. Xaerion's extended DP cost is 2/7/12/17/22/27/...*

Option 4: If using this option, each skill has a single DP cost for all skill ranks. To calculate this DP cost, multiply the first skill rank DP cost by 2, add this to the second skill rank cost (use *RMCH* 4.7 if necessary), and then divide the total by 3 (round up). This result is the single DP cost. If the normal DP cost is ∂/β , this extended DP cost is $(2x\partial+\beta)+3/*$.

Example: *Xaerion the Beastmaster has a standard DP cost for General Perception of 2/7. Xaerion's extended DP cost is 4/* = $(2 \times 2 + 7) \div 3$.*

5.12 USE OF THE CONSTRUCTION / RESEARCH TABLE

The Construction / Research Table 12.6 can be used for a variety of skill resolutions as the GM deems appropriate (usually long term activities). Examples include: Making items, building things, writing academic treatises, searching books for elusive information, etc. The GM simply assigns the difficulty of the task, then the player(s) roll and add any applicable bonuses and modifications. Using this result, the Construction / Research Chart will indicate the percentage of the activity that has been completed and the time required.

The actual result of the percentage of information received is very dependent on the situation. In general, a GM should use the methods described in *RMCH* 5.2. That is, some forms of research give "all or nothing results" (e.g., the birthday of Andraax the Loremaster), some give percentage results (e.g., how a certain piece of equipment is operated), and some give advanced percentage results (e.g., history of magical theory).

Actual difficulty levels must be determined by the GM. Some sample suggestions can be found in *RMCV* 4.1, which outlines using a similar chart for spell research.



6.0 OPTIONAL CHARACTER DEVELOPMENT "LAWS"

6.1 ALTERNATIVE EXPERIENCE POINT REQUIREMENTS

The standard **RM** experience point requirements for level advancement are fairly linear, however they do contain some significant increases (i.e., at levels 5, 10, 15 and 20). This section presents two alternatives to these requirements. The first alternative is a more linear method, which both cuts down both size and number of the increases. The second alternative uses a more geometric scale—increases are more common. All three alternatives use a linear increase of 50,000 EP per level after level 20.

ALTERNATIVE EXPERIENCE POINT CHART			
Lvl	Standard RM	Linear Method	Geometric Method
1	10,000	15,000	5,000
2	20,000	30,000	10,000
3	30,000	45,000	20,000
4	40,000	60,000	30,000
5	50,000	75,000	45,000
6	70,000	95,000	60,000
7	90,000	115,000	80,000
8	110,000	130,000	100,000
9	130,000	145,000	125,000
10	150,000	150,000	150,000
11	180,000	175,000	180,000
12	210,000	200,000	210,000
13	240,000	225,000	245,000
14	270,000	250,000	280,000
15	300,000	275,000	320,000
16	340,000	305,000	360,000
17	380,000	335,000	405,000
18	420,000	365,000	450,000
19	460,000	395,000	500,000
20	500,000	425,000	550,000
21+	+50,000	+50,000	+50,000

6.2 SIMPLIFIED EXPERIENCE POINT SYSTEM

The current (and optional) **RM** experience point system is a very detailed affair, taking into account a wide variety of events and actions. However, there are at least two main criticisms which can be leveled against it.

First, the act of actually calculating of EPs can be time consuming. Some GMs are simply too busy to go into the detail that the formal **RM** EP system requires, or they would prefer to be doing other things (like writing *RM*Cs).

Second, even though the **RM** EP system is designed to avoid the problems associated with "gold piece" EP systems, the **RM** EP system is still very much "adventurer-oriented." Given the guidelines for awarding EPs, one often wonders how a Farmer has ever advanced a level!

The optional EP system presented in this section requires a GM to form a subjective opinion on the level of activity and learning a character has received in a particular day. The rest of this section presents EP guidelines (based on the expanded Maneuver rolls from *RM*CIV 3.4), example activities, and suggested EP ranges.

ASSIGNING EPs

This EP system can be used for both "in-play" characters and for "out-of-play" characters.

- For in-play characters, give each character an additional 100-750 EPs per game session that the player attends (for ideas, role playing, etc.).
- For an out-of-play character, assume that he is involved in "normal living," and that his Daily Activity Level (DAL) is determined by his SD Bonus. The EPs that it is suggested that an out-of-play character received are based upon his DAL; see the Daily Activity Level EP Chart.

Daily Activity Level (DAL)	SD Bonus
Trivial	less than -40
Routine	-26 to -40
Easy	-16 to -25
Light	-6 to -15
Medium	greater than or equal to -5

The SD bonus is used to determine the DAL because a character of a race with a low SD tends not to bother (i.e., force himself) to learn/develop at a great rate. A typical Elvish day is an "Easy" day, but then again Elves have all the time in the world to learn/develop skills.

INCREASING THE DAILY ACTIVITY LEVEL

A character may attempt to increase his DAL by making a static maneuver modified by his SD bonus plus a factor based upon the attempted level increase. The GM may require such maneuvers on a daily or weekly basis.

Attempted Level Increase	Modifier
+1	+30
+2	+15
+3	+0
+4	-20
+5	-50
+6	-100
+7	-150

If the static maneuver is successful (i.e., 101+), the character's DAL is increased as indicated. If the modified maneuver roll is between 01 and 100, the DAL is unchanged. If the modified maneuver roll is less than 0, the DAL is dropped two levels.

Option: Modify any static maneuver roll to increase DAL by -10 times any DAL increase from the previous day.

DAILY ACTIVITY LEVEL EP CHART

Mundane Day: A day spent asleep. 0 to 1 EP.

Trivial Day: A day spent in bed. 2 to 3 EPs.

Routine Day: A day relaxing in bed, getting up for light meals. 4 to 8 EPs.

Easy Day: Extremely light and/or routine work. 9 to 16 EPs.

Light Day: A below average day in terms of workload. 17 to 32 EPs.

Medium Day: An average level of workload and experience. 33 to 64 EPs.

Hard Day: Heavy workload, intensive study. Possibility of danger. 65 to 128 EPs.

Very Hard Day: Very heavy workload. (Successful) cramming prior to exams. Dangerous work. 129 to 256 EPs.

Extremely Hard Day: Extremely heavy workload. Nearly beyond the ability of normal humans. Continuous dangerous work. 257 to 512 EPs.

Sheer Folly Day: Equal the heaviest workload possible by normal humans. 513 to 1,024 EPs.

Absurd Day: Extremely difficult work for highly trained characters acting in their field of specialization. 1,025 to 2,048 EPs.

Insane Day: Marginally beyond the abilities of humans. A Book Of World Records gives some good examples of the sort of activities undertaken on an Insane Day. 2,049 to 4,096 EPs.

Phenomenal Day: Activities well beyond the bounds of humans. 4,097 to 8,192 EPs.

Virtually Impossible Day: Activities that even super-humans find very difficult. 8,193 to 16,384 EPs.

Example: *Kayla Sorrowkin is a Half-Elf with a SD bonus of -10. While out-of-play Kayla receives no experience points for role playing and normally learns/develops at the "Light" DAL rate (17-32 EP per day). Of course, she can attempt a maneuver roll each day to increase her DAL.*

Note: *The examples below assume that a character will gain roughly 15,000 EP per year of "medium" work (assuming work on 5 out of 7 days). Using this ratio, a character in continuous intensive study should gain 15,000 EP every 6 months, whilst an active, adventuring character should gain 15,000 EP per 3 months. If your campaign uses different rates of advancement adjust the figures below accordingly.*

Example: *"In-Play Characters." Four players have just finished a game session. Their characters were Drizzt D'Orden, an Elven Rogue, Kayla Sorrowkin, a Half-Elven Paladin, Glaurung, a Human Nightblade, and Xaerion, a Human Beastmaster. A fifth character Celena Tarios, a Half-Elven Druid was in-play, but the player was not present.*

The period of play lasted some 4 game days. The first of these was spent in a moderately sized town, where Drizzt,

being the sort of character he is, used his skills whenever possible. He also had the opportunity of Duping the Town Militia under difficult circumstances. The following two days were spent travelling through moderately dangerous territory, where Xaerion and Celena proved most useful on a number of occasions. Drizzt, under these circumstances was fairly useless. The final day was spent launching an attack on a Sorcerer's Keep. In fending off its inhabitants Glaurung and Kayla were most spectacular in their own modes of fighting.

After careful consideration the GM assigns EPs based on (1) levels of activity and experience, and (2) ideas and 'entertainment' value by the players. Celena gets no EPs for the second category because her player was not present.

	Day 1	Day 2	Day 3	Day 4	Ideas	Total
Drizzt	100	50	50	100	625	= 925
Kayla	40	50	50	200	540	= 880
Glaurung	60	60	60	220	600	= 1,000
Xaerion	40	120	150	150	500	= 960
Celena	40	80	120	80	—	= 320

Example: *"Out-Of-Play Character". Kayla has been fortunate enough to stumble across a Lords Of Essence Forge, complete with textbooks. Kayla decides to spend 3 months there learning Arcane spell lists and similar obscure and forgotten histories. Kayla's player has told the GM that she (Kayla) will cram as much information as possible in the time span she has (i.e., twelve weeks). The GM informs the character that Kayla will be learning at a Light pace. Kayla decides to try and study at a Hard pace (an increase in DAL of +2). Kayla's player must make 12 static maneuvers modified by: +5 (-10 SD mod + 15).*

Kayla's rolls are as follows : 72, 34, 47, 78, 37, 182, 89, -35, 56, 35, 22, 76.

During Kayla's 12 weeks (studying 5 days a week) at the Lords Of Essence Forge, there was only one week when she felt inspired enough to study at a greater than normal DAL. Also, there was one week when she simply couldn't be bothered ("All this information!—Time to have a break!") and studied at two categories below her norm (i.e., Routine rate). Kayla receives:

1250 EPs = 5 days x 10 weeks x 25 EP (Light DAL)

485 EPs = 5 days x 1 week x 97 EP (Hard DAL)

30 EPs = 5 days x 1 week x 6 EP (Routine DAL).

6.3 DEVELOPMENT WITHOUT LEVELS

The guidelines in this section allows characters to develop on a continuous basis rather than receiving developing only upon advancing a level. Players receive some of their DPs each game session. Benefits from experience is received on a continuous basis, and players get a sense of immediate reward from each game session.

The number of EPs required to get one DP is determined by dividing the number of EPs he requires to reach the next level by the total number of DPs he would receive upon reaching the next level. So, at the end of a game session, after the GM assigns EPs, each player can calculate how many DPs his character has to use for development. These DPs may be immediately allocated or saved for future allocation.

EPs Required to Receive 1 DP =

$\text{EPs required for next level} \div \text{DPs per level}$

The normal limitations for the number of skill ranks developed each level still apply. Whenever a new level is actually reached the normal level advancement procedure must be followed and all unallocated DPs accumulated for that level must be used.

Example: *Karak has 35 DPs per level and is currently 3rd level (10,000 EPs are required to reach 4th level). This would mean that after every 286 EPs (10,000 ÷ 35) Karak receives, he gains 1 DP.*

At the start of a session, Karak has 173 unused EPs from the last session. If his GM assigns 1200 EPs at the end of the game session, then Karak has 4 new DPs (4.8 = 1373 ÷ 286) that he can allocate and 229 EPs left over (229 = 1373 - 4 x 286).

Option: These guidelines are particularly suitable for characters who are involved in low-level campaigns where level advancement is fairly slow. If a GM prefers, these guidelines can be used for 1st to 5th level characters and normal RM development may be used for characters above 5th level.

6.4 ACTIVITY BASED LEVEL-SKILL DEVELOPMENT

If using the standard **RM** rules, when a character advances a level, he allocates DPs for the skills he will develop when he next advances a level (i.e., he pre-allocates his DPs for his next level). This optional rule allows each characters to allocate his DPs to skills when he reaches a new level of experience and prior to any stat gain rolls.

This way both player and GM may have stricter control over what the player learns, simulating actual development in the fields the character actually spent time in, whether intentionally or not.

The revised summary of level advancement if using this optional rule is:

- A. Character receives and allocates DPs.
- B. Character updates skill ranks, spell lists etc.
- C. Character makes stat gain rolls.
- D. Character receives special level bonuses (if any)

6.5 FORGETTING SKILLS

In the real world, some 25% of a person's learning time is actually devoted to a process of updating and relearning skills he has previously learned. In **RM** this is normally not simulated, except in rare situations where spells cause a loss of memory.

The material in this section assumes that **RM** characters will forget skills. This gives the much criticized Memory stat a real function that can be very important for character development.

Once every year of game time, the GM should sit down with each player and review each of his character's skills. A Forget Skill Roll (see below) can then be made for each skill that has not been used "often" or "recently" (commonly used skills are not often forgotten).

Forget Skill Roll = D100 + 75 + SD Bonus + Me Bonus

A result of 101+ means no loss of skill ranks; a result of 51 to 100 indicates a loss of 1 skill rank; a result of 01 to 51 indicates a loss of 2 skill ranks; and a result of less than 0 indicates a loss of 3 skill ranks. A skill's rank can not be reduced below 1 through this process.

The SD Bonus modification represents that the character "wants to remember," while the Me Bonus represents what the character "can remember." Some races (e.g., Elves) have a good memory, but lack the drive to accumulate and retain knowledge.

Option 1: Every year of game time a player must make a Forget Skill Roll (see above) for their character to determine if the character loses 10,000 EPs (i.e., if he has forgotten skills). If the loss of these EPs causes the character to drop a level, actual skills (or even spells) may be lost. The GM should review each skill according to how often and how recently the character has been using that skill (commonly used skills are not often forgotten).

Example: *Kayla Sorrowkin has a Me bonus of +15 and a SD bonus of -10. Her travelling companion, Glaurung has stat bonuses of +0 and +10 respectively. After a year of game time, the GM calls for Forget Skill Rolls. Kayla rolls 18 for a total of 98. Glaurung rolls a 68 for a total of 153. Kayla loses 10,000 EP. Kayla could have remembered (her high Me bonus), but couldn't be bothered (her low SD bonus).*

Option 2: As Option 1, except that instead of a character automatically losing 10,000 EPs when he fails his Forget Skill Roll (FSR), he loses EPs equal to $5,000 + 10,000 \times [(101 - \text{FSR}) \div 100]$.

6.6 STARTING RACE, AGE, AND LEVEL

STARTING AGE & LEVEL

Many **RM** GMs assume that the base starting level for all characters is 1st. However, starting characters above 1st level may be appropriate for certain campaigns. First level characters have just finished their apprenticeship training (say, about 16-18 years old). In many cases, a GM may wish to start characters at a higher level/age than this.

GM may start on the assumption that all members of a specific race reach physical maturity at roughly the same age. A GM can assume long-lived races (Dwarves, Elves) tend to reach a peak (i.e., a certain age) and then age slowly, if at all. For Dwarves, this peak could be about (in human terms) late twenties to early thirties. For Elves, this peak could be late teens to early twenties. Different GMs can easily use different base starting ages for the races in their campaigns.

For a given number of EPs, the following formula can be used to determine the approximate starting age of a character. This formula is based upon using the Simplified Experience Point System (Section 6.2), Forgetting Skills (Section 6.5), and the standard **RM** level/EP progression (*ChL* 15.4.1). The maximum level regardless of age is 50 + Me Bonus. This stops 10,000 year old Elves from reaching a ridiculous level.

Starting Age = 15 +

(Total Number Of EPs + EPs gained per year) [see 6.2]
x (1 + [(25 - SD bonus - Me bonus) ÷ 100])

(15 is the base years when characters start earning EP, prior to that they develop "adolescent training")

Example: *A GM declares that the starting level for a campaign will be 8th level (110,000 EP). Two characters, a High-Elf and a Common Human determine their starting ages. The High-Elf has a SD bonus of -20 and a Me bonus of +5. The Common Human has a SD bonus of +5 and a Me bonus of +0. Neither character has lived an exceptional life prior to the start of the campaign.*

The Half-Elven player calculates first. The average ammount of EP a Half-Elf learns per day is 12.5 EP. Assuming a 350-day year (such as Shadow World), this is 4375 EP per year. The Half-Elf's age is:

*50 years, 2 months = 15 +
(110,000 [starting EP] ÷ 4375 [EP per year])
x (1 + (25 - {-20} - {-5}) ÷ 100)*

The Common Human starts with 48.5 EP per day, or 16,975 EP per year. So his age is: 22 years, 9 months = 15 + (110,000 ÷ 16,975) x (1 + (25 - 5 - 0) ÷ 100).

STARTING RACE

There are some **RM** players who choose the races for their character based upon racial stat bonuses (i.e., “number-crunchers”). While this is a good tactic in a wargaming sense, it hardly adds to role playing. If a GM wishes to discourage this type of activity, the following optional guidelines can be employed.

There is only a fixed percentage chance of being able to choose a specific race for a character. If a character does not roll under this % for his chosen race, he must choose another race (and roll again).

% Chance = (100 – sum of all racial stat bonuses) %

Example: *A player wishes to play a Fair Elf character. Unless the GM gives permission, the chance of choosing this race is 75% = 100 - 15 - 15 - 5 - 5 - (-20) - 5.*

6.7 ADOLESCENT DEVELOPMENT REVISITED

In **RMCI** 4.6 three options are presented for the development of adolescent skill ranks. This section presents guidelines for using social structure to determine the development of adolescent skills (see Section 7.1 for a full description of Social Structure).

Primitive Society: A player receives little choice in regards to the skills his character learns in the adolescent stage. The GM should assign most skill ranks (if a GM wants to develop them, he can handle the entire process by using adolescent skill charts similar to those in *Middle-earth Role Playing™*). In such a society the economy is at a subsistence level, thus there is little choice in activity—particularly for one of a young age.

Ancient Society: The player may use 50% of his normal adolescent DPs, and the GM should assign some predetermined skill ranks.

Feudal Society: The player has virtually free will in determining the skills of the character at the adolescent stage.

6.8 SOCIAL STATUS

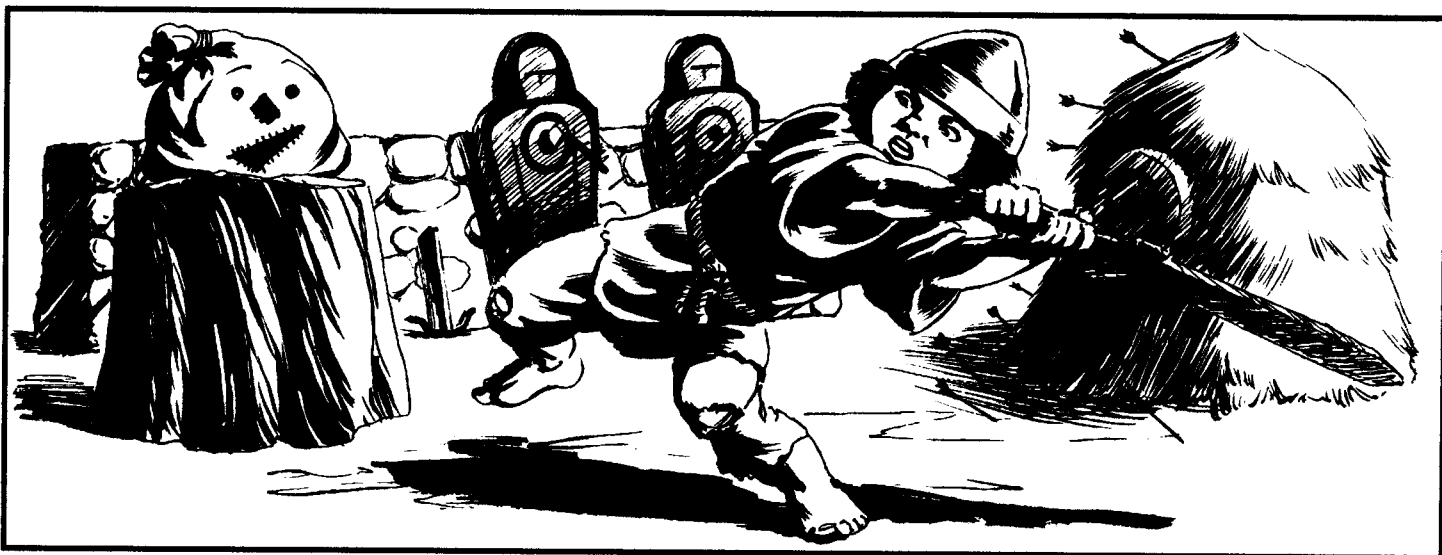
Social status can be used for a variety of activities in the **RM** game. It can help determine access to skills and professions, and it can be used as an ideal campaign bait.

This material uses the social structure (Section 7.1) a character comes from to help determine his social status. It also determines a character's starting money. Please note that a character may change social status during play, however the process can be difficult, as social status is a reflection of background, wealth, and power. Also note that social status differs according to social structure. A free citizen of Athens considers themselves vastly superior a leader of a primitive clan—and the free citizen usually has the wealth and power to back up the claim!

The status levels below are fairly vague, ranging from 1 to 10, with 1 being slave status and 10 being nobility status. To determine a character's social status and starting wealth simply roll 1D1000 and cross reference with the appropriate social structure column on the Social Status Chart. If a GM wants higher social statuses in his game, he can allow PCs to take the best of two or three rolls.

The base wealth for each social structure is: Primitive 25sp, Ancient 50sp, Feudal 100sp. To determine a character's actual starting wealth, multiple this base wealth by the Wealth Multiplier obtained from the Social Status Chart. Actual wealth determines how much money a character has for the initial development process (to buy equipment, magic items etc.). In addition, a GM may decide to also make this amount the character's “income per year.” This is not income in addition to “adventuring income”—it can be used as a gauge of increases to Social Status.

Example: *After a particularly successful adventuring year, Kayla Sorrowkin has received 30,000 sp. Kayla's current Social Status is 6. However, her income received in the past year would indicate a Social Status of between 8 and 9. Because Kayla hasn't acquired greater power (in the political and economic sense), the GM tells Kayla that her status is now 7, rather than 8 or 9.*



SOCIAL STATUS CHART				
Social Status	Wealth Multi.	Primitive	Ancient	Feudal
1	x0.1	001-010	001-300	001-250
2	x0.3	011-015	301-450	251-350
3	x0.5	016-250	451-550	351-450
4	x0.7	251-350	551-650	451-550
5	x1	351-750	651-750	551-650
6	x5	751-950	751-850	651-750
7	x10	951-000	851-950	751-850
8	x50	—	951-980	851-950
9	x500	—	981-000	951-994
10	x5000	—	—	995-000

6.9 CHARACTER PERSONALITY DESIGN

RM is a RPG that has put little emphasis on character persona design; it is pretty much left up to the style and innovation of the individual GM. Although players can pick a wide variety of professions, spells, and skills for their characters, the players should also pay attention to the actual persona of their characters. Utilizing the Trait Table 6.9.1, a GM has several new methods for introducing character persona into a campaign.

Option 1: Each player chooses his character's personality by choosing from the tables below. A GM may wish to place upper limits on the the number of traits chosen (e.g., no more than 5 trivial traits, 4 minor traits, and 3 major traits). With this method some characters turn out to be an alter-egos of their players.

Option 2: The player rolls on the traits table below, thus determining how many traits the character has. The main disadvantage with this method is that a player may end up with a character whose personality the player doesn't like. By the same token, a player who can role play a character with such a personality is a very good role player indeed!

Option 3: Either of the above, but the GM assigns some traits according to race and culture.

If using the Traits Table results in a contradictory personality, just start over.

TRAITS TABLE (6.9.1)

The first chart determines the number of traits a character has.

INITIAL TRAIT DETERMINATION CHART	
Roll	Resulting Traits
01-10	2 Trivial Traits
11-20	2 Trivial Traits, 1 Minor Trait
21-30	3 Trivial Traits, 1 Minor Traits
31-40	3 Trivial Traits, 2 Minor Traits
41-50	4 Trivial Traits, 1 Minor Traits, 1 Major Trait
51-60	4 Trivial Traits, 2 Minor Traits, 1 Major Traits
61-70	5 Trivial Traits, 3 Minor Traits, 1 Major Traits
71-80	5 Trivial Traits, 4 Minor Traits, 2 Major Traits
81-90	6 Trivial Traits, 5 Minor Traits, 3 Major Traits
91-95	6 Trivial Traits, 5 Minor Traits, 3 Major Traits
96-99	6 Trivial Traits, 6 Minor Traits, 3 Major Traits
100	6 Trivial Traits, 5 Minor Traits, 4 Major Traits

TRIVIAL TRAIT CHART	
<i>This chart is a listing of some "trivial" traits that a character may have. For descriptions see Section 6.9.2 (Personality Descriptions).</i>	
Roll	Resulting Trait
01-10	Fondness/Dislike (50% either) of a certain color.
11-15	Fondness/Dislike (50% either) of a certain animal.
16-20	Follows (moderately) a religion or belief system.
21-25	Character believes he is 'scholarly/intelligent' or Character believes he is 'warrior-like/strong' or Character believes he is 'thief-like/agile'.
26-30	Character is Introverted/Extroverted (50% either).
31-35	Character belongs to a sub-culture.
36-40	Character is an optimist/pessimist (50% either).
41-45	Character is shy.
46-50	Character is a hedonist.
51-55	Character is precise and/or picky.
56-60	Character is suspicious/cautious.
61-65	Character keeps neat at all times/cares little for appearance (50% either).
66-70	Character is lazy.
71-80	Character dislikes/likes (50% either) travel.
81-90	Character is 'proud' of home culture/society.
91-95	Character is a snob/inverted snob (depends on status)
96-99	Roll twice on this chart.
100	Roll on the Minor Traits Chart.

MINOR TRAIT CHART	
<i>This table is a listing of some "minor" traits that a character may have. For descriptions see 6.9.3 (Personality Descriptions).</i>	
Roll	Resulting Trait
01-10	Character has a bad short term memory.
11-15	Character is an addict (physical or mental) of a drug.
16-20	Character has a bad temper.
21-30	Character strongly subscribes to a religion or belief system.
31-40	Character is mentally "addicted" to a non-harmful behavior.
41-45	Character is too trusting.
46-55	Character is intolerant to a racial, social or religious group.
56-60	Character is too brave/cowardly.
61-65	Character is lecherous.
66-70	Character always tells the truth.
71-75	Character is vengeful.
76-85	Character is very greedy (e.g., for magic, for money, etc.).
86-90	Character is a compulsive liar.
91-95	Character is a kleptomaniac.
96-99	Roll twice on this chart.
100	Roll on the Major Traits Chart.

MAJOR TRAIT CHART

This table is a listing of some "Major" traits that a character may have. For descriptions see 6.9.4 (Personality Descriptions).

Roll	Resulting Trait
01-15	Character is a fanatic to a religious or belief system
16-30	Character has a sexual deviation from the norms of his culture.
31-40	Character suffers from paranoia.
41-45	Character is constantly manic.
46-50	Character is constantly depressive.
51-60	Character is a manic/depressive.
61-70	Character has an incapacitating phobia.
71-85	Character has a severe delusion (it may be real, just everyone else is convinced the character is deluded!).
86-95	Character has a second personality. Roll again on the Initial Trait Determination Chart and design a second character personality, and yes, you can get this result again for even more personalities!
96-99	Roll twice on this chart.
100	Roll twice on this chart and once on the Minor Traits Chart.

TRIVIAL TRAITS (6.9.2)

Fondness/Dislike of a Certain Color or Animal: A character's fondness (or dislike) of a certain color dominate his clothes, gems, heraldry, etc. In the case of fondness (dislike) of a type of animals, the character will keep them as pets (or strike them in anger), feed them, etc.. To ignore this compulsion in a given situation requires an open-ended roll (D100 + 30 + SD bonus roll) of over 100.

Follows (moderately) a Religious or Belief System: A character with this trait will subscribe to the basic principles of the belief system, without necessarily believing in some specific elements of the dogma. When the belief system is ridiculed or challenged, the character must make an open-ended roll (D100 + 30 + SD bonus roll) of over 100, or he will respond in a fashion that defends his belief system.

Believes He is Scholarly/Intelligent or Warrior-Like/Strong or Thief-Like/Agile: A character with one of these traits will attempt to convince others of his prowess, and will behave in such a fashion that emphasizes the trait. To ignore this compulsion in a given situation requires an open-ended roll (D100 + 30 + SD bonus roll) of over 100.

Is Introverted/Extroverted: A character with one of these traits will behave in such a extremely outgoing (extrovert) or very private (introvert) fashion. When with a group of more than 2, all social skills for an introvert are modified by -10. For an extrovert, social skills are modified by -10 if less than 2 people are present.

Belongs to a Sub-Culture: The character has joined a sub-culture and adopts the mannerisms and general cultural persona of that sub-culture. A sub-cultural persona is always derived from the parent culture, but has been altered in some way. Members of the sub-culture react with (and are reacted to) members of the parent culture with a modifier of -10. Members of the same sub-culture react to each other with a modifier of +10.

Is an Optimist/Pessimist: A character with this trait either believes that success is always possible (optimist) or that doom is always probable (pessimist). If, in most situations, an optimist or a pessimist has less than a 33% chance of success the optimist will probably attempt the action and the pessimist will probably not attempt the action. To ignore this compulsion requires an open-ended roll (D100 + 30 + SD bonus roll) of over 100.

Is Shy: A character with this trait does not like social contact. To make social contact under normal circumstances requires an open-ended roll (D100 + 30 + SD bonus roll) of over 100. Double DP cost for all social skills.

Is a Hedonist: A character with this compulsion is a "pleasure-seeker." "If it feels good—do it!" is their motto. Given a situation where there is a possible "pleasure" to be had, a character with this trait must make an open-ended roll (D100 + 30 + SD bonus roll) of over 100 or he will head for the objective. To leave a situation of pleasure requires the character to make an open-ended roll (D100 + SD bonus roll) of over 100.

Is Precise/Picky: A character with this compulsion is a stickler for detail. To convince such a character that sufficient detail has been reached on a certain subject (i.e., planning, preparation, etc.) requires a Duping, Diplomacy, etc., roll. Satisfaction requires an open-ended roll (D100 + 30 + Re bonus roll) of over 100.

Is Suspicious/Cautious: A character with this compulsion is similar to the "picky" character above. However, this character is picky for interests of personal safety. Such a character requires a Duping, Diplomacy roll (at +30) to gain any trust from them whatsoever. Long-term friends do not need to make a roll (they have gained the character's trust), but if they do anything to cause a loss of trust any Diplomacy etc., rolls from that point on are modified by -20.



“Keeps Neat”/“Doesn’t Care For Appearance”: A character with the keeps neat trait must spend at least 1-2 hours a day in various forms of grooming, bathing, buying new clothes etc. Immediate reactions to such characters by strangers is modified by +10, but this drops to -5 once they realize the characters problem. A character who doesn’t care for his appearance suffers a reaction modifier of -10 to strangers, but as strangers get to know the character this drops to +0, as the stranger gets to know the character.

Is Lazy: A character with this trait has an aversion to physical labor. He will complain about, put off, etc. any job. To actually undertake a lengthy physical job requires an open-ended roll (D100 + 30 + SD bonus roll) of over 100.

Likes/Dislikes Travel: When faced with a situation that requires more than 2 days travel from the current location, a character who likes travel must make an open-ended roll (D100 + 30 + SD bonus roll) of over 100, or he will leave soon as possible. A character who dislikes travel must make an open-ended roll (D100 + 30 + SD bonus roll) of over 100, or he will delay the journey as long as possible.

Is ‘Proud’ Of Home Culture/Society: A character with this trait must always promote his culture or society, and must always tell strangers of their country of origin when meeting strangers (e.g., “I am Celena Tarios, of the Sulini, bravest seafarers and greatest traders of Tanara”). If the culture/society is ridiculed or challenged the character must make an open-ended roll (D100 + SD bonus roll) of over 100, or he will respond by defending his home society/culture.

Is A Snob/Inverted Snob: A character with this trait is proud of his social class. Such a character will react to other members of a similar social class (plus or minus 2 in Social Status, if Section 6.8 is being used) with a modifier of +20. The character will react to all others with a modifier of -10 to -30 or more (-10 per Social Status difference of more than 2). Two snobs/inverted snobs who meet will react at +30 to each other if they are within the same social class. If not the reactions are modified by -10 to -60 or more (-10 per Social Status difference).

MINOR TRAITS (6.9.3)

This section is a fuller description of the minor traits that can be generated by using Traits Table 6.9.1.

Has a Bad Short-Term Memory: A character with this trait cannot concentrate on short-term activities. For remembering recent events only, his Me stat bonus is modified -20. In addition, the character is at -10 (or -20 if the skill is Me based) to all actions that require concentration of more than 1 round. A character with this affliction may cure it through Psychology/Sanity Healing Lore, with a bonus of +1/week of successful therapy until the normal Me stat bonus is reached.

Is An Addict: A character with this trait must choose a drug to be addicted to. The Addiction may be physical, mental or both. The Addiction Factor of the drug must be at least 5 for physical addictions and at least 10 for mental addictions.

For physical addicts, the effectiveness of the drug is halved while addicted. For each day that the character is without the drug, he is at -5 (cumulative) to all skill rolls, until he receives another dose. When faced with the opportunity for a dose, the character must make an open-ended roll (D100 + 10 + SD bonus roll) of over 100, or he will accept the dose. The same roll is used if the character wishes to undergo voluntary treatment (i.e., go “cold turkey”). The character may break an addiction by going without the drug for a number of days equal to the drug’s Addiction Factor x 2.

If the character is mentally addicted to a drug, the same process is used. However there is no modifier to skill rolls, and an open-ended roll (D100 - 10 + SD bonus roll) of over 100 is required for refusal and treatment. If a character “helping” the addicted character makes a successful Sanity Healing Lore/Psychology roll, then the roll required for refusal/treatment is an open-ended roll (D100 + 30 + SD bonus roll) of over 100.

Has A Bad Temper: A character with this personality trait will react angrily (GM discretion) unless he makes an open-ended roll (D100 - 10 + SD bonus roll) of over 100 when insulted, struck, presented with a frustrating situation etc. For every week of successful Sanity Healing Lore/Psychology therapy performed by another character, this roll may be modified by +5.

Strongly Subscribes to a Religious or Belief System: A character with this personality trait believes most of the doctrine of a belief system. The character will associate with those who are of a similar belief system (+20 to reaction rolls), and will not associate with those who are opposed to his belief system (-40 to reaction rolls). The character will donate 10% of his income to the organization representing their belief system and will always defend it publicly.

Is Mentally “Addicted” to a Non-Harmful Behavior: A character with this trait will perform a certain action or actions on a regular basis. The action (e.g., engaging in deep conversation with cats, playing RPGs on a daily basis) is not actually harmful to the character, but others will react to the character at -5 (+10 if they have the same trait). The behavior should take up at least 10-20% of the character’s time. To ignore the trait on a particular day requires an open-ended roll (D100 - 10 + SD bonus roll) of over 100. For every week of successful Sanity Healing Lore/Psychology therapy performed by another character, this roll may be modified by +10.

Is Too Trusting: A character with this trait fits the saying “there’s is one born every minute”. Modify all Diplomacy, Duping, Trading etc., maneuvers against this character by +30.

Is Intolerant: A character with this trait is intolerant to a particular racial, religious, or social group. When meeting a member of this group, the character becomes intolerant—modify reaction rolls by -30, with no result over 60 (neutral) being possible.

Is Too Brave: A character with this trait places minimal value on his life and limb. Such a character is not stupid, but is prepared to take unnecessary risks. When faced with a situation that could cause significant damage to himself (GM discretion, either physical or social), the character must make an open-ended roll (D100 - 10 + SD bonus roll) of over 100, or he will undertake the action regardless.

Is Lecherous: A character with this trait will attempt to “get acquainted with” any character that he is sexually attracted to and that has an Appearance stat of over 65. To ignore this trait, the character must make an open-ended roll (D100 - 10 + SD bonus roll) of over 100.

Always Tells the Truth: A character with this trait finds it virtually impossible to lie and very hard not to reveal the full details of a situation. To tell a lie, the character must make an open-ended roll (D100 - 30 + Pr bonus roll) of over 100. To tell a “half-truth,” the roll is D100 - 10 + Pr bonus. If the character fails either roll, it is obvious that he has lied. A character with this trait must pay triple DPs for skills such as Duping.

Is Vengeful: A character with this trait believes in “an eye for an eye, a tooth for a tooth.” If such a character is harmed (GM discretion), he will go out of his way to repay the damage in kind. To ignore this compulsion requires an open-ended roll ($D100 - 30 + SD$ bonus roll) of over 100.

Is Very Greedy: A character with this trait is greedy for money, or magic, or power, etc. When a character with this trait is faced with a situation where he may increase his “wealth” (whatever that means to the individual character), he must make an open-ended roll ($D100 - 30 + SD$ bonus roll) of over 100, or he will attempt to gain the extra “wealth”. This roll may be modified by the GM according to the level of danger involved.

Is a Compulsive Liar: A character with this trait lies for the sake of it. The character may not intentionally wish harm upon those whom are lied to, but lies anyway. Anyone who knows about the compulsion reacts to the character with a modification of -20. To tell a story that is perfectly true requires an open-ended roll ($D100 - 10 + SD$ bonus roll) of over 100.

Is a Kleptomaniac: A character with this trait steals small items which take his fancy. The items need not be useful, expensive or powerful—just as long as he can steal them. When faced with a situation where the character can steal an item, he must make an open-ended roll ($D100 - 10 + SD$ bonus roll) of over 100, or he will attempt to steal it.

MAJOR TRAITS (6.9.4)

This section is a fuller description of the major traits that can be generated by using Traits Table 6.9.1.

Is a Fanatic to a Religious or Belief System: A character with this trait is devoted to a religious or belief system. He will donate at least 50% of his income to an appropriate organization, and will join an appropriate organization. The character will always publicly promote the belief system, and will react to all supporters of the belief system at: -5 to moderate supporters (they are not committed enough), +20 to strong supporters, and +30 to fellow fanatics. A character will react at -20 to all other members of other belief systems (regardless of level of commitment), and will react to members of opposing belief systems at -50 with a result of no greater than 25 (bad reaction).

Has a Sexual Deviation: A character with this trait has a sexual attraction outside the norms of their culture. Reactions to the character depend widely on who he is meeting and on what culture they are from. The “default” reaction is -20. Meeting someone with the same sexual deviation results in a bonus of +10 to reactions.

Is Paranoid: A character with this trait trusts no one! All attempts at Diplomacy, Duping, Trading, etc. directed at such a character are modified by -30. Others react to a paranoid character with a -30 modification. To trust anyone requires an open-ended roll ($D100 - 50 + Pr$ bonus roll) of over 100. For every week of successful Sanity Healing Lore/Psychology therapy performed by another character, this roll may be modified by +10. Of course, the problem is trusting the psychologist.

Is Manic, Depressive, Manic/Depressive: A character with this trait is a super-optimist and a super-pessimist. See the trivial traits (Section 6.9.2) for descriptions of the effects of these traits, but modify the rolls by -50, rather than +30. Manic/Depressive characters have a 50% chance of either trait in each given situation. For every week of successful Sanity Healing Lore/Psychology therapy performed by another character (at -20, -30 for Manic/Depressives), rolls for this trait may be modified by +10.

Has an Incapacitating Phobia: A character with this trait is terrified by some normal action, item, event, etc (e.g., confined spaces, heights, weapons). Others react to a character with a phobia at -5, once the phobia is known. When confronted with the object of his phobia, the character will be “stunned” for 5 rounds, and will be at -20 to all actions until the object of his phobia is removed from his vicinity. To willingly go towards the object of a phobia requires an open-ended roll ($D100 - 30 + SD$ bonus roll) of over 100. For every two weeks of successful Sanity Healing Lore/Psychology therapy performed by another character (at -20), rolls to approach the object may be modified by +10, and the “stun” effect is reduced by 1 round, and the penalty is reduced by 5.

Has a Severe Delusion: A character with this trait believes something that is considered abnormal by the rest of his culture (e.g., cats are telepathic, the moon is made of green cheese). The character will promote this belief whenever possible, and may even design elaborate theories around the belief. The belief, of course, might be true (“I am the heir of the throne of Rhakhaan—honest!,” “The world is round I tell you!”). Others will react to the character at -10, except for those who have reason to believe him. If two characters meet with conflicting Delusions (“I am the heir of Rhakhaan!” “No—I am!”), any reaction rolls are at -40.

Has a Second Personality: A character with multiple personalities may swap personalities after a high stress/shock situation (GM discretion).

6.10 REWARDING GOOD ROLE PLAYING

Currently there is no clear system within *RM* for directly rewarding players who role play their characters well, even if it endangers their characters. This section presents several methods that a GM may choose to reward a player that makes the effort to be entertaining and to role play within the conceptualization of his character.

Option 1: For every 4 hours of real-time the GM should award between 1 to 500 bonus EPs to characters whose players role played them accurately.

Option 2: As above, except that the GM may want to provide bonus EP to players who worked on character development outside of game-time (e.g., a player who writes a lengthy character history so the GM is better able to place the character in his campaign).

Option 3: The previous two options, directly reward characters for the role playing that their players do. This option rewards the players more directly by giving them by giving them “Fate Points” (FPs) for “good role playing.”

Every 4 hours of real-time, a GM can give each player 0-3 FPs (1 being average, 3 being exceptional) for good role playing. Later, a player may spend one FP to declare null and void any roll that affects his character. The player would then have to reroll the voided roll, such a second roll can not be affected by FPs. The concept of FPs is based on the premise that good actors shouldn’t get sacked (i.e., better role players should keep their character’s alive longer).

Option 4: As option 3, a player may transfer FPs from one of his characters to another of his character in the same campaign.

Option 5: As option 2, except the GM gives Fate Points.

Option 6: All of the above options (and watch everyone use dramatic licence!).

7.0 OPTIONAL CAMPAIGN “LAWS”

7.1 SOCIAL STRUCTURE

Social structure is a useful sociological classification that can be used by GMs when designing societies. In general, subsistence patterns and technological resources can produce the general parameters upon which other social institutions can be based. This approach differs somewhat from the approach used in *Campaign Law*, where the subsistence pattern and technology was fairly independent of the actual social institutions. Three social structures and general descriptions are presented here for use with **RM** (Primitive, Ancient, Feudal). In addition, four post-Feudal social structures are given, for GMs who use **SM**, use *Cyberspace*, and/or have cross-genre campaigns (Industrial, Postmodern, Early Science Fiction, Late Science Fiction).

Note: A number of sections in this Companion use these general classifications. They include Section 2.5 (*Professions According To Culture*), 2.6 (*Professions According To Status*), 6.7 (*Adolescent Development Revisited*), and 6.8 (*Social Status*).

PRIMITIVE (7.1.1)

Primitive societies tend to be bronze age and earlier. Their primary form of subsistence is usually hunter/gatherer or slash/burn agriculture, with perhaps some fishing. Farming and herding is fairly unknown. Such societies tend to have extended families with a low population density, and tend to be semi-nomadic at least.

Primary social institutions are more ‘concrete’ than later societies. ‘Myths’ tend to have very practical reasons for their existence (e.g., “such and such an area is taboo”—probably because a Dragon lives there!). There is no organized religion or state, although there are conventions of worship and conduct between members of a group. Labor-specialization exists, however it is very flexible. Personal property is a vague term. Such societies tend to be either matrilinear, patrilinear or both.

However, these societies do exist on a subsistence basis only, and most members require each others effort to avoid starvation. A minor natural disaster may mean death for the entire group. Elderly and the infirm are often killed (or more likely, have a ritual suicide), when the group can no longer support them.

In addition, in a fantasy campaign, it is also a common theme that it is amongst such groups that the very essence of magic can be found and understood.

ANCIENT (7.1.2)

A primitive society becomes an ancient society upon the discovery of herding and farming methods. This usually coincides with the discovery and use of metals. Most ancient societies are either bronze or iron age.

With a relatively high surplus of food, development of cities, farms, villages, and commercial trade occurs. Nations become a reality and population density increases substantially.

In an ancient society, both organized religion and states arise. In addition, slavery, a real rarity in primitive societies, can become the dominant social class for a significant percentage of the population. Labor-specialization, while still somewhat flexible, is much more apparent than in primitive societies. Social customs, such a myths, are sometimes carried down from previous societies in a pure form, or are altered slightly to suit the new power structures.

Note that only some forms of Ancient society develop into a feudal society, others will remain Ancient societies indefinitely. On our earth, this Ancient societies moved on to feudalism in Europe and parts of the Orient (particularly Japan). Other societies remained Ancient societies for hundreds of years (until feudal or industrial neighbors discovered them).

FEUDAL (7.1.3)

A feudal society is characterized by the heavy use of herding and rotational crops. Feudal societies tend to have mastered the making of steel and can support a high population density. Nation-states are a dominant form of social organization and cities tend to be fairly large. Organized religion and organized state power is even stronger than that of Ancient societies.

Labor-specialization is regulated in crafts and professions. While a significant change is the reduction in the amount of slavery—slavery still exists and many live in slave-like conditions, but it tends not to be as extensive as in Ancient societies. Social customs are much more ‘abstract’ and often exist with no obvious reason, except to justify the rule of nobility.

INDUSTRIAL (7.1.4)

An Industrial society is characterized by a rapid development in the use of machines for production. Industrial societies have a very high level of production (although often wasteful), and use “abstract,” “neutral,” and “objective” science for development of knowledge. Industrial societies are the first societies to suffer an economic crisis at the point of surplus, rather than shortage (though a crisis due to shortage is still possible).

Nation-states and international power blocs are the dominant form of social and political organization. Population density can be as high as 80-90% urban (or often, suburban) in some cases. Religion is no longer directly linked to the state, being replaced by science as the dominant ideology. State-power is more subtle, (except in a time of crisis!), but more diversified.

Labor-specialization really intensifies in Industrial societies, but there is a tendency for more antagonism between social classes than in any other point in history. In general, however, the average (mean) member of an Industrial society has more political rights (slavery is virtually non-existent)—it is the median (50% mark) that has changed. Social customs are fairly diverse, as there is sufficient economic surplus to support a variety of sub-cultures and counter-cultures (at least in the wealthier areas). Social customs and myths operate under a thin veneer of functionalism, while in reality they are often exclusionary to certain ideas and social classes.

POST-INDUSTRIAL SOCIETY NOTES

Industrial society represents the dominant international social structure for 20th century earth. What happens beyond this point is anyone's guess, however a few observations can be made:

- (i) *The rate of change of each social structure has intensified at each step.* Most of human existence has been in the form of a Primitive Society. Primitive societies were dominant for many thousands of years. With the rise of the first civilizations, Ancient Societies were introduced (e.g., Babylon on earth). Ancient societies were dominant for a several thousand years, ending with the collapse of the Roman Empire. Feudal societies developed from Ancient societies, but were dominant for several hundred years, before giving way to Industrial societies. Industrial societies have only been in existence for a few hundred years. Given this progression, how quickly are social changes going to occur from this point on?
 - (ii) *Technological change has paralleled social change in the rate of change.* How does a GM guess what technology is going to be available in 30, 40 or even 50 years time, let alone several hundred?
 - (iii) *Dominant ideas have always paralleled social change.* Mysticism existed for Primitive societies; Science for the Industrial societies. All of these ideas have limited structures of observation, recording, representation, rituals, and change. All attempted in one way or another to explain the universe. In one sense, all are "religions," or at the very least philosophies. What do we have for post-science thought?
 - (iv) Each step of change in social structure had seen an increase in labor-specialization, an increase in social and political rights (from Ancient society onwards), an increase in the general wealth of individuals, but an increasing antagonism between those with wealth and power and those without it. Are the next steps going to continue this trend?
 - (v) Each step in social change has seen a short period of extreme violence before the next, as the current "ruling class" attempts to maintain its position of power.
 - (vi) *Social change does not reverse itself.* Once a social structure has changed there has been no returning to an earlier social system. Although reactionary political groups (and sometimes conservative), may wish to "turn the clock back" within a particular social structure, it is rare indeed to find a group which wishes a return to an earlier post-Primitive society (e.g., there a few groups in contemporary society which advocate a return to the Feudal economic, technological and social system). Thus the social system presented in *SM* (Feudal power structure, capitalist economy, science fiction technology) may be very unlikely, however, interestingly, it does fit the conception that has been presented by a large number of science fiction writers!
 - (vii) Finally, (but certainly, no means leastly), Industrial society is very unique in comparison to other societies. It suffers an economic crisis at a time of surplus when other societies suffer a crisis at times of shortage. It has in many ways, overproduced, threatening, for the first time on a grand scale, the entire ecosystem of its inhabitants.
- Industrial society's general population is more educated, wealthy and has more political rights than in any point in history. However, they are also the most excluded from the real powers that engineer social directions, almost to the point that middle-classes are virtually non-existent (in a political power sense and in the sense that 50% of wealth is held by a tiny minority).

A GM who wishes to run a realistic post-industrial society has a lot of work to do. While in general it is possible to gauge a rate of technological change and social change, the exact technologies and social systems that will be in place is the problem. Also the new and unique changes (or problems) that Industrial society has brought means that quantum leaps in theory are required before any simple cause-effect analysis can be used. In the contemporary social sciences such a situation is now being called the postmodern problematic.

POSTMODERN SOCIETY (7.1.5)

Postmodern society is the term used to describe the situation where modern (Industrial) social structures have become harmful or outdated to social and technological change, and yet there is a multiplicity of alternatives. The key features of a postmodern society might include:

- (i) Increasing technological change, but more limited public input on direction and design
- (ii) Increased social conflict, due to antagonism to power (i.e., polemicization) but a general demand for more political and economic rights
- (iii) Increased environmental devastation
- (iv) A growing irrelevancy of traditional science (Chaos theory, a dialectical "science," or Paul Feyerabend's "anarchist science" may be alternatives)
- (v) A move away from labor-specialization towards multidisciplinary knowledge (due to the reduction in use of traditional scientific methods)

Technologically, postmodern society looks like it might have a reduced level in production in terms of quantity (because Industrial society overproduces), but an increase in the quality and "strength" (in terms of how long an item lasts) of goods. This, of course, requires a major shift in the aims and objectives of society, and requires the success of alternative ideas. Planets near earth will probably be visited, or even colonized during this period (possibly to get away from the environmentally unsafe earth!).

A postmodern society is the society described by most cyberpunk authors, and fits in very well with ICE's *Cyberspace* and the Hero System's *Cyber Hero*TM.

(EARLY) SCIENCE FICTION (7.1.6)

In terms of social structure, apart from the general parameters for deciding its make-up, it is virtually impossible to know what an (early) science fiction society will look like. We can guarantee it will be different to any we have seen before! It is up to the GM to decide what has happened in the postmodern period before even thinking about what happens in an (early) science fiction period. This, of course, assumes that humans are still around—the dominant life form (or only life form) may be Artificial Intelligences, Replicants, Androids, etc.,

Technologically, we can assume that what is now considered wild possibilities in contemporary science might be "science" fact. Use of "wormholes" for Faster Than Light Travel, reactionless drives for Slower Than Light Travel, Terraforming of planets, FTL Communication, colonization of the solar system and nearby stars (or even distant stars are possible with rapid FTL)—all are possibilities. *SM* provides a reasonable technological similarity with this level.

(LATE) SCIENCE FICTION (7.1.7)

Here we are getting into the realm of the impossible. Even the best sociologist in the world cannot even hazard a guess at what a (Late) Science Fiction society will be like. It's a bit like asking Plato to determine the parameters of Industrial society. Society, ideas, and technology will possibly include many things we currently consider impossible. It's worth bearing in mind, given the current rates of technological and social advancement, (Late) Science Fiction may be upon us as early as 2450 AD.

TECHNOLOGICAL PARAMETERS (7.1.8)

This section presents brief notes on how a GM may handle items from various tech levels in his campaign.

Firstly, it must be assumed that **RM** uses a early Feudal tech level as its base tech level. This is most obvious in the assumption that Iron weapons (and similar equipment) give a bonus of +0. Iron, being of course, the most common form of metal weapon in that particular period.

If the tech levels as described in Sections 7.1.1-7.1.7 and Section 10.0 (Unified Skill System) are used, a GM can use an overall modifier based upon tech level (or partial tech level) for various equipment. The recommended level is ± 10 per tech level difference, and ± 5 per partial tech level difference.

These bonuses modify a characters ability to use a certain skill which uses equipment (any equipment). A character who uses a Primitive era club (probably made from wood, stone or bone) will be at -20 to his OB (a two tech level difference from the **RM** base tech level of Feudal). A character who is using an Industrial era sword will be at +10 or +15 to his OB (enhanced steel or titanium alloy). The same bonuses apply for cooking equipment, lock picks—any skill which assumes the use of equipment.

However, there are some problem areas. Some skills may use get a bonus from equipment, however it is not essential. For example, the use of the Mathematics skill does not presume the use of equipment, however it is easier (and often more effective) if a character is using an abacus, an adding machine, or a pocket calculator. For such equipment, a GM must decide when the equipment is introduced (i.e., what tech level). From that point onwards, the equipment gains a bonus of +10 per tech level, starting from a basis of +10 (no one designs equipment which makes the use of a skill more difficult!).

Example: *Par-Jiral has a Mathematics skill bonus of +45. While visiting Charon (of all places!), Par-Jiral finds the Ky'tarr'virri equivalent of a (Late) Science Fiction Pocket Calculator. After a few amusing Technics rolls, Par-Jiral works out how to use the calculator. The GM informs Par-Jiral that equipment that give a bonus to Mathematics have been around since the Ancient era (i.e., abacus), therefore this calculator gives a bonus of (+10 base/ancient, +10 feudal, +10 industrial, +10 postmodern, +10 early science fiction, +10 late science fiction) +60 bonus to all Mathematics skill rolls. Par-Jiral is very pleased.*

As should be self-evident, better and worse variants of a piece of equipment can be produced. In general the costs given in the **RM** section of *Character Law* for weapons can be used for all equipment. Also a GM may decide to assign a maximum bonus that can be assigned to each piece of equipment when using this system.

A piece of equipment may also have a bonus embedded in it which makes it easier to use. This can be used as a bonus to the appropriate skill maneuver (if any) required to use the equipment. For example, most modern electrical equipment is built with at least a +50 bonus to operate. Every +5 bonus to operate such items should modify the equipment cost by 1% (a Microwave oven which is +50 to operate costs 10% more than one with less user friendly dials).

7.2 ROLEMASTER AND SPACE MASTER

Some GMs may wish to combine elements of both **RM** and **SM** to use in a science-fantasy campaign. If a GM does this there are some useful modifications that should be made to the standard **RM** rules.

Science vs. Magic — First, the GM must decide what type of campaign he wants. In one type of campaign the distinction between science and magic is somewhat vague, and characters have access to both forms of power. In the other type of campaign, science and magic are separate, and most individual characters comes from either a science background or a fantasy background.

For the first type of campaign, allow characters to have access to all skills in **RM** and **SM**. A GM should be warned however, as there is some crossover. In particular, some **SM** skills (e.g., Survival) are a lot broader than their **RM** alternatives (e.g., Foraging, Region Lore, etc.). A GM may wish to use the Unified Skill System in this Companion (Section 10.0), which is compatible with both **RM** and **SM**.

For the second type of campaign, each character must be either **RM** based or **SM** based and the only skill crossover occurs through the use of the **RM/SM Character Development Integration Table** from **SM** (reprinted in this Section).

Professions — Once a GM has decided what type of campaign to run, he needs to decide what professions are available.

For the second type of campaign (i.e., science and magic are separate), then both the standard **RM** and **SM** professions can be used. The GM is still going to have to determine what skills are available, and at what cost to the non-genre character (e.g., the cost for a Criminologist to learn magic). The **RM/SM Character Development Integration Table** provides a good basis for this.

For the first type of campaign, a GM should consider designing new professions that fit his idea of a science-fantasy campaign. Section 2.3 presents four professions that can satisfy this requirement or that can serve as templates for a GM's own professions. As an alternative, the Unified Skill System (Section 10.0) covers skill costs for all **RM** professions for **RM** and **SM**. For weapon categories it is recommended that the third lowest weapon category cost be repeated to "fill in the blanks" caused by the extra weapon categories in **SM**.

Psions — For both types of campaigns, psionics are a more difficult issue. Each individual GM will have to decide whether psionics are a separate "realm" of magic, not a magic realm at all, or simply another name for Mentalism. DP costs and Psion list availability should be based on this decision.

For more information on this topic see Section 7.3 (**RM** and *Shadow World*), and Section 7.5 (Fantasy Genres), and **SM GM Book** Section 4.3 (Science Fantasy).

ROLEMASTER / SPACE MASTER CHARACTER DEVELOPMENT CHART

Skills & Categories	Non-Spell Users	Pure Spell Users of Essence	of Chan- of Mentalism	Hybrid Spell Users	Semi-Spell Users	Astro-nauts	Tech-nicians	Scientists Re-search	Field	Com-muni-cators	True Tele-path	Semi-Tele-path
Maneuvering in Armor §	—	—	—	—	—	—	—	—	—	—	—	—
Weapon Skills	10*	15*	15*	15*	15*	12*	—	—	—	—	—	—
General Skills	20	20	20	20	20	20	—	—	—	—	—	—
Driving & Marine Pilot	20	12	15	12	12	12	—	—	—	—	—	—
Special Skills	25	18	20	20	15	20	—	—	—	—	—	—
Forgery & Counterfeiting	4	6	6	6	5	5	—	—	—	—	—	—
Survival	1/2	1/3	1 3	2	3	1 3	—	—	—	—	—	—
Combat Skills	20	25	25	25	25	20	—	—	—	—	—	—
Astronautic & Technic Skills	25	18	25	25	20	25	—	—	—	—	—	—
Scientific & Engineering Skills	25	20	25	25	20	25	—	—	—	—	—	—
Psion Lists †	20	20	20	12	15	20	—	—	—	—	—	—
Magical Skills	—	—	—	—	—	—	25	25	25	25	15	20
Spell Lists ††	—	—	—	—	—	—	25	25	25	25	12	15
Runes	—	—	—	—	—	—	12	10	8	8	6	7
Staves & Wands	—	—	—	—	—	—	15	10	9	9	15	8

Notes:

A "—" indicates that the DP cost is already given in the appropriate system (**RM** or **SM**).

If a skill category is given a DP cost, that cost applies to all skills/professions in that category that do not have a normal DP cost (e.g., a **RM** non-spell user has no "normal" DP cost for N-Space Astrogation). This chart gives DP costs for certain specific skills that do not have the skill category DP cost. Secondary skills not in both systems should follow this pattern.

§ — DP costs are the same as for equivalent armors in the two systems: Soft Leather = Light Body Armor; Rigid Leather = Pliable Armored Bodysuits; Chain = Mesh Armored Bodysuits; Plate = Armored Exoskeletons.

* — **SM** has seven more weapon categories than **RM**; each **RM** profession should assign the cost given to two of the additional **SM** categories; his highest DP cost to two of the additional **SM** categories, and costs of 20 to the other three additional **SM** categories.

† — One Field only; may only learn lists to 5th level.

†† — Normally a **SM** character must choose one Realm of power; may only learn "Open" lists to 5th level. However, if the Realm of Mentalism is chosen, the cost is 4/* for True Telepaths ("B" portions for open lists, "A"/"C" portions for closed lists) and 6/* for Semi-Telepaths (open lists only; "A"/"C" portions).



7.3 ROLEMASTER AND SHADOW WORLD

This section presents some notes concerning the use of *RM* in *Shadow World* (*SW*), in particular, the relationship between the Lords of Orhan, Channelling Users, and *SM* within *SW*. This material can be viewed as an “optional logic system,” i.e., it provides an alternative to some material in the *Shadow World Master Atlas*.

THE FLOWS OF ESSENCE

Kulthea is implied to be a fairly unique planet, insofar as it is ‘bathed’ in Essence flows. If a GM is running a campaign which includes space travel, then this will have a substantial effect on Essence users who travel off planet. As an optional rule, a GM may decide that characters on Kulthea and in its immediate environment (e.g., the moons) have their full complements of PPs. Within Kulthea’s planetary system, Essence users have 66% of their normal PPs. Outside of the Kulthean system, a kind GM may decide that there is residue Essence everywhere, and allow Essence users 33% of their normal PPs. A not-so-kind GM will give such characters no PPs. Conversely, an Essence user’s PPs in a high-Essence zone (e.g., a Pale of hell, Orhan, etc.) might be multiplied by 150%, or even doubled!

CHANNELING & THE UNLIFE

In *SW* it is assumed that the Lords of Orhan channel PPs directly to their priests. However, there is reason to debate this—the Lords themselves do not have enough intrinsic PPs to distribute on this scale! For a GM who prefers a more ‘problematic’ campaign, the PPs that a Channeling user has are obtained directly from the Channeling characters themselves. This approach also allows ‘heretics’ of a religion to still have access to PPs. Similarly, worshippers/priests of the Unlife do *not* use ‘Unlife’ PPs, but rather accumulate PPs in a normal fashion. After all, it can be argued that ‘evil’ and the ‘Unlife’ could be whatever the Lords of Orhan don’t like!

So what is the role of deities? As suggested implicitly in *SW*, the gods (of Orhan) take a fairly active interest in their inhabitants. Depending on the actual god, this may even be direct involvement. The extent to which a character propagates the tenets of his god may influence how the god behaves towards the worshipper. A real ‘heretic’ (as opposed to one so proclaimed by the religious hierarchy) could have his god performing whatever deeds are possible to impede the “worshipper!”

In this respect, a Channelling user will have his full complement of PPs no matter where he is on Kulthea. However, any extra assistance from a deity will be lost once the character is outside the deity’s area of influence. This applies to local gods as well as the Lords of Orhan.

Using a similar method to that presented in *RM CIV* 4.6 (Channeling PPs), a GM should make periodic checks on how well each Channeler is propagating his god’s tenets. The GM should also determine whether such a god is “Concerned,” “Detached,” or “Isolated” and roll appropriately. While the results presented in *RM CIV* 4.6 are unlikely under this particular representation of deity behavior, they can be a good gauge of a god’s general reaction. The character’s level, social standing etc., may also have major effects on this “classification of concern.”

THE UNLIFE

Some GMs, particularly those of a philosophical persuasion, may have wondered about the motivations of the Unlife. While the Unlife is usually represented as being unproblematically “evil,” the reasoning is a bit thin. It is clear that they do not serve nor are they masters of demons.

“... Their [demons] purposes are so quixotic that even the servants of the Unlife are reluctant to summon them because they seem insane and uncontrollable.”

(Jaiman: *Land Of Twilight* p 17).

The objective of the Unlife is the “complete obliteration of all life” (*ibid.*). How does a religion come to this conclusion? Read the account below, presented by Elor Once Dark, a Loremaster who once joined the “dark side.”

Note: Readers of philosophy will note that the Unlife uses a combination of Hegel’s teleological dialectic for a logic system, Nietzsche’s nihilism and theory of deception/illusion for epistemological purposes, and Heidegger’s theories of existentialism for justification. Using these general guidelines, more complex motivations than the simple summary below can be provided.

FOLLOWING THE UNLIFE [start of 3rd chapter],

being an account of Elor Once Dark

... I was ushered through the winding corridors by the Wood-elf slave/guard, unarmed, and with a longsword prodding at my back. Here I was, within the very center of knowledge of the Unlife on all Jaiman, the Dark Elf stronghold of Sidar, on the notorious isle of Plasidar. Where I was going I did not know, nor did I ask. I had just spent three days in a dungeon, my mind being probed by Dark Elf mages. I had long since regretted seeking to join the dark side, yet no regret did I have in leaving the Loremasters.

We stopped at a set of large, arched, double steel door, embellished with laen symbols representing Ulor and other supporters of the Unlife. The Wood-elf slave opened the door for me and ushered me inside. Beyond was a huge chamber, tall, long, wide, and very empty, save a solitary desk and a few bookshelves at the rear. Gargoyles could be seen on ledges in evenly spaced points. The arched roof, the gargoyles, the sheer emptiness of the chamber—all promoting the air of high Gothic architecture, an architecture of beauty, cruelty and melancholy.

“Come forward, Elor,” came a voice from a hooded figure seated behind the desk. The tone carried no demand, no threat, no coercion. It was the tone of a long-term friend. It was very, very discomforting.

I reached the table after what had seem minutes of slow, careful steps. I found a chair, elaborate and comfortable, positioned opposite the hooded figure. I stood next to it, waiting.

“Please, be seated my friend,” spoke the hooded figure.

“Friend?,” I replied, “What sort of friend are you—I have been locked in a dungeon for days, my innermost thoughts probed by your mages, and yet, you call me ‘friend’?”

The figure sighed. “It is no more than what the Loremasters would have done if I wished to join them. In fact, it is more likely that I would be put to death. In any case, the mind probes have concluded that you bear no ill-intention against us for the time being. Thus, for now, you are a friend. Be seated.” The final comment was a demand, not a request. With some trepidation, I sat down.

“Good,” spoke the figure, “Now we can converse.”

“Wait! If I am a friend, as you claim, I would like to know to whom I am speaking!”

The figure laughed, long, and hard. “You are a brave person, Elor, a commendable trait that will serve you well in the future!” Stare then, into the face of the most feared man on Jaiman!” With that he threw back his hood, revealing a face...

I have known fear before then, and I have known fear since then, but never, unless I meet Kaedena herself, will I know the fear I felt then. Behind the hood was the face of Lorgalis, half Dyar, half Lord Of Essence, and the most powerful servant of the Unlife on Jaiman, and I, without weapon, spell or shield.

"So..." spoke Lorgalis, "Let us talk. Why do wish to leave the Loremasters?"

"I... I have become disillusioned with the order. They claim to fight the Unlife, yet often their methods are but of control of what they believe to be lesser beings. They are not willing to give out information, magical skills, or technology. They will not help others unless the Unlife is on the verge of victory. I have sought out the Unlife to find out ... to find out—why you do what you do."

"A reasonable aim," smiled Lorgalis, "So I will give you a few hints. Tell me, what is the most terrifying event to any being?"

I almost blurted 'You!', but thought better of it. I considered Dragons and fell beasts, deadly poisons, demons, Black Reavers and all the monsters of the world that could cause pain and suffering. There was so many to choose from. I weighed my decision carefully, and uttered a single word—"Death."

"Correct!" exclaimed Lorgalis. "Death is the single most important factor that all of the mortal races must consider! Human, Dwarf, Animal, Plant—all must fear death. But of course, the Elf and the Demon do not."

"What do you mean? What are you leading to?"

"Simply this, all the mortal races are different to the immortal races concerning death. A mortal race has an insignificant lifespan. They shroud their pitiful time here with lies of self-importance, pretending that they are worthwhile, when really they are nothing. Time itself will eventually come into conflict with the continued existence of a mortal race. And time will win. The mortal race must face Time and lose—such is their fate.

"But the immortal race—this is something different. Only by bad luck, lack of skill, and ability will an immortal race die. The immortal race faces up to Time and wins! It is the great victory of the immortal race to be superior—we have defeated the great fear that causes the self-deception of the mortal races. We have transcended the finality of death. We do not fear death itself—we know if we die, it is because we are weak. The death is justified. Thus the great superiority of the Elven race, of Demonkind, on, yea, even the Lords of Orhan and the Lords Of Essence. They will not die. They ..."

I was furious. "Are you telling me, Lorgalis," I spat out his name. "That I have travelled many miles, suffered mind probes, and given up my membership to the Loremasters, so I can consider something as pathetic as racial supremacists! I expected something slightly more sophisticated from the Unlife!"

"No!" screamed Lorgalis. His voice echoed over and over again in the hall. "No, no, no! We are **not** racial supremacists. We make **no** differentiation between race. Black human, white human, Iylari, Dyari...it makes **no** difference to us. That we leave to petty, insignificant, propagandists." His voice grew soft. "We are species supremacists, not racial. And our definition of species is based on the mortality of the creature. Race is not important. Sentience is not important. The ability to live is important. To us, the tree and the human are on the same general level—mortal. The Elf, the Demon, even the Undead are on a different level—the immortal. Our objective should be clear by now. The utter and complete abolition of mortal life. The replacement of that inferior trait by immortal races, whether their form is animal, plant or sentient... That is our aim."

He waited, letting his words sink in. The incredibility of what he was saying—running against all I believed, all that I had been taught, and yet, with impeccable logic, had swayed me. It ex-

plained a lot about the Unlife. Why their mortal servants seek to be Undead. Why they hated with such anger the mortal Half-Elves. Why they considered Iylari to be "traitors." It all made sense. The Unlife, rather than hating life itself, actually hated death.

"So, Elor," the voice was soft, diplomatic, and pleading. "Will you join us?"

There was no hesitation. My mind was made up. "Yes."

7.4 RM / HERO SYSTEM CONVERSIONS

For converting **RM** material for use in a *Hero System*[™] game (like *Fantasy Hero*[™]), the following guidelines are presented. This method differs somewhat from that presented in *Fantasy Hero*.

First convert all stats. Keep in mind that the average stat in the *Hero System* is 10, whereas the average stat bonus in **RM** is +0 (and the average stat is 60). The normal maxima for *Hero System* characters is 20, whereas normally for **RM** it is a bonus of +25 (a stat of 100). It should also be noted that Presence in **RM** is a reflection of mental presence, whereas in the *Hero System* it also a reflection of size. Finally, some skills in **RM** are actual stats in the *Hero System*. With these considerations taken into consideration, the following guidelines can be used for conversions (Si is the Size stat, see Section 5.4). Round up all fractions.

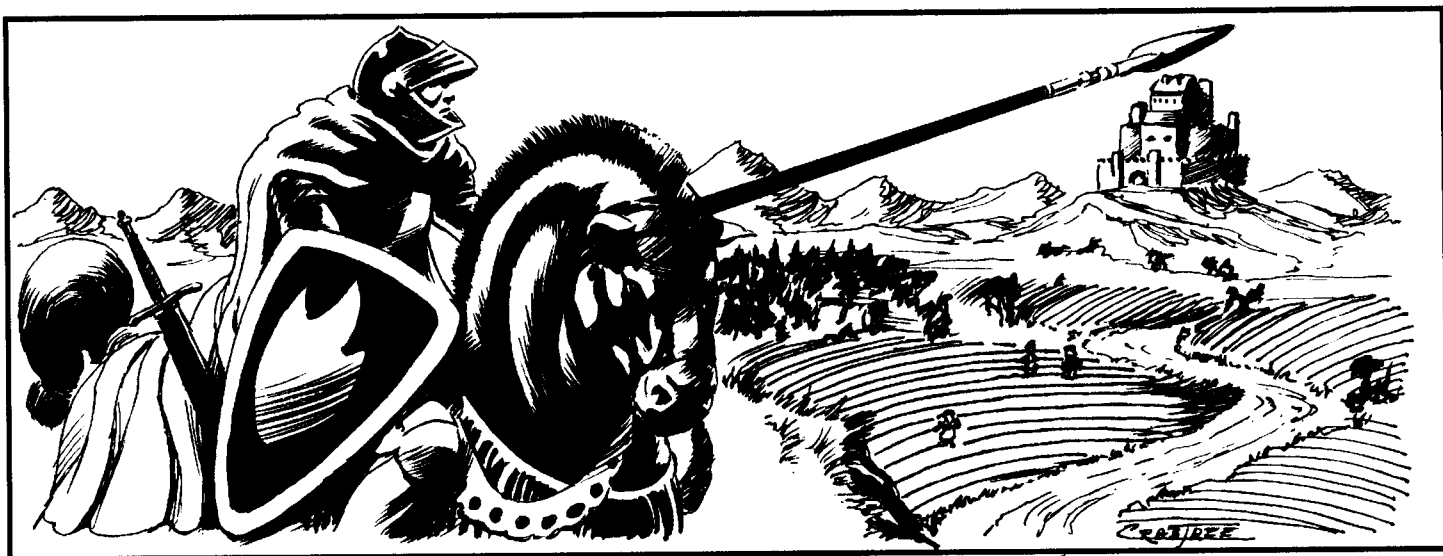
FROM ROLEMASTER TO HERO

FH Stat	RM Formula
STR	10 + (St bonus ÷ 3)
DEX	10 + (((Ag + Qu bonus) ÷ 2) ÷ 3)
CON	10 + (Co bonus ÷ 3)
BODY	10 + (Co bonus ÷ 3) or 10 + (((Co + Si bonus) ÷ 2) ÷ 3)
INT	10 + (((Re + Me bonus) ÷ 3) ÷ 2)
EGO	10 + (SD bonus ÷ 3)
PRE	10 + (Pr bonus ÷ 3) or 10 + (((Pr + Si bonus) ÷ 2) ÷ 3)
COM	10 + (Ap bonus ÷ 3)
PD	2 x Figured or Natural AT + 2 (resistant)
ED	2 x Figured or Natural AT + 2 (resistant)
END	Figured
SPD	Figured (Round up)
STUN	Figured + (Developed Hits ÷ 10)

Example: Glaurung has a stat bonus of +20 in **RM**. This would convert to a **PRE** of: 17 = 10 + (20 ÷ 3).

FROM HERO TO ROLEMASTER

RM Stat Bonus	FH Formula
St	(STR - 10) x 3
Qu	(DEX - 10) x 3
Pr	(PRE - 10) x 3 or (PRE+EGO - 20) x 3
In	(INT - 10) x 3
Em	(PRE - 10) x 3
Co	(CON - 10) x 3
Ag	(DEX - 10) x 3
SD	(EGO - 10) x 3
Me	(INT - 10) x 3
Re	(INT - 10) x 3



SKILL RANKS

When converting skills it is worth remembering what the various skill ranks mean in each system. In the *Hero System* Familiarity can be roughly considered to be equal to 1 skill rank in *RM* (particularly considering that 1 skill rank in *RM* gives a bonus from Rank 0 of +30!). Establishing a basic skill rank in the *Hero System* (i.e., $9 + \text{CHAR}/5$ roll) is the equivalent to about 5 skill ranks in a *RM* skill. Anything beyond that can be considered +1 level = +1 skill rank.

SKILLS

There isn't, of course, enough space here to suggest conversions for all *RM* skills (and besides, the number used varies from campaign to campaign). However it is suggested that when converting from *RM* to *Hero*, total the number of similar skill ranks for each *Hero* skill before deciding what level the skill is known to. For conversions from *Hero* to *RM*, place the skill ranks in the skill most appropriate, with perhaps a few 'free' single ranks going to very similar skills.

SPELLS

When converting spells from *RM* to *Hero*, look very carefully at all of the limitations that are on the spell. In particular do not forget the class of spell (i.e., Class I, II, or III) being calculated, as this may often indicate the 'extra time' limitation. When converting from *Hero* to *RM*, recalculate the total number of points within a particular effect, changing the limitations of the old spell to *RM* limitations wherever possible (try to keep the limitations bonus the same however). When a point is reached where the two spells are roughly equal, then this can equal the level that the caster knows the spell list to.

HERO POINTS VS. RM EXPERIENCE LEVELS

Overall, consider every 15 base points (or better still, every 30 total points) in the *Hero System* to be equal to 1 experience level in *RM*. Thus a starting *Fantasy Hero* character, with 150 total points, is roughly equal to a 5th level *RM* character. Within this general limit, and the above guidelines, conversions should be fairly easy.

7.5 FANTASY GENRES

RM, as will be argued below, is a FRPG that is designed to work best within particular fantasy genre conventions. For GMs and players who wish to use the basic *RM* system outside these convention, some modifications are required. This section presents a listing of some possible fantasy genres, a brief explanation of those genres, and a discussion on how *RM* can be modified to better suit those genres.

HIGH FANTASY (7.5.1)

This is, perhaps, the most common of fantasy genres. It is characterized by an epic struggle between good and evil. The forces of evil have great power and strength, but have a fatal weakness. It is up to a small band of hardy adventurers to save the world.

SETTING

Idyllic medieval with a fantasy taint. Humans are a rapidly expanding race, geared to be victorious. Nonhuman races, while no doubt interesting, have no real important future. Their days are passing; they are in "twilight."

The world itself has a long and rich history, full of other titanic struggles, like the one that is about to occur, or is occurring.

THEMES

Knowledge of this history (lore) is nearly always a lifesaver.

The effect of magic is most profound. Old, experienced wizards are extremely powerful, but there are few of them, and they are loath to use the full extent of their power. The forces of evil tend to be a little less relaxed in both the ages of their wizards and their display of power, which tends to indicate that the careless use of magic leads to evil.

Evil is evil and good is good. Good will conquer evil, despite overwhelming odds, usually because evil, with its epic plans of world conquest, usually forget small details that leaves them vulnerable.

More critical themes stem from the idyllic representation of the world. Being ugly is an implication of evil, although being beautiful does not necessarily mean a character is good. Even being of rough skin is considered evil (e.g., the representation of Orcs) or being tall is a representation of good (e.g., Elves). Simply put, being good or evil is definable by exterior references. Peasants are, of course, happy with their lot and will never rebel against a “good” lord. The term “noble” is often an affirmation of the word “good.”

VARIANTS

The most common variant on the High Fantasy genre is the “silly Fantasy” campaign. Terry Pratchett’s novels are a prime example of how dominant High Fantasy motifs and themes can be ridiculed. Players of radical persuasions may enjoy a silly High Fantasy campaign where Elves, all perfect, tall, noble, and blonde march with their shining brows ... and swastika armbands. Orcs may group together demanding to “End Elvish Imperialism.” Very silly, often apt and good value for a short length campaign.

ROLEMASTER SUITABILITY

This form of campaign is very suitable to **RM**. The DP cost for spell users and the actual spell descriptions themselves are geared to magic using professions that start weak but eventually become very strong. In addition, the inclusion of definable “evil” spell lists helps separate “normal” (good) people from the evil people. Also, it would seem that many of the races in *Creatures & Treasures* are written in such a way to reinforce the themes of this genre.

SCIENCE FANTASY (7.5.2)

This genre combines science fiction and high fantasy. Gadgets and wizards are very powerful, although the wizards are more often than not “evil.” A titanic struggle exists, this time the entire universe is at stake! As with High Fantasy, despite the great power of the evil forces sweeping through the galaxy(ies), a small band of true-hearted adventurers can stop them.

SETTING

Space with a fantasy flavor. Again humans are the dominant race, although the non-humans tend to have a tech/magic gadget (or ability) that will be very useful in the quest of the good races. The dominant social type is corporate capitalism with monarchistic heads of state.

THEMES

In general, exactly the same as High Fantasy, except with the addition of a “technical fix” fetish. If there is a problem, no doubt somewhere or somehow, an item of technology can be used to fix the problem.

VARIANTS

The most impressive Science Fantasy variant is that which runs against the conventional themes and motifs of the Science Fantasy genre, yet maintains the setting. In this case, “good” and “evil” are very problematic, and the campaign accepts a myriad of different possibilities. Michael Moorcock’s *Eternal Champion* series is a good example of this variant.

ROLEMASTER SUITABILITY

Again, fairly good. **RM** and **SM** combined allow an excellent construction of this genre (see Section 7.2), however, for a “true” Science Fantasy campaign, science and magic are not separated. GMs will have to redesign some DP costs so that technology is not completely foreign to primarily fantasy based characters, and so that magic is not completely foreign to technology based characters. Section 2.3 provides some sample Science Fantasy character professions.

HISTORICAL FANTASY (7.5.3)

This is history rewritten with a fantasy perspective. “What if?” is very dominant here due to the influence of magic. For example, what if the Arabs conquered Europe in the early middle ages by summoning an army of Ifrit?

SETTING

In general, the setting is either very early history (e.g., Greek period), or the Dark Ages. Both these periods, historically, emphasize the influence of magic a great deal.

THEMES

Generally the same as whatever the historical period dictates (i.e., the GM needs to do some research!). In a Dark Ages period, for example, magic-using characters may be either held in high esteem or hunted and burned, according to whatever the Church dictated at the time.

VARIANT

This is not a well developed genre in terms of common motifs and themes, thus there are no variants.

ROLEMASTER SUITABILITY

In general, fair. GMs will have to place a lot of restrictions on available professions, and perhaps increase the cost of spell lists to reflect the lower power that magic tends to have in most historical fiction. In addition magic items and other races, while not absent, should be a lot rarer than the normal **RM** rules dictate. ICE publishes various “campaign classics” which can help in designing such campaigns (e.g., *Robin Hood*, *Mythic Greece*, *Vikings*, *Pirates*, *Mythic Egypt*).

SWORDS & SORCERY (7.5.4)

This genre includes much run-of-the-mill fantasy, such as that popularized by Robert E. Howard’s *Conan* stories. The campaign isn’t so much based around struggles between “good” and “evil” (although these concepts do exist), but more on tribal warfare.

SETTING

Invariably bronze age, or very early iron age. Lots of semi-nomadic tribes with the occasional small city or Sorcerer’s citadel. Plenty of room “outdoors” if the players enjoy wilderness adventures.

THEMES

Magic can be very powerful (although not as powerful as in High Fantasy), but it also tends to be slow. Rituals are far more common than the actual casting of “zap ‘em” spells, and even when such spells are cast, a quick warrior can often get the better of the wizard.

Another dominant theme in such stories is that barbaric behavior is innately more of a survival trait than intelligence or scholarly skills. In fact, most scholars are presented in such books as snivelling worms.



VARIANTS

None.

ROLEMASTER SUITABILITY

As a whole, fairly average. GMs will have to increase the costs of high level spells and make spells take longer to cast. One way of doing this is by making all spells take 1 round extra to cast (except instantaneous spells). Another method is by making the 'Spell Phase' in the Combat sequence the phase after melee attacks. GMs will also have to restrict character professions to those most suited to a bronze age environment.

GOTHIC FANTASY / HORROR (7.5.5)

This is a more modern fantasy genre which emphasizes the supernatural and the alien. Also included is a great clash between tradition and change.

SETTING

High and Late middle-ages or renaissance. Scientific endeavors should just have been introduced, as have firearms (see *RM CIV 7.7* for rules on using early firearms). Great social clashes should occur between a rising mercantile class and the established (and often corrupt) dominant religion and/or monarchy.

THEMES

Despite the 'age of reason' there is much that is very "unreasonable" in Gothic and Horror Fantasy.

To begin with, concepts such as "good" and "evil" can widely fluctuate between game sessions. Although it may be fairly obvious that the Demon is evil (or is it?), what about the corrupt Clergy? Lovecraftian-style horror tends to promote a very materialist outlook on cosmology where the concepts of "evil," only have significance within a human framework. An alien mind has alien morals!

Science and magic undergo an epic struggle in this genre as well. Science may even be able to perform some of the many tasks previously thought to be magic! But can it stop the slithering horror that lurks in the basement? So called technology might be just very, very strange forms of magic. All these "perhaps" and "maybes" lead to an essential feature of Gothic Fantasy—situational paranoia. You never quite know what is going on and how things work.

Monsters, as such, are usually Undead or Demons. However, they very rarely reveal themselves openly, preferring to terrify the PCs and gradually kill and/or corrupt them one by one.

Finally, political intrigue, whether within a single family or throughout an entire nation is a oft-used theme in Gothic Fantasy. Power, corruption, and lies are essential conventions of a Gothic/Horror Fantasy campaign.

VARIANTS

Gothic Fantasy's most common variant is that developed in the style of horror author H.P. Lovecraft. In this variant, the "fantasy" side of Gothic Fantasy is very different indeed. True, there are monsters and strange powers that seem like spells, however there is nothing supernatural about them. Magic does not exist. So-called magic is simply unknown technology/science.

ROLEMASTER SUITABILITY

In general, poor. However, if a GM is prepared to do a lot of work, this can be an excellent campaign genre.

Firstly, spells must be restricted virtually to non-existence. The spells used in such campaigns (by humans, anyway), tend to be either summoning and mental control. Elemental Attack Spells are not part of Gothic Fantasy (except by monsters!). Such spells also are difficult to learn (i.e., increased DP costs) and physically draining (e.g., 1 hit point damage for every PP used). Spells also have a tendency to turn a character insane and/or evil. Spell casting as it can be guessed, is not something that humans should undertake, except in the most dire of circumstances ... Don't say we didn't warn you.

Secondly, a GM will have to be very restrictive on professions. Most PCs should be of "normal" professions, with perhaps a single, and slightly inquisitive, "Knight." All characters should have professions appropriate to the Late Middle Ages. A Macabre is a must for every group. This Companion (Section 2.2) provides some examples of Gothic Fantasy professions.

Finally, a GM should include appropriate items of technology into the campaign and determine DP costs for using such technology.

7.6 REPUTATION & REACTIONS

RM does not go into great detail on the topic of reputations and reactions. This section presents a method that a GM can employ to handle a wide variety of social interactions. Essentially, there are two types of reactions:

- *Immediate reactions*, first time meetings, usually based on the influencing character's personal appearance, presence, charm, and perhaps reputation
- *Long-term reactions*, i.e., developed reactions, based on the "immediate" factors as well as any developing relationship

REACTION PROCESS

When determining the reaction of a character that is the "target of influence" (i.e., the reacting character), a GM should decide:

- The type of reaction (immediate or long-term)
- The objective of the reaction (request for aid, information, financial transaction, etc.)

Then, the GM should then roll on Reaction Chart to determine the actual reaction (not open-ended). This is called a *Reaction Roll*. Modifications to such a roll are discussed below. While use of this chart is intended for NPCs, a PC may also wish to use it to give a general impression of how his character would react to a NPC (or even another PC).

APPEARANCE / PRESENCE

A character "influencing" someone uses his Appearance stat bonus at full value for "immediate" (i.e. reactions, and at half value after that (round up). In addition, a character's *positive* Presence bonus is always used for Reaction Rolls, however a negative Pr bonus is usually not used (just because sheep lack "force of personality" people do not attack them on sight!).

REPUTATION

Sometimes a character will have a reputation that will affect his ability to influence certain people (i.e., modify Reaction Rolls). If the GM deems that a reputation is appropriate for for a character, he must decide how significant the reputation is *and* what group/class of people will be affected by it. A character may have more than one reputation, but each reputation normally affects a different group/class of people.

A character's reputation can be defined in terms of "ranks" similar to standard **RM** skill ranks. In general, a high reputation is 4 or 5 ranks, a moderate reputation is 2 to 3 ranks, and a minor reputation is 1 rank. Reputation modifications for Reaction Rolls are based upon the standard RM skill rank bonus progression (i.e., +5 for ranks 1-10, +2 for ranks 11-20, etc.). Reputation may either have a positive effect (adding to a Reaction Roll) or negative (subtracting from a Reaction Roll).

A character may have different reputations among the same general class of people (e.g., 20% of the cityfolk know him as a "shrewd trader," while 30% know him as a "liar").

Reputation fades over time. Every doubling of years, starting at 2 years (i.e., 2 years, 4 years, 8 years, 16 years, 32 years, 64 years, etc.), reduces a character's reputation rank by one.

Example: *Glaurung, Kayla, Xaerion, Celena and Drizzt D'Orden* slay a powerful Dragon which has been terrifying the barbarian tribes of northern Zor. The GM deems that this is worth an extra 3 positive ranks with a 100% recognition rate to all barbarians of northern Zor. Such a heroic deed is not likely to be forgotten for years. However, the Dragon Lord cult also hears of the event and will react with a extra 3 negative ranks with a 100% recognition rate to the same characters. They are not likely to forget either.

REACTION CHART

less than -50

In general a disaster. The character in general will express hatred. If a potential combat situation, instant assault. Otherwise: lies, deception, or sheer refusal to cooperate. If provoked, combat will occur.

-25 to -49

Bad news. The character will express extreme dislike. Will charge double normal rate for goods and services (or will attempt to swindle). Will be abusive, condescending, etc, at all times. If continually provoked, combat will occur.

0 to -24

Bad reaction. Character hates influencing character and will act against his interests. Will charge 150% for goods and services. Will not accede to requests for aid or information.

1 to 24

Poor reaction. Character dislikes influencing character, but will not actively work against him. Will charge 125% of normal cost for goods and services. Will not accede to requests for aid or information, unless they are very minor.

25 to 74

Neutral Reaction. Character feels normal human empathy to other character. Will charge fair levels for goods and services. Will accede to moderate requests for aid and/or information.

75 to 99

Fair reaction. Character will go to some length to help influencing character. Will charge 75-100% normal for goods and services. Will accede to major requests for aid and/or information if reasonably presented.

100 to 124

Good reaction. Character will go to great lengths to help influencing character. Will charge 50-75% of normal cost for goods and services. Will accede to major requests for aid and/or information with minimal hesitation.

125 to 149

Excellent reaction. Character will go to extreme lengths to help influencing character. Will provide, free of charge (or at 25-75% of normal cost), many goods and services within his capacity. Under extreme circumstances will even consider giving up his life for influencing character.

150 or more

Awe. Character "worships" (or possibly, is utterly terrified) influencing character. Will do anything the influencing character requests that is within his power.

8.0 OPTIONAL MISCELLANEOUS "LAWS"

8.1 BODY WITHOUT SOUL

The current **RM** rules system assumes the existence of a soul (c.f., **RM** 7.1). If this bothers the more materialist GMs out there the following optional rules can be employed. Please note that they are designed specifically not to change existing game mechanics, but rather the representation of those mechanics. This allows GMs to explain the phenomena of 'Body Without Soul' without forcing the players to learn new rules.

Any reference to 'soul' can be viewed as a reference to the complex bio-chemical-electrical system that allows the brain to function effectively. A character who has lost this ability is in a coma. A character who has lost this ability and has taken serious body damage is dead.

Thus, an *Absolution* spell is a spell which shuts off a substantial component of the brains functions. The effect is still the same. The reference off "# of rounds before soul departure" can represent the body's last ditch effort to save the brain, even though the body is technically 'dead' (this is medically realistic). Again, the effect is still the same.



8.2 DEATH DUE TO CONCUSSION HITS

Currently in **RM** a character begins to die after he have received more hits than his hit total plus his Constitution stat. Actual death occurs after a number of rounds equal to the character's Co stat divided by ten (**RM** 7.1.2). Neither of these processes are affected by a character's stat bonus. A Troll dies as quickly as a Halfling.

To bring Co bonuses into play, the normal **RM** processes can be modified as follows:

- A character will begin to die once his hit total *plus* his Co stat *plus* his Co stat bonus has been surpassed
- A character will actually be dead after a number of rounds equal to: $5 + (\text{Co bonus} \div 5)$

If either of the above results equal zero or below then the variable in question is equal to zero (i.e., the character dies immediately).

Example: Azure Azaf, a combination Loremaster / Navigator (or so he claims) falls off a Grav Sled while travelling under the surface of Charon. Azure Azaf, a Half-Elf, has a Constitution of 75, a Co bonus of +5, and 85 hits. Under the normal **RM** rules, Azure would begin to die after his hits + Co stat (i.e., 160) had been surpassed and would be dead 8 rounds later. Using this section's optional rule, Azure would not begin to die until he had taken 165 hits (Hits + Co stat + Co bonus), and would be dead 6 rounds later ($5 + \text{Co bonus} \div 5$)

8.3 FIRST AID AND MEDIUM INJURIES

As an optional rule, a GM may allow a medium injury (as defined in **RM** 7.1) to be healed with a first aid maneuver modified by -30. This simplifies the differences between the skills First Aid, Second Aid, and Surgery, without losing the detail that these classifications provide.

8.4 POISON AND DISEASE ATTACK RESOLUTION

Some GMs may find it unrealistic for a character to improve his chance of resisting a disease or poison by simply increasing level. The following formula can be employed for poison and disease Resistance Rolls that are not level dependent:

$$\text{RR} = 1\text{D}100 + 50 + \text{Co Bonus} \\ - \text{Poison/Disease Attack Level Bonus}$$

The results of such a roll can use the standard guidelines given in *RM* 7.1.4. The attack level of a poison may be calculated in a variety of ways:

Option 1: A poison/disease's attack level has a bonus based upon the standard *RM* skill rank bonus progression as given in *ChL* 15.2.2 (i.e., +5 for levels 1-10, +2 for levels 11-20, etc.).

Option 2: A poison/disease's attack level has a bonus based upon the skill rank bonus progression as given in the *RMCI* 5.5.

Option 3: A poison/disease's attack level has a bonus equal to +5 per level. This option is only recommended for sadistic GMs.

Option 4: Using any of the options above but also allowing players to develop skill ranks in resisting broad groups of poisons and diseases using the Drug Tolerance skill from *RMCI* 7.0. If this option is used any of the above methods for determining the attack level of a poison may be used, however, it is recommended that the same method of level advancement be applied to the skill. (e.g., a fairly cruel GM decides that all poisons receive a bonus of +5 per level. However, skill rank bonuses in Drug Tolerance must also be set a +5 per level).

Example: *Armageddon The Avenger, Part-Time Paladin of Arianna, Of Nice Things and The Way Of The Hippopotamus, has been infected by the reduction poison of the Green Tree Slug. The GM uses options 1 and 4. Fortunately for Armageddon, he has a bonus of +25 in Tolerance to Reduction Poisons and a Co bonus of +10. The Green Tree Slug's poison has an attack level of 10, giving it a bonus of +50.*

Armageddon rolls 74. This is added to the base of +50 (124), his Co bonus (134) and his Tolerance to reduction poisons (159). The Tree Slug's attack bonus is subtracted (109). Armageddon resists the poison.

8.5 PERCENTAGE MOVEMENT RATES

The current *RM* movement rate system takes into account modifications for Quickness, stride, encumbrance, etc. (*RM* 7.2.1). All of these modifications directly add to or subtract from a character's movement rate.

If this section's material is used, the following movement rate modifications become *percentage* modifications to a character's movement rate:

- Encumbrance Penalty
- Armor Quickness Penalty (only up to total Qu Bonus)
- Strength Bonus (only used to cancel the previous 2 penalties)

The character's Qu bonus (stat and racial) and the character's stride modification are the factors that are not treated as percentage modifications.

Base Movement Rate (feet per round) = $(1 + \beta) \times (50 + \text{Qu Stat Bonus} + \text{race Qu Bonus} + \text{Stride Modification})$

where β is the lesser of (i.e., β can not be positive):

0 or $(\text{Encumbrance Penalty} + \text{Armor Qu Penalty} + \text{St Stat Bonus} + \text{race St Bonus}) \div 100$

For comparison purposes, the following example uses the same values as the example in *RM* 7.2.4.

Example: *Bandring is a High Human with a Qu stat bonus of +10 and a race Qu bonus of -5. He is 6'7", so his Stride Mod is +5. His encumbrance penalty is -10 and his Armor Qu Penalty is -10 (AT14). His St stat bonus is +5 and his race St bonus is +10. So his Base Movement Rate is as follows:*

$$\begin{aligned} & (50 + 5 + 10 + (-5)) \\ & \times (1 + ((-10 + (-10) + 5 + 10) \div 100)) \\ & = 60 \times 0.95 = 57' \text{ per round (walking pace)} \end{aligned}$$

Note: *This optional rule was first employed when it was discovered under the normal *RM* rules that a moderately armored Pixie had a negative movement rate and another character could run faster than a horse!*

8.6 PACE WITHOUT MANEUVER ROLLS

The standard *RM* rules suggest that a Maneuver Roll is made when a character increases his pace above x1. In *RMCI* 3.1 notes the rather severe effect of certain Maneuver Rolls and suggests methods for toning them down. This optional rule suggests that they be done away with altogether unless either:

- (a) conditions are less than ideal **or**
- (b) a race or similar event is being run

The arguments for removing the Maneuver Roll are the same as those presented in *RMCI* 3.1.

8.7 SIMPLIFIED EXHAUSTION POINTS

Some GMs may find that the current rules for keeping track of exhaustion points (*RM* 7.2.3) are too cumbersome. Although the level of detail presented gives a realistic simulation of the process of exhaustion, a process of that detail can slow play.

The objective of the material in this section is to simplify the process of handling exhaustion points (ExPs), without significantly reducing the level of detail presented.

This is achieved by reducing everything related to exhaustion points by a factor of 10. This includes the calculation of a character's ExPs, the rate of loss, the rate of recovery, etc. Any of the options presented for calculating ExPs in *RMCI* 7.8 can be used. The chart on the next page shows the new exhaustion costs for various activities.

It is recommended that the ExPs be expended after the time interval has past.

Option: Being true to this Companion's objective of emphasizing stat bonuses rather than raw stats, ExPs in this simplified system can be calculated from a character's Co bonus / 5 + 5. If this results in a score of less than 1, assume the character has 1 ExP 1. This differs from the standard *RM* rules, where an Elf and a Dwarf can have the same number of ExPs (assuming the same Constitution score), even though the Dwarf has a +15 race Constitution stat.

EXHAUSTION POINT CHART

ExP Recovery 1 every 10 rounds.

Pace	ExP Cost
Walk (1x)	1 every 300 rounds
Fast Walk (1.5x)	1 every 60 rounds
Run (2x)	1 every 20 rounds
Sprint (3x)	1 every 2 rounds
Fast Sprint (4x)	2 per round
Dash (5x)	4 per round.

Combat	ExP Cost
Melee	1 every 20 rounds
Missile	1 every 60 rounds
Concentration	1 every 60 rounds

Environmental Modifiers	ExP Multiplier
Temperature above 100°F	2x
Temperature above 120°F	4x
Temperature above 130°F	8x
Temperature below 20°F	2x
Temperature below -10°F	3x
Temperature below -30°F	5x
Temperature below -50°F	8x
Rough Terrain	2x
Mountainous	3x
Sand	3x
Bog	4x
Hits over 25%	2x
Hits over 50%	4x
More than 10 hours without sleep	2x
More than 15 hours without sleep *	3x

* - Increase by 1x for every additional 5 hrs without sleep.

Example: Drizzt D'Orden, being 6'8" and having a Quickness bonus of +30, is a world class sprinter. However, Drizzt has "only" 8 ExPs. During a race, Drizzt moves at Dash speed for a round, and covers a very impressive 425'. At the start of the second round, Drizzt only has 4 ExPs left. The next round, Drizzt, unperturbed, continues, covering another 425' (850' in 20 seconds!), but, alas, is out of ExPs.

8.8 EXHAUSTION RECOVERY BASED ON CONSTITUTION

The standard **RM** rules assume that a character recovers 1 exhaustion point per round of rest regardless of his Constitution. If this optional rule is employed the rate of recovery is based on the character's Co bonus. This means that unhealthy characters recover slower than healthier characters.

To calculate the rate of recovery use the character's Co bonus as a multiple to the standard recovery rate per round. A character therefore recovers exhaustion points according to the following formula (maintain fractions):

$$\text{ExP recovery rate per round} = 1 + (\text{Co bonus} \div 100)$$

8.9 GRADUAL EXHAUSTION

Under the current **RM** system, a character is either Exhausted (at -100 and zero ExPs) or he is fully functional. This is not particularly realistic, as exhaustion usually occurs gradually, rather all at once. This optional rule recommends that a character is at -10 for every 10% of his ExPs used.

Option: Pushing Exhaustion. A character may attempt activity with less than 0 ExPs by making a successful SD roll (i.e., an over 100 roll: 1D100 + SD bonus). Such a roll must be made each round. A character doing so would still be affected by the gradual exhaustion rules, however the minuses to activities would go above 100.

Example: Drizzt, the world class sprinter, is being chased by a Black Reaver down a long corridor (life's like that). Drizzt has 8 ExPs (using the method in Section 8.7 for calculating exhaustion, just multiply by 10 for normal **RM** ExP usage) and a base rate of 85'/round. Therefore Drizzt is at -10 to actions whenever he uses 0.8 ExPs (not part thereof). After running at dash speed for 2 rounds Drizzt has covered 850', but is out of ExPs (i.e., at -100). Drizzt turns and sees that the Black Reaver is still following him. Drizzt, in desperation, pushes his exhaustion successfully (a roll of 87 plus his SD bonus of 15) and continues moving at a Dash pace for another round. At the end of the round, Drizzt is at -4 ExPs, and therefore at -150 to all actions. Unfortunately for Drizzt, he has just come across a locked door. If Drizzt wishes to open the door, he must make a Self Discipline roll to push his exhaustion (this is not modified by the exhaustion penalty) and then may attempt to pick the door's lock (modified by -150). It would seem that Drizzt is about to have a meeting with destiny; maybe he should have tried sprinting rather than dashing.

8.10 MAGICAL EXHAUSTION

It has been a tradition of fantasy literature and folklore that the use of magical often exhausts the caster. However, this is not represented in the standard **RM** rules.

In **RM** CII 3.1 (Power Point Development) an option is presented that gives a spell caster a penalty to all actions according to the percentage of PPs he has used. However, this is not a "realistic" (in term of literary tradition) simulation of magical exhaustion, and it can lead to unbalance during play. A minor spell caster, with a few PPs is exhausted very quickly indeed! The literary tradition seems to indicate that both experienced and inexperienced spell casters can cast minor magics without too much difficulty—it is powerful spells that exhausts them!

If this optional rule is employed, a spell caster uses 1 ExP per PP used to cast a spell, or if the Simplified Exhaustion System (Section 8.7) is being used, 1 ExP per 10 full PPs in a spell.

If a spell caster is using a spell adder to cast a spell no ExPs are used. If a spell multiplier is in use divide the ExP cost by the multiplier's value (round up).

Example: Kayla Sorrowkin, using the Simplified Exhaustion System, casts a 30th level 'Attack+150', from the Paladin spell list, Arm's Way. This would normally cost Kayla 3 ExPs. However, as Kayla is using a x3 PP multiplier, she actually uses only 1 ExP (3 ÷ 3).

8.11 LONG TERM EXHAUSTION

If a character, for any reason, has used over 50% of his ExPs his Long Term Exhaustion (LTE) increases by 10 (by 1 if Section 8.7, Simplified Exhaustion, is being used). In addition, a character's LTE 10 points (Simplified Exhaustion: 1 pt) for every 60 rounds (10 minutes) he remains over 50% usage of his ExPs.

LTE is only lowered at a rate of 10 points per hour (Simplified Exhaustion: 1 pt per hour). The time required may be modified according to the method described in Section 8.8.

While a character's LTE total is above 0, he may only recover his ExPs up to a total of:

Normal Maximum ExPs – LTE

The rationale for LTE is that: strenuous activity depletes the body's long term and short term energy reserves. It stops warriors swinging swords for rounds on end, resting, and then getting up—fully recovered and doing the same again.

Example: *Kayla has used 75% of her 80 ExPs (i.e., has 20 ExPs left) in a lengthy battle, and she operated at over 50% ExP usage for 80 rounds. At the end of the battle, she has a LTE of 20 (10 for the initial 50%+ ExP usage and 10 for more than 60 rounds at 50%+ usage). She immediately rests for 40 rounds, and her ExP total rises to 60. However, until she rests enough to lower her LTE, she will not recover more ExPs. So she rests for an hour and her LTE lowers to 10 and 10 rounds of rest will raise her ExP total to 70. Another 1 hour and 10 round rest will lower her LTE to 0 and raise her ExP total to 80.*



8.12 FULL STATISTICS FOR CREATURES

The Stat Bonus Mods Table 12.1 includes racial stat bonuses for all creatures and races presented in *C&T*, *C&TH*, *RMCI*, and *RMCV*. This has been done for a number of reasons. First, it allows greater flexibility when designing creatures that are stronger or weaker than the norm. Second, it provides some point of reference for magic users who have the ability to turn into various creatures. And finally, there are always some players who want to have characters that are very unusual.

This table is not meant to fully replace the tables given in *C&T* and other books, rather, they supplement and expand them. However, a GM may wish to boost the OBs of some of the larger creatures (e.g., Dragons) to reflect their incredible Strength bonuses. Be careful though, despite the huge Strength bonus of a creature like a Dragon, there are few Dragons that are particularly skilled in attacking with their claws (i.e., few Dragons have many skill ranks in the skill Claw Attack). Most haven't had the opportunity, nor do they need to develop such skills (because their stat based 'default' is high enough!). A combat trained Dragon on the other hand should be terrifying!

"SECONDARY" RACE STATS

What the tables do not include are the "secondary" characteristics usually attributed to racial types (e.g., soul departure, healing rates, RR modifications). They were not included because such characteristics can vary heavily for each individual GMs campaign world. A GM could use some of the following options for determining these secondary characteristics.

Option 1: Animals are very resistant to poison and disease because of their environment. Therefore all 'Animals' receive a poison/disease RR mod of +25., 'Monsters', due to their enchanted nature, also receive this +25 mod.

Option 2: Animals, being creatures not particularly attuned to magic have a -15 mod to RRs against spells. Monsters, being magical creature, have a +15 mod to RRs against spells. However, a GM could very easily reverse these bonuses by using the same argument!

Option 3: Animals, being creatures with no soul, have "0 rnds to soul departure." 'Monsters', being at least partly enchanted, have something akin to a soul, but nonetheless have "1 rnd to soul departure."

Option 4: "Soul departure" is actually a representation of the time before brain death. Thus, soul departure for all creatures is: $12 + ((\text{Racial Co bonus} + \text{Racial SD bonus}) \div 2)$.

Option 5: The Hit Dice Type of a creature is equal to $1D (10 + \text{Racial Co bonus} \div 3)$. The "maximum hits" a creature can achieve is equal to: $100 + ((\text{Racial Co bonus} + \text{Racial Si bonus}) \times 3)$. If either of these results gives a total less than 1, assume a total of 1.

CREATURES AS PLAYER CHARACTERS

If a GM does decide to use the following racial stat bonuses and to allow players to have a variety of creatures as PCs, it is strongly recommended that some, if not all of the following restrictions are imposed.

- 1) A PC creature must not have a racial bonus of ± 30 in more than 2 stats (excluding Si).
- 2) A PC creature must not have a racial bonus of less than -15 in two or more mental stats.
- 3) The stat bonus based method (Section 3.8) should be used to calculate DPs and PPs.

A GM should realize that most creatures should not have access to the standard professions presented in *RM*. Any profession (even 'No Profession'), is the result of a combination of racial, technological and cultural forces. If a player wishes to role play a creature, then a appropriate character profession, or professions, should be designed. (i.e., Rats would have their own profession; "Rat". Beware a 20th level Rat!). A quick way to accomplish this is to take one of the basic professions (e.g., fighter, thief, etc.) and to modify the skill DP costs to reflect the creature PC's background.

RACIAL MODS FOR OTHER CREATURES

The Stat Bonus Mods Table 12.1 covers all the creatures listed in *C&T*, *C&TII*, and all the Rolemaster Companions, except the Elemental Companion. If a GM is using creatures that are not listed in these books the following method can be used for calculating Stat Bonuses:

Strength: Based on Size, with modifications as given for Size. In general carnivores may have a slight bonus above the normal Size stat, herbivores a small minus. Please note that some previously published Strength bonuses (e.g., those for Giant Races) have been modified, in some instances quite heavily, so that the stat is closer to what the Size of the creature would represent.

Quickness: Based on the Speed Chart from *Creatures & Treasures*. Certain creatures will have bonuses even above or below these normal parameters (e.g., Shards).

IN	-25	SL	+0	FA	+30
CR	-20	MD	+10	VF	+40
VS	-10	MF	+20	BF	+50

Presence, Intuition, Empathy, Memory, Reasoning: In general, for creatures with animal instincts use:

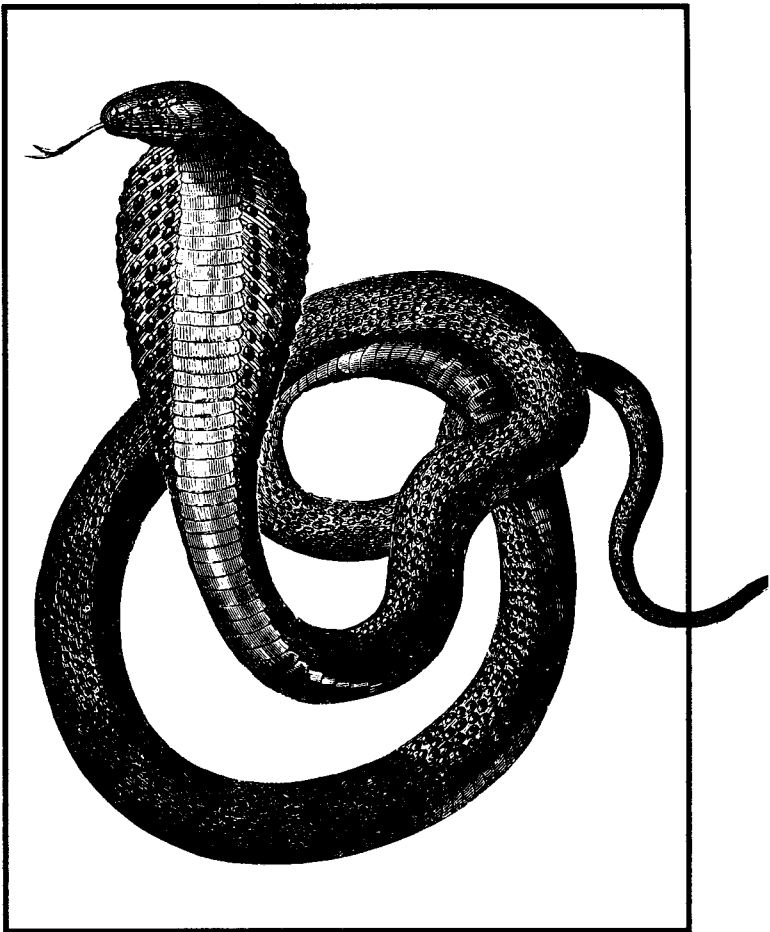
Amoeba-like lifeforms	-200
Plant lifeforms	-175
Fish and Insects	-150
Reptiles and Amphibians	-100
Birds	-75
Most mammals	-50
Low level intelligence mammals	-35
(such as dogs, cats, dolphins etc)	

If a creature has intelligence above animal instincts use the values for IQ given in *Creatures & Treasures*. In this case:

VL	-25	MD	-5	HI	+15
LO	-20	AV	+0	VH	+20
LI	-15	AA	+5	EX	+25
IN	-10	SU	+10		

Each of these characteristics may be modified slightly if the creature in question shows an aptitude (or lack thereof) for a particular mental trait different to the norm of its overall intelligence. For example, Bees and Ants are highly social creatures, far more social than their Empathy stat would indicate, thus they receive a slight bonus to Empathy in comparison to their other mental stats.

In the case of an elemental, construct, etc., its "human" mental stats (i.e., In, Em, Pr) are usually very low (e.g., fish level) indicating its lack of will. The SD stat is usually very high, however, indicating its strength of will. The Me and Re stats vary, but can be used to estimate the complexity of commands it can understand and their ingenuity in carrying out their orders.



Constitution: Can be derived from the Constitution 'code' from the Constitution chart in *C&T*:

A	-25	D	+0	G	+20
B	-15	E	+10	H	+25
C	-5	F	+15		

Agility: A combination of balance and manual dexterity. Award +5 to +10 to quadrupeds, according to their balance. Lack of a thumb is a -25 modification, however this penalty is only -10 if the creature has manipulative claws/hands/paws. (E.g., a mouse has no thumb as such, but it does have claws that can manipulate rather well. A bull is in a very different situation!)

Size: Basing overall body size on a human-like proportions, the Size bonus derived from the following formula:

Size bonus = 25 x ((size in feet - 6) ÷ 3)

Thus a 3' tall humanoid has a bonus of -25, a 9' tall humanoid a bonus of +25. The effective minimum for a Size bonus is -50. There is no effective maximum.

8.13 ATTACK LEVELS FOR HERBS

In all of the **RM** texts, it is rare to find the value of attack levels of the various enchanted herbs, although it is common for poisons. This information can be useful because:

- Given a high die roll, it is possible for a character can resist the effects of a healing herb
- Certain herbs (e.g., intoxicants) are often used as an attack form
- A character may actually want to resist the effects of a herb
- Characters have been known to become addicted to expensive "beneficial" herbs

The following chart includes most of the herbs presented in **RM**, **RMCI**, and the *Shadow World Master Atlas*.

HERB ATTACK LEVEL CHART	
Antidotes	
Argsbargie Level 3	Eldaana Level 2
Menelar Level 2	Mook Level 3
Quilmufur Level 2	Shen Level 2
Ul-Naza Level 3	
Bone Repair	
Arfanda Level 2	Baalak Level 4
Burthelas Level 5	Edram Level 3
Gursamel Level 3	
Burn & Exposure Relief	
Alambas Level 2	Aloe Level 1
Culkas Level 1	Jojojopo Level 1
Kelventari Level 1	Veldurak Level 2
Circulatory Repair	
Anserke Level 3	Fek Level 3
Harfy Level 2	Hugburtun Level 2
Concussion Relief	
Akbutge Level 2	Arlan Level 2
Cusamar Level 2	Darsurion Level 2
Draaf Level 2	Dugmuthur Level 2
Gariig Level 2	Gefnul Level 4
Mireнна Level 2	Reglen Level 3
Rewk Level 2	Thurl Level 2
Winclamit Level 3	Yavethalion Level 2
General Purpose Herbs	
Arkasu Level 2	Arlan Level 2
Athelas Level 5	Attanar Level 2
Delrean Level 2	Falmather Level 4
Latha Level 2	Trudurs Level 3
Ukur Level 1	

Life Preservation

Carcatu Level 6	Degiik Level 3
Laurelin Level 5	Nur-oiolosse Level 4
Oiolosse Level 5	Olvar Level 5
Pathur Level 3	Tyr-fira Level 8
Vulcurax Level 5	

Muscle, Cartilage, & Tendon Repair

Arnuminas Level 3	Arpsusar Level 4
Curfalaka Level 3	Dagmather Level 3
Ebur Level 4	Tarfeg Level 2

Nerve Repair

Belramba Level 5	Terbas Level 2
Wifurwif Level 4	Yuth Level 3

Organ Repair & Preservation

Baldakur Level 3	Berterin Level 5
Febfendu Level 6	Kakduram Level 3
Pasamar Level 9	Siran Level 7
Siriena Level 6	Tarnas Level 13
Wek-wek Level 11	

Physical Alteration And Enhancement

Agaath Level 2	Ankii Level 3
Atigax Level 3	Breldiar Level 3
Blue Eyes Level 6	Elben's Level 4
Gylvir Level 5	Grapeleaf Level 5
Joef Level 6	Kathkusa Level 8
Kilmakur Level 8	Klagul Level 2
Marku Level 2	Megillos Level 5
Rud-Tekma Level 3	Splayfoot Level 4
Yaran Level 3	Zulsendura Level 6
Zur Level 3	

Stat Modifiers

Lestagii Level 10	Merrig Level 11
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Stun Relief

Januk-Ty Level 15	Suranie Level 10
Vinuk Level 20	Welwal Level 15
Witav Level 10	

Enchanted Breads

Alshana Level 3	Cram Level 15
Hesguratu Level 4	Kykykyl Level 3
Tatharsural Level 5	Ulginor Level 15

Intoxicants

Arunya Level 11	Brokwilb Level 10
Galenas Level 3	Gort Level 5
Hoak-foer Level 7	Hugar Level 7
Nelisse Level 4	Swignakril Level 6
Swuth Level 2	Tukamur Level 20

ROLEMASTER COMPANION I HERBS (C.F., RMCI 5.7)

The *RMCI* listing of herbs does not include addiction factors, thus both attack level and addiction factors are included in this section of the chart.

Abaas AF 3, Level 2	Arduvaar .. AF 10, Level 20
Awn AF 10, Level 10	Baranie AF 0, Level 1
Caranan AF 2, Level 2	Carefree AF 3, Level 4
Carneyar AF 5, Level 5	Culan AF 1, Level 2
Durad AF 1, Level 5	Elendil AF 0, Level 2
Fiis AF 0, Level 1	Fukavar AF 20, Level 6
Gildarion AF 15, Level 5	Harlindar AF 1, Level 1
Himros AF 0, Level 1	Kirsema! AF 12, Level 4
Klandun AF 3, Level 2	Klynyk AF 0, Level 2
Kolander AF 10, Level 3	Lauure AF 23, Level 8
Maiana AF 1, Level 1	Mireta AF 4, Level 2
Naza AF 17, Level 5	Nelthandon .. AF 5, Level 2
Red Willow . AF 1, Level 1	Rumareth AF 7, Level 3
Silraen AF 12, Level 4	Sindoluin AF 1, Level 1
Slagen AF 12, Level 4	Swt. Galenas AF 33, Level 7
Teldalion AF 0, Level 2	Telperion AF 5, Level 3
Tharm AF 0, Level 5	Tulaxar AF 2, Level 2
Ucason AF 12, Level 4	Ul-Ucason .. AF 17, Level 6
Valanar AF 14, Level 4	Vession AF 0, Level 0
Vipersweed AF 17, Level 5	

SHADOW WORLD HERBS

Like *RMCI*, the *Shadow World Inhabitants Guide* (II.1) contains an extensive list of herbs, but unfortunately does not include addiction factors. Thus, both addiction factors and attack levels are presented here

Sense Enhancement

Agaat AF 3, Level 2	Alzo AF 9, Level 3
Basira AF 4, Level 2	Ezrin AF 5, Level 3
Furk AF 9, Level 3	Hristo AF 15, Level 5
Jiri AF 12, Level 4	Kilmakur AF 2, Level 2
Kylan AF 11, Level 3	Nira AF 19, Level 4
Oranto AF 22, Level 5	Paran AF 13, Level 3
Resha AF 18, Level 4	Rud-tekma . AF 15, Level 4
Selig AF 1, Level 2	Soriren AF 21, Level 5
Gort AF 18, Level 4	Zapic AF 29, Level 6

Concussion Relief

Akbutuge AF 1, Level 2	Akunga AF 3, Level 2
Anneke AF 5, Level 3	Bayla AF 10, Level 4
Blenna AF 12, Level 4	Darric AF 2, Level 2
Forb AF 5, Level 3	Kenja AF 0, Level 1
Morue AF 10, Level 4	Purg AF 5, Level 3
Raman AF 1, Level 2	Rigni AF 30, Level 7
Sheku AF 28, Level 6	Shuab AF 3, Level 2

Antidotes

Alzo AF 4, Level 3	Bevolin AF 4, Level 2
Deon AF 6, Level 3	Eshetu AF 4, Level 2
Ikbal AF 11, Level 4	Nega AF 9, Level 3
Radoje AF 3, Level 1	Retta AF 10, Level 3
Siri AF 3, Level 2	Tevy AF 3, Level 2

Stat Modifiers

Alaec AF 18, Level 5	Azele AF 17, Level 4
Sahn AF 21, Level 6	

Specific Repairs

Amar AF 8, Level 3	Arrine AF 2, Level 2
Baalak AF 13, Level 3	Cellabe AF 1, Level 1
Chuma AF 2, Level 1	Cicala AF 17, Level 4
Crale AF 4, Level 3	Curfalaka AF 3, Level 2
Daral AF 1, Level 1	Dorn AF 3, Level 4
Dorub AF 7, Level 2	Efid AF 17, Level 7
Ghiloa AF 1, Level 1	Gursamel AF 3, Level 4
Hegheg AF 1, Level 2	Inexes AF 3, Level 2
Iolar AF 2, Level 1	Irit AF 1, Level 1
Irona AF 19, Level 5	Jaymis AF 11, Level 6
Jervie AF 22, Level 7	Jes AF 14, Level 8
Kadir AF 1, Level 1	Kiran AF 15, Level 3
Kiva AF 6, Level 2	Macajou AF 19, Level 6
Milinka AF 5, Level 3	Nayeeek AF 22, Level 6
Nizzar AF 4, Level 3	Nyasani AF 5, Level 3
Nya AF 17, Level 6	Orlian AF 4, Level 2
Pok AF 31, Level 9	Reslyn AF 0, Level 3
Rumar AF 12, Level 3	Salufa AF 15, Level 5
Sappora AF 9, Level 2	Savarhet AF 14, Level 4
Sebrun AF 8, Level 5	Sek AF 8, Level 4
Shlorp AF 12, Level 5	Shuab AF 0, Level 3
Shumaran ... AF 19, Level 6	Starza AF 0, Level 1
Sterhen AF 12, Level 4	Suman AF 11 Level 4
Taline AF 0, Level 1	Telpi AF 9, Level 3
Tesh AF 4, Level 2	Torraib AF 5, Level 2
Tovo AF 5, Level 1	Trice AF 0, Level 2
Trimas AF 15, Level 4	Turfiik AF 15, Level 5
Ujama AF 0, Level 2	Vaniro AF 11, Level 5
Wor AF 6, Level 3	Wumbar AF 3, Level 5
Zaklar AF 2, Level 3	Zan AF 17, Level 5

9.0 SPELL LISTS

This section presents high level spells for the original *Spell Law* spell lists (i.e., 75th, 100th, and 125th level spells).

These spells can have a wide variety of uses for an imaginative GM. They are appropriate for those campaigns that are run on a demigod level (such as is suggested as an optional power setting for *Mythic Greece*). Even if a GM doesn't run such a campaign, these spells can provide some general parameters of what deities, their underlings, and major Demons are capable of. In addition, GMs can use these spells to design very powerful and unique artifacts.

Many of the high level spells that were published in *RMCI* are reprinted here, however some of them have had some significant alterations. In particular, GMs should note that the suggested spell level progression given here is 30–50–75–100–125, as opposed to the progression of 30–50–60–90–125 that has been used in some of the earlier *Companion* material. If you use the later progression, conversion should be simple enough.

9.1 HIGH LEVEL CHANNELING SPELLS

OPEN CHANNELING LISTS (9.1.1)

BARRIER LAW

	Area of Effect	Duration	Range
75—Sphere Of Force	10'R	1 min/lvl	100'
100—Shapeless Force	see below	1 min/lvl	100'
125—Force True	see below	P	100'

75—Sphere Of Force (E) As *Wall Of Force*, except the force shield is a 10'R sphere. Air within the sphere is continuously refreshed.

100—Shapeless Force (E) As *Sphere Of Force*, except the shape can be in any form whatsoever. The total area of the barrier can be designed up to any area to 600 sq'. The wall is 1" thick.

125—Force True (E) As *Shapeless Force*, except the duration is permanent or until the caster dispels the spell.

DETECTION MASTERY

	Area of Effect	Duration	Range
75—Extended Location True	1 object	1 hr/lvl	10 mi/lvl
100—Lifotyping True	50'R	1 min/lvl	500'
125—Perceive Power True	100'R	1 hr/lvl	100'

75—Extended Location True (P) As *Location True*, except with the characteristics listed above.

100—Life Typing True (P) As *Life Typing*, except with the characteristics listed above.

125—Perceive Power True (P) As *Perceive Power*, except with the characteristics listed above, and information is exact.

WEATHER WAYS

	Area of Effect	Duration	Range
75—Weather Mastery True	as range	10 min/lvl	1 mi/lvl
100—Weather Ways True	V	1 rnd/lvl	V
125—Permanent Weather	as range	P	V

75—Weather Mastery True (F) As *Weather Mastery*, except for duration and caster may alter wind speeds by ± 2 mph per level. The caster is also capable of altering the temperature by 1°/level. Hails, snow, rains, etc. are all under the control of the caster for the duration of the spell.

100—Weather Ways True (F) Caster may use one lower level spell from this list each round.

125—Permanent Spell (F) Caster may set the current temperature, wind conditions, etc. of a particular area on a permanent basis (until dispelled).

PURIFICATIONS

	Area of Effect	Duration	Range
75—Pois./Dis. Resist. True	1 target	P	10'
100—Immunity	1 target	P	10'
125—Immunity True	1 target	P	10'

75—Poison/Disease Resistance True (H) Target gets an additional RR versus poison or disease.

100—Immunity (H) Target gets a permanent +50 vs. poison or disease.

125—Immunity True (H) Target gets a permanent +100 versus poison or disease.

SPELL DEFENCE

	Area of Effect	Duration	Range
75—Protection True	1 target	1 min/lvl	10'
100—Protection True	10'R	1 min/lvl	10'
125—Tower Spell Shield True	S	1 min/lvl	S

75—Protection True (D) As *Protection I* (1 target), except that the bonus is +50. No concentration is required.

100—Protection True (10'R) (D) As *Protection I* (10'R), except the bonus is +50. No concentration is required.

125—Tower Spell Shield True (D) As *Spell Shield*, except the base bonus is +50. No concentration is required.

LOFTY MOVEMENTS

	Area of Effect	Duration	Range
75—Word of Return True *	self	—	50 mi/lvl
100—Rereturning True *	self	1 hr/lvl	50 mi/lvl
125—True Movements	self	1 hr/lvl	10'

75—Word of Return True (F*) As *Word of Return*, except the range is 50 mi/lvl and caster can have multiple return points.

100—Rereturning True (F*) As *Rereturning*, except caster can stay at return point for up to 10 min/level.

125—True Movements (F) Target may run on any surface, including transdimensional (e.g., ether), through space, fire, etc., without harm.

LIGHT'S WAY

	Area of Effect	Duration	Range
75—Mass Utterlight True	10'R/lvl	P	T
100—True Alkar	1 target	P	10'
125—Mass Alkar	1 t/lvl	10 hr/lvl	10'

75—Mass Utterlight True (F) As *Mass Utterlight*, except the duration is permanent.

100—True Alkar (F) As *Alkar*, except the duration is permanent.

125—Mass Alkar (F) As *Alkar*, except the caster can affect a number of targets up to his level.

SOUND'S WAYS

	Area of Effect	Duration	Range
75—Sounding True	1 target	10 min/lvl	10'
100—Quiet True	1 target	P	100'
125—Sound Bolt	1 target	—	500'

75—Sounding True (F) As *Sounding*, except target may speak at 50x his normal loudness.

100—Quiet True (F) As *Quiet I*, except duration is permanent.

125—Sound Bolt (F) Creates a 'bolt' of very high pitched sound. Results are determined on the Lightning Bolt table with a modification of +50 and all hits are doubled. Criticals are Vacuum, Disruption, and Impact (all on the same roll).

NATURE'S LAW

	Area of Effect	Duration	Range
75—Plant Mastery	1 target/lvl	1 min/lvl	10'/lvl
100—Plant Mastery True	1 target	P	10'/lvl
125—Earth Mastery	10'R/lvl	1 min/lvl	10'/lvl

75—Plant Mastery (M) As *Mastery*, except spell affects plants.

100—Plant Mastery True (M) As *Plant Mastery*, except duration is permanent. At a given time, there may only be 1 plant controlled by the caster through the use of this spell.

125—Earth Mastery (M) As *Mastery*, except the very earth (in the area of effect) and all life on/in it is under the caster's control.

CONCUSSION'S WAYS

	Area of Effect	Duration	Range
75—Regeneration True	1 target	P	T
100—Concussion's Ways True	V	1 rnd/lvl	V
125—Permanent True Healing	1 target	P	10'

75—Regeneration True (H) Target regenerates 1 hit/round, concentration is not required.

100—Concussion's Ways True (H) Caster may use one lower level spell from this list each round.

125—Permanent True Healing (H) Target is healed of all concussion hit damage at the end of each round. Note that target can still die from critical damage or by receiving more hits in a single round than his: Total Hits + Con. The character still suffers hits/round, but such damage is still healed at the end of each round.

CLOSED CHANNELING LISTS (9.1.2)

BLOOD LAW

	Area of Effect	Duration	Range
75—Vascular Rejuvenation	1 target	P	T
100—Mass Blood Rep. Tr.	1 rnd/lvl	1 min/lvl	100'
125—Blood Law True	V	1 rnd/lvl	V

75—Vascular Rejuvenation (H) Rejuvenates the entire cardiovascular system of the target to that of a healthy young adult. Increase temporary Co by 3D10+30 (up to potential) over a period of 2 weeks.

100—Mass Blood Repair True (H) As *Mass Blood Repair*, except caster need not concentrate and recovery time is 1 hour.

125—Blood Law True (H) Caster may use one lower level spell from this list each round.

NERVE LAW

	Area of Effect	Duration	Range
75—Rejuvenate Nerves	1 target	P	T
100—Nerve Regen. True	1 nerve/lvl	P	100'
125—Brain Regeneration II	1 brain	P	T

75—Rejuvenate Nerves (H) Rejuvenates the target's entire nervous system to that of a healthy young adult. Add 3D10+30 to temporary Qu stat (up to potential) over a period of two weeks.

100—Nerve Regeneration True (H) Caster may regenerate as *Nerve Regeneration*, except for # of nerves, range, and the instantaneous recovery time.

125—Brain Regeneration II (H) As *Brain Regeneration*, except regrowth time is 1-10 days and no experience is lost.

MUSCLE LAW

	Area of Effect	Duration	Range
75—Rejuvenate Muscles	1 target	P	T
100—Muscle/Ten. Rep. Tr.	1 mus.-ten./lvl	P	100'
125—Muscle Law True	V	1 rnd/lvl	V

75—Rejuvenate Muscles (H) Rejuvenates the entire muscle system of the target to that of a healthy young adult. Increase temporary St by 3D10+30 (up to potential) over a period of two weeks.

100—Muscle/Tendon Repair True (H) As *Muscle Repair True* and *Tendon Regeneration*, except caster need not concentrate and recovery is instantaneous.

125—Muscle Law True (H) Caster may use one lower level spell on this list each round.

ORGAN LAW

	Area of Effect	Duration	Range
75—Rejuvenate Organs	1 target	P	T
100—Organ Regeneration True	1 target	P	100'
125—Organ Law True	V	1 rnd/lvl	V

75—Rejuvenate Organs (H) All the target's organs are rejuvenated to that of a healthy young adult. Increase all temporary physical stats by 1D10 (up to potentials) over a period of 2 weeks.

100—Organ Regeneration True (H) As *Organ Regeneration*, except regrowth is 10 minutes.

125—Organ Law True (H) Caster may use one lower level spell on this list each round.

BONE LAW

	Area of Effect	Duration	Range
75—Rejuvenate Bones	1 target	P	T
100—Mass Bone Repair True	1 fr./lvl	1 min/lvl	100'
125—Bone Law True	V	1 min/lvl	V

75—Rejuvenate Bones (H) Rejuvenates the entire bone structure of the target to that of a healthy young adult. Increase temporary Ag by 3D10+30 (up to potentials) over a period of 2 weeks.

100—Mass Bone Repair True (H) As *Mass Shatter Repair*, except caster need not concentrate and recovery period is 1 hour.

125—Bone Law True (H) Caster may use one lower level spell from this list each round.

CALM SPIRITS

	Area of Effect	Duration	Range
75—Calm II True	2 targets	P	100'
100—Calm V True	5 targets	P	100'
125—Calm Spirits True	V	1 rnd/lvl	V

75—Calm II True (M) As *Calm True*, except 2 targets can be calmed.

100—Calm V True (M) As *Calm True*, except 5 targets can be calmed.

125—Calm Spirits True (M) Caster may use one lower level spell on this list each round.

CREATIONS

	Area of Effect	Duration	Range
75—Production True	1 animal-plant	P	T
100—Mass Production True	1 a.p./lvl	P	T
125—Creations True	V	1 rnd/lvl	V

75—Production True (F) As *Greater Animal Production* or *Greater Plant Production*, except caster is not limited to the size of animal or plant.

100—Mass Production True (F) As *Production True*, except caster can create a number of animals or plants equal to his level.

125—Creations True (F) Caster may any lower level spell on this spell list each round.

LOCATING WAYS

	Area of Effect	Duration	Range
75—Lord Location True	1 object	V	5 mi/lvl
100—Paths V True	1 path	—	5 mi/lvl
125—Extended Finding True	1 object	—	1 mi/lvl

75—Lord Location True (P) As *Lord Location*, except caster need not concentrate and range is 5 mi/lvl.

100—Paths V True (P) As *Paths True*, except range is 5 mi/lvl.

125—Extended Finding True (P) As *Finding True*, except range is 1 mi/lvl.

LORE

	Area of Effect	Duration	Range
75—Black Lore Mastery	100'R	—	S
100—Lore Mastery	100'R	—	S
125—Life Lore Mastery	100'R	—	S

75—Black Lore Mastery (I) As *White Lore Mastery*, except affects "unholy" items.

100—Lore Mastery (I) As *White Lore Mastery* and *Black Lore Mastery* combined.

125—Life Lore Mastery (I) As *Life Lore*, except it covers all targets in a 100'R.

SYMBOLIC WAYS

	Area of Effect	Duration	Range
75—Symbol L	1 symbol	P	10'
100—Symbol LXXV	1 symbol	P	10'
125—Symbol C	1 symbol	P	10'

75—Symbol L (F) As *Symbol I*, except a 30th or 50th level spell may be emplaced.

100—Symbol LXXV (F) As *Symbol I*, except a 75th level spell may be emplaced.

125—Symbol C (F) As *Symbol I*, except a 100th level spell may be emplaced.

CLERIC BASE LISTS (9.1.3)

REPULSIONS

	Area of Effect	Duration	Range
75—Neutralize the Dark	1 target	P	100'
100—Repel Undead X True	10 Undead	1 min/lvl	100'
125—Repulsions True	V	1 rnd/lvl	V

75—Neutralize the Dark (F) Target is unable to cast spells from "evil" spell lists.

100—Repel Undead X True (F) As *Repel Undead True*, except up to 10 Type V Undead are destroyed, or up to 10 Type VI Undead are sent fleeing.

125—Repulsions True (F) Caster is able to use one lower level spell on this list each round.

PROTECTIONS

	Area of Effect	Duration	Range
75—Protections II True	2 targets	1 min/lvl	100'
100—Protections V True	5 targets	1 min/lvl	100'
125—True Protection	V	1 rnd/lvl	V

75—Protections II True (D) As *Protections True*, except 2 targets can be affected.

100—Protections V True (D) As *Protections True*, except 5 targets can be affected.

125—True Protection (D) Caster is able to use one lower level spell on this list each round.

CHANNELS

	Area of Effect	Duration	Range
75—Rereturning True *	self	1 hr/lvl	50 mi/lvl
100—Mass Absolution *	1'R/lvl	V	50'
125—Holy Bridge II *	1 deity	1 rnd/lvl	V

75—Rereturning True (F*) As *Rereturning*, except caster can stay at return point for up to 10 min/level.

100—Mass Absolution (F*) As *Absolution*, except for area of effect.

125—Holy Bridge II (F*) As *Holy Bridge*, exception duration is 1 rnd/lvl.

SUMMONS

	Area of Effect	Duration	Range
75—Gate II	2 beings	V	V
100—Gate V	5 beings	V	V
125—Gate X	10 beings	V	V

75—Gate II (FM) As *Gate*, except two beings may be gated.

100—Gate V (FM) As *Gate*, except five beings may be gated.

125—Gate X (FM) As *Gate*, except ten beings may be gated.

COMMUNAL WAYS

	Area of Effect	Duration	Range
75—High Prayer V	—	C	V
100—High Prayer X	—	C	V
125—High Prayer XX	—	C	V

75—High Prayer V (I) As *High Prayer*, except 5 topics can be involved.

100—High Prayer X (I) As *High Prayer*, except 10 topics can be involved.

125—High Prayer XX (I) As *High Prayer*, except 20 topics can be involved.

LIFE MASTERY

	Area of Effect	Duration	Range
75—Body Wish	1 body	P	T
100—Body Wish True	1 body	P	T
125—Life Mastery True	V	1 rnd/lvl	V

75—Body Wish (H) Caster is able to restore or recreate the entire body of a being if the caster is able to physically touch some remains of the body.

100—Body Wish True (H) As *Body Wish* except no remains are necessary.

125—Life Mastery True (H) Caster is able to use one lower level spell on this list each round.

HEALER BASE LISTS (9.1.4)

BLOOD WAYS

	Area of Effect	Duration	Range
75—Cut Repair True s	S	P	S
100—Blood Ways True s	S	1 rnd/lvl	S
125—Major Vessel Repair True s	S	P	S

75—Cut Repair True (HS) At the end of each round, any hits/rnd taken by the caster are automatically reduced by his level. This spell is in effect until dispelled or canceled.

100—Blood Ways True (HS) Caster is able to use one lower level spell on this list each round.

125—Major Vessel Repair True (HS) At the end of each round, any damage taken to the caster's veins or arteries is instantly healed. This spell is in effect until dispelled or canceled.

BONE WAYS

	Area of Effect	Duration	Range
75—Total Cart. Regen. True s	S	P	S
100—Bone Ways True s	S	1 rnd/lvl	S
125—Total Bone Regen. True s	S	P	S

75—Total Cartilage Regeneration True (HS) As *Cartilage Regeneration True*, except at the end of each round all cartilage damage is instantaneously healed. This spell is in effect until dispelled or canceled.

100—Bone Ways True (HS) Caster is able to use one lower level spell on this list each round.

125—Total Bone Regeneration True (HS) As *Total Cartilage Regeneration True*, except all bone damage is healed.

MUSCLE WAYS

	Area of Effect	Duration	Range
75—Total Muscle Regen. True	s S	P	S
100—Muscle Ways True	s S	1 rnd/lvl	S
125—Musc./Tend. Regen. True	s S	P	S

75—Total Muscle Regeneration True (HS) As *Muscle Regeneration True*, except at the end of each round all muscle damage is instantaneously healed. This spell is in effect until dispelled or canceled.

100—Muscle Ways True (HS) Caster may use one lower level spell on this list each round.

125—Muscle/Tendon Regeneration True (HS) As *Total Muscle Regeneration True*, except affects tendons as well.

ORGAN WAYS

	Area of Effect	Duration	Range
75—Organ Regeneration True	s S	P	S
100—Organ Law True	s S	1 rnd/lvl	S
125—Nerve/Organ Regen. True	s S	P	S

75—Organ Regeneration True (HS) As *Organ Regeneration*, except recovery is instantaneous.

100—Organ Law True (HS) Caster is able to use one lower level spell on this list each round.

125—Nerve/Organ Regeneration True (HS) As *Organ Regeneration True*, except at the end of each round all nerve and organ damage (except brain) is instantaneously healed. This spell is in effect until dispelled or canceled.

SURFACE WAYS

	Area of Effect	Duration	Range
75—Surface Relief True	s S	P	S
100—Surface Ways True	s S	1 rnd/lvl	S
125—Permanent Surface Relief	s S	P	S

75—Surface Relief True (HS) As *Heal True*, *Frost/Burn Relief True*, and *Stun Relief True*.

100—Surface Ways True (HS) Caster may use one lower level spell on this list each round.

125—Permanent Surface Relief (HS) As *Surface Relief True*, except the effects take place at the end of each round. This spell is in effect until dispelled or canceled.

ANIMIST BASE LIST (9.1.5)

NATURE'S MOVEMENT

	Area of Effect	Duration	Range
75—Far Tree Returning	unlimited	—	S
100—Transdimensional Tree	unlimited	—	S
125—Transdimen. Rereturning	unlimited	1 rnd/lvl	S

75—Far Tree Returning (F) As *Tree Returning*, except range is unlimited.

100—Transdimensional Tree (F) As *Far Tree Returning*, except caster can cross dimensions and planes of reality.

125—Transdimensional Rereturning (F) As *Transdimensional Tree*, except caster may remain at "drop off" point for 1/rnd per level before returning.

PLANT MASTERY

	Area of Effect	Duration	Range
75—Plant Animation II	1 plant	1 min/lvl	100'
100—Plant Animation III	1 plant	1 min/lvl	100'
125—Plant Animation True	1 plant	1 min/lvl	100'

75—Plant Animation II (F) As *Plant Animation*, except plant has a St bonus of +5, an Ag bonus of -5, and a Qu bonus of -5. Plant's OB is 25 + 2x casters level.

100—Plant Animation III (F) As *Plant Animation*, except plant has a St bonus of +10, an Ag bonus of 0, and a Qu bonus of 0. Plant's OB is 25 + 2x caster's level.

125—Plant Animation True (F) As *Plant Animation*, except Plant has a St bonus of +20, an Ag bonus of +5, and a Qu bonus of +5. In addition, the plant has a level of intelligence—all mental stat bonuses are at -15. Plant's OB is 25 + 2x caster's level.

HERB MASTERY

	Area of Effect	Duration	Range
75—Herbal Design	1 herb	P	T
100—Herbal Design II	2 herbs	P	T
125—Herbal Design V	5 herbs	P	T

75—Herbal Design (IF) Caster may develop an entirely new strain of herb capable of reproduction. The process is similar to *Lord Research* (Open Chan., Symbolic Ways), with herbs replacing gems, jewels etc.

100—Herbal Design II (IF) Caster may develop two entirely new strains of herbs capable of reproduction. The process is similar to *Lord Research*, with herbs replacing gems, jewels etc.

125—Herbal Design V (IF) Caster may develop five entirely new strains of herbs capable of reproduction. The process is similar to *Lord Research*, with herbs replacing gems, jewels etc.



ANIMAL MASTERY

	Area of Effect	Duration	Range
75—Absolution Pure *	1 target	—	100'
100—An. Summons II True	2 tar./lvl	1 min./lvl	1 mi./lvl
125—An. Summons V True	5 tar./lvl	1 min./lvl	1 mi./lvl

75—Absolution Pure (F*) RR Mod: -20. As *Absolution*, except target's "soul" can only be returned through *Lifegiving*.

100—Animal Summons II True (F) As *Animal Summons True*, except affects a number of targets equal to 2x caster's level.

125—Animal Summons V True (F) As *Animal Summons True*, except affects a number of targets equal to 5x caster's level.

NATURE'S PROTECTION

	Area of Effect	Duration	Range
75—Awful Forest	500'R	1 min./lvl	S
100—Organic Weapon Return	1 weap.	1 rnd./lvl	S
125—Awful Forest True	1000'R	1 hr./lvl	S

75—Awful Forest (F) Caster may direct the actions of a forest/jungle (i.e., all the fauna/flora within it) against an enemy.

100—Organic Weapon Return (F*) Caster may 'return' one melee or missile attack directed at him (organic weapons only). Instead, the attack is made against the attacker, using the attack's original OB.

125—Awful Forest True (F) As *Awful Forest*, except with increased area of effect and duration.

NATURE'S LORE

	Area of Effect	Duration	Range
75—Nature's Eye True	500'R	C	100 mi + 1 mi./lvl
100—Animist's Eye True	500'R	C	V
125—Nature's Lore True	500'R	1 min./lvl	V

75—Nature's Eye True (I) As *Nature's Eye*, except as listed above.

100—Animist's Eye True (I) As *Animist's Eye*, except the area of effect is increased and the caster needs only a passing acquaintance with the area.

125—Nature's Lore True (I) As *Animist's Eye True*, except caster need not concentrate.

RANGER BASE LISTS (9.1.6)

MOVING WAYS

	Area of Effect	Duration	Range
75—Transdimensional Moves	S	1 min./lvl	S
100—Moving Merged Organic	S	1 min./lvl	S
125—Moving Merged Org. True	S	1 min./lvl	S

75—Transdimensional Moves (F) Caster is able to run on any material without harm, including transdimensional/other dimensional material (e.g., spirit plane).

100—Moving Merged Organic (F) As *Great Merging Organic*, except caster can move at walking pace.

125—Moving Merged Organic True (F) As *Moving Merged Organic*, except caster can move at any pace.

NATURE'S GUISES

	Area of Effect	Duration	Range
75—Plant Form Mastery	S	C	S
100—Animal Form Mastery	S	C	S
125—An./Pl. Form Mastery True	S	1 hr./lvl	S

75—Plant Form Mastery (F) As *Plant Form True*, except caster gains all physical and special characteristics of the plant **and** the size limit is a 100x increase *or* a 99% decrease.

100—Animal Form Mastery (F) As *Animal Form True*, except caster gains all physical and special characteristics of the animal **and** the size limit is a 100x increase *or* a 99% decrease.

125—Animal/Plant Form Mastery True (F) As *Plant Form Mastery* *or* *Animal Form Mastery*, except caster need not concentrate.



INNER WALLS

	Area of Effect	Duration	Range
75—Inner Wall II	S	1 min/lvl	S
100—Inner Wall V	S	1 min/lvl	S
125—Immunity	1 target	P	S

75—Inner Wall II (D) As *Inner Wall*, except bonus is +50.

100—Inner Wall V (D) As *Inner Wall*, except bonus is +75.

125—Immunity (D) Target receives a permanent +50 bonus to all RRs versus poison and disease.

NATURE'S WAYS

	Area of Effect	Duration	Range
75—Nature's Awareness	100'R/lvl	C	S
100—Nature Awareness True	500'R/lvl	C	S
125—Nature's Awareness True	1 mi R/lvl	1 min/lvl	S

75—Nature's Awareness (I) As *Nature's Awareness*, except for an increased area of effect.

100—Nature's Awareness True (I) As *Nature's Awareness*, except for an increased area of effect.

125—Nature's Ways True (I) As *Nature's Awareness True*, except for an increased area of effect and caster need not concentrate.

PATH MASTERY

	Area of Effect	Duration	Range
75—Tracks Ahead II	100'R/lvl	C	100'R/lvl
100—Tracks Ahead True	1 mi R/lvl	C	1 mi R/lvl
125—Perceive Tracks	100'R	C	100'R

75—Tracks Ahead II (I) As *Tracks Ahead*, except for increased range/area of effect.

100—Tracks Ahead V (I) As *Tracks Ahead*, except has increased range.

125—Perceive Tracks (I) As *Tracks Ahead*, except caster can also perceive tracks hidden by using a *Hide Track* spell.

EVIL CLERIC BASE LISTS (9.1.7)

DISEASE

	Area of Effect	Duration	Range
75—Enhanced Plague	1 target	P	100'
100—Mass Plague	1 target/lvl	P	100'R
125—Disease True	V	1 rnd/lvl	V

75—Enhanced Plague (F) As *Plague*, except if the target fails a RR, he dies in two days. Otherwise, the target becomes a carrier.

100—Mass Plague (F) As *Plague*, except as noted above.

125—Disease True (F) Caster is able to use one lower level spell on this list each round.

CURSES

	Area of Effect	Duration	Range
75—Coventry	1 target	P	100'
100—Mass Curse	5'R/lvl	P	—
125—Curses True	V	1 rnd/lvl	V

75—Coventry (F) No one will speak to or associate with target. If target attacks someone, he will retaliate until target is dead.

100—Mass Curse (F) Caster can use any lower level curse as an area effect spell.

125—Curses True (F) Caster is able to use one lower level spell on this list each round.

NECROMANCY

	Area of Effect	Duration	Range
75—Control Undead V True	5 targets	C	100'
100—Create Undead V True	5 targets	P	10'
125—Become Undead	1 target	P	T

75—Control Undead V True (F) As *Control Undead True*, except caster can control any 5 Undead.

100—Create Undead V True (F) As *Create Undead True*, except caster can create five such Undead.

125—Become Undead (F) Caster may turn target into any form of Undead. The newly created Undead will be under the caster's control.

DARK CHANNELS

	Area of Effect	Duration	Range
75—Mass Absolution *	1'R/lvl	V	100'
100—Unholy Gate V	1 deity	5 rds	V
125—Dark Channels True	V	1 rnd/lvl	V

75—Mass Absolution (F*) As *Absolution*, except for area of effect.

100—Unholy Gate V (F) As *Unholy Gate*, except deity is called for 5 rounds.

125—Dark Channels True (F) Caster is able to use one lower level spell on this list each round.

DARK LORE

	Area of Effect	Duration	Range
75—White Lore Mastery	100'R	—	S
100—Lore Mastery	100'R	—	S
125—Dark Lore True	10'R/lvl	—	S

75—White Lore Mastery (I) As *Black Lore Mastery*, except affects "holy" items.

100—Lore Mastery (I) As *White Lore Mastery* and *Black Lore Mastery* combined.

125—Dark Lore True (I) As *Lore Mastery*, except for the increased area of effect.

ASTROLOGER BASE LISTS (9.1.8)

WAY OF THE VOICE

	Area of Effect	Duration	Range
75—Great Control True	1 target	1 day/lvl	100'
100—Mass Great Control	1'R/lvl	1 min/lvl	S
125—Way Of The Voice True	V	1 rnd/lvl	V

75—Great Control True (M) As *Great Control*, except for increased duration.

100—Mass Great Control (M) As *Great Control*, except that it can affect all targets in the area of effect.

125—Way Of The Voice True (M) Caster is able to use one lower level spell on this list each round.

HOLY VISION

	Area of Effect	Duration	Range
75—High Prayer V	—	C	V
100—High Prayer X	—	C	V
125—High Prayer XX	—	C	V

75—High Prayer V (I) As *High Prayer*, except 5 topics can be involved.

100—High Prayer X (I) As *High Prayer*, except 10 topics can be involved.

125—High Prayer XX (I) As *High Prayer*, except 20 topics can be involved.

FAR VOICE

	Area of Effect	Duration	Range
75—Transdim. Mind Voice	1 target	C	unlimited
100—Transdim. True Voice	1 target	C	unlimited
125—Transdim. True Voice	1 target	1 hr/lvl	unlimited

75—Transdimensional Mind Voice (F) As *Mind Voice True*, except voice can cross dimensions.

100—Transdimensional True Voice (F) As *True Voice*, except voice can cross dimensions.

125—Transdimensional True Voice (F) As above except caster need not concentrate.

STARSSENSE

	Area of Effect	Duration	Range
75—Lord Location True	1 object	V	5 mi/lvl
100—Transdim. Finding True	1 target	C	unlimited
125—Tracking True	1 target	P	unlimited

75—Lord Location True (P) As *Lord Location*, except caster need not concentrate and the range is 5 mi/lvl.

100—Transdimensional Finding True (I) As *Finding True*, except can cross dimensions.

125—Tracking True (I) As *Tracking*, except the effect is permanent, it can cross dimensions, and the caster need not concentrate.

TIME'S BRIDGE

	Area of Effect	Duration	Range
75—Time Movement	S	unlimited	S
100—Time In Future	S	1 rnd	S
125—Time In Future II	S	5 rds	S

75—Time Movement (F) As *Time Returning*, except there is no limit on how long the caster can remain in the past.

100—Time In Future (F) Caster may travel up to 10 rounds into the future and remain there for 1 round.

125—Time In The Future V (F) Caster may travel up to 50 rounds into the future and remain there for 5 rounds.

STARLIGHTS

	Area of Effect	Duration	Range
75—Star Hand True	S	C	S
100—Alkar Blaze	S	1 min/lvl	S
125—Starlights True	V	1 rnd/lvl	V

75—Star Hand True (E) As *Star Hand*, except star/moonlight not required.

100—Alkar Blaze (F) As *Aura Blaze*, except for the increased duration, a blinding range of 20', and the modification of 50.

125—Starlights True (EF) Caster is able to use one lower level spell on this list each round.

9.2 HIGH LEVEL ESSENCE SPELLS

OPEN ESSENCE LISTS (9.2.1)

ESSENCE HAND

	Area of Effect	Duration	Range
75—Staying	1 target	1 min/lvl	100'
100—Telekinesis	1 target	1 min/lvl	100'
125—Hurl True	1 object	—	10'

75—Staying (F) As *Staying* (10 lb/lvl), except mass limit is 30 lbs/lvl.

100—Telekinesis (F) As *Telekinesis* (10 lb/lvl), except mass limit is 30 lbs/lvl.

125—Hurl True (F) Caster may hurl an object that weighs less than 1 lb/lvl of caster. Damage is based on the Lightning Bolt Table with Impact, Unbalancing, and Crush criticals (same roll). Range modifications are as given on the Lightning Bolt Table. Caster gets a bonus of +1 per pound of object.

ESSENCE'S PERCEPTION

	Area of Effect	Duration	Range
75—Transdimen. Listen	1 location	1 min/lvl	unlimited
100—Transdimen. Watch	1 location	1 min/lvl	unlimited
125—Essence's Perception Tr.	V	1 rnd/lvl	V

75—Transdimensional Listen (U) As *Listen True*, except caster can listen across dimensions.

100—Transdimensional Watch (U) As *Watch True*, except caster can watch across dimensions.

125—Essence's Perception True (U) Caster is able to use one lower level spell on this list each round.

PHYSICAL ENHANCEMENT

	Area of Effect	Duration	Range
75—Permanent Vision I	1 target	P	10'
100—Permanent Lungs I	1 target	P	10'
125—Permanent Enhancements	1 target	P	10'

75—Permanent Vision I (F) Target permanently gains the ability to use one additional 'Vision' (in addition to normal sight).

100—Permanent Lungs I (F) Target permanently gains the ability to breath according to a 'Lungs' spell (in addition to his normal method of breathing).

125—Permanent Enhancements (F) Target permanently gains the ability to use any or all of the 'Vision' and 'Lungs' spells (in addition to his normal sight and method of breathing).

RUNE MASTERY

	Area of Effect	Duration	Range
75—Rune L	1 object	P	10'
100—Rune LXXV	1 object	P	10'
125—Rune C	1 object	P	10'

75—Rune L (F) As *Lord Rune*, except caster can inscribe 30th and 50th level spells.

100—Rune LXXV (F) As above, except 75th level Runes can be inscribed.

125—Rune C (F) As above, except 100th level Runes can be inscribed.

SPELL WALL

	Area of Effect	Duration	Range
75—Great Resistance True	1 target	1 min/lvl	100'
100—Perfect Essence Res.	1 target	1 min/lvl	100'
125—Perfect Chan/Ment Res.	1 target	1 min/lvl	100'

75—Great Resistance True (D) As *Resistance True*, except caster need not concentrate.

100—Perfect Essence Resistance (D) As *Great Resistance True*, except bonus is +100 for Essence spells only.

125—Perfect Channeling/Mentalism Resistance (D) As *Great Resistance True*, except bonus is +100 for Channeling/Mentalism spells only.

LESSER ILLUSIONS

	Area of Effect	Duration	Range
75—Waiting Illusion X	V	24 hr	100'
100—Illusion True	V	P	100'
125—Phantasm True	V	P	100'

75—Waiting Illusion X (E) As *Waiting Illusion V*, except 9 options may be chosen.

100—Illusion True (E) As *Illusion X*, except duration is permanent.

125—Phantasm True (E) As *Phantasm X*, except duration is permanent. Phantasm can only move if caster concentrates.

DETECTING WAYS

	Area of Effect	Duration	Range
75—Location V True	1 object	1 min/lvl (C)	5 mi/lvl
100—Detections True	V	1 min/lvl (C)	100'
125—Perceive Power True	10'R/lvl	1 hr/lvl	10'/lvl

75—Location V True (I) As *Location True*, except range is 5 mi/lvl.

100—Detection's True (I) As *Detect Essence*, except with the effects of all of the lower level 'Detect' spells that the caster desires (i.e., *Detect Essence*, *Detect Mentalism*, *Detect Death*, etc.).

125—Perceive Power True (I) As *Perceive Power*, except with the range and duration listed above.

UNBARRING WAYS

	Area of Effect	Duration	Range
75—Lock Mastery True	1 lock	—	T
100—Trap Mastery True	1 trap	—	T
125—New Gate True	V	P	T

75—Lock Mastery True (F) As *Lock Mastery*, except bonus is +125.

100—Trap Mastery True (F) As *Trap Mastery*, except bonus is +125.

125—New Gate True (F) As *New Gate*, except can be of any dimensions the caster desires.

ELEMENTAL SHIELDS

	Area of Effect	Duration	Range
75—True Armor II	1 target	10 min/lvl	10'
100—True Armor III	1 target	10 min/lvl	10'
125—Permanent True Armor	1 target	P	10'

75—True Armor II (D) As *True Armor*, except all hits are reduced to 1/3 of normal and criticals are reduced two levels.

100—True Armor III (D) As *True Armor*, except hits are reduced to 1/4 of normal and criticals are reduced three levels.

125—Permanent True Armor (D) As *True Armor*, except effect is permanent.

DELVING WAYS

	Area of Effect	Duration	Range
75—Mass Power Analysis	1 object/lvl	—	100'
100—Text Analysis True	1 text	1 min/lvl	S
125—Conveyance V	5 targets	10 min/lvl	10'

75—Mass Power Analysis (I) As *Power Analysis True*, except affects a number or targets equal to the caster's level.

100—Text Analysis True (I) As *Text Analysis III*, except all possible information regarding a text and its implications are gained.

125—Conveyance V (U) As *Conveyance*, except affects 5 targets, one of whom must be the caster.

CLOSED ESSENCE LISTS (9.2.2)

INVISIBLE WAYS

	Area of Effect	Duration	Range
75—Mass Invisibility	1 target/lvl	24 hrs or V	10'
100—True Invisibility II	S	24 hrs	S
125—Mass True Invisibility	1 target/lvl	1 min/lvl	10'

75—Mass Invisibility (F) As *Mass Invisibility (30th level)*, except each radius can be varied up to 1' by the target that the radius is centered on.

100—True Invisibility II (F) As *True Invisibility*, except target is only visible for 5 seconds after striking a blow.

Example: A GM may decide that a character who undergoes a "violent action" during the melee phase of a combat round will be visible until the Missile Results Phase of the next round.

125—Mass True Invisibility (F) As *True Invisibility*, except spell affects a number of targets equal to the caster's level and it has a reduced duration.

LIVING CHANGE

	Area of Effect	Duration	Range
75—Mass Passing	1 target/lvl	1 min/lvl	20'
100—Mass True Changing	1 target/lvl	1 min/lvl	20'
125—Living Change True	V	1 rnd/lvl	V

75—Mass Passing (F) As *Passing*, except affects a number of targets equal to the caster's level.

100—Mass True Changing (F) As *True Change*, except it affects a number of targets equal to the caster's level.

125—Living Change True (F) Caster is able to use one lower level spell on this list each round.

SPIRIT MASTERY

	Area of Effect	Duration	Range
75—Mass Phrase *	V	—	100'
100—Spirit Mastery II	V	1 rnd/lvl	V
125—Spirit Mastery V	V	1 rnd/lvl	V

75—Mass Phrase (M*) As *Mass Word*, except the effects are as for the *Phrase* spell.

100—Spirit Mastery II (M) Caster is able to use one lower level spell on this list each round. (20th level or lower).

125—Spirit Mastery V (M) Caster is able to use one lower level spell on this list each round. (50th level or lower).

SPELL REINS

	Area of Effect	Duration	Range
75—Reverse Hold *	1 held spell	—	100'
100—Reverse Hold True *	100'R	—	100'
125—Mass Spell Hold *	1 sp/lvl	1 min/lvl	100'

75—Reverse Hold (F*) As *Reverse Spells*, but affects a *Held* spell.

100—Reverse Hold True (F*) As *Reverse Hold*, but can affect all *Held* spells within a 100'R.

125—Mass Spell Hold (F*) As *Spell Hold True*, except can affect as many spells as the caster's level.

SPELL ENHANCEMENT

	Area of Effect	Duration	Range
75—Ranging	1 spell	as spell	S
100—Ranging	1 spell	as spell	S
125—Permanence True	1 spell	P	S

75—Ranging (U) As *Ranging*, except range increase is 10'/lvl of the caster.

100—Ranging (U) As *Ranging*, except range increase is 15'/lvl of the caster.

125—Permanence True (U) As *Permanent*, except caster can have more than one *Permanence True* activated.



LOFTY BRIDGE

	Area of Effect	Duration	Range
75—Mass Fly	1 target/lvl	1 min/lvl	20'
100—Teleport V True	5 targets	—	10'
125—Teleport X True	10 targets	—	10'

75—Mass Fly (F) As *Fly* (17th level), except as many targets as the caster's level can be affected.

100—Teleport V True (F) As *Teleport True*, except affects up to 5 targets.

125—Teleport X True (F) As *Teleport True*, except affects up to 10 targets.

GATE MASTERY

	Area of Effect	Duration	Range
75—Demon Mastery V *	1 demon	C	10'/lvl
100—Control VI *	1 demon	C	10'/lvl
125—Demon Mastery VI *	1 demon	C	10'/lvl

75—Demon Mastery IV (M*) As *Demon Mastery IV* on the Dark Summons list.

100—Control VI (M*) As *Control Demon VI* on the Dark Summons list.

125—Demon Mastery VI (M*) As *Demon Mastery VI* on the Dark Summons list.

DISPELLING WAYS

	Area of Effect	Duration	Range
75—Unpower	1 target	1 hr/lvl	100'
100—Mass Unpower	20'R	1 hr/lvl	20'
125—Unessence True	1 target	P	100'

75—Unpower (F) As *Unessence*, *Unmentalism*, and *Unchanneling* combined, with duration given above.

100—Mass Unpower (F) As *Unpower*, but with an area effect.

125—Unessence True (F) As *Unessence*, except duration is permanent.

RAPID WAYS

	Area of Effect	Duration	Range
75—Haste True *	1 target	0.5 rnd/lvl	10'
100—Mass Haste X *	1 target/lvl	10 round	20'
125—Mass Haste True *	1 target/lvl	1 rnd/lvl	20'

75—Haste True (F*) As *Haste I*, except for duration (round up).

100—Mass Haste X (F*) As *Haste X*, except affects as many targets as the caster's level.

125—Mass Haste True (F*) As *Haste True*, except affects as many targets as the caster's level.

SHIELD MASTERY

	Area of Effect	Duration	Range
75—Bladeturn True *	1 melee attack	—	100'
100—Blade Reverse *	1 melee attack	—	100'
125—Mass Bladeturn True *	1 attack/lvl	—	100'

75—Bladeturn True (F*) As *Bladeturn I*, except one melee attack automatically misses.

100—Blade Reverse (F*) As *Reaiming*, but affects a melee attack.

125—Mass Bladeturn True (F*) As *Mass Bladeturn*, except the melee attacks automatically miss.

MAGICIAN BASE LISTS (9.2.3)

FIRE LAW

	Area of Effect	Duration	Range
75—Hellscape	100'R/lvl	1 day/lvl	100'/lvl
100—Firestorm True	10'R/lvl	1 rnd/lvl	10'/lvl
125—Hellscape True	100'R/lvl	P	100'/lvl

75—Hellscape (F) Raises the constant air temperature to 120°F and the ground temperature to 180°F.

100—Firestorm True (E) As *Firestorm*, but with the characteristics listed above and the damage is an 'E' Heat critical.

125—Hellscape True (F) As *Hellscape*, except the duration is permanent.

EARTH LAW

	Area of Effect	Duration	Range
75—Hellgrounds	100'R/lvl	1 day/lvl	100'/lvl
100—Animated Earth	10'R/lvl	1 rnd/lvl	10'/lvl
125—Hellscape True	100'R/lvl	P	100'/lvl

75—Hellgrounds (F) Causes the same effects (random occurrences on a periodic basis) as *Tremors* and *Great Crack* (Sorcerer Base list, Solid Destruction). A GM may also wish to allow the effects of the *Quakes* spell (Sorcerer Base list, Solid Destruction).

100—Animated Earth (E) As *Firestorm True* (100th level, Magician base list, Fire Law list), except the earth itself attacks and the damage is an 'E' Impact critical.

125—Hellgrounds True (F) As *Hellgrounds*, except the duration is permanent.

LIGHT LAW

	Area of Effect	Duration	Range
75—Utterlight/dark True	100'R/lvl	1 day/lvl	100'/lvl
100—Lightning Storm	10'R/lvl	1 rnd/lvl	10'/lvl
125—Perm. Utterlight/dark	100'R/lvl	P	100'/lvl

75—Utterlight/dark True (F) As *Utterlight* or *Utterdark*, except as noted above.

100—Lightning Storm (E) As *Firestorm True* (100th level, Magician base list, Fire Law list), except a lightning storm occurs and the damage is an 'E' Electricity critical.

125—Permanent Utterlight/dark (F) As *Utterlight/dark True*, except effect is permanent.

ICE LAW

	Area of Effect	Duration	Range
75—Hellfrost	100'R/lvl	1 day/lvl	100'/lvl
100—Icestorm True	10'R/lvl	1 rnd/lvl	10'/lvl
125—Hellfrost True	100'R/lvl	P	100'/lvl

75—Hellfrost (F) Caster can raise the constant air temperature to -30°F and ground temperature to -50°F.

100—Icestorm True (E) As *Firestorm True* (100th level, Magician base list, Fire Law list), except a savage ice storm occurs and the damage is an 'E' Cold critical.

125—Hellfrost True (F) As *Hellfrost*, except the duration is permanent.

WIND LAW

	Area of Effect	Duration	Range
75—Hellsky	100'R/lvl	1 day/lvl	100'/lvl
100—Vacuum True	10'R/lvl	1 rnd/lvl	10'/lvl
125—Hellsky True	100'R/lvl	P	100'/lvl

75—Hellsky (F) Caster can raise the air speed up to 2 mph times the caster's level and change air temperature within 1°F times the caster's level. In addition, the effects of *Storm Call* will occur at random throughout the area of effect.

100—Vacuum True (E) Area constantly loses and regains air. All within area take a 'E' Impact critical or an 'E' Vacuum Critical.

125—Hellsky True (F) As *Hellsky*, except the duration is permanent.

WATER LAW

	Area of Effect	Duration	Range
75—Helleas	100'R/lvl	1 day/lvl	100'/lvl
100—Whirlpool True	10'R/lvl	1 rnd/lvl	10'/lvl
125—Helleas True	100'R/lvl	P	100'/lvl

75—Helleas (F) Wind speeds may be up to 2 mph/lvl of caster, waves may reach $\pm 2'$ /lvl of caster, and conditions may be varied by 1°F per level.

100—Whirlpool True (E) As *Whirlpool*, except radius may be as noted and it can drag in objects up to 10x distant the area of the whirlpool.

125—Helleas True (F) As *Helleas*, except the duration is permanent.

ILLUSIONIST BASE LISTS (9.2.4)

GUISES

	Area of Effect	Duration	Range
75—Displacement True	1 target	1 min/lvl	10'
100—Mass Displacement	1 target/lvl	1 min/lvl	20'
125—Permanent Displacement	1 target	P	10'

75—Displacement True (E) As *Displacement I*, except the chance of missing is 75%.

100—Mass Displacement (E) As *Displacement III*, except a number of targets equal to the caster's level may be affected.

125—Permanent Displacement (E) As *Displacement V*, except the effect is permanent.

MIND SENSE MOLDING

	Area of Effect	Duration	Range
75—Mass Misfeel True	1 target/lvl	1 hr/lvl	20'
100—Mass Unpresence	1 target/lvl	1 hr/lvl	20'
125—Permanent Misfeel	1 target	P	10'

75—Mass Misfeel True (P) As *Misfeel True*, except affects a number of targets equal to the level of the caster.

100—Mass Unpresence (P) As *Unpresence*, except affects a number of targets equal to the level of the caster and the spell has a longer duration.

125—Permanent Misfeel (P) As *Misfeel*, except duration is permanent and the target may control the *Misfeel* effects.

ILLUSION MASTERY

	Area of Effect	Duration	Range
75—Mass Illusion X	V	1 min/lvl	100'
100—Mass Phantasm X	V	1 min/lvl	V
125—Mass Illusion True	V	P	V

75—Mass Illusion X (E) As *Illusion X*, except as many Illusion's as caster's level may be created. However, they must all be exactly the same.

100—Mass Phantasm X (E) As *Mass Illusion X*, except up to ten Phantasms may be created. When the caster directs them to move, all the Phantasms must move in the same direction.

125—Mass Illusion True (E) As *Mass Illusion X*, except that the duration is Permanent.

LIGHT MOLDING

	Area of Effect	Duration	Range
75—Light Mirage True	10'R	P	100'
100—Following Lightn. Bolt	1 target	—	300'
125—Perm. Light Cont. Tr.	100'R/lvl	P (C)	10'

75—Light Mirage True (E) As *Light Mirage*, except for duration.

100—Following Lightning Bolt (E) As *Following Lightning Bolt* on the Magician base list, Light Law.

125—Permanent Light Control True (E) As *Light Control True*, except duration is permanent. Light conditions will remain as they were set when the caster last concentrated on them.

SOUND MOLDING

	Area of Effect	Duration	Range
75—Sound Mirage True	10'R	P	100'
100—Lord Ultrasonics	500'R	1 min/lvl (C)	S
125—Perm. Sound Cont. True	20'R/lvl	P (C)	10'

75—Sound Mirage True (E) As *Sound Mirage*, except for duration.

100—Lord Ultrasonics (E) As *Major Ultrasonics*, except anyone failing a RR is unconscious. Those failing by 50 or more are dead.

125—Permanent Sound Control True (E) As *Sound Control True*, but duration is permanent. Sound conditions will remain as they were set when the caster last concentrated on them.

FEEL-TASTE-SMELL

	Area of Effect	Duration	Range
75—Mass Smell/Taste/Feel	V	1 hr/lvl	100'
100—True Glamour	V	P	100'
125—Mass Smell/Taste/Feel True	V	P	100'

75—Mass Smell/Taste/Feel (E) As *Mass Smell/Taste*, except the objects may also be given the effect of *Feel Mirage V* and the duration is 1 hr/lvl.

100—True Glamour (E) As *Smell Mirage True*, *Taste Mirage True*, and *Feel Mirage True* simultaneously.

125—Mass Smell/Taste/Feel True (E) As *Mass Smell/Taste/Feel*, except that effects are permanent.

ALCHEMIST BASE LISTS (9.2.5)

ENCHANTING WAYS

	Area of Effect	Duration	Range
75—Items V	1 object	P	S
100—Items VI	1 object	P	S
125—Items VII	1 object	P	S

75—Items V (F) As *Weapon IV*, *Armor IV*, or *General IV*, except +25 bonuses can be enchanted.

100—Items VI (F) As *Items V*, except +30 bonuses can be enchanted.

125—Items VII (F) As *Items V*, except +35 bonuses can be enchanted or artifact level intelligence can be enchanted.

ORGANIC SKILLS

	Area of Effect	Duration	Range
75—Rapid Organic Skills *	1 object	24 hrs	S
100—Rapid Organic Skills II *	1 object	24 hrs	S
125—Rapid Organic Skills III *	1 object	24 hrs	S

75—Rapid Organic Skills (F*) Allows caster to make an item from the Organic Skills list in only 75% of the time normally required. This spell must be cast once per day while the caster is making the item.

100—Rapid Organic Skills II (F*) As *Rapid Organic Skills*, except the time required is only 66% of normal.

125—Rapid Organic Skills III (F*) As *Rapid Organic Skills*, except the time required is only 50% of normal.

INORGANIC SKILLS

	Area of Effect	Duration	Range
75—Rapid Inorganic Skills *	1 object	24 hrs	S
100—Rapid Inorg. Skills II *	1 object	24 hrs	S
125—Rapid Inorg. Skills III *	1 object	24 hrs	S

75—Rapid Inorganic Skills (F*) Allows caster to make an item from the Inorganic Skills list in only 75% of the time normally required. This spell must be cast once per day while the caster is making the item.

100—Rapid Inorganic Skills II (F*) As *Rapid Inorganic Skills*, except the time required is only 66% of normal.

125—Rapid Inorganic Skills III (F*) As *Rapid Inorganic Skills*, except the time required is only 50% of normal.

LIQUID-GAS SKILLS

	Area of Effect	Duration	Range
75—Potion L	1 object	P	S
100—Potion LXXV	1 object	P	S
125—Potion C	1 object	P	S

75—Potion L (F) As *Potion I*, except 1st to 50th level spells can be imbedded.

100—Potion LXXV (F) As *Potion I*, except 1st to 75th level spells can be imbedded.

125—Potion C (F) As *Potion I*, except 1st to 100th level spells can be imbedded.

MENTALISM-CHANNELING IMBEDDING

	Area of Effect	Duration	Range
75—Imbed True	1 object	P	S
100—Ment.-Chan Imbedding I	1 object	P	S
125—Ment.-Chan. Imbedding II	1 object	P	S

75—Imbed True (F) Any Mentalism or Channeling spell may be imbedded in an item. It will only be castable once.

100—Mentalism-Channeling Imbedding I (F) As *Essence Imbedding I* (Alchemist Base List, Essence Imbedding, 75th level), except a Mentalism or Channeling spell may be imbedded.

125—Mentalism-Channeling Imbedding II (F) As *Essence Imbedding II* (Alchemist Base List, Essence Imbedding, 75th level), except a Mentalism or Channeling spell may be imbedded.

ESSENCE IMBEDDING

	Area of Effect	Duration	Range
75—Essence Imbedding I	1 object	P	S
100—Essence Imbedding II	1 object	P	S
125—Essence Imbedding III	1 object	P	S

75—Essence Imbedding I (F) As *Daily True*, except spells up to 20th level spell can be embedded: an 11-20th level spell could be cast once a day. Alternatively, this spell can act as *Constant*, except certain spells up to level 15 can be imbedded to operate constantly.

100—Essence Imbedding II (F) As *Essence Imbedding I*, except spells up to 30th level can be embedded: a 21-30th level spell could be cast once a day, an 11-20th level spell twice a day. Alternatively, this spell can act as *Constant*, except certain spells up to level 20 can be imbedded to operate constantly.

125—Essence Imbedding III (F) As *Essence Imbedding I*, except spells up to 50th level can be embedded: a 31-50th level spell could be cast once a day, a 21-30th level spell twice a day, or an 11-20th level spell three times a day. Alternatively, this spell can act as *Constant*, except certain spells up to level 30 can be imbedded to operate constantly.



MONK BASE LISTS (9.2.6)

EVASIONS

	Area of Effect	Duration	Range
75—Haste L *	S	50 rounds	S
100—Enhanced Dodging True *	S	1 rnd/lvl	S
125—Monk's Move True	S	1 rnd/lvl	S

75—Haste L (F*) As *Haste I*, except duration is 50 rounds.

100—Enhanced Dodging True (F*) As *Dodging True*, except duration is 1 rnd/lvl.

125—Monk's Move True (F) Caster is able to use one lower level spell on this list each round (even Haste/Speed).

MONK'S SENSE

	Area of Effect	Duration	Range
75—Sight True	S	C	S
100—Transdimensional Sight	S	C	S
125—Monk Sight	S	1 hr/lvl	S

75—Sight True (U) As *Woodsight*, except caster may see through any material.

100—Transdimensional Sight (U) Monk can see "through to" other dimensions (GM discretion).

125—Monk Sight (U) Monk may use any of the *Sight* spells without concentration.

BODY REINS

	Area of Effect	Duration	Range
75—Concentration True *	S	C	S
100—Strength True *	S	1 min	S
125—Permanent Unpain *	S	P	S

75—Concentration True (U*) As *Concentration I*, except bonus is +75.

100—Strength True (P*) As *Strength II*, except increased damage is 5x normal and the OB increase is +50.

125—Permanent Unpain (S*) As *Unpain True*, except duration is permanent.

BODY RENEWAL

	Area of Effect	Duration	Range
75—Instant Fracture Repair *	1 fracture	P	S
100—Instant Muscle Repair *	1 muscle	P	S
125—Instant Clotting Repair *	1 wound	P	S

75—Instant Fracture Repair (H*) As *Fracture Repair True*, except repair is instantaneous.

100—Instant Muscle Repair (H*) As *Muscle/Tendon Repair True*, except repair is instantaneous.

125—Instant Clotting Repair (H*) As *Clotting True*, except repair is instantaneous.

MONK'S BRIDGE

	Area of Effect	Duration	Range
75—Dash True	S	1 rnd/lvl	S
100—Permanent Run True	S	P	S
125—Permanent Dash True	S	P	S

75—Dash True (F) Caster may use any of the lower level *Run* spells at a 'Dash' movement rate (i.e., 5 times base movement).

100—Permanent Run True (F) As *Run True*, but duration is permanent.

125—Permanent Dash True (F) As *Dash True*, but duration is permanent.

EVIL MAGICIAN BASE LISTS (9.2.7)

MATTER DISRUPTION

	Area of Effect	Duration	Range
75—Disintegrate	100 cu'	—	300'
100—Disintegrate	500 cu'	—	300'
125—Disintegrate True	V	—	300'

75—Disintegrate (F) As *Disintegrate*, except may also affect organic materials.

100—Disintegrate (F) As above, except with a greater area of effect.

125—Disintegrate True (F) As *Disintegrate*, but affects any single "structure" (GM discretion).

DARKNESS

	Area of Effect	Duration	Range
75—Utterdark True	10'R/lvl	P	100'
100—Clouds of Darkness True	300'R	P	100'/lvl
125—Darkness True	V	1 rnd/level	V

75—Utterdark True (F) As *Utterdark*, except for duration and area of effect.

100—Clouds of Darkness True (F) As *Clouds of Darkness*, except for duration and area of effect.

125—Darkness True (F) Caster may use one lower level spell from this list each round.

DARK CONTACTS

	Area of Effect	Duration	Range
75—Force Search VI *	1 Demon	1 item	10'
100—Demonic Contact True	1 Demon	2 rounds	10'
125—Force Information True *	1 Demon	1 item	10'

75—Force Search VI (M*) As *Force Search III*, except Types I-VI can be forced.

100—Demonic Contact True (E) As *Greater Demonic Contact*, except any Demon may be contacted. (Even those beyond the Pale).

125—Force Information True (M*) As *Force Information III*, except all Demons can be forced.

PHYSICAL EROSION

	Area of Effect	Duration	Range
75—Mass Agony	1 target/lvl	1 min/lvl	100'
100—Physical Trait Erosion	1 target	1 day/5% fail	100'
125—Physical Erosion True	v	1 rnd/lvl	v

75—Mass Agony (F) As *Agony*, except as many targets as the caster's level can be affected.

100—Physical Trait Erosion (F) As *Trait Erosion True*, except affects all physical stats (St, Qu, Co, Ag).

125—Physical Erosion True (F) Caster may use one lower level spell on this list each round.

DARK SUMMONS

	Area of Effect	Duration	Range
75—Demon Lord I *	1 Demon	P	100'
100—Demon Lord V *	5 Demons	P	100'
125—Demon Lord X *	10 Demons	P	100'

75—Demon Lord I (M*) Caster may control a Type I Demon. Control is permanent.

100—Demon Lord V (M*) Caster may control up to 5 "levels" of Demons (a Demon's "level" is equivalent to its Type). E.g., a single Type V Demon, 5 Type I Demons, etc.). Control is permanent.

125—Demon Lord X (M*) As *Demon Lord V*, except ten "levels" of Demons can be controlled.

SORCERER BASE LISTS (9.2.8)

SOUL DESTRUCTION

	Area of Effect	Duration	Range
75—Mass Absolution	1 target/lvl	V	100'
100—Mass Absolution Pure	1 target/lvl	V	100'
125—Soul Destruction True	V	1 rnd/lvl	V

75—Mass Absolution (M) As *Absolution*, except may affect as many targets as the caster's level.

100—Mass Absolution Pure (M) As *Absolution Pure*, except may affect as many targets as the caster's level.

125—Soul Destruction True (M) Caster may use one lower level spell on this list each round.

FLUID DESTRUCTION

	Area of Effect	Duration	Range
75—Evaporation True	125 million cu'	—	1 mile
100—Perm. Dehumidify	1000'R/lvl	P	T
125—Fluid Destruction True	V	1 rnd/lvl	V

75—Evaporation True (F) As *Evaporation*, except may affect up to 125,000,000 cubic feet (i.e., 500'x500'x500').

100—Permanent Dehumidify (F) As *Dehumidify True*, except effect is permanent.

125—Fluid Destruction True (F) Caster may use one lower level spell on this list each round.



SOLID DESTRUCTION

	Area of Effect	Duration	Range
75—Great Crack True	see below	—	500'
100—Quakes True	V	V	T
125—Solid Destruction True	V	1 rnd/lvl	V

75—Great Crack True (F) As *Great Crack*, except crack is up to 20'/lvl deep, 2'/lvl wide, and 40'/lvl long.

100—Quakes True (F) As *Quakes*, except add 25 to the Richter scale severity roll. Maximum result is still 100.

125—Solid Destruction True (F) Caster may use one lower level spell on this list per round.

MIND DESTRUCTION

	Area of Effect	Duration	Range
75—Lost Experience V	1 target	P	300'
100—Mind Destruction True	V	1 rnd/lvl	V
125—Lost Experience True	1 target	P	300'

75—Lost Experience V (M) As *Lost Experience*, except the loss is 25%.

100—Mind Destruction True (M) Caster may use one lower level spell on this list each round.

125—Lost Experience True (M) As *Lost Experience*, except the loss is 50%.

FLESH DESTRUCTION

	Area of Effect	Duration	Range
75—Black Channel III	1 target	—	V
100—Touch of Death	1 target	—	T
125—Flesh Destruction True	V	1 rnd/level	V

75—Black Channel III (F) As *Black Channel I*, except one of the *Black Channel III* spells may be used.

100—Touch of Death (F) Target's flesh disintegrates.

125—Flesh Destruction True (F) Caster may use one lower level spell on this list each round.

GAS DESTRUCTION

	Area of Effect	Duration	Range
75—Implosion True	500'x500'x500'	—	1500'
100—Permanent Vacuum	1'R/lvl	P	300'
125—Gas Destruction True	V	1 rnd/lvl	V

75—Implosion True (F) As *Implosion*, except affects an area up to 500'x500'x500'.

100—Permanent Vacuum (F) Creates a permanent area of vacuum. All that enter it take an 'E' type Vacuum critical each round.

125—Gas Destruction True (F) Caster may use one lower level spell on this list each round.

9.3 HIGH LEVEL MENTALISM SPELLS

OPEN MENTALISM LISTS (9.3.1)

DELVING

	Area of Effect	Duration	Range
75—Mass Item Analysis	1 object/lvl	—	100'
100—Past Vision	—	V	T
125—Past Vision	—	V	T

75—Mass Item Analysis (I) As *Item Analysis*, except affects a number or targets equal to the caster's level.

100—Past Vision (I) As other *Past Vision* spells, except time range is 100 years/lvl (error: ± 1 year) and vision can last up to 100 hrs/lvl (each hour only takes 1 minute of real time).

125—Past Vision (I) As other *Past Vision* spells, except time range is 1000 years/lvl (error: ± 10 year) and vision can last up to 1000 hrs/lvl (each hour only takes ten seconds real time).

DAMAGE RESISTANCE

	Area of Effect	Duration	Range
75—Stun Relief True *	S	P	S
100—Perm. Neutralize Poison *	S	P	S
125—Permanent Unpain *	S	P	S

75—Stun Relief True (H*) Caster may ignore 3 rounds of stun accumulated each round. This spell has a permanent duration.

100—Permanent Neutralize Poison (H*) As *Neutralize Poison True*, except this spell has a permanent duration.

125—Permanent Unpain (H*) As *Unpain True*, except this spell has a permanent duration.

CLOAKING

	Area of Effect	Duration	Range
75—Displacement V	S	1 min/lvl	S
100—True Invisibility II	S	24 hrs	S
125—Displacement True	S	1 min/lvl	S

75—Displacement V (E) As *Displacement I*, except the chance of missing is 50%.

100—True Invisibility II (F) As *True Invisibility*, except target is only visible for 5 seconds after striking a blow.

Example: A GM may decide that a character who undergoes a "violent action" during the melee phase of a combat round will be visible until the Missile Results Phase of the next round.

125—Displacement True (E) As *Displacement I*, except the chance of missing is 75%.

BRILLIANCE

	Area of Effect	Duration	Range
75—Utterlight/dark True	100'R	P	300'
100—Aura True	S	P	S
125—Brilliance True	V	1 rnd/lvl	S

75—Utterdark/light True (F) As *Utterlight* or *Utterdark*, except effect is permanent.

100—Aura True (F) As *True Aura*, except spell duration is permanent.

125—Brilliance True (EF) Caster may use one lower level spell on this list each round.

ANTICIPATIONS

	Area of Effect	Duration	Range
75—Dreams True	S	V	S
100—Future Sight	S	V	S
125—Future Sight True	S	V	S

75—Dreams True (I) Caster may dream on a number of topics during sleep; limited by the campaign situation and the GM's decisions (and patience).

100—Future Sight (I) Caster has visions of events that will transpire up to 1 hr/lvl in the future. Each hour takes one hour to view. The events are not necessarily tied to the caster's location, GM discretion. A GM will have to decide what the "future will bring," and whether or not it is possible to "change the future."

125—Future Sight (I) As above, except each hour takes 1 minute to view.

ATTACK AVOIDANCE

	Area of Effect	Duration	Range
75—Deflect V True *	S	—	S
100—Deflect X True *	S	—	S
125—Shield True *	S	1 hr/lvl	S

75—Deflect V True (F*) As *Deflect True*, except any 5 attacks may be deflected.

100—Deflect X True (F*) As *Deflect True*, except up to 10 attacks may be deflected.

125—Shield True (F*) As *Shield*, except bonus applies to all attacks directed against the caster, regardless of direction and whether or not the caster is aware of the attack.

DETECTIONS

	Area of Effect	Duration	Range
75—Location True	1 object	1 hr/lvl (C)	10 mi/lvl
100—Spell Typing True	50'R	1 min/lvl (C)	500'
125—Perceive Power True	500'R	1 hr/lvl (C)	10 miles

75—Location True (P) As *Location*, except with the characteristics listed above.

100—Spell Typing True (P) As *Spell Typing*, except with the characteristics listed above.

125—Perceive Power True (P) As *Perceive Power*, except with the characteristics listed above and information is exact.

ILLUSIONS

	Area of Effect	Duration	Range
75—Waiting Illusion X	V	24 hr	100'
100—Illusion True	V	P	100'
125—Phantasm True	V	P (C)	100'

75—Phantasm X (E) As *Phantasm V*, except nine of the options can be chosen.

100—Illusion True (E) As *Illusion X*, except duration is permanent (until dispelled).

125—Phantasm True (E) As *Phantasm X*, except duration is permanent (until dispelled). Phantasm can move only if caster concentrates.

SELF HEALING

	Area of Effect	Duration	Range
75—Rapid Limb Regeneration s	S	P	S
100—Rapid Regeneration s	S	P	S
125—Self Healing True s	S	1 rnd/lvl	S

75—Rapid Limb Regeneration (HS) As *Limb Regeneration*, except recovery time is only 1 to 10 hours.

100—Rapid Regeneration (HS) As *Regeneration True*, except recovery time is only 1 to 10 hours.

125—Self Healing True (H) Caster may use one lower level spell on this list each round.

SPELL RESISTANCE

	Area of Effect	Duration	Range
75—Mind Resistance True	S	1 min/lvl	S
100—Ess./Chan. Resistance True	S	1 min/lvl	S
125—Great Resistance True	S	1 min/lvl	S

75—Mind Resistance True (D) As *Mind Resistance*, except caster does not need to concentrate.

100—Essence/Channeling Resistance True (D) As *Essence Resistance* or *Channeling Resistance*, except caster need not concentrate.

125—Great Resistance True (D) As *Resistance True*, except caster does not need to concentrate.

CLOSED MENTALISM LISTS (9.3.2)

MIND MASTERY

	Area of Effect	Duration	Range
75—True Intelligence	S	—	100'
100—Enhanced Mirrormind	S	—	V
125—Mind Mastery True	S	1 rnd/lvl	V

75—True Intelligence (P) As *Observation True* and *Correlation True* combined.

100—Enhanced Mirrormind (D) As *Mirrormind*, except spells are reflected with a -50 modification to original caster's RR.

125—Mind Mastery True (PSD) Caster may use one lower level spell on this list each round.

SENSE MASTERY

	Area of Effect	Duration	Range
75—Permanent Vision I	S	P	S
100—Permanent Vision II	S	P	S
125—Permanent Sense	S	P	S

75—Permanent Vision I (U) Target permanently gains use of one additional type of *Vision* (i.e., *Nightvision*, *Sidevision*, etc.); a spell on this list of up to 10th level (in addition to normal sight).

100—Permanent Vision II (U) Target gains use of one additional type of *Vision* up to 20th level permanently (in addition to normal sight).

125—Permanent Sense (U) Target gains the use of any lower level sense spell on this list permanently.

SOLID MANIPULATION

	Area of Effect	Duration	Range
75—Transmutation	0.5 lbs	P	T
100—Transmutation True	1 lbs	P	T
125—Magical Transmutation	1 ounce	P	T

75—Transmutation (F) As *Transmutation*, except can affect half a pound.

100—Transmutation True (F) As *Transmutation*, except can affect 1 lb.

125—Magical Transmutation (F) As *Transmutation*, except magical material may also be affected.

LIQUID MANIPULATION

	Area of Effect	Duration	Range
75—Bubble True	S	1 min/lvl	S
100—Liquid Transmutation	1 million cu'	1 min/lvl	100'
125—Liquid Transm. True	1 million cu'	1 min/lvl	100'

75—Bubble True (F) As *Water Bubble True*, except caster need not concentrate and bubble can be of any liquid.

100—Liquid Transmutation (F) Caster may covert 1,000,000 cu' of any liquid to another liquid of similar density.

125—Liquid Transmutation True (F) As *Liquid Transmutation*, except density can differ.

GAS MANIPULATION

	Area of Effect	Duration	Range
75—Oxygenation True	500'R	1 min/lvl	500'
100—Cloud Mastery True	1000'R/lvl	1 min/lvl	1000'
125—Gas Manipulation True	V	1 rnd/lvl	V

75—Oxygenation True (F) As *Oxygenation*, except caster need not concentrate, activity is at +30, and fire damage is 3x.

100—Cloud Mastery True (F) As *Cloud Mastery*, except caster may gradually create clouds and need not concentrate.

125—Gas Manipulation True (F) Caster may use one lower level spell from this list each round.

SHIFTING

	Area of Effect	Duration	Range
75—Greater Change Master	S	1 min/lvl	S
100—Change Master True	S	1 min/lvl	S
125—Shifting Master	S	P	S

75—Greater Change Master (P) As *Change Master*, except concentration is not required and variations may be from 1/20 to 20x caster's mass.

100—Change Master True (P) As *Greater Change Master*, except caster's may gain the special abilities of the new form (GM discretion).

125—Shifting Master (P) As *Change Master*, except for the duration.

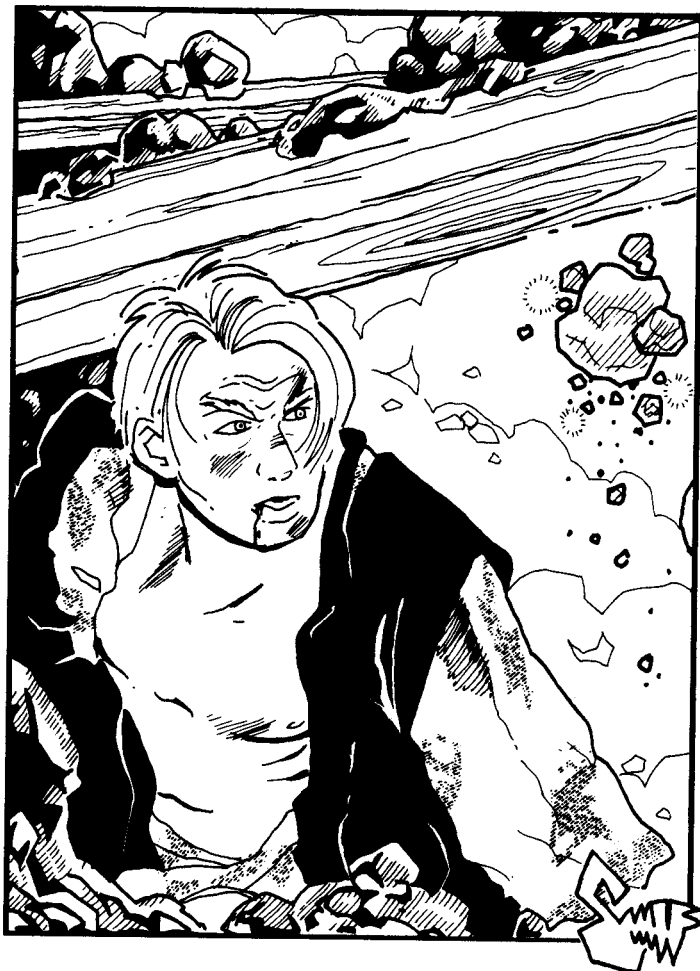
TELEKINESIS

	Area of Effect	Duration	Range
75—Staying 2500	—	C	100'
100—Telekinesis 2500	—	C	100'
125—Hurling True	V	—	500'

75—Staying 2500 (F) As *Staying 5*, except pressure limit is 2500 lbs.

100—Telekinesis 2500 (F) As *Telekinesis I*, except mass limit is 2500 lbs.

125—Hurling True (F) As *Hurling I*, except the mass limit is 150 lbs and the OB has an additional +100 bonus and the damage multiplier is x10. In addition, these factors may be split up among different objects (up to 10), in order to make multiple attacks (e.g., ten 15 lb objects, each with a +10 bonus and normal damage; or five 30 lb objects, +10 bonus and 2x damage; etc.).



MOVEMENT

	Area of Effect	Duration	Range
75—True Flight	S	1 rnd/lvl	S
100—Rapid Passing	S	1 min/lvl	S
125—Free Movement	S	1 rnd/lvl	S

75—True Flight (F) As *Fly*, except caster may fly 1000'/round.

100—Rapid Passing (F) As *Passing True*, except caster may move according to normal movement rates.

125—Free Movement (F) Caster may perform normal movement and activities in any environment (even when 'merged').

MIND'S DOOR

	Area of Effect	Duration	Range
75—Mind Walk	S	—	—
100—Long Door True	S	—	1 mi/lvl
125—Transdimensional Door	S	—	1 mi/lvl

75—Mind Walk (F) As *Mind Door True*, except the teleport can occur if the target has established mental contact with the caster.

100—Long Door True (F) As *Long Door*, except caster may move 1 mi/lvl.

125—Transdimensional Door (F) As *Long Door True*, except caster may cross dimensional boundaries.

SPEED

	Area of Effect	Duration	Range
75—Swim True *	S	V	S
100—Sprint True *	S	max 24 hr.	S
125—Fast Sprint True *	S	max 24 hr.	S

75—Swim True (U*) As *Fast Swim*, except duration is until caster rests, sleeps, or cancels the spell (maximum is 24 hours).

100—Sprint True (U*) As *Sprint*, except duration is until caster rests, sleeps, or cancels the spell (maximum is 24 hours).

125—Fast Sprint True (U*) As *Fast Sprint*, except duration is until caster rests, sleeps, or cancels the spell (maximum is 24 hours).

MENTALIST BASE LISTS (9.3.3)

SENSE CONTROL

	Area of Effect	Duration	Range
75—Perm. Sensory Deprivation	1 target	P	100'
100—Sensory Overload True	1 target	P	100'
125—Private World True	1 target	P	100'

75—Permanent Sensory Deprivation (M) As *Sensory Deprivation*, except that the duration is permanent.

100—Sensory Overload True (M) As *Sensory Overload*, except: 01-100 failure = unconsciousness, 100+ = death.

125—Private World True (M) As *Private World*, except that several targets that are affected by this spell may be placed in the same "fantasy world" and the caster may "program" occurrences and situations that will occur later without him having to concentrate.

MIND ATTACK

	Area of Effect	Duration	Range
75—Shout of Death *	50'R	—	S
100—Shout of Death True *	5'R/lvl	—	S
125—Mind Attack True	V	1 rnd/lvl	V

75—Shout of Death (M*) RR Mod: -20 (against Mentalism spell casters only). As *Shout True*, except those who fail their RR are dead and those who succeed by less than 50 are unconscious.

100—Shout Of Death True (M*) As *Shout of Death*, except for range.

125—Mind Attack True (M) Caster may use one lower level spell on this list each round.

PRESENCE

	Area of Effect	Duration	Range
75—Mind Stored Awareness *	V	C	unlimited
100—Great Presence	1 spell	V	unlimited
125—Presence True	V	1 rnd/lvl	V

75—Mind Stored Awareness (I*) As *Awareness*, except caster is 'aware' of the action being taken by one target. The target's mind must be 'unshielded' and the caster must have the target's mental pattern from a *Mind Store* spell.

100—Great Presence (F) This spell must be cast in conjunction with a 'Presence List' spell (i.e., another spell from this list). Each 'mind shielding' spells encountered by the 'Presence List' spell must make an RR. If the RR is failed, the 'mind shielding' spell will be canceled for the purpose of the Presence List spell.

125—Presence True (F) Caster may use one lower level spell on this list each round.

MIND SPEECH

	Area of Effect	Duration	Range
75—Mind Tongue True *	1 target	C	unlimited
100—Transd. Tongue *	1 target	C	unlimited
125—Transd. Mind Speech *	1 target	C	unlimited

75—Mind Tongue True (I*) As *Mind Tongue* or *Far Mind Speech* (as the caster desires), except the range is unlimited.

100—Transdimensional Mind Tongue (I*) As *Mind Speech*, except "speech" may cross dimensional barriers and the range is unlimited.

125—Transdimensional Mind Speech (I*) As *Far Mind Speech*, except dimensional barriers may be crossed and the range is unlimited

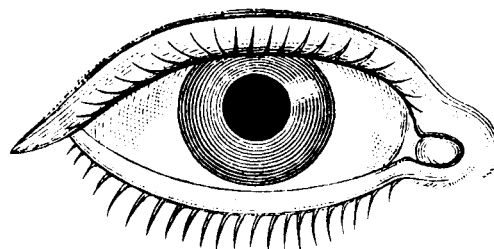
MIND MERGE

	Area of Effect	Duration	Range
75—Implant Thought	1 target	1 rnd/lvl	100'
100—Mind Copy	1 target	1 rnd/lvl	100'
125—Mind Copy True	1 target	1 min/lvl	100'

75—Implant Thought (M) As *Thought Steal*, except caster can replace each lost thought with one of his own design.

100—Mind Copy (M) Caster's own mind, experience, and motives is "copied" onto the target's mind. Target's own, independent consciousness is suppressed for the duration of the spell.

125—Mind Copy True (M) As *Mind Copy*, except for the duration.



MIND CONTROL

	Area of Effect	Duration	Range
75—Mind Master II	1 target	P	300'
100—Mind Master V	1 target	P	300'
125—Mind Master X	1 target	P	300'

75—Mind Master II (M) As *Mind Master*, except two targets may be so controlled at any one time.

100—Mind Master V (M) As *Mind Master II*, except the limit is five targets.

125—Mind Master X (M) As *Mind Master II*, except the limit is ten targets.

SEER BASE LISTS (9.3.4)

TRUE SIGHT

	Area of Effect	Duration	Range
75—Long Watch True	S	1 hr/lvl	unlimited
100—Permanent Sight	S	P	S
125—Permanent Sense	S	P	S

75—Long Watch True (U) As *Watch True*, except the range is unlimited and the duration is extended and caster can watch across dimensions.

75—Permanent Sight (U) Caster permanently gains use of one additional type of *Sight* (i.e., *Nightsight*, *Woodsight*, etc.); a spell on this list of up to 10th level (in addition to normal sight).

125—Permanent Sight True (U) As *Permanent Sight*, except any *Sight* may be gained (i.e., the level limit is 50).

TRUE PERCEPTION

	Area of Effect	Duration	Range
75—Mind Take	1 target	C	T
100—Mind Take True	1 target	1 min/lvl	T
125—True Perception	V	1 rnd/lvl	V

75—Mind Take (M) Caster receives every thought, experience and memory in the target's mind at a rate of 1 year per minute. The target does not lose his memories. However, the caster must make an RR (mod: +30) or he will be affected by the target's alignment, persona, objectives, etc. (GM discretion).

100—Mind Take True (M) As *Mind Take*, except RR mod is +50, and caster need not concentrate.

125—True Perception (M) Caster may use one lower level spell on this list each round.

MIND VISIONS

	Area of Effect	Duration	Range
75—Implant Thought	1 target	1 rnd/lvl	100'
100—Mind Copy	1 target	1 rnd/lvl	100'
125—Mind Copy True	1 target	1 min/lvl	100'

75—Implant Thought (M) As *Thought Steal*, except caster can replace each lost thought with one of his own design.

100—Mind Copy (M) Caster's own mind, experience, and motives is "copied" onto the target's mind. Target's own, independent consciousness is suppressed for the duration of the spell.

125—Mind Copy True (M) As *Mind Copy*, except for the duration.

SENSE THROUGH OTHERS

	Area of Effect	Duration	Range
75—Transd. Animal Sense	1 Animal	C	unlimited
100—Transd. Sight Merge	1 being	C	unlimited
125—Transd. Sensory Merge	1 being	C	unlimited

75—Transdimensional Animal Sense (P) As *Animal Sense*, except that the range is unlimited and may cross dimensional barriers.

100—Transdimensional Sight Merge (P) As *Sight Merge*, except that the range is unlimited and may cross dimensional barriers.

125—Transdimensional Sensory Merge (P) As *Sensory Merge*, except that the range is unlimited and may cross dimensional barriers.

PAST VISIONS

	Area of Effect	Duration	Range
75—Information Processing	S	C	S
100—Past Action (1 rnd)	S	1 rnd	S
125—Past Action (1 min)	S	1 min	S

75—Information Processing (M) Caster may absorb and remember data at 60x the normal rate.

100—Past Action (MF) Caster may travel up to 1 minute into the past, stay for 1 round then return to the present.

125—Past Action (MF) Caster may travel up to 1 hour into the past, stay for 1 minute and then return to the present.

FUTURE VISIONS

	Area of Effect	Duration	Range
75—Dream True	S	1 "night"	S
100—Future Action (1 rnd)	S	1 rnd	S
125—Future Action (1 min)	S	1 min	S

75—Dream True (P) Caster may dream on a number of topics equal to the caster's level (GM discretion).

100—Future Action (MF) Caster may travel up to 1 minute into the future, stay for 1 round, and then return to the present.

125—Future Action (MF) Caster may travel up to 1 hour into the future, stay for up to 1 minute, and then return to the present.



LAY HEALER BASE LISTS (9.3.5)

NERVE & ORGAN MASTERY

	Area of Effect	Duration	Range
75—Instant Joining ‡ *	1 target	P	T
100—Organ/Nerve Reg. True	1 target	—	T
125—Artificial Body	1 target	P	T

75—Instant Joining (H‡*) As *Joining True*, except recovery is instantaneous and this spell must be cast with the other three *Instant Joining* spells.

100—Organ/Nerve Regeneration True (H) Caster may regenerate any organ or nerve (including brain); process takes 1 hour; recovery takes 1 day. Any lost experience resulting from brain damage remains lost.

125—Artificial Body (H) Caster may make a "clone" of a target. The use of this spell requires a sample from the target's body and the casting of the Lay Healer base spells: *Soft Structure Repair True*, *Heal True*, *Skeletal Regeneration*, *New Blood*, *Nerve/Organ Regeneration True*, and *Brain Regeneration*. Each spell must be cast once a day for 100 days (as must this one). The clone will have no memories, but can be taught.

CONCUSSION MASTERY

	Area of Effect	Duration	Range
75—Permanent Heal	1 target	P	T
100—Permanent Heal True	1 target	P	T
125—Concussion Mastery True	V	1 rnd/lvl	V

75—Permanent Heal (H) Target is healed of 20-200 hits at the end of each round; this spell remains in effect until dispelled or canceled.

100—Permanent Heal True (H) As *Permanent Heal*, except all hits are healed at the end of each round. Note that target can still die from critical damage or by receiving more hits in a single round than his: Total Hits + Con. The character still suffers hits/round, but such damage is still healed at the end of each round.

125—Concussion Mastery True (H) Caster may use one lower level spell on this list each round.

PROSTHETICS

	Area of Effect	Duration	Range
75—Artificial Body	V	24 hr	T
100—Binding	V	1 hr/lvl	10'
125—Binding True	V	P	10'

75—Artificial Body (H) Caster may use the lower level spells on this list to make an artificial body. The process takes 10-100 days for a human-sized body and each of the required lower level spells must be cast once per day. Once the body is made, any *Animation* spell may be cast on it, and then the caster can control the body whenever he is within 100' and concentrates.

100—Binding (H) Caster may 'bind' a soul (usually from a just slain being) or a "spirit-being" (Demon, Genii, Ghosts, etc.) to an artificial body. The 'bound' entity will then control the artificial body.

125—Binding True (H) As *Binding*, except the duration is permanent.

MUSCLE MASTERY

	Area of Effect	Duration	Range
75—Instant Joining ‡ *	1 target	P	T
100—Instant Mus./Ten. Reg.	1 target	P	T
125—Muscle Mastery True	var	1 rnd/lvl	var

75—Instant Joining (H‡*) As *Joining True*, except recovery is instantaneous and this spell must be cast with the other three *Instant Joining* spells.

100—Instant Muscle/Tendon Regeneration (H) As *Muscle Regeneration True*, except the regeneration is instantaneous and the muscle/tendon becomes self regenerating. Unless destroyed in a single blow, the muscle/tendon will repair itself in 1-10 rounds.

125—Muscle Mastery True (H) Caster may use any lower level spell on this list once a round.

BLOOD MASTERY

	Area of Effect	Duration	Range
75—Instant Joining ‡ *	1 target	P	T
100—New Blood True	1 target	P	T
125—Blood Mastery True	V	1 rnd/lvl	V

75—Instant Joining (H‡*) As *Joining True*, except recovery is instantaneous and this spell must be cast with the other three *Instant Joining* spells.

100—New Blood True (H) As *New Blood*, except recovery is instantaneous.

125—Blood Mastery True (H) Caster may use one lower level spell on this list each round.

BONE MASTERY

	Area of Effect	Duration	Range
75—Instant Joining ‡ *	1 target	P	T
100—Instant Bone Regen.	1 target	P	T
125—Bone Mastery True	V	1 rnd/lvl	V

75—Instant Joining (H‡*) As *Joining True*, except recovery is instantaneous and this spell must be cast with the other three *Instant Joining* spells.

100—Instant Bone Regeneration (H) As *Instant Muscle/Tendon Regeneration* (100th level, Muscle Mastery list), except affects a bone.

125—Bone Mastery True (H) Caster may use one lower level spell on this list each round.

BARD BASE LISTS (9.3.6)

CONTROLLING SONGS

	Area of Effect	Duration	Range
75—Slaying Song True	1 target	P	50'
100—Long Song	1 target	V	V
125—Controlling Songs True	V	1 rnd/lvl	V

75—Slaying Song True (M) As *Slaying Song*, except target dies if he fails his RR.

100—Long Song (M) As *Controlling Song True*, except the effects last for one day for every round that the caster has played/sung.

125—Controlling Songs True (M) Caster may use one lower level spell from this list each round.

SOUND CONTROL

	Area of Effect	Duration	Range
75—Mind's Song True	2'R/lvl	V	S
100—Long Sonic Law True	10'R/lvl	1 day/lvl	10'/lvl
125—Sound Control True	V	1 rnd/lvl	V

75—Mind's Song True (M) As *Mind's Song*, except for area of effect.

100—Long Sonic Law True (M) As *Sonic Law True*, except the duration is 1 day/lvl and the delay is unlimited.

125—Sound Control True (M) Caster may use one lower level spell from this list each round.

SOUND PROJECTION

	Area of Effect	Duration	Range
75—Long Whisper True	1 point	C	unlimited
100—Song Sounding True	1 spell	V	S
125—Great Song True	1 spell	V	S

75—Long Whisper True (F) As *Long Whisper*, except the range is unlimited.

100—Song Sounding True (F) As *Song Sounding*, except the range increase is to 10'/lvl.

125—Great Song True (F) As *Great Song*, except for the area of effect achieved is 10'R/lvl.

LORES

	Area of Effect	Duration	Range
75—Knowledge I	1 target	—	50'
100—Knowledge II	1 target	—	50'
125—Knowledge IV	1 target	—	50'

75—Knowledge I (M) As *Mind's Lore I*, except 5% of all knowledge is instantly gained, rather than just knowledge of a specific topic.

100—Knowledge II (M) As *Knowledge I*, except 10% is gained.

125—Knowledge IV (M) As *Knowledge I*, except 20% is gained.

ITEM LORE

	Area of Effect	Duration	Range
75—Item Lore I	1 item	—	T
100—Mass Item Lore	1 item/rnd	1 rnd/lvl	T
125—Item Lore True	V	1 rnd/lvl	T

75—Item Lore (I) As *Origins True* and *Significance True*, except all information about its history are known (e.g., previous owners, its presence at significant events, etc.).

100—Mass Item Lore (I) As *Item Lore* or *Item Analysis True*, except caster can study 1 item per round with either spell.

125—Item Lore True (I) Caster may use one lower level spell on this list each round.

EVIL MENTALIST BASE SPELL LISTS (9.3.7)

MIND SUBVERSION

	Area of Effect	Duration	Range
75—Subversion *	1 target	P	100'
100—Mass Mind Subversion *	100'R	V	100'
125—Mind Subversion True	V	1 rnd/lvl	V

75—Subversion (M*) If cast immediately after this spell is cast, any spell of 15th level or less on this list will have a permanent duration (i.e., until dispelled or canceled).

100—Mass Mind Subversion (M*) If cast immediately after this spell is cast, any spell on this list will have an area of effect of 100'R.

125—Mind Subversion True (M) Caster may use one lower level spell from this list each round.

MIND DOMINATION

	Area of Effect	Duration	Range
75—Mind Servant True	1 target	V	100'
100—Great Transferral True	1 target	V	100'
125—Demonic Poss. True	1 target	V	100'

75—Mind Servant True (M) As *Mind Slave True*, except target is not 'zombie-like' and retains all normal skills and abilities.

100—Great Transferral True (M) As *Transferral True*, except caster retains 100% of skills and abilities.

125—Demonic Possession True (M) As *Demonic Possession I*, except roll for the type of Demon: Type V (01-35), Type VI (36-75), Beyond the Pale (76-99), Deity (100).

MIND EROSION

	Area of Effect	Duration	Range
75—Mind Burn	1 target	V	100'
100—Mass Mind Burn	10'R	V	100'
125—Mind Burn True	1 target	P	100'

75—Mind Burn (M) Target has all mental stats reduced to 1 and loses all (i.e., 99%) of his thoughts, memories and experience. The target gradually recovers: 1 point per day for each mental stat, 1% per day for thoughts, memories and experience.

100—Mass Mind Burn (M) As *Mind Burn*, but with a 10'R area of effect.

125—Mind Burn True (M) As *Mind Burn*, except there is no automatic recovery.

MIND DEATH

	Area of Effect	Duration	Range
75—Lost Experience V	1 target	P	50'
100—Activity Death	1 target	P	50'
125—Lost Experience True	1 target	P	50'

75—Lost Experience V (M) As *Lost Experience I*, except the loss is 25%.

100—Activity Death (M) Target's mind "blanks" (i.e., as in the *Mind Blank I* spell) on a rapid, short-term basis. Any activity requires intense concentration, and thus takes 2-4 times as long as normal.

125—Lost Experience True (M) As *Lost Experience I*, except the loss is 50%.

MIND DISEASE

	Area of Effect	Duration	Range
75—Mass Mind Disease	20'R	P	100'
100—Long Mind Disease True	1 target	P	500'
125—Mind Disease Mastery	V	1 rnd/lvl	V

75—Mass Mind Disease (M) As *Mind Disease True*, except with a 20'R area of effect.

100—Long Mind Disease True (M) As *Mind Disease True*, except for the range increase.

125—Mind Disease Mastery (M) Caster may use one lower level spell on this list once per round.

MYSTIC BASE LISTS (9.3.8)

CONFUSING WAYS

	Area of Effect	Duration	Range
75—Reality Dictator	1 target	1 day/5% fail	100'
100—Lord Confusion II	30 targets	V	300'
125—Lord Confusion True	1 target/lvl	V	300'

75—Reality Dictator (M) As *Parallel Reality*, except when the caster is in range and concentrates, he may dictate the changes and distortions the target will experience.

100—Confusion True (M) As *Lord Confusion*, except the target limit is 30 and the maximum spell level is 20 (no *Mass* or *Shout* spells).

125—Mass Reality Dictator (M) As *Reality Dictator*, except it can be cast on up to 1 target/lvl and all targets failing RRs will see the same images.

HIDING

	Area of Effect	Duration	Range
75—Displacement True	1 target	1 min/lvl	10'
100—Long Hiding True	S	1 min/lvl	S
125—Permanent Displacement	1 target	P	10'

75—Displacement True (E) As *Displacement I*, except the chance of missing is 75%.

100—Long Hiding True (P) As *Hiding True*, except caster need not concentrate.

125—Permanent Displacement (E) As *Displacement V*, except the effect is permanent.

MYSTICAL CHANGE

	Area of Effect	Duration	Range
75—Unpresence True	S	10 min/lvl	S
100—Changing True	S	10 min/lvl	S
125—Submerge Self True	S	V	S

75—Unpresence True (P) As *Unpresence*, except the caster does not have to concentrate.

100—Changing True (F) As *Changing*, except the mass limits are 1/10x and 10x.

125—Submerge Self True (P) As *Submerge Self*, except caster may specify any form of external stimulus to recall the caster's persona.

LIQUID ALTERATION

	Area of Effect	Duration	Range
75—Liquid Alteration Mastery	V	1 rnd/lvl	V
100—Liquid Transmutation	1 million cu'	1 min/lvl	100'
125—Liquid Transm. True	1 million cu'	1 min/lvl	100'

75—Liquid Alteration Mastery (F) Caster may use one lower level spell on this list once per round.

100—Liquid Transmutation (F) Caster may covert 1,000,000 cu' of any liquid to another liquid of similar density.

125—Liquid Transmutation True (F) As *Liquid Transmutation*, except density can differ.

SOLID ALTERATION

	Area of Effect	Duration	Range
75—Solid Alteration Mastery	V	1 rnd/lvl	V
100—Transmutation True	1 lbs	P	T
125—Magical Transmutation	1 ounce	P	T

75—Solid Alteration Mastery (F) Caster may use one lower level spell on this list once per round.

100—Transmutation True (F) As *Transmutation*, except can affect 1 lb.

125—Magical Transmutation (F) As *Transmutation*, except magical material may also be affected.

GAS ALTERATION

	Area of Effect	Duration	Range
75—Gas Alteration Mastery	V	1 rnd/lvl	V
100—Oxygenation True	500'R	1 min/lvl	500'
125—Cloud Shaping True	1000'R/lvl	1 min/lvl	1000'

75—Gas Alteration Mastery (F) Caster may use one lower level spell on this list once per round.

100—Oxygenation True (F) As *Oxygenation*, except caster need not concentrate, activity is at +30, and fire damage is 3x.

125—Cloud Shaping True (F) As *Cloud Mastery*, except caster may gradually create clouds and need not concentrate.

10.0 THE UNIFIED SKILL SYSTEM

This new skill system is designed to keep *Rolemaster's* great variety of skills while decreasing the amount of actual bookkeeping required. This section provides an overall view of the use of specialist and interdisciplinary skills, similar skills, and a complete listing of all skills used in the Unified Skill System. In addition, it provides skill compatibility with *Space Master* and *Cyberspace*. This is especially useful for those who enjoy cross-genre campaigns **and/or** for those who wish to utilize the full range of skills in the overall *Rolemaster* "system."

The Unified Skill System (USS) is not an "add-on" to the existing *RM* skill system or its expansions—it is designed to be a "replacement." Although there are many similarities between the USS and the current *RM* skill system, most GMs who decide to use the USS will use it all. If used, the USS replaces all previous rules regarding similar skills, primary/secondary skills, intraskills, general skills etc.

EFFECTS ON SKILL BONUSES

In some respects, the USS allows characters to become more powerful than they could become using the normal *RM* system. Specifically, a character can develop much higher skill bonuses by using of the Interdisciplinary Skill type (Section 10.1). Although this may be fairly realistic, it is strongly recommended that that each GM carefully review what restrictions, if any, are needed to achieve the balance desired for a specific campaign.

Example: *A character who develops 10 skill ranks in the Interdisciplinary Skill, One Handed Edged Weapons, and then develops 10 skill ranks in Broadsword will have a skill rank bonus of +100 with a broadsword, and +85 with all other One Handed Edged Weapons. Under the basic RM rules (i.e., ChL), such a character with 20 skill ranks with Broadsword would only have +70 with a broadsword, and either +35 or +50 (depending on which similar skill method was used) with all other skills which are deemed "similar" to a broadsword.*

By the same token, the USS has many more skills than the basic *RM* skill system (although not as many as presented in *RMCI!*). This means that players have a greater opportunity to diversify their skills, and to develop in skill areas which are not considered part of the traditional *RM* adventuring group. While in many ways this was the intent of the new skills presented in *RMCI!* and other *Companions*, the sheer number of skills has lead some GMs to restrict skill development to the basic *Rolemaster* (i.e., ChL) skill areas. In addition, when all of the *RMCI!* skills are used, some of the relative abilities of characters actually decrease (e.g., the variety of "Perception-type" skills means that the average "Perception-type" skill bonus is lower).

LEVEL BONUSES

It is recommended that level bonuses, of any form, should not be used with the USS. Due to the increase in skill bonuses caused by the use of the Interdisciplinary Skill type, level bonuses would make characters too powerful. In addition, it helps ensure that "levels" remain a game abstraction that has little direct influence on play.

OTHER RESTRICTIONS

It is up to individual GMs to decide whether further restrictions are required for the USS. Such restrictions will usually be aimed at reducing the larger skill bonuses that result from using the Interdisciplinary Skill type. If a campaign emphasizes the use of non-traditional skills (i.e., those skills that *RM* classifies as "secondary"), perhaps no restrictions are needed. However, if a campaign does emphasize the use of traditional skills (i.e., "primary"), then some restrictions might be needed. Some options are:

Option 1: Slower character development. By using the material in Section 6.1 (Alternative Experience Point Requirements) the rate at which a character develops can be reduced.

Option 2: Directed DP Expenditure. A GM may limit the percentage of DPs that can be used to develop "primary" skill. Thus, encouraging the development of "secondary" skills. As a starting point, try 75%.

Option 3: Increased cost of skills. By increasing the cost of certain "primary" skills; try doubling (e.g., 2/4 becomes 4/8 etc), the total number of skill ranks developed is reduced and diversity is encouraged.

Option 4: Reduced development points. By reducing the number of DPs a character has by 20% can reduce the total number of skill ranks developed, and thus the total bonus. However, this may make players even less likely to diversify.

10.1 SKILL TYPES

In the Unified Skill System, all skills can be broken into five broad types:

Basic Skills (BS) — These are skills which exist in their own discrete environments. They do not involve specializations, nor are they a compulsory specialization of a broad type. Examples of Basic Skills include: Power Point Development, Climbing, and Research.

Interdisciplinary Skills (IdS) (Generalist) — These are the broad skill areas that cover basic knowledge **and** that can be further enhance through the development of Specialized Skills. Examples include: "One Handed Edged Weapons" (which has Specialized Skills such as Broadsword, Short Sword, etc.), and "Athletic Games" (which may be assigned Specialized Skills according to the campaign setting).

Specialized Skills (SS) — Each of these skills is a specialization of an Interdisciplinary Skill. Examples include: Surfing (a specialization of Athletic Games), and Body Damage Stabilization (a specialization of Meditation).

Category Skill (CS) — A Category Skill is a broad skill area that has a set of Compulsory Specialized Skills (CSSs) associated with it. However, skill ranks can not normally be developed for a Category Skill. Such a skill acts as an organizational grouping for its Compulsory Specialized Skills and nothing more. For example, skill ranks may not be developed for Region Lore (a CS), but instead a Compulsory Specialized Skill must be developed separately for each distinct geographical region.

Compulsory Specialized Skills (CSS) — Each of these skills is a specialization of a Category Skill. For example, the Category Skill, Diagnostics, has a number of associated CSSs, each of which is specialized according to a broad racial group.

TOTAL SKILL RANK BONUS

A character may develop skill ranks for any skill that falls into one of the above skill types. When a character performs an action, his total skill rank bonus is the sum of all applicable skill rank bonuses. When using the USS, the skill rank bonus for zero skill ranks is +0 (not -25); however, if all of the applicable skills for an activity have skill ranks of zero, the total skill rank bonus is -25.

Example: *Glaurung, a rather frightening Nightblade, has ten skill ranks in the Interdisciplinary Skill of One Handed Edged. In addition Glaurung had five skill ranks in the Specialized Skill of Broadsword. Glaurung's skill rank bonus when swinging a Broadsword is +50 (from One Handed Edged), plus +25 (from Broadsword) for a total skill rank bonus of +75.*

Option 1: A character may decide to only use a Interdisciplinary Skill bonus for certain specific activities. This will usually occur when he has a relatively low skill rank for the applicable Specialized Skill. In such a case, the skill rank bonus for an Interdisciplinary Skill (IdS) is the higher of:

- 1) The developed skill rank bonus for that IdS or
- 2) Half (round up) of the highest skill rank bonus of any associated Specialized Skill

Example: *Drizzt D'Orden, the Elven Rogue, has ten skill ranks for Short Sword (+50), two skill ranks for One Handed Edged (+10), and one skill ranks for Dagger (+5). His normal total skill rank bonus for Dagger is 15 = 10 + 5. However, he decides to use only his One Handed Edged skill, and the skill rank bonus is +25 which is the higher of +10 (his One Handed Edged skill rank bonus) and +25 (half of his Short Sword skill rank bonus).*

However, Drizzt's knowledge of Tanara Region Lore — (a Compulsory Specialized Skill) will not help him in any way with Mur Fostisyr Region Lore.

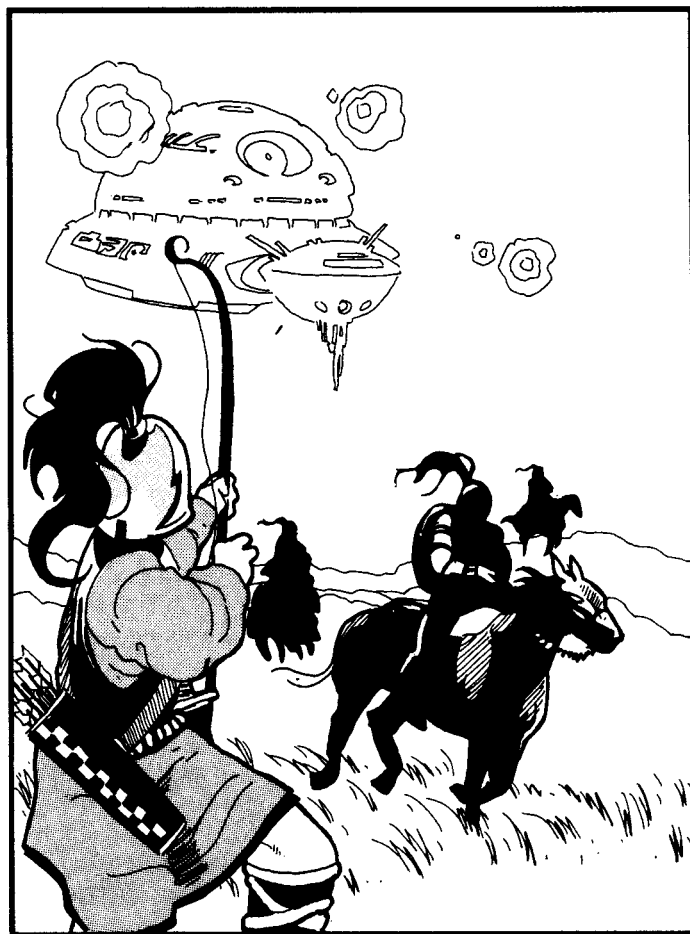
Option 2: As Option 1, except, instead of using half of the highest skill rank bonus of any associated Specialized Skill, use the highest skill rank bonus of any associated Specialized Skill minus 15.

10.2 TECH LEVEL SPECIALIZATIONS

In addition to the skill types noted in Section 10.1, some skills also are specialized according to Tech Level. This is appropriate when the knowledge required for a particular skill has advanced according to the level of technological and social advancement a culture has achieved. The Tech Levels presented in this section are kept very general, allowing for the broad genres and levels of technology that the Unified Skill System is meant to cross.

These Tech Levels include: Primitive, Slave, Feudal, Industrial, Postmodern, Early Science Fiction, and Late Science Fiction. Individual GMs may wish to expand upon these categories. For more information on these Tech Levels see Section 7.1 (Social Structure).

Please note that the availability of a skill based on technology is not the same as the access to items based on technology. A skill may be based on technology, but may have no items which make its use easier (e.g., Philosophy). Conversely, a skill may have technological items which makes it use easier, but is not a Tech Level based skill (e.g., Cookery). Tech Level specialization for skills represents qualitative and quantitative advances in knowledge, not in the items derived from that knowledge. For a general (very general) discussion on technological items, refer to 7.1.8 (Technological Parameters).



Skills that require Tech Level specialization do not relate to each other by normally. Rather, a character who has a skill based on a Tech Level is considered to have knowledge of that skill for that particular Tech Level and all lower Tech Levels. The use of that skill for lower Tech Levels receives a +100 bonus per Tech Level difference. The use of that skill for higher Tech Levels receives a -100 bonus per Tech Level difference (negative bonuses indicate no knowledge).

Remember that these bonuses do not normally apply for maneuvers but are rather are a representation of knowledge.

Example: *Rastonik the Magus, has developed the skill Chemistry in a Feudal culture for a skill rank bonus of +50. Rastonik is considered to have a bonus of +150 when dealing with the knowledge of Chemistry in an Ancient culture (1 Tech Level less), and +250 with the knowledge of Chemistry in a Primitive culture (2 Tech Levels less). Rastonik will be able to answer questions which require Primitive and Ancient Tech Level knowledge almost straight away. For Rastonik such questions are simple and basic. However, Rastonik has no knowledge of Industrial society Chemistry (1 Tech Level more).*

Later in his career (much, much later), Rastonik develops a bonus of +115 in Feudal Chemistry. Rastonik is considered to have a bonus of +15 in knowledge of Industrial society Chemistry, +115 in Feudal, +215 in Ancient and +315 in Primitive. At this stage, Rastonik is considered the best Chemist in the land.

For many activities/maneuvers, a GM should use a combination of difficulty and Tech Level instead of just using difficulty. For example, rather than stating "this maneuver is very hard," state "you require a level of knowledge equivalent to Feudal level chemistry and the maneuver is very hard."

A GM can also use these rules for "inventions" that fall outside of a character's normal Tech Level. Once a character has reached a skill bonus of 100+, he is capable of introducing "new" forms of knowledge that are not normally within the bounds of his society's technology. The GM can use the Construction/Research Table 12.6 for such "inventions".

Example: *Rastonik has a bonus of +110 in (Feudal) Physics and +105 in (Feudal) Engineering. After several gruelling months of Industrial level study (i.e., bonuses are +10 and +5) and using the Construction/Research Table 12.6, Rastonik has come up with a fantastic new invention—the suspension bridge!*

Note to be outdone, the Half-elf Par-Jiral, with a +125 bonus in (Feudal) Philosophy, attempts to write a treatise on a new form of logic. Using the same method as Rastonik (and taking about as long!), Par-Jiral "invents" Boolean logic! All he needs now is someone to invent the printing press.

A GM should be careful when a character attempt to introduce new technologies. Often, such a character must "go outside common assumptions of thinking," and thus runs the danger of being branded as an eccentric. In addition, a player should have give very persuasive reasons why his character would wish to spend time inventing a certain "thing." Such a process is more difficult than most would imagine. After viewing his printing press, a friend of Gutenberg told him that it was interesting, but probably not of much use because so few people could read ...

Option: Individual GMs may wish to diversify the Tech Levels into early and late periods, thus there would be an Early Primitive tech level, a Late Primitive tech level, an Early Ancient tech level, a Late Ancient tech level, etc. In this case, use ± 50 for Tech Level modifiers.

10.3 SIMILAR SKILLS

In the USS, the use of similar skills as expressed in *RMCI* 4.1 is less extensive due to the classification of many skills as Specialize Skills. However, there are some skills which still have similarity although they are not associated with the same Interdisciplinary Skill (e.g., Anthropology for a culture and the specific language used in that culture).

The Similar Skills Table 12.2 presents the similar skill relationships for the USS. Using this table, a skill's skill rank bonus is the higher of:

- 1) The normal skill rank bonus **or**
- 2) The skill rank bonus of the similar skill
+ modifier given on Table 12.2

Example: *Garkin The Grey has a skill rank bonus of +60 for Wood Craft and a skill rank bonus of +5 for Appraisal (Wood). Appraisal similar to the appropriate Craft with a -20 modification. So, Garkin has a skill rank bonus of +40 (60 + -20) with Appraisal (Wood).*

Please note that this use of fixed modifications differs substantially from the system of similar skill ranks from in *RMCI* 4.1. Such modifications are more appropriate for the Unified Skill System.

Option: A GM may want to allow similar skill rank bonuses to be translated into skill ranks for the purposes of skill development. To develop a skill rank for a specific skill, a character *may* use the skill rank equivalent to: the skill rank bonus of a similar skill + modifier given on Table 12.2.

Example: *Garkin The Grey has a skill rank of 9 (+45) with One Handed Edged and a skill rank of 1 (+5) with One Handed Concussion. These skills are similar with a modification of -30, so the similar skill rank bonus for One Handed Concussion is +15 (45 + -30). The skill rank equivalent to +15 is skill rank 3. So, when Garkin next develops one skill rank in One Handed Concussion, he may develop skill rank 4 (gaining skill ranks 2 and 3 automatically).*

10.4 DP SKILL COSTS

Table 12.3 provides all of the DP costs for the skills used in the Unified Skill System. Skills are broken up into skill groups and are then listed in alphabetical order.

10.5 CHARACTER SPECIFIC SKILL DEVELOPMENT

If a GM wishes to use the Unified Skill System with the Character Specific Skill Development system as presented in *RMCV* 5.3, some problems may arise. To begin with, the number of skills used in the USS has been greatly reduced in comparison with the number of skills that the *RMCV* system was designed for. Hence, two options are presented here; one for using the USS DP costs presented in Table 12.3 **and** one using the rules presented in Section 5.11 (Universal Rapid Skill Development).

Note: *The use of the Character Specific Skill Development system (RMCV) combined with the USS is recommended for GMs who wish to cross genres in their campaigns and for GMs who wish to use the USS for SM, Cyberspace, etc. Please note that in this case all skills should be used, even those that are not available to the characters under normal circumstances (e.g., magical skills in a science fiction campaign). Rather, the maximum allowable cost should be applied to those skills. This is to ensure that across genres and professions the overall cost in DPs for each profession remains on a equal level.*

Option 1: To begin with, assume, that all skills have a base cost of 2/8. However, due to the reduced number of skills in the USS, allow no normal skill divisions. Instead, using the guidelines presented in *RMCV*, each division must be backed by a multiplication. These can be expressed as levels of division or multiplication (e.g., 2/4 equals -1 level, 4/8 equals +1 level). The maximum DP cost should be 16/32 and the minimum DP cost remains at 1/2. The same process should occur for cultural modifiers.

Example: *Kayla, a Warrior-mage/Paladin from the Ky'tarri of Mur Fostisyr has the following skill costs which are different from the standard cost of 2/8;*

Astrogation	16/32 (+5 levels)
Biochemistry	4/8 (+1 level)
History	2/4 (-1 level)
Philosophy	1/4 (-2 levels)
Physics	4/8 (+1 level)
Planetology	8/16 (+3 levels)

<i>Psychology</i>	2/4 (-1 level)
<i>Tactics</i>	2/4 (-1 level)
<i>Body Development</i>	2/4 (-1 level)
<i>Maneuvering in Armor</i>	1/2 (-3 levels)
<i>Riding</i>	2/4 (-1 level)
<i>Disarm Foe</i>	2/4 (-1 level)
<i>Missile Artillery</i>	2/4 (-1 level)
<i>1st Weapon Category</i>	1/4 (-2 levels)
<i>2nd Weapon Category</i>	2/4 (-1 level)
<i>5th Weapon Category</i>	4/8 (+1 level)
<i>6th Weapon Category</i>	4/8 (+1 level)
<i>Black Powder</i>	4/16 (+2 levels)
<i>Fire</i>	8/16 (+3 levels)
<i>Meditation</i>	2/4 (-1 level)
<i>Atmospheric Pilot</i>	8/32 (+4 levels)
<i>Marine Pilot</i>	4/8 (+1 level)
<i>Space Pilot</i>	16/32 (+5 levels)
<i>Attunement</i>	1/4 (-2 levels)
<i>Channelling</i>	1/4 (-2 levels)
<i>Power Point Development</i>	2/4 (-1 level)
<i>Spell List Acquisition</i>	1/4 (-2 levels)
<i>Transcend Armor</i>	2/4 (-1 level)
<i>Leadership</i>	1/4 (-2 levels)
<i>Public Speaking</i>	1/4 (-2 levels)
<i>Streetwise</i>	4/8 (+1 level)

Total ± 0 levels

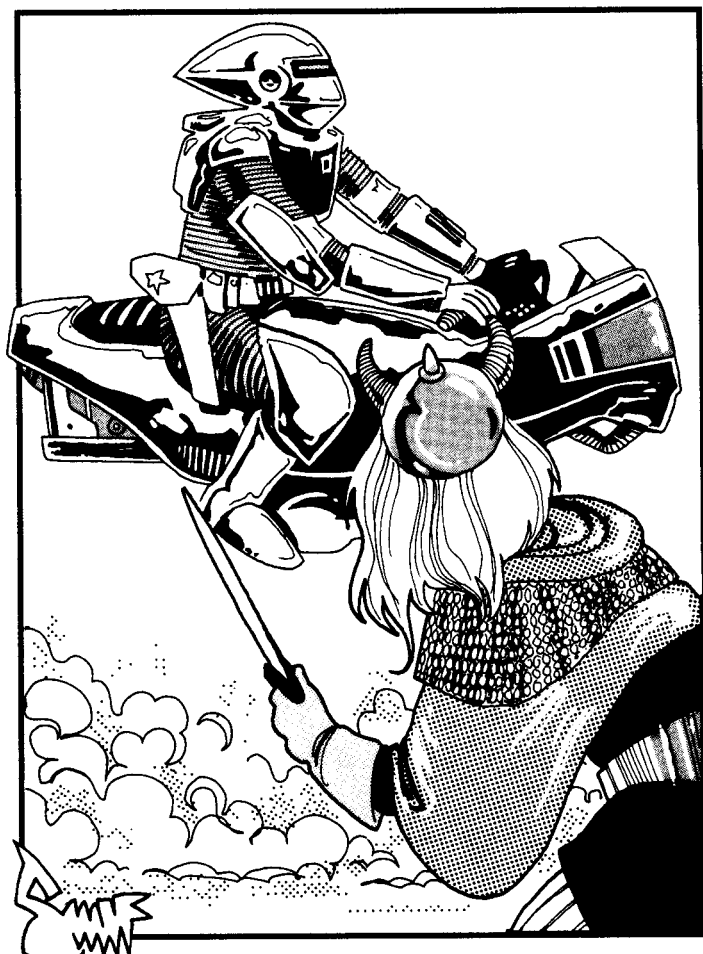
Option 2: As Option 1, but modified according to the Universal Rapid Skill Development rules (Section 5.11). Thus all skills have a base cost of $4/* = 12/3 = [(2 \times 2) + 8]$. As in Option 1, this number may be divided or multiplied, so long as the sum total of divisions and multiplications equal zero. Thus $2/*$ is -1 level, $1/*$ is -2 levels, $8/*$ is +1 level, $16/*$ is +2 levels. Using this option, the minimum cost should be $1/*$ and the maximum $16/*$.

Option 3: Either option as above, but allow each player to change his DP costs each level to represent changes in emphasis of the learning (i.e., like changing professions). Allow say, 6 total (i.e., 3 divisions, 3 multiplications) changes per experience level **and** a further 2 for each DP used for that purpose.

10.6 SKILL DESCRIPTIONS

This section presents the following information for each of the skills used in the Unified Skill System:

- The stats that effect the skill (including the Size stat from Section 5.4)
- The type of action the skill normally affects
- A complete description of the skill
- Skill type (Basic, Interdisciplinary, or Category; or perhaps: Specialized, or Compulsory Specialized)
- Skill Group (see below)
- Whether or not the skill is based on Tech Level
- The suggested skill resolution methods are the standard *ChL* resolution methods (Options A & B, *RMCII* 5.2); however, we present an "Alternate Skill Resolution Method" that is recommended for GMs who want to use other skill resolution methods (*RMCII* 5.2).
- The suggested skill rank bonus progression is the standard *ChL* progression; however, we present an "Alternate Skill Rank Bonus Progression" that is recommended for GMs who want to use other skill rank bonus progression methods (Section 5.10).
- Suggested Specialized Skills or Compulsory Specialized Skills



It should be noted that the following descriptions include some substantial alterations to previous skill descriptions (e.g., Diplomacy, Spell List Acquisition, etc.). In addition, a variety of skills are presented here that are more applicable to non-fantasy campaigns (e.g., science fiction). Such skills have been included to make the USS more universal **and** to allow GMs to cross genres.

The skills have been placed into "groups" in the Unified Skill System. These groupings are used purely as an organizational tool and have no direct effect on play.

Academic Skills	Craft Skills	Social Skills
Athletic Skills	Linguistic Skills	Subterfuge Skills
Combat Skills	Power Skills	Survival Skills.
Concentration Skills		

Acrobatics (Ag/Qu/-Si) (Maneuver)

Bonus for in-air maneuvers, tumbling, and swinging on objects. Reduces the effect of a fall by 1' per skill rank.

Type: Interdisciplinary *Group:* Athletic *Tech Lvl:* No

Alternate Skill Resolution Method: E.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Flying, Tumbling, Gliding, etc.

Acting (Pr/Em) (Static Action)

Bonus for simulating actions or reactions of others which is to be used in drama type performances, devising new identities etc.

Type: Interdisciplinary *Group:* Linguistics *Tech Lvl:* No

Alternate Skill Resolution Method: D.

Alternate Skill Rank Bonus Progression: Option 2.

Specialized Skills: Stage Acting, Mimery, Tale Telling, etc.

Administration (In/Em) (Static Action)

Bonus for functioning within any entity where record keeping, personnel interaction, and bureaucracy is present. Also useful for gaining public office and applying governmental power.

Type: Interdisciplinary *Group:* Academic *Tech Lvl:* Yes

Alternate Skill Resolution Method: Use the Construction/Research Table 12.6.

Alternate Skill Rank Bonus Progression: Option 2.

Specialized Skills: Record-Keeping, Personnel Management, Public Relations, Organizational Structure.

Adrenal Defence (None) (Special/DB)

By using this skill, melee and missile attacks may be dodged or deflected (wholly or partially). The skill rank bonus of the Defender is added to his DB versus missile attacks. Against missile attacks the skill rank is halved before the skill rank bonus is calculated and added to the DB. To use Adrenal Defence a character must be aware that he is under attack.

The number of skill ranks in a Adrenal Defence Compulsory Specialized Skill may not be greater than the number of skill ranks in the next 'lower' (i.e., for lower ATs) Adrenal Defence Compulsory Specialized Skill:

ranks in Unarmored \geq ranks in Soft Leather \geq
ranks in Rigid Leather \geq ranks in Chain \geq ranks in Plate

Type: Category *Group:* Concentration *Tech Lvl:* No

Alternate Skill Rank Bonus Progression: Option 3.

Compulsory Specialized Skills: Unarmored (ATs 1-4), Soft Leather (ATs 5-8), Rigid Leather (ATs 9-12), Chain (ATs 13-16), and Plate (ATs 17-20). These are reflective of the type of Armor that may be worn for Adrenal Defence to be used.

Adrenal Move (SD) (varies)

The Adrenal Move skill and its associated Specialized Skills relate to the development of the art of superhuman effort. Using concentration and Self Discipline, a character who wishes to use an Adrenal Move must prepare the round before he will use an Adrenal Move. Adrenal Moves may not be attempted in consecutive rounds, nor may one be attempted at any one time.

Option: If *RMCI* 5.4 is being used, a character may maintain an Adrenal Move.

Type: Interdisciplinary. *Group:* Concentration. *Tech Lvl:* No

Alternate Skill Resolution Method: C.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills:

Balance (Maneuver) — Enhances the ability of the character to maintain his balance in one maneuver requiring balance. The skill rank bonus is added to any maneuver roll required for the action (even if it takes several rounds).

Landing (Maneuver) — 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% is applied the round after the fall. This is the recuperation round.

Leaping (Maneuver) — This allows the character to automatically increase the distance he can successfully leap from either a standing or running start. A result of over 100% indicates a leap greater than normal.

Quick Draw (Maneuver) — Bonus for a character drawing his weapon without taking -20 for drawing his weapon during combat rounds. This is a form of Adrenal Move Speed but only affects the drawing of a weapon. Success indicates that the weapon is ready and failure indicates the -20 penalty is taken. This specialization does not count against the Adrenal Move every other round limit. For this Adrenal Move the -20% for a preparation round is applied the round after drawing the weapon. This Adrenal Move uses resolution method 'A' (Standard Maneuver Resolution).

Speed (Static Action) — This allows a character to move at twice normal speed (as if *Hasted*) and thus increase his activity for one round as described in *Arms Law*. Speed is prepared just as Strength Adrenal Move, and success is determined in the same way.

Strength (Static Action) — This specialization gives a character a +10 bonus to his OB and doubles the number of concussion hits that he delivers. At the end of the preparation round use resolution method 'A' (Standard Static Action Resolution) to determine success or failure.

Ambush (None) (Special)

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 (melee attacks only) 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 of the attacker. Note that to use this bonus, the attacker must first get a normal critical strike result on an attack table.

Since position is relatively unpredictable in a general melee situation, Ambush skill rank is halved if an ambushed foe is in a melee situation (**Note:** *You must still approach the foe undetected and strike before he can react*).

If a Large or Super-Large creature is ambushed, the Ambush skill rank is added 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.

Option: Ambush may also be used for missile and directed spell attacks. In this case, the Compulsory Specialized Skills are: Melee, Bows, Thrown, and one skill for each different directed spell.

Type: Basic *Group:* Subterfuge *Tech Lvl:* No.

Alternate Skill Rank Bonus Progression: +1 per skill rank.

Compulsory Specialized Skills (Optional): Melee, Bows, Thrown, each different directed spell.

Animal Handling (Em/Pr) (Static Action)

This is the bonus for the care and feeding of all types of animals. It includes training, beastmastery, and the healing of light and medium injuries on animals (if severe injuries are to be healed use Surgery skill).

Type: Interdisciplinary *Group:* Craft *Tech Lvl:* Yes

Alternate Skill Resolution Method: Resolution method varies greatly according to the action being attempted. For example, beastmastery may use resolution method 'E' (Alternate Static Action Resolution), whereas animal healing may use resolution method 'B' (Percentage Static Action Resolution).

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: It is suggested that this skill be specialized in broad animal groups (e.g., felines, aquatic mammals, arachnids, etc.).

Anthropology (In/Em) (Static Action)

Knowledge of linguistic trends, customs, habits, and cultural traits of any known races or cultures (usually of a lower tech level to the character). The study of a contemporary culture to the player is sociology.

Type: Interdisciplinary Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use Table 12.6.

Alternate Skill Rank Bonus Progression: Option 3.

Specialized Skills: This skill must be specialized, but may be as broad or as specific as the player desires (usually based on culture, race, and period).

Appraisal (In/Re) (Static Action)

Bonus for determining the value of an object or good.

Type: Interdisciplinary Group: Academic Tech Lvl: No

Alternate Skill Resolution Method: D.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Suggested specializations are based on the craft skill appropriate for the good (e.g., leathercraft, stonemasonry, etc.).

Astrogration (Re/In) (Static Action)

Bonus for plotting a course through space.

Type: Interdisciplinary Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use Table 12.6 or the Vehicular Maneuver/Astrogration Chart (SM PB 22.2).

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Skill may be specialized in a manner as broad or as specific as a player desires (e.g., 100LY from Earth, H-Space, etc.).

Astronomy (Me/Re) (Static Action)

Bonus for stellar analysis and survey. Skill is useful for aiding in divinations, and in detailed knowledge of stars, planets, moons, etc.

Type: Interdisciplinary Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use Table 12.6.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: This skill may be specialized, but the knowledge may be as broad or as specific as desired.

Athletic Games (Ag/Qu/St) (Maneuver)

Bonus for playing games that involve agility, coordination, and motor skills.

Type: Interdisciplinary Group: Athletic Tech Lvl: No

Alternate Skill Resolution Method: varies based on sport.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: This skill may be specialized into various sports, including: Running, Skiing, Skating, Surfing etc.

Atmospheric Pilot (Ag/Qu) (Maneuver)

Bonus for controlling craft which operate on or in a gaseous environment (i.e., through the air). Vehicles of more advanced technologies will be easier to pilot and be capable of more maneuvers than those of an earlier technology.

Type: Interdisciplinary Group: Craft Tech Lvl: No

Alternate Skill Resolution Method: B or the Vehicular Maneuver/Astrogration Chart (SM PB 22.2) can be used.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Skill may be specialized according to vehicle motive form (e.g., prop planes, jets, helicopters, gliders, etc.).

Attunement (Em/In) (Static Action)

This skill enables a character to use the spell abilities of a staff, wand, or any item with spell casting abilities. In order to cast spells from an item, the wielder of the item must have made an Attunement 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 by power or type, the GM may require separate Attunement rolls for each spell or group of spells.

"Teaching" someone else an item is not permitted because using an item is a personal experience between the individual and the item. Although one character may tell another what the item does, thus removing any penalty for lack of knowledge regarding realm etc., a character may not aid them in any other way.

Certain spells on items do not normally require an Attunement roll, subject to GM stipulation. They include:

- 1) *Spells that operate constantly:* Boots of Silence, Cloaks of Invisibility, etc.
- 2) *Bonuses built into items:* Bonuses on weapons, bonuses on armor, spell adders, spell multipliers, etc.
- 3) *Spells in intelligent items:* Intelligent items can cast the spells that they contain when instructed by a wielder who can communicate with the item and whom the item will obey.

Option: This skill can also be used for characters who have cybernetics where the technology is not completely developed to the extent that the cybernetics react instantly to thought (i.e., as in *Cyberspace*).

Type: Basic Group: Power Tech Lvl: No

Alternate Skill Resolution Method: Use the ChL Runes and Staves/Wands Table 15.3.4.

Alternate Skill Rank Bonus Progression: Option 1.

Biochemistry (In/Re) (Static Action)

Knowledge and analysis of basic biochemistry and genetics.

Type: Interdisciplinary Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use the Construction/Research Table 12.6.

Alternate Skill Rank Bonus Progression: Option 3.

Specialized Skills: May be specialized into racial/animal groups as broad or as specific as the player desires.

Body Development (Co/Si) (Special)

Skill rank in Body Development is one of the factors which determines how many hits (concussion hits) a character can take without passing out. A character is entitled to increase his base hit point total by his race's allocated hit die type each time the character increases his Body Development skill rank by 1.

Type: Basic Group: Athletic Tech Lvl: No

Alternate Skill Resolution Method: see Section 5.5.

Botany (Me/Re) (Static Action)

Bonus for recognizing and identifying major plant forms.

Type: Interdisciplinary Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use the Construction/Research Table 12.6.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: May be specialized in a manner that is either as broad or as specific as the player desires (e.g., geographical areas, plant families, poisons, etc.).

Channeling (In) (Special)

This is the skill of transmitting and receiving power between two willing individuals over any distance, provided that contact can be made. The transmitter of the power must be able to see the receiver or know his exact location (direction and distance, or a specific place). The receiver must know exactly when the power is coming.

It is important to note that the spells that a "Channeling" spell user uses is not subject to these rules. This skill only applies to extraordinary channeling. Channeling between characters may only occur if they are both concentrating on the same realm of power.

Transmitting Power Points: Normally Channeling consists of the transferral of PPs from one character to another. The sender expends PPs and multiplies this number of PPs by his Channeling skill rank bonus expressed as a percentage. Round down and treat Channeling abilities of greater than 100 as 100. The receiving character multiplies the number of actually sent by his Channeling skill rank bonus expressed as a percentage. Again, round down and treat abilities of greater than 100 as 100. This result is the number of PPs received. These PPs may be used by the receiving character to cast spells however the character wishes to, although any unused PPs will be lost the next time the character rests.

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 required that the receiver know how to cast the spell. The receiver does none of the work. The spell is cast and the PPs are expended by the sender. The PPs are subject to the same modifications as outlined in the preceding paragraph. Enough PPs must be *received* to power the spell. The spell may not be cast if it requires the receiver to supply any of the PPs. Nor may the spell be cast by one individual while the PPs are channeled by someone else.

Burnout Due To Channeling: Successful Channeling can be dangerous. Roll 1D100 and add the number of PPs received (this roll is open-ended). Subtract the skill rank in Channeling of the receiving character. If the result is over 100, a burnout has occurred. If a burnout occurs, roll twice on the 15+ column of the ChL Stat Gain Table 15.1.2. This is the number of points that lost from the temporary Memory stat. Repeat the same process for Reasoning. If this process reduces either stat to zero or below, all experience and skills are lost.

Should a burnout occur, the being channeling power to the victim should roll under his Presence on 1D100 or suffer the same fate (**Option:** *under his Presence + his Presence bonus*). If the sender survives, unharmed, the sender may (regardless of the status or will of the receiving individual) exercise absolute control over the victim's body and its remaining knowledge, spells, and PPs. The sender must have some method of issuing commands to the burnout victim. This control lasts 24 hours or until contact is broken.

Option: If *Spell Law* is available and a burnout occurs, a 1D100 roll is made and 5x the amount that the burnout roll was above 100 is added. This total is applied to the SL Non-Attack Spell Failure Table 10.7.2. This result can be applied in addition to the loss of Memory and Reasoning or instead of it (GMs discretion).

Type: Basic *Group:* Power Tech Lvl: No

Alternate Skill Rank Bonus Progression: Option 1.

Chemistry (Re/Me) (Static Action)

Bonus for identifying and applying the use of normal and manufactured (non-magical) substances. Also includes the ability to determine chemical reactions, elemental composition, etc. Ad-

vanced technologies produce technologies which make use of this skill easier.

Type: Interdisciplinary *Group:* Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use Table 12.6.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: This skill may be specialized into particular chemical branches.

Climbing (Ag) (Maneuver)

This is the ability to climb any surface from sheer faces (absurd), through to mountain climbing (very hard), to climbing a ladder (easy). The normal climbing rate for walls with adequate hand holds is 10'/rnd as 'medium' maneuver (or 20% of walking pace).

Type: Basic *Group:* Athletic Tech Lvl: No

Alternate Skill Resolution Method: B.

Alternate Skill Rank Bonus Progression: Option 1.

Contortions (Ag/SD) (Maneuver)

Bonus for manipulating one's body in order to move through small openings, or absorb sudden crushing impact (other than falls). Helps escape from bonds, etc.

Type: Basic *Group:* Athletic Tech Lvl: No

Alternate Skill Resolution Method: A or B when the action can be performed over a number of rounds.

Alternate Skill Rank Bonus Progression: Option 1.

Cookery (In/Re) (Static Action)

Bonus for detecting bad food or preparing/neutralizing herbs, poisons, and other culinary delights. May be specialized in several broad areas. More advanced technologies produce equipment (e.g., microwave ovens, toasters, etc.) which makes the use of this skill easier compared to lesser technologies.

Type: Interdisciplinary *Group:* Craft Tech Lvl: Yes

Alternate Skill Resolution Method: Use Table 12.6.

Alternate Skill Rank Bonus Progression: Option 3.

Specialized Skills: Some suggestions follow:

Baking: The turning of flour into cakes, breads, pies etc.

Brewing: Making ale, beer, cider, malt or mead beverages.

Curing: Salting or preserving of food.

Distilling: Making of alcohol.

Poisoner: Manufacturing of poisons.

Dance (Ag/In) (Maneuver)

Bonus when attempting to recreate a dance witnessed. Also used to create new dances, this skill could be a factor in some Magic Rituals.

Type: Interdisciplinary *Group:* Athletic Tech Lvl: No

Alternate Skill Resolution Method: E.

Alternate Skill Rank Bonus Progression: Option 2.

Specialized Skills: This skill may be specialized according to cultural groups.

Diagnostics (In/Re) (Static Action)

Bonus for determining medical condition of a creature. More advanced technologies produce equipment which makes the use of this skill easier.

Type: Category *Group:* Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use Table 12.6.

Alternate Skill Rank Bonus Progression: Option 4.

Compulsory Specialized Skills: This skill must be specialized for racial groups that are significantly different.

Diplomacy (Pr/In/Em) (Static Action)

Note: This version of Diplomacy is significantly different to that used in *RMCI* 7.0.

Bonus for successfully convincing small groups and individuals of the 'correctness' of an opinion/proposition put forward by the character using the skill. Unlike Duping, Interrogation, and similar skills, this skill uses only convincing arguments (not threats or lies) to convince others. A character who fails a Duping attempt is often in a lot of trouble. A character who fails a Diplomacy attempt has simply lost the argument.

Type: Interdisciplinary Group: Academic Tech Lvl: No

Alternate Skill Resolution Method: D.

Alternate Skill Rank Bonus Progression: Option 4.

Specialized Skills: This skill may be specialized according to subjects based on Skill Groups (i.e., Academic, Craft, etc.).

Directed Spells (Ag) (Maneuver/OB)

Spell Law and the *Elemental Companion* make provisions for certain "Elemental Attacks." The Directed Spells skill bonus is added to any attack roll for an Elemental Attack (see SL 8.4). A character wishing to develop this skill for a specific spell must be able to cast the spell at least once per day (either intrinsically or from an item or runes). Normally, Directed Spells skill may not be developed for area effect weapons (i.e., 'ball' spells).

Option 1: Make this skill an Interdisciplinary Skill for which Specialized Skills may be developed.

Option 2: If the attack form is a 'ball', no center of effect bonus is allowed. Instead, a character may develop Directed Spells skill with a 'ball' spell, and such a bonus can be used against whatever the caster designates as the 'ball' attack's center of effect.

Type: Category Group: Power Tech Lvl: No

Alternate Skill Resolution Method: Use the appropriate Elemental Attack Table.

Alternate Skill Rank Bonus Progression: Option 1.

Compulsory Specialized Skills: This skill must be specialized according to individual elemental attack spells.

Disarm Foe (Ag) (Maneuver)

Bonus to remove a foe's weapon with one of your own or with your bare hands. A weapon usually receives its parry bonus as a bonus to this skill (e.g., a Shang, a parrying weapon from *AL&CL* 12.0 receives a bonus of +30).

If disarm maneuver is successful, the target must make a successful RR to avoid being disarmed. The attack level is the number of Disarming skill ranks that the attacker has, while the target level is equal to the number of skill ranks that the target has for the weapon being disarmed.

Type: Interdisciplinary Group: Combat Tech Lvl: No

Alternate Skill Resolution Method: A and Special.

Alternate Skill Rank Bonus Progression: Option 4.

Specialized Skills: Armed or Unarmed (all Unarmed attempts are modified by -25).

Disease/Drug Tolerance (Co/Si) (Special)

Bonus for resisting the effects of drugs, diseases and poisons. Bonus is directly applied to the RR. One need not be conscious to have the bonus.

Type: Interdisciplinary Group: Survival Tech Lvl: No

Alternate Skill Resolution Method: See Section 8.4.

Alternate Skill Rank Bonus Progression: Option 5.

Specialized Skills: May be specialized into groups of drugs/diseases/poisons (e.g., depressants, conversion poisons etc.).

Disguise (Pr/SD) (Static Action)

Bonus to change one's appearance (not actual shape and weight) by the use of cosmetics and other props. Advanced technologies produce equipment which makes the use of this skill easier.

Type: Basic Group: Subterfuge Tech Lvl: No

Alternate Skill Resolution Method: D.

Alternate Skill Rank Bonus Progression: Option 2.

Driving (Ag/Qu) (Maneuver)

Bonus for using the motive form of various types of vehicle. More advanced technologies produce equipment which makes the use of this skill easier.

Type: Interdisciplinary Group: Craft Tech Lvl: No

Alternate Skill Resolution Method: B or the Vehicular Maneuver/Astrogration Chart (*SM PB* 22.2) can be used.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Specialization may occur for various motive type (e.g., Sled, Cart, Anti-Grav), though this must be within the technological bounds of the player's culture.

Duping (Pr) (Static Action)

Bonus for speaking quickly, convincingly, and confusingly, in order to get a character to do something he would not normally do. Only has a short term effect and is normally only applicable to one person at a time.

Type: Basic Group: Subterfuge Tech Lvl: No

Alternate Skill Resolution Method: D.

Alternate Skill Rank Bonus Progression: Option 4.

Engineering (Re/Me) (Static Action)

Bonus for knowing major facts about engineering and design. A character with this skill and an appropriate Craft skill or Technics skill can devise, modify, construct, and repair technical items.

Type: Category Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use Table 12.6.

Alternate Skill Rank Bonus Progression: Option 2.

Compulsory Specialized Skills: Must be specialized on a branch of engineering (i.e., mechanics, genetics, electronics, etc.).

Falsification (SD/Re) (Static Action)

Bonus for creating false but believable writings or illustrations or records from scratch. It is used to falsify bank accounts and records, change testimony records, etc. Also includes the ability to counterfeit coin or paper stock. Advanced technologies produce items which make the use of this skill easier, but they also produce items which makes use of this skill more difficult.

Type: Basic Group: Subterfuge Tech Lvl: No

Alternate Skill Resolution Method: Use Table 12.6.

Alternate Skill Rank Bonus Progression: Option 3.

First Aid (SD/Em) (Static Action)

Bonus for applications of emergency aid or treatment. With the proper tools, a character may heal any light injury (see *RM* 7.1.3). With a modifier of -30 a character may perform minor surgery, bone setting, and, in general, heal medium injuries.

Type: Category Group: Craft Tech Lvl: Yes

Alternate Skill Resolution Method: B.

Alternate Skill Rank Bonus Progression: Option 1.

Compulsory Specialized Skills: Must be specialized for broad racial groups with significant differences in physiology.

Gambling (Me/In) (Static Action)

Bonus for such gaming factors as calculating the odds of a game, reading your opponents, and even cheating. This bonus can also directly affect a player's chances of winning, however in this case, the bonus is only equal to the normal skill bonus divided by 5.

Type: Basic Group: Subterfuge Tech Lvl: No

Alternate Skill Resolution Method: A.

Alternate Skill Rank Bonus Progression: Option 1.

General Perception (In/In/Re) (Static Action)

This skill affects how much information and how many clues a character gets through observation (i.e., his senses). If a character states that he is watching or examining an area, situation, or place, the GM should make a static action roll to determine if the character has noticed or detected anything. The bonus may be used to modify an opponent's maneuver roll attempt to Stalk or Hide. There is a +30 bonus for a character that states he is looking for a particular object, and a -30 penalty for finding something that is not being looked for.

Type: Interdisciplinary Group: Survival Tech Lvl: No

Alternate Skill Resolution Method: B.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: This skill may be specialized according to the senses, which in turn gives a character a special bonus for detecting certain things:

Hearing: listening at doors, general perception when in pitch darkness, Spatial Location Awareness.

Sight: primary sense for locating objects at a distance.

Smell/Taste: good for poison perception.

Touch: primary sense for locating objects that are within reach.

History (Me/Re) (Static Action)

Bonus for the knowledge of past events affecting nations, peoples, areas, cultures, races, etc.

Type: Interdisciplinary Group: Academic Tech Lvl: No

Alternate Skill Resolution Method: Use the Construction/Research Table 12.6.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: This skill may be specialized, but the knowledge may be as broad or as specific as the player desires (usually based on culture, race, and period).

Interrogation (Re/Ag) (Static Action)

Bonus for extracting information from an intelligent source. This may or may not include discomfort to the source, though there is a +25 bonus if the target is discomforted. However if a target is discomforted and the "interrogation roll" is negative, the target may suffer a major physical or psychological injury—or even death. In such a case the target should make a RR versus a level 10 attack (with SD/Co as a modifier) to determine the extent of the injury. Advanced technologies produce equipment which makes the use of this skill easier. Psychology which is based on Tech Level can be a very useful complementary skill.

Type: Basic Group: Social Tech Lvl: No

Alternate Skill Resolution Method: Use the Construction/Research Table 12.6.

Alternate Skill Rank Bonus Progression: Option 2.

Leadership (Pr) (Static Action)

Bonus to inspire and command others to follow a character using this skill, and to make others believe that he is competent. This also includes the ability to raise the morale of troops in combat.

Type: Interdisciplinary Group: Social Tech Lvl: No

Alternate Skill Resolution Method: D.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: This skill may be specialized according to skill area (e.g., academic leadership, combat leadership, etc.).

Leather Crafts (Ag/Me/SD) (Static Action)

Bonus for working with hides and creating leather goods. At higher tech levels equipment becomes available which makes the use of this skill easier.

Type: Interdisciplinary Group: Craft Tech Lvl: No

Alternate Skill Resolution Method: Use the Construction/Research Table 12.6.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: This skill may be specialized with the following suggestions:

Armorer: Making leather armor.

Cobbler: Making shoes and boots

Saddler: Making saddles and other horse trappings.

Tanner: Turning hides into leather.

Linguistics (None) (Static Action)

Note: *This method for languages differs substantially to others presented in RM. Other resolution methods as previously presented in RM may be used instead of this method.*

Bonus for understanding and using different languages. When two individuals are attempting to communicate, use *both* of their skill rank bonuses. Also modify the static maneuver roll to communicate according to the difficulty of the speech being attempted. If the result is over 100, then the two parties understand each other. Otherwise, the amount under 100 gives a relative indication of the severity of the communication breakdown. Normal communication between two individuals that speak the same language well, should not required a maneuver (i.e., "50+50+1D100" is usually well over 100).

Example: *Kayla is trying communicate with an Elven noble regarding some delicate security matters. Kayla doesn't speak the Elven language, but her native tongue, which she has skill rank 8 in (+40) is related to Elvish. The Elven noble speaks her own native language with 10 ranks (+50). The total bonus for communication is +90. However, the fact that the languages are only related is a -20 modifier, and because Kayla is trying to be subtle about the affair, there is an additional modifier of -10 (hard maneuver). Kayla rolls a 37 for a total of 97 = 37+90-20-10. The GM informs Kayla's player, that while she was successful in relaying the message, she wasn't as subtle as she should have been by mentioning a certain name that was best left unsaid.*

Type: Category Group: Linguistics Tech Lvl: No

Alternate Skill Resolution Method: Presented above.

Alternate Skill Rank Bonus Progression: Option 1.

Compulsory Specialized Skills: This skill must be specialized according to language, however there is often some cross-over with other languages.

Magical Ritual (Re/Me) (Static Action)

Bonus for enhancing a spell effect or duplicating a spell effect outside normal spell resolution parameters.

Type: Interdisciplinary Group: Power Tech Lvl: No

Alternate Skill Resolution Method: Resolution guidelines are given in *RMCI* 4.3.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Suggested specializations are the various "Ritual Classes" presented in *RMCI* 4.3.

Maneuvering In Armor (Ag) (Maneuver)

Note: *This method of skill advancement differs substantially from the normal RM rules. A GM may still use the normal RM rules for this skill with the USS. However, this method is designed for the USS's levels of power, advancement, etc. In addition, this method decreases the chances of a character being better at maneuvering in plate than in leather!*

The skill bonus for this skill reduces the maneuvering penalty for armor (see *ChL* Armor Table 15.3.3). The maneuvering penalty for a set armor may not be reduced below the Minimum Maneuver Mod for that armor.

The number of skill ranks in a Maneuvering in Armor Compulsory Specialized Skill may not be greater than the number of skill ranks in the next 'lower' (i.e., for lower ATs) Maneuvering in Armor Compulsory Specialized Skill:

$$\begin{aligned} \text{ranks in Soft Leather} &\geq \text{ranks in Rigid Leather} \\ &\geq \text{ranks in Chain} \geq \text{ranks in Plate} \end{aligned}$$

Type: Category Group: Athletic Tech Lvl: No

Alternate Skill Resolution Method: B and special.

Alternate Skill Rank Bonus Progression: Option 5.

Specialized Skills: This skill must be specialized according to general armor type: Soft Leather (ATs 5-8), Rigid Leather (ATs 9-12), Chain (ATs 13-16), and Plate (ATs 17-20).

Marine Pilot (Ag/Qu) (Maneuver)

Bonus for controlling craft which operate on or in a liquid environment. At higher tech levels equipment is produced which makes the use of this skill easier.

Type: Interdisciplinary Group: Craft Tech Lvl: No

Alternate Skill Resolution Method: B or the Vehicular Manuever/Astrogation Chart (*SM PB* 22.2) can be used.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Skill may be specialized according to vehicle motive form (e.g., submersible, rowing, sailing, etc.).

Martial Arts (varies) (Maneuver/OB)

Martial Arts (MA) skills affect a character's Offensive Bonus for unarmed combat. Any character with Martial Arts skill can use the special abilities outlined in *ChL* 13.3.1.

The severity of a MA attack is based upon the "Type" and "Rank" (not the skill rank) of the Martial Arts Specialized Skill (see below) being used. An attack's "Type" will determine the attack table used, and its "Rank" (1, 2, 3, or 4) will determine the maximum result that the attack can achieve on that attack table. A character may use his Interdisciplinary Martial Arts skill to make any "Type" of "Rank 1" MA attack.

The number of skill ranks in a Martial Arts Specialized Skill for a specific MA "Type" and "Rank" may not be greater than the number of skill ranks for each lesser "Rank" for that same type of Martial Arts. That is, for each given type of martial arts:

$$\begin{aligned} \text{skill ranks in "Rank 1"} &\geq \text{skill ranks in "Rank 2"} \\ &\geq \text{skill ranks in "Rank 3"} \geq \text{skill ranks in "Rank 4"} \end{aligned}$$

Type: Interdisciplinary Group: Combat Tech Lvl: No

Alternate Skill Resolution Method: Use the *AL&CL* tables.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: There is a Specialized Skill for each "Rank" of each "Type" of martial arts (e.g., Striking Rank 4, Sweeps Rank 1, Wrestling Rank 2, Tackling Rank 3, etc.). Some suggested Specialized Skills (grouped by type) are:

Strikes Rank 1, Strikes Rank 2, Strikes Rank 3, Strikes Rank 4: MA attacks in the form of punches or kicks (e.g., Karate-like martial arts). Use *AL&CL* Table 11.2.2 and use St/St/Ag for stat bonuses.

Sweeps 1, 2, 3 and 4: MA attacks in the form of sweeping the lower limbs and throwing opponents (e.g., Judo-like martial arts). Use *AL&CL* Table 11.2.3 and use Ag/Ag/St for stat bonuses.

Tackling Ranks 1, 2, 3, and 4: MA attacks in the form of charging, grabbing, knocking down. Use *AL&CL* Table 11.1.6. For the purposes of maximum attack results, treat Rank 1 as Small, Rank 2 as Medium, Rank 3 as Large, Rank 4 as Huge—however, this is limited by the attacker's size. Use Ag/St for stat bonuses.

Wrestling Ranks 1, 2, 3 and 4: As Tackling above, except use *AL&CL* Table 11.1.4. Use Ag/St for stat bonuses.

Example: *Glaurung has 10 skill ranks in Interdisciplinary Martial Arts skill. In addition, Glaurung has 8 skill ranks in the Specialized Skill MA "Strikes Rank 1", and 5 skill ranks in "Strikes Rank 2." He also has 3 skill ranks in "Sweeps Rank 1" and 4 skill ranks in "Sweeps Rank 2." Glaurung's bonuses are: +50 for a "Rank 1" attack of any MA "Type," +90 for "Strikes Rank 1," +75 for "Strikes Rank 2," +70 for "Sweeps Rank 1," and +65 for "Sweeps Rank 2." Currently, Glaurung is unable to make any "Rank 2" attacks for Tackling or Wrestling.*

Mathematics (Re/Me) (Static Action)

Bonus for calculating distances, angles, calculus, differential equations, etc. Higher tech level equipment makes the use of this skill easier (from the abacus to computers!).

Type: Interdisciplinary Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use Table 12.6.

Alternate Skill Rank Bonus Progression: Option 2.

Specialized Skills: May be specialized for particular branches of mathematics.

Meditation (Pr/SD) (Static Action)

Bonus for entering, leaving and exploring meditative trances. Physical prodding allows a character to make a static maneuver roll to leave a trance, as does a painful strike (modify by +25).

Type: Interdisciplinary Group: Concentration Tech Lvl: No

Alternate Skill Resolution Method: See Specialized Skills.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: The following are suggested specializations:

Cleansing: Bonus for purification ritual to help remove outside energies and influences that linger on an object, person, etc. The use of this skill enables the user to rid himself of the touch of curses and hexes. Skill must be used within 5 minutes times Cleansing skill rank to have an effect. The "outside energy" must make a RR versus attack level 20 if this skill is used successfully. The Alternate Skill Resolution Method is 'A'.



Body Damage Stabilization : Bonus for keeping oneself alive after being injured. The Alternate Skill Resolution Method is 'E'. The successful use of this skill puts a character in a near death condition (coma) for 1 day per "round before death." Due to the slowing down of the metabolic rate, the character will appear to be dead (-75 to Perception rolls).

If the character fails the skill roll, he still goes into a coma, but dies at the appointed time. A character may be awakened: within 1 hour of the preset time **or** by an *Awaken* spell **or** by vigorous physical disturbance lasting more than three minutes.

Death: Bonus to cause a character 1 hit/round damage while in a trance, without actually feeling any pain. Can be continued to the extent that painless death is caused. The Alternate Skill Resolution Method is 'A'.

Healing: Bonus for increasing a character's healing rate. The character using this skill goes into a coma. Healing rate is increased/decreased by: (the difference between the skill bonus roll and 100, as a percentage) x (the racial healing rate). The Alternate Skill Resolution Method is 'C'.

Ki: Bonus for achieving a special +25 bonus on any activity attempted using concentration. If the user rolls 101+, +25 is added to the activity in the next round. However focusing Ki requires 75% of the activity in the round it is being attempted. The Alternate Skill Resolution Method is 'A'.

Sleep: Bonus for decreasing the amount of sleep one needs to fully recover. The sleep time is increased/decreased by: (the difference between the skill bonus roll and 100, as a percentage) x (the racial sleep requirement). The Alternate Skill Resolution Method is 'C'.

Trance: Bonus for a character for entering, leaving and exploring a basic meditative trance. This may help as a complementary skill, subject to GM stipulation, to Attunement, Psychology (on self), Magical Ritual, etc. The Alternate Skill Resolution Method is 'A'.

Metallurgy (Me/Re) (Static Action)

Bonus for recognizing and identifying metals, metallic crystal structures, alloys, etc. At higher tech levels equipment becomes available which makes the use of this skill easier.

Type: Interdisciplinary Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use the Construction/Research Table 12.6.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: May be specialized according to particular branches of Metallurgy.

Missile Artillery (In/Ag) (Maneuver/OB)

This skill bonus affects the combat OB applied when using catapults, trebuchets, mounted energy weapons, and other large artillery pieces. At higher tech levels equipment becomes available which makes the use of this skill easier and more powerful.

Option: A GM may want to make this a Category skill that has a number of Interdisciplinary Skills (non-firearm siege weapons, projectile firearm artillery, mounted energy weapons, Support Projectile weapons (*SM*), Support Energy weapons, Portable Launchers, (*SM*), etc.).

Type: Category Group: Combat Tech Lvl: No

Alternate Skill Resolution Method: Use the *RM* and *SM* attack tables.

Alternate Skill Rank Bonus Progression: Option 1.

Compulsory Specialized Skills: This skill must be specialized according to individual weapon or weapon type, assuming that they are available to a character's technological resources (e.g., catapult type weapons, Portable Launchers, Support Energy weapons, etc.).

Music (Ag/Me) (Static Action)

Ability to compose and play musical instruments. At higher tech levels equipment becomes available which makes use of this skill easier (or more difficult, but with a greater variation in pitch, etc.)

Type: Interdisciplinary Group: Linguistic Tech Lvl: No

Alternate Skill Resolution Method: D or use the Construction/Research Table 12.6 for composing.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Skill may be specialized according to composing and type of instrument played.

Navigation (Re/In) (Static Action)

Bonus for determining proper directions and distances when using a map in conjunction with various directional aids. This includes the concept of orienteering and is applicable on land and water (use Astrogation for space travel). At higher tech levels equipment becomes available which makes the use of this skill easier.

Type: Interdisciplinary Group: Survival Tech Lvl: No

Alternate Skill Resolution Method: Use Table 12.6.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Skill may be developed separately for different planets and/or dimensions.

Philosophy (Me/Re/In) (Static Action)

This is the knowledge and study of the nature and principles of the universe (or multiverse!). May be used for logically correlating events whether normal or abnormal.

Type: Interdisciplinary Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use Table 12.6.

Alternate Skill Rank Bonus Progression: Option 4.

Specialized Skills: May be specialized according to particular doctrine (e.g., Platoism, Christianity, Marxism, Postmodernism, Pan-galactic Relativism, etc.) as appropriate to culture.

Physics (Re/Me) (Static Action)

Bonus to the understanding of the force, energy, atomic structure, hyperspace sensor fields, neutrinos and photinos, etc. At higher tech levels equipment becomes available which makes the use of this skill easier.

Type: Interdisciplinary Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use Table 12.6.

Alternate Skill Rank Bonus Progression: Option 2.

Specialized Skills: Skill may be specialized to particular branches of physics.

Pick Locks/Traps (In/Ag) (Static Action)

Bonus for locking/armoring or unlocking/disarming locks, traps and other similar devices. At higher tech levels equipment becomes available which makes the use of this skill easier (but the locks and traps are also better!).

Option: A GM may want to make this an Interdisciplinary with Specialized Skills based on the broad grouping of "Locks/Traps" in his campaign (e.g. mechanical traps, mechanical locks, magical locks, electronic locks, etc.) Alternatively, a GM may want to make this a Category Skill with the same specializations.

Type: Basic Group: Subterfuge Tech Lvl: No

Alternate Skill Resolution Method: D.

Alternate Skill Rank Bonus Progression: Option 1.

Planetology (Re/Me) (Static Action)

A general science embracing the fields of geologic, meteorological, and geographic analysis in a planet wide context, concentrating on sweeping environmental systems. At higher tech levels equipment becomes available which use of this skill easier.

Type: Interdisciplinary Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use the Construction/Research Table 12.6.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: May be specialized according to particular branches of Planetology.

Power Point Development (Varies) (Special)

When a skill rank for this skill is developed, a character receives a number of Power Points based upon the PP stat(s) for his realm(s) of power (see SL 6.1.1 and ChL Table 15.1.3).

Type: Basic Group: Power Tech Lvl: No

Alternate Skill Rank Bonus Progression: Special.

Power Resistance (SD) (Special)

Bonus to resist the effects of a spell, over and above the normal bonuses.

Type: Category Group: Survival Tech Lvl: No

Alternate Skill Resolution Method: Use the optional rules for spell resistance presented in Section 5.2.

Alternate Skill Rank Bonus Progression: Option 5.

Compulsory Specialized Skills: Must be specialized according to realm of power.

Propaganda (In/Em) (Static Action)

Influencing others through indirect means, rather than direct speech. Includes such ideas as starting rumors as well as designing large campaigns. At higher tech levels equipment becomes available which makes the use of this skill easier (e.g., mass media!). Psychology and Anthropology which are based on tech level are useful complementary skills.

Type: Basic Group: Social Tech Lvl: No

Alternate Skill Resolution Method: Use the Construction/Research Table 12.6.

Alternate Skill Rank Bonus Progression: Option 1.

Psychology (Me/Em) (Static Action)

The knowledge of the mind and thought patterns. Gives a bonus for recognizing and identifying major insanities and attempting to heal and/or correct them.

Type: Category Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use the Construction/Research Table 12.6.

Alternate Skill Rank Bonus Progression: Option 3.

Compulsory Specialized Skills: This skill must be specialized, but only in regards to racial groups with very significant differences in psyche (even then, there might be some default).

Public Speaking (Em/Pr) (Static Action)

Bonus for impressing, entertaining, or manipulating groups of people directly.

Type: Basic Group: Social Tech Lvl: No

Alternate Skill Resolution Method: D.

Alternate Skill Rank Bonus Progression: Option 1.

Region Lore (Me/Re) (Static Action)

Bonus for knowledge of a region, area, or organization.

Type: Category Group: Survival Tech Lvl: No

Alternate Skill Resolution Method: B.

Alternate Skill Rank Bonus Progression: Option 1.

Compulsory Specialized Skills: Must be specialized, however the specialization may be as broad or specific as desired.

Research (Me/In) (Static Action)

Bonus to rolls on the Construction/Research Table 12.6 when attempting to organize and correlate significant amounts of information, usually from a written medium. This skill can be used with the skill that corresponds to the knowledge being researched.

Type: Basic Group: Academic Tech Lvl: No

Alternate Skill Resolution Method: Use Table 12.6.

Alternate Skill Rank Bonus Progression: Option 4.

Riding (Em/Ag) (Maneuver)

Bonus for performing maneuvers on a riding animal.

Type: Interdisciplinary Group: Athletic Tech Lvl: No

Alternate Skill Resolution Method: B.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Specializations may occur for broad animal groups (e.g., Dragons, horses, camels, buffalo etc.).

Runes (Em) (Static Action)

Bonus for deciphering and using of Runes (spells inscribed on a suitable media).

Type: Basic Group: Power Tech Lvl: No

Alternate Skill Resolution Method: ChL 3.7.3 & Table 15.3.4.

Alternate Skill Rank Bonus Progression: Option 1.

Seduction (Em/Pr) (Static Action)

Bonus when attempting to emotionally, sensually, or sexually manipulate another being.

Type: Basic Group: Social Tech Lvl: No

Alternate Skill Resolution Method: D.

Alternate Skill Rank Bonus Progression: Option 2.

Singing (Pr/In) (Static Action)

Bonus for attempting to mimic tunes and vocalize notes. At higher tech levels equipment becomes available which makes the use of this skill easier.

Type: Basic Group: Linguistic Tech Lvl: No

Alternate Skill Resolution Method: D.

Alternate Skill Rank Bonus Progression: Option 2.

Smithing (St/Ag) (Static Action)

Bonus for working with metals for creating a variety of objects. At higher tech levels equipment makes the use of this skill easier.

Type: Interdisciplinary Group: Craft Tech Lvl: No

Alternate Skill Resolution Method: Use Table 12.6.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Suggested specializations include:

Armorer: Maker of metal armor.

Blacksmith: Maker of small metal wares, such as horse shoes.

Foundry: Casting, rolling and spinning of metals.

Tooler: Maker of metal tools.

Weaponsmith: Maker of metal weapons.

Space Pilot (Ag/In/Re) (Maneuver)

Bonus for piloting an space-capable craft. May be specialized according to vehicle motive type. At higher tech levels equipment becomes available which makes the use of this skill easier.

Type: Interdisciplinary Group: Craft Tech Lvl: No

Alternate Skill Resolution Method: B or the Vehicular Maneuver/Astrogation Chart (SM PB 22.2) can be used.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: May be specialized by vehicle motive type.

Spell List Acquisition (—) (Special)

Note: This method differs substantially from the normal **RM** method (it doesn't use "picks") and is designed for use with the Unified Skill System. It allows all characters to learn all spells (although it can be very expensive in terms of DPs). A GM can still use the normal **RM** method with the USS.

If using this method of spell List Acquisition, a character just develops skill ranks in individual spell lists. Then, the character "knows" each spell list to a level equal to his skill rank for that list.

Table 12.3 provides the Spell List Acquisition DP cost required for a character to develop skill ranks for his base lists. For other type of spell lists (see *SL*) use the multipliers below:

Spell List Type	Pure	Hybrid	Semi	Semi-Hybrid	None
Own Realm:					
Own Base Lists	1x	1x	1x	1x	1x
Open Lists	1x	1x	1.5x	1.5x	3x
Closed Lists	1.5x	2.5x	4x	5x	10x
Other Base Lists	3.5x	5x	8x	10x	15x
Different Realm:					
Open Lists	5x	8x	10x	12x	20x
Closed Lists	8x	12x	15x	20x	30x
Base Lists	12x	15x	20x	25x	25x
Aracane Lists	4x	3x	10x	8x	35x

Example: Celena Tarios, the Ecofeminist Druid, has been learning the Druid base list: *Druid's Peace*. She has spent 10 DPs in this list and thus knows it to level 10. ($10 \times 5 = 50$; $50 \div 5 = 10$). She has also spent 15 DPs in the Open Mentalist List, *Cloaking*. That is a Open List of a different realm, so the cost per rank is (5×1) 5. Celena knows *Cloaking* to 3rd level.

Option 1: To make higher level spells harder to learn, each spell list is "know" to a level equal to the skill rank *bonus* for that list divided by five. If this method is used, a GM should also use either Skill Bonus Progression Method 2 or 4 (Section 5.10).

Option 2: This section's method has a lower DP cost for learning base and open spells automatically (e.g., in this system you can automatically learn 1st-10th level spells on one of your base lists for 10 DPs, this could cost up to 20 DPs in the normal **RM** system). This feature can be avoided by doubling the USS Spell Acquisition DP costs.

Option 3: This section's method allows a character to develop spells from as many spell lists as he wants. So, a 1st lvl spell user could use 15 DPs and learn 15 1st spells. If a GM wants to restrict this, he should limit the number of lists that can be developed each level. We suggest (see *RM CIII* 4.5) a limit (at 1st lvl) of: 4 lists for Pure and Hybrid spell users, 2 lists for Semi spell users, and 1 list for Non spell users—and then add 2 lists that can be developed every experience level.

Type: Category Group: Power Tech Lvl: No

Compulsory Specialized Skills: Skill for each spell list is specialized.

Spell Mastery (Varies) (Special)

Bonus for spells which require rolls for concentration, maneuvers, or orientation. Also, this skill can help a spell caster modify spells beyond their basic parameters. The stat bonus for this skill is based upon the realm of power of the spell cast: In for Channeling, Em for Essence, Pr for Mentalism, and the average of the appropriate stats for 'Hybrid' and 'Arcane' spells.

Type: Category Group: Power Tech Lvl: No

Alternate Skill Resolution Method: C.

Alternate Skill Rank Bonus Progression: Option 2.

Compulsory Specialized Skills: Skill must be specialized into broad spell groups (e.g., leaving/long door/teleport spells, mind control spells, fire spells, etc.).

Stalk (Ag/-Si) (Maneuver)/ Hide (SD/-Si) (Static Action)

Stalking is the ability to move using silence, camouflage and shadows to conceal your presence, while Hiding is the same ability used when not moving. Note that in most cases Hiding should be an easier maneuver than Stalking. At higher tech levels equipment becomes available which makes use of this skill easier.

Type: Basic Group: Subterfuge Tech Lvl: No

Alternate Skill Resolution Method: D.

Alternate Skill Rank Bonus Progression: Option 1.

Stone Crafts (Ag/Me/SD) (Static Action)

Bonus for working with stone, creating sculptures, inscriptions on stone, and any other form of relief on stone. At higher tech levels equipment becomes available which makes the use of this skill easier.

Type: Interdisciplinary Group: Craft Tech Lvl: No

Alternate Skill Resolution Method: Use the Construction/ Research Table 12.6.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: The following is a suggested list of specializations:

Brick Maker: Making of bricks.

Gem Cutter: Cutting and setting of gems and stones.

Masonry: Making of buildings, bridges, roads, etc.

Stone Carving: Carving of stone.

Stone Cutter: Cutting and shaping of large stones from a quarry.

Streetwise (Pr/In) (Static Action)

Bonus for attempting to make contacts and gain information from characters who live outside normal society in an illegal manner.

Type: Basic Group: Social Tech Lvl: No

Alternate Skill Resolution Method: D.

Alternate Skill Rank Bonus Progression: Option 2.

Subduing (Ag/Qu) (Maneuver)

Bonus for attempting to immobilize or render unconscious/semi-conscious a foe by applying a sharp, hand delivered blow to a precise point on the victim's upper body. This normally requires the use of a concussion weapon, martial arts "striking," or some other form of "blunt" attack. Such an attack may normally only be made against a target that is the same "size" or smaller than the attacker. This skill may not be used against a foe whose armor covers the entirety of his body above the legs (i.e., normally ATs 11, 12, 15, 16, 19, 20).

If this skill is successfully used, concussion hits from the attack are halved (round up) and the critical (if any) is lowered two

categories of severity (with 'A' being the minimum). Then, if a critical is achieved, the target must make a RR versus an attack level equal to the attacker's Subduing skill rank (halve this skill rank if the target is engaged in melee, round up).

Example: *Glaurung the Nightblade attempts to subdue Xaerion the Beastmaster (AT1) in a innfight with his Martial Arts (Striking Rank 2) and his Subduing skill rank of 8. Glaurung states that he is attempting to subdue and makes an attack roll of 117—a normal result of '17C'. Glaurung then rolls a 103 and succeeds in his subduing maneuver (because the roll is over 100). So, Xaerion takes 9 hits and an 'A' type critical and must make a RR versus an attack level of 4 (Glaurung's skill rank is halved because Xaerion is in melee).*

Type: Category Group: Combat Tech Lvl: No

Alternate Skill Resolution Method: A and use the normal AL&CL attack tables in conjunction.

Alternate Skill Rank Bonus Progression: Option 1.

Compulsory Specialized Skills: Skill must be specialized for very different racial groups (e.g., Subduing the Lizard-folk is different to subduing humanoid mammals) and for attack type (i.e., concussion weapons and martial arts strikes).

Surgery (SD/Em/In) (Static Action)

Bonus for performing major surgery, which includes organ transplants, exploratory surgery, acupuncture, healing of severe injuries, etc. At higher tech levels equipment becomes available which makes the use of this skill easier.

Type: Category Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: D.

Alternate Skill Rank Bonus Progression: Option 2.

Compulsory Specialized Skills: Must be specialized according to broad racial groups.

Survival (Co/Re) (Static Action)

Bonus for avoiding the adverse effects of a hostile environment; including, foraging for food/water and utilizing shelter. Usually, a GM requires one Survival roll every day, but frequency can vary with intensity of environment, number of people in group, and available equipment and supplies. At higher tech levels equipment becomes available which makes the use of this skill easier.

Type: Interdisciplinary Group: Survival Tech Lvl: No

Alternate Skill Resolution Method: D.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Some suggested specializations are: Hot/Moist (Jungle), Hot/Dry (Desert), Cold (Arctic), Temperate, Urban, etc.

Swimming (Ag) (Maneuver)

Bonus for performing maneuvers while in a liquid environment (i.e., usually water). Skill rank one will usually prevent a character from drowning in water over his head. For this skill, armor maneuver penalties are tripled, and the GM should assign a high difficulty when a character attempts to swim in armor. Recommendations include: Plate (Absurd), Chain (Extremely Hard), Rigid Leather (Very Hard), Soft Leather (Hard), Heavy Clothes (Medium).

Type: Basic Group: Athletic Tech Lvl: No

Alternate Skill Resolution Method: B.

Alternate Skill Rank Bonus Progression: Option 1.

Tactics (Re/In) (Static Action)

Bonus for perceiving and planning appropriate and effective strategy in a military situation. The GM must decide how the Tactics skills of opposing groups will affect game situations.

Type: Interdisciplinary Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: B.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Suggested specializations:

Aerial: Fighter and bomber tactics.

Battle Field: Cavalry and naval tactics.

Naval: Ship and boat tactics.

Sabotage: Underground/behind enemy lines tactics.

Siege: Reduction of fortified position attacks.

Small Unit: Conflict between small groups.

Space: Star-faring ship battles.

Strategic: Overall tactical campaign picture.

Teaching (Em/Pr) (Special)

Bonus when a character is attempting to teach someone a skill or a group of skills. Normally, skill ranks learned from teaching may not exceed the teacher's own skill rank in the skill being taught. Each day, a GM can assign EPs to a character being taught; the number of such EP assigned can be: $1D100 + \text{Teaching skill bonus}$. (**Option:** Use the difficulty levels presented in Section 6.2).

Type: Interdisciplinary Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: See above.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: This skill may be specialized into skill groups (e.g., academic skills, combat skills, etc.).

Technics (Ag/Me) (Static Action)

Bonus for using and making minor repair to technical equipment and items. Major repairs, construction, modification, and design of such equipment requires Engineering skill.

Type: Category Group: Craft Tech Lvl: No

Alternate Skill Resolution Method: Varies according to the equipment used (e.g., SM has tables for various equipment).

Alternate Skill Rank Bonus Progression: Option 1.

Compulsory Specialized Skills: This skill must be specialized according to the type of equipment the character wishes to use; electronic, magnetic, mechanical, computers, power systems, medical, cybernetics, etc. Some skills will similar to each other (e.g., sensor systems and computer systems).

Trading (Re/Em) (Static Action)

Bonus for transactions involving a bargained exchange of goods and/or services, particularly with respect to the Purchase/Resale Chart (see RM 7.3).

Type: Basic Group: Social Tech Lvl: No

Alternate Skill Resolution Method: B (with role playing used).

Alternate Skill Rank Bonus Progression: Option 1.

Transcend Armor (Em) (Static Action)

Bonus used to decrease the ESF modifier due the wearing of armor and the carrying of items (see SL 10.9.1). Bonus directly reduces from the ESF armor modifier (i.e., no roll is involved).

Type: Basic Group: Power Tech Lvl: No

Alternate Skill Resolution Method: See above.

Alternate Skill Rank Bonus Progression: Option 1.

Trickery (Pr/Qu) (Maneuver)

Bonus for performing any sleight of hand maneuver, including picking pockets.

Type: Basic Group: Subterfuge Tech Lvl: No

Alternate Skill Resolution Method: A.

Alternate Skill Rank Bonus Progression: Option 2.

Visual Arts (In/Ag) (Static Action)

Bonus for designing works of art and critiquing existing works of art and art theories. Use this skill as a complementary skill with a related craft skill (e.g., wood craft, stone craft, painting, etc.) for the actual production of an object of art.

Type: Interdisciplinary Group: Linguistic Tech Lvl: No

Alternate Skill Resolution Method: C.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: May be specialized according to the various styles (e.g., Realism, Cubism, Modernism, Postmodernism).

Weapon Skills (Actually 11 Interdisciplinary Skills):

Weapon skills affect a characters OB when using a hand-held weapon. Skill in using support weapons (even hand held ones) is a Missile Artillery skill.

There are actually eleven Interdisciplinary Weapon Skills (i.e., categories). Each character should assign the Weapon Skill DP costs given in Table 12.3 to his eleven Weapon Skills. A GM may decide that the culture in which a character grew will determine the assignment of some of these DP costs (e.g., a GM might rule that a standard fantasy character must assign his five largest weapon DP costs to his Projectile and Energy Weapon Skills).

One-Handed Edged (St/St/Ag/Si) (Maneuver/OB)

One-Handed Crushing (St/St/Ag/Si) (Maneuver/OB)

Two-Handed (St/St/Ag/Si) (Maneuver/OB)

Pole Arms (St/St/Ag/Si) (Maneuver/OB)

Thrown (Ag/St/Si) (Maneuver/OB)

Bows (Ag/Ag/St/-Si) (Maneuver/OB)

Black Powder Projectile (Ag/St) (Maneuver/OB)

1-Handed Projectile (Ag/St) (Maneuver/OB)

2-Handed Projectile (Ag/St) (Maneuver/OB)

1-Handed Energy (Ag) (Maneuver/OB)

2-Handed Energy (Ag) (Maneuver/OB)

Type: Interdisciplinary Group: Combat Tech Lvl: No

Alternate Skill Resolution Method: Use the appropriate RM or SM attack tables.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Some recommended specializations for each Interdisciplinary Weapon Skill are:

One Handed Edged: Broadsword, Dagger, Falchion, etc.

One Handed Crushing: Club, Hammer, Mace, etc.

Two Handed: Battle-Axe, Flail, Two Handed Sword, etc.

Pole Arms: Halberd, Lance, Spear, etc.

Bows: Long Bow, Short Bow, Crossbow, etc.

Thrown: Spear, Hand Axe, Bola, etc.

Black Powder: Musket, Blunderbuss, Handgonne, etc.

1-Handed Projectile: 5mm Light Pistol, Taser Pistol, etc.

2-Handed Projectile: AK-74, Shotgun, Needle Rifle, etc.

1-Handed Energy: Mini Laser, Blast Pistol, Stun Pistol, etc.

2-Handed Energy: Laser Rifle, Assault Flamer, Stun Rifle, etc.

Wood Crafts (Ag/SD/Me) (Static Action)

Bonus for fashioning any object out of the required amount of wood, bone, or similar material.

Type: Interdisciplinary Group: Craft Tech Lvl: No

Alternate Skill Resolution Method: Use Table 12.6.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: Suggested specializations:

Cart Wright: Maker of carts, wagons and similar vehicles.

Building Wright: Construction of material from wood.

Lumbering: Felling of trees.

Ship Wright: Building of sea going vessels.

Zoology (Me/Re) (Static Action)

Bonus for recognizing and identifying and classifying major animal forms.

Type: Interdisciplinary Group: Academic Tech Lvl: Yes

Alternate Skill Resolution Method: Use the Construction/Research Table 12.6.

Alternate Skill Rank Bonus Progression: Option 1.

Specialized Skills: May be specialized according to specific areas or climatic zones. These specializations may be as broad or as specific as the player desires.

11.0 THE COMBAT ENVIRONMENT ACTIVITY TRACKING SYSTEM

BY JOEL LOVELL

A GM can use the Combat Environment Activity Tracking System (CEATS) to replace the normal phase by phase order of activity in the *RM/SM* combat system (*AL&CL* 3.0). This system provides a more exact and detailed simulation of the combat environment (e.g., it keeps track of when a Spell/Psion takes effect, a sword connects, etc.). The basic idea of this system is to:

- Have the Gamemaster and the players know exactly how long it takes to perform actions in the combat environment.
- Allow for such things as logical simultaneous actions and movement to be easily tracked.

When this is achieved, it leaves little room for argument as to when things occur and what can be done in a given amount of time. Yet, CEATS accomplishes this and remains simple to implement, is not complicated, and does not slow down the game (if anything it speeds up activity).

11.1 USING CEATS

Essentially, in CEATS, a character takes his current initiative, cross-indexes it on a table with the action being attempted, and notes down how long it will take to complete his action. The referee does the same for any NPCs and/or events and encounters under his control. The referee then counts off the "time," and at each point in time, each action is resolved that has had enough time to be completed. Each player (and the GM for NPCs) just keeps track of the time at which his current action will be completed and chooses another action when necessary.

THE INITIATIVE STAT

At the beginning of each combat, each participant in the combat must calculate his Initiative Stat:

Qu bonus + Experience Level + 1D10 roll (high open-ended)

The level is added to reflect experience and expertise, which makes the more experienced perform faster than the novice. The 1D10 roll (open-ended when a 10 is rolled) represents the random elements of chance or fate and the endorphin/adrenaline rush often experienced during a battle. In extremely terrifying situations, the ref may want to allow a 2D10 roll (e.g., face to face with a Balrog ...). The 1D10 roll result remains in effect for the entire fight until the character is able to relax from the stress of combat. A GM might allow another roll during combat if something happens that changes the situation (e.g., if combat is becoming especially desperate).

THE ACTION/TIME CHART

The Action/Time Chart provides a summary of common combat actions and the CEATS time each action requires. Characters may perform actions not listed on the table, by extrapolating from the base times listed. The bottom part of the chart summarizes Base Movement Rates in terms of "ft/sec" (see the Movement section).

To determine the time required to perform an action, cross-index the action with the character's Initiative Stat (or a creature's Attack Speed). If the Initiative Stat is between the values for two columns, use the higher numbered column.

Example: *The base (Initiative Stat of 0) Casting Time for a Spell/Psion is 10.0 seconds (the result in the 1st column, the '0' column); but for an Initiative of 20 (the 5th column), the time required is 8.3 seconds. For an Initiative Stat of 30, the time required is 7.7 seconds.*

A simple formula was used to calculate these times (the Base Time is listed in the 1st column, the '0' column):

Base Time for the Action x (100 + (100+ Initiative Stat))

Using this chart saves the effort of using each character's Initiative Stat to spontaneously calculate each action time—you need only cross-index the Initiative Stat (or Attack Speed) and the action to be taken.

Remember that any action can occur simultaneously with each other, such as moving while attacking or drawing a weapon, standing up from a chair while drawing a weapon and making an observation check, etc. However, such actions must be possible to do at the same time—a GM must still prohibit things like running at x5 pace and picking a lock on a door at the same time.

PERCEPTION ROLLS

When a character is describing what his action is, he only has to publicly declare what is immediately obvious to observers. Such observers may be required to make a successful observation roll to note what is going on—use a Perception roll modified by the standard flank and rear attack penalties in addition to any other normal perception modifiers. Such a Perception roll is typically required when a character is performing an action that might interfere with normal observations. For example, a character picking a lock may have added difficulty to both perception and his lock picking if he is trying to do both at the same time. However, he could interrupt his lock picking to make a perception roll and then resume his lock picking—probably no penalties for that.

ACTION / TIME CHART

C & T ATTACK RATING ----->																								1 APR
Bonus + 1d10 (oe) + Level -->																								
Action	SL	MD	MF		FA	VF	BF	COMBAT ACTIVITY ENVIRONMENT TRACKING SYSTEM, rev 4.1 did 1 APR																
	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	100	110	120	130	
Use Realm Bonus (optional)																								
Casting Time Spell/Psion	10.0	9.5	9.1	8.7	8.3	8.0	7.7	7.4	7.1	6.9	6.7	6.5	6.3	6.1	5.9	5.7	5.6	5.4	5.3	5.0	4.8	4.5	4.3	
Instantaneous Spell/Psion Casting:	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
Intervals Between ANY Casting:	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	
Added Time Prep Class II	10.0	9.5	9.1	8.7	8.3	8.0	7.7	7.4	7.1	6.9	6.7	6.5	6.3	6.1	5.9	5.7	5.6	5.4	5.3	5.0	4.8	4.5	4.3	
Added Time Prep Class III	20.0	19.0	18.2	17.4	16.7	16.0	15.4	14.8	14.3	13.8	13.3	12.9	12.5	12.1	11.8	11.4	11.1	10.8	10.5	10.0	9.5	9.1	8.7	
Time for Melee & Missile Related Actions in Seconds																								
Adrenal Moves (Prep/Recovery):	2.0	1.9	1.8	1.7	1.7	1.6	1.5	1.5	1.4	1.4	1.3	1.3	1.3	1.2	1.2	1.1	1.1	1.1	1.1	1.0	1.0	0.9	0.9	
Base Draw Time for Weapons:	1.0	1.0	0.9	0.9	0.8	0.8	0.8	0.7	0.7	0.7	0.7	0.6	0.6	0.6	0.6	0.6	0.6	0.5	0.5	0.5	0.5	0.5	0.4	
Creature Attacks, Claw Law:	10.0	9.5	9.1	8.7	8.3	8.0	7.7	7.4	7.1	6.9	6.7	6.5	6.3	6.1	5.9	5.7	5.6	5.4	5.3	5.0	4.8	4.5	4.3	
Fire Firearms at Full Listed ROF:	4.0	3.8	3.6	3.5	3.3	3.2	3.1	3.0	2.9	2.8	2.7	2.6	2.5	2.4	2.4	2.3	2.2	2.2	2.1	2.0	1.9	1.8	1.7	
Marital Attacks, Total Attack Time:	10.0	9.5	9.1	8.7	8.3	8.0	7.7	7.4	7.1	6.9	6.7	6.5	6.3	6.1	5.9	5.7	5.6	5.4	5.3	5.0	4.8	4.5	4.3	
Melee Attacks (Add Weapon Speed):	10.0	9.5	9.1	8.7	8.3	8.0	7.7	7.4	7.1	6.9	6.7	6.5	6.3	6.1	5.9	5.7	5.6	5.4	5.3	5.0	4.8	4.5	4.3	
Reload Composite Bow, Aim & Fire:	8.0	7.6	7.3	7.0	6.7	6.4	6.2	5.9	5.7	5.5	5.3	5.2	5.0	4.8	4.7	4.6	4.4	4.3	4.2	4.0	3.8	3.6	3.5	
Reload Hvy Cross Bow, Aim & Fire:	20.0	19.0	18.2	17.4	16.7	16.0	15.4	14.8	14.3	13.8	13.3	12.9	12.5	12.1	11.8	11.4	11.1	10.8	10.5	10.0	9.5	9.1	8.7	
Reload Firearm:	2.0	1.9	1.8	1.7	1.7	1.6	1.5	1.5	1.4	1.4	1.3	1.3	1.3	1.2	1.2	1.1	1.1	1.1	1.1	1.0	1.0	0.9	0.9	
Reload Light Cross Bow, Aim & Fire:	15.0	14.3	13.6	13.0	12.5	12.0	11.5	11.1	10.7	10.3	10.0	9.7	9.4	9.1	8.8	8.6	8.3	8.1	7.9	7.5	7.1	6.8	6.5	
Reload Long Bow, Aim & Fire:	10.0	9.5	9.1	8.7	8.3	8.0	7.7	7.4	7.1	6.9	6.7	6.5	6.3	6.1	5.9	5.7	5.6	5.4	5.3	5.0	4.8	4.5	4.3	
Reload Short Bow, Aim & Fire:	6.0	5.7	5.5	5.2	5.0	4.8	4.6	4.4	4.3	4.1	4.0	3.9	3.8	3.6	3.5	3.4	3.3	3.2	3.2	3.0	2.9	2.7	2.6	
Time for Misc Actions in Seconds																								
Acrobatics / Tumble Per 10'(3m):	2.0	1.9	1.8	1.7	1.7	1.6	1.5	1.5	1.4	1.4	1.3	1.3	1.3	1.2	1.2	1.1	1.1	1.1	1.1	1.0	1.0	0.9	0.9	
Apply first Aid: (Per Hit / Round):	10.0	9.5	9.1	8.7	8.3	8.0	7.7	7.4	7.1	6.9	6.7	6.5	6.3	6.1	5.9	5.7	5.6	5.4	5.3	5.0	4.8	4.5	4.3	
Lock Picking/Sec Sys Per Difficulty:	5.0	4.8	4.5	4.3	4.2	4.0	3.8	3.7	3.6	3.4	3.3	3.2	3.1	3.0	2.9	2.9	2.8	2.7	2.6	2.5	2.4	2.3	2.2	
Orientation/Perception/Other Perc.:	2.0	1.9	1.8	1.7	1.7	1.6	1.5	1.5	1.4	1.4	1.3	1.3	1.3	1.2	1.2	1.1	1.1	1.1	1.1	1.0	1.0	0.9	0.9	
Phone to Kneel or Kneel to Standing:	2.0	1.9	1.8	1.7	1.7	1.6	1.5	1.5	1.4	1.4	1.3	1.3	1.3	1.2	1.2	1.1	1.1	1.1	1.1	1.0	1.0	0.9	0.9	
MOVEMENT TABLE																								
Base Rate in Feet / Turn. Index with Pace to determine Feet / Second Rate																								
If Using WMR from SPAM: 1m = 3.25 ft																								
Pace and Exhaustion:	Mult.	Adj.	35	40	45	50	55	60	65	70	75	80	85	90	95	100	125	150	175	200	300	500	1000	
Walking (1 ExhPt / 100 Sec)	x1	-10	4	4	5	5	6	6	7	7	8	8	9	9	10	10	13	15	18	20	30	50	100	
Jogging (1 ExhPt/20 Sec)	x1.5	-20	5	6	7	8	8	9	10	11	11	12	13	14	14	15	19	23	26	30	45	75	150	
Running (1 ExhPt/4 Sec)	x2	-30	7	8	9	10	11	12	13	14	15	16	17	18	19	20	25	30	35	40	60	100	200	
Running Fast (5 ExhPt/4 Sec)	x3	-40	11	12	14	15	17	18	20	21	23	24	26	27	29	30	38	45	53	60	90	150	300	
Dashing (25 ExhPt/1 Sec)	x4	-50	14	16	18	20	22	24	26	28	30	32	34	36	38	40	50	60	70	80	120	200	400	
Sprinting (40 ExhPt/1 Sec)	x5	-60	18	20	23	25	28	30	33	35	38	40	43	45	48	50	63	75	88	100	150	250	500	
o CHARGE: The moment 2 or more combatants meet. Grotesquely longer reach attacks strike first, or faster strike. 1 Charge Attack Per Round Limit.																								
o HASTY ACTIONS: Increase Total Initiative by +1 per -1 to action attempted, or +1 to ESF for Spells or Psions. Martial Artists get +2 per -1 to attacks.																								
o INITIATIVE is the Qu Bonus + level (up to +50 maximum to represent experience) + a 1d10 open ended, to represent Adrenalin & Endorphin rushes.																								
o MISSILE WEAPON ATTACKS: Bows and Crossbows take approximately 1/10 sec per 20' (6m) distance to reach the target, which gets a bonus of +2 DB bonus per 1 foot (0.3m) traveled during this time if aware of the attack.																								
o PERCEPTION: The amount over the roll divided by 10, can subtract from the time perception takes at a given initiative.																								
o SURPRISE: A delay, before any deliberate action, equal to the amount failed on the sense ambush or perception rolls divided by 2.																								
o SWIMMING RATE: Base Rate divided by 30, add swimming skill as a % increase.																								
o THROWN WEAPON ATTACKS: Objects thrown (knives, grenades, etc.) take approximate 1/10 sec per 10' (3m) to reach targeted area. A moving target will get a +2 DB bonus per 1 foot (0.3m) traveled during this time if aware of the attack.																								
o WEAPON SPEED: Weapon weight in pounds (2.2kg = 1lb) multiplied times 5, then subtract STR bonus. Divide result by 10, and if this is positive, it adds to attack time.																								
o FIREARMS: Divide Time by ROF and result is time for each shot or burst.																								
o DIVE FOR COVER: Combatants instantly aware of a ranged attack may dive for cover gaining benefit of any cover. MM = Routine - ((Ft/10)times -60))																								

- o CHARGE: The moment 2 or more combatants meet. Grotesquely longer reach attacks strike first, or faster strike. 1 Charge Attack Per Round Limit.
- o HASTY ACTIONS: Increase Total Initiative by +1 per -1 to action attempted, or +1 to ESF for Spells or Psions. Martial Artists get +2 per -1 to attacks.
- o INITIATIVE is the Qu Bonus + Level (up to +50 maximum to represent experience) + a 1d10 open ended, to represent Adrenalin & Endorphin rushes.
- o MISSILE WEAPON ATTACKS: Bows and Crossbows take approximately 1/10 sec per 20' (6m) distance to reach the target, which gets a bonus of +2 DB bonus per 1 foot (0.3m) traveled during this time if aware of the attack.
- o PERCEPTION: The amount over the roll divided by 10, can subtract from the time perception takes at a given initiative.
- o SURPRISE: A delay, before any deliberate action, equal to the amount failed on the sense ambush or perception rolls divided by 2.
- o SWIMMING RATE: Base Rate divided by 30, add swimming skill as a % increase.
- o THROWN WEAPON ATTACKS: Objects thrown (knives, grenades, etc.) take approximate 1/10 sec per 10' (3m) to reach targeted area. A moving target will get a +2 DB bonus per 1 foot (0.3m) traveled during this time if aware of the attack.
- o WEAPON SPEED: Weapon weight in pounds (2.2kg = 1lb) multiplied times 5, then subtract STR bonus. Divide result by 10, and if this is positive, it adds to attack time.
- o FIREARMS: Divide Time by ROF and result is time for each shot or burst.
- o DIVE FOR COVER: Combatants instantly aware of a ranged attack may dive for cover gaining benefit of any cover. MM = Routine - ((FT/10)times -60))

MOVEMENT

The **RM** Base Movement Rate (or for **SM**, the WMR converted to feet, 1m \approx 3.25') for a character or creature is the number of feet that a character can travel at a 'walking' (1x) rate in a 10 second round. The bottom part of the Action/Time Chart summarizes Base Movement Rates in terms of "Feet per Second" for each Pace Multiplier.

When practical each characters may "update" his current position every second of time. This provides for more exact movement with moving combatants changing position according to how many feet they cover during each second. You can easily see how long it takes for someone to catch up with someone they are chasing.

Each second, a character may change his pace multiple up or down by up to three factors (e.g., from Walking up to Running, Sprinting down to Running, etc.).

There is a "pace multiplier penalty" for actions performed while moving at x1 pace or higher; these penalties are provided in the 2nd column of the movement section of the Action/Time chart. These penalties apply to all activity in a negative fashion. For example, an attack would have a -30 to activity if the attacker was running. A mage running would have a -30 to his spell roll (as a range penalty), or a +30 to an ESF spell casting while moving. In most instances, pace will result in a negative modifier.

DURATION OF OCCURRENCES DELINEATED BY ROUNDS

Rounds of stun, bleeding, lost initiative, duration for spells, RR failure spell effects, etc. are handled normally. A "round" is equal to 10 seconds for CEATS duration purposes. GMs should feel free to adjust this if any problems arise. For example, if a Hasted person is stunned for 3 rounds, then the GM might rule that they are stunned for 3 half rounds or 15 seconds since they are accelerated—they bleed twice as fast as well.

USE COMMON SENSE

There are not a million hard and rigid rules governing the actions characters perform when using the CEATS. A little creativity and common sense will allow a GM to handle situations fairly that were difficult to handle when using other tactical systems. This system alleviates many of the frustrations that players (and GM) feel when they are not allowed to perform an action they feel is realistic.

One of the primary strengths of this system is that it allows for a more fluid action environment. Movement can and does occur simultaneous with other actions. Many actions can take place simultaneously with others. Even if running non-stop, a combatant still has a chance to throw a dagger, shoot a gun, swing a sword, etc.; albeit he would have the penalties corresponding to his relative pace. Another example is that in the CEATS, character can go from kneeling to standing, and at the same time attempt a perception roll and draw a weapon. It is the GM's decision as to whether or not a specific action can be attempted simultaneously with another.

SUMMARY

Once again, the theory of the CEATS is simple. You take the normal ten second round, break things down into simple actions that each take a specific amount of time to perform. Actions in reality usually occur in fractions of a second to a number of seconds, so the most flexible unit of time to work with is 10ths of a second. Thus, you can use average action times to determine how long it takes each specific character to attempt a given action(s)—based upon how much faster or slower the character is compared to the average person.

11.2 UNUSUAL SITUATIONS

Most of the material in this section is optional rules and more detailed guidelines for unusual situations such as charge attacks, martial arts, fighting maneuvers, spells, psions and firearms.

MOVEMENT AND EXHAUSTION INFORMATION

Sprinting Skill and Distance Running Skill (work as described in *RMCH*). The rates of Exhaustion Points used up per pace is as shown below (see *RM* 7.2):

x1	=	1 ExhP. every 100 sec.; -10 to activity	Walk
x1.5	=	1 ExhP. every 20 sec.; -20 to activity	Jog
x2	=	1 ExhP. every 4 sec.; -30 to activity	Run
x3	=	5 ExhPs. every 4 sec.; -40 to activity	Fast Run
x4	=	25 ExhPs. every 1 sec.; -50 to activity	Dash
x5	=	40 ExhPs. every 1 sec.; -60 to activity	Sprint

Note: Normally, it is best to worry about Exhaustion points only when a sustained high speed run is in progress. In other words, if a character is running at x5 rate for short duration's (less than 2 sec.), don't worry about Exhaustion points. If the time spent at the listed pace is at least half the listed, deduct 1/2 the Exhaust Points.

INJURIES

Injuries give penalties to activity as per normal rules, but do not normally directly effect the time required to perform actions. GMs may want to apply these injury penalties to the Initiative Stat—feel free to experiment.

SURPRISE

Surprise occurs when a character fails to perceive an ambush, hidden foe, etc. To represent the hesitation caused by surprise, a surprised combatant (i.e., failed his Perception roll to detect the surprise) may not attempt an action for a number of seconds equal to:

(Amount by which his Perception roll failed) \div 20

The referee may allow action to begin before this time elapses if the character is "jostled" into activity by the shouts from comrades, a wound, etc., or if instinctively reacting to the situation. For example, a pit opens underneath a character who failed to perceive it; typically in such a case an avoidance maneuver roll would be allowed immediately.

Example: A character who fails his Perception roll by 29 and walks into an ambush would have a 1.5 second delay (29 \div 20) before he could begin to act. This can be rationalized as confusion, shock, etc.

An option GMs may want to consider is allowing characters to keep making Perception rolls every moment something happens—to give them a chance to "catch-on" to what is going on around them. This might be needed for a character who fails his Perception roll so badly that it an unbelievable amount is required before they can take action.

PERCEPTION

Perception takes time, and other actions may not be started during this time, *unless the action was started independently of what is being perceived*. In other words, if a character on a whim decided to draw his sword/pistol, right before the GM decided to make everyone roll for Detect Ambush. The time it would take for his Perception roll would occur simultaneously with his action of drawing his weapon. If the GM had declared "roll for detect ambush" prior to his declared action, he would be unable to act on

any knowledge based upon the required Perception roll, until he finished perceiving a threat.

Option: Perception time can be reduced depending upon how successful the roll is. Reduce the Perception time by 0.1 seconds times the amount that the Perception roll is successful by. This allows for those cases where a person can instantly react to something he notices.

ENCUMBRANCE

A character's encumbrance penalty (*RM* 7.2) times 0.1 seconds is added directly to the time it takes to perform moving physical actions. Spell/Psions are unaffected—surprise or injuries can slow reflexes, but encumbrance only slows physical movement, not the mind.

SPELL / PSION CASTING

The base time required to prepare and cast any spell/psion is based on normal *SL* rules as indicated in the Action/Time Chart.

Instantaneous spells/psions take zero seconds to cast, but are still restricted as outlined below. The action resulting from such spells may still take time to occur (e.g., the movement resulting from a *Leaping* spell will still take time to occur, try 0.1 seconds for every 10'). The effect of instantaneous spells such as *Bladeturn* and *Deflection* can be delayed up to 1 second.

Option: A GM may decide to allow each spell/psion caster to base the time required to cast and prepare spells on an Initiative Stat that uses his "realm" stat bonus (In, Em, or Pr) instead of Quickness. This complicates things a little, but allows for more diversity.

Interval Between Castings: A character must allow 1 second to pass between spell/psion castings. Casting an instantaneous spell/psion takes no time, but 1 second must pass before any new spell/psion may be cast. This 1 interval is used play balance—this prevents spells/psions that are instantaneous from going off an infinite number of times in one second. A GM may want to increase this interval to more closely approximate the standard *RM* limit of one spell every 10 seconds.

Speeding Up Spell/Psion Casting: A GM can use normal *RM/SM* ESF rules for reducing preparation rounds and thus increasing ESF modifications.

Option – Movement and Casting: A GM may wish to allow a character to prepare and cast a spell/psion while "on the run." In this case, just use the Pace Multiplier penalty as a modification to any Non-attack Spell Roll, Base Attack Roll or Elemental Attack Roll. In addition (or alternatively), the Pace Multiplier penalty can be used as a ESF modification

Example: *If a character is running along at x2 BMR and wants to cast a Shock Bolt, he would have a -30 penalty to his attack roll, and/or a +30 to his ESF roll.*

HASTE

When *Hasted*, a character's movement rate is doubled (but don't double the Pace Multiplier penalty), and the time required for actions are halved (round up to nearest 0.1 second).

Optional Note: Due to the difficulty of dealing with momentum, increase the Pace Multiplier penalty by -10 while hasted.

ATTUNEMENT DURING COMBAT

These time requirements and modifiers apply when trying to Attune to an item (i.e., use Staves & Wands skill) while in combat:

During Combat, taking 1 second -75 to roll
During Combat, taking 6 seconds -50 to roll
During Combat, taking 10 seconds -10 to roll

MELEE COMBAT

A melee attack take effect at end of the time required for the attack (with the exception of charge situations). This system assumes that during 10 seconds of combat, combatants are actually moving around, striking at each other, etc.—the one attack roll attempt is the "strike of opportunity" assumed in the normal *RM* round of combat.

Weapon Speed: The melee attack times provided in the Action/Time Chart should be modified by adding the Weapon Speed of the weapon being used (use 0 if the Weapon Speed is negative).

Weapon Speed = ((Weapon Weight x 5) – St Bonus) ÷ 10

The weight of a weapon can be obtained from the *RM/SM* equipment tables (use x13 instead of x5 if kilograms are used). For *SM* ranged weapons this factor is only be used to calculate time to Draw from a holster, and is not added to rate of fire calculations (Discussed later).

Example: *Grog has an Initiative Stat of 11, a St bonus of +15, and a weapon with a weight of 4 lb. A melee strike takes Grog the Barbarian 8.7 seconds base. His Weapon Speed is 0.5 seconds [(4 x 5 - 15) ÷ 10], so his total attack time is 9.2 seconds (8.7+0.5).*

A character's Weapon Speed only needs be figured once for each weapon. Many players will stick with weapons light enough to have a zero Weapon Speed (due to their characters' St bonus).

Hasty Attacks: For a specific melee attack a attacker can increase his Initiative Stat by any amount up to his OB, but he must also decrease his OB by the same amount. For a martial arts attack this Initiative Stat increase may be double the OB decrease.

Long Door/Teleport Weapons: Melee weapons that have an instant effect such as a sword that teleports or long doors into its wielders hands suffers no drawing penalty. But the time interval of a perception roll must pass before such a weapon can be thrown. The weapon can also not re-appear within 1 second of the last time it teleported or long doored into the wielders hand (i.e., the same interval restriction as for spells).

Parries: In essence, parrying can be considered to be part of an attack action. The opponent affected by parrying can be chosen at any time during the attack action, but before the opponent has made his attack roll.

Optional – "Dying Blow" (Simultaneous Strikes or Nearly So): If an attacker is slightly slower (within either 1/2 or 1 second of each other, GM choice) than his foe, and is "killed," knocked down, etc., from a crit result, the attacker may get to resolve his attack.

Optional – Maneuvering For Attack Advantage: Essentially, combatants attempt to Maneuver for Position (in the case of dumb animals, crude fighters, or berserkers—they might automatically lose and attack last) and roll Moving Maneuver rolls. Each combatant who, on his roll + MM skill, ends up with 50 or more higher than another combatant, can strike just before that combatant, assuming the attacker trying to gain attack advantage was actually slower than the other guy in the first place. So, if Abe, knowing he is slower than Petuous Yuth, went for Attack Advantage, and ended up with a 95 total, and Petuous ended up with a 40, then Abe could strike just under a 1/2 second faster than his foe's attack time.

This maneuver, while being executed, is an attempt by the combatant to maneuver into a first strike against a foe. It stands to reason that an experienced (mature) combatant can outfox a lesser experienced—though quicker foe. This maneuver allows the MM skill roll of the combatants to determine who strikes first, so a combatant with less of a "Quickness" bonus can through experience become skilled at out maneuvering combatants who might have quicker reflexes.

Martial Artists: Martial Artists attacks enable the attacker to strike multiple times or multiple targets, and in effect, a martial artist can attack faster than a normal fighter could. The base for resolving multiple foes attacks or multiple strikes on one foe is as follows: The Martial Artist makes his attack, with the time listed being the total time it takes to attack multiple opponents or attempt multiple strikes. The normal penalties to OB for multiple foes or strikes apply as normal, and simply divide the time listed by the number of attacks to determine how long each takes. Also note that during any hasty action attempted, the martial artist has only a -1 to OB for every +2 to Initiative for that attack.

Drawing/Quickdraws: The penalty to OB for drawing a weapon applies only if an attack time is started simultaneously with the draw time. If the time to draw is completed before the attack time is started, there is no penalty to OB. If an attacker wants to count the draw time as part of the attack time, he gets the drawing weapon penalty to OB. In the case of thrown weapons, twice weapon draw time must go by or a quickdraw roll successfully made to avoid the penalty to OB from drawing. The time it takes to perform a draw is equal to the Weapon Speed (see above). If the characters strength bonus is greater than the weight x 5 result, the weapon speed is effectively 0.

CHARGE ATTACKS

If an attacker is moving into a foe for an attack, the attack is considered a charge, it is resolved as soon as the distance closes to within melee range. However, in a charge attack, the person with the fastest attack is the one who gets to “strike” first. *Only one charge can be attempted per round.*

Exception: *Grotesquely longer weapons will automatically win initiative. (In the case of a mounted lance or spear versus a short sword wielding character, etc.) Ranged attacks will always win the initiative when versus a non ranged attack. A good definition of grotesque is when the weapon is 1/2 again as long as the other, or if the attacker has obvious reach over his foe.*

Optional – Charge Attack Damage Multiplier: With this optional rule, movement speed effects the amount of damage a target takes when hit by a moving foe. This rule applies to any charge attack, mounted attack, or ram/tackle type maneuver.

Damage Multiplier =
 $1 + \text{Relative Velocity in feet/second} \div 20$ [truncate]

Example: *Booger the Rogue is cruising along at 45' per second (x5 pace). Booger plans to charge into Wy Lee at full speed and smash him to a pulp. 45' per second divided by 10 = 4.5, and multiplied times 0.5 = 2.25, which is rounded to two. This means that the damage multiple due to movement is x3. What Booger didn't reckon with was that Wy Lee would act first in the charge (basically his Sweep/Throw is faster than the rogue's bash), so Wy Lee's attack, if successful will be doing the x3 damage, first. Booger is going to either hit the floor or Wy Lee really hard! Wy Lee's attack is successful, and the critical indicates a fall, so the GM decides that Booger does not get to resolve his attack from the charge.*

OPTIONAL MISSILE COMBAT NOTES FOR COMBAT TRACKING

Bows, spears, crossbows, slings, etc.: If readied and the target is within short range, these weapons can be considered to have their attack take effect immediately. Consecutive shots take effect at the end of the time it takes to reload/draw. This reflects the time necessary to reload then aim.

For every 20' past the short range the arrow/bolt flies, add 0.1

seconds to determine when it “hits.” It seems possible that a moving target (e.g., a running man who is 45' past a longbow's short range) would be able to run out of the way during the 0.2 seconds of time after the firing of the arrow. However, he will merely give himself a +1 DB per 1' he is away from where he was when the shot was fired.

A target who is aware of an archer targeting him may attempt to move to deliberately spoil the shot. The target would then get a +2 DB per foot moved, if he makes a Perception roll modified by environment (such as lighting.) to realize he is under attack by a known archer. The GM may require an allow an additional Perception roll before hand to notice the archer, or the flight of an arrow from ambush.

Note that when using a bow in an ambush, the archer must make a Perception roll (usually automatic, but it takes time) to “aim” at his target, *unless* the archer was able to constantly view the target. In other words, if he stepped from behind a wall or tree as he heard the footsteps approach, it would take a fraction of a second or so before he could focus on his target.

Thrown daggers, axes, shuriken, etc.: These weapons work the same, but the penalty is applied for each increment of 5' (2m) past Short range. An attack with these types of weapons may occur at the moment the “drawing” of the weapon time if desired, with the drawing movement considered part of the attack time. Lack of “Quickdraw” skill would necessitate the penalty to OB being applied.

OPTIONAL MISCELLANEOUS MOVEMENT AND MANEUVERS RULES

Note: *Thanks to Petri Wessman for this!*

This system for handling Climbing can be used with CEATS and the normal RM round system. For both systems, a moving maneuver roll is made for Climbing and the result is modified by the percentage indicated by the chart below. The resulting percentage indicated how much of the character's Base Movement Rate can be used.

	MM Difficulty Column	Percentage Of MM Result
Terrain		
Stairs, Walk/Climb Uphill	Routine	80%
Ladder, pile of rubble	Easy	50%
Wall with good handholds	Light	25%
Wall with adequate handholds	Medium	25%
Wall with poor handholds	Hard	20%
Mountain climbing with equipment	Hard	20%
Mountain climbing, bare hands/ft	Very Hard	15%
Wall with no proper handholds	Extremely Hard	20%
Sheer obtuse angled wall w/ equip	Hard	20%
Sheer obtuse angled wall w/o equip	Sheer Folly	20%
Using secured rope	Light	20%
ICY, Slippery, Oily, Wet	+1 difficulty each	

Each maneuver roll can apply for 1/4 or 1/10th the total distance of the climb, to reduce the number or rolls to be made. Also remember to subtract from the climb roll the pace multiple penalty, if the climber is going faster than a x1 rate.

On an ‘F’ result where the climber is using safety equipment, the GM may simply have the climber roll for breakage, make another MM roll using repelling skill, etc., depending upon the situation. If in a tree, the climber may have a chance to catch another branch to stop his fall, again depending upon the circumstances.

Example: Climbing a 50' wall, with good handholds is a light maneuver. Bill the cat burglar has a Base Movement Rate of 5' per second. He's kind of in a hurry, so he decides to try climbing at x2 his normal rate; for a rate of 10' per second. His Climbing skill roll is modified by his Climbing skill bonus and -30 (the Pace Multiplier penalty) and the Light column on the Moving Maneuver Table is used; giving a result of '75'. 75% of 10' = about 8'/sec. The climb mod is 25%, so 25% of 8 = 2'. He climbed 2' in one second. The referee felt that was good enough for the entire climb, and so it takes about 25 seconds for Bill to complete the 50'.

Later that night, he's trying to climb down a 30' wall with poor handholds. He is going at a normal rate, x1, and so only has a -10 mod to his Climbing MM roll on the Hard column (hard because wall with poor handholds). He manages to get a result of 40 on the MM table, so 40% of 5'/sec = 2'/sec. The mod for the climb is 20% of the MM table result, so 20% of 2 = 0.4'/sec, which isn't even far enough to make a difference. The referee explains that he probably was having difficulty finding an adequate handhold (off the top of his head he could have said anything reasonable to explain it). The ref also states that he wants a new roll every five feet or so. (Again he decides this). Bill's next roll has him moving along at a nice 2' sec. The GM decides that at about 6', or 3 seconds later, he wants a third roll. This time poor Bill made a roll and got an 'F' result, which in this case meant Fall.

OPTIONAL SURFACE SWIMMING RULES

Swimming rate is determined by taking the Base Movement Rate and dividing by 30. This result is the base per second swimming speed, and is modified by skill in swimming as a percentage of this swimming base rate.

Example: A person with a 60' BMR would have a swimming base rate of 2'/sec (at x1 pace). His skill total in swimming is +55 (great swimmer...) so he adds 55% of 2 to 2 to get his new base swimming rate of 3'/sec.

Trying to swim with armor on requires a maneuver roll with an added penalty of the max maneuver penalty for the type of armor applied. So wearing AT 20 would only give you a -165 penalty (adjusted by St and Ag bonuses) to swimming.

UNDERWATER RULES

The following information is concerned with underwater Exhaustion/Drowning, etc.

$(Con + Bonus) / 10 = UW \text{ Unit} = \text{Rounds can hold breath without expending exhaustion points.}$ For each round past this unit, the character will expend 10 ExhPs, if unencumbered and swimming at x1 rate underwater. Swimming skill modifies any maneuvers attempted, such as encumbered swimming, swimming against current, etc.

For each round past the last of his ExhPs, a character must make a static maneuver using his SD bonus, to "stay determined" (keep from panicking and drowning). The first three SD maneuvers are Routine, the next two medium, then the next is hard, each becoming more difficult than the previous. Hyperventilating for a few rounds previous to the attempt will help by adding your Co bonus once again to the ExhP total. After panicking when the ExhPs run out, the character will be drowning, and will be taking 10 temporary concussive hits per round thereafter until unconscious, then death will follow as per the normal rules. These hits are only temporary if the character is revived (either magically or by a Medium First Aid roll); he gains these hits back at the rate of $(Co + Co \text{ bonus}) + 10$ hits per hour.

The following modifiers apply to exhaustion (while under water). In combat (x1.5), double pace (x2), wounded 75% (x1.5), wounded 50% (x1.5), wounded 25% (x1.5). These modifiers are accumulative, then applied. Not moving takes only 1 ExhP per 2 seconds while underwater.

Example: In combat, with less than 50% hits remaining, Bok the fighter is expending 45 ExhPs per 10 seconds elapsed time. (10×4.5) , whereas his wet opponent Shamu the warrior is not wounded/in combat, expends and only 15 ExhPs.

Severe Encumbrance. If a character is fighting the weight of equipment or armor, trying to stay aloft, he is expending an added +x1 ExhPs. If the character is carrying armor heavy enough, he can just walk on bottom and hope he can hold his breath long enough for the water to be shallow. Walking on the bottom like this allows is base rate x1/4, and ExhPs spent is 1 per second.

Depth. The deeper one goes, the less "air" they have due to compression. For each 33' past the first, add a +x1 multiple to any of the above. Rate of descent is as follows: 25'/second for x2 Encumbrance or more.

COMPLEX NON-STANDARD MISC ACTIONS

Naturally, there will come times that the PCs will wish to perform certain actions that are not specifically covered by these guidelines. Simply imagine the action happening as the player describes it, describe what you are picturing, and arbitrate an approximate time in seconds to do the action. Also think about what skill rolls may be needed. I have used a stop watch from time to time on a variety of activities I've observed, and even have done so to "imagined" action scenes in my mind for really bizarre-not-covered-in-the-rules actions.

DIVING FOR COVER

Diving for cover allows that last ditch heroic attempt (hah.) to dive out the window/door/behind wall, etc., to avoid getting nuked by a elemental ball type attack, riddled with machine gun fire, etc. A successful dive for cover simply gives the character the benefit of any cover, as per the normal rules. A character will invariably end up prone on the floor unless the GM allows for another roll for acrobatics. The time for a dive for cover is about 1/2 that of the time listed for an acrobatics roll/tumble for the same distance (that's just off the top of my head, I am sure some enterprising individual can come up with something better).

A moving maneuver using the Routine column must be made to resolve diving for cover. In addition to normal modifications (e.g., MM bonus), this roll is modified by:

$$(\text{Distance to the Cover in feet} + 10) \times -60$$

Typically a 10' dive for cover would result in a -60, which on the Routine column of the MM table (and no other modifiers) with an average roll of 50 would result in a 70% chance of making the dive for cover successfully. Failing means the character flopped onto his belly probably inches away from the protection that he so desperately needed...

SPACE MASTER FIREARMS NOTES

Space Master weapons have varying rates of fire. **SM** weapons listed Rates of Fire (ROF) are used to determine how quickly the weapon can fire. Assume that it will take the time provided in the Action/Time Chart to fire up to the max listed ROF for a weapon (even if burst or autofire). So to determine how long it takes to accurately fire each shot/burst/etc would be the listed time divided by the Max ROF.

Example: If a character wielding an autopistol capable of firing two bursts in a round has a time requirement of 3.3 seconds (using the 20 Initiative Stat column), it would take 1.7 seconds (half of 3.3) for each and every shot. This may seem overly fast to some people, but it is conservative if anything. In reality, firearms are often emptied quickly in firefights.

During a game, taking cover, perceiving foes, and most importantly the movement should cut down on the amount of gunfire. However, if a player's character just stands and fires away continuously, it will take a considerable amount of time to resolve each and every shot. To cut down on such effects, a GM should make it clear to the players that using cover, perception, and careful movement is important if they want to stay alive. Another tip: if the targets aren't important, just say they are hit and go down.

Example: An android Armsman named Trebor loads his plasmatic repeater and storms into a tavern in Sel-Kai. A group of invaders who had taken the city leap up from around a table when Trebor bursts into the room. Trebor unloads for the next four seconds—firing burst fire and spraying the room.

The GM sighs, "Gee Trebor, you gonna roll & look up all those shots? Think again! They die. All of them. spattered all over the place. Hot fragments of armor and steaming gouts of meat are all that is left. However, while you were standing there hosing down the joint, an enemy officer spotted you from across the street and cast his 20th level instantaneous sorcery spell. "DIE!!!" he says and you take an 'E' Electrical critical ... make your resistance roll ..."

Trebor—miffed, says, "Don't I get a Perception roll while I was doing that?" The GM says, "I rolled for you ... with your attention where it was and the fact that officer was around the corner when you stepped through the doorway, I figured the difficulty, checked your Perception skill over your shoulder and rolled ... sorry. By the way, also roll for each shot you took, we want to make sure you didn't deplete your power pack."

An Important Note: A hi-velocity projectile or energy weapon attack will always take effect immediately. The time for each shot represents the time taken to recover from recoil, take aim, etc.

Again I'll stress that even though you may feel that this new rate of fire is too fast, if you look at any combat pistol match you will discover that it takes very little time to empty a weapon. Given the circumstances where an individual in a fire fight is attempting to make his shots count (i.e., fire at full O.B. with no penalty), it will take about as long as is given to fire weapons. Player Characters will probably get surprised by just how often their weapons run out of charges or ammo, just as happens in many real world gun battles.

Optional Note: Covering fire can be a series of rapid random interval firing into the general direction of a foe to keep him from shooting back at whoever is trying to move to a new position, etc. This could be reflected as a -75 to hit; anyone trying to stick there head up near the area where these bullets are being fired only takes a small chance of eating one.

One Last Note on Firearms Combat: Things combatants will do in a real firefight other than just standing there and emptying their weapon at the enemy: (1) Fire while running for cover, *using* cover (so don't forget DB from cover benefit). (2) Using suppressing fire so team mates can move to flanking positions.

PREPARATION FOR USING CEATS

The basic steps that should be taken are as follows. These are simply an overview, and for details the specific rules should be consulted.

Step #1. Read through this entire system once to get familiar with the entire concept.

Step #2. (Done during preparation, though easily obtained from standard encounter descriptions) Record the Initiative Stat for the Character or NPC or Attack Speed of any Encounters, plus Base Movement information, and Level.

Step #3. (Done once, before play.) Determine the Weapon Speeds for weapons used in melee combat. For most encounters, you can assume the combatants are strong enough to use the weapons they will be wielding with zero Weapon Speeds. Most creatures with natural attacks need not worry about Weapon Speed.

Step #4. (Done once, before play.) Give a copy of the Combat Tracking Time Table to the each of players.

Step #5. (When combat begins) The GM will note down the current Initiative Stats (I usually pre-calculate this for NPC/Encounters before combat begins) of all non-PC participants in combat. The open ended 1D10 rolls for surprised individuals are rolled after they recover from surprise.) Please note that the 1D10 rolls may not apply to the Initiative Stats for some creatures, except possibly if the GM wants a random luck factor to be involved. (Undead skeletons have no adrenaline rush ...) Also note Base Movement Rate. (If using *SM WMR*, 1m = 3.25')

Step #6. When combat begins everyone decides what they are going to do first. A typical response could be "Konan draws his sword and charges the Troll." The player who has Konan would then look up how long it takes for him to draw his sword, and notes down what his pace is going to start off being during the first second of movement. Any actions that occur simultaneously are noted side by side with other actions, and movement rate is noted next to these. (After these actions are resolved, new ones are simply tacked on to the end, and the count will continue for however long the combat will take.) The referee will note down the actions of the NPCs and encounters, and their movement rates.

Step #7. The referee then looks at his notes (as to when actions will be completed) and asks if anyone will be completing an action before the first action he sees being completed by one of the NPCs or encounters.

For example, out of his two Trolls and one Orc, the Orc will be firing a crossbow immediately after acquiring his target. The Orc came around a corner with his demi-human comrades and spotted Konan and his party—thus was required to have wait for his perception time to be complete. His perception roll was made, but only just so, so his perception time was not reduced from it's current time of 1.7 seconds. Since the Orc had his light crossbow at the ready, he doesn't need to worry about how long it will take to reload unless he wants to fire another shot after his first. The mage in Konan's party will then declare that he has an instantaneous spell ready to let loose at the Orcs attack—a Deflect I, which he can use since his perception was faster than that of the Orcs.

12.0 TABLES

12.1 STAT BONUS MODS TABLE

Creature	St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re	(Si)
C&T ANIMALS (12.1.1)											
Herbivores & Normally Unaggressive Animals											
Antelope, Small	-45	+40	-50	-50	-40	+10	-5	-60	-40	-40	-35
Antelope, Large	-10	+40	-50	-50	-40	+15	-15	-60	-40	-40	+0
Rodent, Small	-45	+10	-55	-45	-40	-25	+0	-45	-50	-50	-45
Rodent, Large	-35	+10	-50	-50	-45	-15	-5	-45	-55	-55	-35
Armadillo	-25	+10	-50	-50	-50	+0	-10	-50	-50	-50	-20
Anteater	-35	+0	-50	-50	-50	+0	-10	-50	-50	-50	-30
Beaver	-20	+10	-50	-45	-45	-5	-10	-40	-45	-40	-20
Buffalo	+15	+20	-50	-50	-45	+20	-15	-55	-50	-55	+20
Deer	-15	+40	-50	-50	-50	+15	-15	-60	-45	-45	-10
Elk	-5	+30	-50	-50	-50	+20	-15	-55	-45	-45	+5
Giraffe	+30	+30	-50	-50	-45	+15	-20	-60	-45	-34	+40
Koala	-35	+0	-50	-50	-50	-15	-5	-60	-45	-45	-30
Mole	-45	-10	-55	-50	-55	-25	-10	-60	-45	-45	-45
Moose	+20	+0	-50	-50	-50	+20	-15	-55	-45	-45	+25
Opossum	-35	+0	-50	-50	-55	-25	-10	-60	-45	-45	-30
Pangolin	-25	+10	-50	-50	-55	-5	-10	-60	-45	-45	-25
Platypus	-25	+40	-50	-45	-60	-15	-10	-60	-45	-45	-25
Rabbit	-40	+30	-50	-50	-50	+0	-10	-65	-45	-45	-35
Sheep	-20	-10	-50	-55	-45	+10	-15	-65	-45	-45	-15
Sloth	-30	+20	-50	-50	-55	-5	-10	-60	-45	-45	-30
Tapir/Pig	+10	+10	-50	-50	-60	+0	-15	-55	-45	-45	+10
Wombat	-30	+10	-50	-50	-55	-5	-10	-55	-45	-45	-30
Zebra	+5	+30	-50	-50	-45	+20	-15	-60	-45	-45	+10
Riding and Draft Animals											
Camel, etc. — Bactrian	+20	+0	-50	-50	-55	+10	-15	-30	-50	-50	+25
Dromedary	+35	+10	-50	-50	-65	+0	-15	-30	-50	-50	+35
Llama	-10	+20	-50	-45	-55	+0	-10	-40	-45	-45	-10
Dog	-10	+30	-30	-30	-20	+10	-10	-30	-30	-25	-20
Elephant	+120	+30	-45	-50	-50	+25	-15	-45	-40	-45	+125
Horse, etc. — Donkey	+0	+10	-50	-50	-55	+10	-20	-35	-50	-50	+0
Mule	+10	+20	-50	-50	-55	+15	-20	-35	-35	-50	+0
Horse	+10	+30	-50	-50	-50	+15	-20	-50	-35	-50	+10
Oxen	+25	+10	-50	-50	-50	+0	-20	-40	-50	-50	+20
Reindeer	+0	+30	-50	-50	-50	+10	-20	-50	-50	-50	+0
Fish & Other Water Creatures											
Dolphins, etc. — Dolphin	+15	+40	-30	-30	-25	+10	-30	-30	-30	-30	+15
Killer Whale	+195	+40	-35	-35	-40	+25	-30	-35	-35	-35	+185
Porpoise	-10	+40	-35	-35	-35	+10	-30	-35	-35	-35	-5
River Dolphin	+5	+30	-35	-35	-35	+10	-30	-35	-35	-35	+10

Creature	St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re	(Si)
Eels, Conger	+30	+30	-100	-100	-120	+10	-25	-100	-100	-100	+25
Electric	+15	+20	-100	-100	-110	+10	-25	-100	-100	-100	+15
Freshwater	-5	+30	-100	-100	-110	-15	-25	-100	-100	-100	-30
Moray	-5	+30	-100	-100	-110	+0	-25	-100	-100	-100	-10
Fish, Small	-35	+30	-90	-90	-80	-15	-30	-90	-90	-90	-35
Medium	-35	+30	-90	-90	-80	-15	-30	-90	-90	-90	-35
Large	+170	+30	-80	-80	-80	+0	-30	-80	-80	-80	+170
Octopus/Squid, Small	-35	+20	-5	-80	-10	-15	-10	-25	-70	-80	-40
Medium	-15	+20	-5	-80	-10	+0	-10	-25	-70	-80	-20
Large	+115	+10	-5	-80	-10	+10	-15	-25	-70	-80	+110
Rays, Electric	+5	+0	-90	-90	-95	+0	-30	-90	-90	-90	+0
Manta	+140	+10	-90	-90	-95	+15	-30	-90	-90	-90	+135
Sawfish	+165	+30	-90	-90	-100	+0	-30	-90	-90	-90	+160
Sting	-5	+10	-90	-90	-100	+0	-30	-90	-90	-90	-10
Sharks, Small	-20	+30	-80	-80	-100	+10	-30	-90	-80	-80	-30
Large	+225	+30	-80	-80	-100	+10	-30	-90	-80	-80	+215
Whales, Baleen	+485	+20	-35	-40	-30	+20	-35	-35	-35	-40	+490
Beaked	+170	+20	-35	-40	-30	+20	-35	-35	-35	-40	+180
Narwhal	+170	+20	-35	-40	-30	+15	-35	-35	-35	-40	+85
Toothed (Small)	+25	+20	-35	-40	-30	+25	-35	-35	-35	-40	+65
Toothed (Large)	+300	+20	-35	-40	-30	+25	-35	-35	-35	-40	+310
Jellyfish	-25	-25	-125	-130	-125	-25	-15	-35	-35	-40	-15
Lamprey	+0	+0	-150	-145	-150	+0	-25	-125	-125	-125	+0
Piranha	-35	+40	-100	-95	-100	-15	-30	-150	-150	-150	-40
Portuguese Man-of-War	+5	-10	-125	-125	-125	-5	-15	-100	-100	-100	+15
Sword/Sail	+75	+30	-80	-80	-80	+15	-30	-80	-80	-80	+65
Sea Anemone	-40	+20	-150	-170	-140	-25	-30	-150	-170	-170	-40
Starfish	-35	-25	-125	-120	-125	-25	-15	-125	-125	-125	-45
Viperfish	-40	+30	-100	-100	-100	-15	-30	-100	-100	-100	-40
Insects, Arachnids & Crustaceans											
Ants	-50	-25	-150	-150	-120	-25	-5	-150	-150	-150	-50
Beetles	-50	-25	-150	-150	-145	-25	-10	-150	-150	-150	-50
Crabs etc	-45	-10	-140	-140	-140	-25	-10	-140	-140	-140	-45
Fleas	-50	-20	-150	-150	-150	-25	-10	-150	-150	-150	-50
Praying Mantis	-50	-20	-150	-140	-150	-25	-5	-120	-150	-150	-50
Scorpions	-50	-25	-140	-140	-140	-25	-5	-140	-140	-140	-50
Spiders	-50	-25	-140	-140	-140	-25	-5	-140	-140	-140	-50
Ticks	-50	-25	-160	-160	-160	-25	-5	-160	-160	-160	-50
Reptiles & Amphibians											
Alligators, etc. — Small	+45	-5	-65	-75	-75	+0	-15	-75	-75	-75	+40
Large	+70	-5	-60	-70	-75	+10	-15	-70	-70	-70	+60
Frogs, Frog	-45	+0	-80	-80	-75	-25	-15	-75	-80	-75	-45
Toad	-45	+0	-75	-75	-75	-25	-15	-80	-75	-75	-45
Tree Frog	-50	+0	-75	-75	-75	-25	-10	-75	-75	-75	-50
Lizards, Small	-45	+30	-75	-75	-75	-25	-15	-75	-75	-75	-45
Large	-10	+10	-75	-75	-75	-5	-15	-75	-75	-75	-10
Salamander	-40	+0	-75	-75	-75	-25	-10	-75	-75	-75	-40

Creature	St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re	(Si)
Snakes, Python	+60	-10	-75	-75	-75	+15	-25	-75	-75	-75	+55
Cobra	-5	+0	-75	-75	-75	-15	-30	-70	-75	-75	+5
Non-poisonous	-20	+0	-70	-75	-75	-15	-30	-75	-70	-70	-25
Pit Viper	-25	+0	-75	-75	-75	-15	-30	-75	-75	-75	-25
Sea Snake	-35	+0	-75	-75	-80	-15	-30	-75	-75	-75	-35
Viper	-40	+0	-75	-75	-80	-15	-30	-75	-75	-75	-40
Tortoises, Small	-45	-10	-70	-70	-65	-15	-20	-70	-70	-70	-45
Large	-30	-10	-70	-70	-65	+0	-20	-70	-70	-70	-30
Turtles, Small	-45	-10	-70	-70	-65	-15	-25	-70	-70	-70	-45
Large	-30	-10	-70	-70	-65	+10	-25	-70	-70	-70	-30
Chameleon	-45	+30	-75	-75	-80	-25	-15	-75	-75	-75	-45
Gila Monster	-30	+10	-75	-75	-80	-5	-15	-75	-75	-75	-35
Kom Dragon	+30	+10	-70	-80	-80	+15	-15	-80	-80	-80	+25
Nile Monitor	+10	+10	-70	-80	-80	+10	-15	-80	-80	-80	+5
Carnivorous Mammals											
Bears, Small	-5	+20	-35	-35	-35	+15	-15	-35	-35	-35	-10
Large	+15	+20	-35	-35	-35	+20	-15	-35	-35	-35	+10
Cats, Small	-25	+40	-30	-30	-30	+0	-15	-30	-30	-30	-30
Large	+10	+30	-30	-30	-30	+10	-15	-30	-30	-30	+5
Dogs, Small	-30	+30	-30	-30	-25	+15	-15	-30	-30	-30	-35
Large	-15	+40	-30	-30	-25	+20	-15	-30	-30	-30	-15
Mustelids, Small	-25	+30	-40	-40	-40	-5	-10	-40	-40	-40	-35
Large	-20	+30	-40	-40	-40	+0	-15	-40	-40	-40	-30
Cheetah	-5	+50	-35	-35	-35	+20	-15	-35	-35	-35	-15
Ferret	-30	+20	-40	-40	-40	-5	-10	-40	-40	-40	-35
House Cat	-30	+20	-30	-30	-30	-25	-10	-30	-30	-30	-40
Fishing Cat	-35	+30	-30	-30	-30	+0	-10	-30	-30	-30	-30
Lion	+10	+30	-35	-35	-35	+15	-15	-35	-35	-35	-5
Mongoose	-25	+30	-40	-40	-40	-5	-10	-40	-40	-40	-35
Otter	-20	+20	-40	-40	-40	+0	-15	-40	-40	-40	-35
Panda	-5	+10	-35	-35	-35	+10	-15	-35	-35	-35	+10
Raccoon	-30	+20	-40	-40	-40	-5	-15	-40	-40	-40	-35
Skunk	-35	+10	-40	-40	-40	-15	-15	-40	-40	-40	-45
Tiger	+10	+30	-35	-35	-35	+15	-15	-35	-35	-35	+10
Wolf	-5	+30	-30	-30	-30	+10	-15	-30	-30	-30	-15
Wolverine	-15	+30	-40	-40	-40	+0	-15	-30	-30	-30	-30
Birds & Other Flying/Gliding Animals											
Birds, Small	-50	+30	-65	-65	-65	-25	-20	-65	-65	-65	-45
Large	-35	+30	-65	-65	-65	-25	-20	-65	-65	-65	-25
Bats, Small	-50	+40	-55	-55	-55	-25	-15	-55	-55	-55	-50
Large	-45	+40	-55	-55	-55	-25	-15	-55	-55	-55	-40
Gliders, Lizard	+0	+0	-70	-70	-70	-25	-15	-70	-70	-70	+5
Fish	-40	+10	-90	-90	-90	-25	-30	-90	-90	-90	-35
Frog	-50	-10	-80	-80	-80	-25	-15	-80	-80	-80	-50
Mammal	-45	+10	-50	-50	-50	-25	-10	-50	-50	-50	-40
Condor	-15	+30	-65	-65	-65	+10	-20	-65	-65	-65	-10
Eagle	-30	+30	-65	-65	-65	+10	-20	-65	-65	-65	-25
Falcon	-40	+40	-65	-65	-65	+10	-20	-65	-65	-65	-35
Hawk	-45	+40	-65	-65	-65	-15	-20	-65	-65	-65	-40
Ostrich	+15	+30	-65	-65	-65	+15	-25	-65	-65	-65	+15
Owl	-45	+30	-60	-60	-60	-25	-20	-60	-60	-60	-40
Creature	St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re	(Si)
Penguin	-40	+20	-65	-65	-65	-15	-25	-65	-65	-65	-35
Vulture	-25	+20	-65	-65	-65	-15	-20	-65	-65	-65	-20
Woodpecker	-45	+30	-60	-60	-60	-25	-20	-60	-60	-60	-40
Other Potentially Dangerous Animals											
Primates, Small	-35	+10	-25	-25	-25	-5	+5	-25	-25	-25	-40
Large	-20	+10	-25	-25	-20	+0	-5	-25	-25	-25	-25
Kangaroos, Small	-20	+30	-50	-50	-40	+0	-15	-50	-50	-50	-20
Large	-10	+30	-50	-50	-40	+0	-15	-50	-50	-50	-15
Boar	-10	+30	-50	-50	-50	+10	-20	-50	-50	-50	-15
Gorilla	+5	+10	-25	-25	-20	+20	-5	-25	-25	-25	-10
Hippo	+45	+10	-50	-50	-50	+15	-15	-50	-50	-50	+40
Porcupine	-45	+0	-55	-55	-50	-15	-15	-55	-55	-55	-40
Rhinoceros	+50	+20	-55	-55	-50	+20	-15	-55	-55	-55	+50
Seal / Sea Lion	+55	+20	-50	-50	-45	+0	-15	-50	-50	-50	+55
Shrew	-40	+0	-50	-50	-50	-25	-10	-50	-50	-50	-45
Tasmanian Devil	-25	+30	-55	-55	-60	+0	-10	-55	-55	-55	-30
Walrus	+25	+0	-50	-50	-50	+15	-15	-50	-50	-50	+25
C&T MONSTERS (12.1.2)											
Water Beasts, Serpents & Other Dangerous Beasts											
Great Spiders, Lesser	-35	+20	-150	-150	-150	+0	-5	-150	-150	-150	-40
Greater	+5	+20	-15	-15	-15	+15	-5	-15	-15	-15	+0
Major	+85	+20	+15	+15	+15	+20	-5	+15	+15	+15	+80
Great Serpents, Horse Viper	+110	+10	-75	-75	-75	+10	-30	-75	-75	-75	+120
Horned Snake	+50	+20	-75	-75	-75	+15	-30	-75	-75	-75	+60
Tatzelwurm	+5	+10	-20	-20	-20	+15	-30	-20	-20	-20	+0
Unique Anthropods, Gemsting	-5	+20	-150	-150	-150	+15	-5	-150	-150	-150	-10
Jadeback	+0	+0	-150	-150	-150	+15	-5	-150	-150	-150	-5
Water Beasts (swim)											
Capricorn	+10	+30	+15	+15	+15	+10	-20	+15	+15	+15	+10
Demon Whale	+500	+30	-50	-50	-50	+25	-35	-50	-50	-50	+490
Giant Hellbender	+0	+20	-75	-75	-75	+15	-10	-75	-75	-75	-5
Hippocampus	+60	+30	-5	-5	-5	+20	-20	-5	-5	-5	+60
Nator	+25	+20	-25	-25	-25	+20	-20	-25	-25	-25	+25
Nucklelavee	+30	+20	-100	-100	-100	+15	-20	-100	-100	-100	+30
Rath	+20	+0	-100	-100	-100	+20	-30	-100	-100	-100	+15
Red Jaw	+0	+30	-100	-100	-100	+0	-30	-100	-100	-100	-10
Spineshark	+115	+30	-100	-100	-100	+10	-30	-100	-100	-100	+100
Dragons & Other Fell Creatures											
Dragons											
Cold Drake	+420	+30	+10	+10	+10	+20	-15	+10	+10	+10	+400
Light Drake	+320	+50	+15	+15	+15	+20	-15	+15	+15	+15	+300
Fire Drake	+470	+40	+20	+20	+20	+20	-15	+20	+20	+20	+450
Gas Drake	+430	+30	+20	+20	+20	+20	-15	+20	+20	+20	+410
Sea Drake	+355	+30	+20	+20	+20	+20	-15	+20	+20	+20	+345
Lesser Dragons											
Air Drake	+210	+50	+5	+5	+5	+20	-15	+5	+5	+5	+200
Land Drake	+260	+40	+10	+10	+10	+20	-15	+10	+10	+10	+240
Cave Drake	+190	+30	-5	-5	-5	+20	-15	-5	-5	-5	+180
Water Drake	+315	+30	+0	+0	+0	+20	-15	+0	+0	+0	+305

Creature	St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re	(Si)
Wyverns, Land	+160	+40	-15	-15	-15	+20	-15	-15	-15	-15	+140
Water	+215	+40	-20	-20	-20	+20	-15	-20	-20	-20	+200
Winged	+125	+40	-15	-15	-15	+20	-15	-15	-15	-15	+115
Basilisk	+170	+20	+0	+0	+0	+15	-15	+0	+0	+0	+160
Cave Worm	+175	+0	-25	-25	-25	+25	-25	-25	-25	-25	+160
Cockatrice	+15	+40	+5	+5	+5	+0	-20	+5	+5	+5	+10
Dragon Salamander	+175	+40	-25	-25	-25	+25	-15	-25	-25	-25	+160
Dragon Turtle	+130	+20	-10	-10	-10	+25	-20	-10	-10	-10	+115
Fell Beast	+170	+50	-15	-15	-15	+25	-20	-15	-15	-15	+160
Hydra	+190	+10	-10	-10	-10	+25	-15	-10	-10	-10	+175
Oriental Dragon	+240	+40	+20	+20	+20	+20	-15	+20	+20	+20	+240
Sea Serpent	+470	+20	-20	-20	-20	+20	-25	-20	-20	-20	+470
Sirush	+200	+40	+10	+10	+10	+20	-10	+10	+10	+10	+200
Composite Monsters											
Abraxas	+10	+10	-20	-20	-20	+15	-5	-20	-20	-20	+10
Al-mi'raj	-45	+30	+15	+15	+15	+15	-10	+15	+15	+15	-40
Caustic Slime	-30	-10	-200	-200	-200	+20	-40	-200	-200	-200	-25
Cerebus	+5	+30	+15	+15	+15	+20	-15	+15	+15	+15	-10
Chameleon Amoeba	-30	+10	-20	-20	-20	+10	-35	-20	-20	-20	-25
Chimera	+0	+30	-10	-10	-10	+10	-15	-10	-10	-10	-5
Echidna	+5	+30	+15	+15	+15	+15	-5	+15	+15	+15	+5
Euryale	+20	+30	+0	+0	+0	+20	-25	+0	+0	+0	+15
Gorgon	+5	+10	+10	+10	+10	+0	0	+10	+10	+10	+0
Great Porcupine	-25	+10	-50	-50	-50	+10	-15	-50	-50	-50	-20
Gulo	-25	+20	-30	-30	-30	+15	-15	-30	-30	-30	-25
Guyascutus	-10	+30	-25	-25	-25	+10	-15	-25	-25	-25	-10
Jackalope	+5	+40	-50	-50	-50	+0	-15	-50	-50	-50	+0
Ki-lin	+5	+40	+20	+20	+20	+25	-15	+20	+20	+20	+0
Killer Rabbit	+35	+50	+0	+0	+0	+20	-10	+0	+0	+0	-35
Manticore	+15	+30	-5	-5	-5	+15	-15	-5	-5	-5	+10
Minotaur	+15	+30	+5	+5	+5	+15	-5	+5	+5	+5	+10
Rumitfusel	+5	-10	-25	-25	-25	-5	-25	-25	-25	-25	+0
Sasquatch	+15	+30	-20	-20	-20	+20	-5	-20	-20	-20	+10
Scylla	+10	+20	+10	+10	+10	+15	-5	+10	+10	+10	+5
Seftaua	+5	+30	-10	-10	-10	+10	-15	-10	-10	-10	+5
Su	+0	+30	-25	-25	-25	+15	-15	-25	-25	-25	-10
3-T Bavorolus	-15	+30	-15	-15	-15	+10	-20	-15	-15	-15	-10
Tove	-25	+30	-50	-50	-50	-25	-15	-50	-50	-50	-25
Unicorn	+20	+30	+10	+10	+10	+25	-20	+10	+10	+10	+10
W-o-Wisp	-35	+30	-5	-5	-5	+0	-15	-5	-5	-5	-25
Zephyr Hounds	+10	+30	-30	-30	-30	+20	-15	-30	-30	-30	+5
Elementals & Artificial Beings											
Constructs, Minor	-5	-10	-150	-150	-150	-25	-5	+100	-10	-10	-10
Lesser	+20	+10	-150	-150	-150	-25	+0	+100	+0	+0	+15
Greater	+65	+20	-150	-150	-150	-25	+5	+100	+10	+10	+55
Elementals, Air	+25	+40	-150	-150	-150	+25	-15	+100	-10	-10	+25
Cold	+25	+20	-150	-150	-150	+25	-15	+100	-10	-10	+25
Earth	+35	+0	-150	-150	-150	+25	-15	+100	-10	-10	+25
Fire	+25	+30	-150	-150	-150	+25	-15	+100	-10	-10	+25
Light	+25	+60	-150	-150	-150	+25	-15	+100	-10	-10	+25
Water	+35	+0	-150	-150	-150	+25	-15	+100	-10	-10	+25
The Undead											
Stand. Created Undead, Class I	+5	-10	-150	-150	-150	-15	-10	-50	-50	-50	0
Class II	+10	+0	-150	-150	-150	-15	-10	-50	-50	-50	+0
Class III	+15	+0	-150	-150	-150	-15	-5	-50	-50	-50	+0
Class IV	+20	+10	-150	-150	-150	-15	+0	-50	-50	-50	+0
Class V	+25	+20	-150	-150	-150	-15	+5	-50	-50	-50	+0
Class VI	+30	+30	-150	-150	-150	-15	+10	-50	-50	-50	+0

Entities From Other Planes

Demons of the Pale, Pale I	+20	+20	-15	-15	-15	+0	+5	-15	-15	-15	+10
Pale II	+25	+30	-10	-10	-10	+15	+5	-10	-10	-10	+15
Pale III	+35	+40	-5	-5	-5	+15	+10	-5	-5	-5	+25
Pale IV	+45	+50	+10	+10	+10	+20	+10	+10	+10	+10	+30
Pale V	+50	+40	+15	+15	+15	+25	+15	+15	+15	+15	+40
Pale VI	+60	+40	+0	+0	+0	+25	+15	+0	+0	+0	+10
Beyond Pale	+100	+40	+25	+25	+25	+25	+20	+25	+25	+25	+75
Demons of the Void, Daedhel	+10	+10	+15	+15	+15	+0	+10	+15	+15	+15	+0
Culrang	+10	+10	+20	+20	+20	+15	+5	+20	+20	+20	+0
Hothedhel	+15	+10	+0	+0	+0	+10	+20	+0	+0	+0	+5
Thauredhel	+15	+10	+20	+20	+20	+10	+20	+20	+20	+20	+5
Celebdei	+20	+20	+20	+20	+20	+15	+25	+20	+20	+20	+10
Hothrog	+20	+0	+0	+0	+0	+15	+15	+0	+0	+0	+10
Daedrauk	+10	+10	+15	+15	+15	+10	+10	+15	+15	+15	+0
Gogonaug	+50	+0	+15	+15	+15	+15	+15	+15	+15	+15	+30
Naraug	+50	+0	+15	+15	+15	+20	+15	+15	+15	+15	+40
Noble Gogonaug	+80	+10	+10	+10	+10	+20	+20	+10	+10	+10	+60
Raukamar	+80	+20	+20	+20	+20	+25	+25	+20	+20	+20	+60
Moloch	+100	+30	+25	+25	+25	+25	+25	+25	+25	+25	+85
Genii, Jann	+50	+50	+5	+5	+5	+10	0	+5	+5	+5	+10
Jinn	+50	+40	+10	+10	+10	+15	0	+10	+10	+10	+25
Shaitan	+25	+30	+10	+10	+10	+20	0	+10	+10	+10	-10
Ifrit	+75	+40	+15	+15	+15	+20	0	+15	+15	+15	+40
Marid	+100	+30	+20	+20	+20	+25	+5	+20	+20	+20	+60
Black Stalk	+35	+50	+15	+15	+15	+25	+20	+15	+15	+15	+0
Demon Dog	+15	+30	-25	-25	-25	+20	-15	-25	-25	-25	+0
D Horse	+20	+40	+0	+0	+0	+25	-20	+0	+0	+0	+30
Neng	+10	+20	+15	+15	+15	+15	+5	+15	+15	+15	+0
Succubus	+25	+20	+20	+20	+20	+15	+10	+20	+20	+20	+30

Creature	St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re	(Si)
Apparition	+5	+30	+10	+10	+10	+15	-5	+10	+10	+10	+0
Barrow-wight	+10	+0	+0	+0	+0	+10	+5	+0	+0	+0	+0
Corpse Candle	-35	-50	-20	-20	-20	-25	-50	-20	-20	-20	+0
Corpse Lantern	-35	-50	-20	-20	-20	-25	-50	-20	-20	-20	+0
Fire Phantom	+0	+30	+0	+0	+0	+15	-5	+0	+0	+0	+0
Ghosts	+0	+30	+0	+0	+0	+25	+0	+0	+0	+0	+0
Ghost Wolf	+10	+30	-35	-35	-35	-25	-15	-35	-35	-35	-10
Ghoul	+5	+10	-35	-35	-35	+0	-5	-35	-35	-35	+0
Headless Ghost	+0	-10	-5	-5	-5	+20	+0	-5	-5	-5	+0
Ice Skeleton	+10	+10	-10	-10	-10	+20	+0	-10	-10	-10	+0
Lich	+10	+0	+25	+25	+25	+20	+0	+25	+25	+25	+0
Mara	+10	+30	+5	+5	+5	-15	+5	+5	+5	+5	+0
Mummy	+5	-10	-10	-10	-10	+15	-5	-10	-10	-10	+0
Phantom	+0	+0	-15	-15	-15	+0	+0	-15	-15	-15	+0
Revenant	+10	-10	-5	-5	-5	+0	+5	-5	-5	-5	+0
Skeleton	-5	+20	-25	-25	-25	-25	+5	-25	-25	-25	+0
Skeletons	-5	+0	-25	-25	-25	+10	+5	-25	-25	-25	+0
Spectre	+0	+30	+5	+5	+5	+15	+5	+5	+5	+5	+0
Swamp Star	-30	+40	+10	+10	+10	+15	-35	+10	+10	+10	+0
Vampire, Normal	+15	+40	+20	+20	+20	+15	+15	+20	+20	+20	+5
Banshee	+10	+30	+10	+10	+10	+10	-15	+10	+10	+10	-35
Wight	+10	0	+5	+5	+5	+20	+5	+5	+5	+5	+0
Wraith	+10	0	+10	+10	+10	+0	+5	+10	+10	+10	+0
Wild Hunt Hound	+10	+50	-35	-35	-35	-25	-15	-35	-35	-35	-10
Zombie	+5	-10	-35	-35	-35	+15	-10	-35	-35	-35	+0
Flying Monsters											
Androsphinx	+145	+30	+15	+15	+15	+20	-15	+15	+15	+15	+135
Banshee	+35	+10	+5	+5	+5	+0	+0	+5	+5	+5	+30
Gargoyle	+0	+20	-10	-10	-10	+15	-5	-10	-10	-10	-10
Geryon	+120	+10	+0	+0	+0	+0	-10	+0	+0	+0	+115
Gorow	-5	+30	-25	-25	-25	-25	-30	-25	-25	-25	+0
Great Eagle	+240	+40	+15	+15	+15	+15	-30	+15	+15	+15	+250
Great Falcon	+80	+50	-20	-20	-20	+15	-30	-20	-20	-20	+90
Great Wasp	-5	+40	-150	-150	-150	+15	-30	-150	-150	-150	+5
Griffin	+105	+30	-15	-15	-15	+15	-20	-15	-15	-15	+115
Harpy	+25	+20	+5	+5	+5	+15	-25	+5	+5	+5	+30
Hippogriff	+105	+30	-5	-5	-5	+20	-20	-5	-5	-5	+115
Homonculus	-40	+10	-10	-10	-10	+0	+5	-10	-10	-10	-35
Ki-Rin	+10	+30	+0	+0	+0	+20	-20	+0	+0	+0	+0
Lammasu	+65	+30	+20	+20	+20	+15	-15	+20	+20	+20	+60
Pegasus	+100	+40	+0	+0	+0	+20	-20	+0	+0	+0	+140
Phoenix	+75	+50	+0	+0	+0	+15	-25	+0	+0	+0	+75
Roc	+450	+50	-25	-25	-25	+20	-25	-25	-25	-25	+500
Siren	+50	+20	+10	+10	+10	+0	+0	+10	+10	+10	+50
Sphinx	+125	+20	+20	+20	+20	+25	-15	+20	+20	+20	+115
Stardian	+120	+30	-25	-25	-25	+25	-20	-25	-25	-25	+140
Thyfur	+115	+40	+0	+0	+0	+20	-25	+0	+0	+0	+115
Ogres											
Ogres	+30	-5	-15	-10	-10	+10	-5	-10	-5	-5	+30
Titans	+130	0	+30	0	0	+30	+15	+0	+5	+5	+120

C&T PREHISTORIC ANIMALS (12.1.3)

Dinosaurs, Anklosaur	+125	-10	-100	-100	-100	+25	-25	-100	-100	-100	+115
Brontosaur	+450	+0	-100	-100	-100	+25	-25	-100	-100	-100	+490
Triceratops	+140	+10	-100	-100	-100	+20	-25	-100	-100	-100	+140
Tyrannosaur	+335	-10	-100	-100	-100	+10	-25	-100	-100	-100	+140
Stegosaur	+170	+0	-100	-100	-100	+20	-25	-100	-100	-100	+180
Pterosaur, Small	-15	+0	-100	-100	-100	+10	-25	-100	-100	-100	-15
Large	-5	+30	-100	-100	-100	+15	-25	-100	-100	-100	+0
Elothere	+5	+40	-50	-50	-50	+20	-25	-50	-50	-50	+0
Megglodon	+375	+30	-150	-150	-150	+25	-30	-150	-150	-150	+365
Saber Tiger	+20	+30	-50	-50	-50	+20	-15	-50	-50	-50	+15

C&T RACES (12.1.4)

Cyclops	+160	-10	-5	-5	-5	+30	-5	-10	-5	-10	+160
Giants, Cloud	+100	-5	+0	-10	+5	+30	-5	0	0	0	+100
Fire	+60	-5	-5	-5	0	+25	-5	-5	-5	-5	+60
Forest	+65	0	-5	-5	-5	+20	0	-5	-5	-10	+70
Frost	+100	-5	-5	-5	0	+25	-5	-5	-5	-5	+100
Hill	+40	0	-5	-5	-5	+20	0	-5	-5	-10	+40
Mountain	+110	-5	+0	-10	+5	+30	-5	0	0	0	+110
Stone	+50	0	-5	-5	-5	+20	0	-5	-5	-10	+50
Storm	+120	-5	+0	-10	+5	+30	-5	0	0	0	+120
Water	+70	-5	-5	-5	0	+25	-5	-5	-5	-5	+70
Trolls, Cave	+40	-10	-10	-10	-10	+20	-15	-10	-10	-10	+40
Forest	+20	-10	-10	-10	-10	+15	-15	-10	-10	-10	+20
Hill	+40	-10	-10	-10	-10	+15	-15	-10	-10	-10	+40
Mountain	+60	-10	-10	-10	-10	+20	-15	-10	-10	-10	+60
Snow	+40	-10	-10	-10	-10	+20	-15	-10	-10	-10	+40
Stone	+20	-10	-10	-10	-10	+15	-15	-10	-10	-10	+20
War	+35	0	-5	-10	-10	+25	+5	0	-5	-5	+30
Ogres	+30	-5	-15	-10	-10	+10	-5	-10	-5	-5	+30
Titans	+130	0	+30	0	0	+30	+15	+0	+5	+5	+120

Creature	St	Qu	Pt	In	Em	Co	Ag	SD	Me	Re	(Si)
Underground Races											
Dwarves	+5	-5	-10	+0	-15	+15	-5	+5	+0	+0	-10
Gnolls	-10	+5	-10	-5	+20	+5	+5	-5	+0	+0	-20
Gnomes	-5	-5	-5	-10	+15	+5	0	+5	+10	+5	-10
Goblins	+5	-5	-5	-5	-5	+10	0	-5	-5	-5	-20
Halfings	-20	+10	-15	0	-5	+15	+15	+10	0	0	-20
Hobgoblins	+10	-5	-5	-5	-5	+15	-5	-5	-5	-5	-10
Kobolds	0	+5	-5	-5	-5	+10	+5	-5	-5	0	-20
Orcs, Lesser	+5	0	-5	-10	-5	+5	0	-10	-10	-5	-10
Greater	+10	0	-5	-5	-5	+10	0	-5	-5	-5	0
Troglodyte	+10	0	-5	-5	-5	+10	0	-5	-5	-5	-10
Fairy Races											
Elves, Wood	0	+5	+5	0	+5	0	+10	-20	+5	0	+5
High	0	+10	+10	0	+5	0	+5	-20	+5	0	+5
Fair	0	+15	+15	0	+5	0	+5	-20	+5	0	+5
Fey Folk, Dwellers											
Gremfins	-10	+10	0	-10	+5	+5	+10	0	0	0	-20
Nixies	-10	+15	-5	-10	+5	+5	+15	-10	0	0	-30
Pysk	-25	+20	+10	-10	+5	-5	+20	0	0	0	-30
Sylphs	-30	+25	+5	-10	0	-5	+25	0	0	0	-40
Tylweth	-40	+30	0	-10	+15	-5	+30	0	0	0	-40
House Spirits	-20	+15	+10	-10	+10	-5	+15	0	0	0	-30
Occupational Spirits, Leprech	-15	+10	0	0	0	0	+15	0	0	0	-30
Pech	-5	+5	0	0	0	0	+10	0	0	0	-30
Rural Spirits, Fosse-Grim	-5	+5	+5	0	0	0	+5	-5	+5	+0	+0
Nymphs	-10	+10	+5	0	0	+5	+15	-15	0	0	-10
Satyr	+5	+10	-5	0	0	+10	+10	-15	-5	-5	+10
Undines	-5	+15	+10	-5	0	+10	+15	-20	-5	-5	-10
Yaii	-5	+10	0	0	0	0	+20	-10	-5	0	+0
Unusual Races											
Centuars	0	-5	0	+10	+10	0	-5	0	0	0	+10
Garks	+10	+10	-50	+5	+15	+5	-10	-5	-15	+5	-15
Hira'razhir	-5	+5	0	0	+5	-10	+15	0	0	0	-5
Idiyya	0	+10	+5	0	0	0	+10	-5	-5	-50	+0
Maazhat, Warriors	+10	-10	-25	-25	-25	0	0	-25	-25	-25	+5
Workers	+10	+10	-25	-25	-25	0	-10	-25	-25	-25	-5
Lieutenants	+15	-5	-10	+10	-5	0	0	+5	+10	-5	+10
Queen	+20	-5	+15	+15	+15	+10	0	+15	+15	+15	+25
Mermen	0	0	0	0	0	0	0	0	+5	+5	+10
Neanderthals	+10	0	-5	+5	0	+10	+5	0	-5	-10	-10
Sea-Krals	+10	+5	-5	0	0	+5	+10	-5	-5	-5	-10
Soheugir	+15	+5	-5	0	0	+10	0	-5	-5	0	+0
Sstot'isslythi	-5	0	+5	0	+10	-5	0	+10	0	0	-5
Vulfen	+10	+15	-5	0	-5	+5	0	-10	0	0	+5
C&T II ANIMALS (12.1.5)											
Allibat	+70	+10	-100	-100	-100	+0	-15	-100	-100	-100	+55
Bone Worm	-35	-10	-150	-150	-150	-15	-25	-150	-150	-150	-40
Crison	+0	+0	-50	-50	-50	-5	-25	-50	-50	-50	+0
Didex	+90	+10	-75	-75	-75	+0	-30	-75	-75	-75	+90
Electric Wasp	-50	+10	-150	-150	-150	-25	-30	-150	-150	-150	-50
Giant Furred Snake	+25	+10	-100	-100	-100	+10	-30	-100	-100	-100	+25
Gabbit	-50	+0	-50	-50	-50	-15	-15	-50	-40	-50	-45
Inl Wolf	-10	+60	-40	-50	-50	+0	-20	-50	-50	-50	-25
Kraeguth	+15	+20	-75	-75	-75	+15	-15	-75	-75	-75	+15
Regal Stag	+10	+30	-50	-50	-50	+20	-20	-50	-40	-50	+5
Scra Pen	+55	+10	-100	-100	-100	+15	-30	-100	-100	-100	+55
Serpentus	+5	+20	-100	-100	-100	+20	-25	-100	-100	-100	+10
Giant Slug, Carnivorous	+75	-10	-150	-150	-150	+20	-30	-150	-150	-150	+75
Spined	+55	-10	-150	-150	-150	+20	-30	-150	-150	-150	+65
Suggram	+165	+0	-150	-150	-150	+15	-30	-150	-150	-150	+165
Strider Bird	+20	+30	-75	-75	-75	+10	-30	-75	-75	-75	+20
Swamp Octopus	-5	+10	-15	-150	-150	+15	-5	-15	-150	-150	-5
Tentmorse	-5	+20	-150	-150	-150	-5	-5	-150	-150	-150	-5
Trivren	-45	+40	-75	-75	-75	-25	-25	-75	-75	-75	-45
War Snail	+100	-10	-150	-150	-150	+10	-30	-150	-150	-150	+100
C&T II MONSTERS (12.1.6)											
Dragons & Fell Creatures											
Dragons, Dark	+345	+40	+15	+15	+15	+20	-15	+15	+15	+15	+325
Plasma	+360	+40	+10	+10	+10	+20	-15	+10	+10	+10	+340
Fell Creatures, Behemoth	+680	+30	+0	+0	+0	+20	-15	+0	+0	+0	+660
Dragonette	-5	+40	+5	+5	+5	-5	-10	+5	+5	+5	-20
Greater Basilisk	+200	+30	+5	+5	+5	+20	-15	+5	+5	+5	+180
Lake Worm	+150	+10	-20	-20	-20	+15	-25	-20	-20	-20	+135
Leviathan	+8200	+10	+0	+0	+0	+25	-15	+0	+0	+0	+8200
Composite Monsters											
Arachar	+0	+30	-20	-20	-20	+15	-15	-20	-20	-20	+0
Battlepede	+55	+10	-20	-20	-20	+0	-15	-20	-20	-20	+55
Blacksnake	+15	+40	+15	+15	+15	+20	-30	+15	+15	+15	+20
Bounder	+0	+40	-20	-20	-20	+10	-30	-20	-20	-20	+0
Creadinum	+180	+10	-20	-20	-20	+25	-15	-20	-20	-20	+180
Darkhunter	-10	+30	+0	+0	+0	+10	-15	+0	+0	+0	-15
Dracarus	+115	+40	+0	+0	+0	+20	-20	+0	+0	+0	+115
Feliss	+65	+20	-5	-5	-5	+15	-30	-5	-5	-5	+65
Garthis	+5	+10	-5	-5	-5	+10	-15	-5	-5	-5	+5
Horribar	-40	+40	-20	-20	-20	-15	-40	-20	-20	-20	-40
Ice Spider	-15	+30	-15	-15	-15	+10	-10	-15	-15	-15	-15
Klugala	+75	+20	+5	+5	+5	+10	-30	+5	+5	+5	+75
Leocorn	+5	+30	+15	+15	+15	+20	-15	+15	+15	+15	+5
Leorgon	+5	+30	+0	+0	+0	+15	-15	+0	+0	+0	+5

Creature	St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re	(Si)
Enities From Other Planes											
Lesser Demons, Acarva	+5	+30	-5	-5	-5	+0	+15	-5	-5	-5	+5
Acid	+5	+10	+0	+0	+0	+0	+10	+0	+0	+0	-5
Corvox	+5	+30	+0	+0	+0	-5	+5	+0	+0	+0	+0
Grumoz	+25	+20	-20	-20	-20	+0	-5	-20	-20	-20	+20
Hunter	+10	+40	+15	+15	+15	+15	+15	+15	+15	+15	+5
Ice Demon	+10	+30	+0	+0	+0	+10	+15	+0	+0	+0	+5
Plague Demon	+25	+40	-20	-20	-20	+15	+10	-20	-20	-20	+20
Rashar	+15	+40	-20	-20	-20	+10	+15	-20	-20	-20	+10
Shade Demon	+0	+40	+15	+15	+15	+15	+15	+15	+15	+15	-5
Smoke Demon	+0	+30	+0	+0	+0	+0	+5	+0	+0	+0	-5
Storm Demon	+0	+50	+20	+20	+20	+15	+15	+20	+20	+20	-5
Thorned Demon	+0	+30	-20	-20	-20	-5	+0	-20	-20	-20	-5
Tiaque	+10	+40	-20	-20	-20	-5	+15	-20	-20	-20	+5
Spec. Demons, Demon Drake	+180	+40	+15	+15	+15	+25	-15	-15	+15	+15	+160
Demon Protoplasm	+10	+0	+15	+15	+15	+20	-30	+15	+15	+15	+50
Demon Scourge	+35	+40	+15	+15	+15	+20	+25	+15	+15	+15	+10
Eradiator	+30	+10	-20	-20	-20	+20	+5	-20	-20	-20	+25
Frazzrn, Normal	+40	+10	+0	+0	+0	-25	-10	+0	+0	+0	-45
Large	+30	+30	+5	+5	+5	-5	-10	+5	+5	+5	-35
Giant	+20	+30	+5	+5	+5	+10	-10	+5	+5	+5	+15
Rhodintor	+5	+20	+25	+25	+25	+10	+5	+25	+25	+25	+0
Terrorite	+60	+50	+25	+25	+25	+15	+30	+25	+25	+25	+55
Thonis	+30	+30	+25	+25	+25	+20	-5	+25	+25	+25	+25
Demon Lords, Maleslari	+250	+50	+25	+25	+25	+25	+50	+25	+25	+25	+25
Sith	+750	+50	+25	+25	+25	+25	+30	+25	+25	+25	+75
Yrrigav	+350	+50	+25	+25	+25	+25	+20	+25	+25	+25	+35
Champions, Centaur	+25	+40	+15	+15	+15	+20	-5	+15	+15	+15	+20
Winged	+10	+40	+20	+20	+20	+25	+15	+20	+20	+20	+5
Noble	+25	+40	+25	+25	+25	+25	+20	+25	+25	+25	+20
High	+35	+50	+25	+25	+25	+25	+25	+25	+25	+25	+30
Absorber	-5	+10	-10	-10	-10	-25	-10	-10	-10	-10	-5
Blacar	-40	+30	-5	-5	-5	+10	-40	-5	-5	-5	-40
Clostoph	+30	-50	+15	+15	+15	+10	-15	+15	+15	+15	+30
Crysyl	+75	-25	+25	+25	+25	+20	-25	+25	+25	+25	+75
Dictic	-45	-25	-150	-150	-150	-25	-15	-150	-150	-150	-45
Discord	-5	+30	+0	+0	+0	+0	-5	+0	+0	+0	-5
Dreadwing	+15	+20	-20	-20	-20	+0	-15	-20	-20	-20	+15
Flame Beast	+25	+20	-50	-50	-50	+10	-10	-50	-50	-50	+35
Gem Entity	+0	+0	+15	+15	+15	-5	+0	+15	+15	+15	+0
Hoard	+50	+10	+0	+0	+0	-15	-5	+0	+0	+0	+50
Lithaba	-35	+30	-20	-20	-20	-15	-40	-20	-20	-20	-35
Mrem	-15	+30	+5	+5	+5	-25	-40	+5	+5	+5	-15
Nightwing	+0	+30	+0	+0	+0	-15	-35	+0	+0	+0	+0
Nycorac	+10	+50	+5	+5	+5	+10	+20	+5	+5	+5	+10
Oran	+55	+10	+0	+0	+0	+25	-35	+0	+0	+0	+25
Sligguth	+35	-20	+5	+5	+5	+10	-15	+5	+5	+5	+55
Traag	+55	+30	+0	+0	+0	+0	-10	+0	+0	+0	+35
Vultrim	+5	+30	+15	+15	+15	-15	-5	+15	+15	+15	-5
Xaastyi	+200	+10	+25	+25	+25	+15	-5	+25	+25	+25	+200

Creature	St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re	(Si)
The Undead											
Skeletal Tyrannosaurus	+300	+10	-20	-20	-20	+20	-15	-20	-20	-20	+325
Spectral Tyrannosaurus	+250	+40	-15	-15	-15	+25	-15	-15	-15	-15	+325
Vampires, Centaur	+15	+40	+15	+15	+15	+15	-5	+15	+15	+15	+10
Drake	+385	+40	+25	+25	+25	+25	-15	+25	+25	+25	+365
Gorgon	+10	+30	+20	+20	+20	+20	+0	+20	+20	+20	+5
Troll	+35	+40	+5	+5	+5	+10	-5	+5	+5	+5	+25
Unicorn	+15	+40	+20	+20	+20	+10	-15	+20	+20	+20	+5
Werewolf	+5	+40	+20	+20	+20	+20	-15	+20	+20	+20	+0
Specific Undead, Bloodbeast											
Bone Golem	+0	+10	+5	+5	+5	+15	+0	+5	+5	+5	+0
Dark Apparition	+15	+10	-150	-150	-150	+15	-5	+100	-25	-25	+15
Deathwoode	+0	+30	+5	+5	+5	-5	+0	+5	+5	+5	+0
Desert Spirit	+35	+0	+5	+5	+5	+25	-20	+5	+5	+5	+25
Dirge	+0	+10	+0	+0	+0	+15	+0	+0	+0	+0	+0
Disembodied Head	+0	+40	+0	+0	+0	+15	-35	+0	+0	+0	+0
Drake	+400	+40	+20	+20	+20	+25	-15	+20	+20	+20	+450
Giant Skeleton	+55	+10	-5	-5	-5	+25	-5	-5	-5	-5	+75
Giant Skull	+5	+30	+5	+5	+5	+25	-35	+5	+5	+5	+5
Gloombird	-40	+20	-75	-75	-75	-15	-30	-75	-75	-75	-35
Ghoulking	+5	+10	+15	+15	+15	+25	-5	+15	+15	+15	+0
Iron Skeleton	+5	+0	-150	-150	-150	+25	-5	+100	-25	-25	+0
Living Ghoul	+5	+10	-5	-5	-5	+0	-5	-5	-5	-5	+0
Monastic Lich	+5	+50	+25	+25	+25	+25	+20	+25	+25	+25	+0
Necros	+0	+10	-25	-25	-25	-15	+0	-25	-25	-25	+0
Nightgaunt	+0	+30	-150	-150	-150	+20	-25	-150	-150	-150	+0
Phantom Steed	+15	+30	-20	-20	-20	+10	-20	-20	-20	-20	+10
Roaring Hand	-35	+0	-5	-5	-5	+0	+15	-5	-5	-5	-45
Rotting Corpse	-10	+0	-50	-50	-50	-5	-10	-50	-50	-50	+0
Shadow Assassin	-5	+10	-150	-150	-150	+25	+10	+100	+20	+20	+0
Skullbat	-25	+20	-50	-50	-50	+0	-20	-50	-50	-50	-25
Skullbeast	+20	+0	-5	-5	-5	+25	-20	-5	-5	-5	+20
Skullpack	-45	+30	+0	+0	+0	+15	-40	+0	+0	+0	-40
Spallen-Tier	+365	+50	+25	+25	+25	+25	-15	+25	+25	+25	+365
Undead Mass	+5	+10	+0	+0	+0	+25	-10	+0	+0	+0	+10
Veyrr	+25	+40	+25	+25	+25	+25	+10	+25	+25	+25	+25
Wrath	+5	+30	+20	+20	+20	+20	+5	+20	+20	+20	+0
Entities From Deep Space											
Natharlhacna, Carac'rin	+35	+30	+10	+10	+10	+20	+15	+10	+10	+10	+35
Cresh'urin	+35	+40	+20	+20	+20	+25	+10	+20	+20	+20	+35
Dark Rythsisith	+0	+30	+25	+25	+25	+20	+10	+25	+25	+25	+0
Glonn	V	+50	+25	+25	+25	+25	+10	+25	+25	+25	+0
Gon Abatha	+40	+30	+20	+20	+20	+20	-10	+20	+20	+20	+40
Meleth'scor	+75	+20	+20	+20	+20	+25	+10	+20	+20	+20	+75
Nihashbin Warrior	+10	+50	+25	+25	+25	+20	-5	+25	+25	+25	+10
Pred Yrric	+75	+20	+25	+25	+25	+25	-5	+25	+25	+25	+75
Rancor	+10	+40	+20	+20	+20	+25	-10	+20	+20	+20	+10
Wren'tac	+0	+30	+15	+15	+15	+20	+10	+15	+15	+15	+0
C&T II RACES (12.1.7)											
Avinacs	-5	+5	+0	+0	+0	-5	+10	+0	+0	+0	+0
Cherubim	-5	+5	+5	+0	+5	-5	+5	-10	+5	+0	+5
Centaurus, Bull	+15	+0	+0	+0	+0	+10	-5	+0	-5	-5	+10
Deer	-5	+10	+0	+5	+0	-5	+5	+0	+0	+0	+5
Lion	+10	+5	+5	-5	+0	+5	-5	+0	-5	+0	+10
Lizard	+5	+5	-5	+0	+0	+5	+0	+0	-5	+0	+0
Scorpion	+5	+5	+5	+0	+0	+5	+0	+5	+0	+0	+0
Spider	+0	+10	-5	-5	+5	+0	+5	-5	-5	+5	-5
Gratar, Green	+0	-5	-5	-10	-5	+5	-5	-5	-5	-5	-5
Yellow	+0	+0	-5	-5	-5	+5	+0	-5	-5	+0	-5
Black	+5	+0	-5	-5	-5	+5	+0	-5	+0	+0	-5
Grey	+5	+5	-5	+0	+0	+5	+5	+0	+0	+5	-5
Red	+10	+8	-5	+0	+5	+10	+5	+0	+0	+5	+5
Dragonians	+10	+5	-5	-5	+10	+10	-5	-5	+5	+0	+15
Minoths	-50	+5	+15	+0	+0	-20	+5	+10	+5	+5	-45
Nycamerith	-5	+5	+5	+0	+5	-5	+0	-5	+0	+0	-10
Ores, Black	+5	+0	+5	+5	+10	+0	-5	-5	+0	+0	-5
Scrug	+20	+0	-5	-10	-5	+10	-5	-10	-10	-10	+15
Vard	+10	+0	-5	-5	-5	+10	+0	-5	-5	-5	-5
Plynos	+0	+10	+0	+5	+0	+0	+0	+0	+0	+0	+0
Quishadi	+0	+0	+10	+0	+20	+0	+5	+10	+10	+5	+0
Rancids	+5	-5	+10	-5	-5	+5	-5	+5	+5	+10	-5
Shuikmar	+5	+5	-5	+0	-5	+5	-5	+5	-5	+0	+0
Sibbical	+5	+0	+0	+5	-5	+10	+0	+5	+0	+0	+0
Scrav	+5	+5	-5	+0	-5	+5	-5	+5	-5	+0	+0
Sea Trolls	+15	-10	-10	-10	-10	+15	-10	-10	-10	-10	+25
Urloc	+0	+0	+15	+15	+15	+15	+5	+5	+10	+10	+0
Zrax	+5	+10	-5	+5	+0	+5	+5	+5	+0	+0	+5

12.2 SIMILAR SKILLS TABLE										
Notation: —» One way similarity. Having the first skill gives you a bonus indicated. «—» Two way similarity. Having either skill gives a bonus in the other skill.										
Skills Not In The Same Category:										
Chemistry	«—»	Cookery								-40
Anthropology	«—»	Region Lore								-40 (specific cultures)
Engineering (Mech)	«—»	Pick Locks/Traps								-30
Surgery	—»	First Aid								-10
Riding	«—»	Animal Handling								-30 (specific animal types)
Any Craft Skill	—»	Appraisal								-20 (specific craft)
Academic Skills:										
Chemistry	—»	Mathematics								-40
Chemistry	—»	Botany								-40
Chemistry	—»	Metalurgy								-30
Anthropology	—»	Appraisal								-40 (specific cultures)
Anthropology	—»	Philosophy								-20 (cultural doctrines)
Anthropology	—»	History								-20 (specific cultures)
Engineering (any)	—»	Mathematics								-30
Diagnostics	—»	Surgery								-20
Engineering	—»	Physics								-20
Philosophy	—»	History								-20 (specific cultures)
Athletic Skills:										
Athletic Games	—»	Body Development *								-40 (Bonus gained is a percentage bonus to currently developed hits)
Climbing	—»	Body Development *								-40 (Bonus gained is a percentage bonus to currently developed hits)
Dance	—»	Body Development *								-30 (Bonus gained is a percentage bonus to currently developed hits)
Swimming	—»	Body Development *								-20 (Bonus gained is a percentage bonus to currently developed hits)
Combat Skills:										
One Handed Edged Subduing	«—»	One Handed Concussion								-30
	—»	Martial Arts (Strikes)								-30
Craft Skills:										
Leather Crafts	«—»	Smithing								-40
Leather Crafts	«—»	Wood Crafts								-40
Smithing	«—»	Wood Crafts								-40
Wood Crafts	«—»	Stone Crafts								-40
Linguistic Skills:										
Language	«—»	Language								Varies
Singing	—»	Music								-40
Magical Skills:										
Attunement	«—»	Runes								-40
Channeling	«—»	Magical Rituals								-20
Spell Mastery	—»	Directed Spells								-20
Survival Skills:										
Region Lore	—»	Survival								-30 (specific regions only)

RMC I CREATURES & MONSTERS (12.1.8)										
Creature	St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re (Si)
Winged Wolf	+5	+30	+5	+5	+5	+10	-15	+5	+5	+5 -10
Winged Panther	+5	+40	-50	-50	-50	+15	-15	-50	-50	-50 -10
Carnivorous Flying Squirrel	-30	+30	-50	-50	-50	-25	-10	-50	-50	-50 -40
Carnivorous Flying Monkey	-15	+40	-10	-10	-10	+0	-5	-10	-10	-10 -25
Royal Pegasus	+25	+50	+20	+20	+20	+25	-20	+20	+20	+25 +20
Battle Boar	+35	+20	-50	-50	-50	+20	-20	-50	-50	+25 +25
Great Boar	+35	+20	-50	-50	-50	+20	-20	-50	-50	+30 +30
Warcat	+30	+50	-50	-50	-50	+25	-15	-50	-50	+20 +20
Black Baboon	+20	+10	-10	-10	-10	+15	-5	-10	-10	+15 +15
Whitesnake	+20	+20	+5	+5	+5	-5	-30	+5	+5	+5 -30
Black Unicorn	+15	+50	+5	+5	+5	+25	-20	+5	+5	+5 +15
Red Feeder	+500	+30	-150	-150	-150	+25	-30	-150	-150	+490 +490
Greater Lycanthropes										
Werewolf	+15	+50	-10	-10	-10	+25	-15	-10	-10	+10 +10
Werebear	+15	+40	+10	+10	+10	+25	-20	+10	+10	+40 +40
Werclion	+20	+40	+5	+5	+5	+25	-15	+5	+5	+5 +15
Weretiger	+30	+40	+10	+10	+10	+25	-15	+10	+10	+25 +25
Wereshark	+165	+40	-20	-20	-20	+20	-30	-20	-20	+155 +155
Warrior Demons										
Mortal	+15	+50	+0	+0	+0	+10	+10	+0	+0	+0 +10
Clubber	+15	+0	-10	-10	-10	+10	+15	-10	-10	+15 +15
Spear Demon	+20	+40	-5	-5	-5	+15	+15	-5	-5	+10 +10
Sentinel	+15	+10	+5	+5	+5	+20	+20	+5	+5	+5 +10
Sword Demon	+15	+50	+20	+20	+20	+25	+25	+20	+20	+10 +10
Shadow Demon	+30	+40	+10	+10	+10	+25	+30	+10	+10	+25 +25
Dream Horror	+10	+20	+0	+0	+0	+10	+30	+0	+0	+0 +0
Classic Lich	+10	+0	+25	+25	+25	+25	+0	+25	+25	+0 +0
Chaos Warrior	+40	+40	+0	+0	+0	+15	+30	+0	+0	+5 +5
Black Reaver	+60	+10	+10	+10	+10	+20	+30	+10	+10	+20 +20
Faerie Dragon	-10	+10	+10	+10	+10	+0	-10	+10	+10	-35 -35
Magedrake	+375	+40	+10	+10	+10	+25	-15	+10	+10	+365 +365
Arcane Drake	+550	+30	+25	+25	+25	+25	-10	+25	+25	+535 +535
RMC V CREATURES & MONSTERS (12.1.9)										
Aram, Iruk	+15	-5	-5	+0	+0	+10	+0	+5	+0	+0 +10
Litorian	-5	+5	+5	+5	+10	-5	+5	+0	+5	-5 +0
Chaos Demon										
Type I	+5	+30	-5	-5	-5	+0	-5	-5	-5	-5 +0
Type II	+10	+40	-5	-5	-5	+5	-5	-5	-5	+0 +0
Type III	+15	+40	+10	+10	+10	+10	+0	+10	+10	+0 +0
Type IV	+20	+40	+10	+10	+10	+20	+5	+10	+10	+0 +0
Type V	+25	+40	+10	+10	+10	+20	+5	+10	+10	+0 +0
Type VI	+30	+50	+25	+25	+25	+20	+10	+25	+25	+0 +0
Drose	-5	+0	+10	+0	+0	-5	+0	-5	+40	-5 -5
Many-Eyed Bish	+50	+10	+25	+25	+25	+25	-15	+25	+25	+75 +75
Urloc, Wizard	+0	+0	+15	+15	+15	+0	-5	+5	+10	+10 -5
Warrior	+5	+10	+5	+5	+5	+0	-5	+5	+5	+10 +10

12.3 UNIFIED SKILL SYSTEM DEVELOPMENT POINT COST TABLE

ChL Professions

	Fighter	Thief	Rogue	Warrior Monk	Magician	Illusionist	Alchemist	Cleric	Animist	Healer	Mentalist	Lay Healer	Seer	Sorcerer	Mystic	Astrologer	Monk	Ranger
Academic Skills																		
Administration (In/Em) †	2/6	2/5	2/6	3/7	2/5	2/5	2/5	2/4	6	2/5	2/5	2/5	2/5	2/5	2/5	2/5	3/7	5
Anthropology (In/Em) †	3	3	3	2/6	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/6	3/7
Appraisal (In/Re) †	2/5	1/4	2/4	2	3/7	3/7	1/2	2	2	2	2	2	2/5	2	2/5	2/5	2/5	1/4
Astronomy (Me/Re) †	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/4	2/4	2/5	3/7	3/7	2/4	2/5	2/5	1/3	3/6	3/5
Astrogation (Re/In) †	25	25	25	25	18	18	20	20	20	20	25	25	15	20	20	8	25	25
Biochemistry (In/Re) †	5	5	5	5	5	5	5	5	2/5	2/4	5	2/4	5	7	5	5	5	5
Botany (Me/Re) †	3	2	2	2/6	2/6	2/5	2/5	1/4	1/2	1/3	2/5	1/3	2/5	2/6	1/4	2/6	2/5	1/2
Chemistry (Me/Re) †	3/7	2/6	3/5	3/9	2/4	2/7	1/3	2/4	3/7	3/6	2/6	1/2	2/6	2/5	2/4	2/4	2/5	3/7
Diagnostics (In/Re) ‡	3	3	2/6	2/5	2	2	2	2/5	1/4	1/2	3/6	2/5	3/6	3/6	3/5	3/6	2/4	2/4
Engineering (Re/Me) ‡	3/6	1/4	2/5	2	2/6	2/6	1/2	2/6	3/7	3/7	2/6	3/9	2/6	2/6	2/6	2/5	2/5	2/5
History (Me/Re) †	3	3	3	2/6	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	2/4	2/4
Mathematics (Re/Me) †	4/8	3/8	4/7	4/7	3/7	3/5	2/5	3/6	3/7	3/6	3/6	3/5	3/6	3/6	3/6	2/3	3/6	3/7
Metallurgy (Re/Me) †	2/6	2/4	2/5	2	1/4	2/4	1/2	2/6	3/6	3/7	3/6	3/7	3/6	2/4	2/5	1/4	2/6	2/5
Philosophy (Me/Re/In) †	2	2	2	1/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/3	1/3
Physics (Re/Me) †	4/8	3/8	4/7	4/7	3/7	3/5	3/5	3/6	5	3/6	3/6	3/5	3/6	3/6	2/3	3/6	3/6	3/7
Planetology (Re/Me) †	8	8	8	8	2/6	3/7	3/7	3/7	2/4	3/7	3/7	3/7	2/5	2/5	3/7	1/5	5	2/5
Psychology (Me/Re) ‡	8	7	6	3	2	2/5	2	2/5	1/4	1/2	1/3	1/2	1/4	2	1/3	2/5	2/5	2/5
Research (Me/In)	6	5	5	2	1/3	1/3	1/2	1/3	3	1/3	1/3	1/3	1/3	1/3	2/4	1/2	2/5	3
Surgery (SD/Em/In) ‡	7	6	7	4	6	6	5	4	3/7	2/5	6	2/4	5	8	6	6	5	3/6
Tactics (Re/In) †	1/2	1/3	1/3	1/4	2/4	1/4	2/4	2/5	2/5	2/5	2/4	2/5	2/5	2/4	2/4	2/5	2/4	1/4
Teaching (Em/Pr) †	6	5	5	4	2	2/5	2	2/5	1/4	1/2	1/3	1/3	1/3	2	1/3	2/5	1/5	3/6
Zoology (Me/Re) †	3	2	2	2/6	2/5	2/5	1/4	1/4	1/2	1/3	2/6	1/3	2/5	2/6	1/4	2/6	2/4	1/4
Athletic Skills																		
Acrobatics (Ag/Qu/-Si) †	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
Athl. Games (Ag/Qu/St) †	3/7	1/5	1/5	1/5	6	7	7	5	4	6	5	6	4	7	7	7	1/5	1/4
Body Develop. (Co/Si)	1/3	3/7	2/5	2/7	8	8	6	6	4	1/3	6	6	6	8	8	6	3/7	2/7
Climbing (Ag)	3/7	2/5	3/7	3/7	6	7	7	5	4	6	5	6	4	7	7	7	3/7	3/9
Contortions (Ag/SD)	2/6	1/3	2/4	1/2	5	4	5	3/7	2/6	2/6	2/6	2/6	2/5	5	4	5	2/4	2/6
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	1/5	1/5	2/5
Maneu. in Armor (Ag) ‡	1/*	2/*	1/*	9	9	9	9	2/*	3/*	2/*	5/*	3/*	5/*	9	5/*	5/*	9	2/*
Riding (Em/Ag) †	2/6	2/6	2/5	2/7	3	3	3	3	1/3	3	2	2	2	3	3	3	3	2/6
Swimming (Ag)	2/6	1/3	2/5	1/5	3	3	3	3	3	3	3	3	3	3	3	3	2/6	2/6
Combat Skills																		
Disarm Foe (Ag) †	2/5	2/5	2/5	2/3	6	5	6	5	5	7	6	7	6	6	6	6	3	4
Martial Arts (varies) †	3/7	3/7	3/7	1/3	9	9	9	6	6	6	3	3	3	9	6	6	9	4
Missile Artillery (In/Ag) ‡	1/3	1/4	1/4	1/5	3/6	3/6	3/6	3/6	3	4	3/6	4	3/7	2/7	2/7	2/7	2/5	2/5
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
Wp. Skill #1 (varies) †	1/5	2/7	3/8	4	9	9	9	6	6	9	6	8	6	9	9	9	5	3/7
Wp. Skill #2 (varies) †	2/5	3/8	3/8	6	20	20	20	7	7	20	8	8	15	20	20	20	8	4
Wp. Skill #3 (varies) †	2/7	4	3/9	8	20	20	20	9	9	20	15	15	20	20	20	20	8	6
Wp. Skill #4 (varies) †	2/7	4	3/9	8	20	20	20	9	20	20	20	20	20	20	20	20	8	6
Wp. Skill #5 (varies) †	2/7	4	3/9	8	20	20	20	9	20	20	20	20	20	20	20	20	8	6
Wp. Skill #6 (varies) †	2/7	4	3/9	8	20	20	20	9	20	20	20	20	20	20	20	20	8	6
Wp. Skill #7 (varies) †	2/7	4	3/9	8	20	20	20	9	20	20	20	20	20	20	20	20	15	6
Wp. Skills #8-11 (varies) †	5	6	6	15	20	20	20	20	20	20	20	20	20	20	20	20	15	9
Concentration Skills																		
Adrenal Defence (—) ‡	20	20	20	3/7	20	20	20	20	20	20	15	15	15	20	15	15	6	20
Adrenal Moves (SD) †	2/6	2/6	2/6	1/3	6	6	6	5	5	5	3	3	3	5	5	5	2/4	2/5
Meditation (Pr/SD) †	3/8	3/6	3/6	2/4	1/3	1/3	1/4	2/4	2/4	1/3	1/2	1/3	1/3	2/4	1/3	2/4	1/4	2/4

12.3 UNIFIED SKILL SYSTEM DEVELOPMENT POINT COST TABLE

	ChL Professions																	
	Fighter	Thief	Rogue	Warrior Monk	Magician	Illusionist	Alchemist	Cleric	Animist	Healer	Mentalist	Lay Healer	Seer	Sorcerer	Mystic	Astrologer	Monk	Ranger
Craft Skills																		
Animal Handling (Em/Pr) †	1/4	2/5	1/4	2/6	2/5	2/5	2/5	2	1/2	2	2	2	2	4	4	2	2/5	1/3
Atmosph. Pilot (Ag/Qu) †	8	16	8	16	9	9	9	9	9	9	9	9	9	9	9	9	9	9
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
Driving (Ag/Qu) †	2/8	4	2	4	6	6	6	6	4	6	6	6	6	6	6	6	6	4
First Aid (SD/Em) ‡	2/6	2/6	2/6	2/6	2/6	2/6	2/5	3/6	2/4	1/4	2/6	1/2	3/6	3/6	3/6	2/6	2/6	2/4
Leather Crft. (Ag/Me/SD) †	2/4	2/4	2/4	2/4	3	3	1/3	2/6	2/5	2/5	3	3	3	3	3	3	2/6	2/5
Marine Pilot (Ag/Qu) †	4	6	4	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
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
Space Pilot (Ag/In/Re) †	16	25	16	25	18	18	18	25	25	25	25	25	25	25	25	25	25	25
Stone Crafts (Ag/Me/SD) †	2/7	3/7	3/7	3/5	3	3	1/3	2/6	3	3	3	3	3	3	3	3	2/7	3/5
Technics (Ag/Me) ‡	5	3	4	5	2/5	2/6	1/3	2/5	4	3	2/6	1/5	2/6	2/6	2/6	2/6	5	5
Wood Crafts (Ag/Me/SD) †	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
Linguistic Skills																		
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
Linguistics (—) ‡	3/*	3/*	3/*	3/*	2/*	1/*	1/*	2/*	2/*	2/*	2/*	2/*	1/*	2/*	1/*	1/*	3/*	3/*
Music (Ag/Me) †	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/4	2/4	2/4	2/6	2/6	3/6	2/6	2/5	2/4	2/6	2/6
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	1/3	1/4	2/6	2/6
Visual Arts (In) †	2/7	2/4	2/5	2/5	2/6	1/3	2/4	2/5	2/6	2/6	2/6	2/6	2/6	2/6	1/3	1/4	2/6	2/6
Power Skills																		
Attunement (Em/In/Pr)	9	7	8	9	1/4	1/4	1/3	2/5	2/6	3/7	2/5	2/6	2/6	2/5	2/5	2/6	5	6
Channeling (In)	25	20	20	19	7	7	7	1/4	2/5	2/5	8	8	8	2/5	8	1/5	13	3
Directed Spells (Ag) ‡	20	20	20	20	2/4	2/4	2/4	3	3	3	2/6	2/7	2/7	2/5	2/6	2/7	9	10
Magical Ritual (Re/Me) †	8	8	5	7	1/4	1/4	1/4	1/4	1/4	1/4	2/6	2/6	2/6	2/4	2/5	2/5	3	4
PP Development (varies)	15	8	10	6	2	2	2	2	2	2	2	2	2	3	3	3	4	4
Runes (Em)	7	6	6	6	1/4	1/4	1/3	2/5	2/6	2/6	2/5	2/6	2/6	2/5	2/5	2/6	4	5
Sp. List Acquisition (—) ‡	20	10	8	10	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	4/*	4/*
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
Transcend Armor (Em)	15	10	12	20	6	6	4	4	5	5	6	6	7	6	7	7	8	3/7
Subterfuge Skills																		
Ambush (—)	3/8	3/8	2/5	1/3	9	5	9	9	6	9	9	9	9	9	4	9	4	3
Disguise (Pr/SD)	2/6	1/3	2/5	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
Duping (Pr)	2/6	2/5	1/4	2/6	3/5	3/5	3/5	3/6	3/6	3/6	2/6	2/6	2/6	2/4	1/5	2/6	2/6	2/6
Falsification (SD/Re)	3	1/3	2/4	2/6	3	2/4	1/3	2/7	2/7	2/7	3	2/6	3	3	2/4	3	3	3
Pick Locks/Traps (In/Ag)	3/9	1/3	2/6	3/9	8	8	4	8	8	8	5	6	6	7	7	7	4	4
Stalk (Ag/-/Si)/Hide (SD/-/Si)	2/5	1/3	1/3	2/4	5	3	6	5	3	6	5	6	6	6	2	6	2/7	1/5
Trickery (Pr/Qu)	2/6	1/2	1/3	1/4	3	1/4	3	3	3	3	3	3	2/4	3	1/5	3	2/5	2/5
Social Skills																		
Diplomacy (Pr/In/Em) †	2/5	2/5	2/5	2/5	2/4	2/4	2/5	1/4	2/5	2/5	2/4	2/5	1/3	3/8	2/5	2/4	2/6	2/6
Gambling (Me/Pr/In)	2/4	1/3	1/4	2/4	2/5	2/6	2/6	1/4	2/6	2/4	2/5	2/5	1/3	2/7	2/5	1/5	2/6	2/6
Interrogation (Re/Ag)	3/9	2/6	2/7	4	3	2/5	4	2/5	2/5	3/7	2/5	3	2/4	1/4	2/4	3/5	3	2/6
Leadership (Pr) †	2/5	2/5	2/5	2/6	2/4	2/4	2/4	2/5	2/5	2/5	2/5	3	2/4	2/5	1/5	2/6	2/6	2/6
Propaganda (In/Em)	3/6	2/4	2/4	2/5	3/5	2/4	3/5	2/6	2/6	2/6	3/5	3/6	3/5	3/6	3/6	3/6	2/6	3/6
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	3/5	2/6	2/6
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
Streetwise (Pr/In)	1/4	1/2	1/3	2/4	3	3/6	2/7	2/6	3/7	2/7	2/5	4	1/4	2/5	1/3	2/3	3/7	3/8
Trading (Re/Em)	3/6	2/4	2/4	3/5	3/5	2/4	3/5	2/6	2/6	2/6	3/5	3/5	3/6	3/6	3/6	3/6	3/6	3/5
Survival Skills																		
Ds./Dr. Tolerance (Co/Si) †	3/5	1/4	2/6	2/5	3/6	3/6	2/5	3/6	2/4	2/5	3/6	2/5	3/6	3/6	3/6	3/6	1/5	3/6
Gn. Perception (In/In/Re) †	2/5	1/3	1/3	2/5	3	2	3	3	3	3	3	3	1/3	3	2	2	2/7	2/7
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	2/4	2/6	2/6	1/3	2/6	1/4
Power Resistance (SD) ‡	6	2/8	4	4	2/3	2/3	2/3	2/3	1/2	1/3	2/3	1/3	2/3	2/3	2/3	2/3	1/5	3/6
Region Lore (Me/Re) ‡	2/6	2/6	2/5	2/6	2/6	2/7	2/5	2/5	1/5	2/5	2/6	2/5	2/4	2/6	2/6	2/6	2/6	1/3
Survival (Co/Re) †	2/6	2/6	2/5	2/6	2/6	2/7	2/5	2/5	1/5	2/5	2/6	2/5	2/4	2/7	2/7	3	3/6	2/4

12.3 UNIFIED SKILL SYSTEM DEVELOPMENT POINT COST TABLE

ChL Professions	RMC I Professions										RMC II Professions							
	Bard	No Profession	Paladin	Burglar	Barbarian	H. W. Monk	Archmage	Nightblade	Druid	Delver	Dancer	Scholar	Trader	Beastmaster	Dervish	Warrior Mage	Necromancer	Warlock
Academic Skills																		
Administration (In/Em) †	1/5	2/6	2/5	2/6	7	6	2/5	2/5	6	2/5	2/5	1/3	1/3	7	2/6	2/5	2/5	2/4
Anthropology (In/Em) †	1/4	2/6	2/6	3	7	3/7	2/5	3/6	2/5	1/5	3	1/4	3	6	3	2/6	2/5	1/5
Appraisal (In/Re) †	1/3	2/6	1/4	1/2	3/6	2/5	3/7	1/4	2	1/2	1/4	1/4	1/2	2/5	3	2/7	2	2
Astronomy (Me/Re) †	3/6	3/7	3/6	3/7	3/7	7	3/7	3/7	2/4	3/5	3/7	1/4	2/5	3/7	3/7	2/8	3/6	1/5
Astrogation (Re/In) †	25	25	25	25	25	25	18	25	20	25	25	10	25	25	25	25	20	20
Biochemistry (In/Re) †	5	4	5	5	4	5	5	5	2/5	5	4	1/4	5	4	4	3/5	6	2/6
Botany (Me/Re) †	2/4	2/6	2/4	5	2/4	3	2/5	3	1/5	1/5	4	1/4	2	2	2/5	2/6	2/6	1/5
Chemistry (Me/Re) †	2/4	2/6	2/5	2/6	3/9	2/6	3/7	2/6	3/6	1/4	3/7	1/4	2/5	3/5	3/7	3/5	2/6	2/6
Diagnostics (In/Re) ‡	1/2	2/6	1/4	3	3	2/5	2	3	1/4	2	1/5	2/4	2/6	3	2/5	3	2/4	3/6
Engineering (Re/Me) ‡	2/4	2/6	3/5	1/4	3/6	2	2/6	1/4	4	1/3	3	1/3	2/5	2/5	4	3/5	2/6	3/7
History (Me/Re) †	1/2	2/6	2/4	3	7	2/6	1/4	3	1/4	5	4	1/3	3	3	2/5	2/6	1/4	1/4
Mathematics (Re/Me) †	3/6	3/7	3/7	3/7	7	7	3/7	3/8	3/7	3/6	3/7	1/4	2/4	7	3/7	3/7	3/7	3/7
Metallurgy (Re/Me) †	2/4	2/6	2/4	2/4	3/6	3	1/4	2/4	2/6	1/3	2/5	1/4	2/4	2/6	3	2/5	2/4	2/6
Philosophy (Me/Re/In) †	1/3	2/6	1/2	2	7	1/3	1/2	2	1/2	1/3	3	1/3	2	2	1/2	1/4	1/2	1/2
Physics (Re/Me) †	3/6	3/7	3/7	3/7	7	7	3/7	3/8	3/7	3/6	5	1/4	2/4	7	5	3/7	3/7	3/7
Planetology (Re/Me) †	2/4	5	5	6	5	6	3/7	5	2/4	3/7	6	1/3	6	5	6	3/6	3/7	3/7
Psychology (Me/Re) ‡	3/6	2/6	1/5	7	10	3	2	7	1/4	2	7	2/5	7	8	2	4	2/5	1/3
Research (Me/In)	1/5	2/6	2/5	7	10	2/7	1/3	2/5	3	1/4	3	1/2	2	3	3	3/6	1/3	2/4
Surgery (SD/Em/In) ‡	6	5	3	6	8	5	6	6	3/7	5	6	3/6	7	7	3/6	6	5	6
Tactics (Re/In) †	2/4	2/6	1/3	1/3	1/2	1/4	2/4	2/4	2/5	1/5	2/7	1/4	2/5	1/3	2/6	1/4	1/4	2/4
Teaching (Em/Pr) †	2/4	2/6	3/6	3/6	3/6	2/4	1/4	3	1/4	1/5	3/6	1/2	3	3/6	3/6	3/6	2/5	2/5
Zoology (Me/Re) †	1/4	2/6	2/5	5	2/4	3	2/5	3	1/5	1/5	4	1/4	1/4	2	2/5	2/6	2/6	1/5
Athletic Skills																		
Acrobatics (Ag/Qu/-Si) †	2/6	2/6	2/6	1/3	2/5	2/5	3	1/3	2/7	3	1/2	5	2/6	2/5	1/4	2/7	3	3
Athl. Games (Ag/Qu/St) †	2/6	2/6	1/5	1/5	1/4	1/5	7	2/6	3	3/7	1/4	7	2/6	1/5	3/6	2/6	7	7
Body Develop. (Co/Si)	2/8	2/6	2/5	3/7	1/3	2/7	8	3/8	4	4/7	1/5	7	2/6	2/7	2/6	2/8	8	8
Climbing (Ag)	3/9	3/6	6	1/3	2/6	2/6	7	3/7	4	3/7	2/5	6	4	2/5	2/5	3/9	7	4
Contortions (Ag/SD)	2/5	2/6	2/5	1/3	2/6	2/5	5	1/3	2/6	5	1/2	4	2/5	2/6	1/4	2/7	5	4
Dance (Ag/In) †	1/3	2/6	2/5	2/4	6	2/6	2/6	2/5	1/5	2/6	1/2	2/6	2/6	2/6	1/5	2/6	2/6	2/6
Maneuver in Armor (Ag) ‡	2/*	2/*	1/*	3/*	2/*	2/*	9	2/*	1/*	9	3/*	4/*	2/*	2/*	7/*	2/*	9	4/*
Riding (Em/Ag) †	2/6	2/6	2/5	3/6	3	4	4	3	1/4	2/6	3/7	3	1/4	1/3	3	2/6	3	3
Swimming (Ag)	2/6	2/6	3	2/6	1/3	2/5	3	3	3	2/6	2/5	3	2/5	1/5	1/5	2/6	3	3
Combat Skills																		
Disarm Foe (Ag) †	5	2/6	2/5	2/5	3/8	1/3	6	2/5	5	5	3/6	7	4	2/5	5	4	6	5
Martial Arts (varies) †	3	3/6	6	3/7	3/7	1/2	6	3/7	6	4	1/5	3	3/7	3/7	2/5	3/8	9	9
Missile Artillery (In/Ag) ‡	2/5	3/6	1/4	1/4	2/4	1/4	3/6	2/5	3/7	2/5	2/5	2/5	3/6	2/5	3/7	2/5	3/6	3/6
Subduing (Aq/Qu) ‡	5	2/6	3/6	1/4	2/5	2/5	6	1/4	2/5	6	2/5	6	3	2/5	3/6	3/7	6	3
Wp. Skill #1 (varies) †	3/9	3/6	2/5	3/8	1/5	1/5	9	3/9	5	4/8	3/8	4/8	2/7	3/7	3/9	2/7	9	8
Wp. Skill #2 (varies) †	6	3/6	3/8	3/8	2/5	2/5	20	6	8	6	3/9	6	3/8	4	5	3/8	20	20
Wp. Skill #3 (varies) †	7	4	4	4	3/8	2/7	20	7	8	6	4	9	3/9	6	6	3/9	20	20
Wp. Skill #4 (varies) †	7	4	4	4	3/8	2/7	20	7	8	6	4	9	3/9	6	6	3/9	20	20
Wp. Skill #5 (varies) †	7	4	4	4	3/8	2/7	20	7	8	6	4	9	3/9	6	6	3/9	20	20
Wp. Skill #6 (varies) †	7	5	4	6	3/8	2/7	20	7	8	7	6	15	4	6	6	5	20	20
Wp. Skill #7 (varies) †	7	6	4	6	4	2/7	20	7	9	7	6	15	5	6	9	9	20	20
Wp. Skills #8-11 (varies) †	15	7	6	9	4	5	20	15	15	7	9	20	6	9	15	12	20	20
Concentration Skills																		
Adrenal Defence (—) ‡	15	15	20	7	6	2/6	15	7	20	20	3/8	18	20	15	3	20	20	15
Adrenal Moves (SD) †	2/7	2/6	3/9	1/3	2/4	1/3	5	2/4	5	2/7	1/3	5	2/6	2/7	1/4	3/7	5	5
Meditation (Pr/SD) †	2/4	2/6	2/4	3/6	3/7	2/5	1/5	3/6	2/4	2/7	3/7	2/4	2/6	3/7	3/6	3/6	2/4	1/3

12.3 UNIFIED SKILL SYSTEM DEVELOPMENT POINT COST TABLE

	RMC II Professions					Bounty Hunter	RMC III Professions												
	Witch	Conjuror	Sage	Runemaster	Shaman		Assassin	Bashkar	Farmer	Duelist	Craftsman	Cavalier	Gypsy	Sailor	Warrior	Crafter	Noble Warrior	Chaotic Lord	
Academic Skills																			
Administration (In/Em) †	5	2/5	1/2	2/5	6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	1/3	2/6	6	2/6	2/5	5	
Anthropology (In/Em) †	2/5	2/5	1/3	2/5	2/5	3	3	3	3	3	2/6	3	3	3	6	2/6	2/6	3/7	
Appraisal (In/Re) †	2	3/7	2/5	3/7	2/4	2/5	2/4	3/6	2/5	2/5	2/6	1/5	2/4	2/4	6	1/2	1/4	1/4	
Astronomy (Me/Re) †	2/4	2/5	1/3	3/7	2/4	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/5	3/7	6	3/7	3/6	3/5	
Astrogation (Re/In) †	20	20	4	18	18	25	25	25	25	25	25	25	25	25	25	25	25	25	
Biochemistry (In/Re) †	2/6	5	1/3	5	2/7	5	5	5	5	5	4	5	5	5	6	4	5	5	
Botany (Me/Re) †	1/5	1/4	2/5	1/3	1/2	3	2	3	1/4	3	2/6	1/5	2	2	6	2/6	2/4	3/6	
Chemistry (Me/Re) †	1/4	2/5	1/3	2/6	3/6	3/7	3/5	3/7	3/7	3/7	2/6	3/7	2/5	3/5	6	2/6	2/5	3/7	
Diagnostics (In/Re) ‡	2/5	2	1/5	2	1/3	3	2/6	3	3	3	2/6	3	2/6	2/6	6	2/6	1/4	1/4	
Engineering (Re/Me) ‡	4	2/6	1/2	2/5	4	3/6	2/5	3/6	3/6	3/6	2/6	3/6	2/5	2/5	6	1/4	3/5	2/5	
History (Me/Re) †	1/4	1/4	1/2	1/4	1/4	3	3	3	3	3	2/6	3	3	3	6	2/6	2/4	2/4	
Mathematics (Re/Me) †	3/7	3/7	1/3	2/6	3/7	4/8	4/7	4/8	4/8	4/8	3/7	4/8	2/4	4/7	6	3/7	3/7	3/7	
Metallurgy (Re/Me) †	2/6	2/4	1/3	2/4	3/7	2/6	2/5	2/6	2/6	2/6	2/6	2/6	2/4	2/5	6	1/2	2/4	2/5	
Philosophy (Me/Re/In) †	1/2	1/2	1/2	1/4	1/2	2	2	3	2	2	2/6	2	2	2	6	2/6	1/2	1/3	
Physics (Re/Me) †	4/7	3/7	1/3	2/6	4/7	4/8	4/7	4/8	4/8	4/8	3/7	4/8	2/4	4/7	6	3/7	3/7	3/7	
Planetology (Re/Me) †	3/7	3/7	1/3	3/7	2/6	8	8	8	8	8	5	8	7	8	8	5	5	5	
Psychology (Me/Re) ‡	1/5	2	1/3	2	1/3	8	6	8	8	8	2/6	8	7	6	8	2/6	1/5	2/5	
Research (Me/In)	1/3	2/4	1/2	1/3	3	6	5	6	6	6	2/6	6	5	5	6	2/6	2/5	3	
Surgery (SD/Em/In) ‡	6	6	5	6	4	7	7	7	7	7	5	7	4	7	7	5	7	3/6	
Tactics (Re/In) †	2/6	1/4	1/4	2/4	1/6	1/2	2/5	5	1/2	1/2	2/6	1/2	2/5	1/3	1/2	2/6	1/3	1/4	
Teaching (Em/Pr) †	1/3	2/5	1/2	2/5	1/4	6	5	6	6	6	2/6	6	5	5	6	2/6	3/6	3/6	
Zoology (Me/Re) †	1/4	2/5	1/3	2/5	1/2	3	2	3	1/4	3	2/6	1/5	1/4	2	6	2/6	2/5	3/6	
Athletic Skills																			
Acrobatics (Ag/Qu/-Si) †	4	3	5	3	2/7	1/5	1/4	2/5	2/5	2/5	2/6	2/7	2/6	1/4	6	2/6	2/6	2/6	
Athl. Games (Ag/Qu/St) †	7	6	9	7	7	3/7	1/5	3/7	3/7	3/7	2/6	3/7	4	1/5	6	2/6	1/5	1/4	
Body Develop. (Co/Si)	6	7	6	8	2/4	1/3	2/7	1/3	1/4	1/5	4	1/4	3/5	2/5	1/3	2/7	2/5	3/5	
Climbing (Ag)	5	6	7	7	5	3/6	1/5	3/7	2/5	3/7	3/7	5	4	1/4	6	3/6	5	5	
Contortions (Ag/SD)	3/7	5	4	5	2/6	2/6	1/3	2/6	2/6	2/6	2/6	2/7	2/5	2/4	6	2/6	2/5	2/6	
Dance (Ag/In) †	1/4	2/6	2/6	2/6	1/4	2/6	2/4	2/6	2/6	2/6	2/6	2/6	1/4	2/4	6	2/6	2/5	2/5	
Maneu. in Armor (Ag) ‡	9	9	5/*	9	2/*	1/*	1/*	1/*	3/*	3/*	3/*	1/*	2/*	1/*	1/*	2/*	1/*	9	
Riding (Em/Ag) †	3	3	3	3	2/4	2/6	3	2/6	1/5	2/6	2/6	2/5	1/4	3/7	3	3/6	2/4	6	
Swimming (Ag)	3	3	3	3	3	2/6	2/5	2/6	1/5	2/6	3	3	2/5	1/2	5	3/6	3	3	
Combat Skills																			
Disarm Foe (Ag) †	5	6	9	6	7	2/5	2/5	3/6	3/8	1/3	2/6	2/5	4	2/5	2/5	2/6	2/5	4	
Martial Arts (varies) †	8	9	4	9	6	3/7	3/7	3/7	3/8	3/7	4	4	3/7	3/7	3/6	3/6	3/7	3/7	
Missile Artillery {EDIT}	4	3/6	3	3/6	4	1/3	1/4	1/3	3/8	20	4	1/3	3/6	1/4	1/3	3/6	1/4	2/5	
Subduing (Ag/Qu) ‡	3/6	6	7	6	3/6	1/4	1/5	5	3/8	2/5	5	2/5	3	1/5	2/5	2/6	3/6	4	
Wp. Skill #1 (varies) †	9	9	8	9	6	2/5	2/5	1/5	3/8	1/3	4	1/5	2/7	2/5	1/4	3/9	2/5	3/7	
Wp. Skill #2 (varies) †	20	20	10	20	7	2/7	3/7	1/5	4	6	8	2/5	3/8	3/8	1/5	4	3/8	4	
Wp. Skill #3 (varies) †	20	20	15	20	9	3/8	3/9	2/5	6	8	9	2/7	3/9	3/9	2/5	6	4	6	
Wp. Skill #4 (varies) †	20	20	15	20	9	3/8	3/9	2/5	6	8	9	2/7	3/9	3/9	2/5	6	4	6	
Wp. Skill #5 (varies) †	20	20	15	20	9	3/8	3/9	2/5	6	8	9	2/7	3/9	3/9	2/5	6	4	6	
Wp. Skill #6 (varies) †	20	20	15	20	9	4	4	2/5	15	8	15	2/8	4	3/9	2/7	6	4	6	
Wp. Skill #7 (varies) †	20	20	15	20	9	6	6	2/7	20	20	20	4	5	3/9	2/7	6	4	6	
Wp. Skills #8-11 (varies) †	20	20	20	20	20	8	9	3/8	20	20	20	6	6	6	5	9	6	9	
Concentration Skills																			
Adrenal Defence (—) ‡	20	20	15	20	20	20	15	15	20	6	20	20	20	20	20	15	20	20	
Adrenal Moves (SD) †	5	6	7	6	5	2/6	3/8	2/4	5	1/4	5	3/8	3/6	2/6	5	2/7	2/7	2/7	
Meditation (Pr/SD) †	2/4	1/3	1/3	1/3	1/2	3/8	2/4	2/6	3/8	3/8	2/6	3/8	2/6	3/6	6	2/6	3/7	2/4	

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	RMC II Professions					Bounty Hunter	RMC III Professions											
	Witch	Conjuror	Sage	Runemaster	Shaman		Assassin	Bashkar	Farmer	Duelist	Craftsman	Cavalier	Gypsy	Sailor	Warrior	Crafter	Noble Warrior	Chaotic Lord
Craft Skills																		
Animal Handling (Em/Pr) †	1/4	2/4	3	2/5	2/4	1/4	1/4	4	1/3	1/4	2/6	1/4	1/3	2/4	6	2/6	1/4	6
Atmosph. Pilot (Ag/Qu) †	9	9	9	9	9	8	16	16	8	16	9	16	8	6	8	16	9	9
Cookery (In/Re) †	1/2	2/6	2/5	2/6	2/4	2/5	2/5	2/5	1/4	2/5	2/6	2/5	1/3	2/5	6	2/6	2/6	2/4
Driving (Ag/Qu) †	6	6	6	6	4	2	2	4	2	4	6	4	2/4	2/6	6	6	6	6
First Aid (SD/Em) ‡	2/4	2/6	2/4	2/6	1/2	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	6	2/6	1/5	2/4
Leather Crt. (Ag/Me/SD) †	3	3	4	3	2/4	2/4	2/4	2/4	1/5	2/4	2/6	2/4	2/5	2/4	6	1/2	2/5	2/5
Marine Pilot (Ag/Qu) †	6	6	6	6	6	4	4	6	4	6	6	6	2/5	1/2	6	6	6	6
Smithing (St/Ag) †	3	3	5	3	3	3/5	2/7	3/5	3/5	3/5	3/5	2/5	3/6	2/7	6	1/2	3/6	2/7
Space Pilot (Ag/In/Re) †	25	25	18	18	25	16	16	25	16	25	25	25	16	16	25	25	25	25
Stone Crafts (Ag/Me/SD) †	3	3	5	3	3	2/7	3/7	2/7	2/7	2/7	2/6	2/7	3/8	3/7	6	1/2	3/5	3/5
Technics (Ag/Me) ‡	2/6	2/6	1/5	2/6	3	5	4	5	5	5	2/6	5	4	5	5	1/5	5	5
Wood Crafts (Ag/Me/SD) †	2/6	3	4	3	2/6	2/6	2/6	2/6	1/5	2/6	2/6	2/6	2/6	2/6	6	1/2	2/4	2/4
Linguistic Skills																		
Acting (Pr/Em) †	2/7	3/5	2/6	3/6	2/7	2/6	1/3	2/6	2/6	2/6	2/6	2/6	1/3	1/3	6	2/6	3/6	2/6
Linguistics (—) ‡	2/*	1/*	1/*	1/*	2/*	3/*	3/*	3/*	3/*	3/*	2/*	2/*	1/*	3/*	3/*	2/*	3/*	3/*
Music (Ag/Me) †	2/4	2/6	1/4	2/6	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	6	2/6	2/6	2/6
Singing (Pr/In)	2/4	2/6	1/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	6	2/6	2/6	2/6
Visual Arts (In) †	2/4	2/6	1/4	2/6	2/4	2/7	2/5	4	2/7	2/7	2/6	2/7	2/4	2/5	6	2/6	2/6	2/6
Power Skills																		
Attunement (Em/In/Pr)	2/5	1/4	2/5	1/4	2/5	6	9	10	10	12	10	9	4/7	8	25	3/6	5	3/7
Channeling (In)	1/4	7	8	7	1/5	25	20	25	20	25	20	25	15	20	25	4	20	4
Directed Spells (Ag) ‡	2/5	2/6	2/4	2/6	2/7	20	20	20	20	20	20	20	15	20	20	4	6	4/7
Magical Ritual (Re/Me) †	2/4	1/2	3	1/4	1/3	8	8	8	8	8	5/6	8	3/8	5	8	5/6	5	4
PP Development (varies)	3	2	2	2	2	15	15	15	15	15	4	15	10	10	15	4	4	4
Runes (Em)	2/5	1/4	1/4	1/*	2/5	7	7	9	10	7	10	7	6	6	25	3/6	7	3/7
Sp. List Acquisition (—) ‡	1/*	1/*	1/*	1/*	1/*	15	15	20	20	20	15	20	8	8	25	4/*	4/*	4/*
Spell Mastery (varies) ‡	2/4	2/5	1/4	2/5	2/4	6	6	6	6	6	3/6	6	5	5	6	3/6	3/5	3/5
Transcend Armor (Em)	6	6	3/7	5	5	15	15	15	15	15	15	15	13	12	15	15	2/6	3/7
Subterfuge Skills																		
Ambush (—)	9	7	9	9	9	3/8	1/2	3/8	3/8	7	3/9	9	4	2/5	4	3/9	9	3
Disguise (Pr/SD)	2/7	3/6	2/7	3/6	2/7	2/6	1/3	2/6	2/6	2/6	2/6	3/6	1/3	2/5	6	2/6	3/6	2/6
Duping (Pr)	1/4	2/5	2/4	2/5	2/4	2/6	1/4	2/6	2/6	2/6	2/6	2/4	1/3	1/4	6	2/6	2/4	2/6
Falsification (SD/Re)	3	3	2/4	3	3	3	2/4	3	3	3	2/6	6	1/4	2/4	6	2/6	6	3
Pick Locks/Traps (In/Ag)	8	8	8	8	8	3/8	2/5	3/9	6	3/9	3/9	7	2/6	2/6	6	2/5	4	8
Stalk(Ag/-Si)/Hide(SD/-Si)	5	5	5	5	3	3/8	1/3	2/5	2/7	2/5	3/9	5	2/5	2/4	6	3/6	4	4
Trickery (Pr/Qu)	3	3	3	3	3	2/6	1/3	2/6	2/6	2/6	2/6	2/5	1/4	1/3	6	2/6	2/5	2/5
Social Skills																		
Diplomacy (Pr/In/Em) †	3/6	2/5	2/6	2/4	1/5	2/6	1/3	2/5	2/5	2/5	2/6	2/5	1/3	2/5	6	2/6	3/6	2/6
Gambling (Me/Pr/In)	2/5	2/6	2/4	2/6	2/4	2/4	2/5	2/4	2/4	1/5	2/6	2/4	1/4	1/4	6	2/6	1/4	2/6
Interrogation (Re/Ag)	2/5	2/5	2/5	3	2/5	1/3	2/7	3/9	3/9	3/9	2/6	1/5	3/5	2/7	6	2/6	1/3	2/6
Leadership (Pr) †	1/4	2/6	2/6	2/4	1/4	3/6	2/5	2/5	2/5	3/6	2/6	1/3	2/6	2/5	6	2/6	3/6	2/6
Propaganda (In/Em)	1/4	3/6	1/4	3/6	1/4	2/6	2/4	3/6	3/6	3/6	2/6	3/6	1/2	2/4	6	2/6	1/4	3/6
Public Speaking (Em/Pr)	1/4	3/6	1/4	3/6	1/4	2/6	2/4	2/6	2/6	2/6	2/6	1/5	1/4	2/4	6	2/6	2/6	2/6
Seduction (Em/Pr)	2/6	2/6	2/6	2/5	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/6	2/5	2/5	6	2/6	4	2/6
Streetwise (Pr/In)	1/4	2/7	2/4	3	2/4	1/4	1/3	1/4	1/4	1/4	2/4	1/4	1/4	1/3	6	2/4	3/6	3/8
Trading (Re/Em)	1/4	3/6	2/5	3/6	1/4	3/6	2/4	3/6	2/5	3/6	2/6	3/6	1/2	2/4	6	2/6	1/4	3/5
Survival Skills																		
Ds./Dr. Tolerance (Co/Si) †	2/5	3/6	3/6	3/6	2/5	3/5	1/4	3/5	3/5	3/5	2/6	3/5	2/6	2/6	6	2/6	3/7	3/6
Gen. Perception (In/In/Re)	3	2	2	3	3	2/5	1/3	2/5	2/5	2/5	2/6	2/5	1/3	1/3	4	1/5	2/5	2/7
Navigation (Re/In) †	2/5	2/6	1/4	2/6	1/4	2/6	2/5	2/6	2/6	2/6	2/6	2/6	1/4	2/4	6	2/6	3/6	1/4
Power Resistance (SD) ‡	2/5	3/6	3/6	3/6	2/5	6	2/8	6	6	6	2/6	6	4	4	12	2/6	2/6	3/6
Region Lore (Me/Re) ‡	2/5	2/6	1/2	2/6	2/5	2/6	2/5	2/6	1/4	2/6	2/6	2/6	2/5	2/5	6	2/6	2/6	1/3
Survival (Co/Re) †	2/5	3	3	3	2/4	2/6	2/5	2/6	2/6	2/6	2/6	2/6	1/4	2/5	6	2/6	3/6	2/4

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	RMC III Professions								RMC IV Professions					RMC V Prof.			
	Macabre	Montebanc	Moon Mage	Steuth	Crystal Mage	Magus (Ch)	Magus (Es/Ch)	Dr. Lord (Es/Mt)	Dr. Lord (Ch/Mt)	Arcist	Astral Trav.	Houri	Enchanter	Leader	Forcemage	Maleficant	Wizard
Academic Skills																	
Administration (In/Em) †	2/5	2/6	2/6	1/5	2/4	1/5	1/5	2/5	6	2/5	2/5	2/5	2/5	1/3	2/5	2/5	2/5
Anthropology (In/Em) †	2/5	3	3	1/4	2/7	1/4	1/4	2/5	2/5	2/5	2/5	2/5	1/4	3	2/5	2/5	2/5
Appraisal (In/Re) †	2	2/4	2/5	2/5	2/5	1/3	1/3	3/7	2/4	3/7	3/7	2/5	2	2/5	3/7	2	3/7
Astronomy (Me/Re) †	3/6	3/7	3/7	3/6	4	3/6	3/6	3/7	2/4	3/7	3/7	3/6	2/5	3/7	3/7	3/6	3/7
Astrogation (Re/In) †	25	25	12	25	20	25	25	18	18	20	18	25	20	25	20	20	18
Biochemistry (In/Re) †	6	5	4	5	3/7	5	5	5	2/7	5	5	5	5	5	5	6	5
Botany (Me/Re) †	2/6	2	2/5	2/4	2/5	2/4	2/4	2/5	1/2	2/5	2/6	2/4	1/4	3	2/5	2/4	2/5
Chemistry (Me/Re) †	2/6	3/5	3/7	2/4	3/5	2/4	2/4	2/7	3/6	3/7	2/4	2/4	2/4	3/7	2/4	1/4	2/4
Diagnostics (In/Re) ‡	2/4	2/6	2/5	1/2	2/6	1/2	1/2	2	1/3	2	2	2/5	3/5	3	2	2/4	2
Engineering (Re/Me) ‡	2/6	2/5	4	2/4	2/6	2/4	2/4	2/6	4	2/6	2/6	2/4	2/6	2/4	2/6	2/6	2/6
History (Me/Re) †	1/4	3	2/5	2/6	2/5	1/2	1/2	1/4	1/4	1/4	1/4	2/5	1/4	3	1/4	1/4	1/4
Mathematics (Re/Me) †	3/7	4/7	3/7	3/6	3/7	3/6	3/6	3/5	3/7	3/7	3/7	3/6	3/6	4/8	1/5	3/7	2/6
Metallurgy (Re/Me) †	2/6	2/5	3	2/4	1/4	2/4	2/4	2/4	3/7	1/4	1/4	2/5	2/5	2/6	1/4	2/4	2/4
Philosophy (Me/Re/In) †	1/2	2	1/2	2/6	1/3	1/3	1/3	1/2	1/2	1/2	1/2	2/5	1/2	1/5	1/2	1/2	1/2
Physics (Re/Me) †	3/7	4/7	5	3/6	3/7	3/6	3/6	3/5	4/7	3/7	3/7	3/6	2/3	4/8	1/3	3/7	3/7
Planetology (Re/Me) †	2/5	8	3/7	2/4	2/6	2/4	2/4	2/4	2/4	3/7	2/6	2/4	3/7	6	3/7	3/7	2/6
Psychology (Me/Re) ‡	2/5	6	2	3/6	3/5	3/6	3/6	2/5	1/3	2	2	3/6	1/3	6	2/5	2/5	2/5
Research (Me/In)	3	5	3	1/5	2/4	1/5	1/5	1/3	1/3	2/4	1/3	2/5	2/4	6	1/3	3	1/3
Surgery (SD/Em/In) ‡	5	7	3/6	6	5	6	6	6	4	6	6	6	6	7	6	5	6
Tactics (Re/In) †	1/4	1/3	2/6	2/4	2/4	2/4	2/4	1/4	1/6	2/4	2/4	2/5	2/4	1/2	2/4	1/4	2/4
Teaching (Em/Pr) †	5	5	3/6	2/4	2/5	2/4	2/4	2/5	1/3	2	2	2/5	1/3	6	2/5	2	2/5
Zoology (Me/Re) †	2/6	2	2/5	1/4	2/4	1/4	1/4	2/5	1/2	2/5	2/5	2/5	1/4	3	2/5	2/4	2/5
Athletic Skills																	
Acrobatics (Ag/Qu/-Si) †	3	1/4	1/4	2/6	3/7	2/6	2/6	3	2/7	3	3	2/6	3	2/5	3	3	3
Athl. Games (Ag/Qu/St) †	7	1/5	3/6	2/6	8	2/6	2/6	7	7	7	6	2/6	7	1/4	6	7	6
Body Develop. (Co/Si)	3/7	3/8	3/5	3/8	8	6	6	8	4	10	8	3/9	8	1/3	8	8	8
Climbing (Ag)	4	3/9	5	3/9	5	7	7	8	6	10	7	3/9	7	4	6	7	6
Contortions (Ag/SD)	5	2/4	1/4	2/5	2/6	2/5	2/5	4	2/6	5	5	2/5	4	2/6	4	5	4
Dance (Ag/In) †	2/6	2/4	1/5	1/5	2/6	1/3	1/3	2/6	1/4	2/6	2/6	1/3	1/3	2/6	2/6	2/6	2/6
Maneu. in Armor (Ag) ‡	3/*	3/*	7/*	2/*	9	5/*	7	9	4/*	14	9	2/*	7/*	1/*	9	9	9
Riding (Em/Ag) †	6	2/6	3	2/6	4	3	3	4	4	5	3	2/7	3	2/4	3	3	3
Swimming (Ag)	3	2/5	3	2/6	3	3	3	3	3	5	3	2/7	4	3	3	3	3
Combat Skills																	
Disarm Foe (Ag) †	6	3	5	5	9	5	5	5	7	6	6	5	6	2/5	6	6	6
Martial Arts (varies) †	9	2/5	2/5	4	9	9	9	9	6	6	9	3	6	3/7	9	9	9
Missile Artillery (In/Ag) ‡	3/6	5	3/7	2/5	3	2/5	2/5	3/6	4	3/6	3/6	2/5	2/7	1/3	3/6	3/6	3/6
Subduing (Aq/Qu) ‡	6	3/9	3/6	1/5	9	5	5	4	3/6	6	6	5	3/5	2/5	6	6	6
Wp. Skill #1 (varies) †	5	3/9	3/9	3/7	9	3/9	3/9	9	6	10	9	3/9	9	2/4	9	6	8
Wp. Skill #2 (varies) †	7	4	5	5	12	5/9	5/9	20	7	20	20	6	20	3/7	20	9	15
Wp. Skill #3 (varies) †	9	6	6	7	15	8	8	20	9	20	20	7	20	3/8	20	20	20
Wp. Skill #4 (varies) †	9	6	6	7	20	8	8	20	9	20	20	7	20	3/8	20	20	20
Wp. Skill #5 (varies) †	9	6	6	7	20	8	8	20	9	20	20	7	20	3/8	20	20	20
Wp. Skill #6 (varies) †	9	6	6	7	20	8	8	20	9	20	20	7	20	3/9	20	20	20
Wp. Skill #7 (varies) †	9	6	9	7	20	15	15	20	9	20	20	7	20	4	20	20	20
Wp. Skills #8-11 (varies) †	15	9	15	10	20	15	15	20	20	20	20	15	20	6	20	20	20
Concentration Skills																	
Adrenal Defence (—) ‡	20	15	20	20	20	20	20	20	20	20	15	15	15	20	20	20	20
Adrenal Moves (SD) †	5	2/7	3/7	2/7	5	6	6	3/6	3/6	7	5	2/7	5	3	6	5	6
Meditation (Pr/SD) †	2/4	3/6	3/6	2/4	1/4	2/4	2/4	1/3	1/2	1/5	1/3	2/4	1/3	3/8	1/3	2/4	1/3

12.3 UNIFIED SKILL SYSTEM DEVELOPMENT POINT COST TABLE

	RMC III Professions									RMC IV Professions					RMC V Prof.		
	Macabre	Montebanc	Moon Mage	Steuth	Crystal Mage	Magus (Ch)	Magus (Es/Ch)	Dr. Lord (Es/Mt)	Dr. Lord (Ch/Mt)	Arcist	Astral Trav.	Houri	Enchanter	Leader	Forcemage	Maleficant	Wizard
Craft Skills																	
Animal Handling (Em/Pr) †	2	1/4	3	1/5	3	1/5	1/5	4	4	4	2/5	1/5	4	1/4	2/5	2/5	2/5
Atmosph. Pilot (Ag/Qu) †	9	8	3/7	16	9	9	9	9	9	4	9	9	9	8	9	9	9
Cookery (In/Re) †	2/6	2/5	4	2/6	2/5	2/6	2/6	2/6	2/4	2/6	2/6	2/6	1/5	2/5	2/6	2/5	2/6
Driving (Ag/Qu) †	6	2	2/6	2	6	4	4	6	4	4	6	4	6	2/8	4	6	4
First Aid (SD/Em) †	3/6	2/6	3	2/6	2/6	2/6	2/6	2/6	1/2	2/6	2/6	2/6	3/6	2/6	2/6	3/6	2/6
Leather Crt. (Ag/Me/SD) †	3	2/4	1/4	2/6	3/7	2/6	2/6	3	2/4	2/6	3	2/6	3	2/4	3	3	2/4
Marine Pilot (Ag/Qu) †	6	4	4	4	6	6	6	6	6	6	6	6	6	4	6	6	6
Smithing (St/Ag) †	3	2/7	3/5	3/5	2/4	3/5	3/5	3	3	3	3	3/5	3	2/6	3	3	2/4
Space Pilot (Ag/In/Re) †	25	16	4	10	25	25	18	18	25	18	18	25	18	16	18	25	18
Stone Crafts (Ag/Me/SD) †	3	3/7	3/5	2/7	2/4	2/7	2/7	3	3	3/5	3	2/7	3	2/7	3	3	1/5
Tinkries (Ag/Me) †	5	4	4	3	3/6	2/5	2/5	2/6	2/6	3	2/5	5	2/6	5	2/6	4	2/4
Wood Crafts (Ag/Me/SD) †	4	2/6	3/5	3	3	2/4	2/4	3	2/6	3/5	3	2/4	3	2/6	3	4	2/4
Linguistic Skills																	
Acting (Pr/Em) †	2/5	1/3	2/5	1/5	2/6	1/*	1/*	3/6	3/6	3/6	3/6	1/5	1/2	2/6	3/6	2/5	3/6
Linguistics (—) †	2/*	3/*	2/6	2/*	2/*	1/2	1/2	2/*	2/*	1/*	1/*	1/*	1/*	3/*	2/*	2/*	2/*
Music (Ag/Me) †	2/6	2/6	2/*	3/6	2/5	1/2	1/2	2/6	2/5	2/6	2/6	1/5	2/4	2/6	2/6	2/6	2/6
Singing (Pr/In)	2/6	2/6	2/6	2/6	2/4	1/2	1/2	2/6	2/6	2/6	2/6	1/5	1/3	2/6	2/6	2/6	2/6
Visual Arts (In) †	2/4	2/5	2/5	3/6	2/4	2/6	2/6	1/3	2/4	2/6	2/6	1/5	1/3	2/7	2/6	2/6	2/4
Power Skills																	
Attunement (Em/In/Pr)	4	6	3/7	6	2/5	2/5	1/4	2/4	2/4	2/5	2/5	6	1/5	7	1/4	2/5	1/4
Channeling (In)	4	13	2/4	3	8	5	13	8	2/4	2/5	8	13	8	20	9	2/5	7
Directed Spells (Ag) ‡	8	10	3/7	10	3/8	3/8	15	3/7	3/7	2/6	2/6	10	2/8	20	2/5	5	3/6
Magical Ritual (Re/Me) †	2/4	4	4	4	2/3	4	4	1/4	1/3	1/4	2/5	4	2/5	8	2/5	1/3	1/3
PP Development (varies)	4	4	4	4	3	3	3	2	2	3	2	4	3	10	2	2	2
Runes (Em)	4	5	3/7	4	2/6	1/2	1/2	2/5	2/5	2/5	2/5	5	2/5	5	1/4	2/5	1/4
Sp. List Acquisition (—) ‡	4/*	4/*	4/*	4/*	1/*	1/*	1/*	1/*	1/*	4/*	1/*	4/*	1/*	10	1/*	1/*	1/*
Spell Mastery (varies) ‡	2/5	3/5	3/5	3/5	2/4	3/5	3/5	2/5	2/4	2/4	2/5	3/5	2/5	6	2/6	2/5	1/5
Transcend Armor (Em)	6	3/9	4/6	3/9	6	3/9	3/9	6	5	4	7	3/9	7	6	9	9	7
Subterfuge Skills																	
Ambush (—)	6	4	6	3	9	9	9	6	6	9	3	6	4	9	9	9	
Disguise (Pr/SD)	2/7	1/3	2/6	1/5	3/6	1/5	1/5	1/3	2/7	10	3/6	1/3	1/3	2/6	3/6	2/7	3/6
Duping (Pr)	2/5	1/4	3/5	1/4	2/6	1/4	1/4	3/5	2/4	3/6	3/5	1/2	1/3	2/6	2/4	2/5	2/4
Falsification (SD/Re)	3	2/4	5	1/5	4	3	3	2/4	3	3/5	3	2/5	2/4	3	3	3	3
Pick Locks/Traps (In/Ag)	7	2/6	8	3/6	7	8	8	8	8	12	8	6	8	3	7	7	7
Stalk (Ag/-Si)/Hide (SD/-Si)	2/5	2/5	4	2/5	5	6	6	5	4	8	6	2/5	3	2/6	5	4	5
Trickery (Pr/Qu)	3	1/3	3	2/4	4	2/4	2/4	3/7	3/7	3	3	1/5	1/4	2/6	3	3	3
Social Skills																	
Diplomacy (Pr/In/Em) †	2/6	1/4	2/6	1/4	2/5	1/4	1/4	3/9	3/9	2/4	2/4	1/3	1/4	1/5	2/4	2/6	2/4
Gambling (Me/Pr/In)	2/5	2/6	3/5	1/5	2/4	2/6	2/6	2/6	2/4	2/6	2/5	1/3	2/4	2/4	2/5	2/5	2/5
Interrogation (Re/Ag)	3	1/4	3/6	1/4	2/4	1/4	1/4	2/5	2/5	3	3	1/2	1/4	2/6	3	3	3
Leadership (Pr) †	3	1/4	2/6	1/4	2/4	1/4	1/4	3/7	3/7	2/4	2/4	1/4	1/4	2/5	2/4	2/5	2/4
Propaganda (In/Em)	3/6	2/4	3/6	2/6	2/5	1/5	1/5	3	3	3/6	3/5	1/5	1/5	1/2	3/5	3/6	3/5
Public Speaking (Em/Pr)	2/5	2/4	2/6	2/6	2/4	1/2	1/2	2/5	1/4	2/6	2/6	1/5	2/4	1/3	2/6	2/5	2/6
Seduction (Em/Pr)	2/5	1/4	2/5	1/4	2/6	1/4	1/4	3/6	3/6	2/5	2/5	1/2	1/2	1/3	2/5	2/5	2/5
Streetwise (Pr/In)	2/5	1/3	1/4	1/4	3/7	1/4	1/4	3/6	2/4	3/6	3	1/4	1/3	1/4	3	2/5	3
Trading (Re/Em)	2/6	2/4	3	2/4	2/5	2/4	2/4	3/6	3/6	3/5	3/5	2/4	2/6	3/6	3/5	2/6	3/5
Survival Skills																	
Ds./Dr. Tolerance (Co/Si) †	3/7	2/6	2/5	2/6	3/5	2/6	2/6	3/6	2/5	3/6	3/6	2/6	3/6	3/5	3/6	3/6	3/6
Gn. Perception (In/In/Re) †	3	1/3	2/5	2/7	2	3	3	3	3	4	2	2/7	2	1/3	3	2	3
Navigation (Re/In) †	2/6	2/5	2/4	2/6	3/7	2/6	2/6	2/6	1/4	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6
Power Resistance (SD) †	2/3	4	2/5	2/6	2/6	2/6	2/6	2/3	2/5	2/3	2/3	2/6	2/3	6	2/3	2/3	2/3
Region Lore (Me/Re) †	2/6	2/5	2/5	2/6	2/4	2/6	2/6	2/7	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6
Survival (Co/Re) †	3	2/5	2/4	3/6	3/6	3/6	3/6	2/7	2/4	3	2/6	3/6	2/7	2/6	2/6	2/5	2/6

12.3 UNIFIED SKILL SYSTEM DEVELOPMENT POINT COST TABLE

	RMC VI Professions									GM Created Professions							
	Romantic	Free Thinker	Seeker	Creator	Cultist	Hero	S-F No Prof.	Science Mage	Power Master								
Academic Skills																	
Administration (In/Em) †	2/6	1/2	2/5	2/5	2/4	2/6	2/6	2/5	2/5								
Anthropology (In/Em) †	3	1/2	2/5	2/5	2/5	3	2/6	2/5	2/5								
Appraisal (In/Re) †	2/5	1/2	1/2	2	2	2/5	2/6	3/7	3/7								
Astronomy (Me/Re) †	3/7	1/2	3/7	3/6	2/4	3	1/3	3/7	3/7								
Astrogation (Re/In) †	25	5	20	20	20	6	1/3	8	9								
Biochemistry (In/Re) †	5	1/2	5	1/3	5	3	3	1/2	3								
Botany (Me/Re) †	3	1/2	2/5	2/6	1/4	3	3/6	1/2	3								
Chemistry (Me/Re) †	3/7	1/2	1/3	2/6	2/4	3/7	3/6	1/2	3								
Diagnostics (In/Re) ‡	3	1/2	2	2/4	2/5	3	2/6	2	2								
Engineering (Re/Me) ‡	3/6	1/2	1/2	2/6	2/6	3/6	2/6	1/5	2/6								
History (Me/Re) †	3	1/2	1/4	1/4	1/4	3	2/6	1/2	1/4								
Mathematics (Re/Me) †	4/8	1/2	2/5	3/7	3/6	2/8	2/*	1/*	2/7								
Metallurgy (Re/Me) †	2/6	1/2	1/2	2/4	2/6	3/6	2/6	1/2	2/4								
Philosophy (Me/Re/In) †	2	1/2	1/2	1/2	1/2	2	2/6	1/2	1/2								
Physics (Re/Me) †	4/8	1/2	3/5	3/7	3/6	2/8	2/*	1/*	2/7								
Planetology (Re/Me) †	8	1/2	3/7	3/7	3/7	3	3	1/2	3/7								
Psychology (Me/Re) ‡	8	1/3	2	2/5	2/5	5	3/6	1/2	2								
Research (Me/In)	6	1/*	1/2	1/3	1/3	4	2/6	1/3	1/3								
Surgery (SD/Em/In) ‡	7	2/3	5	2/4	4	7	5	6	6								
Tactics (Re/In) †	1/2	1/2	2/4	1/4	2/5	1/2	2/6	2/4	2/4								
Teaching (Em/Pr) †	6	1/*	2	2/5	2/5	6	2/6	1/4	1/4								
Zoology (Me/Re) †	3	1/2	1/4	2/6	1/4	3	3/6	1/2	3								
Athletic Skills																	
Acrobatics (Ag/Qu/-Si) †	2/5	5	3	3	2/6	2/5	2/6	3	3								
Athl. Games (Ag/Qu/St) †	3/7	7	7	7	1/4	3/7	2/6	7	7								
Body Develop. (Co/Si)	2/7	2/7	7	6	2/5	1/3	2/6	8	10								
Climbing (Ag)	3/7	3/7	7	6	3/9	4/8	3/6	7	6								
Contortions (Ag/SD)	2/6	4	5	5	2/6	2/6	2/6	5	5								
Dance (Ag/In) †	2/6	2/6	2/6	2/6	2/5	2/6	2/6	2/6	2/6								
Maneu. in Armor (Ag) ‡	2/*	4/*	9	5/*	2/*	1/*	2/*	9	9								
Riding (Em/Ag) †	2/5	2/5	7	3	2/6	3/9	3/6	4	6								
Swimming (Ag)	3/7	3/7	4	3	2/6	3/9	3/6	4	6								
Combat Skills																	
Disarm Foe (Ag) †	2/5	7	6	6	4	2/5	2/6	6	6								
Martial Arts (varies) †	4	4	9	3	3/7	3/7	3/6	6	10								
Missile Artillery (In/Ag) ‡	1/3	2/5	3/6	3/6	2/5	1/3	3/6	3/6	3/6								
Subduing (Ag/Qu) ‡	2/5	6	6	6	4	2/5	2/6	6	6								
Wp. Skill #1 (varies) †	1/4	4/8	9	8	3/7	1/5	2/7	9	12								
Wp. Skill #2 (varies) †	2/5	6	20	8	4	2/4	3/9	20	20								
Wp. Skill #3 (varies) †	4	9	20	15	6	2/7	5	20	20								
Wp. Skill #4 (varies) †	4	9	20	15	6	2/7	5	20	20								
Wp. Skill #5 (varies) †	8	9	20	15	6	2/7	5	20	20								
Wp. Skill #6 (varies) †	8	15	20	20	6	5	5	20	20								
Wp. Skill #7 (varies) †	8	15	20	20	6	5	7	20	20								
Wp. Skills #8-11 (varies) †	8	20	20	20	9	10	15	20	20								
Concentration Skills																	
Adrenal Defence (—) ‡	20	20	20	15	20	20	15	20	20								
Adrenal Moves (SD) †	2/6	2/6	6	4	2/6	2/6	2/6	5	8								
Meditation (Pr/SD) †	3/8	2/4	1/4	2/4	2/4	5/12	3/9	2/8	2/8								

12.3 UNIFIED SKILL SYSTEM DEVELOPMENT POINT COST TABLE

	RMC VI Professions									GM Created Professions						
	Romantic	Free Thinker	Seeker	Creator	Cultist	Hero	S-F No Prof.	Science Mage	Power Master							
Craft Skills																
Animal Handling (Em/Pr) †	1/4	2/5	2/5	2/4	1/3	1/4	2/6	4	4							
Atmosph. Pilot (Ag/Qu) †	8	16	9	9	9	5/9	1/3	6/14	8							
Cookery (In/Re) †	2/5	1/4	1/2	2/6	2/4	2/5	2/6	2/6	2/6							
Driving (Ag/Qu) †	2/8	4	6	6	4	2/8	1/3	2/9	2							
First Aid (SD/Em) ‡	2/6	1/4	2/5	1/2	2/4	2/6	2/6	2/6	2/6							
Leather Crft. (Ag/Me/SD) †	2/4	3	1/3	3	2/5	2/4	2/6	3	3							
Marine Pilot (Ag/Qu) †	4	6	6	6	6	5/11	1/3	5/11	5							
Smithing (St/Ag) †	3/5	4	1/2	3	2/7	3/5	2/6	3	3							
Space Pilot (Ag/In/Re) †	16	16	18	25	25	6	1/3	8	8							
Stone Crafts (Ag/Me/SD) †	2/7	4	1/3	3	3/5	2/7	2/6	3	3							
Technics (Ag/Me) ‡	5	2/4	1/3	4	5	5	1/3	3	6							
Wood Crafts (Ag/Me/SD) †	2/6	3	1/3	4	2/4	2/6	2/6	3/5	3/5							
Linguistic Skills																
Acting (Pr/Em) †	1/4	2/5	3/6	2/5	2/6	2/6	2/6	3/6	3/6							
Linguistics (—) ‡	1/*	1/*	1/*	2/*	3/*	4/*	2/*	1/*	3/*							
Music (Ag/Me) †	2/6	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6							
Singing (Pr/In)	2/6	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6							
Visual Arts (In) †	2/7	2/4	2/4	2/4	2/6	2/7	2/6	2/6	2/6							
Power Skills																
Attunement (Em/In/Pr)	9	9	1/2/*	3/7	6	15	4/8	2/6	3/6							
Channeling (In)	25	25	7	1/4	3	25	4/8	3/7	3/6							
Directed Spells (Ag) ‡	20	20	4	3/7	15	25	4/8	3/8	3/6							
Magical Ritual (Re/Me) †	8	8	1/4	2/4	4	12	8/9	2/6	2/6							
PP Development (varies)	15	15	2	3	4	23	6	5	5							
Runes (Em)	7	7	1/2/*	3/7	5	12	4/8	2/6	3/6							
Sp. List Acquisition (—) ‡	20	20	1/*	1/*	4/*	25	6/*	3/*	6/*							
Spell Mastery (varies) ‡	6	6	2/5	2/5	3/5	9	5/9	3/6	3/6							
Transcend Armor (Em)	15	15	4	6	3/7	23	23	6	6							
Subterfuge Skills																
Ambush (—)	7	7	7	6	2/5	3/8	3/6	9	11							
Disguise (Pr/SD)	2/6	2/7	3/6	2/7	2/6	2/6	2/6	3/6	3/6							
Duping (Pr)	1/4	2/6	3/5	2/5	2/6	2/6	2/6	3/5	3/5							
Falsification (SD/Re)	3	1/3	1/3	3	3	3	2/6	3	3							
Pick Locks/Traps (In/Ag)	4	4	4	8	4	3/9	3/6	7	15							
Stalk(Ag/-Si)/Hide(SD/-Si)	3/9	3/9	5	6	1/5	2/5	3/6	5	8							
Trickery (Pr/Qu)	2/6	2/6	3	3	2/5	2/6	2/6	3	3							
Social Skills																
Diplomacy (Pr/In/Em) †	1/3	1/4	2/5	2/6	2/6	2/5	2/6	2/4	2/4							
Gambling (Me/Pr/In)	1/3	2/5	2/6	2/5	2/6	2/4	2/6	2/6	2/6							
Interrogation (Re/Ag)	3/9	3/6	4	3	2/6	3/9	2/6	3	3							
Leadership (Pr) †	1/4	2/6	2/4	3	2/6	2/5	2/6	2/4	2/4							
Propaganda (In/Em)	3/6	2/3	3/5	3/6	3/6	3/6	2/6	3/6	3/6							
Public Speaking (Em/Pr)	1/3	2/5	2/6	2/5	2/6	2/6	2/6	2/6	2/6							
Seduction (Em/Pr)	2/*	2/6	2/5	2/5	2/6	2/6	2/6	2/5	2/5							
Streetwise (Pr/In)	1/4	1/4	2/7	2/5	3/8	1/4	2/4	3/6	3/6							
Trading (Re/Em)	3/6	2/4	3/5	2/6	3/5	3/6	2/6	3/5	3/5							
Survival Skills																
Ds./Dr. Tolerance (Co/Si) †	3/5	2/5	2/5	1/3	3/6	3/5	2/6	3/6	3/6							
Gn. Perception (In/In/Re) †	2/5	2/5	2/4	3	2/7	3/6	3/6	2	4							
Navigation (Re/In) †	2/6	2/5	2/6	2/6	2/4	2/6	2/6	2/6	2/6							
Power Resistance (SD) ‡	6	4	2/3	2/3	2/3	9	3/9	3/5	3/5							
Region Lore (Me/Re) ‡	2/6	1/4	2/5	2/6	2/5	2/6	2/6	2/6	2/6							
Survival (Co/Re) †	2/6	2/7	2/5	3	2/5	2/5	2/6	3/6	2/6							

12.4 NATURAL WEAPON FUMBLE TABLE

	Bite Attacks	Claw Attacks	Martial Strikes	Grapples/ Sweeps & Thr.	Trample/ Crush	Horn/ Ram
01 - 25	Chomp too soon! No additional penalty.	Claw to soon! No additional penalty.	Your arm fails to reach your opponent.	Decide not to attack. Good choice.	No opportunity.	Lose the opportunity No attack.
26 -30	Forget to open your mouth. Stunned one rnd.	Pathetic slap. You are stunned one rnd due to your lack of damage.	A mighty strike! But no damage? Think about this for a rnd.	Grapple air. Stunned one rnd.	Stomp on the ground, stunned one rnd.	Attack air. Continue to do so for one rnd.
31 - 40	Slip and stunned for one rnd.	Lose balance and become stunned for one rnd.	Lose balance. Stunned one rnd while hopping.	Clumsy attempt to throw. Stunned two rnds.	Stumble and trip. Make a hard MM.	Stumble. Make a hard MM.
41 - 50	Jar your teeth! Give yourself one hit.	Interesting sensation from claw. Give yourself one hit.	Crunch! Ouch! Stunned one rnd and take one hit.	Sweep nothing. On ground, stunned one rnd.	Stamp foot. Take 2 hits, stunned, no parry for one rnd.	Still attacking air? Stunned for 2 rnds
51 - 60	Bite gums! Stunned one rnd and take two hits.	Catch claw on foe or grnd. Stunned one rnd and +3 hits.	Get body tangled with foes. Stunned one rnd.	Unbalanced self. Stunned, no parry for one rnd.	Miss completely. Stunned 2 rnds.	Can't make up mind about what to attack Consider this for one rnd.
61 -70	Elect not to attack for two rnds (stunned)	Elect not to damage your claws.	Now what was that maneuver? No attack for 2 rnds while remembering.	Grapple foes weapon Free no bonus attack by foe.	Tread on weapon. Free, no bonus attack by foe.	Ram weapon. Free +10 attack by foe.
71 - 80	Mighty bite misses completely. Stunned, no parry for one rnd.	Mighty claw swings at air. Stunned, no parry for one rnd.	You kill air. Stunned no parry for one rnd.	Miss and left open. Foes next attack is at +20.	Miss Foe gets to attack rear.	Miss badly. Stunned, no parry for two rnds.
81 - 85	Bare teeth and don't bite. Foe at +20 to hit you at next rnd.	Leave claw in awkward position. Stunned one rnd.	Leave yourself wide open. Foe at +20 to hit you.	Grapple fails. Grab own arms. Take one hit, stunned 2 rnds.	Tread on own foot. Stunned for two rnds, takes 5 hits.	Strain neck. Stunned for 2 rnds and at -10.
86 - 90	You stumble! Your muddled head is stunned for 2 rnds.	Perhaps only one claw at a time? Fall. Stunned for one rnd.	Only one leg at a time in the air may work. Fall stunned for 3 rnds, and 4 hits.	Fall. Stunned, no parry for 2 rnds.	Trip and stumble. Stunned, no parry for two rnds.	Ram clumsily. Stun self for two rnds.
91 - 95	Chip teeth on clumsy bite. +10 hits, lose 5 from bite OB.	Damage claw. Take 10 hits, stunned 2 rnds.	Smash hand into foe. +5 hits, stunned 2 rnds.	Break finger with clumsy grapple. +5 hits. Stunned 2 rnds.	Trip and fall. Stunned, no parry for 3 rnds.	Strain neck badly. Stunned for 3 rnds at -15.
96 - 99	Bite self!! Take an 'A' type Puncture critical.	Slash own leg. Take 5 hits, stunned 2 rnds.	Kick and fall. +5 hits. Stunned 2 rnds.	Sweep off own feet. Fall. Stunned, no parry for 3 rnds. +5 hits.	Break toe. +10 hits. Stunned 4 rnds	Bash own shoulder Stunned 3 rnds and at -5 for 1 day.
100	Bite and swallow tongue!! +15 hits, stunned 6 rnds. +3 hits/rnd.	Attempt to maim yourself! Take a 'C' Slash critical.	Crash into opponent. Take a 'B' Crush critical.	Sweep self. Fall backwards on head. If helm stunned 6 rnds +15 hits. If not KO'd.	Trip, stumble and break leg. Stunned 6 rnds, +15 hits, +2 hits/rnd.	Smash head on hard surface. If helm, stunned 6 rnds. If not, KO'd!

12.5 VACUUM CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Cool breeze delivers no hits.	Refreshing breeze ruffles hair. Boy, does he look cool.	Target's ears pop. +1 hit.	Winds distract target: he loses initiative for 1 round.	+1 hit.
06-10	Chilly breeze delivers 1 hit.	+1 hit.	Target's ears pop audibly; +2 hits.	+2 hits; target forced to parry 1 rnd.	+3 hits, target must parry next round.
11-15	Cold breeze delivers 2 hits.	+2 hits.	Target's ears really pop. +3 hits, permanent minor hearing loss.	+4 hits and target must parry for 1 round.	+5 hits.
16-20	Icy wind delivers 5 hits; target loses a round of initiative.	Target is unbalanced. +3 hits and he must parry one round.	Inner ears pop. Target unbalanced. +5 hits, must parry 1 rnd.	Escaping air stuns target for 1 round; he takes 6 hits.	Airburst stuns target and delivers 7 hits.
21-35	Staggering airburst gives target 3 hits and he loses 2 rounds of initiative.	Blast of air unbalances target. +5 hits and he is forced to parry 1 round.	Pressure change causes equilibrium problems. +6 hits, stunned 1 round.	Fleeing oxygen gives target pause; he is stunned for 2 rounds.	Target stunned no parry 1 round; 9 hits.
36-45	Rushing winds deliver 3 hits; target unbalanced (and stunned 1 round).	Escaping environment buffets target, delivering 8 hits and stunning him for 1 round.	Target is muddled and must parry for 2 rounds. +7 hits.	Roaring winds confuse target. He is stunned 3 rounds and takes 8 hits.	Target stunned 4 rounds by freezing air.
46-50	Target loses 3 rnds of initiative in the rush of air. +2 hits.	Howling winds force target to parry for 2 rounds. +6 hits.	Target stunned for 1 round. +8 hits	Target slashed by debris: +10 hits and 5 per round.	Target struck by debris: +20 hits, 2 per round and stunned 2 rounds.
51-55	Target unbalanced. +6 hits, stun for 1 round.	Whirlwind stuns foe for 1 round. +8 hits.	Debris strikes target in leg; he is stunned 1 round, and takes 2 hits per round.	Target's hand is struck by debris: off-hand wrist is sprained and at -50. +12 hits and stunned for 2 rounds	Target struck in weapon-arm: 50% chance item in hand is dropped (and lost in vacuum). +10 hits and stunned 5 rounds
56-60	Cold and air loss take target's breath away; he is stunned for 3 rounds and takes 15 hits.	Deafening howl of escaping air; +10 hits; renders target stunned and unable to parry for 1 round.	Blast stuns target for 2 rounds; he cannot parry for the first round. Leg hit, +9 hits.	Airburst staggers target, +10 hits; he is stunned and unable to parry for 1 round.	A flurry of sharp metal fragments slash target. +20 its and 7 per round.
61-65	Fog of rushing air stuns target for 2 rounds. +10 hits.	Target does a forced about face, stunning him for 3 rounds.	Target spun about. +5 hits. Stun 3 rnds, loses initiative for 3 more.	Target spins like a top. +10 hits, and foe is stunned no parry 2 rnds.	Target whirls like a gyroscope. +15 hits; foe is stunned no parry 2 rnds.
66	Blast sends target spinning. +10 hits, left arm is broken and useless, he is stunned for 5 rounds.	Target hears bells; eardrums burst and hearing permanently damaged. Nose bleeds; 2 hits/rnd. +18 hits. -50 to activity for 5 rounds.	Flying debris strikes target in head, +12 hits and he is stunned 6 rounds by impact. If no helmet skull is fractured, target unconscious with concussion.	Target flung outward by winds, but gets a reflexive grip on the edge of the breach. 25 hits, Stunned no parry 5 rnds (but holding on until unconscious).	Wasting no time, target zips out through hull breach. Surrounded by a cloud of frozen oxygen, he explores the final frontier. If he has a spacesuit, fine; if not, he is dead after 6 rounds. Wave good-bye.
67-70	Flying debris strikes target in back; he is stunned for 1 round. +8 hits.	Winds stun target 1 round, deliver 2 hits.	Back strike. Target is stunned and cannot parry for 2 rounds. Target is at -10. +11 hits.	Target thrown 2 meters and slammed against a bulkhead. He is stunned 3 rounds and takes 10 hits.	Lack of air takes target's breath away. He is at -50, stunned 3 rounds, and takes 10 hits.
71-75	Blast of fleeing atmosphere disorients target; he is stunned and unable to parry for 1 rnd.	Fog of escaping gas confuses target and stuns him 3 rounds.	Airborne stuff blinds target, stunning him for 2 rounds and delivering 10 hits.	Whirling debris strikes target in head; +15 hits; a minor concussion; stunned no parry for 2 rnds.	Flying debris strikes target in head. He is stunned no parry 2 rounds, +15 hits.
76-80	Crystallizing atmosphere cloud stuns target for 2 rounds, +15 hits. Foe is unable to parry for one round.	Whirling oxygen crystals blind target, stunning him for 4 rounds.	Now you know why it's called "Hard" vacuum: blast knocks the wind out of target, +15 hits, breaks ribs; stuns him for 3 rnds.	Depressurization damages ears. Inner ear equilibrium upset, stun 3 rnds, +10 hits. Maneuvers at -50 for 2 days. Permanent deafness.	Decompression collapses one lung and destroys hearing. Target at -70; +20 hits and he is stunned 6 rounds.
81-85	Swirling debris delivers 10 hits and breaks two of target's ribs; he is at -25.	Blast sends target careening 2m, impact causing broken leg. Foe is at -50, stunned 3 rnds; +15 hits. (Strapped in target only takes 5 hits).	Brutal wind carries target 3 meters, slamming him against a hard surface. Foe is stunned for 10 rnds; +25 hits. (Strapped-in target only takes 10 hits).	Escaping atmosphere drags target 4m, battering him on the way. Both of his arms are broken; stunned for 4 rnds; +25 hits. Strapped in target: only +15 hits; stunned 2 rnds.	Explosive decompression huris target 5m, pummeling his poor body. Internal organs are damaged; +50 hits; dies in 12 rnds. Strapped in target: only +25 hits; stunned 8 rnds.
86-90	Target feels his blood simmering. +10 hits and 5 per round while exposed.	Target's boiling blood delivers 15 hits and 7 per round while he is exposed to vacuum.	Target's blood starts to boil: +30 hits and 10 per round while exposed. He is stunned for six rounds.	Target's blood is bubbling: +40 hits and 15 per round while exposed. He is stunned for eight rounds.	Target's circulatory system becomes a balloon: +50 hits; 20 hits/rnd while exposed. Stunned for 3 rnds, then (if exposure continues) unconscious as major organs are seriously damaged. Poor bloated fool dies in 12 rnds.
91-95	Disconcertingly, target bleeds through nose and ears. He is at -30, takes 10 hits, 3 hits per round and is stunned for 5 rounds.	Unpleasantly, target bleeds through eyes, nose, and ears. He is at -50, takes 15 hits, 5 hits per round and is stunned for 7 rounds.	Grossly, target begins to bleed through eyes, nose, ears and under fingernails. He is at -70, takes 20 hits, 7 hits per round and is stunned for 9 rounds.	Disgustingly, target bleeds through all of his bodily orifices. He is at -80, takes 25 hits, 9 hits per round and is stunned for 10 rounds.	In a clear attempt to gross everyone out, target bleeds through all of his pores. He is at -90, +30 hits, 12 hits/rnd and is stunned for 6 rnds before losing consciousness (if not before).
96-99	Target is struck in the head; +20 hits. If foe has a helmet, he is unconscious for 1 day; otherwise he is in a coma for 10 days.	Target's lungs collapse. +20 hits; target is at -80 and dies in 12 agonizing rounds of asphyxiation.	Sudden pressure change causes multiple internal organ malfunctions. Foe is completely incapacitated for 10 rounds, then dies.	Target is slammed by rushing air. +25 hits, bone is driven into target's internal organs, killing him in three helpless, painful rounds.	Target unwittingly attempts to turn inside out. Unsuccessful (sort of), he loses use of all sensory organs as well as lungs; tumbles, unconscious, through deep space. +80 hits.
100	Target is knocked down and is struck on the head. +25 hits. Helmet is crushed and useless, target stunned 5 rounds. If no helmet, skull is fractured, target dies in 3 rounds.	Luckily, target is lodged between conduits within 3 meters of a door to safety, avoiding an unpleasant space walk. Unluckily, his spine is damaged and he is paralyzed from the waist down. +25 hits.	Explosive blast sends target's brain out through ears. He is quite dead.	Lack of air pressure disrupts lungs, eyes and ears. Not a pretty sight. Target dies in 12 messy rounds, blind and deaf.	Rather abrupt decompression. Target explodes into billions and billions of tiny bits of flesh, quite severely dead.

12.6 CONSTRUCTION / RESEARCH TABLE

	Routine	Easy	Moderate	Hard	Complex	Very Complex	Absurd
-151	Light malfunction to the equipment.	Moderate malfunction to the equipment.	Moderate malfunction to the equipment.	Moderate malfunction to the equipment.	Severe malfunction to the equipment.	Severe malfunction to the equipment. 10 days wasted.	Physically impossible
(-150) — (-101)	Routine malfunction to equipment.	Routine malfunction to equipment.	Routine malfunction to equipment.	Routine malfunction to equipment.	50 hrs. wasted; 50% of materials (clone, replicant, machine parts, etc.) destroyed.	No progress; 50 days wasted and 100% of materials destroyed due to error.	Project botched after one year. All materials lost.
(-100) — (-51)	5% 5 minutes.	5% 40 mins.	Upgrade to HARD. Waste 1 hour.	5% 100 hours.	10 hours lost; 20% of materials destroyed due to error.	Problem 30 days into task. 50% chance project destroyed (if research: wrong data). 50% no damage, no progress.	5% 6 yrs. Slight progress, but equipment acts up: roll Very Severe malfunction.
(-50) — (-26)	10% 2 minutes (12 rounds).	10% 40 mins.	5% 4 hours.	5% 80 hours.	5% 350 hrs. If construction, 10% of material destroyed.	10% 100 days. If construction, 20% of material destroyed and must be replaced.	5% 5 yrs. If construction, 50% of materials damaged.
(-25) — 0	20% 1 minute (6 rounds).	10% 30 mins.	10% 2 hour.	10% 60 hours.	10% 350 hours.	20% 90 days. If construction, 10% of material destroyed and must be replaced.	5% 4 yrs. If construction, 20% of materials damaged.
01 — 20	40% 6 rounds.	30% 30 mins.	20% 1 hour.	20% 50 hours.	15% 350 hours.	10% 85 days.	5% 3 yrs. If construction, 10% of materials damaged.
21 — 40	60% 6 rounds.	50% 30 mins.	30% 50 mins.	25% 40 hours.	15% 300 hours.	15% 83 days.	5% 2 yrs.
41 — 55	80% 6 rounds.	70% 20 mins.	40% 50 mins.	30% 40 hours.	20% 300 hours.	20% 80 days.	5% 1.5 yrs.
56 — 65	90% 6 rounds.	95% 20 mins.	50% 40 mins.	35% 30 hours.	25% 300 hours.	30% 80 days.	5% 1 year.
66 — 75	95% 6 rounds.	95% 10 mins.	60% 40 mins.	40% 30 hours.	25% 250 hours.	30% 78 days.	6% 1 year.
76 — 85	99% 6 rounds.	99% 10 mins.	70% 35 mins.	45% 30 hours.	25% 250 hours.	35% 75 days.	7% 1 year.
86 — 95	100% 6 rounds.	99% 5 mins.	70% 30 mins.	50% 30 hours.	30% 250 hours.	35% 72 days.	8% 1 year.
96 — 105	100% 6 rounds.	99% 2 mins.	95% 20 mins.	50% 30 hours.	40% 250 hours.	35% 70 days.	9% 1 year.
106 — 115	100% 5 rounds.	99% 1 min.	98% 20 mins.	55% 25 hours.	40% 200 hours.	40% 69 days.	10% 1 year.
116 — 125	100% 4 rounds.	99% 1 min.	99% 20 mins.	60% 25 hours.	40% 200 hours.	40% 64 days.	10% 300 days.
126 — 135	100% 4 rounds.	99% 5 rounds.	100% 20 mins.	65% 25 hours.	45% 200 hours.	45% 60 days.	10% 250 days.
136 — 145	100% 3 rounds.	99% 5 rounds.	100% 20 mins.	70% 25 hours.	50% 200 hours.	50% 57 days.	10% 200 days.
146 — 155	100% 3 rounds.	99% 5 rounds.	100% 15 mins.	80% 25 hours.	50% 125 hours.	55% 53 days.	10% 150 days.
156 — 165	100% 2 rounds.	99% 5 rounds.	100% 10 mins.	95% 25 hours.	50% 110 hours.	50% 51 days.	10% 120 days.
166+	100% 1 round.	100% 4 rounds.	100% 10 mins.	100% 20 hours.	60% 100 hours.	60% 50 days.	10% 100 days.

Note: all percentages refer to the fraction of research / construction on the project that has been completed by the given roll. Times (unless otherwise noted) indicate the amount of time required to complete the given percentage of the project.

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Made in U.S.A. #1901

Produced and distributed by
ICE, Inc
P.O. Box 1605
Charlottesville, VA 22902 USA

1-55806-164-9 ICE1400