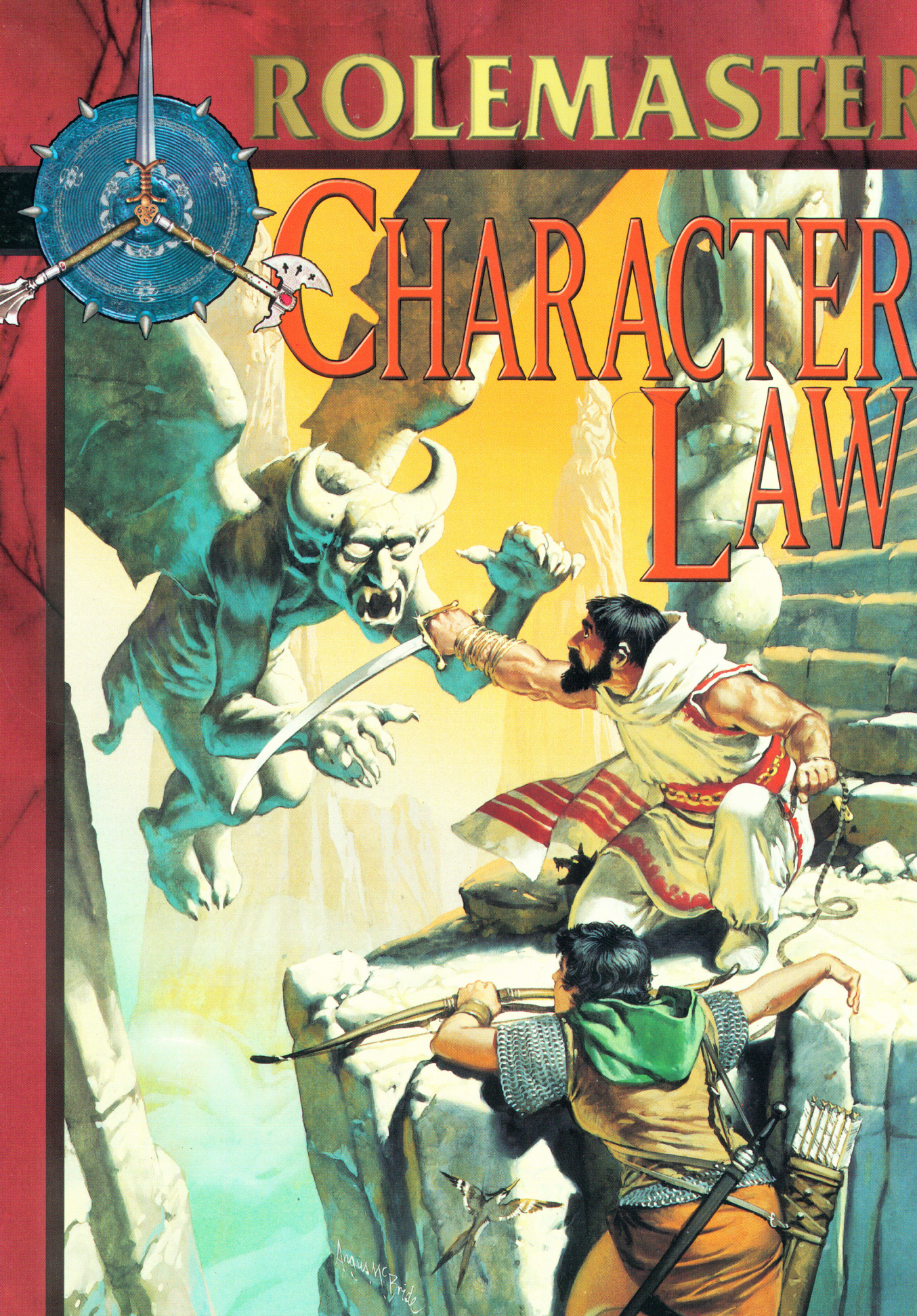


ROLEMASTERTMCHARACTERTM
LAW

Explore the breadth & depth of character in your FRPG!

CHARACTER LAW™

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INTRODUCTION



Introduction

Character Law expands the *Rolemaster Fantasy Role Playing (RMFRP)* character development process by providing a wealth of new choices and options:

- 11 additional races and cultures
- 11 additional professions
- 21 additional training packages
- 5 additional skill categories and dozens of additional skills
- A complete, detailed system for using background options to determine your character's talents, flaws, status, wealth, and starting items

Character Law also includes guidelines for creating a believable and unique character. Parentage, culture, religion, and other facets of a character's life are all discussed with suggestions to breathe life into your paper character. The character should take on a life of his own, possibly even surprising you in his completeness.

The master tables in the back of *Character Law* summarize all of the character development information from both *RMFRP* and *Character Law*.

YOUR CHARACTER'S BACKGROUND

The most important aspect of any *Rolemaster* campaign has to be the characters. Everything revolves around what they do, how they do it, and most importantly why they do it. The better developed the characters are, the better the campaign will be. The Gamemaster can spend hours planning intricate plots and sub plots, but if the characters themselves are nothing better than mediocre, all the Gamemaster's planning could be for naught.

When a character has a complete background, it gives the Gamemaster much more to work with in terms of setting up an adventure. As your gaming group's characters start to become more developed, the adventures should become equally more developed. A campaign that started out with "You were hired by a wizard in a tavern to retrieve an item stolen by a party of orcs..." could turn into something like "Your cousin, the Grand Vizier of the Northern Marshes, is currently trying to throw your parents off of the throne. He has been consulting with men of a darker profession, seeking to enlist their aid in his bid for power. Not only that, but the bounty hunter who has been trailing you for the past two months has instigated an effective campaign against your integrity; townspeople who once thought you were their hero have been repulsed with the tales (all false) of your brazen disregard for the morals of the town. Meanwhile, in another part of the town..." It is easy to see how a detailed character can lead to a detailed campaign.

Character Law will allow players more diversity in creating their characters. No longer will a character's background be determined by a mere roll of the dice. Each background option, skill choice, and talent may be selected by the player himself.

Enjoy *Character Law*—death to the two-dimensional character.

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



CHARACTER
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Races & Cultures

1.0 RACES AND CULTURES

Each *Rolemaster* character must have a race as described in *RMFRP* (p. 13). In addition, if *Character Law* is being used, each Common Man and Mixed Man must have a culture.

RMFRP provides five "classic" races from mythology, literature, and fantasy role playing, while this section presents seven more races and six cultures. The racial abilities and characteristics that influence play in a fantasy role playing game are summarized in the Master Race Abilities Table M-1.1 (p. 118).

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

THE RACES

The five races provided in *RMFRP* (p. 85-90) are:

Common Men	High Men
Wood Elves	Dwarves
Halflings	

The new races provided in *Character Law* are:

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

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

THE CULTURES

Each Common Man and Mixed Man character must have a culture. The full description provided for the Common Men in *RMFRP* (p. 86) is the description for the Ruralmen culture. The six standard *Rolemaster* cultures are:

Urbanmen	Ruralmen
Nomads	Woodmen
Hillmen	Mariners

GENERAL NOTES ON ELVES

There are three groupings of Elves: Wood Elves, Grey Elves, and High Elves. The general information that applies to all Elves can be found in *RMFRP* (p. 85).

GENERAL NOTES ON MEN

There are two greater groupings of Men: the High Men and the Common Men. Some speak of the Mixed Men as a third group—they are a result of unions between High Men and Common Men. Each Common Man and Mixed Man character must have a "culture"—the Ruralmen culture provided for the Common Men in *RMFRP* (p. 86), or one of the five provided in this section, or another culture keyed to the GM's world.

The High Men are given their own entry (see *RMFRP*, p. 87). However, Common Men and Mixed Men must choose a culture. It is the culture that is described here (when necessary, two sets of stats are given—the first is for the Common Man, the second is for the Mixed Man).

GENERAL NOTES ON ORCS

There are two groupings of Orcs: the Greater Orcs and the Common Orcs. Generally, Orcs are very heavy of build, as they are bred as warriors and laborers. Common Orcs cannot stand daylight, and are at least partially blinded by the unshielded sun. Only at night can they see well (with sight like the Elves). Orcs are not inherently evil, but they are culturally and mentally predisposed toward Darkness.

TALENT NOTES FOR RMFRP RACES

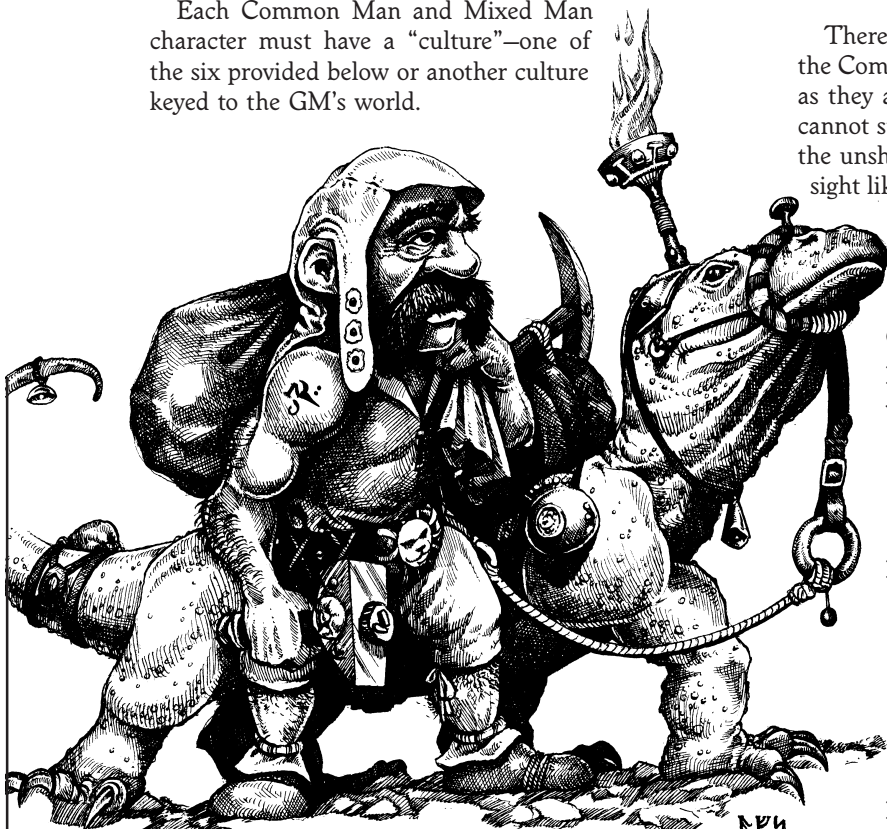
Common Men: All available.

High Men: All available.

Wood Elves: All available. For one background option a Wood Elf may select the following talent: special affinity with trees and woodland foliage; all physical activities performed by the character get a special +15 bonus when in forested terrain.

Dwarves: May not select mystical talents. For one background option a Dwarf may select one of the following talents (both for 2 options): (1) the ability to sense the presence of mechanical traps 50% of the time (GM should roll); (2) superior orienting abilities underground, the character always knows the direction of true north and approximate elevation of his location.

Halflings: May not select mystical talents.



1.1 COMMON ORCS

Common Orcs fear the sun and make their dwellings in caverns beneath the mountains. Their tribes prey upon the world of men, often prompted merely by a greed for plunder.

PHYSICAL CHARACTER

Build: Heavy, with thick hides, short legs, and long, thin arms. They have grotesque, fanged faces and random hair growth. Males and females average 65 pounds.

Coloring: Black or grey hair, black or reddish-brown eyes, and deep grey or black hides.

Endurance: Tremendous. They can travel for 2 days without sleep. +20 to exhaustion points.

Height: Males and females average 4'.

Lifespan: Indefinite; certainly hundreds of years, but the nature of their warlike life permits few to live past 50.

Resistance: +30 DB & RR bonuses versus heat/cold attacks.

Special Abilities: Common Orcs sleep during daylight hours, although they need sleep only once every 3 days (more often to restore Power Points). Common Orcish vision in most darkness is as good as a Man's during the height of day. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Common Orcs can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, they can see 10'.

CULTURE

Clothing & Decoration: Skins, leathers, and metal armor—crude, but well made and effective.

Fears & Inabilities: Natural sunlight and deep, running water. In full daylight, they only have 60% of normal activity each round; in artificial or magical daylight, they only have 80% of normal activity each round.

Lifestyle: Bred as laborers and warriors, Orcs respect power and terror above all things. They join and cooperate in substantial groups only when led by a "focused will," some overwhelmingly strong individual. To them, politics equates with force, and separate Orc tribes often war. Inter-tribal cannibalism is the norm.

They are, however, quite skilled. Their smiths rival those of the Dwarves and Elves and, although the items they produce lack beauty in form, they are exceptionally effective. Orcs are also fine healers, despite their lack of concern for scarring.

Marriage Pattern: Common Orcs do not marry; they breed. The females live together in secluded areas which are normally accessible only to the strongest males. In addition, the females are receptive only to the fiercest and most attractive males. This results in the strongest offspring. The many young are kept together and raised jointly by all the female Common Orcs.

Religion: Most worship Darkness and power.

OTHER FACTORS

Demeanor: Common Orcs are cruel, jealous, petty, ambitious, selfish, and suspicious. They are almost always uncomfortable and, aside from mealtime or battle, are never happy or at peace.

Language: *Starting Languages:* Orcish (S8/W2); Common-speech (S4/W0). *Allowed Adolescence Development:* Orcish (S10/W10), Common-speech (S6/W6), and Black-speech (S6/W6).

Prejudices: Common Orcs hate all races, including Orcs of other tribes. They particularly despise Elves, who they believe to be a spiteful, wicked, and wayward race.

Professions: Most Common Orcs are Fighters, Rogues, or Thieves; they make very poor spell users.

Special Skills: *Everyman:* Athletic Games (Brawn), Power-striking, Power-throwing, all skills within one of the following categories: Weapon • 2 Handed or Weapon • Polearm, Weight-lifting; *Restricted:* Public Speaking, Seduction, Trading.

Standard Hobby Skills: Acrobatics, Ambush, Animal Handling (bats and wolves), Appraisal, any Armor skills, Body Development, Caving, Climbing, Contortions, Disarming Traps, First Aid, Gambling, Hiding, Juggling, Jumping, Leather-crafts, Metal-crafts, Picking Locks, Pole-vaulting, Rappelling, Region Lore (any cavernous region), Riding (wolves), Scaling, Sprinting, Stalking, Tactics, Totem Making [Crafts], Tracking, Trickery, any Weapon skills, Wood-crafts.

OUTFITTING OPTIONS

Weapons: Club, dagger, handaxe, scimitar, short bow, spear, whip, harpoon, poisoned arrows.

Armor: None, soft or rigid leather. Leather helmet. Shields are rare.

Money: 20 sp of varying mints, obtained as plunder in battle or stolen from the tribe's hoard.

BACKGROUND OPTIONS

Common Orcs get five background options.

Extra Languages: In addition to the tongues listed above: Wood-speech (S5/W5), Black-speech (S8/W8), and Common (S8/W8).

Extra Money: Varying mints, obtained as plunder in battle or stolen from the tribe's hoard.

Special Items: Daily spell items and spell adders not available (re-roll). Weapons and tools made by Common Orcs are ungainly to look upon, but serviceable. Iron, steel, hide, and sinew are typical materials.

Talents: All available.



Races & Cultures



Stat

Bonuses:

Ag: +0
Co: +2
Me: -4
Re: -2
SD: -4
Em: -2
In: -4
Pr: -2
Qu: +0
St: +2

RR Mods:

Ess: +0
Chan: +0
Ment: +0
Poison: +0
Disease: +5

Body Dev.

Progression:
0•6•3•2•1

Channeling

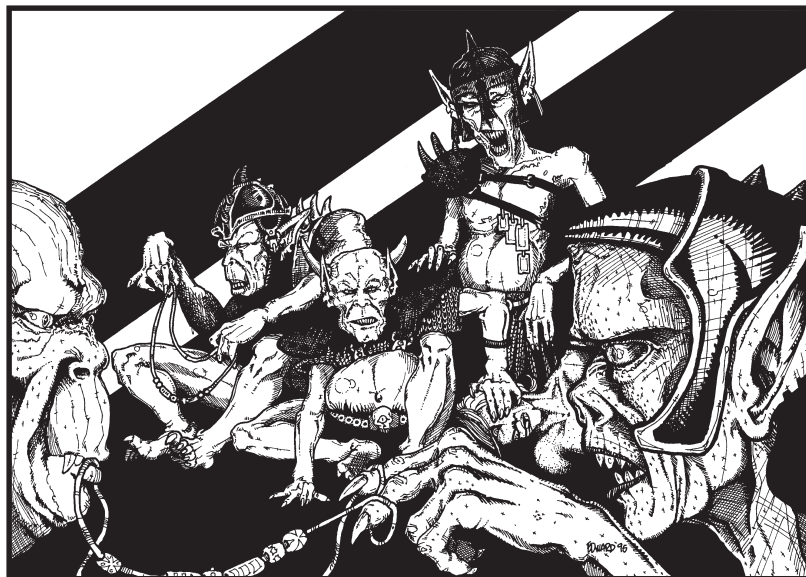
PP Dev.
Progression:
0•6•5•4•3

Essence

PP Dev.
Progression:
0•4•3•2•1

Mentalism

PP Dev.
Progression:
0•4•3•2•1



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Races & Cultures



1.2 GREATER ORCS

As a race, Greater Orcs were bred to be very capable of independent and intelligent action. They are much more suited to the formation of societies than are Common Orcs.

PHYSICAL CHARACTER

Build: While Greater Orcs have a more "human" appearance than Common Orcs, they are still heavy with cat-like eyes, fang-teeth, and thick hides. They have longer, stronger, and straighter legs than Common Orcs. Males and females average 145 pounds.

Coloring: Black or grey hair, black or reddish-brown eyes, and black/grey hides.

Endurance: Tremendous. They can travel for 2 days without sleep. +30 to exhaustion points.

Height: Greater Orcs average 5'6".

Lifespan: Indefinite; certainly hundreds of years, but the nature of their warlike life permits few to live past the age of 50.

Resistance: +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Greater Orcs usually sleep during daylight hours, although they need sleep only once every 3 days (more often to restore Power Points). Greater Orcs operate freely in daylight, and their vision in most darkness is as good as a Man's during the height of day. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Greater Orcs can see at least 30' perfectly and fairly well up to 75'. In absolute darkness, they can see 10'.

CULTURE

Clothing & Decoration: Skins, leathers, and metal armor—crude, but well made and effective.

Fears & Inabilities: They dislike natural sunlight and deep running water, but they do not fear them.

Lifestyle: Bred as warriors, Greater Orcs respect power and terror above all things.

Marriage Pattern: Greater Orcs do not marry; they breed. The females are receptive only to the fiercest and most attractive males.

Religion: Most Orcs worship Darkness and power.

OTHER FACTORS

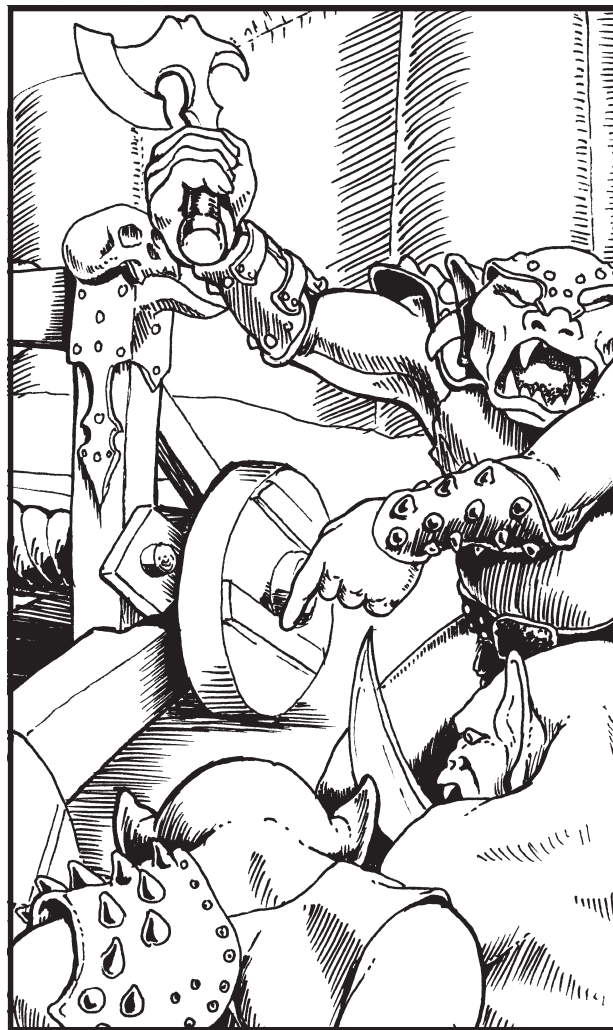
Demeanor: Greater Orcs possess more intelligence and cunning than Common Orcs, but they are still cruel, jealous, petty, ambitious, selfish, and suspicious.

Language: *Starting Languages:* Black-speech (S8/W2), Orcish (S8/W3), Common-speech (S5/W2). *Allowed Adolescence Development:* Black-speech (S10/W10), Orcish (S10/W10), Common (S8/W8), Wood-speech (S6/W3), Hill-speech (S6/W3).

Prejudices: Greater Orcs hate all other races. They particularly despise Elves, who they believe to be a spiteful, wicked, and wayward race.

Professions: Most Greater Orcs are Fighters, Rogues, and Thieves; they make very poor Essence and Mentalism spell users.

Special Skills: *Everyman:* all skills within one of the following categories: Weapon • 2 Handed or Weapon • Polearm; *Restricted:* none.



Standard Hobby Skills: Acrobatics, Ambush, Animal Handling (bats and wolves), Appraisal, any Armor skills, Attunement, Body Development, Brawling, Caving, Climbing, Con-tortions, Disarming Traps, First Aid, Fletching, Gambling, Hiding, Interrogation, Jumping, Leadership, Leather-crafts, Metal-crafts, Military Organization, Picking locks, Pole Vault-ing, Rappelling, Region Lore (any cavernous region), Riding (wolves), Scaling, Signaling, Sprinting, Stalking, Tactics, To-tem Making [Crafts], Tracking, Trickery, any Weapon skills.

OUTFITTING OPTIONS

Weapons: Broadsword, club, dagger, handaxe, long bow, mace, scimitar, short bow, short sword, spear, whip, clawed club or clawed mace (use morning star table), long sword, harpoon, poisoned arrows.

Armor: Any, excepting plate armor. Steel helmets and round or target shields common.

Money: 20 sp of varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the chief.

BACKGROUND OPTIONS

Greater Orcs get four background options.

Extra Languages: In addition to the tongues listed above: Plains-speech (S8/W6).

Extra Money: Varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

Special Items: Weapons and tools made by Greater Orcs are usually ungainly to look upon, but perform admirably. Iron, steel, hide, and sinew are typical materials.

Talents: All available.

CHARACTER LAW



1.3 GREY ELVES

Less tall and lordly than the High Elves, the Grey Elves are nevertheless more noble than the Wood Elves. They are a settled people that feel a kinship for the sea (they are sometimes called the "Sea Elves").

PHYSICAL CHARACTER

Build: Thin when compared to Men, the Grey Elves are nearly as tall as the High Elves but are generally slighter of build. They are more muscular than the Wood Elf folk. Males average 190 pounds; females, 155 pounds.

Coloring: Most have fair hair and pale blue or grey eyes. Like the High Elves, they have light skin.

Endurance: They are capable of traveling 16-20 hours a day. See the general Elf description in Section A-3.0.

Height: Males average 6'5"; females, 6'1".

Lifespan: They are immortal and will only die due to violence or if they weary of life and lose the will to live.

Resistance: They cannot become sick or scarred and are virtually immune to disease. +15 DB and RR bonuses versus cold attacks.

Special Abilities: See the general Elf description in *RMFRP* Section A-1 (p. 85).

CULTURE

Clothing & Decoration: Grey Elf clothing is exceedingly well made, yet subtle and utilitarian. Greys and silvers are their chosen colors.

Fears & Inabilities: Nothing special.

Lifestyle: The Grey Elves are the most open and cooperative of Elves. They are great teachers and borrowers and have an interest in the works of all races. Grey-elves are a settled

people and enjoy the company of others—they build towns and havens and gather in close-knit communities. Many Grey Elves feel a kinship to the sea; they build superb ships and are renowned sailors.

The Grey Elves are less musical than the High Elves or Wood Elves, and are less skilled in forging or crafts than the High Elves. Nonetheless, they are adept at all the arts and excel in their special provinces.

Marriage Pattern: Monogamous and for life.

Religion: Informal and centered around communal celebration and personal meditation.

OTHER FACTORS

Demeanor: Of the three Elven races, the Grey Elves are the quietest and calmest, and appear to be the most content. They are less frivolous and playful than the Wood Elves and are less fiery and passionate than the High Elves. Grey Elves feelings are deep and not easily aroused, but when they are they cannot be stayed.

Language: *Starting Languages:* Grey-elvish (S10/W10), Common-speech (S8/W6), Elvish (S8/W6), High-elvish (S6/W4). *Allowed Adolescence Development:* Common-speech (S10/W10), Elvish (S10/W10), High-elvish (S8/W8), High-speech (S8/W8), Plains-speech (S8/W8), Wood-speech (S8/W8).

Prejudices: The Grey Elves are great friends of most races and have remained particularly close to Dwarves. Their chief enemies are Orcs and Dragons.

Professions: No special notes.

Special Skills: *Everyman:* Research, Public Speaking, Sailing; *Restricted:* None.

Standard Hobby Skills: Acting, Attunement, Boat Piloting, Embroidery [Crafts], Fletching, Hiding, Languages, Leadership, Linguistics, Meditation, Navigation, Observation, Play Instrument, Poetic Improvisation, Public Speaking, Read Runes, Rope Mastery, Sewing, Signaling, Singing, any Spell List skill, Spinning [Crafts], Stalking, Star-gazing, Ship-building [Crafts], Swimming, Any Weapon skills, Weather-watching, Weaving [Crafts], Wood-crafts.

OUTFITTING OPTIONS

Weapons: Dagger, broadsword, composite bow, long bow, flail, quarterstaff, two-handed sword, javelin, spear, kynac, falchion, foil, dag, main gauche, rapier, bastard sword, gè, yarkbalka.

Armor: Any. Grey Elves prefer to derive the protection given by armor from magical clothing (robes, capes, gauntlets, belts, veils) where such is available rather than from encumbering leather or metal suits.

Money: Gems (clear quartz, blond chalcedony, zircon, mother-of-pearl, white spinel) worth a total of 2 gold pieces.

BACKGROUND OPTIONS

Grey Elves get three background options.

Extra Languages: In addition to the tongues listed above: South-speech (S6/W6), Black-speech (S6/W6), Sea-speech (S8/W8), and Orcish (S6/W6). For each background option allocated, a Grey Elf gets two languages.

Extra Money: Gems (fire opal, diamond, pearl, moonstone).

Special Items: All available. Most are beautifully crafted, and are constructed from fine materials.

Talents: All available.



Races & Cultures



Stat

Bonuses:

Ag: +2

Co: +0

Me: +2

Re: +0

SD: -5

Em: +2

In: +0

Pr: +4

Qu: +4

St: +0

RR Mods:

Ess: -5

Chan: -5

Ment: -5

Poison: +10

Disease: +100

Body Dev.

Progression:

0•6•3•2•1

Channeling

PP Dev.

Progression:

0•6•5•4•3

Essence

PP Dev.

Progression:

0•7•6•5•4

Mentalism

PP Dev.

Progression:

0•6•5•4•3



CHARACTER LAW





Races & Cultures



1.4 HALF-ELVES

True Half-elves have one Human and one Elven parent. They must choose relatively early in life whether they shall be mortal (and of men) or immortal and of Elvenkind. Should they choose immortality, they usually follow the lifestyle and course of their Elven parent. They are akin to "High Men," for the latter may (depending on race and game setting) have varying degrees of Elven blood.

PHYSICAL CHARACTER

Build: Strong and slender, thinner than Men but stouter than Elves. They have thin, angular features. Males average 190 pounds, females 135 pounds.

Coloring: Fair, generally with brown or black hair and grey eyes.

Endurance: Considerable. Half-elves need but 4 hours rest a day: sleep for mortals or meditation for the immortals.

Height: Males average 6'3", females 5'11".

Lifespan: Mortal Half-elves live 250-500 years.

Resistance: Half-elves are highly resistant to disease and natural illness. They have a +5 DB and RR bonus versus cold attacks.

Special Abilities: Half-elves can see extremely well in the dark. Under moonlight or starlight they can see perfectly for 500'. In other darkness situations they see as Elves do (50' to 100' if a light source is available).

Stat

Bonuses:

Ag: +2
Co: +2
Me: +0
Re: +0
SD: -3
Em: +0
In: +0
Pr: +4
Qu: +4
St: +2

RR Mods:

Ess: -5
Chan: -5
Ment: -5
Poison: +0
Disease: +50

Body Dev.

Progression:
0•7•5•3•1

Channeling

PP Dev.
Progression:
0•6•5•4•3

Essence

PP Dev.
Progression:
0•6•6•4•3

Mentalism

PP Dev.
Progression:
0•7•5•4•3

CHARACTER LAW



CULTURE

Clothing & Decoration: Varies, although it is generally well-made and beautifully and subtly adorned. Favored colors are deep blues and greens, greys and grey-greens, silver, and white.

Fears & Inabilities: Nothing special.

Lifestyle: Varies, although they generally live in secluded retreats or havens, or among Elvenkind. Their culture is much like that of the Grey Elves, although they are constantly concerned with the ways of Men.

Marriage Pattern: Monogamous. The line is traced through the male or female.

Religion: Quiet, personal, and involving meditation—in general, they are like the Elves in this.

OTHER FACTORS

Demeanor: Patient, reserved, considerate, balanced, mellow, and thoughtful.

Language: *Starting Languages:* Grey-elvish (S8/W6), Common-speech (S8/W6), High-elvish (S6/W5). *Allowed Adolescence Development:* Grey-elvish (S10/W10), Common-speech (S10/W10), High-elvish (S10/W10), High-speech (S10/W10), Elvish (S10/W10).

Prejudices: Orcs are their sworn enemies.

Professions: No special notes.

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

Standard Hobby Skills: Acrobatics, Acting, Ambush, Animal Handling, any Armor skills, Boat Piloting, Culture Lore, Diplomacy, First Aid, Fletching, Foraging, Hiding, History, Leadership, Meditation, Play Instrument, any Power Awareness skills, Public Speaking, Region Lore, Riding, Sewing, Singing, Skating, Skiing, Sprinting, Stalking, Star-gazing, Swimming, Tale Telling, Tracking, any Weapon skills, Weather-watching.

OUTFITTING OPTIONS

Weapons: Dagger, broadsword, long sword, war hammer, mace, morning star, composite bow, crossbow, battle-axe, flail, quarterstaff, two-handed sword, lance, spear, falchion, main gauche, rapier, dag, heavy crossbow, war mattock, bastard sword, boar spear.

Armor: Any. Half-elves are comfortable in plate, scale, and lamellar (as chain, -5 vs. melee, +5 vs. missile).

Money: 20 silver pieces in High Mannish mint.

BACKGROUND OPTIONS

Because of their strong cultural and racial ties, Half-elves only get four background options.

Extra Languages: In addition to the tongues listed above: North-speech (S6/W6), Plains-speech (S6/W6), and Wood-speech (S6/W6).

Extra Money: Gold pieces of High Mannish mint.

Special Items: All available. Finely wrought metals are a popular material for such.

Talents: All available.



1.5 HALF-ORCS

Half-orcs are a hideous creation, born of Man and Orc. They are often confused with Greater Orcs, but are a distinct race, small in number but capable and deadly. Half-orcs normally have Hillman blood in them and some are capable of blending into Hillmen societies.

PHYSICAL CHARACTER

Build: Half-orcs are akin to Greater Orcs, but look more like dark Men. Males average 150 pounds; females, 135 pounds.

Coloring: Black or grey hair, black or reddish-brown eyes.

Endurance: They can travel for 2 days without sleep. +10 to exhaustion points.

Height: Males average 5'8"; females, 5'5".

Lifespan: Normally 250-500 years.

Resistance: +15 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Half-orcish vision in most darkness is at least 300'. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Half-orcs can see at least 25' perfectly and fairly well up to 50'. In absolute darkness, they can still see 5'.

CULTURE

Clothing & Decoration: Varies, but leather and metal armor is standard with other clothing being depend upon the Orcish or Mannish group they are currently associated with.

Fears & Inabilities: They prefer to avoid bright sunlit places, but they are not adversely affected by sunlight.

Lifestyle: Individual Half-orcs respect power and terror above all things. Their lifestyle is dependent upon the Orcish or Mannish group they are currently associated with.

Marriage Pattern: This is normally dependent upon the Orcish or Mannish group they are currently associated with.

Religion: Most Half-orcs worship Darkness and power.

OTHER FACTORS

Demeanor: Half-orcs are normally cruel, jealous, petty, ambitious, selfish, and suspicious.

Language: *Starting Languages:* Common-speech (S8/W4), Orcish (S8/W4), Black-speech (S4/W3). *Allowed Adolescence Development:* Common-speech (S10/W8), Orcish (S10/W8), Black-speech (S8/W8), Hill-speech (S6/W6).

Prejudices: Half-orcs dislike most races, but they particularly despise Elves and High Men.

Professions: No special notes.

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



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Stat

Bonuses:

Ag: +0
Co: +2
Me: +0
Re: +0
SD: +2
Em: +0
In: +0
Pr: +0
Qu: +0
St: +2

RR Mods:

Ess: +0
Chan: +0
Ment: +0
Poison: +5
Disease: +5

Body Dev.

Progression:
0•7•4•2•1

Channeling

PP Dev.
Progression:
0•6•5•4•3

Essence

PP Dev.
Progression:
0•6•4•3•2

Mentalism

PP Dev.
Progression:
0•6•4•3•2

Standard Hobby Skills: Acting, Ambush, Animal Handling, Appraisal, any Armor skills, Attunement, Body Development, Bribery, Caving, Climbing, Directed Spells, Disarming Traps, Fletching, Gambling, Hiding, Jumping, Languages, Leadership, Leather-crafts, Metal-crafts, Military Organization, Observation, Picking Locks, Rappelling, Region Lore, Riding, Scaling, Seduction, Signaling, Sprinting, Stalking, Swimming, Tactics, Tale Telling, Tracking, Trap-building, Trickery, any Weapon skills, Weaving, Wood-crafts.

OUTFITTING OPTIONS

Armor: Any. Chain and plate armor are made of utilitarian steel.

Money: 20 silver pieces.

Weapons: Broadsword, club, dagger, handaxe, long bow, mace, morning star, scimitar, short bow, short sword, spear, war hammer, whip, clawed club or clawed mace (use morning star table), long sword, harpoon, poisoned arrows.

BACKGROUND OPTIONS

Half-orcs get five background options.

Extra Languages: In addition to the tongues listed above: North-speech (S8/S8), and Wood-speech (S8/W8).

Extra Money: Coinage, gems, and weapons.

Special Items: All available. Most Half-orcs are equipped from the armories of their evil lords and thus have some of the finest gear.

Talents: All available.



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1.6 HIGH ELVES

The High Elves are called that ostensibly because they are considered to be the most noble of the Elves. They are said to have once resided in the land of demi-gods and may still maintain close ties to those demi-gods.

PHYSICAL CHARACTER

Build: Of all the Elves, the High Elves are the strongest and sturdiest of build, although they are still slimmer than Men. Males average 215 pounds; females, 175 pounds.

Coloring: Most are dark haired and have greyish eyes, but a few are fair haired and blue eyed.

Endurance: They are capable of traveling 16-20 hours a day. See the general Elf description, *RMFRP* Sec. A-1 (p. 85).

Height: Males average 6'7"; females, 6'3".

Lifespan: They are immortal and will only die due to violence or if they weary of life and lose the will to live.

Resistance: They cannot become sick or scarred and are virtually immune to disease. +20 DB and RR bonuses versus cold attacks.

Special Abilities: See the general Elf description in Section A-3.0. High Elves are unparalleled at understanding and working with crafts. They get a special +20 bonus to their Attunement skill.

CULTURE

Clothing & Decoration: They favor rich clothing and fine craftsmanship, and often have the appearance of great wealth.

Fears & Inabilities: Nothing special.

Lifestyle: Of all the Elves, the High Elves are the most ordered. While their brethren are content to wander or mark time in quiet diffusion, the High Elves seek to build communities and states in beautiful, guarded places.

Marriage Pattern: Monogamous and for life.

Religion: Informal and centered around communal celebration and personal meditation. Like the Dwarves, the High Elves are fiery craftsmen with a heightened respect for physical objects.

OTHER FACTORS

Demeanor: Regardless of the line, all High Elves are noble of bearing and carry themselves with assurance. They are haughty and often appear to be arrogant. Of all the Elves, they are the most inquisitive and passionate, being full of a desire for experience and expertise in the arts and the ways of the world.

Language: *Starting Languages:* High-elvish (S10/W10), Grey-elvish (S8/W6), Common-speech (S8/W6). *Allowed Adolescence Development:* Grey-elvish (S10/W10), Common-speech (S10/W10), North-speech (S6/W6), Elvish (S8/W8).

Prejudices: The High Elves hate Orcs, Trolls, and Dragons above all creatures. Due to their pride they tend to look down upon non-High Men.

Professions: Any. They produce the greatest number of Elven Bards and loremasters.

Special Skills: *Everyman:* all skills within the Crafts category; *Restricted:* none.



Standard Hobby Skills: Acting, any Armor skills, Attunement, Body Development, Dancing, Directed Spells, Embroidery [Crafts], History (famous weapons, enchanted creations), Jewelry-smithing [Crafts], Languages, Leadership, Meditation, Metal-crafts, Observation, Play Instruments, Poetic Improvisation, Public Speaking, Read Runes, Riding, Sewing, Singing, spell lists, Star-gazing, any Weapon skills, Weather-watching.

OUTFITTING OPTIONS

Armor: Any. High Elves prefer to derive the protection given by armor from magical items (rings, bracelets, tiaras) where such are available rather than from encumbering armor.

Money: Gems (peridot, aquamarine, beryl, citrine, tourmaline) worth a total of 2 gold pieces.

Weapons: Dagger, broadsword, mace, composite bow, long bow, flail, two-handed sword, quarterstaff, javelin, lance, falchion, foil, main gauche, rapier, bastard sword, irgaak, kynac, long kynac.

BACKGROUND OPTIONS

High Elves only get two background options.

Extra Languages: In addition to the tongues listed above: North-speech (S8/W8), and Elvish (S10/W10), Black-speech (S6/W6), Woods-speech (S6/W6), and Plains-speech (S6/W6).

Extra Money: Gems (amethyst, diamond, emerald, opal, sapphire).

Special Items: All available. Most should be constructed from fine or rare materials.

Talents: All available. For one background option a High Elf may select the following talent: Sensitive to the Essence, the way it pools and flows; this sensitivity allows the character to be aware of the presence of any enchantments or spells (cast by Essence or Mentalism users only) within 50 feet (when he concentrates).

CHARACTER LAW



1.7 HILLMEN

This group of Common Men traditionally lives in the hills and highlands. Many have become settled farmers and herders and make up majority populations in many rural areas. Others remain pure and live in the foothills and mountain vales.

PHYSICAL CHARACTER

Build: They are of medium to stocky build and rugged, with little body hair. Men average 175 pounds; women, 135 pounds.

Coloring: They have a tanned or ruddy complexion and brown hair.

Endurance: They are superb mountaineers and handle tough terrain with little additional effort.

Height: Men average 5'10"; women, 5'6".

Lifespan: Short; about 50-80 years.

Resistance: Normal.

Special Abilities: They get a special +20 bonus for Scaling skill, Acrobatics skill, Public Speaking skill, and Acting skill.

CULTURE

Clothing & Decoration: Crude wool and hide tunics with leggings. They also wear rough over-coats, short cloaks, and fur hats. The woolens are woven in bright plaids, the colors indicating the wearer's family lines and clan. Ritual tattooing is widespread.

Fears & Inabilities: Numerous superstitions, notably a fear of Darkness centering around the spirits in the earth and plants (which come forth at night).

Lifestyle: Hillmen are herders, hunters, and gatherers who live in extended families and reside in villages and fortified clan-holds. They use chariots. Extremely theatric, they are gifted poets, musicians, singers, and storytellers. Pugnacious, they often settle disputes by raiding, fighting, or even warring on one another (and of course others).

Marriage Pattern: Monogamous, but one must marry outside the family. Political marriages common. Line traced through the female.

Religion: Superstitious rituals devoted to a complex grouping of vengeful petty deities. Many are vaguely based on the Hillmen's peculiar interpretations of the "True Gods." Oral traditions are crucial to the keeping of histories and law. Sacrifices are widespread and the clergy are both revered and feared.

OTHER FACTORS

Demeanor: Suspicious and self-centered, yet vocal and animated. They love to talk, laugh, sing, and scream.

Language: *Starting Languages:* Hill-speech (S8/W4), Common-speech (S8/W4). Written Hill-speech is rare, for a premium is placed on oration and the performing arts. *Allowed Adolescence Development:* Hill-speech (S10/W10), Common-speech (S10/W10), Plains-speech (S8/W8).

Prejudices: Hillmen generally hate the Nomads; many also despise the High Men, Dwarves, and Orcs.

Professions: No special notes.

Special Skills: *Everyman:* Driving, Herding, Horticulture, Hunting, Play Instrument, Poetic Improvisation, Singing, Tale Telling; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Acting, Ambush, Animal Handling, any Armor • Light skills, Attunement, Body Development, Painting (body painting), Brawling, Caving, Climbing, Directed Spells, Foraging, Hiding, History (Hillmen), Jumping, Leather-crafting, Metal-crafting, Observation, Play Instrument, Poetic Improvisation, Public Speaking, Region Lore (local), Riding, Scaling, Singing, Spell Lists, Sprinting, Stalking, Star-gazing, Swimming, Tale Telling, Tattooing [Craft], Tracking, any Weapon skills, Weather-watching.

OUTFITTING OPTIONS

Armor: None or soft leather. Some elite warriors fight naked.

Money: Goods to be bartered or exchanged for coinage: 10 deerskins, finely worked, worth 2 sp each; 5 skunk pelts worth 4 sp each; 4 red fox pelts worth 5 sp each; a bale of carded wool worth 20 sp.

Weapons: Broadsword, club, dagger, handaxe, javelin, short bow, spear, cudgel, baw, cabis.

BACKGROUND OPTIONS

Common Men get six background options; Mixed Men get five background options.

Extra Languages: In addition to the tongues listed above: Plains-speech (S10/W10) and North-speech (S8/W8).

Extra Money: A selection of pelts (black fox, 5 gp; marten, 8 gp; black sable, 10 gp; ermine, 13 gp; golden sable, 15 gp; mink, 11 gp; red sable, 12 gp; white fox, 7 gp) or a selection of herbs worth 1-200 gp.

Special Items: All available. Hillmen workmanship is rather crude, although it has aesthetic appeal to those with rustic tastes; it is usually of materials that do not long endure (bronze, copper, tin, leather, yarn, wood).

Talents: All available.



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Stat Bonuses*:
Ag: +0/+0
Co: +0/+2
Me: +0/+0
Re: +0/+0
SD: +2/+2
Em: +0/+2
In: +0/+0
Pr: +0/+2
Qu: +0/+0
St: +2/+2

RR Mods:
Ess: +0
Chan: +0
Ment: +0
Poison: +0
Disease: +0

Body Dev. Progression*:
0•6•4•2•1/
0•6•5•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•6•5•4•3

Mentalism PP Dev. Progression:
0•7•6•5•4

* 1st value is for Common Men, 2nd is for Mixed Men

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1.8 MARINERS

The Mariners are descendants of High Man rebels who fled the southern empires. Most settled in the far south and began a long struggle for control with the native elements. Since that time, modest inbreeding with the locals has created a somewhat distinct group, although their High Man roots remain strong. Their heritage as sailors and merchantmen from the southern empires still influences their culture and lifestyle. They long to reclaim the southern empires.

PHYSICAL CHARACTER

Build: Strong of build. Males average 215 pounds; women, 145 pounds.

Coloring: Mariners are generally fair skinned and have grey or bluish eyes and black or dark brown hair.

Endurance: Considerable. They do not get seasick.

Height: Men average 6'3"; women, 5'9".

Lifespan: 95-190 years.

Resistance: Normal.

Special Abilities: They get a special +20 bonus for the following skills: Boat Piloting, Navigation, Rope Mastery, Rowing, Sailing, Star Gazing, Weather Watching.

CULTURE

Clothing & Decoration: Mariners favor purple, red, and gold clothing made from silk or fine cotton. They wear tunics and only rarely don leggings. Men wear gold collars, while women are well-adorned with jewelry.

Fears & Inabilities: Disease and illness, and their own natural mortality.

Lifestyle: Mariner culture reflects the conservative elements found among southern empires' aristocracy, only it is carried to an extreme.

Marriage Pattern: Monogamous. Line is traced through male.

Religion: Mariner religion is preoccupied with Death and Darkness, and largely revolves around ancestor and hero worship. The great Ancient Kings are revered as godlike. Ceremonies dwell on the perpetuation of the life of the individual and, more importantly, the lineage. The dead are buried with elaborate fanfare and are laid to rest in a preserved state, one of pronounced splendor.

OTHER FACTORS

Demeanor: Aggressive, haughty, determined, embittered—the Mariners have the attitude of royalty in unjust exile.

Language: *Starting Languages:* High-speed (S8/W6), Common-speed (S8/W6), Sea-speed (S8/W6). *Allowed Adolescence Development:* High-speed (S10/W10), Common-speed (S10/W10), Sea-speed (S10/W10), South-speed (S8/W8), Wood-speed (S6/W6), Plains-speed (S6/W6).

Prejudices: Their greatest enemies are the High Men, because they are held to blame for the wars of the southern empires.

Professions: No special notes.

Special Skills: *Everyman:* Rope Mastery, Rowing, Sailing, Star Gazing; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Acting, Ambush, Appraisal, any Armor skills, Boat Piloting, Body Development, Climbing, Cultural Lore, Dance, Embroidery [Craft], First Aid, Hiding, History, Jumping, Leadership, Metal-crafting, Navigation, Observation, Painting, Public Speaking, Rappelling, Region Lore, Riding, Rope Mastery, Sculpting, Signaling, Spell Lists, Sprinting, Stalking, Star-gazing, Swimming, Tracking, Trading, any Weapon skills, Weather-watching, Wood-crafting.

OUTFITTING OPTIONS

Armor: Any. Mariners who are wealthy adorn their armor with gold chasing or engraving.

Money: 2 gold pieces.

Weapons: Dagger, scimitar, broadsword, short sword, mace, morning star, whip, bola, composite bow, long bow, short bow, flail, quarterstaff, two-handed sword, lance, spear, armored fist, bastard sword, boar spear, cat of nine tails, cutlass, falchion, harpoon, main gauche, net, pole arm, sabre.

BACKGROUND OPTIONS

Common Men get six background options; Mixed Men get five background options.

Extra Languages: In addition to the tongues listed above: Wood-speed (S8/W8), Plains-speed (S8/W8), Black-speed (S8/W8), Orcish (S6/W6), Grey-elvish (S6/W6), and Elvish (S6/W6).

Extra Money: Gold pieces.

Special Items: All available. Mariners favor weapons and tools ornamented with gold.

Talents: All available.



Stat Bonuses*:
Ag: +0/+0
Co: +0/+2
Me: +0/+0
Re: +0/+0
SD: +2/+2
Em: +0/+2
In: +0/+0
Pr: +0/+2
Qu: +0/+0
St: +2/+2

RR Mods:
Ess: +0
Chan: +0
Ment: +0
Poison: +0
Disease: +0

Body Dev. Progression*:
0•6•4•2•1
0•6•5•2•1

Channeling PP Dev. Progression:
0•6•5•4•3

Essence PP Dev. Progression:
0•6•5•4•3

Mentalism PP Dev. Progression:
0•7•6•5•4

* 1st value is for Common Men, 2nd is for Mixed Men.

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1.9 NOMADS

This term refers to the many nomadic peoples who live in the plains and steppes. These nomadic tribes and confederations are ever in search of territory and wealth and have been known to invade the lands of their neighbors. Each group has its own subculture and dialect, although most are related—the following descriptions are a general view of an “average” tribe.

PHYSICAL CHARACTER

Build: Compact and agile. Men average 135 pounds; women, 95 pounds.

Coloring: Swarthy, with a tan or yellowish/tan quality.

Endurance: Normal, although they can ride horses, wagons, or chariots for long periods without exhaustion (accumulate only half normal exhaustion in these conditions).

Height: Short to medium. Men average 5'6"; women, 5'1".

Lifespan: Short, about 40-65 years.

Resistance: Normal.

Special Abilities: They are superb with riding animals and produce fabulous horsemen. They get a special +20 bonus for Mounted Combat and all Outdoor • Animal skills.

CULTURE

Clothing & Decoration: Colorful linen cloaks, woolen tunics, leather pants, and lower leg protectors. They also wear fur hats with ear flaps, or fur-covered pot helmets. Some groups paint their upper bodies and faces.

Fears & Inabilities: Darkness and thunderstorms.

Lifestyle: They are nomads who live in mobile camps and move their camps using great wagons (wains). Warriors all, they also herd horses and cattle. The leaders travel in, and fight from, rugged war chariots.

Marriage Pattern: Men may take more than one wife, but this is rare and costly since they must pay a bride-price. The line is traced through the male.

Religion: Superstitious rituals concerning nature spirits and heroic ancestral deities. Many worship Darkness.

OTHER FACTORS

Demeanor: Cold, determined, brave to the point of foolhardiness. They relish, or are at the least unconcerned with, death in battle.

Language: *Starting Languages:* Plains-speech (S8/W6), Common-speech (S4/W4). *Allowed Adolescence Development:* Plains-speech (S10/W10), Common-speech (S10/W10), South-speech (S6/W6), Black-speech (S6/W6).

Prejudices: Nomads have little regard for anyone except their own people. They hate the High Men.

Professions: No special notes.

Special Skills: *Everyman:* Mounted Combat skill and all Outdoor • Animal skills involving horses (unless Profession cost is cheaper); *Restricted:* none.



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Stat

Bonuses*:

Ag: +0/+0
Co: +0/+2
Me: +0/+0
Re: +0/+0
SD: +2/+2
Em: +0/+2
In: +0/+0
Pr: +0/+2
Qu: +0/+0
St: +2/+2

RR Mods:

Ess: +0
Chan: +0
Ment: +0
Poison: +0
Disease: +0

Body Dev.

Progression*:
0•6•4•2•1/
0•6•5•2•1

Channeling

PP Dev.

Progression:
0•6•5•4•3

Essence

PP Dev.

Progression:
0•6•5•4•3

Mentalism

PP Dev.

Progression:
0•7•6•5•4

* 1st value is for Common Men, 2nd is for Mixed Men

Standard Hobby Skills: Acrobatics, Ambush, Animal Handling, Attunement, Body Development, Painting (body painting), Bone-carving [Crafts], Contortions, Crewelwork [Crafts], Directed Spells, Fauna Lore, Fletching, Foraging, Hiding, Leather-crafting, Military Organization, Observation, Riding, Signaling, Spell Lists, Stalking, Star-gazing, Tactics, Tale Telling, Thrown and Missile Weapon skills, Tracking, any Weapon skills, Weather-watching.

OUTFITTING OPTIONS

Armor: None but shield and helm.

Money: Draft-kine worth 20 sp.

Weapons: Bola, dagger, javelin, scimitar, short bow, short sword, sling, long sword, usriev (8-foot long cross between a lance and a long, thin two-handed sword—razor-sharp 4-foot blade—use two-handed sword table, changing Krush crits to Puncture crits).

BACKGROUND OPTIONS

Common Men get six background options; Mixed Men get five background options.

Extra Languages: In addition to the tongues listed above: South-speech (S8/W8), Black-speech (S8/W8), North-speech (S6/W6), Orcish (S6/W6), and Elvish (S6/W6).

Extra Money: Livestock and possibly a wain (wagon) or a war chariot (draft-kine, 20 sp each; light horse, 45 sp each; wain, 6 gp; war chariot, 25 gp).

Special Items: All available. Nomad crafts involve shapely creations from bone, leather, iron and bronze.

Talents: All available. Animal Empathy (Minor Talent) may be chosen with no flaw for only one background option.

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1.10 URBANMEN

This is a generalized label for the town and city folk of the northern and southern empires. Urbanmen contain varying degrees of Hillman, Nomad, Woodman, and High Man blood. This category represents men born and raised in major towns and cities.

PHYSICAL CHARACTER

Build: All types, but normally medium. Males average 155 pounds; women, 125 pounds.

Coloring: Variations of fair to tan or olive skin. All colors of hair and eyes.

Endurance: Average.

Height: Males average 5'10"; women, 5'4".

Lifespan: Moderate, averaging 65-85 years.

Resistance: Normal.

Special Abilities: None.

CULTURE

Clothing & Decoration: Various types of elaborate or practical wool and linen garb, including cloaks, boots, etc. Tunics are worn in warmer areas; shirts and pants or leggings are worn in cooler locales. Some imported silks and fine cottons are in evidence.

Fears & Inabilities: Nothing special, aside from local superstitions.

Lifestyle: Urban folk are a varied, rather cosmopolitan lot. Many are from mercantile or guild backgrounds and some have dealt with enchantments.

Marriage Pattern: Monogamous. The line is traced through either the male or female.

Religion: Variations of subdued rituals with some organized cults and shrines. Most have reverence for local or community spirits, although the principal worship focuses on the "True Gods."

OTHER FACTORS

Demeanor: Practical, aggressive, hard-working, and inquisitive.

Language: *Starting Languages:* Common-speech (S8/W6). *Allowed Adolescence Development:* Common-speech (S10/W10), High-speech (S8/W8), Sea-speech (S8/W8), Grey-elvish (S8/W8).

Prejudices: Urbanmen are worldly enough to deal with most outsiders. They hate no race, aside from the Orcs.

Professions: No special notes.

Special Skills: *Everyman:* all skills in the Urban category; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Acting, Ambush, Animal Handling, Appraisal, any Armor skills, Boat Piloting, Body Development, Bribery, Climbing, Contortions, Cooking, Dancing, Diplomacy, Disarming Traps, Embroidery [Crafts], First Aid, Fletching, Gambling, Hiding, History (city), Interrogation, Juggling, Languages, Leather-crafting, Metal-crafting, Observation, Painting, Picking Locks, Play Instrument, Public Speaking, Read Runes, Region Lore, Riding, Sculpting, Seduction, Sewing, Singing, Stalking, Stilt-walking, Stone-crafting, Tightrope-walking, Trading, Trap Building, Trickery, any Weapon skills, Wood-crafting.

OUTFITTING OPTIONS

Armor: Any. Inhabitants of the larger cities have more reliable access to chain and plate mail than do those in towns or small cities.

Money: 20 silver pieces of High Mannish mint.

Weapons: Battle-axe, broadsword, composite bow, dagger, halberd, javelin, long bow, mace, morning star, quarterstaff, short sword, spear, two-handed sword, bastard sword, foil, main gauche, rapier.

BACKGROUND OPTIONS

Common Men get six background options; Mixed Men get five background options.

Extra Languages: In addition to the tongues listed above: Hill-speech (S6/W6), Small-speech (S6/W6), Plains-speech (S8/W8), and High-elvish (S6/W6).

Extra Money: Silver pieces.

Special Items: All available. Items made by urban Urbanmen display high quality craftsmanship and include durable materials often unavailable in more rural societies (steel being a prime example). Enchanted metals (mithril, eog, etc.) are not normally available, however.

Talents: All available.



Stat
Bonuses*:
Ag: +0/+0
Co: +0/+2
Me: +0/+0
Re: +0/+0
SD: +2/+2
Em: +0/+2
In: +0/+0
Pr: +0/+2
Qu: +0/+0
St: +2/+2

RR Mods:
Ess: +0
Chan: +0
Ment: +0
Poison: +0
Disease: +0

Body Dev.
Progression*
0•6•4•2•1/
0•6•5•2•1

Channeling
PP Dev.
Progression:
0•6•5•4•3

Essence
PP Dev.
Progression:
0•6•5•4•3

Mentalism
PP Dev.
Progression:
0•7•6•5•4

1.11 WOODMEN

The Woodmen have long dwelt in the great forests. They are a loose tribe of hunter/gatherers who live in or below the trees as extended families, bands, or clans.

PHYSICAL CHARACTER

Build: Average to stocky, with strong but angular features. The men possess large amounts of facial hair. Men average 195 pounds; women, 135 pounds.

Coloring: Fair skin with reddish highlights. They have blond hair and blue or green eyes.

Endurance: Average.

Height: Men average 6'1"; women, 5'5".

Lifespan: 65-85 years.

Resistance: Average.

Special Abilities: They can climb and move along tree limbs exceedingly well. They get a special +20 bonus to Climbing skill and Acrobatics skill. They get a special +10 bonus to Foraging skill.

CULTURE

Clothing & Decoration: They wear crude woolen tunics and short pants with leggings. Most favor coats, cloaks, and fur hats.

Fears & Inabilities: Nothing special.

Lifestyle: They are an independent lot who have no formal political structure. Living off the gifts of the forest, they reside in small, close groups secluded from other races. They interact with few other than the Wood Elves. Utterly at home in the woodlands, their tracking, climbing, hiding, hunting, and foraging techniques are superb.

Marriage Pattern: Monogamous. The line is traced through the male.

Religion: Mostly personal and within the family or band. Female shamans act as seers, healers, and spiritual leaders. They manage the ancient Cult of Growing ("Alanakyn") which meets for rare tribal ceremonies.

OTHER FACTORS

Demeanor: Quiet, independent, reclusive.

Language: *Starting Languages:* Wood-speech (S8/W6), Common-speech (S6/W4), Grey-elvish (S4/W3). *Allowed Adolescence Development:* Wood-speech (S10/W10), Common-speech (S8/W8), Grey-elvish (S6/W6), Plains-speech (S6/W6).

Prejudices: Woodmen hate Orcs, Trolls, and Giant Spiders.

Professions: No special notes.

Special Skills: *Everyman:* Climbing, Foraging, Hiding, Hunting, Tracking; *Restricted:* none.



Races & Cultures



Stat

Bonuses*:

Ag: +0/+0
Co: +0/+2
Me: +0/+0
Re: +0/+0
SD: +2/+2
Em: +0/+2
In: +0/+0
Pr: +0/+2
Qu: +0/+0
St: +2/+2

RR Mods:

Ess: +0
Chan: +0
Ment: +0
Poison: +0
Disease: +0

Body Dev.

Progression*:
0•6•4•2•1/
0•6•5•2•1

Channeling

PP Dev.
Progression:
0•6•5•4•3

Essence

PP Dev.
Progression:
0•6•5•4•3

Mentalism

PP Dev.
Progression:
0•7•6•5•4

* 1st value is for Common Men, 2nd is for Mixed Men

Standard Hobby Skills: Acrobatics, Ambush, Armor • Light skills, Body Development, Climbing, Crewelwork [Crafts], Dancing, Fauna Lore, First Aid, Fletching, Flora Lore, Foraging, Hiding, Leather-crafting, Observation, Rappelling, Read Runes, Region Lore (forested regions), Rope Mastery, Signaling, Stalking, Swim, Tale Telling, Tightrope-walking, Tracking, any Weapon skills, Wood-crafting.

OUTFITTING OPTIONS

Armor: None or soft leather.

Money: Herbs worth 20 sp.

Weapons: Club, dagger, handaxe, long bow, quarterstaff, short sword, sling, woodman's axe, throwing darts, knife.

BACKGROUND OPTIONS

Common Men get six background options; Mixed Men get five background options.

Extra Languages: In addition to the tongues listed above: Grey-elvish (S8/W8), Plains-speech (S8/W8), Orcish (S6/W6), and Elvish (S6/W6).

Extra Money: Herbs worth 1-200 gp.

Special Items: All available. Woodmen create items of wood, bark, fur, leather, and feathers.

Talents: All available.



2.0

PROFESSIONS

Each *Rolemaster* character must have a profession as described in *RMFRP* (p. 14). A Gamemaster should determine which professions are appropriate for his world system, as well as incorporating any additional professions deemed necessary.

RMFRP provides nine professions—3 non spell users, 3 semi spell users, and 3 pure spell users. This section presents eleven more professions: 2 non spell users, 3 semi spell users, 3 pure spell users, and 3 hybrid spell users. The prime stats, realm(s) of power, and profession bonuses for each profession are summarized in the Master Profession Table M-1.4 (p. 116).

THE PROFESSIONS

The professions provided in *RMFRP* (p. 92-100) are:

Non Spell Users:	Semi Spell Users:	Pure Spell Users:
Fighter	Ranger (Chan.)	Cleric (Chan.)
Rogue	Dabbler (Ess.)	Magician (Ess.)
Thief	Bard (Ment.)	Mentalist (Ment.)

The new professions provided in *Character Law* are:

Non Spell Users:	Semi Spell Users
Layman	Paladin (Channeling)
Warrior Monk	Monk (Essence)
	Magent (Mentalism)
Pure Spell Users:	Hybrid Spell Users:
Animist (Channeling)	Healer (Chan. & Ment.)
Illusionist (Essence)	Sorcerer (Chan. & Ess.)
Lay Healer (Mentalism)	Mystic (Ess. & Ment.)

TALENT PACKAGE COSTS

Each *RMFRP* profession's DP costs for the new *ChL* talent packages (p. 28-38) are summarized in the Master Training Package DP Cost Table M-2.7 (p. 120).

DETERMINING ADDITIONAL BASE LISTS

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

EVIL SPELL USERS

An evil spell user is one of the *Rolemaster* pure spell users that has access to the evil spell lists in *Spell Law* (see p. 101 for more information). There is one evil spell user that corresponds to each *Rolemaster* pure spell user—always use the pure spell user's DP costs, profession bonuses, etc. So, evil spell users are actually Evil Magicians, Evil Animists, Evil Mentalists, Evil Illusionists, etc.

An evil spell user uses the six evil spell lists for his realm as his standard set of six base lists. His additional four base lists (see above) must be chosen from his realm's open lists, from his realm's closed lists, and from the base lists of his pure spell user profession. Any of his pure spell user profession base lists *not* chosen may be developed as open lists for his realm.

Note: A GM should realize that the nature of "evil" is a high subjective and flexible concept and should reflect this in his world system. This could range from an evil spell user being perverted and manipulated by evil gods and power sources to minimal effects like the disapproval of superstitious peasants.

HYBRID SPELL USERS

Sorcerer, Mystic, and Healer are *hybrid* spell user professions, each of which combines some of the powers of two different realms of magic. A hybrid spell user has two realms of power, but he can obtain the power of the most potent pure spell users only in a very restricted set of spells (see the Master Spell List DP Cost Table MT-2.4, p. 118).

The conditions which interfere with casting spells from each of the three realms (see *RMFRP* p. 46-47) also interfere with a hybrid spell user casting a spell. For example, a helmet will interfere with casting a Mentalism spell. When casting one of the spells from his base lists, he suffers the interference from both realms.

A hybrid spell user has two *realm stats* (see *RMFRP*, p. 14). His realm stat bonus is equal to the average of his two realm stat bonuses.

RESOLVING BASIC SPELL ATTACKS BY HYBRID SPELL USERS

When a basic attack spell cast is by a hybrid spell caster, follow one of these procedures:

- **If the spell is not from a hybrid base spell list**, handle the basic attack and RR as you would any other spell from the realm corresponding to the spell.
- **If the spell is from a hybrid base spell list**, the spell uses power from two realms. So, when referring to the Basic Spell Attack Table 13.1 (*RMFRP*, p. 230), use the column from either of the two realms that is most advantageous for the target/defender.

In addition, do **not** modify the resulting RR by 3x the target's stat bonus for the spell's realm. Instead, modify the RR by the sum of the two stat bonuses corresponding to the spell's realm—In & Pr for Healer base spells, Em & Pr for Mystic base spells, and In & Em for Sorcerer base spells.

If the target's realm of power is the same as either of the spell's realms, a +15 RR modification applies (see *RMFRP*, p. 230).



2.1 WARRIOR MONK



Warrior Monks are non spell users who are experts at maneuvering and martial arts. Warrior Monks may learn to use normal weapons, although not as easily as others in the realm of Arms. They prefer to utilize unarmed combat. Some literary examples of a Warrior Monk might include Kwi Chang Kane.

Lotus crossed her legs as she sat down on the rocky ledge. Behind her, the rest of the group was preparing for the evening of rest. Lotus looked down upon the valley below and began to meditate.

Prime Stats: Quickness and Self Discipline

WARRIOR MONK SPELL LISTS

The Warrior Monk has no base lists, though he may learn (at a high development point cost) spells from his chosen realm of magic.

PROFESSION BONUSES

Athletic • Gymnastic.....	+5	Martial Arts Group	+15
Awareness Group	+5	Self Control	+15
Body Development	+10		

SKILLS AND SKILL CATEGORIES

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

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

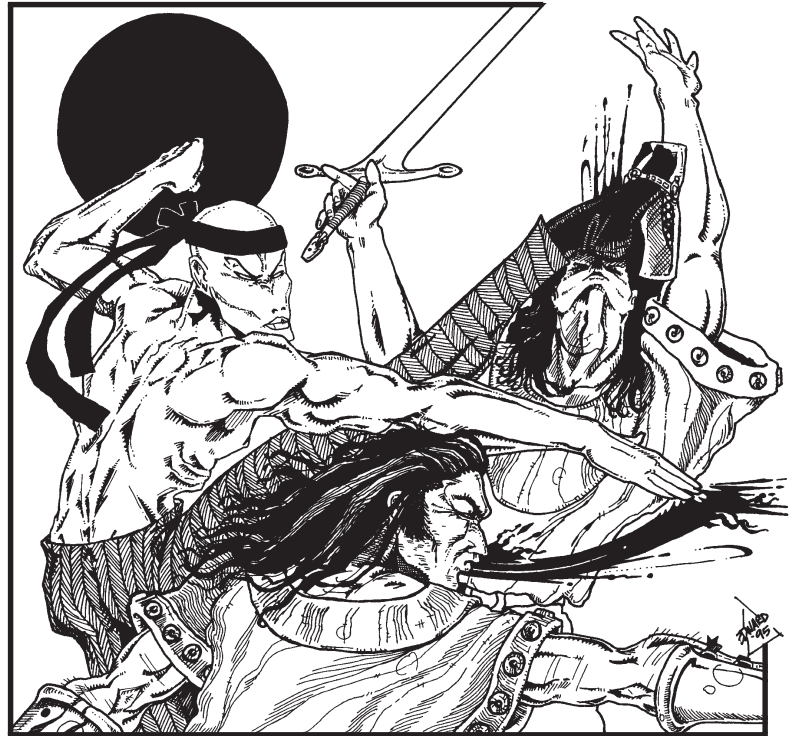
Everyman Skills: Sense Ambush, any one Combat Maneuver

Occupational Skills: none

Restricted Skills: Boxing, Wrestling, Channeling (if the character's chosen realm is not Channeling)



Professions



SPELL DEVELOPMENT

Open list (1-5)	20	Closed list (1-5)	30
Open list (6-10)	40	Closed list (6-10)	60
Open list (11-15)	60	Closed list (11-15)	90
Open list (16-20)	80	Closed list (16-20)	120
Open list (21+)	100	Closed list (21+)	150

For the spell lists not shown see page 118 for DP costs.

TRAINING PACKAGES

Adventurer	29	Highwayman	22
Amateur Mage	40	Hunter	30
Animal Friend	28	Knight	34
Assassin	25	Loremaster	29
Berserker	28	Martial Artist †	24
Burglar †	20	Mercenary	33
City Guard	23	Merchant	25
Cloistered Academic	29	Performer	28
Con Man	22	Philosopher	32
Crafter	24	Sailor †	19
Crusading Academic	29	Scout	25
Cut Purse	25	Shaman Priest	33
Detective	23	Soldier	31
Diplomat	28	Spy	28
Doctor	23	Traveller	13
Explorer	26	Wanderer	29
Guardian	32	Weapon Master	45
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed



CHARACTER
LAW





Professions



2.2 LAYMAN



Normally each character has an “adventuring” profession, reflecting how his early training and life have moulded his thought patterns. However, the Layman profession represents characters who do not have a standard “adventuring” profession. Most non-adventuring NPCs will have the Layman profession.

Rachel stared out of the window in the scribe's shop. It had been a long morning... a long month... a long year. Something would happen soon, she needed out of this boring life. Some adventure to spice up her boring existence.

Prime Stats: None

Special: Every Layman should select an occupation. The GM should move skills to the Everyman and Occupational categories as is appropriate to the occupation. For example, a Layman (Blacksmith) should probably have Metal-crafting (smithing) and Evaluate Metal as Occupational skills. In addition, he might get Metal Lore, Evaluate Armor, and Evaluate Weapon as Everyman skills.

LAYMAN SPELL LISTS

The Layman has no base lists, though he may learn (at a high development point cost) spells from his chosen realm of magic.

PROFESSION BONUSES

Athletic Group	+5	Power Awareness	+5
Awareness Group	+5	Power Manipulation	+5
Body Development	+5	Self Control	+5
Crafts	+5	Technical/Trade Group	+5
Outdoor Group	+5	Weapon Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	4/4/4	Outdoor • Animal	2/5
Armor • Light	2/2/2	Outdoor • Environment	2/5
Armor • Medium	3/3/3	Power Awareness	4/7
Artistic • Active	2/5	Power Manipulation	8
Artistic • Passive	2/5	Power Point Develop.	10
Athletic • Brawn	3/6	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastic	2/6	Self Control	2/7
Awareness • Perception	3/10	Special Attacks	5/11
Awareness • Searching	2/6	Special Defenses	30
Awareness • Senses	2/6	Subterfuge • Attack	6/12
Body Development	4/12	Subterfuge • Stealth	2/6
Combat Maneuvers	4/12	Subterfuge • Mechanics	3/6
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3/6	Technical • Vocational	5/12
Influence	2/5	Urban	2/5
Lore • General	1/3	Weapon • Category 1	3/6
Lore • Magical	3	Weapon • Category 2	3/6
Lore • Obscure	3/7	Weapon • Category 3	4
Lore • Technical	2/6	Weapon • Category 4	5
Martial Arts • Strikes	3	Weapon • Category 5	6
Martial Arts • Sweeps	3	Weapon • Category 6	7
		Weapon • Category 7	7

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.



Everyman Skills: none

Occupational Skills: any one Craft (and any associated skills from other categories, GM's discretion).

Restricted Skills: Channeling (if the character's chosen realm is not Channeling)

SPELL DEVELOPMENT

Open list (1-5)	10	Closed list (1-5)	15
Open list (6-10)	20	Closed list (6-10)	30
Open list (11-15)	30	Closed list (11-15)	45
Open list (16-20)	40	Closed list (16-20)	60
Open list (21+)	50	Closed list (21+)	75

For the spell lists not shown see page 118 for DP costs.

TRAINING PACKAGES

Adventurer	29	Highwayman	22
Amateur Mage	32	Hunter	30
Animal Friend	28	Knight	31
Assassin	28	Loremaster	24
Berserker	28	Martial Artist	30
Burglar	23	Mercenary	31
City Guard †	20	Merchant	21
Cloistered Academic	29	Performer	25
Con Man	21	Philosopher	29
Crafter	24	Sailor †	20
Crusading Academic	28	Scout	25
Cut Purse	25	Shaman Priest	30
Detective	24	Soldier	23
Diplomat	25	Spy	27
Doctor	23	Traveller	14
Explorer	28	Wanderer	28
Guardian	29	Weapon Master	36
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed



CHARACTER
LAW





2.3 ILLUSIONIST



Illusionists are pure spell users who have concentrated in spells of misdirection and illusion. Their base spells deal mainly with the manipulation of elements that affect the human senses. Illusionists have advantages in specific skills (senses, Stalking, Hiding, etc.) over other spell users.

Myrth chuckled to himself as he stormed down the street of the village. Women and children ran from his path and the men were running for weapons. By the time the villagers were organized, he would have all of the gold from the tax man's coffers. The "monster" that ate the gold will live in their nightmares.

Prime Stats: Empathy and Reasoning

ILLUSIONIST SPELL LISTS

The Illusionist has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law: Of Essence* (p. 26-31). For a slightly higher development point cost, he may also develop open and closed Essence spell lists. Full descriptions of these lists can be found in *Spell Law: Of Essence* (p. 6-25). Other spell lists may be developed, but will cost a more development points.

Feel-Taste-Smell: Creating real (albeit temporary) manifestations of feelings, tastes, or smells.

Guises: Altering appearances.

Illusion Mastery: Combining spells from other Illusionist lists.

Light Molding: Creating real (albeit temporary) manifestations of light (i.e., visual effects).

Mind Sense Molding: Creating impressions or auras that are false or misleading (to magical types of detections).

Sound Molding: Creating real (albeit temporary) manifestations of sounds (i.e., audio effects).



PROFESSION BONUSES

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



Professions

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	9	Outdoor • Environment	3
Armor • Medium	10	Power Awareness	1/4
Artistic • Active	1/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	7	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	6
Awareness • Perception	4	Special Attacks	15
Awareness • Searching	3	Special Defenses	40
Awareness • Senses	2/6	Subterfuge • Attack	9
Body Development	15	Subterfuge • Stealth	3
Combat Maneuvers	18	Subterfuge • Mechanics	8
Communications	1/1/1	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/6	Technical • Vocational ..	5/12
Influence	2/5	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	1/4	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Meditation, Spell Mastery

Occupational Skills: none

Restricted Skills: Channeling



SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20)	4/4/4
Open list (21+)	6/6/6	Closed list (21+)	8/8

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

11th - up lists developed in a given level: x4 cost

For the spell lists not shown see page 118 for DP costs.

TRAINING PACKAGES

Adventurer	33	Highwayman	30
Amateur Mage †	24	Hunter	34
Animal Friend	31	Knight	46
Assassin	36	Loremaster †	19
Berserker	45	Martial Artist	40
Burglar	31	Mercenary	44
City Guard	31	Merchant †	18
Cloistered Academic †	20	Performer †	20
Con Man	25	Philosopher	26
Crafter	24	Sailor	23
Crusading Academic	29	Scout	31
Cut Purse	29	Shaman Priest	28
Detective	28	Soldier	37
Diplomat	21	Spy	30
Doctor	23	Traveller	20
Explorer	31	Wanderer	29
Guardian	40	Weapon Master	84
Herbalist	26	Zealot	27

†: Typical ‡: Not normally allowed



Professions



2.4 ANIMIST



Animists are pure spell users of Channeling specializing in studies and powers concerning living things (e.g., druids, Shinto priests, etc.). Their base spells deal with plants, animals, weather, and nature in general.

Rosa was content. She had her garden, a pair of lovely children, a wonderful husband (well, if he would spend more time with the children; and less with that no-good Shem). She even had the animals, who helped her keep her garden clean. Yes, life was good.

Prime Stats: Intuition and Memory

ANIMIST SPELL LISTS

The Animist has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law: Of Channeling* (p. 26-31). For a slightly higher development point cost, he may also develop open and closed Channeling spell lists. Full descriptions of these lists can be found in *Of Channeling* (p. 6-25). Other spell lists may be developed, but will cost a larger number of development points.

Animal Mastery: Calming, befriending, and affecting animals in various ways.

Herb Mastery: Finding, preparing, and enhancing herbs (and herbal cures).

Nature's Lore: Gleaning information from the environment.

Nature's Movement/Senses: Enhancing abilities and senses.

Nature's Protection: Resisting and protecting using the elements of nature.

Plant Mastery: Growing, restoring, and affecting plants.

PROFESSION BONUSES

Awareness Group	+5	Power Manipulation	+5
Lore • Magical	+5	Power Point Dev.	+5
Outdoor Group	+20	Spell Group	+5
Power Awareness	+5		

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	1/2
Armor • Light	2/2/2	Outdoor • Environment. .	1/2
Armor • Medium	10	Power Awareness	2/6
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	4	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	5
Awareness • Perception	6	Special Attacks	10
Awareness • Searching	1/5	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	10
Body Development	8	Subterfuge • Stealth	3
Combat Maneuvers	10	Subterfuge • Mechanics	8
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional ..	8
Directed Spells	3	Technical • Vocational..	5/12
Influence	2/6	Urban	4
Lore • General	1/3	Weapon • Category 1	6
Lore • Magical	2/5	Weapon • Category 2	7
Lore • Obscure	3/7	Weapon • Category 3	9
Lore • Technical	2/6	Weapon • Category 4	9
Martial Arts • Strikes	6	Weapon • Category 5	9
Martial Arts • Sweeps	6	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.



Everyman Skills: Time Sense, Meditation, Channeling, Religion, Divination

Occupational Skills: Herb Lore

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20)	4/4/4
Open list (21+)	6/6/6	Closed list (21+)	8/8

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

11th - up lists developed in a given level: x4 cost

For the spell lists not shown see page 118 for DP costs.

TRAINING PACKAGES

Adventurer	31	Highwayman	24
Amateur Mage	26	Hunter	29
Animal Friend †	22	Knight	40
Assassin	34	Loremaster †	20
Berserker	36	Martial Artist	35
Burglar	30	Mercenary	35
City Guard	27	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	24	Philosopher	29
Crafter	24	Sailor †	20
Crusading Academic	29	Scout †	30
Cut Purse	30	Shaman Priest	26
Detective	27	Soldier	29
Diplomat	25	Spy	30
Doctor	23	Traveller	13
Explorer	30	Wanderer	26
Guardian	31	Weapon Master	51
Herbalist †	20	Zealot	26

†: Typical ‡: Not normally allowed





2.5 LAY HEALER



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

Wolly examined his handiwork. It would definitely be his best leg yet. Shem would be happy to know that he would soon have a functioning leg again.

Prime Stats: Presence and Self Discipline

LAY HEALER SPELL LISTS

The Lay Healer has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law: Of Mentalism* (p. 26-31). For a slightly higher development point cost, he may also develop open and closed Mentalism spell lists. Full descriptions of these lists can be found in *Of Mentalism* (p. 6-25). Other spell lists may be developed, but will cost a larger number of development points.

Blood Mastery: Healing bleeding wounds.

Bone Mastery: Healing a variety of types of bone damage.

Concussion Mastery: Healing minor types of damage (including concussion hits).

Muscle Mastery: Healing a variety of types of muscle damage (including damaged tendons).

Nerve and Organ Mastery: Healing a variety of types of nerve damage (including paralysis).

Prosthetics: Creating and animating false limbs.

PROFESSION BONUSES

Awareness Group	+5	Power Manipulation	+5
Body Development	+10	Power Point Dev.	+5
Lore • Magical	+5	Self Control	+10
Power Awareness	+5	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	5/5/5	Outdoor • Animal	3
Armor • Light	2/2/2	Outdoor • Environment.	3
Armor • Medium	4/4/4	Power Awareness	2/6
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	6	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3/9	Self Control	3
Awareness • Perception	5	Special Attacks	12
Awareness • Searching	3	Special Defenses	25
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	12	Subterfuge • Stealth	6
Combat Maneuvers	14	Subterfuge • Mechanics	8
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/7	Technical • Vocational..	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	6
Lore • Magical	2/5	Weapon • Category 2	8
Lore • Obscure	3/7	Weapon • Category 3	15
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	3	Weapon • Category 5	20
Martial Arts • Sweeps	3	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Animal Healing, Adrenal Stabilization, Use Prepared Herbs, and choice of one of Second Aid, Surgery, or Midwifery

Occupational Skills: Sculpting, First Aid

Restricted Skills: Channeling



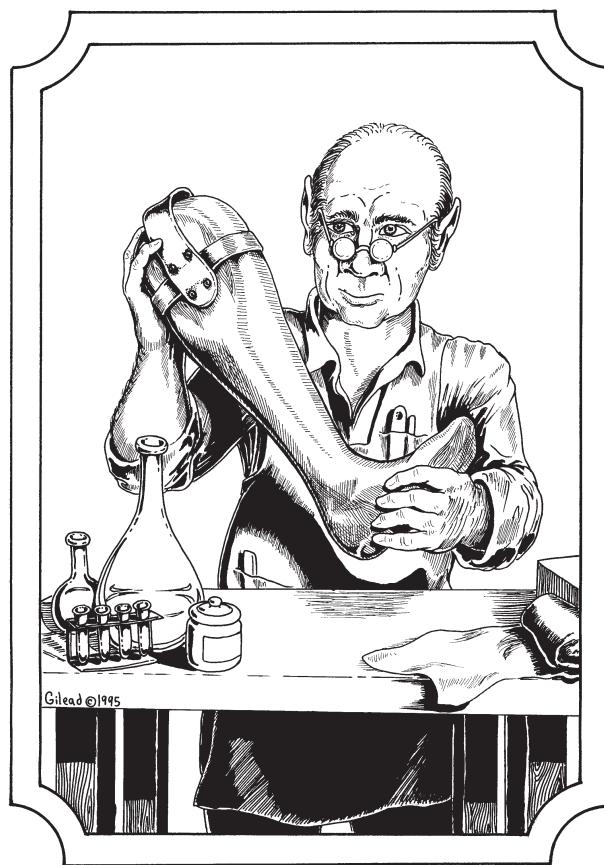
Professions

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	4/4/4
Open list (11-15)	4/4/4	Closed list (11-15)	4/4/4
Open list (16-20)	4/4/4	Closed list (16-20)	4/4/4
Open list (21+)	6/6/6	Closed list (21+)	8/8

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For the spell lists not shown see page 118 for DP costs.



TRAINING PACKAGES

Adventurer	31	Highwayman	29
Amateur Mage	26	Hunter	35
Animal Friend	33	Knight	38
Assassin	38	Loremaster †	20
Berserker	34	Martial Artist	30
Burglar	29	Mercenary	38
City Guard	28	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	28	Philosopher	29
Crafter	24	Sailor	23
Crusading Academic	28	Scout	30
Cut Purse	33	Shaman Priest	29
Detective	29	Soldier	30
Diplomat	26	Spy	35
Doctor	23	Traveller	20
Explorer	29	Wanderer	30
Guardian	32	Weapon Master	61
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed

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2.6 HEALER



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

Soryth looked over the ward. Wounded bodies laying in bed; the smell of antiseptic wash; the soft sounds of the nurses' shuffling feet; the soft golden glow of the morning sun through the windows. They will live. They will live.

Prime Stats: Intuition, Presence, and Self Discipline

HEALER SPELL LISTS

The Healer has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law: Of Channeling* (p. 50-55). For a slightly higher development point cost, he may also develop the open and closed Channeling lists in *Of Channeling* (p. 6-25) and the open and closed Mentalism lists in *Of Mentalism* (p. 6-25). Other spell lists may be developed, but will cost more development points.

Blood Ways: Healing bleeding wounds on the caster.

Bone Ways: Healing bone damage on the caster.

Cleansing: Purifying diseases and poisons on the caster (also includes a spell to transfer wounds from a target to caster).

Muscle Ways: Healing a variety of types of muscle damage (including damaged tendons) on the caster.

Organ Ways: Healing organ and nerve damage on the caster.

Surface Ways: Healing minor damage of a variety of types on the caster.

PROFESSION BONUSES

Awareness Group	+5	Power Manipulation	+5
Body Development	+10	Power Point Dev.	+5
Lore • Magical	+5	Self Control	+10
Power Awareness	+5	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	7/7/7	Outdoor • Animal	3
Armor • Light	4/4/4	Outdoor • Environment.	3
Armor • Medium	6/6/6	Power Awareness	2/6
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	6
Athletic • Brawn	6	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	2/7
Awareness • Perception	6	Special Attacks	15
Awareness • Searching	3	Special Defenses	25
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	2/6	Subterfuge • Stealth	6
Combat Maneuvers	18	Subterfuge • Mechanics	8
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3	Technical • Vocational..	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	2/5	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	6	Weapon • Category 5	20
Martial Arts • Sweeps	6	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.



Everyman Skills: Time Sense, Adrenal Stabilization, Herb Lore, Use Prepared Herbs, Foraging, and choice of one of Surgery, Second Aid, or Midwifery

Occupational Skills: Animal Healing, First Aid

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	6/6/6
Open list (11-15)	6/6/6	Closed list (11-15)	8/8
Open list (16-20)	8/8	Closed list (16-20)	10/10
Open list (21+)	12	Closed list (21+)	25

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For the spell lists not shown see page 118 for DP costs.

TRAINING PACKAGES

Adventurer	31	Highwayman	28
Amateur Mage	26	Hunter	36
Animal Friend	33	Knight	43
Assassin	40	Loremaster †	20
Berserker	42	Martial Artist	35
Burglar	30	Mercenary	39
City Guard	29	Merchant †	20
Cloistered Academic †	24	Performer	26
Con Man	28	Philosopher	29
Crafter	24	Sailor	23
Crusading Academic	29	Scout	31
Cut Purse	34	Shaman Priest	29
Detective	30	Soldier	30
Diplomat	26	Spy	35
Doctor	23	Traveller	20
Explorer	30	Wanderer	30
Guardian	35	Weapon Master	84
Herbalist	23	Zealot	26

†: Typical ‡: Not normally allowed



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2.7 MYSTIC



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

Sulaan adjusted his bandanna as the wagon rolled towards the city. The wagon produced a music of its own as the wheels passed over the rutted road—pots, pans, and trinkets rattling loudly. A new city. A new set of opportunities. Sulaan was not known here... yet.

Prime Stats: Empathy, Presence, and Self Discipline

MYSTIC SPELL LISTS

The Mystic has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law: Of Essence* (p. 50-55). For a slightly higher development point cost, he may also develop the open and closed Essence lists in *Of Essence* (p. 6-25) and the open and closed Mentalism lists in *Of Mentalism* (p. 6-25). Other spell lists may be developed, but will cost a more development points.

Confusing Ways: Affecting a target's senses in a variety of ways.

Gas Alteration: Manipulating and controlling gasses in a variety of ways.

Hiding: Causing things to be harder to detect (including invisibility).

Liquid Alteration: Manipulating and controlling liquids in a variety of ways.

Mystical Change: Creating illusions on the caster.

Solid Alteration: Manipulating and controlling solids in a variety of ways.



PROFESSION BONUSES

Awareness Group	+5	Power Point Dev.	+5
Influence	+5	Self Control	+5
Lore • Magical.....	+5	Spell Group	+5
Power Awareness	+10	Subterfuge • Stealth	+5
Power Manipulation	+5		



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SKILLS AND SKILL CATEGORIES

Armor • Heavy	7/7/7	Outdoor • Animal	3
Armor • Light	4/4/4	Outdoor • Environment	3
Armor • Medium	6/6/6	Power Awareness	2/5
Artistic • Active	1/4	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	6
Athletic • Brawn	7	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	5
Awareness • Perception	3	Special Attacks	15
Awareness • Searching	2/4	Special Defenses	25
Awareness • Senses	2/6	Subterfuge • Attack	15
Body Development	15	Subterfuge • Stealth	2/7
Combat Maneuvers	18	Subterfuge • Mechanics	7
Communications	1/1/1	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/6	Technical • Vocational ..	5/12
Influence	1/4	Urban	2/5
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	2/5	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	6	Weapon • Category 5	20
Martial Arts • Sweeps	6	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Adrenal Stabilization, Magic Ritual, Spell Mastery, Meditation

Occupational Skills: none

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base list (all)	3/3/3	Closed list (1-5)	4/4/4
Open list (1-10)	4/4/4	Closed list (6-10)	6/6/6
Open list (11-15)	6/6/6	Closed list (11-15)	8/8
Open list (16-20)	8/8	Closed list (16-20)	10/10
Open list (21+)	12	Closed list (21+)	25

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For the spell lists not shown see page 118 for DP costs.

TRAINING PACKAGES

Adventurer	32	Highwayman	30
Amateur Mage	26	Hunter	33
Animal Friend	30	Knight	43
Assassin	37	Loremaster †	20
Berserker	44	Martial Artist	35
Burglar	30	Mercenary	40
City Guard	30	Merchant †	18
Cloistered Academic †	20	Performer †	18
Con Man †	19	Philosopher †	25
Crafter	24	Sailor	23
Crusading Academic	26	Scout	30
Cut Purse	26	Shaman Priest	28
Detective	22	Soldier	34
Diplomat †	19	Spy	27
Doctor	23	Traveller	19
Explorer	30	Wanderer	29
Guardian	34	Weapon Master	84
Herbalist	23	Zealot †	23

†: Typical ‡: Not normally allowed



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Professions



2.8 SORCERER



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

Renlyn closed his eyes. The moaning sounds of his victims were faint in his ears. More importantly, he could hear the sounds of the serpents slithering on the floor. Death. Destruction. Survival. He smiled.

Prime Stats: Empathy, Intuition, and Self Discipline

SORCERER SPELL LISTS

The Sorcerer has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law: Of Essence* (p. 56-61). For a slightly higher development point cost, he may also develop the open and closed Essence lists in *Of Essence* (p. 6-25) and the open and closed Channeling lists in *Of Channeling* (p. 6-25). Other spell lists may be developed, but will cost a larger number of development points.

Flesh Destruction: Damaging various parts of the body.

Fluid Destruction: Destroying and manipulating liquids in a variety of ways.

Gas Destruction: Destroying and manipulating various types of gasses.

Mind Destruction: Damaging various mental processes.

Solid Destruction: Destroying and manipulating various types of solids.

Soul Destruction: Damaging various aspects of the soul.

PROFESSION BONUSES

Directed Spells.....	+5	Power Manipulation.....	+15
Lore • Magical.....	+10	Power Point Dev.....	+5
Power Awareness.....	+10	Spell Group.....	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy.....	11	Outdoor • Animal.....	3
Armor • Light.....	9	Outdoor • Environment.....	3
Armor • Medium.....	10	Power Awareness.....	2/5
Artistic • Active.....	2/5	Power Manipulation.....	4/10
Artistic • Passive.....	2/5	Power Point Develop.....	6
Athletic • Brawn.....	7	Science • Basic.....	1/4
Athletic • Endurance.....	3	Science • Specialized.....	6/14
Athletic • Gymnastic.....	3	Self Control.....	5
Awareness • Perception.....	6	Special Attacks.....	15
Awareness • Searching.....	3	Special Defenses.....	40
Awareness • Senses.....	3/7	Subterfuge • Attack.....	15
Body Development.....	15	Subterfuge • Stealth.....	6
Combat Maneuvers.....	18	Subterfuge • Mechanics.....	7
Communications.....	2/2/2	Technical • General.....	3/7
Crafts.....	4/10	Technical • Professional.....	8
Directed Spells.....	2/5	Technical • Vocational.....	5/12
Influence.....	2/6	Urban.....	3
Lore • General.....	1/3	Weapon • Category 1.....	9
Lore • Magical.....	2/5	Weapon • Category 2.....	20
Lore • Obscure.....	3/7	Weapon • Category 3.....	20
Lore • Technical.....	2/6	Weapon • Category 4.....	20
Martial Arts • Strikes.....	9	Weapon • Category 5.....	20
Martial Arts • Sweeps.....	9	Weapon • Category 6.....	20
		Weapon • Category 7.....	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.



Everyman Skills: Time Sense, Magic Ritual, Spell Mastery, Meditation, Channeling, Divination

Occupational Skills: none

Restricted Skills: none

SPELL DEVELOPMENT

Base list (all).....	3/3/3	Closed list (1-5).....	4/4/4
Open list (1-10).....	4/4/4	Closed list (6-10).....	6/6/6
Open list (11-15).....	6/6/6	Closed list (11-15).....	8/8
Open list (16-20).....	8/8	Closed list (16-20).....	10/10
Open list (21+).....	12	Closed list (21+).....	25

First 5 lists developed in a given level: x1 cost
6th - 10th lists developed in a given level: x2 cost
11th - up lists developed in a given level: x4 cost

For the spell lists not shown see page 118 for DP costs.

TRAINING PACKAGES

Adventurer.....	34	Highwayman.....	30
Amateur Mage.....	26	Hunter.....	36
Animal Friend.....	33	Knight.....	46
Assassin.....	41	Loremaster †.....	20
Berserker.....	44	Martial Artist.....	40
Burglar.....	31	Mercenary.....	44
City Guard.....	31	Merchant †.....	20
Cloistered Academic †.....	24	Performer.....	26
Con Man.....	28	Philosopher.....	29
Crafter.....	24	Sailor.....	23
Crusading Academic.....	30	Scout.....	31
Cut Purse.....	34	Shaman Priest.....	29
Detective.....	30	Soldier.....	37
Diplomat.....	26	Spy.....	34
Doctor.....	23	Traveller.....	20
Explorer.....	31	Wanderer.....	30
Guardian.....	40	Weapon Master.....	84
Herbalist.....	23	Zealot.....	28

†: Typical ‡: Not normally allowed





2.9 PALADIN



Paladins are semi spell users who combine the realm of Arms with the realm of Channeling. Their base spells primarily deal with combat and protection. An example of a Paladin (from literature) might be Lancelot or Percival (from King Arthur's knights).

Padraic staggered down the hall. He could feel the blood oozing from his many wounds. By sheer willpower, he made his feet continue to move. It would be easy to stop moving; just sit down and die. But that would be the end. He must get back and warn the others. He must live that long; then he could die....

Prime Stats: Self Discipline and Intuition

Special Notes: The Paladin receives a special bonus of +20 to his Transcend Armor skill.

PALADIN SPELL LISTS

The Paladin has six base lists. The descriptions of the spells on these lists can be found in *Spell Law: Of Channeling* (p. 38-43). For a slightly higher development point cost, he may also develop the open and closed Channeling lists in *Of Channeling* (p. 6-25). Other spell lists may be developed, but will cost a larger number of development points.

Communion: Gathering information and cancelling (including dispelling) magic.

Exorcism: Repelling undead and banishing demons.

Holy Arms: Increasing offensive combat ability.

Holy Healing: Healing a variety of types of damage.

Holy Shields: Increasing defensive combat ability.

Inspiring Ways: Influencing others in a variety of ways.

PROFESSION BONUSES

Armor Group	+5	Combat Maneuvers	+10
Athletic Group	+5	Power Manipulation	+5
Awareness Group	+5	Weapon Group	+10
Body Development	+10		

SKILLS AND SKILL CATEGORIES

Armor • Heavy	3/3/3	Outdoor • Animal	2/6
Armor • Light	1/1/1	Outdoor • Environment	2/6
Armor • Medium	2/2/2	Power Awareness	6
Artistic • Active	2/5	Power Manipulation	6/12
Artistic • Passive	2/5	Power Point Develop.	8
Athletic • Brawn	3/7	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastic	3/7	Self Control	2/7
Awareness • Perception	5/14	Special Attacks	2/8
Awareness • Searching	2/6	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	4/10	Subterfuge • Stealth	5
Combat Maneuvers	4/10	Subterfuge • Mechanics	7
Communications	3/3/3	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	20	Technical • Vocational	5/12
Influence	1/5	Urban	4
Lore • General	1/3	Weapon • Category 1	2/5
Lore • Magical	3/6	Weapon • Category 2	3/8
Lore • Obscure	3/7	Weapon • Category 3	4
Lore • Technical	2/6	Weapon • Category 4	4
Martial Arts • Strikes	6	Weapon • Category 5	4
Martial Arts • Sweeps	6	Weapon • Category 6	6
		Weapon • Category 7	6

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Jousting

Occupational Skills: Religion

Restricted Skills: none



Professions

SPELL DEVELOPMENT

Base list (all)	6/6/6	Closed list (1-5)	10/10
Open list (1-10)	8/8	Closed list (6-10)	12
Open list (11-15)	12	Closed list (11-15)	25
Open list (16-20)	18	Closed list (16-20)	40
Open list (21+)	25	Closed list (21+)	60

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

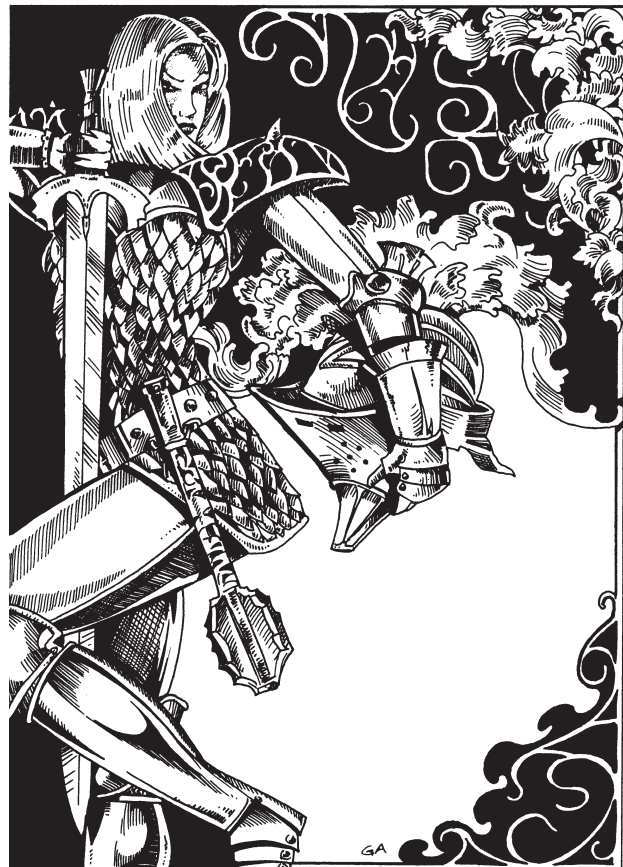
11th - up lists developed in a given level: x4 cost

For the spell lists not shown see page 118 for DP costs.

TRAINING PACKAGES

Adventurer	31	Highwayman	‡ (22)
Amateur Mage	‡ (32)	Hunter	31
Animal Friend	30	Knight	28
Assassin	‡ (34)	Loremaster	24
Berserker	‡ (26)	Martial Artist	‡ (35)
Burglar	‡ (28)	Mercenary	‡ (29)
City Guard †	20	Merchant	24
Cloistered Academic	28	Performer	28
Con Man	‡ (25)	Philosopher	32
Crafter	24	Sailor †	20
Crusading Academic	29	Scout	24
Cut Purse	‡ (33)	Shaman Priest	29
Detective	28	Soldier †	20
Diplomat	28	Spy	‡ (32)
Doctor	23	Traveller	15
Explorer	28	Wanderer	29
Guardian	29	Weapon Master	34
Herbalist	23	Zealot †	23

†: Typical ‡: Not normally allowed



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2.10 MONK



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

Byrad sighed. He hated resorting to violence; even against these stupid goblins. However, they refused even to start any negotiations. Byrad let his walking stick fall to the ground—its bell clanged against the floor. Byrad took up a defensive stance and readied himself.

Prime Stats: Self Discipline and Empathy



MONK SPELL LISTS

The Monk has six base lists. The full descriptions of all the spells on these lists can be found in *Spell Law: Of Essence* (p. 44-49). For a slightly higher development point cost, he may also develop open and closed Essence lists in *Of Essence* (p. 6-25). Other spell lists may be developed, but will cost a larger number of development points.

Body Reins: Allowing the caster to perform abnormal feats (e.g., breathe underwater).

Body Renewal: Increasing the healing rate of the caster's body.

Evasions: Allowing the caster to make incredible evasive maneuvers.

Mind Over Matter: Hardening the caster's body, resulting in more lethal blows and tougher defense.

Monk's Bridge: Allowing the caster to move in unusual fashions.

Monk's Sense: Enhancing the caster's senses.

PROFESSION BONUSES

Athletic • Gymnastic	+5	Power Awareness	+5
Awareness Group	+5	Self Control	+10
Body Development	+5	Subterfuge • Stealth	+5
Martial Arts Group	+10	Weapon Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	2/7
Armor • Light	9	Outdoor • Environment	2/6
Armor • Medium	10	Power Awareness	3/7
Artistic • Active	2/5	Power Manipulation	6/12
Artistic • Passive	2/5	Power Point Develop.	8
Athletic • Brawn	3/7	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastic	1/5	Self Control	2/4
Awareness • Perception	4/14	Special Attacks	5
Awareness • Searching	2/6	Special Defenses	10
Awareness • Senses	3/7	Subterfuge • Attack	8
Body Development	6/14	Subterfuge • Stealth	2/7
Combat Maneuvers	5/12	Subterfuge • Mechanics	4
Communications	3/3/3	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	9	Technical • Vocational	5/12
Influence	2/6	Urban	3/7
Lore • General	1/3	Weapon • Category 1	5
Lore • Magical	3/6	Weapon • Category 2	8
Lore • Obscure	3/7	Weapon • Category 3	8
Lore • Technical	2/6	Weapon • Category 4	8
Martial Arts • Strikes	2/5	Weapon • Category 5	15
Martial Arts • Sweeps	2/5	Weapon • Category 6	15
		Weapon • Category 7	15

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense

Occupational Skills: Meditation

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base list (all)	6/6/6	Closed list (1-5)	10/10
Open list (1-10)	8/8	Closed list (6-10)	12
Open list (11-15)	12	Closed list (11-15)	25
Open list (16-20)	18	Closed list (16-20)	40
Open list (21+)	25	Closed list (21+)	60

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

11th - up lists developed in a given level: x4 cost

For the spell lists not shown see page 118 for DP costs.

TRAINING PACKAGES

Adventurer	29	Highwayman	25
Amateur Mage	30	Hunter	30
Animal Friend	28	Knight	36
Assassin	29	Loremaster	24
Berserker	31	Martial Artist	28
Burglar	22	Mercenary	35
City Guard	25	Merchant	24
Cloistered Academic	28	Performer	28
Con Man	22	Philosopher	32
Crafter	24	Sailor †	19
Crusading Academic	29	Scout	26
Cut Purse	26	Shaman Priest	30
Detective	26	Soldier	32
Diplomat	28	Spy	28
Doctor	23	Traveller	13
Explorer	27	Wanderer	29
Guardian	34	Weapon Master	49
Herbalist	23	Zealot †	25

†: Typical ‡: Not normally allowed

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2.11 MAGENT



Magents are Semi spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with information gathering, subterfuge, and performing stealthy missions.

Ice pulled his cloak around himself. The shadows of the rooftop were cold, like the expression on his face. His gaze never left the window of the building across the street. A silhouette passed in front of the curtain. The lights in the room were extinguished. Time to go to work....

Prime Stats: Reasoning and Presence

MAGENT SPELL LISTS

The Magent has six base lists. The descriptions of the spells on these lists can be found in *Spell Law: Of Mentalism* (p. 44-49). For a slightly higher development point cost, he may also develop the open and closed Mentalism lists in *Of Mentalism* (p. 6-25). Other spell lists may be developed, but will cost a larger number of development points.

Assassination Mastery: Enhancing the caster's ability to perform missions.

Disguise Mastery: Changing the caster's appearance.

Escapes: Allowing the caster to get free from various types of bonds.

Gathering Secrets: Gathering information in various forms.

Misdirections: Redirecting target(s) senses to cause confusion and misconceptions.

Poison Mastery: Working with and resisting poisons.

PROFESSION BONUSES

Awareness Group	+10	Power Awareness	+5
Body Development	+5	Self Control	+10
Communications	+5	Subterfuge Group	+5
Influence	+5	Weapon Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	6/6/6	Outdoor • Animal	2/7
Armor • Light	2/2/2	Outdoor • Environment	2/6
Armor • Medium	4/4/4	Power Awareness	3/7
Artistic • Active	2/4	Power Manipulation	6/12
Artistic • Passive	2/5	Power Point Develop.	8
Athletic • Brawn	3/9	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastic	2/4	Self Control	2/6
Awareness • Perception	3/10	Special Attacks	4
Awareness • Searching	1/5	Special Defenses	20
Awareness • Senses	2/6	Subterfuge • Attack	5/10
Body Development	6/14	Subterfuge • Stealth	1/4
Combat Maneuvers	6/14	Subterfuge • Mechanics	2/7
Communications	1/1/1	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	10	Technical • Vocational	5/12
Influence	1/5	Urban	1/4
Lore • General	1/3	Weapon • Category 1	3/7
Lore • Magical	3/6	Weapon • Category 2	4
Lore • Obscure	3/7	Weapon • Category 3	6
Lore • Technical	2/5	Weapon • Category 4	7
Martial Arts • Strikes	3	Weapon • Category 5	8
Martial Arts • Sweeps	3	Weapon • Category 6	9
		Weapon • Category 7	10

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: none

Occupational Skills: none

Restricted Skills: Channeling



Professions

SPELL DEVELOPMENT

Base list (all)	6/6/6	Closed list (1-5)	10/10
Open list (1-10)	8/8	Closed list (6-10)	12
Open list (11-15)	12	Closed list (11-15)	25
Open list (16-20)	18	Closed list (16-20)	40
Open list (21+)	25	Closed list (21+)	60

First 5 lists developed in a given level: x1 cost

6th - 10th lists developed in a given level: x2 cost

11th - up lists developed in a given level: x4 cost

For the spell lists not shown see page 118 for DP costs.

TRAINING PACKAGES

Adventurer	29	Highwayman	23
Amateur Mage	30	Hunter	28
Animal Friend	26	Knight	32
Assassin	24	Loremaster	24
Berserker	28	Martial Artist	30
Burglar	21	Mercenary	31
City Guard †	20	Merchant	21
Cloistered Academic †	24	Performer †	20
Con Man †	14	Philosopher	26
Crafter	24	Sailor †	20
Crusading Academic †	24	Scout	21
Cut Purse †	18	Shaman Priest	28
Detective †	19	Soldier	25
Diplomat †	18	Spy †	18
Doctor	23	Traveller	13
Explorer	28	Wanderer	29
Guardian	29	Weapon Master	39
Herbalist	23	Zealot †	20

†: Typical ‡: Not normally allowed



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Training Packages

3.0 TRAINING PACKAGES

A training package is a group of benefits (and sometimes disadvantages) that can be developed using development points. The skills and abilities gained through a package represent long periods of exposure or training (sometimes years). See *RMFRP* (p. 24 & 134) for more details on using training packages.

RMFRP (p. 134-142) presents 15 training packages, while this section provides an additional 21 training packages.

RMFRP

Adventurer (L)
Amateur Mage (L)
Animal Friend (L)
Burglar (V)
City Guard (V)
Doctor (V)
Herbalist (V)
Hunter (L)
Knight (L)
Loremaster (V)
Merchant (V)
Performer (V)
Scout (V)
Soldier (V)
Traveller (V)

Character Law

Assassin (V)
Berserker (L)
Cloistered Academic (L)
Con Man (V)
Crafter (V)
Crusading Academic (L)
Cut Purse (V)
Detective (V)
Diplomat (V)
Explorer (L)
Guardian (L)
Highwayman (V)
Martial Artist (L)
Mercenary (L)
Philosopher (L)
Sailor (V)
Shaman Priest (L)
Spy (V)
Wanderer (L)
Weapon Master (L)
Zealot (L)



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For the *RMFRP* professions, the development point costs for these new training packages can be found in the master table on page 120.

Note that some training packages have a cost listed with a † and a number in parentheses. This indicates that the training package is not normally available, but if the GM decides to allow it, the cost in parenthesis should be used.

3.1 ASSASSIN (V)

A professional, hired by someone to kill someone else. This occupation is perhaps one of the most dangerous. However, it is possible that an assassin can be owed favors by one or more people in high ranking positions in society (denoted by "High ranking favor" below).

Time to Acquire: 30 months

Starting Money: normal + d10

Special:

Hand weapon (+10 non-magical)	50
Missile weapon (+10 non-magical)	50
2d10 missiles (+10 non-magical)	50
Underworld contacts	30
High ranking favor	20
High ranking favor	20
High ranking favor	20
High ranking favor	20
Reliable safe house (place of hiding)	0

Category or Skill	# of ranks
Subterfuge • Stealth skill category	2
choice of up to two skills	2 (total)
Subterfuge • Mechanics	1
choice of one skill	1
Weapon/Attack skill category (choice)	1
Weapon/Attack skill (choice)	1
Subterfuge • Attack skill category	0
choice of up to two skills	3 (total)
Awareness • Senses skill category	1
choice of one skill	1
Special Attacks skill category	0
choice of one skill	2

Stat Gains: none

COST BY PROFESSION

Fighter	25	Lay Healer	38
Thief	16	Healer	40
Rogue	20	Mystic	37
Warrior Monk	25	Sorcerer	41
Layman	28	Ranger	26
Magician	40	Paladin	† (34)
Illusionist	36	Monk	29
Cleric	38	Dabbler	27
Animist	34	Bard	31
Mentalist	37	Magent	24

3.2 BERSERKER (L)

A berserker is trained to lose control of his normal sensibilities in battle and become a fierce killing machine.

Time to Acquire: 64 months

Starting Money: normal

Special:

Hand weapon (+10 non-magic)	50
Hand weapon (+5 non-magic)	50
Two-handed weapon	0

Category or Skill	# of ranks
Self Control skill category	4
Frenzy	4
Weapon Skill Category #1	3
choice of two skills	3 (total)
Weapon Skill Category #2	1
choice of one weapon skill	1
Body Development skill category	0
Body Development	1

Stat Gains: Strength

COST BY PROFESSION

Fighter	22	Lay Healer	34
Thief	26	Healer	42
Rogue	26	Mystic	44
Warrior Monk	28	Sorcerer	44
Layman	28	Ranger	28
Magician	45	Paladin	26
Illusionist	45	Monk	31
Cleric	36	Dabbler	29
Animist	36	Bard	29
Mentalist	34	Magent	28

Note: No more than two ranks may be allocated to any one weapon skill.

3.3 CLOISTERED ACADEMIC (L)

The cloistered academic spends his days locked away from the rest of the world, embroiled in his learning. Books are his life. If he is close to anyone, it will usually only be a small pet. Even servants and others living in the same household are largely ignored.

Time to Acquire: 95 months

Starting Money: normal

Special:

Patron (provides financial support)	40
Book (+10 non-magic to a specific lore)	30
Book (+10 non-magic to a specific lore)	30
Book (+10 non-magic to a specific lore)	30
Book (+10 non-magic to a specific lore)	30
Book (+10 non-magic to a specific lore)	30
Pet (small animal)	0

Category or Skill	# of ranks
Lore • General skill category	4
choice of up to four skills	4 (total)
Lore • Technical skill category	3
choice of up to three skills	3 (total)
Lore • Magical skill category	1
choice of one skill	1
Science/Analytic • Basic skill category	2
Research	1
choice of one skill	1
Communications skill category	3
one written language	3

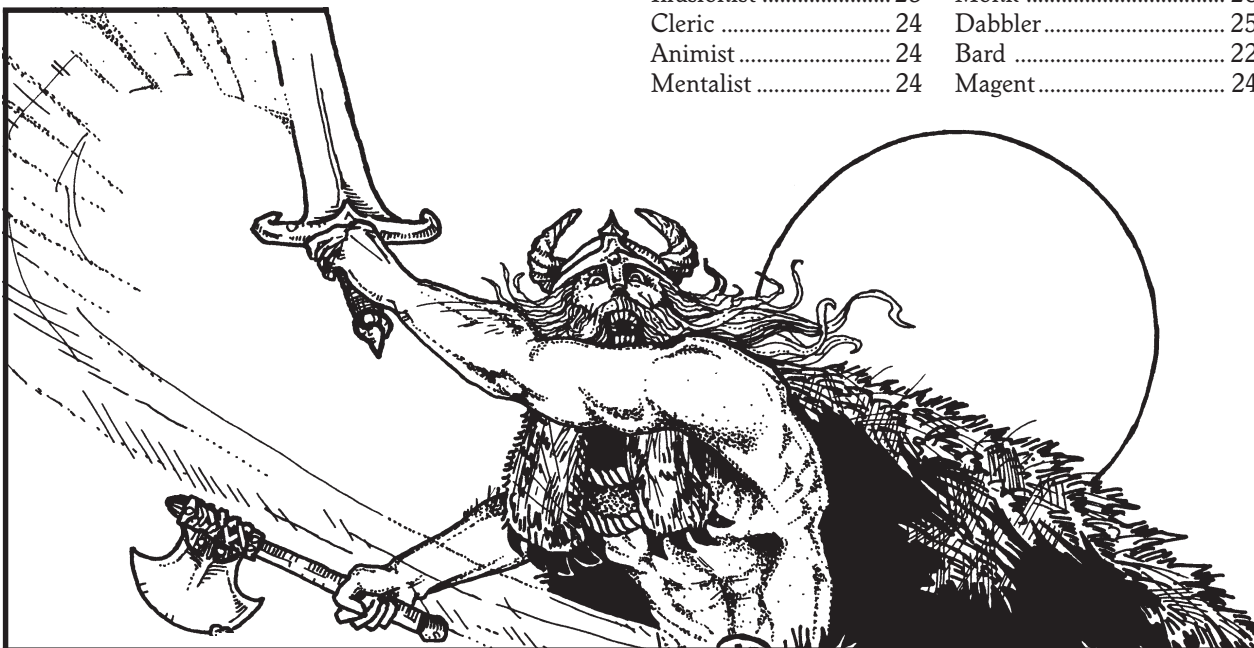
Stat Gains: none

COST BY PROFESSION

Fighter	29	Lay Healer	24
Thief	29	Healer	24
Rogue	29	Mystic	20
Warrior Monk	29	Sorcerer	24
Layman	26	Ranger	28
Magician	24	Paladin	28
Illusionist	23	Monk	28
Cleric	24	Dabbler	25
Animist	24	Bard	22
Mentalist	24	Magent	24



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3.4 CON MAN (V)

The lure of quick money often draws street urchins into the realm of the Con Man. The Con Man is adept at setting people up to rip them off. He often has several identities that he can assume (and proper papers to back up the identities).

Time to Acquire: 32 months

Starting Money: normal + d10 (open-ended)

Special:

Underworld contacts	30
Favor from an underworld figure	20
Fake identification (+30 Duping)	20
Investment (2d10 sp per year)	10
Fake identification (+15 Duping)	0

Category or Skill	# of ranks
Awareness • Searching skill category	1
Lie Perception	1
Influence skill category	3
Duping	2
choice of one skill	1
Subterfuge • Stealth skill category	2
choice of up to two skills	2 (total)
Technical/Trade • General skill category	1
Begging	1
Urban skill category	1
choice of one skill	1

Stat Gains: none

COST BY PROFESSION

Fighter	21	Lay Healer	28
Thief	18	Healer	28
Rogue	18	Mystic	19
Warrior Monk	22	Sorcerer	28
Layman	21	Ranger	20
Magician	27	Paladin	† (25)
Illusionist	25	Monk	22
Cleric	26	Dabbler	19
Animist	24	Bard	19
Mentalist	27	Magent	14

3.5 CRAFTER (V)

Many people are good with their hands and have the desire to create things. This training package represents all those people; from the blacksmith, to the coppersmith, to the jeweler.

Time to Acquire: 28 months

Starting Money: normal + d10 (open-ended)

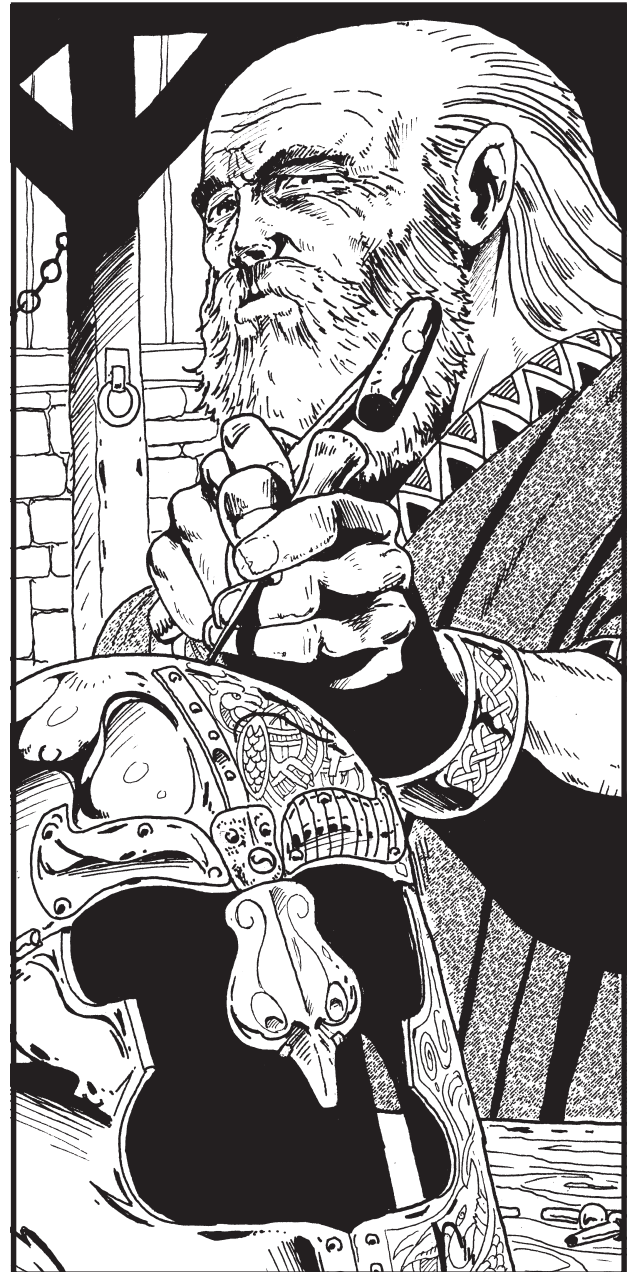
Special:

Exceptional crafted work (10d10 sp)	50
Exceptional crafted work (8d10sp)	50
Exceptional crafted work (6d10 sp)	50
Exceptional crafted work (4d10 sp)	50
Exceptional crafted work (2d10 sp)	50
Set of fine crafting tools (+15 to a specific craft)	40
Set of good crafting tools (+10 to a specific craft) ...	30
Set of crafting tools (+5 to a specific craft)	0

Category or Skill	# of ranks
Technical/Trade • General skill category	3
choice of up to three skills	3 (total)
Technical/Trade • Vocational skill category	0
choice of up to two skills	2 (total)
Craft skill category	0
choice of up to three skills	3 (total)
Stat Gains: none	

COST BY PROFESSION

Fighter	24	Lay Healer	24
Thief	24	Healer	24
Rogue	24	Mystic	24
Warrior Monk	24	Sorcerer	24
Layman	24	Ranger	24
Magician	24	Paladin	24
Illusionist	24	Monk	24
Cleric	24	Dabbler	24
Animist	24	Bard	24
Mentalist	24	Magent	24





3.6

CRUSADING ACADEMIC (L)

Having spent years studying, the Crusading Academic now has a cause and is ready to tell the world about it. He is ready to travel the world, meet new people, and see strange places.

Time to Acquire: 110 months

Starting Money: normal

Special:

Weapon (+10 non-magic)	30
Book (+10 non-magic to a specific lore)	20
Book (+10 non-magic to a specific lore)	20
A token/sigil recognized by scholars	50
Riding horse/beast	0

Category or Skill	# of ranks
Influence skill category	2
Public Speaking	2
Communications skill category	5
choice of up to 5 languages spoken	5 (total)
Lore • General skill category	4
Culture Lore (up to two cultures)	2
choice of up to two skills	2 (total)
Lore • Technical skill category	2
choice of up to two skills	2 (total)
Weapon/Attack skill category	1
Weapon/Attack skill	1
Outdoor • Environmental skill category	1
choice of one skill	1

Stat Gains: none

COST BY PROFESSION

Fighter	29	Lay Healer	28
Thief	29	Healer	29
Rogue	29	Mystic	26
Warrior Monk	29	Sorcerer	30
Layman	28	Ranger	29
Magician	30	Paladin	29
Illusionist	29	Monk	29
Cleric	29	Dabbler	28
Animist	29	Bard	24
Mentalist	28	Magent	24

3.7

CUT PURSE (V)

A specialized type of thief, the Cut Purse works the streets. He is particularly adept at watching crowds and determining who should have the heaviest pockets.

Time to Acquire: 37 months

Starting Money: normal + d10 (open-ended)

Special:

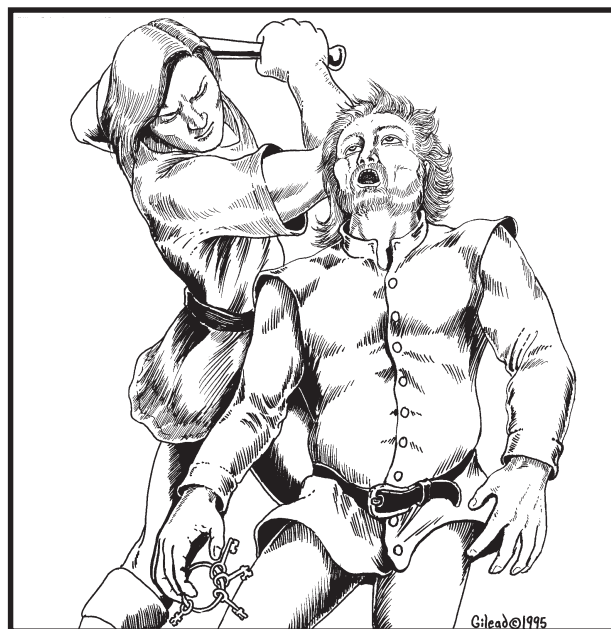
Stolen jewelry (worth 10d10 sp)	50
Stolen gems (worth 10d10 sp)	50
Stolen document (e.g., map, deed, etc.)	50
Disguise kit (+10 non-magic)	40
Reliable fencing contacts	30
Underworld contacts	0

Category or Skill	# of ranks
Subterfuge • Stealth skill category	4
Picking Pockets	2
choice of up to 2 skills	2 (total)
Urban skill category	3
choice of up to 2 skills	3 (total)
Athletic • Gymnastic skill category	1
choice of one skill	1
Awareness • Perception skill category	0
Alertness	2
Awareness • Searching skill category	1
Observation	1

Stat Gains: none

COST BY PROFESSION

Fighter	24	Lay Healer	33
Thief	15	Healer	34
Rogue	15	Mystic	26
Warrior Monk	25	Sorcerer	34
Layman	25	Ranger	24
Magician	32	Paladin	† (33)
Illusionist	29	Monk	26
Cleric	32	Dabbler	20
Animist	30	Bard	25
Mentalist	32	Magent	18



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3.8 DETECTIVE (V)

A detective is the character who investigates a mysterious happening. This could be a member of the city guard or a specialist called upon when needed. A detective is rarely found outside an urban environment unless he is seeking clues to the current case.

Time to Acquire: 33 months

Starting Money: normal

Special:

Contacts in a city's administration	40
Piece of jewelry (reward—worth 10d10 sp)	50
d100 Gems (reward—worth 10d10 sp total)	50
Piece of artwork (reward—worth d10 sp)	50
Favor from an important person	30
Underworld contacts	0

Category or Skill	# of ranks
Awareness • Perceptions skill category	0
Alertness	4
Awareness • Searching skill category	4
choice of up to four skills	4 (total)
Awareness • Senses	1
choice of one skill	1
Influence skill category	1
choice of one skill	1
Urban skill category	1
choice of one skill	1

Stat Gains: none

COST BY PROFESSION

Fighter	22	Lay Healer	29
Thief	18	Healer	30
Rogue	18	Mystic	22
Warrior Monk	23	Sorcerer	30
Layman	24	Ranger	21
Magician	30	Paladin	28
Illusionist	28	Monk	26
Cleric	28	Dabbler	25
Animist	27	Bard	25
Mentalist	29	Magent	19

3.9 DIPLOMAT (V)

A diplomat is a person who has made it his job to negotiate and talk to various other people in positions of power and authority. He is usually well versed in more than one culture and has contacts in many cities.

Time to Acquire: 48 months

Starting Money: normal + d10 (open-ended)

Special:

City administration contacts in city A	50
City administration contacts in city B	60
Favor from an important person	40
Favor from an important person	30
Favor from an important person	20
Potion (one dose, level 1 spell)	20
Rune (level 1 spell)	20
Finely crafted object (gift)	0

Category or Skill	# of ranks
Communications skill category	6
choice of up to 3 written languages	3 (total)
choice of up to 3 spoken languages	3 (total)
Awareness • Searching skill category	1
Lie Perception	1
Influence skill category	2
Bribery	1
Diplomacy	1
Lore • General skill category	4
Culture Lore (culture X)	1
Culture Lore (culture Y)	1
Region Lore (region P)	1
Region Lore (region Q)	1

Stat Gains: none

COST BY PROFESSION

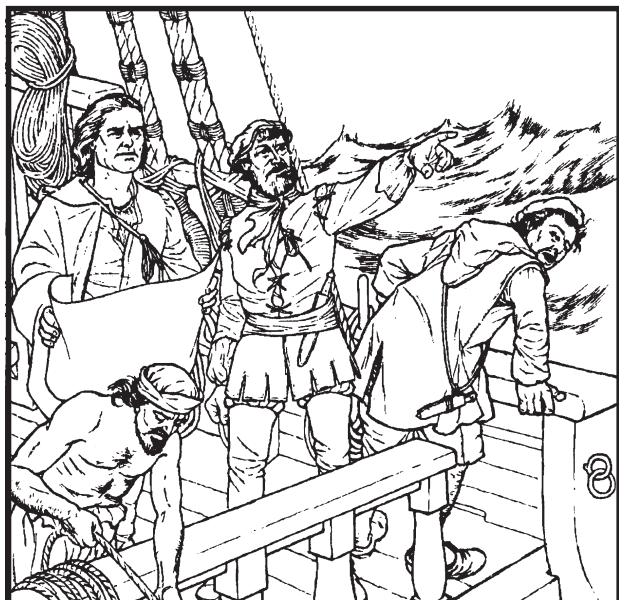
Fighter	28	Lay Healer	26
Thief	27	Healer	26
Rogue	27	Mystic	19
Warrior Monk	28	Sorcerer	26
Layman	25	Ranger	28
Magician	26	Paladin	28
Illusionist	21	Monk	28
Cleric	25	Dabbler	25
Animist	25	Bard	19
Mentalist	26	Magent	18



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3.10 EXPLORER (L)

Similar to the Adventurer, the Explorer specializes in travelling in uncharted areas and outdoor exploration. This can include sailing explorers as well as overland explorers.

Time to Acquire: 66 months

Starting Money: normal

Special:

Weapon (+10 non-magic)	40
Riding animal (GM's choice)	40
Passage credit on a ship (GM's discretion)	40
d10 herbs (GM's choice)	30
Map of the known world	0

Category or Skill	# of ranks
Weapon/Attack skill category (choice)	1
Weapon/Attack skill (choice)	1
Athletic • Gymnastic skill category	1
Climbing	1
Athletic • Endurance skill category	1
Swimming	1
Awareness • Searching skill category	1
Observation	1
Lore • General skill category	2
choice of up to two skills	2 (total)
Technical/Trade • General	3
First Aid	1
choice of up to two skills	2 (total)

Stat Gains: Constitution, choice of one other stat

COST BY PROFESSION

Fighter	27	Lay Healer	29
Thief	27	Healer	30
Rogue	27	Mystic	30
Warrior Monk	26	Sorcerer	31
Layman	28	Ranger	28
Magician	31	Paladin	28
Illusionist	31	Monk	27
Cleric	30	Dabbler	28
Animist	30	Bard	28
Mentalist	29	Magent	28

3.11 GUARDIAN (L)

A guardian is a person who is given a specific area or region to guard and protect. Sometimes, guardians work together in larger organizations to protect large regions.

Time to Acquire: 116 months

Starting Money: normal

Special:

Melee weapon (+10 non-magical)	50
Missile weapon (+10 non-magical)	50
An animal companion (GM's discretion)	30
Camouflaged cloak (+10 Hiding)	30
Very good boots (+10 Stalking)	30
A token/sigil recognized by local populace	0

Category or Skill	# of ranks
Weapon/Attack skill category (choice)	2
Weapon/Attack skill (choice)	2
Armor • Light skill category	2
choice of one skill	2
Athletic • Endurance skill category	2
choice of one skill	2
Awareness • Perceptions skill category	0
choice of one skill	1
Awareness • Searching skill category	2
choice of up to two skills	2
Awareness • Senses skill category	1
choice of one skill	1
Outdoor • Environmental skill category	6
choice of up to three skills	6 (total)

Stat Gains: Constitution

COST BY PROFESSION

Fighter	27	Lay Healer	32
Thief	28	Healer	35
Rogue	27	Mystic	34
Warrior Monk	32	Sorcerer	40
Layman	29	Ranger	28
Magician	40	Paladin	29
Illusionist	40	Monk	34
Cleric	33	Dabbler	32
Animist	31	Bard	30
Mentalist	35	Magent	29



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3.12 HIGHWAYMAN (V)

A highwayman is a roguish character who specializes in waylaying travellers on the road. They are often well-versed in regional lore and the outdoors in general.

Time to Acquire: 35 months

Starting Money: normal + d100 (open-ended)

Special:

Weapon (+5 non-magic)	30
Stolen jewelry (5d10 sp)	50
Stolen gems (5d10 sp)	50
Stolen piece of art (5d10 sp)	50
Riding beast (GM's discretion)	0

Category or Skill	# of ranks
Weapon skill category (choice)	1
choice of 1 weapon attack	1
Awareness • Perception skill category	0
Alertness	1
Body Development skill category	0
Body Development	1
Lore • General skill category	3
Region Lore	3
Outdoor • Environment skill category	4
choice of two skills	4 (total)

Stat Gains: none

COST BY PROFESSION

Fighter	19	Lay Healer	29
Thief	21	Healer	28
Rogue	20	Mystic	30
Warrior Monk	22	Sorcerer	30
Layman	22	Ranger	18
Magician	30	Paladin	† (22)
Illusionist	30	Monk	25
Cleric	27	Dabbler	23
Animist	24	Bard	23
Mentalist	29	Magent	23



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3.13 MARTIAL ARTIST (L)

A martial artist is a warrior trained in the ways of unarmed combat and maneuvering. However, a martial artist is also schooled in the areas of knowledge and arts.

Time to Acquire: 73 months

Starting Money: normal

Special:

Book (+10 non-magic to a specific lore)	40
Book (+5 non-magic to a lore category)	40
Gloves (+5 Martial Arts • Strikes)	30
Boots (+5 Martial Arts • Sweeps)	30
Cloak (+10 Hiding)	40
Book (+5 non-magic to a specific lore)	0

Category or Skill	# of ranks
Martial Arts • Strikes skill category	3
Degree 1	2
Degree 2	1
Martial Arts • Sweeps skill category	3
Degree 1	2
Degree 2	1
Artistic • Passive skill category	2
choice of one skill	2
Lore • General skill category	2
choice of up to two skills	2 (total)

Stat Gains: Strength, Agility

COST BY PROFESSION

Fighter	30	Lay Healer	30
Thief	30	Healer	35
Rogue	30	Mystic	35
Warrior Monk	24	Sorcerer	40
Layman	30	Ranger	31
Magician	40	Paladin	35
Illusionist	40	Monk	28
Cleric	35	Dabbler	31
Animist	35	Bard	29
Mentalist	30	Magent	30

3.14 MERCENARY (L)

A mercenary is an independent soldier who works for the highest paying employer. Most armies have at least a few mercenaries to fill out their ranks (and some are comprised mostly of mercenaries). Most mercenaries are well-versed in more than one culture and have a good working knowledge of warfare.

Time to Acquire: 80 months

Starting Money: normal + d10 (open-ended)

Special:

Weapon (+10 non-magic)	50
Armor (+10 non-magic)	50
Shield (+10 non-magic)	50
Medal (for wartime performance)	50
Favor from military figure	50
Favor from military figure	50
Extra d10 (open-ended) in money	50
Extra d10 (open-ended) in money	0

Category or Skill	# of ranks
Weapon skill category (choice)	2
choice of one skill	2
Armor • Light skill category	1
choice of one skill	1
Athletic • Brawn skill category	1
choice of one skill	1
Body Development skill category	0
Body Development	2
Combat Maneuvers skill category	0
choice of one skill	1
Communications skill category	0
choice of one spoken language	2
Special Attacks skill category	0
choice of one skill	1
Technical/Trade • General skill category	1
choice of one skill	1
Technical/Trade • Professional skill category	0
Military Organization	1
Technical/Trade • Vocational skill category	0
Siege Engineering	1

Stat Gains: Constitution



COST BY PROFESSION

Fighter	28	Lay Healer	38
Thief	30	Healer	39
Rogue	29	Mystic	40
Warrior Monk	33	Sorcerer	44
Layman	31	Ranger	31
Magician	44	Paladin	29
Illusionist	44	Monk	35
Cleric	36	Dabbler	32
Animist	35	Bard	32
Mentalist	38	Magent	31



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3.15 PHILOSOPHER (L)

The Philosopher spends a great deal of time theorizing about the reasons things happen. He is not generally well-suited for adventuring, but occasions do arise when his knowledge and/or wisdom is needed.

Time to Acquire: 130 months

Starting Money: normal

Special:

1-5 books (+5 to specific lore skills)	50
1-5 books (+5 to specific science skills)	50
Large book (+10 to a specific lore category)	30
Large book (+10 to a specific science category)	30
Spell adder (+1)	20
A book (+5 to a specific lore skill)	0

Category or Skill	# of ranks
Lore • General skill category	5
choice of up to four skills	5 (total)
Science/Analytic • Basic skill category	2
choice of up to two skills	2 (total)
Artistic • Passive skill category	1
choice of one skill	1
Communications skill category	5
choice of up to five languages	10 (total)
Awareness • Perceptions	0
Alertness	1

Stat Gains: Reasoning

COST BY PROFESSION

Fighter	32	Lay Healer	29
Thief	32	Healer	29
Rogue	32	Mystic	25
Warrior Monk	32	Sorcerer	29
Layman	29	Ranger	32
Magician	29	Paladin	32
Illusionist	26	Monk	32
Cleric	29	Dabbler	30
Animist	29	Bard	26
Mentalist	29	Magent	26

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3.16 SAILOR (V)

A sailor rarely travels inland; preferring to feel the spray of the ocean on his face. He is perfectly at home on the water (though he might spend a bit of time in the taverns on the docks).

Time to Acquire: 28 months

Starting Money: normal

Special:

Passage credit on a ship	50
Trade good (10d10 sp)	40
Passage credit on a ship	50
Passage credit on a ship	50
Close friends with a tavern owner	20
Close friends with a ship captain	20
Passage credit on a ship	0

Category or Skill	# of ranks
Athletic • Endurance skill category	2
Swimming	2
Athletic • Gymnastic skill category	1
Climbing	1
Crafting skill category	0
Rope Mastery	1
Lore • General skill category	2
choice of two skills	2 (total)
Outdoor • Environmental skill category	1
choice of Star Gazing or Weather Watching	1
Technical/Trade • General	1
Orienteering	1

Stat Gains: none

COST BY PROFESSION

Fighter	20	Lay Healer	23
Thief	19	Healer	23
Rogue	19	Mystic	23
Warrior Monk	19	Sorcerer	23
Layman	20	Ranger	18
Magician	23	Paladin	20
Illusionist	23	Monk	19
Cleric	22	Dabbler	20
Animist	20	Bard	20
Mentalist	23	Magent	20



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3.17 SHAMAN PRIEST (L)

In tribal communities, there are seldom organized churches. Instead, the groups often lead by a single religious leader. This leader will often use animal totems and other forces of nature to assist him in his duties.

Time to Acquire: 69 months

Starting Money: normal

Special:

Large animal companion (GM's choice)	20
Spell adder (+1)	50
Daily I spell item (2nd level spell)	40
Weapon (+10 non-magic)	40
Armor (+10 non-magic)	40
Small animal companion (GM's choice)	0

Category or Skill	# of ranks
Outdoor • Animal skill category	3
choice of up to four skills	3 (total)
Spells • Own Realm Open List skill category	0
choice of one list	2 (total)
Communications skill category	2
choice of one language	2 (total)
Influence skill category	1
choice of one skill	1
Lore • General skill category	2
choice of up to two skills	2 (total)

Stat Gains: Intuition, Presence

COST BY PROFESSION

Fighter	34	Lay Healer	29
Thief	33	Healer	29
Rogue	31	Mystic	28
Warrior Monk	33	Sorcerer	29
Layman	30	Ranger	29
Magician	29	Paladin	29
Illusionist	28	Monk	30
Cleric	29	Dabbler	29
Animist	26	Bard	28
Mentalist	29	Magent	28

3.18 SPY (V)

A spy is a person who makes it his job to infiltrate enemy positions, gather information, and return that information to his people.

Time to Acquire: 44 months

Starting Money: normal + d10 (open-ended)

Special:

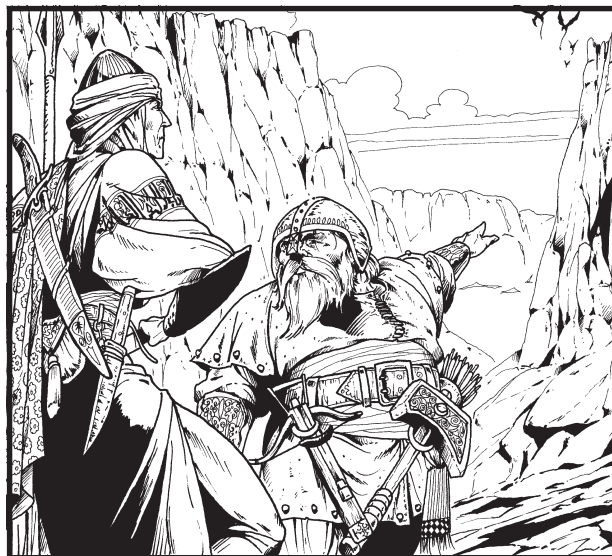
False identification (+10 non-magic)	50
Cloak (+10 non-magic)	40
Contacts within friendly government	40
Lock picks (+10 non-magic)	30
Important papers (worth 10d10 sp)	20
Weapon (+5 non-magic)	0

Category or Skill	# of ranks
Subterfuge • Stealth skill category	4
choice of up to four skills	4 (total)
Subterfuge • Mechanics skill category	1
choice of one skill	1
Awareness • Searching skill category	2
choice of up to two skills	2 (total)
Awareness • Perceptions skill category	0
Alertness	1
Communications skill category	2
choice of up to two skills	2 (total)
Influence skill category	2
choice of up to two skills	2 (total)

Stat Gains: none

COST BY PROFESSION

Fighter	28	Lay Healer	35
Thief	22	Healer	35
Rogue	23	Mystic	27
Warrior Monk	28	Sorcerer	34
Layman	27	Ranger	25
Magician	33	Paladin	† (32)
Illusionist	30	Monk	28
Cleric	33	Dabbler	24
Animist	30	Bard	25
Mentalist	33	Magent	18



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3.19 WANDERER (L)

The wanderer is similar to a traveller, except he has no "home" region. He has forsaken any roots and chooses instead to wander the world.

Time to Acquire: 95 months

Starting Money: normal

Special:

Weather-resistant clothing	80
Riding beast (GM's discretion)	40
Cloak (+5 Hiding)	30
Boots (+5 Stalking)	30
Simple map of the known world	0

Category or Skill	# of ranks
Lore • General skill category	3
choice of up to three skills	3 (total)
Athletic • Gymnastic skill category	1
Climbing	1
Athletic • Endurance skill category	1
Swimming	1
Awareness • Searching skill category	1
Observation	1
Outdoor • Environmental skill category	3
choice of up to three skills	3 (total)
Outdoor • Animal skill category	1
Riding	1
Communications skill category	3
choice of up to three skills	3 (total)

Stat Gains: Constitution

COST BY PROFESSION

Fighter	29	Lay Healer	30
Thief	28	Healer	30
Rogue	28	Mystic	29
Warrior Monk	29	Sorcerer	30
Layman	28	Ranger	27
Magician	30	Paladin	29
Illusionist	29	Monk	29
Cleric	29	Dabbler	28
Animist	26	Bard	26
Mentalist	30	Magent	29

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3.20 WEAPON MASTER (L)

A weapon master has made a life out of studying and perfecting the use of weapons. However, he seldom has learned much beyond the use of weapons.

Time to Acquire: 95 months

Starting Money: normal

Special:

Weapon (+15 non-magic)	40
Weapon (+15 non-magic)	40
Weapon (+10 non-magic)	30
Weapon (+10 non-magic)	30
Weapon (+5 non-magic)	0

Category or Skill	# of ranks
Weapon skill category #1	5
choice of up to five skills	5 (total)
Weapon skill category #2	4
choice of up to four skills	4 (total)
Weapon skill category #3	3
choice of up to three skills	3 (total)
choice of one other skill	1
Weapon skill category #4	1
choice of one skill	1

Stat Gains: Strength, Agility



COST BY PROFESSION

Fighter	29	Lay Healer	61
Thief	34	Healer	84
Rogue	32	Mystic	84
Warrior Monk	45	Sorcerer	84
Layman	36	Ranger	39
Magician	84	Paladin	34
Illusionist	84	Monk	49
Cleric	51	Dabbler	43
Animist	51	Bard	43
Mentalist	61	Magent	39

Note: No more than two ranks may be allocated to any one weapon skill.

3.21 ZEALOT (L)

A zealot is a fanatic for a religion. They are generally enthusiastic, but not necessarily aggressive.

Time to Acquire: 73 months

Starting Money: normal

Special:

Weapon (+10 non-magic)	30
Daily I item (level 1 spell)	30
Special religious token/sigil	0

Category or Skill	# of ranks
Lore • General skill category	4
Religion	3
specific lore related to the cause	1
Communications skill category	2
native language	2
Influence skill category	3
Public Speaking	3
Weapon/Attack skill category	1
choice of one skill	1

Stat Gains: Intuition

COST BY PROFESSION

Fighter	25	Lay Healer	25
Thief	25	Healer	26
Rogue	25	Mystic	23
Warrior Monk	25	Sorcerer	28
Layman	25	Ranger	26
Magician	28	Paladin	23
Illusionist	27	Monk	25
Cleric	26	Dabbler	25
Animist	26	Bard	20
Mentalist	25	Magent	20

SKILLS



Skills

This section presents four skill categories that were not in *RMFRP*. In addition, a number of new individual skills are provided.

RESTRICTED SKILLS

Certain skills presented in this section are classified as normally being restricted (see *RMFRP*, p. 23)—this is subject to GM discretion. For every two skill ranks developed for a restricted skill, a character only gains one rank.

LANGUAGES

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

A character's fluency and literacy in a particular language is determined by the skill rank which the character has achieved in "language" skill for that language (see *RMFRP* Appendix A-4.7, p. 114).

The Gamemaster should decide which languages are automatically known by each of the races in his world system. *RMFRP* Appendix A-1 (p. 85-90) provides suggested starting languages and easily learnable languages for each race and culture. Each character may then expand on this base through standard skill development.

4.1

ADDITIONAL SKILLS

ATHLETIC • BRAWN SKILL CATEGORY

Power-striking

This skill allows the use of a controlled burst of strength to increase the force of a blow, such as with a sword, hammer, or fist. The use of this skill requires a 40% activity action the round before the "strike" takes place. The round of the strike, the character receives a bonus to his OB according to how much force he placed into the blow, which in turn affects the difficulty of the maneuver.

+10	Medium	+40	Extremely Hard
+20	Hard	+50	Sheer Folly
+30	Very Hard	+60	Absurd

Power-throwing

This skill allows the use of a controlled burst of strength to increase the range of a thrown object, such as a javelin, hammer, stone, etc. The use of this skill requires a 40% activity action the round before the "throw" takes place. The round of the strike, the character receives a bonus to his weapon range according to how much force he placed into the throw, which in turn affects the difficulty of the maneuver.

+10%	Medium	+75%	Extremely Hard
+25%	Hard	+100%	Sheer Folly
+50%	Very Hard	+125%	Absurd

ATHLETIC • GYMNASTICS SKILL CATEGORY

Pole-vaulting

This skill provides a bonus for handling a pole to surmount or cross over an obstacle.

4' high or 4' wide	Routine
6' high or 6' wide	Easy
8' high or 8' wide	Light
10' high or 10' wide	Medium
12' high or 15' wide	Hard
15' high or 20' wide	Very Hard
18' high or 30' wide	Extremely Hard
22' high or 40' wide	Sheer Folly
25' high or 50' wide	Absurd

Rappelling

This skill provides a bonus for rapidly descending from a height, using ropes and other equipment. If the rappelling roll is unsuccessful, the individual has a chance of falling. Rappelling rate is equal to the individual's normal movement rate, with modifiers due to speed.

Walk	+0
Fast walk/jog	-10
Run	-20
Fast run/sprint	-30
Fast sprint	-40
Dash	-50
Rope and climbing gear	+20
Rope only	-15
No rope or equipment	Use Climbing skill

Skating

This skill provides a bonus for skating maneuvers. This may also (at GM's discretion) be used to help one stay upright on slippery or icy surfaces without skating equipment.

Skiing

This skill provides a bonus for skiing maneuvers. This may also (at GM's discretion) be used to help one stay on one's feet when sliding down an incline without skiing equipment.

Stilt-walking

This skill provides a bonus for maneuvering on stilts or other extensions to one's height.

Per foot over 5'	-2
------------------------	----

Surfing

This skill provides a bonus to surfing maneuvers. This includes body surfing, board surfing, and channel surfing.

Tightrope-walking

This skill provides a bonus for maneuvering along narrow surfaces.

3' wide	+30
2' wide	+20
1' wide	+10
6" wide	0
3" wide	-10
1" wide	-20
.5" wide	-30
.2" wide	-50
.1" wide or less	-70
Balancing Pole	+10
Tightrope Sole Shoes	+10
Wind (No wind to hurricane force)	+00/-70
Surface (sticky to icy slick surface)	+30/-70

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Skills

AWARENESS • SENSES SKILL CATEGORY

Reality Awareness

Restricted

This skill provides a bonus to determine if the natural order or reality has or is going through turmoil, (e.g., Demonic Gate opening or closing, power fluctuation which is disturbing or causing the fabric of this dimension to shift, holes in the space-time continuum, residual powerful magic, etc.). Note that this skill may be severely limited in its availability.

Per lvl of warp	+1	301' - 500'	-10
Within 10'	+30	501' - 1000'	-20
11' - 30'	+20	1001' - 3000'	-30
31' - 100'	+10	3001' - 5000'	-50
101' - 300'	+0	5001'+	-70

Spatial Location Awareness

Restricted

This skill provides a bonus for allowing one to be aware of his surroundings without the aid of sight. Blindness accrues a -100 modification; Spatial Location Awareness (SLA) provides a bonus to offset that penalty (the adjusted modification may actually rise as high as +10 through the use of this skill). This skill is usually used by the blind. If a non-blinded individual possesses this skill, they must reorient to use this skill (requires minimum of one round). If the individual fails this roll, he is treated as blinded for that round. For each round the individual is left undisturbed or uses only 20% of his activity, he may add +5 to the orientation roll each round. This +5 is cumulative (to a maximum of +50) provided there is no interruption of the individual's concentration. This skill is blocked by intervening barriers.

Being effectively blind -100

COMBAT MANEUVERS SKILL CATEGORY

Adrenal Deflecting

Restricted

This skill provides a bonus for using the body (hands, etc.) or a weapon or a shield to deflect or even catch a thrown weapon or missile directed at the user (this is treated as an action requiring at least 50% activity; with a -1 modification for each 1% activity less than 50%). To determine the effect of such an attempt roll (open-ended) add the Adrenal Deflection skill bonus. Then refer to the Moving Maneuver Table T-4.1 (*RMFRP*, p. 49), using the "Extremely Hard" column against thrown weapons and the "Sheer Folly" column against missile weapons. If the result is a number, it is subtracted from the weapon's attack roll (in addition to the normal DB). If the missile or thrown object misses, the character has a chance of catching the item. Roll d100 (open-ended) and add the modification received earlier from the Moving Maneuver Table; if the result is over 100, the item has been caught, if desired.

Reverse Stroke †

This skill provides a limit for applying one's melee OB against an opponent to one's flank or rear without turning or changing position. The OB of an attack made in this fashion can **not** exceed the attacker's Reverse Stroke skill bonus. Note that this skill must be developed separately for each weapon category.

Subdual

This skill allows an individual to immobilize or render unconscious a target by applying a sharp blow to a precise point on the victim's upper body. The foe is assumed to be "of kind" (usually humanoid) and not "Large" or "Super-large." The OB of a subduing attack can **not** exceed the attacker's Subdual skill bonus (e.g., a Fighter with an OB of +120 and a Subdual bonus of +70 would only be able to apply a +70 OB to his attack). Instead of rolling criticals on the Critical Table indicated by the Weapon Attack Table, the *AL* Subdual Critical Table 4.9 should be used.

Tumbling Evasion

Restricted

This skill provides a bonus for evading a attack by using a tumbling maneuver. The skill rank (**not** the skill rank bonus) is added to the DB. This skill is rolled for during the round that the skill is actively used. Individual may not parry, use a shield, or attack while using this skill.

COMMUNICATIONS SKILL CATEGORY

Magical Languages †

Restricted

This skill enables characters to learn magical languages. These languages are acquired in the same fashion as are regular languages. These Languages are rarely spoken except in conjunction with spell casting, where they aid the spell's potency. This is the language of Power Words.

INFLUENCE SKILL CATEGORY

Propaganda

This skill provides a bonus for influencing others through indirect means, rather than direct speech. Includes such ideas as starting rumors, as well as designing large advertising campaigns.

LORE • MAGICAL SKILL CATEGORY

Circle Lore

This skill provides a bonus for manipulating and using magical circles in conjunction with spells. It also allows non-magical research in defining, identifying new "Circles" in which to add to his repertoire of circle spells.

Planar Lore

This skill provides a bonus for recognizing and navigating other planes of existence; it also provides knowledge about other planes.

Symbol Lore

This skill provides a bonus on manipulating and using symbols in conjunction with the appropriate symbol spells. Also allows non-magical research in defining and identifying new "Symbols" to add to his repertoire of symbol spells. Note that the GM may decide to allow this skill to help interpret dreams.

Warding Lore

This skill provides a bonus on manipulating and using wards in conjunction with the appropriate ward spells. Also allows non-magical research in defining & identifying new "Wards" which to add to his repertoire of ward spells.

OUTDOOR • ANIMAL SKILL CATEGORY

Animal Healing †

This skill provides a bonus for administering medical aid to injured animals. Allows one to stabilize or repair light wounds and illnesses. Successful static maneuver can stop (or reduce) up to 5 hits/rd bleeding. The general modifications above do not apply to this skill. This skill must be developed separately for each different type of animal.

Animal Mastery †

Restricted

This skill provides a bonus for simple communicating and if possible, the mastering of an animal. This skill must be developed separately for each different type of animal. The animals that are controlled by use of this skill do not have to be trained or tame. The animal will only do what is within its capabilities. If the skill roll fails, the animal will revert back to its basic tendency.

Herdin †

This skill provides a bonus for gathering, befriending, or manipulating herd animals. Skill normally deals with one coherent group (herd) of animals at a time. This skill must be developed separately for each different type of animal.

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

POWER AWARENESS SKILL CATEGORY

Divination

This skill provides a bonus for the foretelling of the future or perceiving unknown quantities/qualities, with the use of divinatory means and methods (e.g., crystal balls, tarot cards, sticks, tea leaves, gleefully rooting around in the steaming entrails of freshly dead animals...ahem...sorry...dice, palms, etc.). Each method must be learned separately. Skill can also be used to scan the past and the present.

Note: *Divinations are general in nature and are left up to interpretation of symbology rather than the cleaner, clear cut means that the appropriate Divination spells give you. Also, Divination methods take a minimum of 1 minute (and often considerably longer) to perform.*

		PAST	FUTURE
Routine	+30	12 hours	10 minutes
Easy	+20	1 day	30 minutes
Light	+10	1 week	1 hour
Medium	+00	2 week	6 hours
Hard	-10	1 month	12 hours
Very Hard	-20	3 months	1 day
Extremely Hard	-30	6 months	1 week
Sheer Folly	-50	1 year	1 month
Absurd	-70	1 year+	6 months
Major influencing factor upon the past			+10
Minor influencing factor upon the past			-10
Major influencing factor upon the future			-30
Minor influencing factor upon the future			-70

Power Perception

This skill provides a bonus for seeing active Essence (blue), Channeling (red) and Mentalism (green) magic. If the GM allows players to develop the skill of *Power Perception* he should stipulate that *Detect Magic* spells will detect Magic, active or inactive (e.g., waiting spells).

Restricted

SELF CONTROL SKILL CATEGORY

In a given round, a character may only make one maneuver that uses "Adrenal xxx" skill or "Power xxx" skill (see the Athletic • Brawn skill category).

Adrenal Balance

This skill enhances the ability of the character to maintain his balance in one maneuver action (requiring balance). The skill rank bonus is added to any maneuver roll required for the action (even if it takes several rounds). This skill requires taking a 20% activity action in a "preparation round" immediately prior to the use of this skill.

Adrenal Concentration

This skill provides a bonus for achieving a special +25 bonus on any activity attempted using concentration and the focusing of internal reserves. If the user makes a successful static maneuver, +25 is added to any such activity the next round. However, this static maneuver requires 75% of the user's activity the round it is attempted.

Adrenal Landing

With a successful static maneuver, a character may decrease the severity of a fall by his skill rank bonus times one foot. For example, if a character's skill rank bonus was +60, a 100' fall would be treated as a 40' fall. The severity of a fall can never be reduced below that of a 1' fall (requiring a roll on the Fall/Crush Attack Table with a +1 modification). A 20% activity action is required the round after the fall (assuming he's alive and conscious). This is the "recuperation" round.

Adrenal Leaping

This allows the character to automatically increase the distance he can successfully leap from either a standing or a running start. The Moving Maneuver Table T-4.1 (*RMFRP*, p. 49) can be used, with the skill bonus being added. A 100% would indicate a normal leap and results above that a longer jump. This skill requires taking a 20% activity action in a "preparation round" immediately prior to the use of this skill.

Adrenal Quickdraw

Bonus for drawing your weapon with 0% activity. Success indicates you have your weapon ready and failure indicates you take the normal 20% activity action for drawing your weapon. This skill does count against the one adrenal move every other round limit. It must be developed separately for each type of weapon (1-handed edge, 1-handed crushing, 2-handed, thrown, etc.).

Adrenal Speed

This allows a character to move at twice normal speed (as if *Hasted*) and thus increase his activity for one round. This skill requires taking a 20% activity action in a "preparation round" immediately prior to the use of this skill.

Adrenal Stabilization

This skill provides a bonus for keeping oneself alive after being injured. This skill puts your body into a near death condition (coma) for 1 day/round before death. (Rounds before death is obtained from the description of the critical strike taken). Due to the slowing down of your body's metabolic rate, you will appear to be dead to all but the closest of scrutiny (-75 from other's perception).

If you fail to make a successful static maneuver, you immediately go into a coma but you still die at the appointed time. You may be awakened from this state by one or more of the following: Within 1 hour of the preset time **or** an *Awaken* spell **or** vigorous physical disturbance lasting more than 3 minutes. If you receive a critical that kills instantly, this skill will have no effect.

Certain types of damage may make it impossible to use this skill (e.g., massive brain damage, head being completely ripped off or destroyed, body dissolving in acid, heart being ripped out of chest, etc.). **Note:** This skill should only be available under unusual circumstances (e.g., Healers, exotic monastic order, fanatic assassin training, etc.).

Routine	+30	Practicing an Adr. Stab. Trance
Easy	+20	Bleeding 1/round
Light	+10	Bleeding 2/round
Medium	+00	Bleeding 3/round
Hard	-10	Bleeding 4/round
Very Hard	-20	Bleeding 5/round
Extremely Hard	-30	Bleeding 6+/round
Sheer Folly	-50	One limb amputated
Absurd	-70	Two limbs amputated

Adrenal Strength

This skill gives a character a +10 modification on his OB and doubles the number of concussion hits that he delivers. This skill requires taking a 20% activity action in a "preparation round" immediately prior to the use of this skill.

Cleansing Trance

This skill provides a bonus for purification ritual to help remove outside energies and influences that linger on a object, item, person, etc. The use of this skill enables the user to rid himself of the touch of curses and hexes. Skill must be used within 5 minutes/rank of Cleansing skill in order to benefit the user at all. Otherwise the only way to be cleansed is from a spell or a person with a higher skill rank in cleansing. Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25).

Restricted



Skills



Skills

Control Lycanthropy

This skill provides a bonus for controlling one's lycanthropy. Note that this skill may only be developed by an individual already infected with an active form of lycanthropy. This skill may be used to prevent the onset of a lycanthropic change, to control one's bestial nature during such a change, or to initiate a change at will.

Modifiers to transformation rolls and control rolls

full moon	-100	daylight underground	+10
daybreak	+100	stop change	-25
half moon	-50	have taken hits	-25
daylight outdoors	+50	start change	+0
new moon	+00	have taken a critical	-50
daylight indoors	+25	see a friend wounded	-25
no moon	+00	see a friend killed	-50

Restricted

Death Trance Restricted

This skill provides a bonus to causing oneself instantaneous and painless death.

Healing Trance

This skill provides a bonus for increasing one's healing rate. The individual using this skill goes into a coma. Healing rate is increased/decreased by the amount the static maneuver roll is over 100 as a percentage times the racial healing rate (see *RMFRP*, p. 78). Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25).



Sleep Trance

This skill provides a bonus for decreasing the amount of time one needs to fully recover. The sleep time is increased/decreased by the amount of the static maneuver roll is over 100 as a percentage times racial sleep requirement. Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25).

Stunned Maneuvering

This skill provides a bonus for maneuvers attempted while stunned. If this bonus is used to modify a stunned maneuver, the normal modifier of triple SD stat bonus is not used. See *RMFRP* (p. 54) for more information on stunned maneuvers.

SUBTERFUGE • MECHANICS SKILL CATEGORY

Counterfeiting

This skill provides a bonus for creation of false but believable writings or illustrations or records from scratch. It is used to falsify bank records and accounts, change testimony records to misrepresent the facts, etc. Also includes the ability to simulate official documents, official currency (coined or paper moneys), stocks and bonds.

Forgery

This skill provides a bonus to replicate specific objects, works of art, etc. Where counterfeiting is the skill of producing a believable copy of something, forgery represents the ability to reproduce a **specific** item. Note that this skill must be developed for a specific type of item, such as signatures, art, weapons, etc.

Hiding Items

The skill provides a bonus to hide an item from other beings.

Trap Building

This skill provides a bonus to build complex mechanisms designed to injure or immobilize other creatures. Note that this skill is the actual building of the mechanism, not the effective placement or setting of a trap.

TECHNICAL/TRADE • PROFESSIONAL SKILL CATEGORY

Advertising

This skill provides a bonus for successfully marketing a product or service. Must be developed separately for each culture.

Architecture

This skill provides a bonus for designing buildings, reading or creating blueprints and technical diagrams, and evaluating or appraising structures. This skill may also provide a bonus for locating hidden spaces within a structure.

Dowsing

This skill provides a bonus for locating underground water sources through the ground.

Military Organization

This skill provides a bonus for organization of a military force, not the actual deployment into battle (which is tactics). Includes knowledge of how to billet and supply a unit, posting of watch, running of patrols, etc.

This a partial listing of types of military organization:

- Aerial Forces: Air Cav, aerial assault forces, etc.
- Ground Forces: Infantry, cavalry, or other similar types of units.
- Marine Forces: Marine, Merchant Marine or other similar units.
- Naval Forces: Sea, Ocean, or other similar water type units.

Surgery

This skill provides a bonus for performing major surgery, which includes performing exploratory surgery, organ transplants, acupuncture,

TECHNICAL/TRADE • VOCATIONAL SKILL CATEGORY

Cartography

This skill provides a bonus to the analysis, preparation and use of advanced maps and mapping techniques, using cartographic tools. This skill complements the skill of Navigation.

Gimmickry

This skill provides a bonus for making plans for an uncommon or not yet invented item. The character does not receive materials or other essentials for the production of item (such as mathematics, Laen, wood carving, etc.). The GM must approve the creation of any such item.

Hypnosis

This skill provides a bonus for placing a willing individual into a trance where they are responsive to suggestions. An unwilling individual receives a +50 RR bonus. Such an individual can be told to forget that they have been placed under hypnosis. He can be primed to perform some type of task which is triggered by a word, a gesture, a person, etc.

Midwifery

This skill provides a bonus for delivery and care of babies.

Preparing Herbs

This skill provides a bonus to successfully prepare a medicinal herb from its natural state into a usable form.

Preparing Poisons

This skill provides a bonus to successfully prepare a poison from its natural state into a usable form.

Siege Engineering

Allows the user knowledge of conducting all aspects of a siege. Includes proper and best positioning of siege weapons, determining weaker portions of a wall (for siege weapon assault and/or sapping), basic engineering knowledge for building ramps, digging trenches and horse traps (for opposing cavalry), etc.

4.2 MARTIAL ARTS SKILL CATEGORIES

Martial Arts • Striking Skill Category

Skills: Boxing, Striking Degree 1, Striking Degree 2, Striking Degree 3, Striking Degree 4, Tackling
Applicable Stat Bonuses: St/Ag/St
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Martial Arts
Classification: Offensive Bonus

This category encompasses the use of Martial Arts skills involving the so-called “hard” martial arts, typified by devastating blows dealt with the hands, feet, elbows and the like. Boxing and Tackling can also be found in this category.

Martial Arts • Sweeps Skill Category

Skills: Blocking, Sweeps Degree 1, Sweeps Degree 2, Sweeps Degree 3, Sweeps Degree 4, Wrestling
Applicable Stat Bonuses: Ag/St/Ag
Skill Rank Bonus Progression: Standard
Skill Category Bonus Progression: Standard
Group: Martial Arts
Classification: Offensive Bonus

This category encompasses the use of Martial Arts involving the so-called “soft” martial arts, typified by throws, grappling, sweeps and powerful controlling techniques. Blocking and Wrestling can also be found in this category.

SKILL DESCRIPTIONS Martial Arts • Striking

All of the “Striking Degree #” skills below use the *Arms Law* Martial Arts Strikes Attack Table 3.8 (p. 81) with the maximum result determined by the “Degree #.” If *Arms Law* is not available, use the Tooth & Claw Attack Table A-10.9.7 (*RMFRP*, p. 226) instead. For maximum results, use “Small Attack” instead of “Degree 1,” “Medium Attack” instead of “Degree 2,” and “Large Attack” instead of “Degree 3.”

Boxing

This is the skill of using one’s fists to strike at an opponent’s upper body and torso, while protecting oneself from similar blows. This skill uses the *Arms Law* Martial Arts Strikes Attack Table 3.8 (p. 81) with a maximum result of “Degree 1.”

Striking Degree 1

This skill represents the basic and most simple forms of a formal “hard” martial art. These forms must be learned before an individual may progress to the higher degrees, as it represents the fundamentals of the art.

Striking Degree 2

This skill represents the intermediate forms of a “hard” martial art. Note that this skill is more effective than the Striking Degree 1 skill. Because this skill builds on the previous Degree of this art, the ranks of this skill cannot exceed the ranks the character has in Striking Degree 1.

Striking Degree 3

This skill represents the advanced forms of a “hard” martial art. Note that this skill is more effective than the Striking Degree 2 skill. Because this skill builds on the previous Degree of this art, the ranks of this skill cannot exceed the ranks the character has in Striking Degree 2.

Striking Degree 4

This skill represents the most advanced forms of a “hard” martial art. Note that this skill is more effective than the Striking Degree 3 skill. Because this skill builds on the previous Degree of this art, the ranks of this skill cannot exceed the ranks the character has in Striking Degree 3.

Tackling

This is the skill of diving at a person in order to bring them to the ground in the intent of momentarily immobilizing them. The *Arms Law* Martial Arts Strikes Attack Table 3.8 (p. 81) is used with a maximum result of “Degree 1” (attack delivers Grappling Criticals). If a struggle continues after a successful tackle, the Wrestling skill should be used instead.

SKILL DESCRIPTIONS Martial Arts • Sweeps

All of the skills below use the *Arms Law* Martial Arts Sweeps Attack Table 3.9 (p. 83) with the maximum result specified or determined by the “Degree #.” If *Arms Law* is not available, use the Bash & Grapple Attack Table A-10.9.8 (*RMFRP*, p. 227) instead. For maximum results, use “Small Attack” instead of “Degree 1,” “Medium Attack” instead of “Degree 2,” and “Large Attack” instead of “Degree 3.”

Blocking

This skill is used to knock down or hold a person at bay without intent of injury. Note that it is merely to keep a person from crossing some line or location, not to immobilize them. The maximum result is “Degree 1” and the attack delivers Unbalancing Criticals.

Sweeps Degree 1

This skill represents the basic and most simple forms of a formal “soft” martial art. These forms must be learned before an individual may progress to the higher degrees, as it represents the fundamentals of the art.

Sweeps Degree 2

This skill represents the intermediate forms of a “soft” martial art. Note that this skill is more effective than the Sweeps Degree 1 skill. Because this skill builds on the previous Degree of this art, the rank of this skill cannot exceed the ranks the character has in Sweeps Degree 1.

Sweeps Degree 3

This skill represents the advanced forms of a “soft” martial art. Note that this skill is more effective than the Sweeps Degree 2 skill. Because this skill builds on the previous Degree of this art, the rank of this skill cannot exceed the ranks the character has in Sweeps Degree 2.

Sweeps Degree 4

This skill represents the most advanced forms of a “soft” martial art. Note that this skill is more effective than the Sweeps Degree 3 skill. Because this skill builds on the previous Degree of this art, the rank of this skill cannot exceed the ranks the character has in Sweeps Degree 3.

Wrestling

This is the skill of using one’s arms and legs to grapple an opponent and immobilize him. This skill may be used to immobilize an opponent who does not wish to be held, but it assumed that injury is **not** the intent. The maximum result is “Degree 1” and the attack delivers Grappling criticals.



Skills

Note: Early editions of *Arms Law* refer to “Rank” 1-4 instead of “Degree” 1-4. This has been corrected and should be read as “Degree” 1-4.

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Skills

4.3 POWER MANIPULATION SKILL CATEGORY

Power Manipulation Skill Category

Skills: Channeling, Magic Ritual,
Spell Mastery (one skill for each spell list)

Restricted: Transcend Armor

Applicable Stat Bonuses: Em/In/Pr

Skill Rank Bonus Progression: Combined

Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0

Group: None

Classification: Static Maneuver

This category encompasses the use of skills involving the manipulation and alteration of spells and magical energies.

SKILL DESCRIPTIONS

Channeling

This is the skill of transmitting and receiving power between two willing individuals over any distance, provided that contact can be made. The transmitter of the power must be able to see the receiver or know his exact location (direction and distance, or a specific place). The receiver must know exactly when the spell is coming. For example, if a Cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell, then another spell user (or deity) could use Channeling to send him a spell (if he knew where the altar was and the correct time). In some cases it will occur when

a Cleric is on a vital mission and his god decides to aid him. Characters may Channel to each other.

It is important to note that the spells a "Channeling" spell user, (e.g., Clerics, Animist, etc.) acquires normally through worship and the use of intrinsic power points (although the entire realm is termed "Channeling") are not subject to this rule. Similarly, the development of Channeling skill will not allow others to gain a "Channeling" spell user's intrinsic spell ability. This skill applies to extraordinary channeling.

Transmitting Power Points: Normally Channeling consists of transferring power points from one character to another. The sender expends the power

points and multiplies this number of power points by his channeling skill bonus expressed as a percentage—this is the number of PPs sent (e.g., a sender with a +50 Channeling skill bonus and expending 20 power points actually channels only $10 = 50\% \times 20$). Treat channeling abilities of greater than 100 as 100.

The receiving character multiplies the number of points sent by his Channeling skill bonus expressed as a percentage (treat 100+ as 100). This result is the number of points received. These points may be used by the receiving character to cast spells as he

wishes, although any unused points will be lost when next he sleeps.

Channeling between characters (including NPCs) may only take place if they are concentrating on the same realm of power. In other words a Cleric can't channel to a Magician. Gods are, of course, able to channel to whomever they please. Hybrids may channel to or be channeled to by the character's concentration on either of the Hybrid's realms (e.g., a Mystic can channel in either Essence or Mentalism).

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

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

Burnout Due to Channeling: Successful Channeling can be dangerous. Roll 1-100 and add the number of power points received (this die roll is open-ended). Subtract the skill rank in Channeling of the receiving character. If the result is over 100, a burnout has occurred.

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

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

If burnout occurs, roll twice on the Stat Gain Table T-2.3 (RMFRP, p. 25), using the number of points the roll was above 100 as the "Difference" used to determine the column used. This is the number of points that are lost from the Memory stat (the temporary not the potential). This process is repeated for Reasoning. If this process reduces either stat to 0 or below, all experience and skills are lost. On the brighter side, the character can switch professions as he has lost all memory of his adolescence and apprenticeship (though it will take him many years to function as an adult again).



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Magic Ritual

This skill provides a bonus for enhancing a spell effect or duplicating a spell effect outside of normal spell resolution parameters (e.g., no power point expenditure). GM's are warned that this skill can be easily abused. GM's should understand how Magic works in their world before implementing this skill. Magic Rituals are not for hack-and-slash campaigns. Think of Celtic witches' incantations or Shamanistic dances and you have a good idea how this skill should work. (Other skills can complement this skill such as Herb Lore, Dancing, Demon/Devil Lore, Poetry and Singing to make chants, etc.). Be imaginative. Be careful.

Routine	+30	1 rnd
Easy	+20	2 rounds
Light	+10	3 rounds
Medium	+00	4 rounds
Hard	-10	6 rounds or 1 min
Very Hard	-20	30 rounds or 5 minutes
Extremely Hard	-30	90 rounds or 15 minutes
Sheer Folly	-50	180 rounds or 30 minutes
Absurd	-70	360 rounds or 1 hour
Taking extra time	+/-	(GM option)
Spell user	+5	
Semi-spell user	-10	
Non-spell user	-25	

Spell Mastery

This skill allows user to modify spells within or beyond basic parameters. Each individual spell list requires separate skill development (as with Riding or Weapon skills). This skill might be used to change the orientation upon arrival of the target of a Teleport spell, or it might be used to allow a spell user to attempt to alter a Bolt spell into a Ball spell.

The character should roll for a successful Spell Mastery using the Static Maneuver Table T-4.3 (*RMFRP*, p. 45). The result may indicate success or failure, as well as provide a modifier to the Spell Casting Static Maneuver Roll.

Modifying the Range:

x2 Normal	-20	x4 Normal	-40
x3 Normal	-30	x5 Normal	-50
Each additional x1	-10		
Touch to 10'	-30†		
Caster/Self to Target/Touch	-30†		

Modifying the Area of Effect

x2 Normal	-20*	x4 Normal	-40*
x3 Normal	-30*	x5 Normal	-50*
Each additional x1	-10*		
* Only for Areas of Effect that are not simply "target." For additional "targets" use:			
+1 target	-30		
"target" to 10'R	-50§		

Modifying the Duration

x2 Normal	-20	x4 Normal	-40
x3 Normal	-30	x5 Normal	-50
Each additional x1	-10		
No duration to 1 round	-50‡		
Concentration to 1 round/level (c)	-20‡		
Concentration to 1 minute/level (c)	-50‡		

† – may use a range multiplier afterwards

‡ – may use a duration multiplier afterwards

§ – may use an area of effect multiplier afterwards

Transcend Armor

Restricted

The character's total skill bonus in Transcend Armor is applied against any Spell Casting Static Maneuver penalties accrued from wearing armor, wearing a helmet, or carrying equipment (similar in fashion to the way that Armor skills apply against maneuver penalties) to a maximum of a +0 modifier. If the penalty is reduced to zero, the character must still make the maneuver roll.

Example: If a character is an Essence user and wearing AT 13, he has a penalty of -40 to his Spell Casting Static Maneuvers. He may apply his Transcend Armor skill to this penalty to reduce it to zero.

4.4 SPELLS • ARCANES SKILL CATEGORIES



Skills

Spells • Arcane Skill Category

Skills: One skill per spell list

Applicable Stat Bonuses: Realm Stat

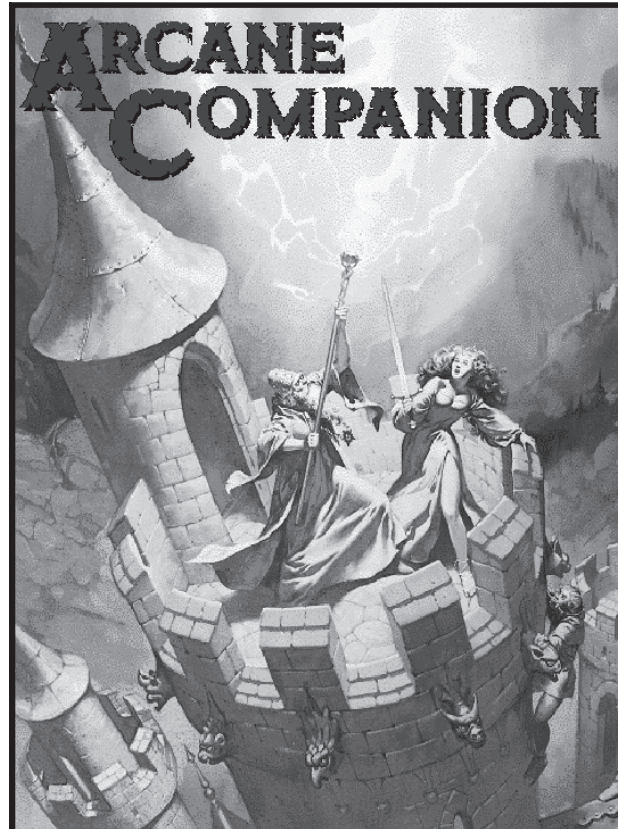
Skill Bonus Progression: -30 • 1 • 1 • 0.5 • 0 (Limited)

Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0

Group: Spells

Classification: Static Maneuver and Special

This category encompasses the acquisition and use of spells that manipulate Arcane magic, the oldest form of magic. Note that Arcane magic does not conform to the three realms of magic. Note also that the costs given here are for the Open Arcane Lists; full guidelines for the use of Arcane magic will be provided in the *Arcane Companion*.



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Skills

4.5 SPECIAL ATTACKS SKILL CATEGORY

Special Attacks Skill Category

Skills: Brawling, Disarm Foe (armed),
Disarm Foe (unarmed), Jousting (Lancing)

Applicable Stat Bonuses: St/Ag/SD

Skill Rank Bonus Progression: Combined

Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0

Group: None

Classification: Static Maneuver and Offensive Bonus

This category encompasses the use of skills involving specialized attacks (as opposed to specialized maneuvers during combat, which is handled under Combat Maneuvers).

SKILL DESCRIPTIONS

Brawling

This skill provides a bonus to combat in which there is no organized melee (tavern brawls, riots, etc.). Targets are chosen on the basis of proximity and blows are exchanged in an essentially random fashion. This skill allows one to better handle oneself in such situations.

Sometimes a character will find himself in combat without a weapon. If it is a general melee situation (i.e., combatants are using weapons designed kill each other), such a character may make "Martial Arts" attacks (e.g., degree 1-4 strikes, degree 1-4 sweeps, boxing, wrestling, tackling, etc.), see Section 4.2. He may **not** use Brawling attacks in such a situation.

If such a combatant has a substantial object in his hands capable of blocking a weapon blow (e.g., a stool, a mattress, a log, a body), he may be given a shield bonus for the item. In such a case, a GM may even allow the combatant to make a "club" attack.

In a similar manner, a combatant may "parry" with suitable terrain features (e.g., dodge around a tree, duck under a large branch, step behind a door). As always, the GM is the final judge as to the appropriateness of such "parrying" situations.

In a *brawl* (i.e., a general fracas, the combatants are not using killing weapons; e.g., a barroom brawl), an unarmed character can make Brawling attacks **or** Martial Arts attacks as he chooses.

If the character chooses to make Brawling attacks, the *Arms Law* Attack Table 3.3 (p. 71) should be used with Brawling criticals. If *Arms Law* is unavailable, use the Bash & Grapple Attack Table A-10.9.8 (*RMFRP*, p. 227) with a maximum result of "Small." The benefit of such a choice is in the relative non-lethality of Brawling attacks.

Disarm Foe (Armed) †

This skill provides a bonus to remove a foe's weapon with your own. If successful, the opponent must make a successful RR based on the target's skill ranks in the weapon used vs. the attacker's number of skill ranks of disarming skill used. If the RR is successful, the disarming attempt fails. If it fails, the opponent is disarmed. There are 4 separate skills for the user to develop: 1-Handed, 2-Handed, Pole Arm and Two-Weapon Combo.

Disarm Foe (Unarmed) †

This skill provides a bonus to remove a foe's weapon with your bare hands. If successful, the opponent must make a successful RR based on the target's skill ranks in the weapon used vs. the attacker's number of skill ranks of disarming skill used. This is an entirely different skill from *Disarm Foe (Armed)*. If the RR is successful, the character performing the maneuver takes a 'B' critical of the type appropriate to the weapon. If the RR fails, the character performing the maneuver may disarm the opponent, either discarding or acquiring the opponent's weapon. There are 4 separate skills for the user to develop: 1-Handed Edge, 1-Handed Concussion, Two-Handed, and Pole Arm.

Jousting (Lancing)

This skill provides a bonus for using complex lancing (mounted) maneuvers, such as tilting, skewering rings in a tourney, etc.

4.6 SPECIAL DEFENSES SKILL CATEGORY

Special Defenses Skill Category

Standard Skills: Adrenal Defense, Adrenal Toughness

Applicable Stat Bonuses: no stat bonus

Skill Rank Bonus Progression: Combined

Skill Category Bonus Progression: 0 • 0 • 0 • 0 • 0

Group: None

Classification: Special

This category encompasses the use of unusual defensive skills which are typically available only through special training.

SKILL DESCRIPTIONS

Adrenal Defense

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

To use Adrenal Defense, you must be aware of the fact that you are under attack. In addition, the character must not be wearing any armor and cannot have a shield or large object in his hands.

Adrenal Toughness

By using this skill, the individual may toughen his body to withstand blows that would otherwise inflict damage. This skill requires taking a 20% activity action in the round immediately prior to the use of this skill (**or** during the snap action phase of the same round). Then, the character must make a static maneuver modified by this skill bonus. If successful, the individual may reduce the severity of any critical by one (i.e., an 'E' becomes a 'D', a 'B' becomes an 'A', etc.) during the next round (or remainder of the current round). In addition, any self-inflicted critical stemming from the individual striking a surface or object is nullified completely (e.g., no Krush critical would be sustained from attempting to break a brick with one's hand, etc.).

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TALENTS

Everybody has a talent, something they are gifted in doing. Talents may be learned, inborn, or even acquired during journeys. *Character Law* supports five different categories of talents: Special Training, Physical Abilities, Mental Abilities, Mystical Abilities, and Special Abilities.

As you read the talent description, you will notice each is broken into two parts. The first part is the actual game description, including the benefits and penalties each talent bestows, along with the cost of the talent. The second part is a piece of short prose describing how you could possibly have acquired the talent. You should choose how you actually acquired the talent, the prose is just to get you thinking.

As you read the descriptions of the different talents you will undoubtedly see many that seem perfect for your character. Jot down their names and degrees on a piece of paper. Once you have scanned through all of the talents and noted the ones that interest you, remove talents that do not fit your character or for which you cannot justify the cost. When you have shortened the list to a manageable length, think about how your character gained each of his abilities. These talents should be more than just bonuses to your character. They should tell the history of your character: what he did as a child, how others feel about him, even how he received his education. Each talent should have its own story.

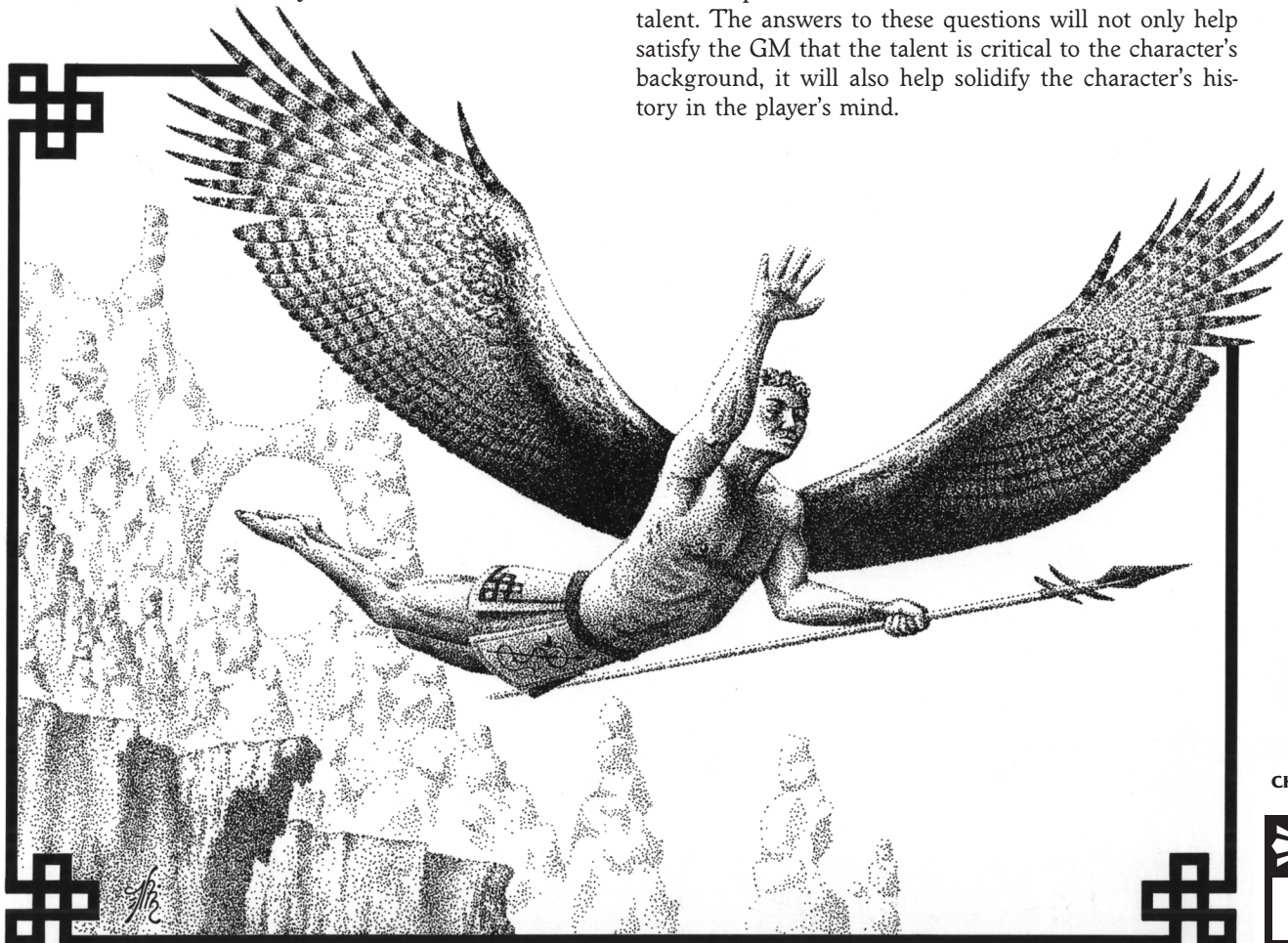
Not all talents are available in all game worlds. Your GM will tell you how many, if any, of each type of talents are acceptable in his world.

WHAT TALENTS ARE NOT

It is important for the player and GM to understand what talent's actually are. The purpose of talent's is not to provide a way for characters to wield super powers, but rather away to describe the natural ability or power a particular character was born with or earned. They are first and foremost background material.

Every talent, as well as flaw, should have some form of history with it. In fact, the GM may insist that a short description of how the character acquired a particular talent or flaw be provided before the GM will approve the character.

These descriptions should be more detailed than merely "my character was born with this ability" or "my character was raised by a group of monks who taught him how to do this." Those statements may be true, but they do not tell the entire story. If your character was born with the talent, then why was he chose to have the talent? Was his father blessed by the gods for some good deed? Was their a curse lifted from the character's family that provided the character with this talent? Or perhaps the character's birth itself was a unique occasion that blessed the character with the talent. The answers to these questions will not only help satisfy the GM that the talent is critical to the character's background, it will also help solidify the character's history in the player's mind.





Talents

The same can be said for flaws although there is little chance that a player would attempt to abuse the flaw system. A one-legged, paranoid, overconfident, hemophiliac will most likely not survive his first encounter. Each flaw does however add another piece of history to the character. The above character's overconfidence easily explains his one leg, but why did he become overconfident in the first place? Did his overconfidence lead to his paranoia? Perhaps because he was a hemophiliac, a disease that ran in his family, the character's mother told him he was special and needed to avoid conflict. The character may have confused his mother calling him special, thinking that his mother was calling him blessed. This led to his overconfidence and subsequently to his current leg count. Already we know a lot about this character's personality just from creating a background based on the character's flaws.

To reiterate, the talents chosen by a player do not represent super powers bestowed upon the character by the gods (necessarily). There must be a rational explanation on why the character has a particular group of talents and why they are important to a character's background.

HOW TO SELECT TALENTS

There are four degrees of talents: lesser, minor, major, and greater. Lesser and greater talents should be examined carefully before including them in a game. The lesser talents can easily be given out as part of a normal character's background; while the greater talents have vast and broad reaching effects on game mechanics and should be carefully controlled by the GM.

Note: A GM may allow talents to be generated before a profession is chosen. In this case, the background options required must be allocated during the proper phase (i.e., you may not generate a talent and then decide that you do not want it).

Note: Each talent also has a point cost that can be used with the optional rules in Section 9.3 (p. 109).

To determine how many background options you must allocate to gain a given talent, consult the chart below. If a random talent is called for, the GM should roll (not open-ended) for the talent (perhaps re-rolling any results that are inappropriate for the character or world). The GM may decide that the character is initially unaware of the exact nature of the talent.

If you choose to take a talent along with an associated flaw, it will require less background options than if you take the same talent with no flaw. For example, if you select a major talent with no flaw, it requires 4 background options. If you select a major talent with an associated minor flaw it requires only 3 background options; while a major talent with a major flaw only requires 2 background options.

If a talent has a flaw associated with it, the GM should randomly determine exactly what the flaw is—roll on the flaw chart that corresponds to the flaw's degree. Because the flaw is GM generated, he may deem it appropriate not to reveal the nature of the flaw until it arises during play.

A character cannot choose the same talent more than once. In addition, a character cannot choose talents that duplicate each other. For example, a character cannot take a +3 St stat bonus and a +8 St stat bonus. However, flaws can duplicate (or perhaps contradict) talents.

GM OPTIONS

There are several options that a GM may use to vary the cost of talents—see the optional rules in Section 9.1 (p. 108). For example, a GM may decide to increase the cost by one for the second talent chosen from the same category. A GM may also want vary the way he handles the talents that require exhaustion point expenditures (see Section 9.2, p. 108).

TALENT/FLAW COST CHART

Condition Required	DEGREE OF THE TALENT			
	Lesser	Minor	Major	Greater
Random Talent §				
with no Flaw	1	2	3	4
with a Random Flaw of One Less Degree †	—	1	2	3
with a Random Flaw of Equal Degree	1*	1*	1	2
Selected Talent				
with a no Flaw	2‡	3	4	5
with a Random Flaw of One Less Degree †	—	2	3	4
with a Random Flaw of Equal Degree	1*	1	2	3

Note: The number given is the cost in background options of the talent (and corresponding flaw, if any).

Note: Instead of randomly generating a talent or flaw, a GM may decide to assign a specific talent or flaw that is appropriate for the character and/or for his game.

§ – The Gamemaster may allow a character to choose the category (physical, mystical, etc.) that a random talent comes from.

* – For the allocation of one background option, the character gets two talents (but only one flaw) of the indicated degree.

† – The character gets a flaw that is one less degree than the talent—a greater talent gets a major flaw, a major talent gets a minor flaw, and a minor talent gets a lesser flaw.

‡ – If the talent is appropriate for the character's background, the GM may allow the character to select the talent for only 1 background option.

WHAT IF THE GM VETOS YOUR CHOICE

There may come a time when a player feels that his talent choices were the perfect ones for his character and the GM disagrees. It is important for the GM to explain the overall power level of his campaign. Almost all game balance problems can be tied to characters becoming too powerful for the world they are in. The GM has a lot of control over how tough the characters become through availability of items, creatures encountered, magic's use, enchanted items, etc. All of the above items could be overcome by a particularly talented character. If such a character is created, the GM has no choice but to veto the character's talents to keep the game from degenerating.

The player may not agree with the GM about the character's suitability in the game world and should discuss why the character is deemed too powerful. Generally a quick conversation will solve any potential problems between the GM and player. If this does not happen then the player will have to choose the character's talents again. This usually does not involve a lot of bookkeeping and calculations because most of the time it is only one or two talents that keep the character from being playable.

The first thing a player must do is determine if a particular talent is integral to the background of the character. If you find that the character could have evolved equally well without the talent, get rid of it. Replace it with something more palatable to the GM. If, on the other hand, the player decides that the talent is too important to the character to get rid of it, then he must make a few choices. The first is to reexamine the description of the talent to ensure that it does what the player wants it to do. Sometimes a description is misread and it changes the actual way a talent performs.

If the talent does what the player wants it to do, then he should look to see if the talent is one of the many that can be bought at different strengths. If so, the player may opt to choose one of the lesser levels of the talent in order to keep the character's background the same and satisfy the GM.

If the talent is not one of those that may be bought in levels, the player must closely examine the reasoning for the talent. It may be that the background or personality that the player wants for the character may be better explained with a different talent, or better yet, a flaw. For example, suppose the GM decides that your choice of talents is a little too unbalancing for his campaign. After discussing it, the both of you decide that the talent that is the most unbalancing is Immovable Will. Immovable Will is not available at different power levels so you cannot purchase it at a lower level. Examining the character's personality a little closer you determine that what you like most about Immovable Will, other than the bonuses to Sleep and Charm, was the fact that it made it difficult to change the character's mind about his decisions or his beliefs. This is what the player genuinely desires for the character. After discussing this with the GM, the GM mentions that perhaps rather than the character having an Immovable Will, the character is in reality just a little Stubborn. The player agrees with this. Not only did the player get to keep the character's original conception, he is also able to spend more points on other talents.

Even if the GM vetoes a particular character's talents, it is almost always possible to make a few changes and still retain the same character that the player desires.

Finally, remember that players are not the only ones who have talents and flaws. Every NPC will have his own share of talents and flaws. Each talent and flaw should also determine the NPC's personality as it does the player's. A NPC with a full background will help the GM give life to his world and a sense of history that draws the players into the game.

A FINAL WORD

All good role players know that a character is more than just a collection of numbers on a piece of paper. In the player's mind there is a living breathing persona in that the collection of numbers helps define. Integral to this persona is complete background and personality. Without these, the character is merely a means to determine success or failure of a particular action. A cluster of numbers and percentage chances that go blindly through a gaming session waiting for the next opportunity to roll the dice.

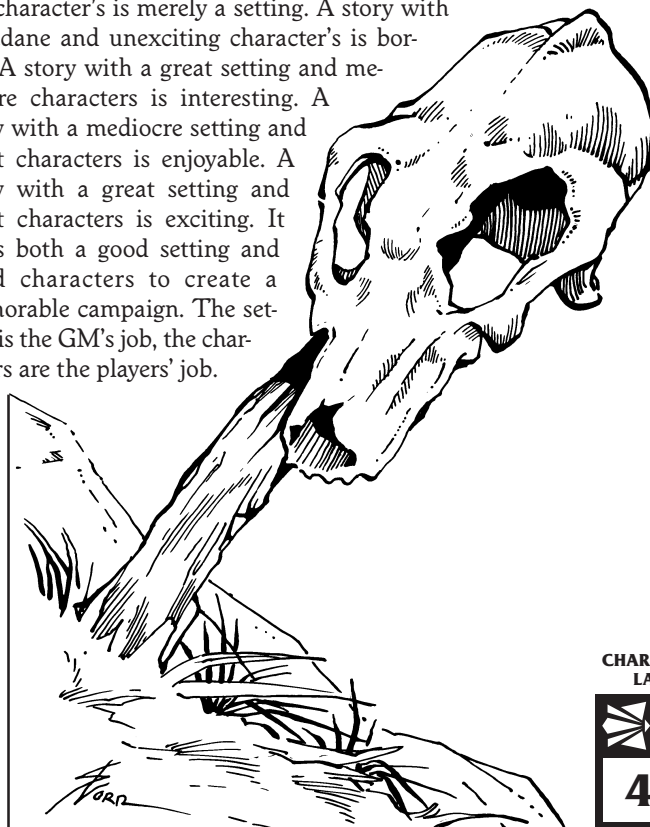
The character's background and personality are actually two facets of the same thing. An individual's personality is determined by their background. Their background shapes their perception of the world and their attitude towards adversity. If you know a person's background you can generally predict their personality.

Character Law is an aid to players in creating the background of their characters as well as a reward system for generating the character's background. Each talent, flaw, status, or item that a player chooses is another facet of the character's personality being revealed. It is important to realize that the various talents and flaws are not merely little bonuses and penalties to certain situations the character finds himself in, they are an integral part of the character and should not be merely chosen based on how useful a particular ability is.

If it seems that there is a lot more pressure placed on talents and flaws that is because there is. A story without character's is merely a setting. A story with mundane and unexciting character's is boring. A story with a great setting and mediocre characters is interesting. A story with a mediocre setting and great characters is enjoyable. A story with a great setting and great characters is exciting. It takes both a good setting and good characters to create a memorable campaign. The setting is the GM's job, the characters are the players' job.



Talents



CHARACTER
LAW



INITIAL ROLL TO DETERMINE CATEGORY

01-20	Roll for a Special Training Talent
21-40	Roll for a Physical Talent
41-60	Roll for a Mystical Talent
61-80	Roll for a Mental Talent
81-100	Roll for a Special Talent

Note: A GM may decide to skip this roll and allow a character to choose the category (physical, mystical, etc.) that a random talent comes from.

Lesser Talents — Special Training

01-10	Fluent	[L, 5]
11-20	Geographic Awareness	[L, 5]
21-30	Inner Reserve (Lesser)	[L, 5]
31-40	Internal Clock	[L, 3]
41-50	Judge of Angles	[L, 5]
51-60	Judge of Weaponry	[L, 3]
61-70	Portage Skills	[L, 3]
71-80	Power (Lesser)	[L, 5]
81-90	Skilled (Lesser)	[L, 5]
91-100 ...	Swift Dresser	[L, 3]

Lesser Talents — Physical

01-06	Accelerated Mending	[L, 3]
07-12	Ambidexterity (Lesser)	[L, 5]
13-18	Blazing Speed	[L, 5]
19-24	Cold Resistance (Lesser)	[L, 5]
25-30	Dwarfism (Lesser)	[L, 5]
31-36	Ear for Music	[L, 5]
37-42	Great Arm	[L, 5]
43-48	Heat Resistance (Lesser)	[L, 5]
49-54	High Jumper	[L, 4]
55-60	Infravision	[L, 5]
61-66	Intense Eyes	[L, 5]
67-72	Light Sleeper	[L, 5]
73-78	Neutral Odor	[L, 5]
79-84	Pain Resistance (Lesser)	[L, 5]
85-90	Strong Lungs	[L, 5]
91-100 ...	Reroll on this Chart †	

Lesser Talents — Mystical

01-33	Aura (Lesser)	[m, 5]
34-66	Runic Lore	[L, 5]
67-99	Unnatural Aging	[L, 5]
100	Reroll on this Chart †	

Lesser Talents — Mental

01-25	Animal Empathy	[L, 5]
26-50	Master Tactician	[L, 3]
51-75	Quick Calculator	[L, 3]
76-100 ...	Speed Reading	[L, 5]

Lesser Talents — Special

01-25	Force Shield (Lesser)	[L, 5]
26-50	Luck, Dramatic (Lesser)	[L, 5]
51-75	Mentor	[L, 5]
76-100 ...	Sense	[L, 5]

Minor Talents — Special Training

01-05	Acrobat	[m, 7]
06-10	Arcane Discovery (Minor)	[m, 6]
11-15	Assassin Training	[m, 8]
16-20	Directed Weapons	
	Master (Minor)	[m, 10]
21-25	Disarm Skill	[m, 10]
26-30	Elvish Training	[m, 7]
31-35	General Weapons	
	Master (Minor)	[m, 10]
36-40	Gymnastic Training	[m, 7]
41-45	Herbalist	[m, 7]
46-50	Inner Reserve (Minor)	[m, 10]
51-55	Martial Arts	
	Training (Minor)	[m, 10]
56-60	Natural Archer	[m, 8]
61-65	Natural Facility	
	With Armor	[m, 10]
66-70	Natural Horseman	[m, 7]
71-75	Power (Minor)	[m, 10]
76-80	Shield Attack	[m, 7]
81-85	Skilled (Minor)	[m, 10]
86-90	Trained Regular Footman	[m, 10]
91-95	Underground Upraising	[m, 8]
96-100 ..	Weapon Control	[m, 10]

Minor Talents — Physical

01-03	Acute Hearing	[m, 7]
04-06	Acute Smell	[m, 10]
07-09	Ambidexterity (Minor)	[m, 10]
10-12	Battle Cry	[m, 7]
13-15	Cold Resistance (Minor)	[m, 10]
16-18	Combat Reflexes	[m, 10]
19-21	Dead Eye	[m, 7]
22-24	Dwarfism (Minor)	[m, 10]
25-27	Extra Limbs (+1)	[m, 10]
28-30	Eye of the Tiger	[m, 7]
31-33	Giantism (Minor)	[m, 10]
34-36	Golden Throat	[m, 8]
37-39	Heat Resistance (Minor)	[m, 10]
40-42	High Range Voice	[m, 7]
43-45	Manual Dexterity	[m, 10]
46-48	Natural Physique	[m, 8]
49-51	Navigation Gift	[m, 7]
52-54	Nightvision	[m, 7]
55-57	Nimble Skeleton	[m, 10]
58-60	Pain Resistance (Minor)	[m, 10]
61-63	Peripheral Vision	[m, 7]
64-66	Poison Sack	[m, 10]
67-69	Regeneration (Minor)	[m, 8]
70-72	Reverberative Strength	[m, 7]
73-75	Shield Mastery	[m, 10]
76-78	Steel Grip	[m, 8]
79-81	Subconscious Preparation	[m, 6]
82-84	Subtle	[m, 8]
85-87	Tensile (Minor)	[m, 10]
88-90	Tough Skin (Minor, wolf)	[m, 10]
91-93	Unnatural Stamina	[m, 10]
94-100 ...	Reroll on this Chart †	

L=Lesser, m=Minor, M=Major, G= Greater.

Minor Talents — Mystical

01-05	Aggression	[m, 7]
06-10	Aura (Minor)	[m, 10]
11-15	Destiny Sense	[m, 7]
16-20	Ensorcellment Cure	[m, 10]
21-25	Ethereal Sight	[m, 10]
26-30	Innate Magician	[m, 7]
31-35	Item Lore	[m, 7]
36-40	Look of Eagles	[m, 7]
41-45	Mana Reading	[m, 7]
46-50	Mana Sensing	[m, 6]
51-55	Scope Skills (radius)	[m, 10]
56-60	Scope Skills (targets)	[m, 10]
61-65	Spatial Skills (Minor)	[m, 10]
66-70	Subconscious Discipline	[m, 7]
71-75	Transcendence	[m, 10]
76-80	Undetectable	[m, 6]
81-85	Visions	[m, 10]
86-100 ..	Reroll on this Chart †	

Minor Talents — Mental

01-07	Battle Reflexes	[m, 7]
08-14	Calmness	[m, 7]
15-21	Dominance	[m, 8]
22-28	Empathy	[m, 8]
29-35	Good Battlefield Awareness	[m, 7]
36-42	Internal Sense	[m, 10]
43-49	Mental Link	[m, 7]
50-56	Mind over Matter	[m, 10]
57-63	Photographic Memory	[m, 8]
64-70	Stability Sense	[m, 10]
71-77	Survival Instinct	[m, 7]
78-84	Unbeliever	[m, 10]
85-91	Violent Prejudice	[m, 10]
92-100 ..	Reroll on this Chart †	

Minor Talents — Special

01-10	Amazing Leaping	[m, 10]
11-20	Force Shield (Minor)	[m, 10]
21-30	Luck, Dramatic (Minor)	[m, 10]
31-40	Lucky (Minor)	[m, 10]
41-50	Master Warrior Friend	[m, 10]
51-60	Sonar Sense	[m, 10]
61-70	Stat Bonus (Minor)	[m, 10]
71-80	Stat Improvement	[m, 10]
81-90	Succor (Minor)	[m, 10]
91-100 ...	Ultrasonic Hearing	[m, 8]



A number in brackets after a talent is the talent's point cost if the optional rules in Section 9.3 (p. 109) are being used.

† — Instead of rerolling, your GM may allow you to choose a talent from this section of the chart.



Major Talents — Special Training

01-08	 Arcane Discovery (Major)	 [M, 11]
09-16	 Deadly Training	 [M, 15]
17-24	 Directed Weapons Master (Major)	 [M, 15]
25-32	 General Weapons Master (Major)	 [M, 20]
33-40	 Inner Reserve (Major)	 [M, 15]
41-48	 Lightning Strike	 [M, 12]
49-56	 Martial Arts Training (Major)	 [M, 15]
57-64	 Outdoorsman	 [M, 12]
64-72	 Power (Major)	 [M, 20]
73-80	 Racial Training (familiar)	 [M, 15]
81-88	 Skilled (Major)	 [M, 20]
89-96	 Sleight-of-Hand	 [M, 13]
97-100	 Reroll on this Chart †	

Major Talents — Physical

01-05	 Cold Resistance (Major)	 [M, 15]
06-10	 Commanding Demeanor	 [M, 18]
11-15	 Dense (Major)	 [M, 15]
16-20	 Dwarfism (Major)	 [M, 15]
21-25	 Extra Limbs (+2)	 [M, 15]
26-30	 Fluid Wrists	 [M, 15]
31-35	 Giantism (Major)	 [M, 15]
36-40	 Gliding	 [M, 15]
41-45	 Hammerhand	 [M, 15]
46-50	 Heat Resistance (Major)	 [M, 15]
51-55	 Hypercharged Adrenaline	 [M, 15]
56-60	 Natural Weapon	 [M, 15]
61-65	 Pain Resistance (Major)	 [M, 15]
66-70	 Quiet Stride	 [M, 15]
71-75	 Regeneration (Major)	 [M, 15]
76-80	 Resilient	 [M, 15]
81-85	 Sturdy Build	 [M, 15]
86-90	 Tensile (Major)	 [M, 15]
91-95	 Tolerance	 [M, 12]
96-100	 Tough Skin (Major, tiger)	 [M, 15]

Major Talents — Mystical

01-10	 Archetype	 [M, 18]
11-20	 Archmage Abilities (Major)	 [M, 20]
21-30	 Aura (Major)	 [M, 15]
31-40	 Danger Sense	 [M, 15]
41-50	 Eloquence	 [M, 15]
51-60	 Ethereal Tie	 [M, 15]
61-70	 Magical Resistance	 [M, 15]
71-80	 Resistance	 [M, 15]
81-90	 Spatial Skills (Major)	 [M, 15]
91-100	 Temporal Skills	 [M, 18]

Major Talents — Mental

01-33	 Immovable Will	 [M, 15]
34-66	 Instinctive Defense	 [M, 15]
67-99	 Telekinesis	 [M, 18]
100	 Reroll on this Chart †	

Major Talents — Special

01-05	 Affect Environment (Major)	 [M, 18]
06-10	 Darkness	 [M, 13]
11-15	 Elasticity	 [M, 12]
16-20	 Ensnare (Major)	 [M, 15]
21-25	 Eye of the Hawk	 [M, 15]
26-30	 Force Shield (Major)	 [M, 18]
31-35	 Life Support (Major)	 [M, 18]
36-40	 Lifetime Goal	 [M, 15]
41-45	 Luck, Dramatic (Major)	 [M, 15]
46-50	 Lucky (Major)	 [M, 15]
51-55	 Microscopic Vision	 [M, 13]
56-60	 Natural Ranged Attack (Major)	 [M, 15]
61-65	 Power Absorption (Major)	 [M, 20]
66-70	 Special Familiar	 [M, 18]
71-75	 Stat Bonus (Major)	 [M, 20]
76-80	 Succor (Major)	 [M, 20]
81-85	 Summon	 [M, 15]
86-100	 Reroll on this Chart †	

Greater Talents — Special Training

01-10	 Exceptional Skill at Arms	 [G, 30]
11-20	 General Weapons Master (Greater)	 [G, 30]
21-30	 Inner Reserve (Greater)	 [G, 20]
31-40	 Martial Arts Training (Gr.)	 [G, 30]
41-50	 Natural Weapons Master	 [G, 30]
51-60	 Power (Greater)	 [G, 30]
61-70	 Precision	 [G, 20]
71-80	 Racial Training (expert)	 [G, 25]
81-90	 Skilled (Greater)	 [G, 30]
91-100	 Warrior Extraordinaire	 [G, 35]

Greater Talents — Physical

01-10	 Cold Resistance (Greater)	 [G, 20]
11-20	 Dense (Greater)	 [G, 25]
21-30	 Extra Limbs (+3)	 [G, 20]
31-40	 Flight	 [G, 25]
41-50	 Giantism (Greater)	 [G, 25]
51-60	 Heat Resistance (Greater)	 [G, 20]
61-70	 Pain Resistance (Greater)	 [G, 20]
71-80	 Regeneration (Greater)	 [G, 25]
81-90	 Tensile (Greater)	 [G, 20]
91-100	 Tough Skin (Greater, insect)	 [G, 30]

Greater Talents — Mystical

01-20	 Archmage Abilities (Gr.)	 [G, 30]
21-40	 Aura (Greater)	 [G, 20]
41-60	 Exceptional Magical Ability	 [G, 30]
61-80	 Magical Affinity	 [G, 20]
81-100	 Planar Travel (Greater)	 [G, 40]

Greater Talents — Mental

01-33	 Mental Control	 [G, 25]
34-66	 Mental Scan	 [G, 25]
67-99	 Telepathy	 [G, 25]
100	 Reroll on this Chart †	

Greater Talents — Special

01-04	 Adherent	 [G, 25]
05-08	 Affect Environment	 [G, 30]
09-12	 Attribute Drain	 [G, 30]
13-16	 Bane	 [G, 20]
17-20	 Blessed by War God	 [G, 50]
21-24	 Duplication	 [G, 30]
25-28	 Ensnare (Greater)	 [G, 25]
28-32	 Flare	 [G, 25]
33-36	 Force Shield (Greater)	 [G, 30]
37-40	 Invisibility	 [G, 30]
41-44	 Life Support (Greater)	 [G, 40]
45-48	 Life Support (Sustenance)	 [G, 30]
49-52	 Luck, Dramatic (Greater)	 [G, 20]
53-56	 Lucky (Greater)	 [G, 20]
57-60	 Natural Ranged Attack (Gr.)	 [G, 30]
61-64	 Non-corporeal	 [G, 30]
65-68	 Power Absorption (Greater)	 [G, 35]
69-72	 Shapechanger	 [G, 25]
73-76	 Stat Bonus (Greater)	 [G, 30]
77-80	 Succor (Greater)	 [G, 30]
81-84	 Teleportation	 [G, 30]
85-88	 Tunneling	 [G, 25]
89-92	 X-ray Vision	 [G, 25]
93-100	 Reroll on this Chart †	



Talents

5.1 SPECIAL TRAINING

These are talents that can be learned by anyone, given a particular place and set of circumstances. The training is not common, but it is not quite as mystical as some of the other talents. These talents should be made available to any character, with no limit in number.

Acrobat — You receive a special bonus of +20 to your Athletic • Gymnastics skill Category. [Minor, 7]

While you were learning martial arts, your teacher drilled you with the importance of agility. You spent hours jumping, leaping, and swinging around during practice. You would tumble, roll, then leap to your feet, executing a vicious strike. Your body became more flexible and nimble. You have left the school, but you still try to practice as much as possible on your acrobatics.

Arcane Discovery (Minor) — You may learn and use one Arcane • Open spell list as an Own Realm • Open list. [Minor, 6]

Arcane Discovery (Major) — You may learn and use one Arcane • Closed spell list as an Own Realm • Closed list. [Major, 11]

You love to study old tomes. If you can get your hands on one, you devour it with a voracious appetite. While reading one old tome, it mentioned a group of spells that belonged to no realm. These spells were called Arcane spells because they existed before magic was split. The tome told you how they worked, how to cast them, even where to find some. Since then, you have been using Arcane spells like they were from your own realm.

Assassin Training — The Ambush skill is classified as everyman for you. [Minor, 8]

There was a period in your life when you were pursuing a darker profession. You knew those who were talented in the deadlier arts. They taught you the skills of their vocation, something you learned well. You went through the formal training. Eventually you decided that this occupation was not quite what you wanted to do. You left that profession, but you retained their training.

Deadly Training — You receive a special bonus of +25 to your Poison Lore, Use/Remove Poison, Silent Kill, Stalk, Hide and Ambush maneuvers (**not** to critical modifications). [Major, 15]

You have been taught to kill. You learned how to administer poison. You learned how to kill without your victim making a sound. You learned how to move quietly. You learned how to strike decisively. You learned all these skills for the purpose of removing important people. Some call you an assassin; others, a soldier. It depends on how close they are to the one you dispatch. You have been known to slip into the most guarded areas, eliminate one person, and then slip back out without anyone knowing until the body was discovered. You were sent when nobody else could accomplish the mission.

Directed Weapons Master (Minor) — One weapon skill may be classified as everyman. [Minor, 10]

Directed Weapons Master (Major) — One weapon skill may be classified as occupational. All other skills in the same category are classified as everyman. [Major, 15]

You are known as the kensai. You are unified with your weapon. Your skill with it is unsurpassed. Your weapon is an extension of you; just think where you want it to go, and it is there. You care little for other weapons; you focus on the one.

Disarm Skill — You are very skilled at intentionally disarming a foe. You receive a special bonus of +20 to all attempts to disarm a foe using either Disarm Foe (Armed) or Disarm Foe (Unarmed). [Minor, 10]

The easiest foe to defeat is one who has no weapon. You have been practicing the removal of your foes' weapons. It is just a matter of twisting your wrists at the right time, and their weapon goes flying.

Elvish Training — You receive a special bonus of +25 to all Meditation maneuvers and a special bonus of +10 to your Poetic Improvisation and Tale Telling skills. [Minor, 7]

You spent some time with the elves, (or you are one). From them you learned many things. You learned about the harmonic balance between nature and the elves. You learned to revel in the splendor of a sunset. You learned to stop and relax, surrounded by the divinity of nature.

Exceptional Skill at Arms — You receive a special bonus of +10 to all weapon categories and to your Armor categories. You may also choose two weapon categories where all skills in the category are classified as everyman. [Greater, 30]

When you were young, you had to help your family fight off intruding armies. Though the King had mobilized his own army to repel the invaders, this was your land you were fighting for. Your family often fought outnumbered, but they were victorious. You have lost count of the skirmishes you were in, but you remember frequently being outnumbered. Consequently, you developed a unique fighting style. You use two completely different types of weapons equally well. You could never teach this style to anyone, but it makes you very versatile.

Fluent — You have either studied a language in depth, or lived in an area that uses that language constantly. You are completely fluent in this language and can speak and read it like a native. In fact, you probably know how to read and write better than most natives. This ability grants you 20 extra ranks to apply to both spoken and written ranks for your starting languages (subject to the normal guidelines). [Lesser, 5]

You always had a gift for languages. You started speaking your native tongue at an early age, and you were soon speaking smatterings of other languages as well. You have studied one particular language for most of your years. You have read ancient texts written in previous forms of that language, and you have talked with many people from different parts of the country to gain insight into the different accents the language has. You are one of the foremost authorities on this language, and often speak it more fluently than your native language.

General Weapons Master (Minor) — You receive a special bonus of +10 to all of your weapon categories. [Minor, 10]

General Weapons Master (Major) — You receive a special bonus of +20 to all of your weapon categories. [Major, 20]

General Weapons Master (Greater) — You receive a special bonus of +30 to all of your weapon categories. [Greater, 30]

You do not like to limit yourself to being able to use only one type of weapon well. You always tried to round out your training by picking up any weapon you could. After all, you never know what weapon you will be fighting with next. You are not quite as good as someone who has spent their whole life using only one weapon, but then if you lose your weapon, you do not have to search for another one. You consider your self a jack-of-all-trades when it comes to weapons.



Talents

Geographic Awareness – You receive a special bonus of +35 to your Mapping and Direction Sense skills. You have a special bonus of +25 to your Navigation skill for a given area if you have seen a map of it and have studied it for more than ten minutes. [Lesser, 5]

Some people think it is difficult to read a map. You do not see how, since everything is drawn out in your head, each hill, river, and forest. If you look at a map for just a few minutes, you can deduce where you are and how to get to where you want to go. You often lead your party, almost instinctively knowing the correct direction. You also are able to discern where north is just by concentration.

Gymnastic Training – You receive a special bonus of +25 to one chosen Athletic • Gymnastic skill. You also receive a special bonus of +25 to your Adrenal Leaping, Adrenal Landing, or Adrenal Balance skill (your choice). [Minor, 7]

You have received extensive training in one form of gymnastics. Your parents thought you would become a great performer and so they sent you to the finest schools. You learned how to move your body gracefully. Your sense of balance increased, and your sense of control increased as well. You could even make your body accomplish normally impossible feats, given ample preparation

Herbalist – You naturally recognize herbs and poisons and may use them. You also receive a special bonus of +20 to all of your Cooking, Foraging, Use Prepared Herbs, Prepare Herbs, Poison Lore, and Herb Lore maneuvers. [Minor, 7]

You have always been fascinated by plants. You are very knowledgeable about enchanted herbs and deadly poisons, being able to find them in their natural state and put them to the appropriate use. You also know what various plants taste like and can live up a meal or even make a meal out of the surrounding flora.



Inner Reserve (Lesser) – You can withstand more pain than a normal person. When determining your available concussion hits you may add a +1 to each Body Development rank your purchase. For example, if your Body Development progression is normally $0 \cdot 6 \cdot 4 \cdot 2 \cdot 1$, you will gain 7 points for the first ten ranks, 5 for the second ten, etc. [Lesser, 5]

Inner Reserve (Minor) – As the lesser talent, except the bonus is +2. [Minor, 10]

Inner Reserve (Major) – As the lesser talent, except the bonus is +4. [Major, 15]

Inner Reserve (Greater) – As the lesser talent, except the bonus is +6. [Greater, 20]

You have an inner reserve. You have used this reserve to continue on, when most other people would fall unconscious from the pain.

Internal Clock – You receive a special bonus of +15 to your Time Sense skill and Time Sense is classified as an occupational skill for you. [Lesser, 3]

You are a very punctual person. Your internal clock is very precise, and can often time things accurately down to the second. You know how much time has elapsed since a particular event took place. You can even make yourself wake up at any desired time.

Judge of Angles – You can judge angles and changes in the slant of relatively uniform, solid surfaces. You can tell the angle of an incline almost immediately. You receive a special bonus of +25 bonus when attempting to perceive traps or secret doors that are set in walls, floors, or ceilings. [Lesser, 5]

Who needs plumb lines? You can tell angles and slants and notice inconsistencies in walls and ceilings. If you are walking up or down a slope, you can judge its grade. You were an excellent carpenter, and it helps when you adventure.

Judge of Weaponry – You have a special bonus or +40 to your Weapon Evaluation skill. [Lesser, 3]

Your father taught you to appreciate a good weapon when you were young. He taught you how to examine the blade, feel the handle, check for rust. You examined everything you came across. You learned about the different types of armor, what deteriorates leather, and how to make chain mail stronger. You studied the materials that can be made into weapons and armor, you know the good ones from the bad, magical from the non-magical. You have become an excellent judge of weaponry and armor.

Lightning Strike – You receive a special bonus of +5 to your initiative rolls. You receive no penalty for snap actions, but only receive a +5 for deliberate actions. [Major, 12]

Your father had a special move he taught you. He was a good fighter and had used this maneuver with much success. Like an heirloom, he passed it on to you, constantly training and retraining you. You thought the practices would never end. You remember many nights long after the sun went down, with your arms aching from exhaustion, your father would look at you with pride in his eyes. You learned his maneuver well and have used it with great success. No one knows how you do it, but they are all amazed.

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Talents



Martial Arts Training (Minor) – You receive a special bonus of +10 to your Martial Arts group, Self Control category, and to Special Defenses. [Minor, 10]

Martial Arts Training (Major) – As the minor talent, except the bonus is +15. [Major, 15]

Martial Arts Training (Greater) – As the minor talent, except the bonus is +20 and one Special Defense skill is classified as everyman. [Greater, 30]

When you were young, a master showed you the ways of a martial artist. You were drilled for long hours and learned quite a lot. Your moves became more fluid and you became very competent in the martial arts. Eventually, you will be called upon to give your knowledge to another young adept, thus passing on the knowledge of your master.

Natural Archer – You receive a 25% increase to all bow ranges and you receive a special bonus of +5 to your Missile Weapon category. [Minor, 8]

Hitting targets at long distances was never difficult for you. You could shoot farther than anyone in archery competitions. The bow seemed like a natural extension of your hand. You would pull back the string, hold your breath, and let the arrow fly deep into its mark.

Natural Facility With Armor – You receive a special bonus of +10 to your Armor group. One Armor skill is classified as everyman. [Minor, 10]

Most people have a problem maneuvering while wearing armor. Not you. You seem to wear armor like a second skin; armor is only as uncomfortable as wearing a heavy jacket.

Natural Horseman – You receive a special bonus of +25 to all maneuvers involving horses. [Minor, 7]

You learned to ride when you learned to walk. Some people said you were born in the saddle. You are a very good rider and can ride just about anything.

Natural Weapons Master – All weapon skills are classified as everyman. [Greater, 30]

Maces, swords, halberds; they are all the same to you. You can see how they each differ and adjust your strikes accordingly. Each weapon feels at home in your hands. You know what kind of strikes to deliver, and how to properly execute them.

Outdoorsman – You receive a special bonus of +50 to all Foraging, fire starting, and shelter location maneuvers while you are outdoors. You also receive a special bonus of +20 to all Tracking, Hunting, Stalk, and Hide maneuvers while you are outdoors. [Major, 12]

You love the outdoors. You have spent many nights outdoors and have lived off the land on more than a few occasions. You learned how to track and how to hide while outdoors. You have an eye for finding usable shelters, and can start a fire in seconds. The outdoors are truly a second home to you.

Portage Skills – All of your encumbrance penalties are halved. [Lesser, 3]

Most people cannot pack equipment well. Yet it makes traveling much easier. You know just where to put everything so it will pack nice and tight. You wonder why most people do not pack like you do.

Power (Lesser) – You have 3 extra ranks of spells. Only your own base spells and your own realm open & closed spells may be chosen. [Lesser, 5]

Power (Minor) – As the lesser talent above, except you have 10 ranks of spells. [Minor, 10]

Power (Major) – As the lesser talent above, except you have 25 ranks of spells. No more than 10 of these may be from any one spell list. [Major, 20]

Power (Greater) – As the Major talent above, except you have 50 ranks of spells. [Greater, 30]

You know what power is. Some people say money is power, they are wrong. Some say strength is power, they are wrong too. There is only one thing that is power. Knowledge. And you have powerful knowledge.

Precision – Due to the precision of your strikes, you may make an Ambush maneuver every time you attack with a melee weapon. The GM will assign modifications to this maneuver based upon the combat situation—e.g., subtracting 35 while adding your flank/rear OB bonuses, subtracting the amount your target parries against you, etc. [Greater, 20]

Your teacher taught you one important aspect of combat: know exactly where you are going to strike. You can take time waiting for your strike, but when you do, strike precisely where you want to. You have studied anatomy charts and learned where the vulnerable areas of many creatures and races are. You have practiced for hours learning how to dart your weapon in and out quickly, causing the most possible damage from the strike. You like to think of your attacks as the strike of a viper: patient, quick, and very deadly.

Racial Training (familiar) – Your race is known for a group of skills. You may pick up to 6 skills that are related somehow (subject to GM approval). You will receive a special bonus of +10 for those skills due to your upbringing. [Major, 15]

Racial Training (expert) – Your race is renown for their expertise with a group of skills. You may pick up to 6 skills that are related somehow (subject to GM approval). You will receive a special bonus of +20 for those skills due to your upbringing. [Greater, 25]

Your people are known for excellent horsemanship. You were practically born in the saddle. You can ride almost any animal, as well as care for it. You are also skilled in finding your way around the countryside, rarely getting lost. All of this you can thank your race and upbringing for. Your people instilled the importance of the horse to you, and you will carry that on to your children.

Shield Attack — You receive a special bonus of +20 to Shield Bash skill. [Minor, 7]

The shield bash is one of your favorite attacks. You like little more than hitting someone with one hand and then smashing into them with your shield. You often throw your foe to the ground where you deliver the final blow. You have spent time learning the shield bash and have perfected its use in combat.

Skilled (Lesser) — You may receive a special bonus of +5 to one skill category, or receive a special bonus of +10 to one specific skill. A skill category or skill may only be chosen if its bonus progression is combined or standard. You may only purchase this ability once for a given skill or skill category. [Lesser, 5]

Skilled (Minor) — As the lesser talent, except the skill category bonus is +10 and the skill bonus is +20. [Minor, 10]

Skilled (Major) — As the lesser talent, except the skill category bonus is +15 and the skill bonus is +30. [Major, 20]

Skilled (Greater) — As the lesser talent, except the skill category bonus is +20 and the skill bonus is +40. [Greater, 30]

Everyone has a particular talent, yours is cooking. You have always been a good cook and are always searching for new recipes. You are starting to become known for your excellent cooking.

Sleight-of-Hand — You receive a special bonus of +20 to your Subterfuge • Stealth skill Category. [Major, 13]

You learned quickly on the streets that you had to do whatever you could to survive. You never bothered joining one of those gangs that seemed to permeate the city, preferring to keep all profits for yourself rather than splitting it up among many people. You ran afoul of the gangs occasionally, but you usually stayed one step ahead. Meanwhile you kept practicing your sleight-of-hand skills: picking pockets, stashing items quickly up your sleeve, and other tricks of your trade. Eventually, you became quite good at it and even today you practice those skills whenever possible.

Swift Dresser — All of the time it takes to either put on or take off your armor is reduced by 25%. [Lesser, 3]

Nobody sleeps in armor. It would be like sleeping on a bed of sharp rocks. Attacking people while they sleep is an easy way to kill an opponent. You try to have the best of both worlds: sleep and protection. You have practiced long and hard to be able to put on your armor as quickly as possible. You have become very proficient in putting on your armor, as well as taking it off, and can now sleep more content in your safety.

Trained Regular Footman — Blocking, Tackling, Wrestling, and Boxing are classified as everyman skills for you. [Minor, 10]

When you were in the army, they taught you how to take advantage of every opportunity. You did not only strike, you also pressed forward, often knocking your opponent off balance in the process. You left the army a long time ago, but you never lost the training.

Underground Upraising — You receive a special bonus of +10 to the Subterfuge • Mechanics and Subterfuge • Stealth skill categories. Select one Subterfuge • Stealth or Subterfuge • Mechanics skill that may be classified as everyman. [Minor, 8]

You were raised by a prominent member of the underground. You remember the man who raised you. He was a decent guardian, neither too harsh or too gentle. He taught you a lot about the less than legal way to do things, although he never pressured you to commit crimes yourself. You learned a few skills while you were with him, and when you told him you wanted to live a more honest lifestyle, he was happy for you and gave you his blessing. Still those skills he taught you have become valuable on more than one occasion.

Warrior Extraordinaire — All melee weapons are classified as everyman. One Combat Maneuvers skill is also classified as everyman. You also receive a special bonus of +10 to Special Attacks. [Greater, 35]

You have mastered melee weapons. You have spent long hours practicing your thrusts, parries, and swings. In fights, you have been known to pick up any weapon and be able to use it, even if you have never seen it before. Bar rooms are full of weapons for you. You are truly a master warrior.

Weapon Control — All weapons in your primary weapon category (that category with the lowest development point cost) have their fumble range reduced by 2 (to a minimum of 1). All other weapon categories have their fumble range reduced by 1 (to a minimum of 1). [Minor, 10]

Know what your weapon is doing at all times. Know where it is and where it will land. Predict what your opponent will do and counter his move with yours. You are practiced in all these maneuvers. You control your weapon exquisitely. It is very rare for you to make a mistake. In fact, you think it is not even possible.



Talents



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Talents

5.2 PHYSICAL ABILITIES

These abilities are of a physical nature. These abilities may be possessed by all members of a race or by an individual. Generally, a character will not possess more than two or three of these abilities.

Accelerated Mending — Your normal recovery time for injuries is halved—this does **not** apply to concussion hits.

[Lesser, 3]

You are a quick healer. Your body almost seems like it regenerates sometimes. You seem to be up and around quicker than you should after an injury. Some say it is magical; you just know that it has prevented your death on more than one occasion.

Acute Hearing — You have a keen sense of hearing that allows you to perceive any sounds within a range of 100' in open areas or 25' when listening through solid barriers. You receive a special bonus of +10 to your Awareness categories when dealing with these sounds. [Minor, 7]

You have always been able to hear sounds that most people cannot. You hear mutterings across rooms, listening in on the many conversations that permeate the local tavern.

Acute Smell — You have an acute sense of smell. You can smell odors up to 100' upwind, 2000' downwind, and 500' in still air. You receive a special bonus of +25 to Tracking something based on its odor. You receive a special bonus of +10 to your Awareness categories when dealing with smells. [Minor, 10]

You like smells. You can tell the difference between a horse and a donkey from as far away as five hundred feet. You can tell who is coming up behind you just by scent alone. You are almost never surprised and can even discern if an object has been handled recently by someone from their scent left on the item.

Ambidexterity (Lesser) — You may use either hand equally well. There is no penalty for using a weapon in your “off” hand. [Lesser, 5]

Ambidexterity (Minor) — As the lesser talent, except you receive a special bonus of +15 to your Two-weapon Combat skill. [Minor, 10]

You could always use both your hands equally well. You have caught some of your foes off guard by switching your weapon to your other hand and fighting equally well with it. It is not the flashiest of abilities, but you like the flexibility it grants you.

Battle Cry — You may shout your “battle cry” just before or during a combat. When you do this, you receive a special bonus of +10 to your OB and DB for the remainder of the combat. You may only use this ability once per day. [Minor, 7]

You have a way of raising your morale before entering into combat. Some people pray. Some people touch their lucky charm. Some meditate. You like to let loose a bloodcurdling scream and charge headlong into your opponents. It may not seem sane, but it is effective.



Blazing Speed — Your Base Movement Rate is increased by +10. [Lesser, 5]

You are fast. You could outrun anyone in your home city. You even keep up with some animals. You know how to pace yourself so you can have that important burst of speed when you need it. You love nothing more than darting around the battlefield, charging those who thought they were too far away to be attacked.

Cold Resistance (Lesser) — You are more resistant to cold and ice than normal. You get a +10 to your RRs and DB versus cold- and ice-based attacks and damage. [Lesser, 5]

Cold Resistance (Minor) — As the lesser talent, except the bonus is +20. [Minor, 10]

Cold Resistance (Major) — As the lesser talent, except the bonus is +30. [Major, 15]

Cold Resistance (Greater) — As the lesser talent, except the bonus is +40. [Greater, 20]

Ah, the crisp air of a mid-winter morning. You love the cold; it is your element. You enjoy seeing your breath in front of your face, feeling the slight sting as a bitter wind blows by. Your race is a hardy folk, often able to survive even in the strongest of blizzards. You are virtually immune to frostbite, only encountering it on rare occasions, and often do not need to wear heavy clothes until the very coldest of winter nights. You like the cold.

Combat Reflexes — Your reactive reflexes grant you a special bonus of +5 to DB and OB. When rolling for initiative determination, you may roll one extra die and must then decide which die rolled is **not** used. This talent may not be taken if Lightning Strike is taken. [Minor, 10]

You have always been quick to react. People had a hard time hitting you as you just slid away from their attacks, after that you maneuvered up to strike them. You are quick in combat, and survive many encounters by acting first in a battle. You are gifted in the way of the warrior.



Talents

Commanding Demeanor – You receive a special bonus of +25 to your Leadership skill. In addition, you can take a 50% action (requires a Leadership maneuver) to instill fear in a foe that can see and hear you (foe makes a Fear RR versus your level). Also, you can take a 25% action (requires a Leadership maneuver) to inspire your allies that can see and hear you—they get a +10 bonus to their OBs and DBs. [Major, 18]

You command respect. You have an aura about you that inspires your followers allies and frightens your enemies. Crowds part out of your way when you walk. Whenever you deal with someone, they generally concede to your demands. It is not that you are powerful, beautiful, or even strong. You just have a commanding personality.

Dead Eye – All of your missile range penalties are halved. [Minor, 7]

You are a good shot with all missile weapons. You always enjoyed shooting when you were young. You would set up a target in a nearby tree and shoot it with projectiles until it got dark. You practiced shooting from various vantages, under different circumstances, even with your eyes closed. Eventually, you became a crack shot. Now those skills are being put to use.

Dense (Major) – Your body is twice as dense as normal. Your total weight is double normal (generate a normal weight, then double it), but your height is unchanged. You receive a special bonus of +5 to your OB and DB. You can choose to take double concussion hits from an attack that delivers a critical strike in order to reduce its severity by 1 (an 'A' becomes an 'A-25')—choose after the attack roll but before the critical roll. [Major, 15]

Dense (Greater) – As the major talent, except 4 times normal and the OB/DB bonus is +10. In addition, you can choose to take triple concussion hits in order to reduce a critical strike severity by 2 (an 'A' becomes an 'A-50', a 'B' becomes an 'A-25'). [Greater, 25]

You are considerably denser than the norm of your world. Your whole body weighs twice what it looks like it should. Of course, this helps you withstand blows, as well as being knocked around. You are strong enough to move your body around normally, and you can pack quite a punch.

Dwarfism (Lesser) – You are shorter than normal. You are two thirds as tall as a normal member of your race (figure normal height, then double and divide by 3) and your weight is normal for your reduced height. You receive a special bonus of +3 to your Qu bonus and -3 to your St bonus. [Lesser, 5].

Dwarfism (Minor) – As the lesser talent, except your height is half normal and your special Qu/St bonuses are +6/-6. [Minor, 10].

Dwarfism (Major) – As the lesser talent, except your height is one third of normal and your special Qu/St bonuses are +9/-9. [Major, 15].

You are shorter than average. You are stuck in a world that is designed for people taller than you. There are, however, advantages to being small. You can fit into spaces others cannot. You are harder to hit in combat, often able to duck under furniture and other obstructions. It is also easier for you to hide from people, since there are many more available hiding places for you.

Ear for Music – You can reproduce any sound you hear. If the noise could not be reproduced by your vocal cords, you can reproduce it on an appropriate instrument. You can also play any piece of music you hear once (though not necessarily played well). You receive a special bonus of +25 to all Singing and Play Instrument maneuvers.

[Lesser, 5]

You have a gift when it comes to music. Whenever you hear a song, you can picture the music written down on a music sheet. You can replicate virtually any sound you hear, given the proper instruments. You also can identify different unique sounds, like recognizing a type of bird by its song. You love music and spend your life listening to the beautiful harmonies that only nature can produce.

Extra Limbs (+1) – You have an extra limb. Having an extra limb does not grant you any special ability, but you can accomplish actions that may be impossible for others to do. Any combat skills developed for extra limbs should be in the Special Attacks or Special Defenses skill categories (GM decision). [Minor, 10]

Extra Limbs (+2) – As Extra Limbs (+1), except you have two extra limbs. [Major, 15]

Extra Limbs (+3) – As Extra Limbs (+1), except you have three extra limbs. [Greater, 20]

You race is either blessed or cursed, depending on whom you listen to. You have extra limbs. Although you are not sure what they are for, they do set you apart from other races. Personally, you find having two extra arms to be very helpful. You have found many uses for your extra arms, including holding people while you strike them in combat. Sadly, your unique physical characteristics separate you from most people, there are few people who do not consider you and your race freaks.

Eye of the Tiger – You have a special bonus of +20 to all of your Adrenal Strength maneuvers. [Minor, 7]

When you need it, you can summon up a reserve of strength. You usually use this strength to help you in combat, but you can use it for other actions. It takes a little bit of time to summon this strength, but when you do, look out.

Flight – You have the natural ability to fly. You must choose what allows you to fly (wings, gravity, magic, etc.) You can fly at speeds of up to 75' per round. You may increase your base rate by making the appropriate maneuver roll. [Greater, 25]

Some races long to be able to fly. They wish they could soar with eagles and feel the wind through their hair. You know what it feels like – you can fly. You avoid all the cumbersome trappings of riding a horse or walking to your destination. You can skip over rivers. You do not have to deal with thieves and robbers. You generate a lot of attention when seen, and sometimes people like to take pot-shots at you, but they are just jealous. After all, you can fly.

Fluid Wrists – Due to your fine wrists, you receive a special bonus of +20 to all attacks with a thrown weapon and Martial Arts • Sweeps and Throws skills.

[Major, 15]

You were always good with thrown objects. Your wrists always felt like a natural extension of whatever you were throwing. You aimed at your target and with a flick of your wrist, the weapon sailed through the air, striking right on target. When it came to unarmed combat, you could send a foe flying away from you with just a twist of your wrists.



Talents

Giantism (Minor) – You are larger than normal. You are half again as tall as a normal member of your race (figure normal height, then increase it by 50%) and weigh twice as much (figure normal weight, then double it). You receive a special bonus of +2 to your St bonus and -2 to your Qu bonus. [Minor, 10]

Giantism (Major) – As the minor talent, except your height is 2 times normal, your weight is 4 times normal, and your special St/Qu bonuses are +4/-4. Any critical strike against you has its severity reduced by 1 (an 'A' becomes an 'A-25'). [Major, 15]

Giantism (Greater) – As the minor talent, except your height is 3 times normal, your weight is 6 times normal, and your special St/Qu bonuses are +6/-6. You are treated as a Large creature for criticals. [Greater, 25]

You bigger than most people. You have found some advantages to being as big as you are: you are harder to push around, you are stronger, and it is easier to get attention. But the world was made for people smaller than you, and so you must deal with small beds, weak chairs, smaller food portions, and low ceilings. You sometimes wish you were not as big as you are, but there is not much you can do about it.

Gliding – You may glide like a bird. The product of your altitude and horizontal speed cannot exceed 100' per round. For example, you can glide at a rate of 5' per round if you were 20' off the ground or you can glide at the rate of 50' per round if you were 2' off the ground. Note that the total must equal 100' (i.e., you cannot choose to have a total less than or more than 100'). [Major, 15]

You cannot quite fly, but you can certainly catch the air currents and glide around. You love to jump off of a high cliff and go soaring around in the atmosphere. You have used this ability to prevent you from being injured in pits, climbing down mountains, even leaping from rooftop to rooftop. You were not sure what those extra flaps of skin underneath your arms were for, but now you cannot imagine life without them.

Golden Throat – You have a soothing and calming voice. This gives you a special bonus of +15 to any maneuver where you verbally attempt to calm or persuade (Singing, Public Speaking, Duping, Trading, Acting, etc.). [Minor, 8]

Some people call you glib, others a smooth talker. You have always been able to convince people to see it your way, or talk yourself out of any situation.

Great Arm – All of your thrown weapon ranges are increased by 25%. [Lesser, 5]

The great thing about thrown weapons is that they rely on strength. The stronger you are, the stronger your thrown weapons are. You might not look bulky, but your arms are definitely strong. You have lodged daggers up to their hilt into a wooden target board. You know how to use your strength.

Hammerhand – Your hands are much harder than normal. You may make Martial Arts • Strikes attacks with your bare hands and inflict an Impact critical of one less severity as your Martial Arts • Strikes critical (an 'A' becomes an 'A-25'). [Major, 15]

When your were learning martial arts, your teacher made you perform various exercises. One of these exercises was for you to thrust your hand into a small bucket of sand. At the time you did not see much use in this. Now, much later, you have learned the purpose. Your hands have become incredibly hard. When you strike someone, you can make bones break.

Heat Resistance (Lesser) – You are more resistant to heat and fire than normal. You get a +10 to your RRs and DB versus heat- and fire-based attacks and damage. [Lesser, 5]

Heat Resistance (Minor) – As the lesser talent, except the bonus is +20. [Minor, 10]

Heat Resistance (Major) – As the lesser talent, except the bonus is +30. [Major, 15]

Heat Resistance (Greater) – As the lesser talent, except the bonus is +40. [Greater, 20]

You are never too hot. You have stood as close as possible to fires and still felt nothing more than slight warmth. Your race is known for its ability to withstand heat, and you are no exception. Even magical heat does not burn you as much as it should. You can usually absorb most of the damaging effects of heat and dissipate it gently. If only your clothes had the same ability. . .

High Jumper – You have a great jumping ability. You receive a special bonus of +30 to your Jumping skill. [Lesser, 4]

You could always jump higher, farther, and longer than anyone else. Given enough running distance, you have been able to clear small ravines.

High Range Voice – Your voice can emit a sound higher than most. By taking a 50% action to scream, you attack all glass and listening targets within a 25' radius. Each glass target makes an RR to avoid shattering (its target level is 1 for every 1/4" of thickness, the attack level is your level). Each listening target is stunned for 1 round/10% failure (each target makes an RR versus your level). If you scream like this more than once per day, you will lose your voice entirely for one week. [Minor, 7]

Everybody can scream. During adolescence, you discovered your scream packed considerably more punch. You remember a group of thugs swarming around you. They seemed about to overpower you when you screamed. Your shriek stunned the thugs long enough to allow you to escape.

Hypercharged Adrenaline – You receive a special bonus of +15 to all Adrenal maneuvers (using skills in the Self Control category) as well as all Frenzy maneuvers. You also receive a special bonus of +5 to your Special Defense skill category. [Major, 15]

You like action. You hate to sit still. Even when the party is resting, you are up and about, moving around. You drum your hands against your thighs and when you sit, you unconsciously jog your legs up and down. All of this impatience pays off however. You are amazing in combat, always moving and dodging. You can pull off moves that are charged with adrenaline. You also have been known to lose your composure completely, attacking everything you can see.

Infravision – You possess the ability of Infravision. If it is dark, you can see the heat emanations from things from up to 100' away. You receive a special bonus of +25 to your Tracking skill if it is dark and what you are tracking has walked through the area in the last 30 minutes. [Lesser, 5]

The dark holds no surprises for you. You could always see heat sources, people, animals, even plants and rocks. You can even follow the warm footsteps of someone if they have passed recently. You love the dark.

Intense Eyes — Your powerful eyes grant you a special bonus of +10 to all skills in which you interact with other people (Duping, Bribery, Interrogation, Diplomacy, etc.). Your eyes must be visible to whomever you are talking to for you to gain this bonus. [Lesser, 5]

You have arresting eyes. They seem able to meet anyone's gaze. You have been able to stop people in their tracks by glaring at them. You have found that your eyes convey presence when you are dealing with people. You have an instant advantage in any verbal parlay.

Light Sleeper — You may make an Alertness maneuver to wake from sleep. [Lesser, 5]

You have always been a light sleeper. You sleep well, but you always seem to keep your ears open. At the first sign that something is not right, you are awake and ready to take whatever action is necessary.

Manual Dexterity — Your fast fingers give you a special bonus of +10 to your Subterfuge • Stealth skill category and a special bonus of +1 to your initiative. [Minor, 10]

The hand is quicker than the eye; you believe that, and prove it to anyone who will offer coins to challenge you. You can distract with one hand while you are using your other for deceptive purposes. You can palm small items and slide them up your sleeve with ease. All you need now is another sucker — er volunteer.

Natural Physique — You receive a special bonus of +20 to your Body Development skill. [Minor, 8]

Your body is in terrific shape. You work out on a regular basis, which allows you to build up muscle easier. You take much more punishment than most people, and you can get tougher with relative ease.

Natural Weapon — You have natural claws, talons, spikes, pinchers, beaks, or other weapons that you can use to attack. You may use these as a weapon, developing skill in it as if it were any other weapon (except the skill with this weapon/attack is actually under the Special Attack category). Natural weapons in your hands do not grant you any additional bonus if you are using a weapon in that hand. Your attack is rolled on the appropriate attack table with a maximum result of medium. This skill is classified as everyman. [Major, 15]

Your race has been fond of its natural weapons. You have a nice set of retractable claws. When you need them, they pop out with lethal quickness. Your whole race has developed a fighting style based on your claws, and it is a very effective and deadly form of martial art. You are very comfortable in the knowledge that wherever you go, you go armed.

Navigation Gift — You have a strange magnetic field that surrounds you. You can always discern north. You receive a special bonus +50 to your Direction Sense and Navigation skills (and compasses are always skewed if you are within 50'). Iron and steel objects seem to stick to you slightly. Your fumble ranges for iron and steel objects are reduced by 1 (minimum of 1.) However, you are more vulnerable to attacks from iron, steel, and electricity. Any attack based on iron, steel, or electricity receives a special bonus of +5 bonus to hit you. [Minor, 7]

You are not sure how, but you instinctively know which direction north is. You can navigate a ship even during the blackest night. You seem to be some sort of living compass, with your own magnetic field. Even weapons with steel or iron in them seem to stick to you somewhat. You can wield these weapons without much fear of you dropping them. The only down side to this power is it seems that you attract electricity, steel, and iron. You must always be careful when being attacked by weapons or spells based on these things.

Neutral Odor — Your body has a particular ability that masks the scent of anything within five feet of you.

[Lesser, 5]

As a child, you were never bothered much by animals, most of them ignored you. A stray dog once came upon you and your friends, sniffing each one in turn, except you. Since that day, you have noticed that you seem to be odorless.

Nightvision — This allows an you to see in the presence of extremely faint light. The light from the moon or stars or even a tiny point of light is enough to allow the you to see normally (up to 25'). If there is no light at all, then Nightvision gives no benefit (see *RMFRP* Section A-9.17.12, p. 206, for more information). [Minor, 7]

Darkness. Most people fear it because it hides dangers from them. Only their imagination could conjure up what created the last noise they heard. You do not fear the night. It never held any surprises for you because you could always see perfectly at night, just as in daylight. Your eyes seem to use the natural light around and amplify it so you can see. You are always careful not to look into a bright light, lest you become temporarily blind.



Nimble Skeleton — You get a special bonus of +15 to all moving maneuvers because of your nimble skeleton.

[Minor, 10]

You were always nimble. You could worm your way through fences and move your body in ways most people cannot. You have been able to keep your balance on even rough terrain. You can jump and run and tumble better than most people. You can even perform truly astounding acrobatics.



Talents

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Talents

Pain Resistance (Lesser) – Any concussion hit damage you take from an attack is reduced by 1 hit (to a minimum of 1). [Lesser, 5]

Pain Resistance (Minor) – As the lesser talent, except the hits are reduced by 2. [Minor, 10]

Pain Resistance (Major) – As the lesser talent, except the hits are reduced by 4. [Major, 15]

Pain Resistance (Greater) – As the lesser talent, except the hits are reduced by 6. [Greater, 20]

You can tolerate pain. You just close off the part of your mind that is feeling the pain and battle on. It takes a lot of concentration, but you actually can withstand more damage than your body is normally able to accommodate through sheer force of will. You just have to finish this fight, you tell yourself, then you can rest.

Peripheral Vision – When you are attacked from the flank, your foe's bonus is only +5; from the rear, your foe's bonus is +15. [Minor, 7]

You always keep track of everything on the battlefield. If someone starts to move around you, you keep track of them to the best of your ability. You keep an inventory of where everyone is in your head, ready to spin around and show them the error of trying to sneak up on you. Your peripheral vision is excellent.

Poison Sack – You have the ability to generate a 5th level poison. The type of poison (circulatory, reduction, etc.) and the type of attack that delivers the poison (e.g., spitting, biting, coating a weapon, etc.) is up to your GM to decide. Normally, the poison is delivered by a such an attack that delivers a critical. Any skill that you develop with such an attack would fall into the Special Attacks category. You are not immune to the poison, but you get a special +25 bonus when resisting it. [Minor, 10]

Your race has developed a defense: whenever you are threatened, you can spit out a large glob of poison at your attacker. It will invariably slow them down and give you a chance to either escape or counterattack. Your body can manufacture more poison as it is needed, so you never run out.

Quiet Stride – You have a quick and quiet stride. You receive a special bonus of +20 to your Stalking skill. You may ambush anyone from behind with a special bonus of +10 to your Ambush maneuver (**not** to critical modification). You receive a special bonus of +20 bonus for all balancing maneuvers. [Major, 15]

You can sneak up on friends, enemies, and animals. You always knew where to step, and your body moved smoothly and quietly. Later in life, you learned how to approach enemies undetected, placing well-aimed blows. You are stealthy, and you use it to your advantage.

Regeneration (Minor) – You have the ability to regenerate damage from all but fatal wounds. Your body automatically regenerates 1 concussion hit each minute. Your recovery rate for non-fatal injuries is halved. [Minor, 8]

Regeneration (Major) – As the minor talent, except you recover 1 concussion hit per round. [Major, 15]

Regeneration (Greater) – As the minor talent, except you recover 3 concussion hits per round. [Greater, 25]

Though you take damage as quickly as anyone else, you can heal faster than most. Your body is very adaptive to injury, often closing and healing a wound a few minutes after it is delivered. You remember your first battle, you were stabbed in the chest and fell to the ground. You lay there bleeding. Your comrades had left you for dead, but you saw your wound closing. You felt your body healing itself, much faster than you thought possible.

Resilient – Any bleeding wounds (wounds giving hits per round) that you receive have their rates reduced by half (round down). [Major, 15]

You never really bled much. Whenever you were cut, the wound seemed to stop bleeding on its own. You do not think you have some mystical healing factor -you recover from injury no faster than anyone else- but bleeding stops quicker. You wonder why you have been blessed with this capacity, but question it little.

Reverberative Strength – Whenever you are in a melee combat and you do a critical to your foe, that foe takes an additional Unbalancing critical of two levels less severity (an 'A' as an 'A-50'; a 'B' becomes an 'A-25'). [Minor, 7]

Follow through. That is what you remember most about fighting. You always follow through in your attacks, and you do it with a lot of strength. You have been known to push over foes when you attack them. You like the advantage you gain, so always follow through.

Shield Mastery – You may add an additional +10 to the DB provided by any shield (e.g., a Normal shield now gives 35 DB, etc.). You also receive a special bonus of +15 to your Shield Bash skill. [Minor, 10]

You have used a shield since you were a child. Your people have been known for their ability with the shield. Your father made you a small one when you were young, and he carved a sword out of wood to teach you the fighting ways of your people. You have been practicing with a shield ever since then. You have grown up a lot since using that wooden sword and shield, but you have continued to learn how to use the shield to its utmost. You like having that piece of wood, leather, and steel protecting you from damage.

Steel Grip – You may resist weapon disarming with a +25 bonus. All fumble ranges for melee weapons is reduced by 1 (to a minimum of 1). [Minor, 8]

Your weapon is your life, so learned as a soldier. If you lose your weapon, you lose your life. You decided never to lose your weapon. When you are in combat, you hold onto your weapon tightly. You can still maneuver it and use it effectively, you just do not want someone to send it flying from your hand with a strong blow or a surprise jab.

Strong Lungs – Your lungs allow you to hold your breath for 10 seconds plus 1 minute per Co bonus (minimum of 10 seconds). [Lesser, 5]

You have resilient lungs. You found you could hold your breath for quite a long time. You have found it extremely useful when swimming, or if some toxic gas starts to fill your surroundings.

Sturdy Build – You reduce the level of any Krush, Unbalancing, or Impact critical you receive by one level (an A becomes A-25). [Major, 15]

You were always sure-footed. You could anticipate any blow and prepare for it. Even during an earthquake, you were certain of staying upright. You are not sure how or why you have this ability, just that you can anticipate what will throw you off balance, and you can compensate for it.

Subconscious Preparation – Percentage activity needed to reload missile weapons and/or draw weapons is halved. [Minor, 6]

You do not even notice your hand straying onto the handle of your weapon. You slide your dagger out of its sheath. It comes in handy when you get into a fight your weapon is ready while your opponents are still fumbling for theirs.

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Subtle — All your Stalk and Hide maneuvers receive a special bonus of +25. [Minor, 8]

Quiet, stealthy, and quick. That is how you feel about yourself. You feel that you can sneak up on anyone. You know where to step, you know how much pressure to put on your feet. Your whole body seems designed to move stealthily. You have also found it necessary sometimes to stay hidden now and then. You know how to control your breathing, stay stationary for long periods of time, even sleep in awkward positions, just to remain hidden.

Tensile (Minor) — Choose one of the following types of criticals: Slash, Krush, Puncture, Unbalancing, Martial Arts Striking, Martial Arts Sweeps, and Grappling. Any time you are affected by that type of critical, its severity is reduced by one level (an 'A' becomes an 'A-25'). [Minor, 10]

Tensile (Major) — As the minor talent, except you choose two types. [Major, 15]

Tensile (Greater) — As the minor talent, except you choose three types. [Greater, 20]

You hate to be cut. You have spent much of your life avoiding being hit by bladed weapons.. Now, unconsciously, your body does its best to prevent serious damage from them. You twist, bend, jump back, even drop prone momentarily. You can not always avoid all of the attacks, but you can lessen their effect on you.

Tolerance — You may take 150% of your concussion hits before falling unconscious (though death occurs at the normal loss of hits). [Major, 12]

You have a high threshold for pain. When other people would fall unconscious, you still keep going. You have an inner reserve that seems to not know when to stop.

Tough Skin (Minor, wolf) — Your skin is naturally hardened. If you are wearing no armor at all, your armor type is 3. If you are wearing any sort of armor, then your armor type is that of the armor and is unmodified by your skin. [Minor, 10]

Tough Skin (Major, tiger) — As the minor talent, except the armor type is 4 and you receive a -20 to your Appearance (due to the appearance of your skin). [Major, 15]

Tough Skin (Greater, insect) — As the minor talent, except the armor type is 11 and the Appearance modification is -40. [Greater, 30]

You spent most of your early life exposed to the elements and in combat. Consequently, your skin has become considerably tougher than normal flesh. You are able to shrug off blows that would split the skin of a normal person.

Unnatural Stamina — You have increased stamina. You have a special bonus of +100 to your Exhaustion point total. [Minor, 10]

You used to run around your home for fun. You later became a messenger, running between towns delivering messages of importance. You found you could exert yourself for long periods of time without feeling tired. You know how to pace yourself, and stay active much longer than any other person you know.

5.3 MYSTICAL ABILITIES



Talents

These abilities are difficult for most people to explain. They reflect a supernatural power that is yours to command. There should be a rational explanation on how your character received these abilities. Generally, a character will not possess more than two of these abilities.

Aggression — You receive +10 bonus to either your base attack rolls or to your elemental attack rolls (choose when purchasing the talent). [Minor, 7]

You are driven when you cast a spell, especially if it is against someone or something. You can really let out all of your frustration when you set a spell loose.



Archetype — Power Point Development is classified as an everyman skill for you. [Major, 18]

When you were learning spells with other apprentices, they always seemed to tire before you did. Did they not realize how to cast spells more efficiently? Your teacher noticed your ability, claiming it only happened once every ten generations. You became a special pupil to him as you continued your training.

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Talents

Archmage Abilities (Major) — Your development point cost is only 4/4/4 for Arcane open spell lists. However, your realm is determined normally for your profession and does not change because of this talent. A non spell user that takes this talent must chose Arcane as his realm, and he has three realm stats: Em, In, and Pr. [Major, 20]

Archmage Abilities (Greater) — As the Major talent, except your development point cost is also 4/4/4 for Arcane closed spell lists. [Greater, 30]

You never could understand why magic was split into the three realms. It is all fundamentally the same. The only practical difference is where the power comes from. If you try hard enough, you can summon power from different sources as well. You may not be an Archmage, but you can control power just like the best of them.

Aura (Lesser) — You receive an additional power point for each rank of Power Point Development you have (for example, if your power point progression was 0•6•5•4•3, the first ten ranks of Power Point Development you purchase will give you 7 power points each, the second ten ranks give you 6 PPs each, etc.).

[Lesser, 5]

Aura (Minor) — As the lesser talent, except you receive 2 additional power points for each rank. [Minor, 10]

Aura (Major) — As the lesser talent, except you receive 3 additional power points for each rank. [Major, 15]

Aura (Greater) — As the lesser talent, except you receive 4 additional power points for each rank. [Greater, 20]

You can draw more energy to cast spells than most people. An old hag lived in a forest near your childhood home. She told you that you had an aura of power. Perhaps she was right.

Danger Sense — You may make an Alertness maneuver to detect danger (GM's discretion). You all receive a special bonus of +10 to your Awareness • Perceptions category.

[Major, 15]

Whenever you get near some source of danger, you can feel it. You cannot always depend on it, but it has certainly saved your life on more than one occasion. You do not tell people about your sense because they would not believe you. You use it to your advantage, though.

Destiny Sense — You instinctively know the direction that will take you to a specific goal. This ability can only be used once per day. [Minor, 7]

You view your life as a river, constantly flowing to a specific point. The river may make bends and it may even fork, but the current continues to flow in the proper direction. When you come across a situation where you have no idea what to do next, you like to relax and feel the flow of your life around you. If you concentrate hard enough, you can see which way will lead you to your goal.

Eloquence — You receive a special bonus of +25 to all of your spell casting static maneuvers. [Major, 15]

Some people are so showy. They wave their hands, chant, and dance around just to cast a spell. Would it not be more efficient to just do minimal gestures and say a few words. It seems to work for you, but then that's why you get your spells off quicker.

Ensorcement Cure — You may touch a target afflicted with a permanent magical disability (curse, lycanthropy, etc.). The disability must make a RR versus your level or be permanently dispelled. If the disability makes its RR, you may not try to remove it until you gain another level.

[Minor, 10]

You had a friend who was cursed by an evil wizard. You saw your friend suffering from the curse's effects and placed your hand on him to comfort him. When your friend looked up, the curse had been broken. Since then, you have realized that you possess an ability to lift enchantments from those they affect. You have traveled far and wide, helping people whenever you could. Your touch does not always work, but it gives hope to some people who would have none.

Ethereal Sight — By closing your eyes and concentrating for 2d10 rounds, you can change your vision so that you can perceive invisible things. This lasts 10d10 minutes and may only be used once per day. Using this ability does not interfere with your normal vision [Minor, 10]

There are invisible creatures all around. Obviously, most cannot seem them, but you are gifted. You can see them moving around, stalking other people. You wait for one of them to try to sneak up on you.

Ethereal Tie — You have a close spiritual relationship with an entity from another plane. Whenever you are in a combat situation that follows your beliefs, roll d100 (open-ended) and add 25. If the result is over 100, you will be possessed and bonded with this entity. While you are possessed, you receive an AT of 11 (if desired), a special bonus of +25 to your OB, and a special bonus of +10 to your DB. You cannot parry while you are possessed. After combat you must make a Channeling RR versus a 10th level attack or the spirit will remain for an additional 2d10 hours. During this time, you will only have partial control of your actions (the GM's discretion as to what happens.) [Major, 15]

There seems to be an entity that looks out for you. You call it your Guardian Angel. Whenever you find yourself fighting someone, if you truly believe in the righteousness of what you are doing, you feel yourself assisted internally. You fight better and resist being hit better. You do not parry, that would be showing weakness. Your guardian angel takes care of most of the fighting for you. When the battle is over though, you have to force the entity to leave your body. It seems that once it has planted itself into you, it does not want to leave. Though you sense the spirit is benevolent, it is stubborn. If you cannot force the entity to leave, it will wander off on its own after a while. You just do not feel in control while it is still in you. You are not sure why this entity has chosen you as its link to this world, but it has looked after your best interests so far.

Exceptional Magical Ability — You are exceptionally enchanted. You receive a special bonus of +50 to your RR versus one realm and a special bonus of +25 when casting spells or using items based in that realm.

[Greater, 30]

Spells come easy to you. You resist them and cast them with few problems. You were destined to be a great spell caster. Even if you do not cast spells, you can still use magical items better than you thought possible. When you throw spells on foes, they almost always take effect. You can feel the power, and revel in using it.

Innate Magician — You receive a special bonus of +20 to all spell casting static maneuvers for spells from one spell list. [Minor, 7]

Spell casters can cast a variety of spells. You have a pretty wide selection of spells yourself, but there is that one type of spell that you really do well. Whenever you cast a spell of that type, it comes out flawlessly. You enjoy casting these spells; you have a security most spell casters would kill for.

Item Lore — You receive a special bonus of +25 to your Magical Lore skill category. [Minor, 7]

You have come across a fair share of magic items. Rods, wands, staves, rings, boots, you name it. Some people do not even know their items are magical. You concentrate and are able to use them. You tell people, but they just cannot seem to duplicate your efforts. You have quite an affinity for enchanted items.

Look of Eagles — People who are your allies, troops, friends, or retainers receive +25 to RRs versus panic and morale while you are well and in sight. [Minor, 7]

People look up to you. Whenever there is some sort of crisis, it is you that always calms people down. You are not quite sure why it is, but you have an aura about you that people cannot help but notice.

Magical Affinity — You have your choice of two spell lists that may be classified as everyman and a choice of one Power Manipulation skill that is classified as everyman. [Greater, 20]

You often thought of becoming a spell-user. As a child you would dream of saving maidens from terrible dragons by casting a powerful spell. You did your best to study as much magic as you could. You learned quite a lot as a child about the way magic worked. You may not even be following the path of a spell-user now, finding it much too restrictive, but those lessons you learned early on in life will always be with you.

Magical Resistance — You have a strange resistance to magic. You receive a special bonus of +50 to your RRs versus one realm of magic. [Major, 15]

You discovered your strange resistance to magic when you accidentally stepped between a spell-user and his spell. Since then, you have had an increased resistance to that caster's realm. You are not immune to those spells, but they do seem to have a reduced effect upon you.

Mana Reading — You receive a special bonus of +15 to your Attunement skill. [Minor, 7]

A merchant came to you once and offered to sell you what he claimed was a magic item. When you picked it up, you knew that it was indeed magical. In fact you knew exactly what it did, even more than the merchant himself knew. You seem to have an affinity for magic items.

Mana Sensing — The hairs on the back of your neck prickle whenever you go near a large power source, an enchanted location, an earthnode, a haunted area, etc. [Minor, 6]

You get this tickling feeling in the back of your neck whenever you come near large sources of magic. You cannot explain it, but you know you can sense magic.

Planar Travel (Greater) — You can travel to other planes of existence at will. You must have some knowledge of where you wish to go. It takes 10d10 minutes to accomplish the transition, during which time, you are subject to the effects on both planes. Normally, you can only move yourself and your clothes and equipment (approximately 100 extra pounds.) There is a 1% chance that you will get caught up in some planar "storm" and wind up in some unexpected plane. This ability can only be invoked once every week. [Greater, 40]

If you allocate an additional background option (or 10 points), you may carry up to two additional persons (who must be touching you).

You are blessed with a mysterious ability. A wizard once told you about other planes. You did not believe that there could be whole other existences to explore. Yet he offered to show you how, and you learned. Since then, you have had the ability to travel to places only imagined by others. You have been to places very similar to your home plane, to places where you could not survive if it were not for the precautions you took before leaving. You have considered trying to find a new dimension where you can settle down and raise a family.

Resistance — You receive a special bonus of +15 to all RRs against spells. [Major, 15]

Some things just do not affect you much. It seems like some spells just wash right over you. You are not quite sure why, and it certainly does not alter all the spells that hit you, but that one class of spells just does not stick.



Talents





Talents

Runic Lore — You receive a special bonus of +25 to your Read Runes skill. [Lesser, 5]

Storing spells on rune paper makes sense. You can cast them without expending any power, and they are ready to use at a moment's notice. You have little trouble reading them, even if you have not written them.

Scope Skills (radius) — Your spells have double the normal radius of effect (this only affects spells with an area of effect that includes a radius). [Minor, 10]

Scope Skills (targets) — Your spells affect twice as many targets (this only affects spells with an Area of Effect that includes "target"). [Minor, 10]

You have studied carefully the workings of spells and how they interact with people. You unearthed an ancient tome that told of a way to double the number of people you can affect with a spell. You memorized what the tome said and then hid it very carefully so only you would have that knowledge. Someday you may read the other sections of that tome.

Spatial Skills (Minor) — The ranges of your spells are greater than those of most other mages. Your spells with a range of "touch" actually have a range of 5'. All other spells add 50' to their ranges. However, this extension of range only affects one "type" of spell (force, utility, directed elemental, etc.). This ability can be purchased once for every spell type. [Minor, 10]

Spatial Skills (Major) — As the minor talent, except your spells with a range of "self" actually have a range of "touch." [Major, 15]

You have a unique perception of magic, especially when dealing with the range of a spell. Most spell users limit the range they can successfully use spells. You do not believe in such limitations. After all, the power comes from you. You have cast spells over hundreds of feet without problems.

Subconscious Discipline — Any spell which has a duration of Concentration will last as many rounds after you stop concentrating as you originally spent concentrating on the spell. For example, if you concentrate on a spell for four rounds, it will continue to operate for another four rounds after you cease concentration. Note that this only affects spells with a duration of concentration (not spells with both a timed duration and the requisite of concentration). [Minor, 7]

You are very adept at keeping spells active while doing other tasks. There is a part of your mind that will continue concentrating on spells even when the conscious mind is doing other things, like preparing a new spell. You have become very proficient at this, often keeping multiple spells active at once.

Temporal Skills — The duration of all of your spells is doubled. This does not affect spells with a duration of concentration ("C") or instant ("—"). [Major, 18]

The duration of spells is important to you. After all you would not want that Shield spell to cease in the middle of combat, or a fly spell to stop when you are one hundred feet above the ground. You have taken steps to make sure that this will never happen to you. After much research, you have discovered a way for your spells to last longer.

Transcendence — You receive a special bonus of +25 to your Transcend Armor skill. [Minor, 10]

Your ability is one coveted by spell users everywhere. You have learned the ability to open your mind and body to the energies you control. You know that when a spell is cast by someone in armor, that armor inhibits the casting to varying degrees (based on the type of armor and the realm of the spell). You have a way of avoiding the constraining effects of armor on you by becoming a living stream for the energy to flow through, thus avoiding the inhibitive effects of the armor.

Undetectable — You receive a special bonus of +30 to RRs versus all scrying, detection, and related spells. If such a spell is actually "passive," you may make an RR (with the +30 modifier) to resist its effects. [Minor, 6]

You seem to be invisible to all magical attempts to locate you. You have no idea how this came to be, but you have had your share of strange adventures, so the possibility is great that something mystical has happened to you. You first noticed this when your party of comrades came to rescue you from the clutches of one of your enemies. They had paid a seer to locate you magically, but nothing of your presence would show up. In desperation, they tried to locate your kidnapper, and succeeding that, discovered you. But you have found being undetectable by magic advantageous at times.

Unnatural Aging — You age slowly for your race. All aging maneuvers (see *Gamemaster Law*) are made with a one category shift to the left. For example, if you are a 67 year old Ruralman, you would normally be "very old." With this talent, you would only be "old." [Lesser, 5]

You do not know for sure, but you think you will have an unnaturally long lifespan. At least that is what a gypsy told you at their camp. You are not sure whether or not you believe it, but your mother lived an awfully long time. Your father too seemed to possess longevity of life. Maybe it is true after all.

Visions — You receive spontaneous glimpses of events that are associated with a particular place, person, or item that you touch (with your bare skin). This talent is usable once per day plus one additional time per SD bonus (a negative SD bonus results in zero additional times per day). [Minor, 10]

The first time it happened, your village was looking for a lost girl. You came across a doll she had dropped. When you picked it up, you had a vision inside your head of her running away from a wolf. You followed the direction it looked like she ran and found her shortly thereafter. Ever since, whenever you pick up an object, touch a person, or even concentrate on a location, you get a vision in your head related to it.



5.4 MENTAL ABILITIES

The mind is a very powerful thing. You have tapped mental abilities that most people only dream of having. Generally, a character will not possess more than two of these abilities, however if the character is a Mentalism spell user, then they could have more Mental Abilities.

Animal Empathy – You have empathy with a certain type of animal. Any maneuver with such an animal receives a special bonus of +25 to it. If you associate with a specific animal for a month, you can communicate empathically that animal from a range of 1' for every level you have. The GM will have to determine what qualifies as an acceptable animal. [Lesser, 5]

You have always liked animals. You have nursed sick animals to health, put food out for them in the winter, and looked after their well-being. In return, they have trusted you and helped you when they could. Bringing you food, protection, even information occasionally. You enjoy being with animals, and they enjoy being with you.

Battle Reflexes – You may make an extra initiative roll and select the one you wish to use. [Minor, 7]

You can adapt to any combat situation very quickly. You can assess the whirlwind of information that assaults you in combat. You know how to use that information to your own advantage, and you press that advantage whenever you can. Even if you are surprised, you can recover more quickly than normal. Then you can press the battle to your victory.

Calmness – Whenever you are in a pressured situation (GM's discretion), you receive a special bonus of +20 to your social interaction skills (Leadership, Diplomacy, Public-Speaking, Seduction, etc.). [Minor, 7]

You are very calm and collected. You can keep your cool in any situation. People look to you for guidance, leadership, and companionship. When things look the bleakest, you take command. You thrive on pressure. You even enjoy it.

Dominance – You receive a special bonus of +50 to RRs versus spells with a mental subclass ("m"). [Minor, 8]

Some people have very strong wills. You are one of those people. You have a determination to finish what you start. Nothing will stop you from completing your goal. Not pain, and certainly not some spell user's mind control spell. You break such spells and demonstrate how effective cold steel can be.

Empathy – Whenever you are near someone (within 20') you can attempt to determine what his emotional state is at the moment. You cannot tell why he feels that way, just how they feel. The person you are trying to "read" must make an RR versus Mentalism (using your level as the attack level). If he fails, you are informed of their current feelings; if he succeeds, you may not try and "read" him for 24 hours. This ability also gives you a special bonus of +25 to all of your Lie Perception maneuvers (if within 20' of target). [Minor, 8]

You do not consider yourself special. You certainly cannot read minds. You can, however, perceive what a particular person is feeling by being near them. This helps you immensely in negotiations with other parties and in important discussions. You have also been able determine if someone is lying to you or not. You get a feeling inside of you, alerting you to the person's disposition. You consider it your edge.

Good Battlefield Awareness – You receive a special bonus of +25 to Situational Awareness (Combat). You also receive a special bonus of +25 bonus to your Reverse Strike skill. [Minor, 7]

When you are in a fight, you are a master of your surroundings. You can tell at all times where everyone is, even if they have snuck off behind you. You cannot tell how you know; it is more of a feeling than actual sight of every combatant. You have even been know to strike somebody right before they attack you from behind. You know where they are and you thrust your weapon straight behind you at just the right time. It is gratifying to you when it works.

Immovable Will – You receive a special bonus of +50 to RRs versus Fear and Charm. You have a special bonus of +25 to your Will (see *Treasure Companion* for more information on Will). [Major, 15]

People have always labeled you as steadfast, unwavering, resolute, even stubborn. You never scare easily, and people find it difficult to persuade you to do anything you do not want to do. Consequently, you find adventuring to be a little easier.



Talents



Instinctive Defense – You gain a special bonus of +20 to your DB for all attacks that you are aware of. If you are unaware of an incoming attack you still receive a special bonus of +10 to your DB. [Major, 15]

Your body seems to have an instinctive defensive mechanism. You have parried attacks you did not even know were coming. When you were ready for an attack, it seemed that your arm moved even before you finished the thought. You are certainly glad you have this reflex, because it has saved your life on more than one occasion.

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Talents



Internal Sense — You receive a special bonus of +20 to your Stunned Maneuvering skill and your Stun Removal skill. [Minor, 10]

You remember the first time you battled. You were hit hard, and you saw stars in your eyes. You looked up and saw your enemy grinning as he got ready to deliver the killing blow. The next thing you knew, you had driven your weapon into your foe's belly. Since then you have noticed that stun does not effect you as much as it does your foes.

Master Tactician — You receive a special bonus of +15 to your Tactics skill. [Lesser, 3]

You are intuitive with small unit tactics. Looking at the current situation, you often get insights that most people would not think of. You are a valuable asset in any fight.

Mental Control — You have the power to control the mind of other sentient beings. Each use of this power costs 4d10 exhaustion points. Your victim must make an RR versus a Mentalism attack (using your level as the attack level). The RR is modified by how alien the mental command is to the victim. For example: a command that the victim would not mind doing might be modified by a -20. If the command is something the victim is against doing, the RR for the victim might be modified by +10. If the command is completely foreign, like suicide or blinding oneself, the RR might be modified by +50. Each time a new command is given, the victim gets a new RR. The range for Mental Control is 50'. [Greater, 25]

You know how to dominate weak minds. You just force your will upon them, and they do as you command. It is a power that you sought long and hard for. It is also a power for which you paid dearly. You have dealt with the archmages, demons, and even a lich to find part of the secret to mind control. You paid a high price, but now few can withstand you. A commanding thought is all it takes to make a person change their mind.

Mental Link — You have a special form of telepathy between you and one other person (or animal). You can send and receive thoughts between each other. You must be within sight to establish a "connection." Once established, the mental link will function over an unlimited physical distance. If one of the connected persons falls unconscious, the link is broken. If only one of the two people purchases this talent, that person may send his thoughts and the other person will receive them, but the reverse is not true. [Minor, 7]

You have a real bond with your twin sister. It seems at times that you can communicate with her without voicing your thoughts. It's as if she can read your mind. You have been practicing this mental communication and have reached the point where you can send a thought to her, and she to you. You have found this to be a great boon during combat; you can communicate without opening your mouth.

Mental Scan — You can scan an area with your mind to find an individual. You must have some knowledge of the person you are looking for: someone you have met, a picture, something they have touched, or a detailed description. You roll d100 (open-ended) to search for your target. If you exceed 100, you have detected the individual and know their approximate distance and bearing. The closer you get to the individual you are scanning for, the more precise your directions to him are. You may develop the skill of Mental Scan (as a skill in your Awareness • Searching skill category).

The closer you are to the person you are scanning for, the greater bonus you would receive when you scan. For example, if you are searching for your child, spouse, or someone equally as close, you might receive a special bonus of +30 bonus. If you are friends with the person, you might receive a special bonus of +10. If you have casually met the person you are scanning for, there would be no bonus. If you are scanning for someone you have never met, through an item they once possessed, the penalty might be -20.

The smaller the area you search, the better your chances of success. A small area containing about a dozen people is an Easy maneuver (+20). Scanning an area around a square mile with about 100 people is a Hard maneuver (-10). Scanning a large area with many thousands of people (like a city) is an Extremely Hard maneuver (-30). Scanning an entire country is an Absurd maneuver (-90). You may increase your chances of finding someone by scanning a normally large area a few people at a time. For example, you might start in a city by scanning just a tavern at a time. Each use of this power costs d10 exhaustion points. [Greater, 25]

You are skilled at finding people. No matter how well they are hidden, you can detect their presence. If you know who you are searching for, you can use your mind to ferret them out. You have earned quite a reputation for finding people. You enjoy locating lost children or finding merchant caravans that have been captured. You feel that a great power comes with a great responsibility.

Mind over Matter — You have a special bonus of +20 to your Self Control skill category. [Minor, 10]

You exercise complete control over you body. You can distance yourself from any pain you receive from overexertion. You can make your body move twice as fast, stronger, even give you better balance. You can cause your body to perform truly heroic feats, all with a conscious thought and a little preparation.

Photographic Memory — You have a photographic memory. Anything you study for more than 15 minutes will be placed into your memory, to be recalled whenever you need. You can remember entire books if you need to, given the proper time to study. You cannot glance at a book and then remember everything the page said; you have to read it. When you need to remember something you have studied, you roll d100 (open-ended) and add 3 times your Me bonus and add 25. If the total is greater than 100, you fully remember what you want. If the total is less than 100, then that is the percentage of information you recall. This ability also grants you a special bonus of +10 to the Lore skill group. [Minor, 8]

You can picture in your mind's eye anything you have seen before. You have always had this ability. If you have studied something for even a brief amount of time, you can remember exactly what it looks like. You have used this with much success when you were searching for some important piece of lore, remembering everything you ever read. Your mind is a powerful repository for information, and you use it to its fullest.

Quick Calculator — You can instantly calculate virtually any mathematical formula in your head. If the formula is sufficiently complicated, like calculating when a solar eclipse will occur, it will take a little more time. You receive a special bonus of +10 to the Science/Analytic group. You also receive a special bonus of +5 to your Trading skill. [Lesser, 3]

You like numbers, you always have. You could calculate sums and products faster than people could move the beads on their abaci. You could instantly calculate the taxes due, physical calculations, even give good estimates on the value of currency in a foreign country. People always look to you when there is a calculation to be done.

Speed Reading — You can read books, maps, and other documents at a rate of ten pages per minute. [Lesser, 5]

You like to read. You enjoy curling up with a good book and losing yourself in the story. You have read voraciously for years, ever since you were taught how. Over the years, you have noticed the increase in the speed at which you read. Pretty soon, you could read an entire book in the span of an hour. You have found this to be helpful over the years, and you keep in practice by reading as much as you can.

Stability Sense — Any time you are stunned, you reduce the total rounds of stun by one. If a strike results in only one round of stun, then it has no effect. [Minor, 10]

You prefer being in control of yourself. When somebody dazes you in combat, you want to be able to hit him right back. You focus all of your energy into that goal. You see a tunnel with your opponent at the end of it. You rush to the end and deliver a blow before he can take advantage of the situation. That is what you like.



Survival Instinct — When you use your entire OB to parry, your DB is modified by an additional +25. [Minor, 7]

You have a definite desire to live. You will do whatever it takes to survive. People have likened you to a turtle when you "go defensive." When you want to, you can prevent people from harming you.



Talents

Telekinesis — You may move one object, up to 50 pounds in mass, up to one foot per second (with no acceleration). Each round you use Telekinesis it costs d10 exhaustion points. [Major, 18]

Mind over matter. You have complete control over it. You have been able to move objects with your mind since you were a young child. It just takes a little concentration combined with a mental push, and the object moves, completely under your control. You have found many uses for this ability, including retrieving a lost weapon, opening locked chests, etc. It requires some concentration, and a little exertion, but you have total control over the object's motion.

Telepathy — You may read or send thoughts mentally. Whenever you are trying to read the thoughts of a person, they must make an RR versus a Mentalism attack (using your level as the attack level). If the RR fails, you may learn their surface thoughts. These modifiers are for scanning surface thoughts only. If you wish to scan for a particular thought then it is modified by the target's reluctance to part with that information (e.g. a deep secret would have the RR modified by +30). Each use of this power costs 2d10 exhaustion points. The range of this power is line of sight. [Greater, 25]

You know instinctively what other people are thinking. Whenever you ask a question, you instantly know whether or not the response is a lie. You can try to probe another person's thoughts and find a particular piece of information. You like being able to know instantly what people are thinking about you. You especially like it when you confront someone who is lying with irrefutable proof of their fallacies. You have a great power over people, one that you enjoy using.

Unbeliever — You resist versus all magic with a special +25 modifier to your RRs. You may not, however, use any spells or spell devices (any attempts to do so will result in absolute failure). [Minor, 10]

Magic? There is no such thing. Just a bunch of charlatans and hoaxsters. You have never felt any different when they cast their spells on you. It is just a bunch of tricks. Even magic items, they never worked for you. Just a lousy way to make some money from gullible people. Good thing you can see through their charade.

Violent Prejudice — You may choose one specific race (subject to the GM's approval) against which you receive an additional +10 to your OB. Whenever you deliver a critical, you also deliver an Impact critical of one less severity (an 'A' becomes an 'A-25'). [Minor, 10]

You have an irrational hatred of a specific race. When you see them, your whole body shakes with rage. You remember seeing your family slaughtered by that race, your whole village burning. You vowed revenge, but had to flee. Ever since then, you have vented your frustration at every one of that race that you have seen, making each one pay with blood for the death of your parents, friends, and your innocence.



Talents

5.5 SPECIAL ABILITIES

Some people have abilities that are difficult to believe. These abilities go far beyond what a normal person would think possible. You are truly gifted. It is recommended that a character have, at most, no more than one of these abilities.

Adherent — Your body can adhere to virtually any surface. You can literally walk on walls and ceilings if you desire. Your movement rate up a wall or over a ceiling is one-fourth of normal movement (due to an annoying thing called gravity). You receive a special bonus of +50 to all Climbing maneuvers. [Greater, 25]

You hung around a small group of thieves when you were young. You were known as the climber of the group. It seemed like you could climb up a sheer glass wall. You never mentioned it to anyone, but you did seem to have a talent for sticking to any surface. You have even walked and crawled along ceilings. You can turn this adhesiveness on and off at will. It is a strange but helpful power.

Affect Environment (Major) — You have the ability to affect the environment surrounding you. You can alter the weather, make it lighter or darker, even set up an intense magnetic field. None of these changes can affect combat (or any other intense action), but it could make it more difficult for certain actions to be performed. For example, someone will not run as fast in a magnetic field if they were wearing metal armor. You may affect an area up to 100' away, with a 5' radius. You must specify what type of effect you will have upon the environment when you purchase this ability. [Major, 18]

Affect Environment (Greater) — As the Major talent, except the range is 300' and the radius is up to 20'. [Greater, 30]

You always disliked rain. You remember once when you were walking home, and the rain was pouring down on you. You wished that it was not raining so hard. The next thing you noticed was that it had stopped raining. At least it stopped raining around you. It was raining everywhere but where you were. You then learned of your ability to affect the environment around you. You can make only small localized changes, but still it makes your life happier.

Amazing Leaping — You have a Base Running horizontal leap of three times normal; vertical leap of five times normal. See *RMFRP* (p. 108) for rules on determining the normal jumping ability. [Minor, 10]

Your legs seem to have much more spring in them than you think is normal. You can actually leap from one building to another, over any small obstacle, even up to a second story window. You have very powerful muscles in your legs, combined with very resilient tendons and cartilage. You can use your leaping ability as a means of conveyance, often leaping clear over an intruding river or pond. It is definitely an interesting way to travel.

Attribute Drain — You have the ability to drain away exhaustion points, concussion hits, or power points. You must touch your victim, and they must make are RR against a Channeling attack (using your level as the attack level). If the RR fails, the victim loses d10 points from their attribute. This loss regenerates itself at the normal speed of recovery. When you purchase this talent, you must specify which attribute you wish to drain: exhaustion points, concussion hits, or power points. No attribute may be drained below zero (even if using Power Drain rules from *Arcane Companion*). Using this power costs 2d10 exhaustion points. [Greater, 30]

You have discovered that you have a unique talent. Whenever you touch someone, you can actually drain away some of their vitality. You have seen people grow weaker just by you touching them. You can actively control when this occurs, but you enjoy seeing strong people being made weak just by shaking your hand. Eventually, their strength comes back, but there is plenty of time for you to take advantage of their current condition. All it takes is a touch, and they know who is really more powerful.

Bane — You may select one creature type (subject to the GM's approval) against which all of your criticals do an additional "Slaying" critical. [Greater, 20]

You are not sure if it is general intolerance or if you have been chosen to be a champion against a particular evil, but you have the ability to destroy members of a type of creature with ease. You can feel your weapon ripping into these creatures, hear them scream with agony. You have little to fear from these creatures. You only hope that someone else does not have the same intolerance for you and your kind.

Blessed by War God — You have been blessed by a god of war. You receive a special bonus of +10 to your St, Qu, Ag, and Co stats bonuses. You may cast one spell per day from the Holy Arms spell list (maximum of your current level); no Power Points are required for this casting. There is a 10% chance per month (non cumulative) that you will be "quested" to carry out some mission for your god. You may roll an RR versus a tenth level Channeling attack (if you wish to resist), but if you resist the quest, you will lose all of your special bonuses from this talent, and be at -15 to all actions for one year. In addition, you will be labeled a heretic, and probably chased down by another champion of your former god (vengeance from a god of war is not often pretty). If the concept of a war god does not fit into your background or the GM's world, the powers and source may be modified; the GM should select four stats and one spell list that would be appropriate for his world. [Greater, 50]

You were taken to the temple of the war god at a very early age and given to him as a servant. The war god looked down at you and smiled. He decided to grant you one of the greatest blessings of all: to be one of his personal Champions! Since that day, you have been imbued with great power. You have been preaching the values and sermons of your god, and destroying those who would oppose him. Occasionally, you are commanded to fulfill some task for your god, but that is a small price to pay for the power that you wield.



Talents



Darkness – You may summon darkness (as a *Dark V* spell; see *RMFRP*, p. 183). Each time you summon darkness costs you 2d10 exhaustion points.

[Major, 13]

You have always liked the dark. You used to go out during the evening and prowl around just to be out in the night. You like to think that you gather shadows and darkness around you, and in fact spent many years training under a mysterious being. He, or it-you never were quite sure- taught you how to summon darkness at will. True black darkness. You have used this to shield your escape many times, and have even found more creative uses for it. People fear the dark. They should-you are in it.

Duplication – You can split yourself into two exact duplicates. All of your items and clothing are duplicated, but no magical effects or quality abilities carry over to either duplicate. It costs d10 exhaustion points to duplicate (and it takes a full round to split), and it costs d5 exhaustion points per minute that you are duplicated (if you reach 0 exhaustion points, both duplicates immediately merge). Your two characters function as two separate individuals, you control both of their actions. The duplicate has every skill and ability that you possess (except for magical abilities). Whenever either duplicate has taken damage and the duplicates merge into one, the total damage both duplicates have received is applied back to you. Both duplicates must always be within 50' of each other. If one duplicate is forced beyond 50', it immediately ceases to exist (melts, dissolves, etc.).

[Greater, 30]

You are your own best friend. You have the unique ability to split yourself into two exact duplicates, right down to your clothes. You have found all kinds of ways to get into mischief with this ability. You often pose as identical twins, or even better, as the same person, to confuse your current mark. All it takes is a conscious effort and the one of you splits into two.

Elasticity – You can stretch parts of your body out further than normal folks can. You do not get any bonuses to combat, but you may attack foes at a longer range than normal (up to 10' away). You can stretch your legs to increase your stride (treat as an extra 3' to your height for determining stride modifiers). It costs 2d10 exhaustion points per minute you are stretched.

[Major, 12]

Your bones and skin are very flexible. They are so flexible, in fact, you can actually stretch your limbs farther than they would normally reach. It looks a little strange seeing your arms grow to twice their normal size, but it allows you to keep enemies at a distance. When the time comes to flee, stretching your legs to twice their normal length allows your stride to increase quite dramatically. Some people think you are possessed, an entity within you stretching your body out of proportion, but you realize it is just a genetic fluke. A helpful one at that..

Ensnare (Major) – You can attempt to ensnare an opponent through some means. You may choose exactly how the ensnarement actually works (spider webs, sticky fluid, intense gravity field, etc.). When you use this attack, you may make a medium grapple attack (with a maximum range of 10'). You may develop a Special Attack skill for this attack—such a skill is everyman. Each use of this power costs d10 exhaustion points.

[Major, 15]

Ensnare (Greater) – As the major talent, except the attack is a large grapple attack and the maximum range is 20'. [Greater, 25]

You love to hunt. You love it because you excel at it. Not only can you remain hidden; you have a secret weapon. You can send out strands of a sticky substance from small spinnerets in your wrist. The fibers strike your target, and they are soon hopelessly ensnared by them. You then move to your prey and cut it free from your webbing, hauling it back to camp. You have occasionally used this ability on people, with much the same success.

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Eye of the Hawk — You have very precise eyesight, and can see things much farther out than normal. You can see ten times as far as a normal person of your race. You can see detail at this range, and can use this ability to reduce range penalties applied to you when using a missile weapon. Thus, for you, the “long range” for all (non-thrown) missile weapons is increased by 100', and all missile weapon range penalties are reduced to 10% of normal (including those for thrown weapons).

[Major, 15]

You have razor sharp eyesight. Your eyes can discern details much farther than other people. You can read a sign hanging over a store from over 100 feet away. You can spot movement at far greater distances than most people think possible. Your eyes seem to have developed very acute muscle control, granting you amazing eyesight.

Flare — You can emit a stunning force from your body. When you purchase this ability, you must pick how you can stun your opponent (e.g., bright light, loud sound, etc.). When you use your power, everyone in a 10' radius must make an RR versus an Essence attack (with your level as the attack level). If the RR fails, the victim is stunned and unable to parry for 1 round per 10% failure. This attack can affect comrades within the area of effect if they are not prepared for it (allies can prepare to get a special bonus of +10 to their RR). After the stun attack is used, it takes one hour to “recharge” the ability (until it is recharged, the ability cannot be re-used)

[Greater, 25]

You were once cornered by an enraged mother bear. You were unaware that you were too close to her cubs, but she ensured that you knew — permanently. She raised one of her huge claws back and you closed your eyes and prepared for the worst. You felt a weird surge through your body and noticed, through closed eyes, a bright flash of light. You opened your eyes and noticed the bear looked stunned. You took advantage of this condition and ran away as fast as you could. That was the first time you discovered your talent. You can summon forth a bright flash of light, apparently powerful enough to stun an enraged grizzly bear. It takes time to recharge your flare but when it's ready, you can stop the most determined attacker.

Force Shield (Lesser) — You can summon a barrier to protect yourself when you are being attacked or damaged. This barrier stays up as long as you want and are conscious. The barrier adds +5 to your DB. Force shield requires 1d10 exhaustion points to activate and each round that your force shield is up costs d10 exhaustion points.

[Lesser, 5]

Force Shield (Minor) — As the minor talent, except the bonus is +10.

[Minor, 10]

Force Shield (Major) — As the minor talent, except the bonus is +20.

[Major, 18]

Force Shield (Greater) — As the minor talent, except the bonus is +30.

[Greater, 30]

You can create an invisible barrier around your body to help ward incoming attacks. You first heard of this ability when you were studying with monks up in a monastery. You did not believe it was possible at first, but one of the monks showed you it was real. He asked you to strike him with a rattan cane. You were doubtful, but did as he asked. As you brought the cane towards his stomach, you felt it hit something and crack in half. You saw the cane strike something, but it was not the monk. The cane struck about an inch from the monk's stomach. You begged him to teach you how to perform this amazing feat. After years of study, you have learned.



Invisibility — You can make yourself invisible exactly like the Magician spell *Invisibility I* (see *RMFRP*, p. 178, for more information). Invisibility requires 2d10 exhaustion points to activate and it costs 1 exhaustion point for every 5 minutes spent invisible.

[Greater, 30]

Being quiet is sometimes insufficient. You need to be unseen, invisible. You have learned the ancient art of invisibility, thought be lost for many generations. You can make yourself invisible with just a thought, easily walking the halls of a guarded prison or beside the guards protecting the royal treasury. You must still be careful not to make much noise. You must be very careful not to injure yourself or anyone else, as that would make you visible. When you do not wish to be seen, you are not.

Life Support (Major) — You have the ability to breathe water as well as air, and you operate underwater without any penalty to your maneuvers.

[Major, 18]

Life Support (Greater) — You do not have to breathe at all (and suffer no effects from gasses or other “breathable” maladies).

[Greater, 40]

Life Support (Sustenance) — You do not have to sleep, eat, or drink (you must still sleep or meditate to recover PPs, hits, and exhaustion points).

[Greater, 30]

Your race used to live under the water. You have even visited the old ruins deep beneath the sea where your ancestors built their first cities. You have listened to the stories of the grand balls, the palaces, even the great war against your old enemy. Your race has moved to land now, their former life nothing but ruins under the sea, but you still have the gills and webbed feet that enabled your race to survive under water. You have also heard of some people who do not even need to breathe, or those who need not eat.

Lifetime Goal — You have a goal (subject to the GM's approval) that controls your every move. You do whatever it takes to complete this goal. It should relate to most of your adventures, and should be a lifetime hope (e.g., the destruction of a great evil, overthrow of a cruel ruler, etc.) Whenever you are involved in an action that is directly related to this goal, you receive a bonus of +5 to +15 to all of your actions (GM's discretion). The total amount of the bonus is directly related to how closely your current actions will affect the outcome of your goal (most of your bonuses will be at +5, the final +15 bonus should only come when you are near the completion of your goal). Realize that this is a goal that has driven you for most of your life. You have not thought about much else for years. When you have accomplished this goal, if you do, you will probably have a sense of deprivation and a loss of direction.

[Major, 15]

For as long as you can remember, you have worked toward the downfall of an evil Emperor. Ever since he ordered the death of your parents, you have sworn revenge upon him. It is not easy; you cannot just walk up and kill him. There is a lot of planning that must be done, allies to recruit. You need to find the best way to get into the Emperor's castle, avoiding the guards. You need to ensure that someone worse will not ascend to the throne. It is certainly not a goal that will be accomplished soon, but you will accomplish it.

Luck, Dramatic (Lesser) – You have very unusual luck—good and bad. Your high open-ended roll range is increased by 1 from 96-100 to 95-100, and your low open-ended roll range is increased by 1 from 01-05 to 01-06.

[Lesser, 5]

Luck, Dramatic (Minor) – As the lesser Talent, except the increases are 2 (to 94-100 and 01-07).

[Minor, 10]

Luck, Dramatic (Major) – As the lesser Talent, except the increases are 3 (to 93-100 and 01-08).

[Major, 15]

Luck, Dramatic (Greater) – As the lesser Talent, except the increases are 4 (to 92-100 and 01-09).

[Greater, 20]

All your life, you have had wide swings of luck. Things often seem to work out your way. But when things go badly, they go down hill quick. You do not rely on your luck, but it certainly makes your life more interesting.

Lucky (Minor) – You are lucky. Your high open-ended roll range is increased by 1 from 96-100 to 95-100.

[Minor, 10]

Lucky (Major) – As the lesser Talent, except the increase is 2 (to 94-100).

[Major, 15]

Lucky (Greater) – As the lesser Talent, except the increase is 3 (to 93-100).

[Greater, 20]

All your life, you have thought yourself lucky. Things seem to work out your way. Even when things go badly, they never seem as bad as they could be. You do not rely on your luck, but it certainly makes your life a little easier.

Master Warrior Friend – You may learn one additional rank per level in your primary weapon skill and skill category at a Development Cost that is the same as the first rank (i.e., 3/7 becomes 3/3/7, 6 becomes 6/6, etc.).

[Minor, 10]

You have a friend who is a great warrior. There are legends told about him that have spread across the land. You have heard bards singing songs about his greatness. He often takes time to teach you the ways of the warrior, allowing you to gain proficiency in your weapon skills. One day you hope to be as great as him, but he thinks you will be greater.

Mentor – You have a high-level spell user as a friend (your GM should fill out the details of your mentor).

[Lesser, 5]

You have a good friend you have known all of your life. Although he is much older than you, he does all he can to help you when you need it. As you grew older you discovered that your friend was actually a powerful spell caster. He has come to your aid many times since then, saving your life on more than one occasion. You are never sure when he will next appear, but you look forward to it.

Microscopic Vision – You can view objects that are close (within 1') with up to 10x magnification. You can then notice details normally invisible to the naked eye.

[Major, 13]

You always have had an eye for detail. When you examine things, you see details too small for most people to notice. You can see hairline cracks, impressions, and imprints. You just need a second to readjust your eyes' focus and the details are easily discernible.

Natural Ranged Attack (Major) – You can generate a ranged attack by using energy stored in your body. The type of attack is up to you (subject to GM approval)—e.g., electricity, heat, water, piercing, etc. Resolve this attack using the *RMFRP* Table A-10.9.9 (p.228) with a maximum result the same as “Shock Bolt” and using an appropriate critical type. You may develop a skill in this attack. The skill should be placed in either the Missile Weapon skill category (if physical) or Directed Spells skill category (if elemental based); choose when this talent is selected. The maximum range of your attack is 50'. Each time you use this attack it costs 1d10 exhaustion points.

[Major, 15]

Natural Ranged Attack (Greater) – As the major talent, except the range is 100' and the maximum result is the same as “Fire Bolt.”

[Greater, 30]

You can throw a bolt of electricity out of your hand. You love the feeling that no matter where you go, you are always armed. You have practiced firing your energy blast. You were as good with it as you are with a bow. You enjoy your power.



Talents





Talents

Non-corporeal — You can become non-corporeal at will. While you are non-corporeal, you cannot interact with any physical objects at all. You may pass through walls, doors, even floors. You cannot be hit with normal weapons, although magic, mithril, holy, or slaying weapons will affect you. All of your items come with you when you become non-corporeal, and can be used on the other plane. It takes d10 minutes for you to completely phase in or out. While you are non-corporeal, you can still be seen as a hazy, transparent image of yourself. Each use of this power costs 4d10 exhaustion points and a loss of one point from your temporary Constitution stat. You also lose one temporary Co point for every full 10 minute period you remain non-corporeal (not counting when you are phasing in and out). [Greater, 30]

There are times when you wish that you could walk through walls. Through concentration, you can. You discovered this ability quite accidentally. You found yourself surrounded once in a blocked alley. As thugs came closer to you, you instinctively kept walking backwards. You figured you would hit the wall any second, but you could still keep walking. You looked up and suddenly you were through the wall. You just turned around and ran away as fast as you could. You discovered that you can phase yourself out of this plane and move through solid objects.

Power Absorption (Major) — You may pick one type of element (fire, electricity, cold, etc.) that you can absorb (subject to the GM's approval). Whenever you are hit by an attack based on this element, rather than taking damage, you receive power. For every point of damage that you would receive from that attack, you instead add one point to either your current hits or your current power points (chosen when this talent is selected). You do, however, still suffer the affects from any critical the attack delivers. You may not increase either your current hits or your current power points above their normal level (though the GM may decide to use the Power Burnout rules if PPs are absorbed; see *Arcane Companion* for rules on Power Burnout). [Major, 20]

Power Absorption (Greater) — As the major talent, except you can also reduce the level of any critical you receive from that element by two (e.g., an 'E' critical becomes a 'C' critical, a 'B' critical becomes an 'A' critical with a -25 modification, an 'A' critical becomes an 'A' critical with a -50 modification). [Greater, 35]

You were running once to take cover when a lightning bolt arced out of the sky and slammed directly into you. Your family expected you to die, but you got up and walked away from the blast. You found it had energized you, given you more vitality and health. Since then, whenever you encounter electricity, rather than being burned, you become energized. You have no way to explain it other than fate.

Sense — You can sense a particular type of object or substance. When you purchase this ability, you must choose what it is that you can sense (subject to GM approval). You can sense this material at a range of up to 100'. You use your sense like any of your other five senses. You may be required to make an Observation maneuver to actually locate the material you are searching for. [Lesser, 5]

You have a strange ability to sense gold. It is almost as if you could smell it. Whenever you are near a significant amount of gold, you get a feeling in your body that tells you exactly where the gold is located. You have no idea why you have this ability, but it comes in handy, especially when you are looking for more gold.

Shapechanger — You have the ability to change the shape of your body. It takes d10 minutes to transform. You may change shape to one specific form (subject to the GM's approval). [Greater, 25]

You have an unusual ability. You have been gifted with the ability to change the shape of your body. You are not sure if this ability is unique to you or maybe a rare blessing of your race. Either way, you have a power that allows you to encounter the world in different forms. How you use this is up to you.

Sonar Sense — Your body emits a sonar "ping" and analyzes the returning sound, which can compensate for blindness. Under normal circumstances, you can see outlines of anything surrounding you for a range of 25'. If you are in a denser material (e.g., like water), the range extends to 75'. You cannot distinguish fine detail of items, just their shape. Your sonar sense is directional; it only works in the direction you "point" it. You do not have to be blind for this power to be useful, but you could be blindfolded or in dark water, and use this ability to observe your surroundings without normal "darkness" penalties. [Minor, 10]

You have been blind since birth, but you could always "see" even without the use of your eyes. Your body seems to emit high-frequency sound, inaudible to most people. When that sound bounces off things, you receive a mental picture of your surroundings. You still cannot make out fine details like facial features or writing, but you can get around in the world and operate quite competently.

Special Familiar — You have a special kind of familiar. You may pick any creature (subject to the GM's approval), but it should be a creature appropriate to your background. Your bond with this creature starts at first level. You must split your experience with your familiar (thus, you gain levels slower, but you and your familiar will always be the same level). However, your familiar gains levels, new powers and abilities will be discovered (GM's discretion as to the nature of these abilities). If the familiar dies, you will be at -25 to all actions for two weeks. [Major, 18]

You were walking down near a river when you watched a sack wash onto the shore. You opened the sack and saw the body of what looked like a drowned animal. You were going to give the animal a proper burial when it suddenly sprang to life. A bond was formed between you and the animal and, ever since that day, it hardly leaves your side. As you two have grown older, your bond has strengthened. At first you could share the animal's sense perceptions. You instinctively know that other powers could manifest themselves given enough time. If anything happened to your familiar, you would make whomever or whatever responsible pay dearly.

Stat Bonus (Minor) — You receive a special bonus of +3 to one stat (your choice). This talent may not be duplicated on the same stat. [Minor, 10]

Stat Bonus (Major) — As the minor talent, except the bonus is +5. [Major, 20]

Stat Bonus (Greater) — As the minor talent, except the bonus is +8. [Greater, 30]

You have always been able to remain calm, even in the most stressful situations. Your self discipline has resulted in some quite heroic deeds.



Talents

Stat Improvement — After you have made your normal stat gain rolls when advancing a level, you receive one extra stat gain roll for one of your stats (your choice). You also receive one such roll during your adolescence and apprenticeship development. [Minor, 10]

You were never quite satisfied with yourself. You always thought you were not strong enough. But instead of feeling depressed, you decided to change.. Every day you worked out. After a few months, you started to see an improvement. This made you want to work harder. Eventually you became stronger in that avenue. Your work has certainly paid off.

Succor (Minor) — You have a “laying on hands” ability. When you decide to aid someone, you may heal a variety of ailments. When you choose this power, you may select one ailment from the following list: lost concussion hits, bleeding, lost points of Constitution, broken bones, damaged cartilage, or nerve damage. When you choose to aid someone, you lay your hands on them (bare flesh to bare flesh), and they receive healing. You may use this power once per day for each level of experience. When healing concussion hits or points of Constitution, the healing will restore one point per level of experience (up to the target’s normal maximum). When healing bleeding, the bleeding rate will reduce by one point for every five levels of experience. When healing any other type of damage, the severity of the wound will be reduced by one for every five levels of experience (round all fractions down). See *RMFRP* (p. 76) for details on healing times based upon severity of wound. Note that a light wound can be reduced to no wound at all. [Minor, 10]

Succor (Major) — As the minor talent, except three ailments may be chosen from the list. [Major, 20]

Succor (Greater) — As the minor talent, except five ailments may be chosen from the list. [Greater, 30]

You feel pity for those in need. You try to help them whenever you can. Once, there was a child who had wandered to you from the forest, bleeding and weak from hunger. You rushed to help him and when you touched him, his bleeding stopped. Ever since, you have found that you can heal people with a touch. You cannot help everyone you meet, but you have eased the suffering of many people.

Summon — You may summon a creature to you at any time. It costs 3d10 exhaustion points and d10 rounds to before the summoned creature arrives (though it only takes one round to issue the summons). You have no control over the summoned creature, but you receive a +20 to any skill that would allow you to direct the summoned creature’s actions. You must determine what category of creature you may summon (e.g., woodland animals, insects, birds, fish, etc.). It is possible that no creature is available to be summoned, depending on your current location (as the creature must already exist in some nearby locale). You may use this summoning ability once per five levels of experience (round all fractions up). The summoned creature will remain nearby for at least an hour, or until it feels threatened (at which point it will run, back to where it was summoned from).

[Major, 15]

You knew that you would never be alone. If you needed some comrades, it was just a matter of calling them to you. You found as a child that you could actually summon creatures to do your bidding. You had many pets as a child, calling them when you felt the need. Not everything you summoned did what you asked, and you have run away from many of the creatures you summoned, but it is nice to have an army of reinforcements available to you whenever the need arises.

Teleportation — You can magically move from one place to another. You may teleport up to 10 miles away in one jump (see the *Teleport I* spell for more specific information on teleporting to locations). The normal spell weight limits apply (see *RMFRP*, p. 205). Each time you teleport, it costs 5d10 exhaustion points. [Greater, 30]

Moving from place to place was never a problem for you. You closed your eyes, made a mental gesture, and appeared where you wanted to go. The travel was instantaneous. You could not hop from one part of the country to another, at least not all at once, but you could certainly jump many miles at a time. You never told anyone of your ability, probably because they would never believe you. You can only take one person with you. You have tried to bring more, but those attempts always failed. Still, it is your best mode of travel.

Tunneling — You can create a tunnel through materials. You may tunnel through the earth at a rate of half of your Base Movement Rate. This assumes you are tunneling through material that has the consistency and hardness of packed dirt. If you are trying to burrow through a denser material (e.g., stone), your tunneling rate may drop to as little as one tenth of your base movement rate (GM’s discretion). [Greater, 25]

You have the ability to tunnel through the earth, making a continuous tunnel of roughly your diameter. You can carve most any substance naturally, although harder ones slow you down quite a bit. You have found this an excellent way to enter places you are not meant to be in, including cities, walled off houses, and even monasteries. You do not consider this your primary form of transportation, but you recognize its usefulness.

Ultrasonic Hearing — You can hear sounds that have a very high frequency. You can hear things like dog whistles, Sonar Sense, even specialized audio beacons. [Minor, 8]

Your father brought home a whistle once. He claimed it was a whistle that only dogs could hear. Your father blew it and the dog darted its head up and looked at him. He apparently heard nothing, but you certainly did. That day you discovered that you can hear things few people hear.

X-ray Vision — You may see through almost any object. You can make an Observation maneuver (at -25) to look through the things you look at. When you purchase this power, you must specify one fairly common substance (subject to GM’s approval) that you cannot see through (like lead, gold, leather, etc.). Using this ability costs d10 exhaustion points per round. [Greater, 25]

Walls, doors, chests, clothes they are all the same to you. If you concentrate you can see right through them. There is no need to pick the lock on an empty chest, no need to stealthily listen at the guardroom door for alerted guards. You can glance at these things, and their secrets are revealed to you. There is, however, one type of metal that you cannot seem to see through.



CHARACTER LAW





6.0

STATUS, WEALTH & ITEMS

Status, wealth, and items are various background items that are usually inherited. You will generally receive your status from your parents, although you may perform certain actions to create a status of your own. In some cultures, status is permanent. A person who has status lowered would probably prefer death to the embarrassment of living among lower people. In other cultures, status is not quite as important; there are leaders and followers. The player may determine how important their status is to them. Status itself is neither good nor bad, but it may have positive or negative affects upon those you encounter.

You will also probably inherit your wealth level and feeling towards money from your parents. If your parents are rich, you will probably be brought up expecting there to always be enough money. If your family is poor, even a small amount of gold would make you rejoice. Again, the choice is the players.

Items represent family heirlooms and inheritances. You would be quite reluctant to part with these items, even if something better comes along. The items may be magical or just well crafted. Either way, it has been given to the player to aid them in upcoming journeys.

6.1 SPECIAL STATUS

Unless the GM deems it appropriate, a character should never take more than one Special Status (even though some do not seem mutually exclusive). The Special Status Cost Chart indicates how many background options are required for the various degrees (Lesser, Minor, Major, Greater) of status.

The way that you, the GM, handle status is heavily dependent upon your world setting. You should closely examine each status and eliminate or modify those that are not appropriate.

Note: Each status also has a point cost that can be used with the optional rules in Section 9.3 (p. 109).

Dishonored Knight — You were once a knight but have been dishonored. Your GM will create the story behind what caused you to be dishonored and whether or not you actually performed the deed or were framed for it by an enemy (though you should provide the GM with some ideas as to what you would like to play). You will immediately be noticed by another knight or noble as a dishonored knight with the appropriate reactions from those who notice you. You may eventually shed your dishonor, but it should be after many trials and only after definitely proving your innocence. The GM may decide that it is impossible for you to ever regain your knighthood.

[Free, 0]

You were once a glorious and valiant knight. You fought many battles and were decorated and revered throughout the land. That is, until one day when all of that changed. You were framed by an enemy, accused of attacking a defenseless maiden. You were stripped of your knighthood and forced to always wear an emblem announcing you as a traitor to your vows. Many look upon you with disdain, and if you ever come across another knight, they are duty-bound to drive you off, if not kill you. You vowed to find out who framed you. Then you will be returned to your former glory.

Faithful Vassal — You are a faithful vassal to a wicked Lord or Lady. The reasons why they despise you are left up to you and the GM, but you are nevertheless faithful to them. You try your best to not hurt them in any way, no matter what they put you through. You seem to be under their control, at least emotionally, and they will often put unreasonable demands upon you. It should be a very long and involved endeavor for you to escape their strong grip.

[Free, 0]

You do not remember your mother well. She died when you were very young. Your father always seem to be away on government business. That left you in the care of your stepmother. You do not know why she hates you so much, but she makes you do things that most people of your status have servants do. You clean the house, rarely go outside, and wear rags for clothes. You want to leave, but you feel that would be abandoning your family, especially your father. You have occasionally left, but you always seem to return, much to your stepmother's chagrin. You do not know how much longer you can tolerate her, but you continue fulfilling her demands.

SPECIAL STATUS COST CHART

Condition Required	DEGREE OF THE STATUS				
	Free	Lesser	Minor	Major	Greater
Selected Status					
with a no Flaw	0*	1	2	3	4
with a Random Flaw of One Less Degree †	—	—	1	2	3
with a Random Flaw of Equal Degree	—	0*	0	1	2

Note: The # given is the cost in background options of the status (and corresponding flaw, if any).

* - A GM may wish to allow a character making this choice to take an additional lesser talent without expending background options.

† - The character gets a flaw that is one less degree than the status—a greater status gets a major flaw, a major status gets a minor flaw, and a minor status gets a lesser flaw.

Random Status — Instead of having players select status, a GM may decide to allow each character to randomly generate his status without expending background options.

GENERAL STATUS ROLL (Use only if GM indicates)

01-25 roll again for Free status
26-65 roll again for Lesser status
66-85 roll again for Minor status
86-95 roll again for Major status
96-100 ... roll again for Greater status

Note: A GM should only use a general status roll if he is not requiring background options to be used for status.

Free Status

01-05 Dishonored Knight [F, 0]
06-10 Faithful Vassal [F, 0]
11-15 Lost Favor [F, 0]
16-20 Orphan [F, 0]
21-25 Wanted [F, 0]
26-100 ... Nothing Special †

Lesser Status

01-25 Knighted [L, 3]
26-50 Military Rank (Lesser) [L, 5]
51-75 Patron (Lesser) [L, 5]
76-100 Priestly Investment [L, 3]

Minor Status

01-12 Favored (Minor) [m, 10]
13-24 Government Ties [m, 7]
25-36 Heir [m, 10]
37-48 Law Enforcement Ability (Minor) [m, 10]
49-60 Military Rank (Minor) [m, 10]
61-72 Noble [m, 10]
73-84 Patron (Minor) [m, 10]
85-96 Patron, Important (Minor) [m, 10]
97-100 Reroll on this Chart †

Major Status

01-15 Favored (Major) [M, 15]
16-30 Law Enforcement Ability (Major) [M, 15]
31-45 Military Rank (Major) [M, 15]
46-60 Patron (Major) [M, 20]
61-75 Patron, Important (Major) [M, 20]
76-90 Patron, Significant (Major) [M, 15]
91-100 Reroll on this Chart †

Greater Status

01-20 Favored (Greater) [G, 25]
21-40 Law Enforcement Ability (Greater) [G, 20]
41-60 Military Rank (Greater) [G, 20]
61-80 Patron, Important (Greater) [G, 30]
81-100 Patron, Significant (Greater) [G, 30]

† – Instead of rerolling, your GM may allow you to choose a status from this section of the chart.



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Favored (Minor) – You have been befriended by a high-ranking official. This official may be a noble or may be a relative. The official is acknowledged by a small number of people (e.g., mayor of a city). If the GM deems it appropriate, the befriended official can be related to you.

[Minor, 10]

Favored (Major) – As the minor status, except the official is acknowledged by a large group of people (e.g., the leader of a country).

[Major, 15]

Favored (Greater) – As the minor status, except the official is acknowledged by a worldwide group of people (e.g., a demi-god or angel).

[Greater, 25]

You have a friend in a very high position. It was just luck that it happened, but you are certainly glad it did. Your friend likes you, and does what he can to help you out now and then. Jobs seem to come your way, certain legal problems work themselves out. It certainly is nice.

Government Ties – You have a reputation for aiding “good” government figures. You will usually receive aid from the local constabulary (e.g., shelter, subsistence, protection, maybe money). You have earned a reputation in the underworld as being associated with the government.

[Minor, 7]

You do not quite remember when you started doing favors for the government. It started out as little things: protecting important caravans, guarding the minor nobles during an engagement. But soon you found yourself doing more favors. You did not mind, and when you left to pursue other endeavors, they fully understood. You made quite a few friends in the government, and they still will go out of their way to assist you. The only problem is that unsavory characters have targeted you as a threat to their underworld activities because of your government ties.

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Status,
Wealth
& Items

Heir – You are the heir to a great hero or Lord. Few people know of your position (in fact you may not know it either). You may discover your lineage while retrieving a great item once belonging to your parents or some equally important quest. Powerful evil forces may know more about your ancestry than you do, and you may well be hunted by them because of it. [Minor, 10]

You do not know who your parents were. You were raised by a guardian, someone who never told you to whom you were born. You do carry one small item, presumably given to you by your real parents, but so far it has not revealed your origins. You have thought little about your parents until recently. Someone mentioned how you bore a striking resemblance to a famous Lord or hero. You dismissed it as superstition, but began to wonder about your lineage. Perhaps someday you will find out who your true parents are.

Knighted – You have been knighted for personal heroism or on the behalf of a noble or royalty. [Lesser, 3]

"I dub thee, sir, Knight." You heard these words as the sword touched your shoulders. From that moment you could officially use the title, Sir, before your name. You receive preferential treatment from people who acknowledge your title, and have been invited to your Lord's castle many times. Women swoon over you and little boys act out your deeds. You are a hero to your people.

Law Enforcement Ability (Minor) – You have been granted the right to enforce law in a general area. Depending on the area and the local laws, the effect benefits of this ability may vary (from the right of execution to simple guard duty). You are recognized as an officer of the law, unless you are undercover, and you may be called on by citizens to perform various legal tasks. Your jurisdiction is no more than a single city, town, or county.

[Minor, 10]

Law Enforcement Ability (Major) – As the minor status, except your jurisdiction is an entire country.

[Major, 15]

Law Enforcement Ability (Greater) – As the minor status, except your jurisdiction is worldwide (or your powers are particularly liberal; at the GM's discretion).

[Greater, 20]

You will never forget the day they pinned your badge on your shirt. Criminals had better be careful – you were out to clean up the town. You can make arrests, confiscate illegal items, and interrogate criminal suspects. You are part of the city's law enforcement system, just like your father, and his farther. You are continuing in the long line of peace-keepers in your family, and you want to make your family proud.

Lost Favor – You were once close with a member of the upper echelon of society. Some event occurred that caused you to lose favor with the person and now they will have nothing to do with you. You and the GM should determine what happened and whether or not you are innocent. Regardless, the person will no longer have anything to do with you, will provide no assistance, and may try to hinder you whenever possible. [Free, 0]

The Baron had no children of his own but he treated you like a son. You stayed at his house and often helped with chores. Other children were jealous of the attention you received from the Baron. They devised a plan to make you lose favor in the eyes of the Baron. They made it seem like you let an important state secret fall into the wrong hands, when it was they who passed along the information. The Baron never forgave you for that and has harbored a grudge against you ever since.



Military Rank (Lesser) – You were in the military. While you were in the military, you received a promotion in rank. The actual title of the rank should be determined by the branch of the military you were in (the GM will have to let you know what is appropriate in his world).

[Lesser, 5]

Military Rank (Minor) – As the lesser status, except you have received 2 or more promotions (GM discretion).

[Minor, 10]

Military Rank (Major) – As the lesser status, except you have received 4 or more promotions (GM discretion).

[Major, 15]

Military Rank (Greater) – As the lesser status, except you have received 6 or more promotions (GM discretion).

[Greater, 20]

You joined the army as soon as you could. You started off as a soldier, but eventually moved into the leadership. The army taught you how to handle yourself in combat, how to rally your troops, and how to take advantage of various tactical situations. You were awarded medals and promoted throughout your military career. You are a retired military man, but people pay you the respect your rank deserves.

Noble – You are a member of the nobility. You were either awarded nobility, or inherited it from your parents. You and your GM should determine your title and the extent of your noble powers. [Minor, 10]

You have been titled Lord Protector of the Northern Steppes. You have built a tower overlooking hills, and you plan to defend them, if need be, with your life. You are a noble now, with both title and land. You have made it to the top in social circles. It has been a long climb, but you intend to stay here for the rest of your life.

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Orphan – You are an orphan. You have no family and no records of who they might be. It would be difficult for you to track down your birth parents. You may be scorned in society, depending on how important lineage is to that society. In addition, you have some emotional scars from your life in the orphanage that you are probably still learning to cope with. [Free, 0]

Your childhood was spent in an orphanage. You never knew who your parents were. As far as you can remember, you always lived at the orphanage. You learned to survive life at the orphanage, but it was far from ideal. The food was horrible and you were never allowed more, and you always had to defend yourself from bullies. You learned many survival skills at the orphanage. Eventually you grew old enough to leave and strike out on your own. You now live in the city, but you are constantly shadowed by your past. Many people scorn you for being an orphan, and you are still trying to make amends with the feeling that your real parents did not want you.

Patron (Lesser) – You have a patron that provides for you. The patron is a single individual who can only provide you with bare necessities (food, clothing, shelter, etc.). [Lesser, 5]

Patron (Minor) – As the lesser status, except the patron can provide you with almost any normal items that you want. [Minor, 10]

Patron (Major) – As the lesser status, except that the patron can provide you with basically any type of item (GM's discretion on availability). [Major, 20]

Patron, Important (Minor) – You have a patron that provides for you. The patron is either an important individual within the society (e.g., the leader of a country) or a large organization (e.g., a church or guild). However, this patron can only provide you with bare necessities (food, clothing, shelter, etc.). [Minor, 10]

Patron, Important (Major) – As the minor status, except the patron can provide you with almost any normal items that you want. [Major, 20]

Patron, Important (Greater) – As the minor status, except that the patron can provide you with basically any type of item (GM's discretion on availability). [Greater, 30]

Patron, Significant (Major) – You have a patron that provides for you. The patron is either a huge organization (e.g., a whole religion or country) or a single organization that is influential worldwide (e.g., a network of guilds). However, this patron can only provide you with bare necessities (food, clothing, shelter, etc.). [Major, 15]

Patron, Significant (Greater) – As the major status, except the patron can provide you with almost any normal items that you want. [Greater, 30]

If you allocate two additional background option (or 20 points), the patron can provide you with basically any type of item (GM's discretion on availability).

You have never wanted for much. Whatever you need, the guild provided. If you needed shelter, they had a warm place for you. If you needed food, there was always room at the dinner table. When you needed weapons and other equipment, they gave that to you also. All they asked in return was that you perform an occasional favor for them. They paid you well to do their jobs.

Priestly Investment – You have been granted the status of representative for your god. This does not mean that you must be a cleric or paladin, only that you are part of your god's religious leaders. This will grant you many intangible benefits. You can expect support from your church, and congregation members will often help you when you need them. A Priestly Investment is a public display of your allegiance to your god. It also makes you easier to find for anyone who is opposed to you or your god. [Lesser, 3]

You have always wanted to be a cleric. You felt you had the blessing of your god, and had studied all of the required texts. When the day of your investment finally came you were understandably excited. The high priest placed upon your shoulders the hood of your god. From that day, all those around you recognized you as a direct servant for your god. You were given gifts and sacrifices from believers, and you earned a place to stay at the temple. You truly felt the blessing from your god that day.

Wanted – You have been accused of a major crime: theft, treason, murder, assassination, etc. You may or may not have committed the crime (that is up to you and the GM). There is a significant force looking for you, and they may try unorthodox methods to bring you back for sentencing. It is up to you to either try and clear your name or evade the authorities. [Free, 0]

You are a fugitive. How were you to know that what you stole once belonged to the Emperor. You were paid a tidy sum to liberate it from its current owners. Now the entire palace guard, the city guard, and the national army are after you. You have fled to a neighboring country, but already you have met one bounty hunter searching for you. At least you were paid well for the job.



**Status,
Wealth
& Items**



**CHARACTER
LAW**





Status,
Wealth
& Items

6.2 SPECIAL ITEMS

For a more detailed description of all types of special items, see the *Treasure Companion*. See *RMFRP* (p. 80-81) for more information on such items.

The Special Item Cost Chart indicates how many background options are required for the various degrees (Lesser, Minor, Major, Greater) of items.

INITIAL RANDOM ITEM ROLL

01-40 roll again for Lesser item
41-70 roll again for Minor item
71-90 roll again for Major item
91-100 roll again for Greater item

Lesser Items

01-14 Bonus Item (I) [L, 5]
15-28 Daily Item (I) [L, 5]
29-42 Loyal Domesticated Animal [L, 5]
43-56 Potion (1 dose) [L, 3]
57-70 Rune Paper (1 sheet) [L, 3]
71-84 Special Bread/Herb/Poison [L, 3]
85-98 Spell Adder (+1) [L, 5]
99-100 ... Reroll on this Chart †

Minor Items

01-14 Bonus Item (II) [m, 7]
15-28 Bonus Item (III) [m, 10]
29-42 Daily Item (II) [m, 7]
43-56 Daily Item (III) [m, 10]
57-70 Potion (5 doses) [m, 7]
71-84 Rune Paper (5 sheets) [m, 7]
85-98 Spell Adder (+2) [m, 10]
99-100 ... Reroll on this Chart †

Major Items

01-12 Bonus Item (IV) [M, 15]
13-24 Bonus Item (V) [M, 17]
25-36 Bonus Item (VI) [M, 20]
37-48 Daily Item (IV) [M, 15]
49-60 Daily Item (V) [M, 20]
61-72 Loyal Unusual Creature [M, 15]
73-84 Spell Adder (+3) [M, 15]
85-96 Spell Adder (+4) [M, 20]
97-100 Reroll on this Chart †

Greater Items

01-20 Bonus Item (VII) [G, 25]
21-40 Bonus Item (VIII) [G, 40]
41-60 Daily Item (VI) [G, 25]
61-80 Daily Item (VII) [G, 30]
81-100 Spell Multiplier (x2) [G, 30]

Bonus Item (I) — You have two exceptional items, either high quality or special purpose. Exactly what item you have is for you and your GM to decide; a special, non-magical bonus of +5 will be applied to the appropriate skills affected by those items. For example you may have a +5 lockpick kit that bestows its bonus upon your Pick Locks skill. [Lesser, 5]

Bonus Item (II) — As Bonus Item (I), except there it gives a bonus of +10. [Minor, 7]

Bonus Item (III) — As Bonus Item (I), except there are either three items with a bonus of +5 each, or one item with a bonus of +15. [Minor, 10]

Bonus Item (IV) — As Bonus Item (I), except there are either three items with a magical bonus of +5 each, one item with a magical bonus of +15, or one item with a non-magical bonus of +20. [Major, 15]

Bonus Item (V) — As Bonus Item (I), except there are two items with a magical bonus of +10 each. [Major, 17]

Bonus Item (VI) — As Bonus Item (I), except there it gives a magical bonus of +20. [Major, 20]

Bonus Item (VII) — As Bonus Item (I), except there are three items with a magical bonus of +10 each. [Greater, 25]

Bonus Item (VIII) — As Bonus Item (I), except there are two items with a magical bonus of +20 each. [Greater, 40]

You prize your sword more than any other possession. You watched it being crafted by the great Dwarven smith, Gurdik. You know that the weapon is not enchanted, but it was made of the finest steel you could buy. It has an edge that you could shave with and it slices through armor with ease.

Daily Item (I) — You have an item that mystically casts spells when you desire. Exactly what the item is, as well as what spell is in the item is up to you (subject to your GM's approval). It may be possible that you carry the item with you but are unaware that it is enchanted. The item is a Daily I item. [Lesser, 5]

Daily Item (II) — As Daily Item (I), except the item is a Daily II item. [Minor, 7]

Daily Item (III) — As Daily Item (I), except the item is a Daily III item. [Minor, 10]

Daily Item (IV) — As Daily Item (I), except the item is a Daily IV item. [Major, 15]

Daily Item (V) — As Daily Item (I), except the item is a Daily V item. [Major, 20]

Daily Item (VI) — As Daily Item (I), except the item is a Daily VI item. [Greater, 25]

Daily Item (VII) — As Daily Item (I), except the item is a Daily VII item. [Greater, 30]

You were walking in the forest when you stumbled across a small chest that had recently become unearthed. You are not sure who dug it up, but they were no where to be found. You opened the chest and discovered a small ring. Placing the ring on your finger, you discovered that it had a power. Once per day, you could fly for a short period of time. You have kept the item's power a secret lest someone tries to take it from you.

† — Instead of rerolling, your GM may allow you to choose an item from this section of the chart.

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SPECIAL ITEM COST CHART



**Status,
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Condition Required	DEGREE OF THE ITEM			
	Lesser	Minor	Major	Greater
Selected Item				
with a no Flaw	1	2	3	4
with a Random Flaw of One Less Degree †	—	1	2	3
with a Random Flaw of Equal Degree	—	—	1	2

Note: The # given is the cost in background options of the item (and corresponding flaw, if any).

† - The character gets a flaw that is one less degree than the item—a greater item gets a major flaw, a major item gets a minor flaw, and a minor item gets a lesser flaw.

Random Item — If a player wants a random item, he may allocate one background option, then roll to determine its “degree,” and then roll to determine what it is.

Loyal Domesticated Animal — You have a common animal that is completely loyal to you. [Lesser, 5]

Loyal Unusual Creature — As Loyal Domesticated Animal, except the creature (GM choice) is not common in any way. [Major, 15]

You have had a pet since you were a child. Your dog has been your constant companion, and travels with you even now. He has saved your life a number of times, warning you of impending danger, and he is your closest friend. It is fortunate you have such a devoted follower.

Potion (1 dose) — You have a potion that contains 1 dose. The spell imbedded in the potion is between 1st and 5th level. [Lesser, 3]

Potion (5 doses) — As Potion (1 dose), except it contains five doses. [Minor, 7]

You will never forget that witch in the woods. She gave you a small vial and said that if you ever needed to “disappear” for a while, drink away. Well, now is as good a time as any....

Rune Paper (1 sheet) — You have a sheet of Rune Paper that will hold spells up to 10th level. The spell written on the paper is between 1st and 5th level. [Lesser, 3]

Rune Paper (5 sheets) — As Rune Paper (1 sheet), except you have five sheets. [Minor, 7]

Saved your bacon it did. That old travelling merchant told you that if you were ever in any trouble, you could just read this scroll and you would be able to be a 100' away! Sure enough, he was right.

Special Bread/Herb/Poison — You have some kind of magical bread, herb, or poison. The GM should determine exactly what (see *GM Law* for a complete listing). [Lesser, 3]

You would never have made it over the mountains if you didn't have this great bread. The air has become so thin that you found yourself getting dizzy and unable to think clearly. However, just one slice of that bread and your head cleared right up!

Spell Adder (+1) — A spell adder allows you to cast an extra spell per day without the expenditure of PPs (see *RMFRP*, p. 80). You acquired your adder either in an earlier adventure or as an inheritance. [Lesser, 5]

Spell Adder (+2) — As Spell Adder (+1), except allows up to two spells per day. [Minor, 10]

Spell Adder (+3) — As Spell Adder (+1), except allows up to three spells per day. [Major, 15]

Spell Adder (+4) — As Spell Adder (+1), except allows up to four spells per day. [Major, 20]

Spell Multiplier (x2) — Doubles the number of power points available to a character between periods of rest (see *RMFRP*, p. 80). [Greater, 30]

The day you completed your apprenticeship, your master gave you an amulet. The last thing your master showed you was how to use the amulet to cast a spell for you. You have used the amulet when you were unable to cast any more spells, saving your life more than once. It is truly a wonderful gift.





Status,
Wealth
& Items

6.3 WEALTH LEVEL

In *Rolemaster*, all characters begin with 2 gp (*RMFRP*, p. 32). When using this section, that is no longer the case. A character's starting wealth may be modified by spending background options as if the starting wealth were an item (see the chart on page 79).

Before determining a character's starting wealth, you must determine a character's wealth level. All characters will begin the game with a wealth level of Very Poor, unless background options are spent to increase it.

Wealth Level	Degree / Point Cost
Very Poor	Free / 0
Poor	Lesser / 3
Normal	Minor / 10
Rich	Major / 20
Very Rich	Greater / 40

Wealth level is used when determining starting wealth as well as what kind of items you might begin the game with. Use the Starting Wealth Chart below to determine a character's starting wealth.

STARTING WEALTH CHART

Roll	Very Poor	Poor	Normal	Rich	Very Rich
01-10	5tp	1cp	2cp	3bp	5sp
11-20	5cp	1bp	2bp	6sp	2gp
21-30	1bp	2bp	4bp	12sp	4gp
31-35	5bp	1sp	2sp	24sp	15gp
36-40	2sp	35bp	7sp	48sp	3pp
41-45	5sp	75bp	15sp	96sp	15pp
46-50	1gp	15sp	3gp	1pp spg*	30pp
51-55	15sp	25sp	spg(5gp)*	spg(15gp)*	60 pp
56-60	2gp	35sp	spg(7gp)*	2pp	80pp
61-65	25sp	45sp	9gp	3pp	spg(1mp)*
66-70	3gp	5gp	1pp	4pp	125pp
71-75	35sp	55sp	11gp	15pp	150pp
76-80	4gp	6gp	12gp	25pp	25mp
81-85	45sp	65sp	13gp	35pp	pg(3mp)*
86-90	5gp	75sp	15gp	45pp	pg(5mp)*
91-94	spg(5gp)*	spg(75sp)*	spg(15gp)*	pg(50pp)*	jw(7mp)*
95-97	spg(6gp)*	spg(9gp)*	spg(18gp)*	pg(1mp)*	jw(10mp)*
98-99	jw(7gp)*	jw(12gp)*	jw(24gp)*	20mp	jw(25mp)*
100+	jw(1pp)*	jw(15gp)*	jw(3pp)*	jw(3mp)*	jw(50mp)*

* : spg = semi-precious gem(s), pg = precious gem(s),
jw = jeweled object(s), tp = tin pieces, cp = copper pieces,
bp = bronze pieces, sp = silver pieces, gp = gold pieces,
pp = platinum pieces, mp = mithril pieces.



FIRST ROLL MODIFICATION

All character's get a free roll on the Starting Wealth Chart. This roll has a special modification that is not applied to subsequent rolls. The modification is based upon wealth level and can be seen in the chart below.

Wealth Level	Modification
Very Poor	+60
Poor	+50
Normal	+45
Rich	+30
Very Rich	+10



COST FOR ADDITIONAL WEALTH ROLLS

A character may choose to take additional rolls for wealth—spending background options as if selecting an item (see the chart on p. 79). The cost for additional rolls is based upon the character's wealth level. Use the chart below to determine the cost for each additional roll made on the Starting Wealth Chart.

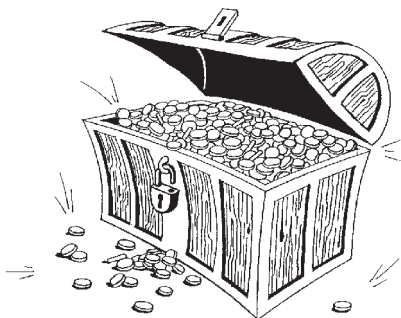
Wealth Level	Degree / Point Cost
Very Poor	Lesser / 5
Poor	Minor / 10
Normal	Major / 15
Rich	Major / 20
Very Rich	Greater / 25

COST TO MODIFY WEALTH ROLLS

Finally, a character can choose to modify the roll made on the Starting Wealth Chart—spending background options as if selecting an item (see the chart on p. 79). The roll may be modified before the dice are rolled or after the dice are rolled (with a different cost). Use the chart below to determine the cost for modifying the roll.

Modification	Degree / Point Cost
+10 before the dice are rolled	Lesser / 3
Up to +5 after the dice are rolled	Lesser / 5

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FLAWS

Flaws are an excellent way to round out your character. You may choose to have only one eye; you can then develop a story of how you lost your other eye. You may have been ambushed by brigands and lost your eye in the ensuing fight. You have since sworn vengeance against the band and its leader. When you find them, you will repay the pain and hardship you endured all these years.

See Sections 5.0, 6.0, and 9.1 (p. 108) for more information on the various ways to use flaws.

It is strongly recommended that no player be allowed to take more than four flaws. This not only keeps the character from being hopeless, but it also insures that the character does not have an unusually high number of talents.

Remember, a flaw that does not inhibit you is not a flaw and is worth no points. Below is a summary of all of the flaws that may be found in this section.

Note: *In the Rolemaster Standard Rules, flaws were classified as: minor, major, greater, and special. In Character Law, we classify flaws as: lesser, minor, major, and greater. Basically the classifications have just been shifted—the RMSR minor flaws have become ChL lesser flaws, the RMSR major flaws have become minor flaws, etc.*

7.1

PHYSICAL FLAWS

These flaws affect you physically. They may hinder your movement or prevent you from performing certain activities.

Age — You have reached at least middle age for your race. You must roll stat deterioration rolls each year. You are older, probably wiser, and a little slower. [Minor, -10]

You are old for your profession. You do not move around as fast as you used to. You cannot see as clearly as you once could. Your hands shake a little, but you can still hold a sword. You still stay fit and are far from dying of old age, you have just lived longer than most people in your profession.

Albino — You were born an albino. You have pale-white hair and skin, and your eyes are pink. You can never blend into a crowd without a disguise, you are too conspicuous. You have no resistance to sunburn, and thus must take many precautions against the sun. If you are in the sun without protection, you take 5 hits of damage per hour until you find shelter. [Minor, -10]

Your pale skin, pink eyes, and pure white hair make you a very identifiable individual. You have been born an albino. You try to keep out of sunlight because you burn easily. Some people say you have been cursed by the gods. Others think you have had a divine revelation, causing your whiteness. Either way, you are easily noticed in a crowd.

Animal Bane — You produce an aroma that immediately drives one type of animal to attack you. You cannot mask this smell, no matter how you try. Your smell permeates everything that can mask it, even magic. It seems that the only creatures that can smell this particular odor are of one type of animal. You may pick the type of animal, subject to the GM's approval. Whenever one such animal sees you, it will immediately attack ferociously. If you are near an animal's territory, there is a 50% chance that it, or a pack of them, will hunt you down. [Lesser, -5]

You never did seem to get along with wolves. You had always been told that a wolf would not attack a human unless it had little other choice, yet you have been attacked by wolves, often without provocation. Something about you, your smell perhaps, incites wolves to charge at you. Your presence compels no other animals to violence, only wolves.

Anosmia — You have no sense of taste or smell. You cannot make any Awareness maneuvers based on these two senses. [Lesser, -3]

Food always taste the same — bland. You have a rare affliction. You have no sense of taste or smell. It does not harm you directly, but it does make your life a little less diverse.. It also makes your life slightly more tolerable than most people's. You seem to be immune to the defensive mechanism of skunks, you do not notice the stench of the unbathed wretch beside you, and you can eat with no concern for what your food tastes like.

Blind — You cannot see. Any action you take that would require vision is at a -100 to the maneuver. You can only move at half your normal base rate unless you are in an area that is familiar to you. As a side effect, you receive a +10 to any Awareness maneuver based on sound, touch or smell. [Greater, -50]

You have no eyesight. You were born without vision. People thought that you would never amount to much because of your affliction, but you wanted to prove them wrong. Your other senses have improved to the point of being far superior to anyone else's. You also seemed to have developed a sense of what is around you, being able to detect when you are nearing an object. You still cannot function as well as one with sight, but you certainly seem to be able to cope.

Breaker — You tend to break equipment more often than would seem to be normal. You either force it too much, or stress it to the point where it snaps. All breakage numbers for any equipment or weapons you use are automatically increased by one. Additionally, all strength checks you make for equipment or weapons are modified by a -20. [Greater, -20]

Sometimes you wish you had paid more attention when you were learning how to fight with a sword. You are able to wield it effectively, you have slain many enemies in battle, and there can be no doubt as to your skill with your weapon. The problem is that you never learned how to properly swing and parry. Consequently, you often find your weapon shattering against a foe or his weapon. You strain the metal more than it was made to withstand. For now, you always keep a spare sword on your back.

INITIAL ROLL TO DETERMINE CATEGORY

01-33	Roll for a Physical Flaw
34-66	Roll for a Mental Flaw
67-99	Roll for a Special Flaw
100	Reroll on this Chart

Note: A GM may decide to skip this roll and allow a character to choose the category (physical, mental, etc.) that a random flaw comes from.

Lesser Flaws — Physical

01-10	Animal Bane	[L, -5]
11-20	Anosmia	[L, -3]
21-30	Color Blind	[L, -5]
31-40	Eunuch	[L, -5]
41-50	Fragile Wrists	[L, -5]
51-60	Inner Ear Problem	[L, -5]
61-70	Rain Trauma	[L, -5]
71-80	Short of Breath (Lesser)	[L, -5]
81-90	Uncommon Allergy	[L, -5]
91-100	Unique Looks (Lesser)	[L, -5]

Lesser Flaws — Mental

01-06	Addiction/Simple (Common)	[L, -5]
07-12	Code of Honor	[L, -5]
13-18	Compulsive Behavior	[L, -5]
19-24	Delusionary (Lesser)	[L, -5]
25-30	Glutton	[L, -3]
31-36	Intolerance (Lesser)	[L, -5]
37-42	Minor Fear (Lesser)	[L, -5]
43-48	Miser	[L, -5]
49-54	Phobia (Lesser)	[L, -5]
55-60	Pyromaniac	[L, -5]
61-66	Sense of Duty (Lesser)	[L, -5]
67-72	Stubborn	[L, -5]
73-78	Superstitious	[L, -5]
79-84	Trauma (Lesser)	[L, -5]
85-90	Truthful	[L, -5]
91-96	Vow (Lesser)	[L, -3]
97-100	Reroll on this Chart †	

Lesser Flaws — Special

01-20	Dependent (Lesser)	[L, -5]
21-40	Duty (Lesser)	[L, -5]
41-60	Repulsive Habit (Lesser)	[L, -5]
61-80	Rival/NPC (Lesser)	[L, -5]
81-100	Secret (Lesser)	[L, -5]

Minor Flaws — Physical

01-04	Age	[m, -10]
05-08	Albino	[m, -10]
09-12	Cold Sensitive	[m, -10]
13-16	Common Allergy (Minor)	[m, -10]
17-20	Crippled (Minor)	[m, -10]
21-24	Deep Sleeper	[m, -10]
25-28	Hard of Hearing	[m, -10]
28-32	Heat Sensitive	[m, -10]
33-36	Locking Wrists	[m, -10]
37-40	Nose Bleeds	[m, -10]
41-44	Physical Investment	[m, -7]
45-48	Poor Eyesight (Minor)	[m, -10]
49-52	Power Burn	[m, -10]
53-56	Short of Breath (Minor)	[m, -10]
57-60	Slow	[m, -7]
61-64	Spasm	[m, -10]
65-68	Stutter	[m, -10]
69-72	Tender Skin	[m, -10]
73-76	Tired Legs	[m, -7]
77-80	Uncontrollable Strength	[m, -10]
81-84	Uncoordinated	[m, -7]
85-88	Unhealthy	[m, -10]
89-92	Unique Looks (Minor)	[m, -10]
93-96	Visible Aura	[m, -10]
97-100	Reroll on this Chart †	

Minor Flaws — Mental

01-04	Absent-Minded	[m, -10]
05-08	Addiction/Mild (Common)	[m, -10]
09-12	Bad Temper	[m, -10]
13-16	Blood-Guilt	[m, -10]
17-20	Bloodlust	[m, -10]
21-24	Chivalrous	[m, -10]
25-28	Delusionary (Minor)	[m, -10]
28-32	Fanatic	[m, -10]
33-36	Fearlessness	[m, -10]
37-40	Greedy	[m, -10]
41-44	Intolerance (Minor)	[m, -10]
45-48	Lecherous	[m, -10]
49-52	Megalomaniac	[m, -10]
53-56	Minor Fear (Minor)	[m, -10]
57-60	Overconfident	[m, -10]
61-64	Pacifist (Minor)	[m, -10]
65-68	Paranoid	[m, -10]
69-72	Passive	[m, -10]
73-76	Phobia (Minor)	[m, -10]
77-80	Poor Concentration	[m, -10]
81-84	Queasy	[m, -10]
85-88	Sense of Duty (Minor)	[m, -10]
89-92	Trauma (Minor)	[m, -10]
93-96	Vow (Minor)	[m, -7]
97-100	Reroll on this Chart †	

Minor Flaws — Special

01-05	Dark Pact	[m, -10]
06-10	Dark Temptation	[m, -10]
11-15	Dependent (Minor)	[m, -10]
16-20	Duty (Minor)	[m, -10]
21-25	Friendslayer	[m, -10]
26-30	Magic Allergy (Minor)	[m, -10]
31-35	Magically Vulnerable	[m, -10]
36-40	Poor Control	[m, -7]
41-45	Power Blind	[m, -10]
46-50	Repulsive Habit (Minor)	[m, -10]
51-55	Rival/NPC (Minor)	[m, -10]
56-60	Rival/PC (Minor)	[m, -10]
61-65	Secret (Minor)	[m, -10]
66-70	Secret Identity	[m, -10]
71-75	Stat Penalty (Minor)	[m, -10]
76-80	Terrible Luck	[m, -10]
81-85	Unlucky	[m, -10]
86-100	Reroll on this Chart †	



Major Flaws — Physical

01-08	 Common Allergy (Major)	 [M, -15]
09-16	 Crippled (Major)	 [M, -20]
17-24	 Loss of Vision	 [M, -15]
25-32	 Not Subtle	 [M, -15]
33-40	 One Arm (Major)	 [M, -15]
41-48	 One Eye	 [M, -15]
49-56	 Pain Intolerant	 [M, -15]
57-64	 Short of Breath (Major)	 [M, -15]
64-72	 Slow Healer	 [M, -15]
73-80	 Unique Looks (Major)	 [M, -15]
81-88	 Unwakeable	 [M, -15]
89-96	 Weight Intolerant	 [M, -15]
97-100	 Reroll on this Chart †	

Major Flaws — Mental

01-06	 Addiction/Serious (Common)	 [M, -15]
07-12	 Addiction/Simple (Rare)	 [M, -15]
13-18	 Battle Confusion	 [M, -15]
19-24	 Delusionary (Greater)	 [M, -15]
25-30	 Easily Charmed	 [M, -15]
31-36	 Impulsive	 [M, -13]
37-42	 Kleptomaniac	 [M, -15]
43-48	 Memory Loss	 [M, -15]
49-54	 Oblivious	 [M, -15]
55-60	 Pacifist (Major)	 [M, -15]
61-66	 Phobia (Major)	 [M, -15]
67-72	 Sadist	 [M, -15]
73-78	 Sense of Duty (Major)	 [M, -15]
79-84	 Trauma (Major)	 [M, -15]
85-90	 Vow (Major)	 [M, -15]
91-96	 Weapon Bane	 [M, -15]
97-100	 Reroll on this Chart †	

Major Flaws — Special

01-08	 Dependent (Major)	 [M, -15]
09-16	 Duty (Major)	 [M, -15]
17-24	 Lycanthropy	 [M, -15]
25-32	 Magic Allergy (Major)	 [M, -20]
33-40	 Magically Susceptible	 [M, -15]
41-48	 Necromantic Urge	 [M, -15]
49-56	 Repulsive Habit (Major)	 [M, -15]
57-64	 Rival/NPC (Major)	 [M, -20]
64-72	 Rival/PC (Major)	 [M, -15]
73-80	 Secret (Major)	 [M, -15]
81-88	 Stat Penalty (Major)	 [M, -20]
89-96	 Unmagical	 [M, -15]
97-100	 Reroll on this Chart †	

L=Lesser, m=Minor, M=Major, G= Greater.

A number in brackets after a flaw is the flaw's point cost if the optional rules in Section 9.3 (p. 109) are being used.

† — Instead of rerolling, your GM may allow you to choose a flaw from this section of the chart.



Greater Flaws — Physical

01-06	 Blind	 [G, -50]
07-12	 Breaker	 [G, -20]
13-18	 Complete Klutz	 [G, -20]
19-24	 Crippled (Greater)	 [G, -30]
25-30	 Deaf	 [G, -20]
31-36	 Epileptic	 [G, -30]
37-42	 Hemophilia	 [G, -20]
43-48	 Lack of Range	 [G, -20]
49-54	 Mute	 [G, -25]
55-60	 Not Graceful	 [G, -20]
61-66	 Off Balance	 [G, -20]
67-72	 One Arm (Greater)	 [G, -20]
73-78	 Poor Eyesight (Greater)	 [G, -20]
79-84	 Sloth	 [G, -20]
85-90	 Weak Physique	 [G, -20]
91-96	 Wimp	 [G, -20]
97-100	 Reroll on this Chart †	

Greater Flaws — Mental

01-07	 Addiction/Fatal	 [G, -30]
08-14	 Addiction/Harmful	 [G, -20]
15-21	 Addiction/Mild (Rare)	 [G, -20]
22-28	 Addiction/Serious (Rare)	 [G, -25]
29-35	 Disavowed Weapons	 [G, -20]
36-42	 Easy Mark	 [G, -20]
43-49	 Fear of Armor	 [G, -20]
50-56	 Fear of Magic	 [G, -20]
57-63	 Indecision	 [G, -20]
64-70	 Muddled Mind	 [G, -20]
71-77	 Pacifist (Greater)	 [G, -30]
78-84	 Split Personality	 [G, -20]
85-91	 Vow (Greater)	 [G, -20]
92-100	 Reroll on this Chart †	

Greater Flaws — Special

01-07	 Cursed Shape Shifter	 [G, -20]
08-14	 Lack of Scope	 [G, -20]
15-21	 Lack of Time	 [G, -20]
22-28	 Magic Allergy (Greater)	 [G, -40]
29-35	 Magic Bane	 [G, -20]
36-42	 Open Door	 [G, -20]
43-49	 Part Animal	 [G, -20]
50-56	 Power Drain	 [G, -20]
57-63	 Power Leakage	 [G, -20]
64-70	 Rival/PC (Greater)	 [G, -25]
71-77	 Stat Penalty (Greater)	 [G, -30]
78-84	 The Slain	 [G, -20]
85-91	 Wrath	 [G, -20]
92-100	 Reroll on this Chart †	



CHARACTER
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Flaws

Cold Sensitive – You are abnormally sensitive to the cold. The colder it gets, the more you suffer from the cold's effects. When the temperature is lower than 40° F, you suffer a penalty to all of your actions. You suffer a penalty of -1 for every 1° the temperature is below 40° F. [Minor, -10]

You body was never warm as a child and is still not today. The slightest draft chills you. If you venture into the cold, you feel your muscles stiffen. You find it difficult to function when it is cold, especially below freezing. You despise the cold, preferring to curl up in front of a roaring fire rather than march around in the middle of winter.

Color Blind – You are completely color blind. Everything is white, black, or a shade of gray. This is more of a nuisance than a serious flaw, but it can cause problems. [Lesser, -5]

You never could understand what people meant when they referred to color. You cannot see different colors. Everything is white, black, or a shade of gray. You seem to function without any serious problems, but there are some professions that are unavailable to you. You certainly would not want to be an alchemist, not being able to tell what color a chemical is could have potentially explosive results. Still, you have no real problems in society – unless someone tells you to pull the red lever.



CHARACTER LAW



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Common Allergy (Minor) – You have an allergy to a common substance (like pollen) that appears seasonally. You may choose what you are allergic to (subject to the GM's approval). When you are exposed to what you are allergic to more than one minute, your eyes start to water and your nose runs. While this is happening, you are at -20 to all of your actions. This will last for d100 minutes after you have left the vicinity of the cause. [Minor, -10]

Common Allergy (Major) – As the minor flaw, except the allergy is to something that is common and is present year-round. [Major, -15]

You really hate open fields. Every time you step into a field, you immediately feel your eyes water and your nose run. It is miserable for you, dripping fluids with every step. You have learned that something native to open fields causes your allergic reaction. That is why you live in the heart of the city where no fields block your vision.

Complete Klutz – You are not coordinated enough to effectively use the martial arts. Your Martial Arts skill group suffer a -25 penalty. [Greater, -20]

You were once fascinated by martial arts. You were amazed at the powers and swiftness the monks displayed when practicing. You eagerly petitioned to learn the same skills when the monks offered to teach you. You tried hard, practiced night and day. Unfortunately, you never could seem to master the necessary coordination. You would forget to move your left foot at the correct time, or try to follow through but lose your balance. In the end, the monks thought it best if you learn different skills.

Crippled (Minor) – You have lost some mobility because you are crippled in one leg. Your movement is reduced by half. You receive a -10 to all melee OBs due to your impaired mobility. You suffer a penalty of -3 to your Qu bonus. [Minor, -10]

Crippled (Major) – As the minor flaw, except you have actually lost a leg. You can only move at 25% of your normal Base Rate. You must use some form of support (e.g., either a false leg, a crutch, etc.). Your melee OB is reduced by -25. You suffer a penalty of -5 to your Qu bonus. [Major, -20]

Crippled (Greater) – As the minor flaw, except you have lost both of your legs. Your movement is 10% of your normal base movement rate. You must find some other form of mobility to move around, a cart, a wheelchair, levitation, anti-gravity chair, etc. You cannot effectively fight in melee combat. You suffer a penalty of -7 to your Qu bonus. [Greater, -30]

You walk with a stiff limp from an old injury you received in war. You were proud to protect your country, and you served bravely. The enemy broke through the front line, but you kept fighting. Even when they struck your leg, you kept fighting. Eventually the enemy was pushed back, and a medic arrived to treat your wound. He told you it would never heal properly, but you would still be able to use it. You did not mind much, you had saved the day.

Deaf – You are completely deaf. You can hear nothing at all. You operate at -100 to all actions that require hearing. All of your starting spoken languages are reduced by 2 ranks. Spoken languages are now classified as restricted skills for you. [Greater, -20]

Your ears have been sealed since you were a child. When people talk, you cannot hear a thing; all you see is moving lips. If someone wishes to communicate with you, you must either have them write down what it is you want them to say, or teach them how to speak to you using sign language. It makes your life difficult, but you manage to persevere.



Flaws

Deep Sleeper – You sleep very deeply, especially during the first hour of rest. You cannot be awakened during your first hour of sleep, no matter what occurs around you. In certain rare circumstances, the GM may allow a drastic action to awaken you from your deep slumber. After the first hour, you may awaken but suffer a -25 penalty to your Awareness maneuver to awaken.

[Minor, -10]

You love a good night's sleep. You lie down in a soft bed, get comfortable, and drift into dreamland. You sleep, dream, and recharge. When you awaken, you feel refreshed and ready to approach a new day. The only problem arises when you need to wake up early. You have difficulty waking up, especially if you recently fell sleep. You were never known as a light sleeper.

Epileptic – You have a severe case of epilepsy. Whenever you are subject to a very stressful situation (GM's discretion), you must make an RR versus a Fear attack at 10th level. If you fail, you are subject to an epileptic fit. You lose your ability to think and speak clearly. Your body starts having violent shakes. Anything you are holding in your hand will fall to the ground. The seizure will last for 2d10 minutes. Once you stop convulsing, you will have spent 4d10 exhaustion points.

[Greater, -30]

You have lived a fairly normal life, except when you have a seizure. All of your life, when you have been subject to a stressful event, you lose control of your body. You cannot think or speak clearly and your body convulses violently. The episodes are typically brief, but they occur so sporadically that it is impossible for you to predict when one might occur next. You have been mistaken for a possessed person, an experience you do not care to relive. You have tried to find a cure to your ailment, but none has surfaced.

Eunuch – You (male characters only) no longer have your manhood. This could be from an accident, or it could be a sign of status. You can neither be seduced by someone nor seduce them. In addition, you are not quite as quick to anger.

[Lesser, -5]

There is no greater honor than to serve in her majesty's chamber. You serve her, and she bestows upon you money, clothes, and food. Your family was proud of you when you went away. You even see them occasionally. Of course there was the matter of the operation; there could be no chance that the queen was unfaithful with her servant. You were afraid at first, but now it seems like a minor concern.

Fragile Wrists – Your wrists are susceptible to sprains. When you leap, fall, climb, hang, throw an object, or attack with a melee weapon there is a 2% (non-cumulative) chance that you will sprain your wrists. If you sprain them, you will be stunned for d10 rounds, and operate at -50 for d10 days.

[Lesser, -5]

You always felt that your wrists were weaker than the rest of your bones. You have suffered countless sprains and bruises on your wrists, sometimes from seemingly harmless activities. You always protect them now, especially whenever you are doing something strenuous with them. Whenever you find yourself in combat, you know that you might sprain your wrist, just from hitting your opponent. It makes adventuring difficult, but you persevere. Now where is that Ebur flower. . .?

Hard of Hearing – You have a difficult time hearing things. Awareness maneuvers based on hearing are made at -20.

[Minor, -10]

You are not deaf. You tell people that constantly. You have a hard time hearing, but you can hear them. In an accident five years ago you lost part of your hearing. You function adequately, it just takes you longer to hear what is being said to you.

Heat Sensitive – You are abnormally sensitive to heat. The hotter it gets, the more you suffer from the heat's effects. Whenever the temperature is more than 80° F, you suffer a penalty to all of your actions. You suffer a penalty of -1 for every 1° F the temperature is above 80°.

[Minor, -10]

You loathe the heat. Even if it only feels warm to other people, you are sweating and fanning yourself. You despise torches and lanterns, as you can feel the heat radiating on you. You much prefer winter; the cold keeps you from sweating too much.

Hemophilia – You suffer greatly from any bleeding attacks. All of your bleeding results are doubled due to your hemophilia. Any critical that states you take a number of hits per round or states that you are bleeding should have the hits per round (as indicated in the critical doubled).

[Greater, -20]

You have a disease that prevents your blood from clotting normally. A small cut on your hand might not stop bleeding for hours. You are always conscious of objects around you that might open a wound somewhere on your body. Fighting against edged weapons can be particularly frightening. The only way to stop the bleeding is to apply compression, tourniquet, medicinal herbs, or mystical healing.

Inner Ear Problem – You suffer from a rare inner ear problem that makes you sensitive to water and pressure changes. Whenever it is raining or your head is underwater, you will be deafened. See the Deaf physical flaw for details on deafness. The deafness lasts for d10 minutes.

[Lesser, -5]

Some people are more sensitive to pressure changes than others. You happen to be one of the most sensitive people. You hate rain and cannot tolerate being underwater at all. Your ears close and your head starts pounding. You cannot hear and concentrating seems difficult. Needless to say, you are not a champion swimmer.

Lack of Range – You have a difficult time targeting from a long range. All of your spell casting and missile fire ranges are halved.

[Greater, -20]

You always found it difficult to aim a bow at a long range. You aimed carefully, but your eyes would blur if you looked at something for too long. You pulled back your bowstring as far as you could, but your arm would soon tire. You would try to judge the angle at which you should fire your arrow, but you would either make it too high or too low. You prefer to be very close when you are shooting your bow; it makes things much easier to hit.

Locking Wrists – Every time you strike someone or something, there is a 5% (non-cumulative) chance that your wrists will become immobile. While they are locked you are at -100 to any action that uses or requires wrist movement. Your wrists will return to normal after d100 minutes. There is nothing you can do to restore your wrists before they unlock themselves.

[Minor, -10]

After striking something hard, your wrists sometimes lock up. There is nothing you can do about it. They just become absolutely rigid. You have tried to seek help regarding your wrists, but everyone you consult is as baffled as you are. The only theory that has made any sense so far is the one about you being cursed. You hope not.



Flaws

Loss of Vision – You may suffer temporary blindness whenever you are struck in the head. Any time you receive a blow to your head, there is a 5% chance that you will be blinded for d10 minutes, after which your vision will return to you normally. See the Blind physical flaw for more information on blindness. [Major, -15]

You have been hit in the head before. In your line of work, a head shot is not that uncommon. One time when you were struck, you went blind. It only lasted a few minutes, but during that time, you were completely blind. Since then, you have received a few more head blows, and one of those struck you blind again. You have learned to protect your head more, in hopes of keeping your eyesight, or at least preventing the loss from being permanent.

Mute – You cannot speak. Any communication you make with someone else must be non-verbal. You may write or use sign language for any communication you want with another person. It is strongly recommended that the player not speak to other players to simulate the character's muteness. [Greater, -25]

You had an accident when you were out hunting. Your throat was slashed. The cut was not deep enough to kill you, but it was deep enough to sever your vocal chords. You can no longer speak. You are not convinced that it was an accident, and you want to find out exactly what happened. If you find any evidence of foul play, you are going to make the perpetrators pay.

Nose Bleeds – You suffer from nose bleeds caused by changes in altitude. For every 1000' above sea level, you operate at a -5 to all of your actions (from pressure in your head as well as a bleeding nose). If you remain above 1000' for more than an hour, you start taking 1 hit of damage per minute from the constant bleeding. The bleeding and pressure subside when you go lower than 1000'. [Minor, -10]

You do not enjoy heights. Whenever you climb too high, your nose starts bleeding. You feel a terrible pressure in your head as you try to deal with the thinner air. You will never make a good mountain climber and cannot stand to fly. You also try to keep a handkerchief available at all times to absorb any blood from your nose.

Not Graceful – You are relatively ungraceful in your movements. You receive a special penalty of -10 to all of your moving maneuvers.

[Greater, -20]

You have seen people who are extremely agile. They jump from building to building, or deftly dodge obstructions. You have seen monks roll, duck, and weave out of the way of incoming blows. You have seen very impressive feats of agility. Unfortunately, you are incapable of duplicating any of those maneuvers. You try, and occasionally reach a semblance of success, but your body is not the graceful, streamlined machine needed to perform those maneuvers. Well, at least you swing a sword well.

Not Subtle – You are not very quiet or subtle. You receive a special penalty of -10 to all of your skills in the Subterfuge (Stealth category). In addition, you receive a special penalty of -15 to any Stalking or Hiding maneuvers.

[Major, -15]

You try to move quietly, but you are a miserable sneak. You step on twigs, trip over rugs, and kick tables. You try to control your breathing when you hide, but you pant and hyperventilate. The more you try to be quiet, the louder you are. Your armor jingles, your sword's scabbard strikes the wall. You have a hard time staying hidden.

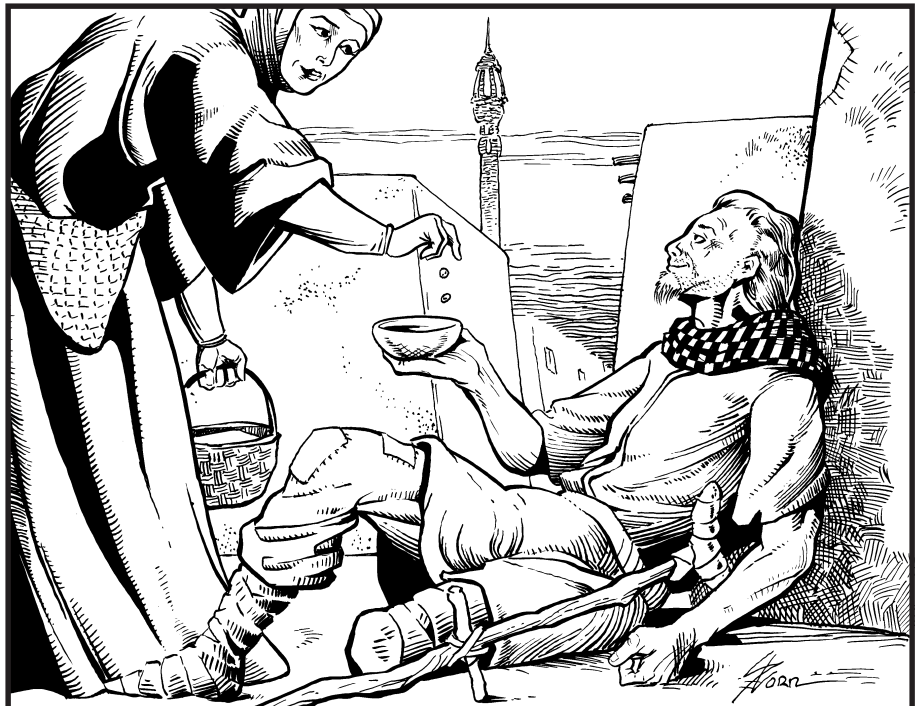
Off Balance – You have a poor sense of balance. You have a special penalty of -30 to all of your Stalking maneuvers. You also receive a special penalty of -30 to all maneuvers that involve balance. [Greater, -20].

As a young child you developed a serious ear infection. You recovered from the sickness, but your sense of balance was forever inferior. You have lived slightly off balance ever since. You have learned to compensate, but you still find it difficult to maintain your balance, especially under stressful situations. When you are trying to move quietly, you often sway too far one direction or another. You redistribute your weight to compensate, but you invariably make a sound that alerts your target. Walking a balance beam is particularly difficult for you as well.

One Arm (Major) – You have only one hand. You may choose which hand you have lost subject to GM's approval. You are assumed to have developed proficiency in your one remaining hand, even if it was not your original hand preference. You cannot fight with two weapons at once, or with a shield. Climbing is very difficult, as is putting on armor. [Major, -15]

One Arm (Greater) – As the major flaw, except you have lost the whole arm. The GM should rule on how this affects you. [Greater, -20]

You were once in the middle of a horde of attacking orcs, swinging your sword haphazardly, slaying any who would come near. You were starting to win when another wave of orcs charged in to attack. Eventually the orcs overwhelmed you. After many battles, time in a jail, and the ultimate defeat of the orc leader, you were able to return home. You kept with you only one grim reminder of the battle you had just faced, you lost your arm battling those orcs.





Flaws

One Eye — You have lost one of your eyes. You may cover the eye with a patch, have a glass eye, or some exotic alternative. You fire missile weapons with a special penalty of -25 (due to your loss of depth perception).

[Major, -15]

You lost your eye during your adventures deep into the earth. You were lucky that the arrow bounced off your shield, otherwise you would have lost your life, not just your eye. You have a hard time firing missile weapons, having lost your depth perception, but otherwise you manage well. You have a nice patch to cover your eye socket and it adds to your charismatic appeal.

Pain Intolerant — You have a low pain threshold. Every time you take damage, you must make an RR versus your own level, modified by triple SD bonus and by the number of concussion hits (as a negative modifier to the RR). If the RR fails, you fall unconscious.

[Major, -15]

You fear pain. Sometimes the mere threat of receiving pain causes you to pass out. You are not weak willed, merely more vulnerable to pain than most people. You fear pain and try to avoid it at any cost. You will often surrender at the threat of pain, and you will almost always disclose any information you possess under the threat of torture. You have little tolerance for pain.

Physical Investment — Every time you cast a spell that is 5th level or higher, you take a number of concussion hits of damage equal to twice the number of PPs spent. There is no way you can avoid this damage, but it does heal normally. Non-spell users may not select this flaw.

[Minor, -7]

Spell casting is important to you. You have worked hard to be able to cast powerful spells. You cast spells freely, shooting off bolts, flying, even disappearing. As you grew in talent, you started casting elaborate spells. You found that the more powerful spells actually injure you when you cast them. Apparently you have a problem channeling all of the power through you. The damage is not enough to make you stop casting spells, but it does make you think twice about casting the more powerful ones.

Poor Eyesight (Minor) — You have poor eyesight, but you have some means of correcting it that is not permanent (e.g., glasses, etc.). You are either nearsighted or farsighted. You may choose which you are when you purchase this flaw. If you are nearsighted, you receive a -30 penalty to all of your missile attacks. If you are farsighted, you receive a -30 to all of your melee attacks.

[Minor, -10]

Poor Eyesight (Greater) — As the minor flaw, except that you do not have a means of correcting it.

[Greater, -20]

As you grow older, you seem to be having more trouble with your eyes. Things that used to be clear to you are now foggy and blurry. You are getting older than you think. You can still see at a medium distance, but anything close to you is not as distinct as it once was. Reading is more difficult, as is combat. Maybe someday you can find a way around this problem.

Power Burn — You receive damage for every spell you cast. For each power point you expend, you receive 1 concussion hit of damage.

[Minor, -10]

You feel power flow through you when you cast spells. You feel power burn inside of you. You suffer pain from your spell casting. It is difficult to cast more powerful spells, because of the pain wracking your body. You focus yourself and brace for the burn when you cast a spell. It makes it difficult, but it is a constant reminder of the power you wield.

Rain Trauma — You are adversely effected by the rain. For each four hour period it rains and you are not in a completely enclosed area (no windows, covered up, etc.) you must check to see if you lose your voice. Roll d100 and add 25. If your total is greater than 100, you have lost your voice for d10 hours.

[Lesser, -5]

You have an irrational fear. You especially fear thunderstorms. You do not understand them, and they terrify you. You try to stay dry whenever possible, always running to the nearest shelter if it appears it will start raining. You have no known reason for this trauma, but it frightens you so much that your vocal cords freeze, leaving you mute for many hours.

Short of Breath (Lesser) — You have fewer exhaustion points than your stats would dictate. Calculate your Exhaustion Points normally, then reduce them by 10%.

[Lesser, -5]

Short of Breath (Minor) — As the lesser flaw, except reduce the normal amount by 25%.

[Minor, -10]

Short of Breath (Major) — As the lesser flaw, except reduce the normal amount by 50%.

[Major, -15]

"Come on, guys, wait up." You often yelled that as you chased after your childhood friends. You never could keep up. You have always had less endurance than other people. You found yourself gasping for breath after any activity, leading your friends to nickname you "Breathless." You try to build up your endurance, but you never seem to have enough.

Sloth — You are slow in combat. Your moves are obvious, awkward, and weak. You receive a special penalty of -5 to your OB, DB, and your initiative rolls.

[Greater, -20]

Many of your trainers have told you that you telegraph your moves. Your opponent can see what you are about to do by the where you look with your eyes. You are not quick enough to parry incoming blows. You move your sword to block a strike, but you deflect your enemy's blow only slightly. You rarely get the first blow during combat; your reflexes are not fast enough to deal with the fury of combat. You feel that with sufficient practice, you can overcome your slothfulness and become the great warrior you desire to be.

Slow — You are slower than normal. Your base movement rate is reduced by 25%.

[Minor, -7]

Your body is not built for speed. You usually finished last in foot races. You prefer to think of yourself as slow and steady, gently plodding along at a constant pace. You like to stand strong on the battlefield, not sprinting around, darting from foe to foe. Let them come to you.

Slow Healer — You are a slow healer. All healing times for all kinds of wounds you receive are doubled.

[Major, -15]

You require more rest and attention after receiving wounds than do your comrades. You are not necessarily more susceptible to damage than anyone else, but when wounded you do not heal very quickly. You spend much of your recovery waiting for spells, herbs, and bandages to take effect on your body. Your recuperative system does not seem to be concerned with speed.



Flaws

Spasm — You suffer from uncontrollable spasms. Whenever you roll an unmodified 66, you experience a spasm. While you are having a spasm, you take d10 concussion hits of damage and are stunned for d10 rounds.

[Minor, -10]

There are times when you feel you have perfectly executed some maneuver. You know that you swung your sword perfectly; you saw it plunge directly into your opponent's chest. You became so excited from how well you did that you lost control of yourself. You had killed your enemy, but you dropped to the ground in a spasm. You suffer from the spasms when you get too excited. It does not happen often, but it is troublesome to those around you.

Stutter — You have a speech impediment that makes it difficult for you to speak. Any skill that requires speech will suffer a special penalty of -50 (i.e., -50 to Duping, Public Speaking, Trading, etc.).

[Minor, -10]

You have a hard time speaking, especially when you are excited. The words seem to tumble over themselves, your tongue gets in the way, and you become more flustered. You do not like to speak in public; the stress almost guarantees you will stutter. When you are calm and relaxed, you can speak fairly fluidly, but whenever you are stressed, your stutter surfaces.

Tender Skin — Whenever you wear metal (including armor), your body breaks out in a rash. The rash is itchy and painful, causing a -10 penalty to all of your actions while you have the rash. The rash stays until you remove the metal and then lasts another d10 hours after you have removed the armor. There is nothing that can prevent your allergic reaction to metal armor.

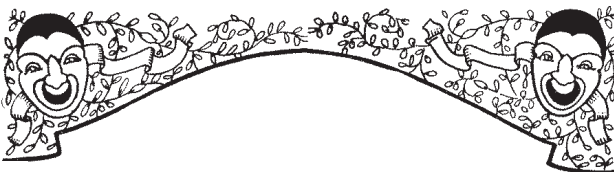
[Minor, -10]

There is nothing like the feeling of armor to provide you with a sense of security. At least that is what the armorer tells you. There is nothing like the feeling of armor, you agree, because whenever you wear metal armor, your skin breaks out in a rash. This rash makes it uncomfortable to do anything. It takes several hours after wearing metal armor for the rash to go away. You heard that thieves do not wear metal armor because of the noise it makes. Perhaps that is a profession you should pursue.

Tired Legs — Your legs are significantly weaker than a typical member of your race. You cannot walk more than 5 hours without resting for at least 2 hours. If you walk for more than 5 hours, there is a 25% chance that each of your legs will develop cramps (roll once for each leg). If they cramp, they will stay cramped for 2d10 hours, and be completely useless during that time.

[Minor, -7]

You have always walked strangely. You were apparently born with some deficiency in your legs. You can function as anyone else, but your legs always tired out quickly when you were walking. You have to sit and rest often, otherwise your legs cramp up, making further walking impossible. You have hired a sage to look into your problem, but so far there seems to be no solution other than resting every few hours to prevent cramping.



Uncommon Allergy — You have an allergy to an uncommon object (e.g., coniferous plants). You may choose what you are allergic to (subject to the GM's approval). When you are exposed to the substance for more than one minute, your eyes start to water and your nose runs. While this is happening, you are at -20 to all of your actions. This will continue for d100 minutes after you are no longer exposed to the substance.

[Lesser, -5]

You avoid pine trees. Whenever you are near them, your nose starts to run and your eyes water. You constantly wipe your eyes and nose while you try to do other things. You are not sure why pine trees cause your allergies. Other trees do not affect you much, but you are sure that pine trees provoke your allergies. You always make sure to carry a handkerchief with you.

Uncontrollable Strength — You have great strength at times, but you have a very difficult time controlling it. Whenever you are in an extreme emotional state (love, happiness, hate, etc.) there is a 10% chance that you will receive triple your normal St bonus for one round. You use this strength whether you wish to or not. You could maul an enemy, or break the ribs of a friend while hugging him. You often crush or break things without meaning to. You cannot choose when to get this bonus.

[Minor, -10]

You first discovered your strength when you were arm wrestling for money in a tavern. You had already defeated two other people when a large man came in and sat down across from you. He was not much to look at, and he treated you with disdain. You started arm wrestling. You pulled as hard as you could, but he did not move. He started insulting you, calling you a child. You felt yourself getting angry. You felt power in your arms. You felt a snap as you broke his hand and immediately pinned it down. That was when you discovered your strength. Although you know you are strong, you also know that you have very little control over it.

Uncoordinated — Whenever you fail a maneuver, no matter what it is, you receive an 'A' Unbalancing critical.

[Minor, -7]

Your parents always thought you were clumsy. You would fall down a lot, even in the most minor accidents. You try hard to keep your balance, but there are often times when you fall. You are usually okay when fighting, unless something goes wrong. The smallest mistake in combat often causes you to tumble to the ground very clumsily.

Unhealthy — You are particularly susceptible to a certain disease that causes your body to swell up and you to feel ill. Every week there is a 2% chance that you will develop symptoms of this disease. While suffering from this disease you will be at -20 to all your actions due to the swelling, and your Appearance and Presence temporary stats will be halved. After d10 days, the swelling and sickness go away (your stats will return to normal).

[Minor, -10]

You were a sickly child, always getting rashes and coughs. You would randomly break out with a sickness, one that caused you to swell up and feel nauseous. It lasted about a week. While you had it, people would shun you even though you knew the disease was not contagious. After a week it went away, and you could resume a normal life. But a few weeks later, your rash would come back. Life can be difficult sometimes.



Flaws

Unwakeable – You are extremely difficult to wake up. You cannot be awakened while you are sleeping (or meditating). In addition, you have to sleep (or meditate) at least 6 hours every night. If you are somehow (perhaps magically) awakened before receiving a full 6 hours of sleep, you will be at -10 for every hour less than 6 you slept.

[Major, -15]

You are an exceptionally sound sleeper. Your comrades find it very difficult to wake you when you have fallen asleep. During one battle in the middle of the night, your comrades had to carry your sleeping body away with them when they fled the attack. You have had water thrown on you, been slapped, even had spells cast on you without waking up. In fact, you failed to notice those attempts. You really enjoy sleeping.

Visible Aura – Whenever you are in an extreme state of emotion (love, happiness, anger, fear, etc.) your body starts to glow. The more extreme your emotional state, the brighter the glow. It starts as bright as a candle, but can get as luminous as a campfire.

[Minor, -10]

You have a glowing personality, literally. Whenever you experience an extreme emotion, your body starts to glow. No one can explain why, you glow. You can glow as bright as a campfire at times. You find it helpful when you need to see at night, but if you are trying to hide from someone, glowing certainly makes it easier for them to find you. You believe that your family was cursed years ago, and you are trying to find out how to reverse the condition.

Weak Physique – You do not have much body mass. Your progression for Body Development is reduced by 3 points at each stage. For example, if your normal progression was 0•6•5•4•3, your actual progression is -3•3•2•1•0.

[Greater, -20]

Your barbarian friends call you weak. You are not as muscularly developed as they are. You do not have bulging biceps or endless endurance. You train physically on a regular basis. You try to stay in shape, but your body was not designed for a powerful physique.

Weight Intolerant – You are very intolerant of the weight that you carry. All of your encumbrance penalties are doubled.

[Major, -15]

When you hike with a backpack, all you can think about is the weight of the pack. You feel the shoulder straps digging into your skin. You feel the strain on your back from carrying your load. You tire of leaning forward to keep balanced as you walk. You feel as if the pack is full of lead and it is dragging you slowly down toward the ground. You feel the sword on your side. You feel it pulling on your side and resting on your hips. If you did not need the items you carry to survive, you would throw them away. You just seem to be very sensitive to all of the weight you are carrying.

Wimp – You are, quite frankly, a wimp. You suffer a special -20 penalty to all of the skill categories in the Athletic group, receive a -2 to your St bonus, and also have 25% fewer exhaustion points than normal.

[Greater, -20]

Some boys spend their youth on the family farm. Other boys play sports or work in a blacksmith's shop. They grow up to be quite strong and burly. You are not one of those boys. You were a sickly child. When you went outside you were invariably bit or stung by some animal or insect. Your arms were not strong, likened more to cotton. You spent most of your life pursuing academic success. You were smart and excelled in your studies. You were never a dominating physical force, however.

CHARACTER LAW



Unique Looks (Lesser) – You have a very unique look. Something is significantly different about the way you look. This will cause people to recognize or describe you much easier. You might be disgusting to look at, or people might view you with a sense of awe. You may choose what makes you look distinctive, but it must be unique, describable, and in some way, limiting. The GM must approve any unique look. What is unique is different for each game world. Most people in a fantasy world might not be too surprised to see an Orc, but one in modern day would certainly cause quite a scene. While you are unique in your appearance, your uniqueness is relatively easy to conceal.

[Lesser, -5]

Unique Looks (Minor) – As the lesser flaw, except you must use a disguise to conceal your unique looks or it causes an immediate reaction (usually negative). When not disguised, you must subtract d10 from your Appearance.

[Minor, -10]

Unique Looks (Major) – As the lesser flaw, except you cannot conceal your looks, or there is an immediate and extreme reaction to them. Subtract 2d10 from your Appearance.

[Major, -15]

You remember the fight well. Your hands trace absently across your face, your fingertips lightly touching the large scar on your face. It looks impressive but you remember the pain from when you received that blow. You thought you were going to die, but you survived. Eventually your face healed, but the scar remained. You have gained quite a reputation since then; people recognize you just from your scar. The recognition comes in handy, but sometime you wish you could just blend into the crowd.



Flaws

7.2 MENTAL FLAWS

These flaws change the way you perceive the world. Everyone is a little neurotic, you are just more so.

Absent-Minded — You have a hard time paying attention to something that is not immediately threatening. You are intensely interested in one item or idea, then you get distracted and focus on something else. You tend to ignore your surroundings when something has attracted your attention. You tend to forget things. To find an item you misplaced, or recall a conversation you recently had, you must roll 1d100 (open-ended) modified by your Me bonus. If the result is over 100, you are successful. If you fail this roll, you cannot remember. You should role play this flaw at all times. Remember that you are neither dumb nor slow, you just have a short attention span and poor concentration. [Minor, -10]

You always seem to misplace your belongings. There is just so much that requires your attention, it is impossible to keep track of everything. You are constantly discovering new and better ways of doing things, who could be bothered with trivialities? Now let's see, where did you leave that note you just made?

Addiction/Simple (Common) — You are addicted to a common substance (e.g., alcohol, etc.) that has an Addiction Factor of 5 or less (see *Gamemaster Law* for more information on addiction & withdrawal). Your addiction starts as a level 1 addiction to the substance. [Lesser, -5]

Addiction/Simple (Rare) — As Addiction/Simple (Common), except that the substance is not common or it is illegal. [Major, -15]

Addiction/Mild (Common) — As Addiction/Simple (Common), except the Addiction Factor is 10 or less. [Minor, -10]

Addiction/Mild (Rare) — As Addiction/Mild (Common), except that the substance is not common or it is illegal. [Greater, -20]

Addiction/Serious (Common) — As Addiction/Simple (Common), except the Addiction Factor is 20 or less. [Major, -15]

Addiction/Serious (Rare) — As Addiction/Serious (Common), except that the substance is not common or it is illegal. [Greater, -25]

Addiction/Harmful — As Addiction/Simple (Common), except the Addiction Factor is 30 or less. [Greater, -20]

If the substance is not common or it is illegal, this flaw will *also* count as a Minor flaw (or -10 points) for the purposes of taking other talents.

Addiction/Fatal — As Addiction/Simple (Common), except the Addiction Factor is 50 or less. [Greater, -30]

If the substance is not common or it is illegal, this flaw will *also* count as a Minor flaw (or -10 points) for the purposes of taking other talents.

If only you had a drink in your hand, then you could calm down and think. You can almost taste the sweet burning liquid running down your throat, the slight numbness tingling over your body. You really want a drink. You get into a lot of fights, and you spend most of your money, but you need it. It helps you cope with stressful situations, like this one. Man, you really need a drink.

Bad Temper — You have a great tendency towards violence when you are dealing with a stressful situation. Whenever you are insulted or offended, or under stress, you may respond with a violent attack. Roll d100 (open-ended), add 40, and subtract triple your SD bonus. If the result is greater than 100, you have lost your temper. You must respond to the situation in a violent, although not necessarily fatal, action. It takes approximately d10 rounds of quiet for you to calm down and regain your composure. [Minor, -10]

You have a short fuse. Your friends know this, and they do their best to avoid you when you are in a bad mood. Sometimes you get so mad that you have to hit someone or something. When some punk is hurling some insult at you about your sister, there is only one way to teach him a lesson. Usually you can keep your feelings under control, but when you cannot, people get hurt. You have spent more than one night in jail, prompting you to try to control your temper.

Battle Confusion — Whenever more than one foe is fighting you at a time, you must make an Observation maneuver each round. If you fail this roll, you may take no action that round. [Major, -15]

You tend to be single-minded in combat. You concentrate on one target at a time, ascertaining that you can hit them whenever possible. You tend to get tunnel vision when you fight someone. If ever two or more foes attack you, you often become confused about whom to attack. They both distract you, which prevents you from attacking either. You have been trying to overcome this, as it could lead to your death.

Blood-Guilt — You experience guilt and become depressed anytime you cause the death or injury of a human or humanoid race. You are reluctant to enter combat with them. If you harm or kill a humanoid, you will operate at a -25 for the next d10 days while you deal with your guilt. [Minor, -10]

You do not usually mind killing. At least you do not mind killing animals. You could even kill a rampaging monster with little remorse. But you just cannot bear the thought of killing another being like yourself. Whenever you kill a person, all you can think of is their family, their friends, or the life they had led. You find yourself depressed for a few days before you get over it. Even if it you have no choice, you hate to kill one of your own race.

Bloodlust — Whenever you are in a fight, you want to see your foes die. You always use lethal force, even in a bar fight. You make sure a defeated foe is dead, even if they already seem to be. You do not necessarily have a short fuse—you could be a calm individual. When you enter combat, however, you go for the throat. If there comes a time when you must accept a foe's surrender, you must roll d100 (open-ended) and add triple your SD bonus. If your total is greater than 100, you may prevent yourself from killing him. [Minor, -10]

Your foes deserve nothing better than quick death. When you enter a fight, any fight, you thirst to draw your foe's blood. You yearn to extinguish his life, ensure he never threatens anyone again. You use the most lethal force you can. You appoint yourself judge, juror, and executioner.



Flaws

Chivalrous – You must fight in an honorable and chivalrous manner. Your whole code of ethics is based on doing what is honorable and right. You will always fight fair. This includes returning a weapon to a foe if they lose it, dismounting if your foe is not mounted, and never attacking people from behind. You always maintain a high standard of courtesy. [Minor, -10]

There is much honor to be gained in battle. You live for such honor. You endeavor to receive the most honor possible by ensuring a fair fight. You do not take advantage of an unarmed foe, attack people from behind, or attack on horseback if your foe is not himself mounted. You get no satisfaction from defeating people dishonorably. You realize that not everyone fights by reasonable rules, but you know that you are made of better stock than those who do not.

Code of Honor – You have set rules that govern your actions. These rules are enforced only by yourself. It is a code you try to live up to. As there are many types of codes, you may choose what kind of code you follow (subject to GM approval). For example, you may always support the underdog even if you do not agree with them. If there are any enemies of yours who know of your code, they could use it against you, forcing you into a situation that you would rather avoid. You cannot do something against your personal code. If you do, you will face a serious crisis of belief. Your code of honor must contain at least three situations, and your actions in those situations. For example, a thief might only steal from people who can afford to lose money, never betray an honorable foe, and always bestow rich gifts on a lady. [Lesser, -5]

You have seen people oppressed by the iron grip of the ruling body. You strike out against the rulers; stealing money, attacking patrols, whatever you can do to help those oppressed. Any gain you receive above what you need is given to those less fortunate. It would be as unjust for you to keep their money as it is for the Prince to keep it. You have become quite popular among the common folk. The nobility view you with disrespect, however. You have chosen your life, and every life must have a code of honor to follow.

Compulsive Behavior – You have a behavior that you must indulge in as often as possible. You may choose your behavior, subject to the GM's approval. You like to spend a lot of time on your behavior, and a considerable amount of your income. If a time comes when you want to avoid your compulsive behavior, you must roll d100 (open-ended) and add triple your SD bonus. If the result is greater than 100, you may avoid your Compulsive Behavior.

[Lesser, -5]

You have your little quirks. You like to gamble. You gamble whenever you can, even during a war. It relaxes you and distracts your mind from current events. It also wins you a little money now and then. People joke about you, they say you were born with a deck of cards in your hand. You do not mind though, as long as they play with you.

Delusory (Lesser) – You suffer from delusions. This delusion is mostly minor (e.g., the planet is flat). The GM must approve any delusion, and you must role play it every time a moment becomes available. [Lesser, -3]

Delusory (Minor) – As the lesser flaw, except the delusion is one that will affect your life quite dramatically, but does not prevent you from functioning in society.

[Minor, -10]

Delusory (Greater) – As the lesser flaw, except that the delusion has potentially fatal repercussions. [Major, -15]

Why do people not believe you. You truly are a god. You travel around, preaching to people, but they all ignore you. Do they not realize that the only way for a god to gain power is through followers? How can you ever ascend back to the heavens without a throng of worshipers to give you the power you need. It is very difficult being a god. When you regain your full power, you will smite them and they will regret their insolence. Look, there are some people over there by the rock wall. Perhaps you should tell them the virtues of worshipping you.

Disavowed Weapons – You have vowed not to use weapons. You receive a -15 penalty to all of your skill categories in the Weapons group. [Greater, -20]

You do not like using weapons. You consider your body the most lethal of all weapons. If you are not able to use your own body to protect itself, what chance would you have if you were using a weapon? You never trained much with weapons and you never were competent with them anyway.

CHARACTER
LAW





Flaws

Easily Charmed – You are particularly vulnerable to all mind affecting spells (spells with a sub-type of “m”). Whenever you are the target of those spells, your RR is modified by -50. This includes special attacks and spell devices that cause an effect similar to any spell that has a sub-type of “m.” [Major, -15]

You like to believe that there is good in all people. You are gullible, especially with regard to spells. You find yourself viewing enemies in a different light after a spell-caster casts one of his Charm spells on you. You fall asleep easier when you are the target of a Sleep spell, and Fear spells make you run and hide. You do not seem to be vulnerable to anything else, but you must always be wary of spell-casters.

Easy Mark – You are easy to hit when being ambushed. Whenever someone uses Ambush against you, they receive a +25 to their Ambush skill maneuver (and are treated as if they have an extra five ranks in the Ambush skill when they are adjusting the critical result). [Greater, -20]

You have found that it is easy for people to waylay you. You rarely hear people sneaking around you, and if ever you are ambushed, you cannot react for a few seconds while your brain decides what to do. You do not notice the telltale signs of an upcoming ambush, and when you are struck from behind, it is usually quite painful. You are fortunate to have friends; otherwise, you would not still be alive today.



Fanatic – You believe very strongly in one ideal or person. This could be a ruler, a loved one, a country, or a religion. This faith is more important to you than anything else, even to fault. You will probably not notice any failings in what you believe in, and you may even be willing to die for it. You follow the code or commands of what you believe in faithfully and fanatically. You can see no greater way to serve what you believe in. [Minor, -10]

No one is greater than the King. You would gladly sacrifice your life to save the life of the King. You strive to prevent the King from being captured. Some people believe that you have misplaced your faith, but you realize how much the decisions this man makes influences the country's livelihood. You are proud to serve the King, and you will serve as long as he reigns.

Fear of Armor – You have a severe dislike of armor. All skills in the Armor group are now classified as restricted skills. [Greater, -20]

You feel weighed down when you are in armor. You especially dislike the suffocating feeling you get when you wear some. It is heavy, noisy, and hot. You do not like the way it inhibits your movement, and you especially dislike having to don and shed armor every morning and night. You would rather avoid being hit than count on armor to absorb damage.

Fearlessness – You fear nothing. In fact, you consider planning or waiting to be cowardly. You would rather pull out your weapon and charge headlong into battle. Whenever you find yourself in a combat situation, roll d100 (open-ended), add 40 and subtract triple your SD bonus. If the result is greater than 100, you will charge into combat without regard for either your or anyone else's safety. [Minor, -10]

Fear is for cowards. There is nothing to fear except inaction. You are not afraid of anything, especially not the dragon of legends. Sure, it is big, but you know that you will be triumphant. There is nothing to do but ready your sword. Charge!

Fear of Magic – You fear magic. You either do not understand how it works, or you believe that it is something man was not meant to use. Consequently, you can have no base lists, and you cannot learn any spell lists except for Open spell lists of your realm. You may learn no spells higher than 5th level. [Greater, -20]

Magic is an evil force. You feel the evil energy in the world, and that energy is what wizards and other spell-casters tap. No good can become of dealing with this energy, and you will have little, if any, part in it. You fear any who willingly use this power, and you definitely will not seek it.

Glutton – You like to eat and drink. You will never willingly pass up a meal offered to you. If it is necessary for you not to eat, you must roll d100 (open-ended) and add triple your SD bonus. If your result is less than 101, your will breaks and you start eating and drinking as much as possible. If there is no food available, you may change your opinion of what is edible and tasty. You are also overweight. Some social circles may look down on your avarice for food. [Lesser, -3]

Ah, food. You love a good meal, and you tend to eat to excess. You are overweight, never missing an opportunity to eat, especially if the food is well prepared. You always clean your plate, often returning for seconds. You love food and drink. You would never consciously miss a meal.



Flaws

Greedy – You lust after wealth; you can never have enough money. Anytime a chance to make more money becomes available to you, you must roll d100 (open-ended) and add triple your SD bonus. If the result is over 100, you can pass up the opportunity. You will probably not hesitate if the money-making activity presented to you is shady. [Minor, -10]

You need money. You have many small hoards of coins and gems secreted about the countryside, in case something happens to your normal cash supply. Anytime someone apprises you of a way to accumulate money, you jump at the chance. Sometimes you walk on the wrong side of the law, but that is usually where the best profit is found.

Impulsive – You tend to act first and think later. You do not wait around for events to unfold themselves, you charge into the fray and see what happens around you. You almost never think your decisions through. You just take life as it is sent to you. You should try hard to accurately role play this flaw. If you charge into every combat, but carefully check each door or wall for traps, the GM may invalidate your impulsiveness. [Major, -13]

There are people who can collectively discuss what to do next. They look at the pros and cons of each action and weigh them against each other. Once they have compared the options, they choose what they feel is the best action. Not you. The path of least resistance rules you. You despise plodding through stodgy discussions. You grab the first option that does not seem deadly and plow ahead. Sometimes you choose incorrectly, but you manage to make it back to safety. Action, not words; that is your motto.

Indecision – You are indecisive. Your indecisiveness shows most when you are forced to make a snap decision. You suffer a -50 penalty to all of your snap actions due to your indecisiveness, instead of the standard -20. [Greater, -20]

You hate making decisions. You have a particularly difficult time if a decision is rushed. You like to take your time, weigh all of the positive and negative aspects of the decision. You then consider a variety of options and base your decision on them. Even in the middle of a fight, you prefer to think through your alternatives, rather than just follow your gut instinct. You find yourself jumping from one idea to the next without actually using any of them. Split-second decisions are very difficult for you.

Intolerance (Lesser) – You have a deep irrational hatred for some type of person. The GM must approve what it is you are intolerant of. Whenever you see what you are intolerant of, you must try to show your distaste for whatever it is. You are intolerant of a small group of people (up to 100,000). [Lesser, -5]

Intolerance (Minor) – As the lesser flaw, except you are intolerant of a large group of people (over 100,000). [Minor, -10]

You hate elves. They act haughty and superior because they live so long. They build their cities in the forest, singing and dancing all the time. Who do they think they are, anyway? Humans are the dominant species on the planet. Humans have built the largest cities, created the strongest societies, given the most to the rest of the world. Every time you see an elf, you feel hatred building up inside you. You would like to grab him by his pointed ears and throw him outside where you would show him the superiority of humans. That is what you would like to do.

Kleptomaniac – You have an irrational compulsion to steal whenever the opportunity presents itself. What you steal is irrelevant. It does not have to be of value, or interest to you. Whenever circumstances favor stealing, you must roll d100 (open-ended) and add triple your SD bonus. If the result is less than 101, you must steal the closest item that you can hide on your person. You can never return stolen items, nor may you discard them. You may, however, give them to another person, or even sell them. [Major, -15]

You have a large assortment of collected goods. You are not sure where you got all of them. When you are around something that is not yours, you get an irresistible urge to take it. You do not even like some of the things you take, but you feel compelled to take them. You are too embarrassed to return the items you take. You sell them to whoever will by them and then leave town.

Lecherous – You have a very strong desire to interact with the opposite sex. Anytime you see an attractive member (Appearance greater than 50) of the opposite sex, you must try to allure them to you, no matter what else is happening. This could lead to a serious breach of etiquette, but you cannot help yourself. If you feel the need to restrain yourself from seducing someone, you must roll d100 (open-ended), subtract their Appearance, add triple your SD bonus, and subtract 50. If the result is over 100, you may stop yourself from making a pass. [Minor, -10]

There is nothing better in the world than those of the female persuasion. You love nothing more than the feeling of their soft skin against yours. You love to run your hands through their hair. You have no problem finding women – they are always around. You approach and talk to them, letting them know how wonderful you think they are – and how wonderful you can make them feel. Some, actually most, ignore you, but occasionally you will meet a serving wench with agreeable morals. Then you show her that you are not all talk. So many women, so little time....



Megalomaniac – You believe strongly that you will fulfill a certain goal. You believe that it has been predestined that you complete your goal. And your goal is no trivial task. You may choose whatever goal you wish (subject to the GM's approval) but your goal must be grandiose. You will not let anything stand between you and your goal. People around you consider you to be much too concerned with yourself. After talking with you for even a few minutes, they should realize your megalomania. [Minor, -10]

You are destined to be the ruler. You take time to inform those around you of your destiny. There can be no denying your greatness, or your place in this world. You are destined to rule. Some people call you conceited, but not to your face. You are not conceited, you just know how important you are. You will not let anything stop you from realizing your goal: to become Emperor. You are indeed destined for greatness.



Flaws

Memory Loss — You suffer from occasional memory loss. Once per month for a period of one week, you will experience a random memory loss. You will lose d10 hours of memories each day for the entire week. When the week is finished, your memories will gradually start coming back; d10 hours of memories every d10 days. Actions taken during the period of memory loss can gain no experience points. The GM should determine exactly what you forget and when in the month your memory starts to go away. [Major, -15]

You live a pretty normal life. If you could only remember parts of it. For some unexplained reason, you have no memory of certain times in your life. Nothing appears to connect your lapses of memory; they seem to be fairly random. Your memories occasionally return, but it is very disheartening not to be able to remember what you talked about last night. You cannot remember things as well as you used to. Eventually, you might end up like an old crazy hermit in a secluded forest. Perhaps you can find a remedy before that happens.

Minor Fear (Lesser) — You have a fear of one uncommon thing (dragons, ogres, etc.) subject to the GM approval. Whenever you encounter that which you fear, there is a 50% chance that you immediately turn and flee. If you do not flee, there is a 25% chance that you will fall unconscious for d10 hours. While you are unconscious, it is almost impossible to revive you. [Lesser, -5]

Minor Fear (Minor) — As the lesser flaw, except the thing you fear is common (e.g., women). [Minor, -10]

You do not think you have a phobia, you are afraid of only one creature. You saw one harm your brother and you are deathly afraid that it will come and get you. You try to keep your cool, and sometimes you succeed. Other times, you have been known to run as quickly your legs would carry you.

Miser — You are extremely concerned with keeping your money. You are not necessarily greedy, although you could be; you undeniably want to keep the money you have. It is very difficult for you to spend money. If you must make a large purchase (GM's discretion), roll d100 (open-ended) and add triple your SD bonus. If the result is less than 101, you cannot convince yourself the expenditure is worthwhile, and you keep your money. [Lesser, -5]

A penny saved is a penny earned. You believe completely in this statement. You have an aversion to spending money. You keep it hidden all around your house, in case you need some in an emergency. Only when you absolutely have to will you actually spend money, and then only the minimum necessary. You consider yourself frugal.

Muddled Mind — You tend to jumble things in your mind when you are casting spells. All spell casting static maneuvers suffer a special penalty of -20. [Greater, -20]

You have memorized all the steps needed to cast spells. You can summon the power, move your hands in the proper motions. You can pronounce the arcane words. You feel the power rushing inside of you. The tingling sensation makes you a little giddy. And then your mind falters, everything you have memorized starts to jumble together. You panic and throw the spell too early — or too late. You just cannot seem to relax enough to guide the spell properly. Control, you need to learn control.

Oblivious — You have a hard time noticing things. You receive a -15 penalty to all skill categories in the Awareness group. [Major, -15]

Did you see that? Well, not really. You are not the most observant of people. You tend to miss the obvious. Even if someone is pointing something out to you, you often do not notice it. Your eyes see perfectly, your ears listen fine, you just fail to notice many things. You are oblivious to a lot of what goes on around you.

Overconfident — You are very confident in your abilities. In fact, you believe that you are better than you actually are. You do not necessarily have to be loud and boastful to be overconfident. You might be quiet yet driven. If you wish to proceed cautiously into a new situation, you must roll d100 (open-ended) and add triple your SD bonus. If the result is greater than 100, you may proceed with caution. You can rally young and/or gullible people around you. They tend to think that you are as good as you say you are. Older or experienced people might look at you as being headstrong and impatient. [Minor, -10]

You realize that you are not the greatest at everything, you are just the best swordsman in the country. You like to feel that you are unrivaled at your vocation. You have been bested a couple of times, but those were flukes. You like to openly challenge strangers, believing that you are better than they. Caution is for cowards.

Pacifist (Minor) — You do not believe in violence. You feel that it accomplishes nothing and use it only when needed. You believe in life preservation. You may fight freely. You may even start a fight. The only thing you cannot do is kill. You can neither kill your foe nor allow them to be killed. For instance, you cannot leave a bleeding foe, lure a foe into a lethal trap, allow a comrade to administer a killing blow for you, etc. If you accidentally kill someone or something, you will suffer from severe depression (-75 to all actions) for 3d10 days. [Minor, -10]

Pacifist (Major) — As the minor flaw, except this is defensive pacifism. You may only fight if you need to defend yourself or those under your care. You cannot initiate combat (which includes goading someone into attack you). You also try to keep others around you from fighting. [Major, -15]

Pacifist (Greater) — As the minor flaw, except this is total nonviolence. You are completely against any sort of violence. You will not protect yourself or those under your care with any form of violence, even indirect. The only exception is that you can defend yourself from creatures with animal intelligence (as they are reacting on instinct rather than sentient thought). [Greater, -30]

Violence is for the unenlightened. You avoid it at all costs. There comes a time when it is necessary to protect yourself, but then you use only the minimum force needed to escape or render the assailant harmless. Some think you try to live in an ideal world, one that is violence free. You are just trying to make life more enjoyable for everyone. It is a lofty goal, but one you try to uphold.

Paranoid – You believe that everyone wants to cause you harm. You stay constantly alert, watching those who are plotting against you. You may have one or two true friends you can trust, but you are wary of everyone else. Although, how do you know you can trust them? Maybe they are trying to lead you into a false sense of security. People tend to react negatively to paranoid people, and you could suffer from delusions as well as being paranoid. You should try your best to role play your paranoia. Trust no one. Remember, just because you are paranoid does not mean that they are not out to get you.

[Minor, -10]

They are out there. They are everywhere. They are out to get you. You have seen them spying on you. You try to lead a normal life, but they are everywhere. Every time you look around, you see someone watching you. You cannot hear their conversation, but you are certain they are talking about you. Well, as long as you are aware of them, you are still one step ahead of them.

Passive – You are passive, especially concerning combat. Whenever you are involved in a fight, you receive a special penalty of -15 to your OB until you get “worked up.” At the end of every round, you may roll to see if you are worked up. Roll d100 (open-ended), add 20, and add triple your SD bonus. If the result is over 100, you have succeeded in working yourself up. You may not use the Frenzy skill while you are passive.

[Minor, -10]

You are difficult to aggravate. You are not aggressive or confrontational. You try to talk your way out of a fight and, failing that, let the aggressor work out his frustrations without him hitting you. However, you can motivate yourself to excitement, and when you do, you are truly a fighting machine. You do not like to let yourself lose control like that very often.

Phobia (Lesser) – You have a phobia, an irrational fear of something. Whenever you are confronted with your phobia, you must make an RR versus a 10th level Fear attack. If you fail, you become paralyzed with fear for one round per 10% failure. If you must interact with whatever is causing your phobia (e.g. fighting something you have a phobia of or swimming when you have a fear of water), all of your actions suffer a special penalty of -25. You may choose what you are afraid of (subject to GM approval). The thing you are afraid of will only be encountered occasionally (or will not require you to interact with it very much; e.g., fear of the number 13, or the fear of mechanical devices in a medieval setting).

[Lesser, -5]

Phobia (Minor) – As the lesser flaw, except the thing you fear will be encountered more often (e.g., the fear of heights or the fear of enclosed spaces).

[Minor, -10]

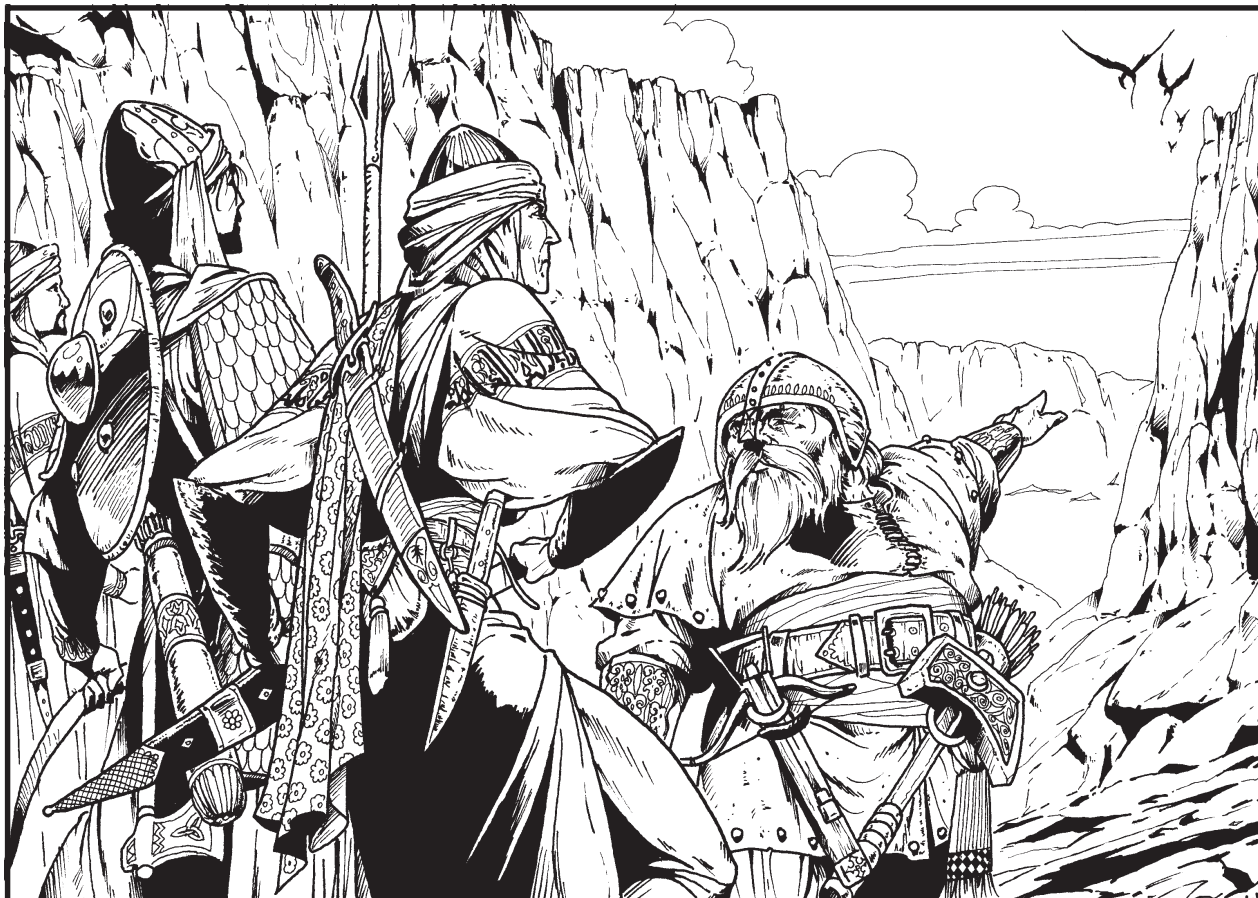
Phobia (Major) – As the lesser flaw, except the thing you fear will be encountered almost daily (e.g., the fear of water, crowds, bladed objects, etc.).

[Major, -15]

You are deathly afraid of snakes. There is no question about it. Anything that slithers around without legs should be killed immediately. You are not a fearful individual, in fact, you have faced down some truly horrific creatures in your past, but something about snakes terrifies you. The way they move, the way they rear up to strike, the way their forked tongues flicker so quickly. It gives you the shivers just thinking about it.



Flaws





Flaws

Poor Concentration – Due to your short attention span, anything you must concentrate on for more than half a minute (most uses of the Lore category, some spells, loading artillery, complex rituals, etc.) is penalized by -25. [Minor, -10]

You have always found concentration difficult. Your attention span is shorter than most. You are easily distracted. Whenever you try to concentrate on the matter at hand, you notice all of the things around you.

Pyromaniac – You have an irrational attraction to fire. You like to watch it burn, smell the smoke, feel the heat. You will set fires whenever possible, and you will occasionally feel the urge to set a fire without reason. If you want to resist your urge for setting a fire, you must roll d100 (open-ended) and add triple your SD bonus. If the result is over 100, you may resist the urge to start a fire. You can become hypnotized by a fire, and will always stop to appreciate any fire that you come across. You receive a +50 bonus to starting a campfire. [Lesser, -5]

You delight in how fire dances. You enjoy the smell of burning wood, the smoke climbing higher into the sky. You like to set fires whenever there is need of one, sometimes when there is no need. There is something cleansing about a fire: it burns away impurities, leaving only base elements. Fire is the one true judge.

Queasy – Any time you see blood or gore, it makes you uneasy. Each time you even glance at something gory, you must roll d100 (open-ended) and add triple your SD bonus. If the result is less than 101, you will operate at a -30 until you can get away from the scene. [Minor, -10]

You dream of saving damsels in distress. You hope to slay large hordes of an invading army. What you do not want to see is their blood. You do not know why, but the sight of blood or carnage makes you ill. It is slightly embarrassing to be a warrior that cannot stand the sight of blood and guts, but bloodshed makes your stomach uneasy. And it is hard to fight when you are trying to prevent yourself from throwing up.



Sadist – You enjoy causing pain, either mentally or physically. Whenever you can you must indulge your sadistic habits. You may conceal your weakness from close friends for a little while, but eventually they start to notice the pain you inflict on those around you. People react negatively to a known sadist, many will want to see you burned at the stake. Please note that this is not a “good” or “heroic” flaw for you to possess. It is more suitable for a truly evil character. The GM may prohibit characters from choosing this option. [Major, -15]

You like pain. Well, to be exact you like to cause pain. As a child you tortured many of the town’s pets. Your parents never knew; you hid your obsession well. As you grew older, animals no longer held the same fascination for you. For a while you joined the army, but when the fighting stopped, you opted to leave. Now, you look around for your next plaything, hoping to make its anguish last longer than your previous subject.

Sense of Duty (Lesser) – You feel that you have a responsibility towards someone or something. This is an internal feeling, one you have placed upon yourself. You will never betray, harm, or mislead those to whom you have a Sense of Duty. Your Sense of Duty is towards a close friend or small group [Lesser, -5]

Sense of Duty (Minor) – As the lesser flaw, except you have a Sense of Duty towards a large group or organization (a town or city). [Minor, -10]

Sense of Duty (Major) – As the lesser flaw, except you have a Sense of Duty towards a country or equally large group. [Major, -15]

Whenever you see a young woman in trouble, you immediately remember your sister. She used to get into all sorts of trouble, often relying on you, her big brother, to come and rescue her. You cared a lot for her, and whenever you see someone that reminds you of her, you feel a sense of duty towards that person. Your comrades say you cannot help every young woman you come across. Some women need help and you are the only one who can give it to them.

Split Personality – You have from one to three additional personalities. Your physical attributes like height, weight, and hair color do not change. Your non-physical attributes can all be different, as well as each of their professions. The alignment, personality, and level can vary among personalities. Each of the personalities earns experience separately; you must keep track of which personality performed which actions so you can award the appropriate experience to each personality. You and the GM must decide what triggers the change in your personalities. [Greater, -20]

You have a slight mental problem. Whenever you encounter a stressful situation, you have a tendency to hide your personality and replace it with a completely separate identity. You are not conscious of this, of course. You may not even know of the other personalities or you may think of them as actual people. It does not seem to hamper you in any way, other than really confusing those around you. Maybe someday, you can be convinced of your problem and then you could seek counseling.

Stubborn – You are very stubborn. You want results your way, and even if you do not get it, you will not change your mind. Your comrades may have to resort to duping you into doing what they need you to do. [Lesser, -5]

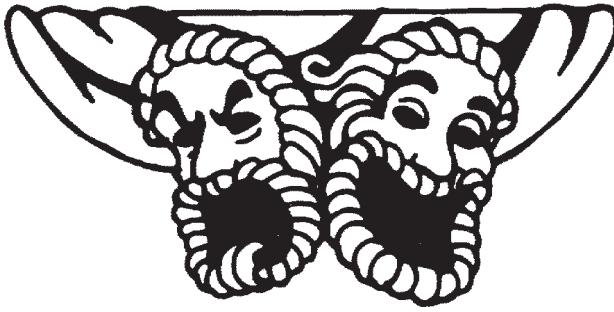
You demand that your way be followed. If you do not agree with a group decision, you refuse to budge. Even if your friends want to pursue some course of action, if you do not wish to go, you will not. They would have to do some pretty fancy talking to get you to change your mind. If they still do not see things your way, you might decide to do what you wanted to anyway.

Superstitious – You are superstitious, often reading omens into anything you encounter. You always observe the various good luck and bad luck practices of your culture. Your mood and morale are often affected by these omens. [Lesser, -5]

You feel forces in the world that control your destiny. You also feel that these forces are fickle and must be appeased whenever possible. You are not considered crazy, just overly concerned with omens and luck. You often throw salt over your shoulder if it is spilled. You are constantly knocking on wood. If a black cat crosses your path or you walk under a ladder, your whole day feels ruined. One of your greatest fears is that you will accidentally break a mirror. You are not sure what seven years of bad luck would do to you. On the other hand, you do have a rabbit’s foot and horseshoe with you at all times, so maybe you can ward off those evil spirits.

CHARACTER LAW





Flaws

Trauma (Lesser) – You suffer from flashbacks that completely immobilize you for d10 minutes. The trigger for these flashbacks is something uncommon. You may pick what triggers your flashbacks (subject to GM approval) but it should be at least loosely connected to the trauma that causes your flashbacks. If you are attacked while immobilized, any hit that delivers a critical to you will cause you to snap out of your trance. [Lesser, -5].

Trauma (Minor) – As the lesser flaw, except what triggers your flashback is a common occurrence (e.g. a ringing bell). [Minor, -10]

Trauma (Major) – As the lesser flaw, except what triggers your flashback is a very common occurrence (every time a horse rides by). [Major, -15]

You were running through a field. You did not know that on the other side of the hill you were ascending there was a group of older boys practicing archery. You crested the hill and started charging down the other side. You saw five arrows flying towards you. You dropped to the ground and rolled down the hill. You survived unscathed, but the incident has permanently scarred you. It is strange, though, you are not terrified by being shot at, it is when someone tosses something at you that your trauma is triggered.

Truthful – You cannot lie. Either there is some physical reason why you cannot lie, or you are so terrible at it that anyone instantly knows when you are lying. The Duping and Falsification skills are classified as restricted for you. You also cannot just refuse to tell the truth. If you are ever in a situation which you do not wish to speak, for fear of revealing some truth, you must roll d100 (open-ended) and add triple your SD bonus. If the result is greater than 100, you may prevent yourself from spilling out the truth. This is not a vow to always tell the truth, this is an actual inability to lie. [Lesser, -5]

You could never lie. You lost control of yourself when you tried. Invariably, while attempting to lie, your face would break out into a giant grin. Whomever you were talking to would immediately know that you were lying and would react accordingly. You have since given up lying altogether. Better that people think you are a fool than to open your mouth and remove all doubt.



Vow (Lesser) – You have taken a vow either to do or not do something. This is a vow that you believe in very strongly and has been sealed through some formal ritual. Your vow may end after a certain task is accomplished (avenge the death of your parents) or may be lifelong (vow of silence). You cannot take a Vow to accomplish some task and also take the same task as your Lifetime Goal (see the appropriate Talent). You must always follow your vow. If you do not, you will be penalized by the GM. The vow you have made will not inconvenience you much in your daily activities (e.g., giving 10% tithe to the church, showing respect towards politicians, or never wearing black clothes, etc.). If you fail to fulfill a vow at any time, some calamity will fall on you. The severity of the calamity depends on the severity of the vow you took. The Gamemaster must give the final approval for any vow you wish to take. [Lesser, -3]

Vow (Minor) – As the lesser flaw, except the vow will affect you on a daily basis, but not prohibit you from functioning fairly normally (e.g., chastity, eating no meat, never sleeping in a covered area, etc.). [Minor, -7]

Vow (Major) – As the lesser flaw, except the vow will affect you often during a typical day. Most people will become aware of your vow after only being with you a few hours. This vow also limits you in some significant way (e.g., never using edged weapons, never keeping more money than needed to clothe yourself, never speaking, etc.). [Major, -15]

Vow (Greater) – As the lesser flaw, except the vow will affect almost every one of your decisions. People will become aware of your vow quickly, and can use it to manipulate you into performing or preventing a particular task (e.g., aiding those who ask, challenge all who wrong you, fight with a lesser weapon than your foe, etc.). [Greater, -20]

As a member of the church, you took a vow of poverty. Anytime you come across more than enough money to feed, clothe, and shelter yourself, you always give it to others. You need no material possessions. The spiritual rewards you receive are more than adequate payment for your services. There are people who cannot see why you would just give money away, since you worked quite hard for it. They cannot see the higher power at work in your life. You set a noble example for others to follow.

Weapon Bane – All weapon skills (except skills in your primary weapon category) are now classified as restricted for you. Your primary weapon category is the one with the cheapest development point cost [Major, -15]

You like to use one type of weapon. In fact you have some sort of mental block when it comes to using any other type of weapon. You are talented with your sword. You are proficient with an axe. You are absolutely terrible with any weapon that is not wielded in one hand and bladed. You have tried to learn other weapons, even those similar to ones you know how to use, but it did not seem to come naturally. Oh well, you are good with a sword and that seems to work well for you.



Flaws

7.3 SPECIAL FLAWS

Now and then, something truly bizarre occurs to a person. This has happened to you.

Cursed Shape Shifter — You are cursed to randomly change shape into an animal. You are never sure what animal you will become with each transformation. Each week, there is a 5% (non-cumulative) chance that you will change shape into an animal. The change lasts for d10 days, and the animal you change into is determined by the GM (he could choose to use the table below). You can be assured that the animal you do change into will be small and nonthreatening.

[Greater, -20]

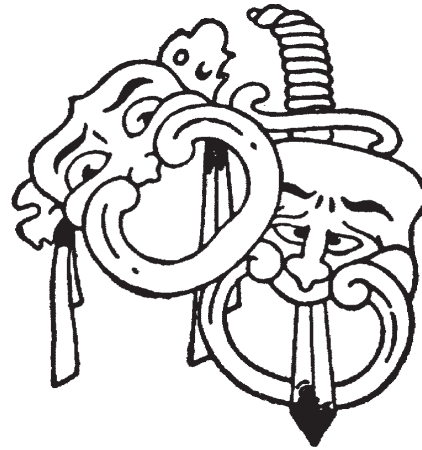
d100 Roll	Animal
01-05	Armadillo
06-10	Beaver
11-15	Garden snake (non-poisonous)
16-20	Hamster
21-25	Hedgehog
26-30	Hummingbird
31-35	Kitten
36-40	Mole
41-45	Mouse
46-50	Opossum
51-55	Puppy
56-60	Rabbit
61-65	Raccoon
66	A magical creature (Pixie, Sylph, etc.)
67-70	Shrew
71-75	Sloth
76-80	Small Lizard
81-85	Sparrow
86-90	Squirrel
91-95	Turtle
96-00	Young goat (kid)

You possess the power to change your shape. You never know what animal you will become, but they tend to be small and harmless. You also have no control over when such a change will occur. You have been cursed by a druid for hunting in his protected wood. He caught you and cursed you for your poaching. You have learned what life is like for a rabbit, a mouse, a lizard, and a sparrow; among other small animals. You try to make the most out of your animal form; as they only last a few days, but you really wish that you could be rid of the curse.

Dark Pact — You have made some kind of deal with a dark or demonic force (the deal resulted in your most powerful talent). You will be visited at random times by this force to be reminded of your deal. This force will never aid you in any way, and may even hinder you if an opportunity presents itself. The actual specifications of the deal are up to the GM to decide.

[Minor, -10]

You were once frustrated with how difficult your life had been. You wanted to gain notoriety, and you did not care how. You searched widely for some way to better yourself, and you eventually found it. A mysterious entity promised to give you power. You asked what the cost was, but a smile was the only answer you received. You did not care, though, you would have sold your soul to have the abilities you desired. You accepted the entity's offer and, true to its word, it granted you power. With every bargain, there comes a price. You are certain that the time to pay is coming soon. Lest you forget about it, the entity visits you now and then to remind you of your pact. Suddenly, this did not seem like such a good idea after all.



Dark Temptation — You have learned one evil spell list up to 50th level. To receive the knowledge of this list, you had to consort with dark and evil things. You have become tainted by this evil and are forever tempted to the "Dark Side." The GM will control the details, but you are constantly in a spiritual battle between what you know is good and the evil inside of you. You begin the game with 10d10 corruption points, and all corruption points gained later are doubled.

[Minor, -10]

You have always craved power. You will do whatever it takes to get that power. You have tried many ways to gather power, including spells. You have attempted to gain many spells through normal channels, but they just did not come fast enough for you. You finally consorted with a darker power. It gave you the power you desired. You can do things now that make men quake in their boots. There was a price to pay, and you paid it. You will forever be tainted with the evil you used to gather your power.

Dependent (Lesser) — You have a person in your life that you deeply care about. This dependent may be used against you in order to persuade you to do something you would normally be against. In addition, your dependent could inadvertently walk into a situation that requires you to rescue them. For instance, your child could follow you into a haunted house wanting to see what you are doing. Your dependent requires you to protect him in some way (to be a disadvantage). A family that stays at home in the country, free from harm is not a dependent. Nor is your brother who happens to be the greatest swordsman in the Northern plains. If they are able to protect themselves, they are not dependents. Your dependent is a single person of average ability.

[Lesser, -5]

Dependent (Minor) — As the lesser flaw, except you have more than one dependent, or you have one person who has below average capabilities.

[Minor, -10]

Dependent (Major) — As the lesser flaw, except you have more than one dependent and they all have below average capabilities.

[Major, -15]

You love your family very much. You do not adventure quite as much as you used to, preferring to spend time with your wife and children instead. There are times when you must leave them to right a wrong. You try to keep those occurrences to a minimum but they do occur. Your biggest fear is that one day someone will use your family against you. If they were held hostage, you are not sure what you would do about it. If they were harmed in any way, however, you know that you would make those who harmed your family pay. Pay for a long time and very dearly.



Flaws

Duty (Lesser) – You have a responsibility to a particular individual or organization. Whenever they call upon you to do something, you are duty-bound to cease everything you are working on and take care of the situation. A duty is something imposed upon you from the outside, not something you feel you have to do (i.e., a Sense of Duty). You may determine exactly who or what you have a duty to, but the GM must approve it. Once per month, the GM will make a roll to determine if you are called to duty during that month. The percentage chance that you will be summoned is 25%. [Lesser, -5]

Duty (Minor) – As the lesser flaw, except the chance of being summoned is 50%. [Minor, -10]

Duty (Major) – As the lesser flaw, except the chance of being summoned is 75%. [Major, -15]

When you were young, you thought it would be exciting to join the army. You enlisted and left home to fight in the great war. You fought valiantly in many battles, received distinction and even earned two medals of valor. You have since mustered out of the military, but occasionally your former supervisors call upon you to help them with a particularly complicated situation. They recognize your expertise in certain tasks and they know you will respond to aid them. You are paid well for the work you do, but it is inconvenient when they come knocking on your door in the middle of the night. Duty calls.

Friendslayer – Whenever you are casting an attack spell and the spell fails, you do not roll on the attack spell fumble table. Instead, the spell affects one of your allies. The GM randomly determines who it affects, and the friend may make a normal RR. If there are no friends within the range of the spell, then roll a failure normally. [Minor, -10]

When the fight gets furious, you can be counted on to cast spells against the enemy. Your spells are quite effective and often have spectacular results. There are occasions, though, when you are in the heat of battle, that you forget one small step. Omissions are not uncommon when casting spells; there are many steps to remember with magic, but your resulting blunders are atypical of the magic community. Whenever you are casting a spell on the enemy and you make a mistake, the spell targets one of your friends. This has not happened often, but it does cause your allies apprehension when you say "oops."

Lack of Scope – You have difficulty controlling the scope of your spells. The area of effect for each of your spells is halved (rounded up). For example, a spell that can affect one person will still affect one person; but a spell that had a 10 foot radius would be halved to a 5 foot radius. This only affects spells with an area of effect with a radius or # of targets. [Greater, -20]

You learn spells well. You understand how to use the power around you to make a spell happen. You understand how to best utilize your repertoire of spells. The one lesson you had a hard time grasping was the one about area of effect. You could never expand your spells to their fullest radii. You have concentrated on making your Stun Cloud expand to the radius your master demonstrated, but to no avail. You just cannot utilize your spells to their utmost.

Lack of Time – You have difficulty making your spells last as long as they should. All of the spells you cast have their duration reduced in half (rounded up to the nearest round). [Greater, -20]

You are great at casting spells. You can launch a firebolt and watch it strike your target's chest. You leap giant chasms with just a word and a motion. But problems with spells started when you tried casting spells that were to last a while. All of your spells seem to fizzle out earlier than they should. You cannot figure out why this is happening, but it is very disheartening.

Lycanthropy – You are a were-creature. You and your GM will determine what type of creature you are. Every full moon, you transform into your beastly form. This is an uncontrollable, psychotic type of lycanthropy. While you are in your animal form, you have a bestial desire to kill and destroy. Anything you were wearing while you underwent your transformation is ripped off of your body. Anyone you bite may contract lycanthropy (see *Creatures & Monsters* for more details on lycanthropy). They may make a RR versus disease (using your level as the attack level) to prevent the infection from taking hold. [Major, -15]

Most everything seems normal about you, but one time every month you undergo a change. Your teeth get longer. Your hair gets thicker and grows remarkable amounts. Your whole face grows longer. You actually change into a werewolf. While you are a werewolf you have amazing agility and can pass on your curse to people you bite. You tend to go on rampages, killing livestock, animals, even people, if they threaten you. You often wake up in some forest or on a hill wearing nothing. You have a vague memory of what happened the night before, but you are never quite certain of details.

Magic Allergy (Minor) – You have a severe allergy to magic. You may choose the realm that you are allergic to. Whenever you try to use magic from that realm or Arcane magic (either spells or magical items), there is a 50% chance that you will drop to the ground in a convulsion. While you are convulsing, you can perform no actions. The convulsions last for d10 rounds, after which you may act normally. If you are near someone (within 10') who uses a magic item or casts a spell from the realm you are allergic to, there is a 10% chance that you will fall into a convulsion. [Minor, -10]

Magic Allergy (Major) – As the minor flaw, except applies to magic from two different realms (and to Arcane magic). [Major, -20]

Magic Allergy (Greater) – As the minor flaw, except applies to magic from three realms (and to Arcane magic). [Greater, -40]

You fear magic. Not because you are poor with it, but because magic actually disables you. You have encountered it enough to know that you are abnormally sensitive to magical energies. You have tried using magical items to cast spells but they seem to throw you into convulsions. Luckily it does not seem like every spell harms you, just certain types. You hope to find a cure someday, before this allergy kills you.





Flaws

Magically Susceptible – You are particularly susceptible to magic. You may choose how vulnerable you actually are and to which realms your vulnerability extends. You may receive a -25 penalty to your Resistance Roll for spells from one particular realm (you choose), or you may receive a -15 penalty to your Resistance Rolls from all spells and spell devices. [Major, -15]

You always were more vulnerable to spells than most people. You could be hypnotized quickly, magically convinced a hated enemy was a friend, ensorcelled into slumber at an important moment, all because of a spell cast on you. Your comrades soon learned of your vulnerability and have tried to help shield you from spells.

Magically Vulnerable – You are especially vulnerable to magic. Any spell cast with you as the target receives a modifier of +10 to its roll (either the BAR or EAR). [Minor, -10]

You and magic do not get along. You have actually seen bolt spells change course and attack you instead of an intended target next to you. You seem to attract magic to the degree that it easily affects you. You have learned to become very cautious around spell-casters, especially hostile ones.

Magic Bane – You have a difficult time learning spells. All skills in the Spell group are classified as restricted skills. [Greater, -20]

You have a hard time grasping the concept of spells and spell casting. You have spent many hours studying ancient tomes, trying to grasp the knowledge that eludes you. After many hours of struggle, you have managed to grasp the rudimentary concepts of some spell lists. You have to try harder; conquering the problem makes you feel much more powerful.



Necromantic Urge – You have prepared yourself for your eventual death. You have studied different tomes and learned of a certain ritual that you could perform to ensure life after death. You have performed that ritual, and are ready for your own death. When your soul finally leaves your body, your body will become either a lich or a powerful vampire, at your discretion. It will certainly take time to adjust to your new lifestyle. You are truly an evil and horrific creature. Upon reaching negative hits, you will not heal normally and will lose one hit per minute until you have died. In addition, you have a natural resistance to all *Lifegiving* and *Preservation* spells and spell effects; they may not normally be cast upon you at all (as you are considered an “unwilling” target). What exactly happens to you after you die is subject to the GM’s approval. The number of rounds for soul departure is now 1 for you. [Major, -15]

Immortality. Many people have spent their whole life searching for it, only to have it elude them. You know how to live forever. You have taken care of everything so that when you die, you will come back. There are certain rituals and sacrifices you can make. You searched for a long time, examining tome after tome. When you die, you will come back. And you will come back more powerful than when you left.

Open Door – You are very susceptible to possession. There is a 5% chance per week that you become possessed by a demon. Every week, roll a d100 (open-ended) and add 5. If the result is over 100, you are possessed sometime during that week. The GM should randomly determine a day of the week to determine when the possession occur (you won’t know when exactly, but you will know that sometime within a week you will become possessed). The possession lasts for 2d10 hours. While you are possessed, your body will be constantly trying to wreak havoc and cause suffering. Your possessed body does not care who it harms and will be under GM control for as long as the possession lasts. You are fully aware of what you are doing, you just have no control over it. On rare occasions when it is absolutely necessary for you to force the demon out of your body, you may make a RR versus Channeling (using at attack level of 20+2d10). If you are successful, the demon is exorcised from your body for the week but you suffer a ‘B’ Impact critical. [Greater, -20]

You have always felt that you were not always in control of your actions. A strange feeling comes over you occasionally. You feel as if you are not in control of your body. You watch yourself committing horrible acts, but there is nothing you can do to stop it. You actually feel a part of you reveling in the pain and destruction you can create. You have searched for help, but no one has been able to prevent you from having these episodes. You have narrowly escaped some lynch mobs, and have even tried tying yourself down when you feel these episodes happening. Nothing you do seems to make any difference. You continue to search for a cure, hoping that one day you will indeed find one.

Part Animal – You are part animal. The GM decides what kind of animal. You were raised by normal parents and appear like any other member of your race. On different occasions, the animal in you will control your actions. When this happens and what actions you take are determined by you and the GM. For instance, if you are part dog, you might mark your territory whenever possible. [Greater, -20]

There is a beast within you. You know that one of your parents was an animal, and you can feel the bestial desires burning within you. You know that you are human. You look normal, act normal, even smell normal, but deep inside you know that you are part animal. Animal behavior surfaces occasionally. You lose control of your actions, giving way to the animal inside. Your entire life is a constant fight to stay in control of your actions.

Poor Control – When you cast a non-attack spell that fails, you must roll on the “Attack Spell” section of the Spell Failure Table A-10.11.2 (*RMFRP*, p. 241). If you cast an attack spell that fails, you must add 10 to your spell failure roll. [Minor, -7]

You enjoy casting spells, and you try hard to get them right. Occasionally you get excited and lose control of the power you are trying to harnessing. You, taking deep breaths before casting, but sometimes it does not seem to help. You end up internalizing the power, or worse, the power escapes and goes off in the wrong direction. Hopefully, if you keep practicing you can overcome this problem.

Power Blind – You are partially blind to the power around you. You receive a -10 penalty to the Power Awareness category. [Minor, -10]

You will never understand magic completely. Dealing with magic for reasons other than a spell can be difficult for you. You have a hard time determining if items are magical. You do not attune to items well, and runes are very difficult for you to read. You have tried casting divinations for people, but the readings you receive are often jumbled or contradictory. You have a difficult time perceiving power around you.



Flaws

Power Drain – You drain power from spell adders and multipliers. Any spell adder that you use has its “plusses” (or class if you are using the *Treasure Companion*) reduced by one. For example, if you were in possession of a +3 adder, in your hands it would act as a +2 adder. Also, any multiplier you use will have its multiplier reduced by one, so a x2 multiplier becomes a x1 multiplier. The power in the adder and multiplier will return immediately when it is given to someone without this flaw.

[Greater, -20]

You were talking with another spell caster one evening at a local tavern. Your colleague had a ring on his hand, which he claimed increased his casting power. He said it allowed him to cast twice as many spells as he could without it. You were doubtful, but he let you try it on. You felt the power enter your body, and for a second you felt like you could cast twice as many spells as you could before. The extra power drained out of you just as quickly as it entered, though. You returned the ring, remarking on how useful that would be. You were puzzled, though; why did the power drain out of you so quickly?

Power Leakage – You cannot store power like most people. Your power point progression is lowered by two points. For example, if your normal power point progression is 0•6•5•4•3, your actual progression is -2•4•3•2•1.

[Greater, -20]

Some people just cannot hold their liquor. They get drunk and throw up after only a few mugs of the local grog. You seem to be like that with power. You cast spells, resting during the evening to regain the power you used, like any other spell caster. You work hard on harnessing more power whenever you get the chance. The problem is that you do not feel that you are getting all of the power you think you should. You should be brimming with extra spell power, just waiting to cast another spell. Instead, you have just enough to get by. You just cannot seem to hold your power.

Repulsive Habit (Lesser) – You have a habit that is considered repulsive by the majority of society. You may choose the habit (subject to the GM's approval). You must make a conscious effort to perform this habit whenever possible. When people notice your habit, they will tend to regard you with disdain, possibly loathing. Your habit annoys people, but does not disgust them. This habit could range from always boasting loudly to all around you, to having bad breath, to relieving yourself in public. Again, the GM has the last say on any habit.

[Lesser, -5]

Repulsive Habit (Minor) – As the lesser flaw, except people are disgusted by your habit.

[Minor, -10]

Repulsive Habit (Major) – As the lesser flaw, except your habit makes everyone in the room get up and leave.

[Major, -15]

You like to do what you want. You do not care if it offends someone. You refuse to bathe because you feel that water is an evil substance. Your brother drowned in a pond, and you refuse to let even a small amount of water touch you. People wrinkle up their noses when you walk by, and when you sit next to someone they invariably leave. You do not care though, you have your reasons for avoiding a bath.

Rival/NPC (Lesser) – You have a rival. Your relationship to this rival and what caused you to become rivals are up to you. Your rivalry could be romantic, professional, or personal. Whenever possible, your rival will do his best to outdo you, even hinder you. This rivalry is rarely, if ever, violent. Both of you respect each other too much to kill one another. You will even endanger yourself and your comrades if it gives you the chance to outdo your rival. The rival is either a personal, romantic, or professional rival. The GM must approve all rivalries.

[Lesser, -5]

Rival/NPC (Minor) – As the lesser flaw, except the rival is some combination of personal, romantic, and/or professional.

[Minor, -10]

Rival/NPC (Major) – As the minor flaw, except the rival has an upper hand in the rivalry (either due to status or some other advantage).

[Major, -20]

Rival/PC (Minor) – As Rival/NPC (Lesser), except the rival is another player character

[Minor, -10]

Rival/PC (Major) – As Rival/NPC (Minor), except the rival is another player character.

[Major, -15]

Rival/PC (Greater) – As Rival/NPC (Major), except the rival is another player character.

[Greater, -25]

You and Gildor were once best of friends. You would do everything together. You taught each other skills you knew and ran around the city causing havoc whenever you could. One day that all came to an end. You both found what you each thought was the perfect woman. She was the daughter of a merchant, blond hair, sparkling blue eyes. You both were immediately in love. In the end, neither of you won her favors but there was a permanent rift between you and your friend. You were now bitter rivals, your friendship deteriorated. Whenever possible, he tries to hinder you, and you are more than happy to return the favor.

Secret (Lesser) – You have a secret that if discovered will cause you much embarrassment and pain. You may choose the actual secret you are keeping and it can be related to another flaw you have. You also may choose what could happen to you if the secret was revealed. The GM must approve all secrets. You must do your best to keep your secret; you are terribly embarrassed about the situation and will do whatever it takes to keep it quiet. If the secret were found out, it would cause you great embarrassment.

[Lesser, -5]

Secret (Minor) – As the lesser flaw, except if the secret is discovered, it could cause you to be either exiled or imprisoned or it could cause you to be injured severely (but not killed).

[Minor, -10]

Secret (Major) – As the lesser flaw, except if the secret is discovered, it could cause your death.

[Major, -15]

You killed an innocent man in a bar fight. If anyone found out about that night, there would much retribution aimed towards you. It will not matter that it was not your fault, everyone would blame you and you would have to flee town again. It would be just like the last town. No one seems to be able to understand that it is not your fault.



Flaws

Secret Identity – You have an alternate identity that you keep hidden from the general public. You actually lead a double life, one as yourself and one as your alter-ego. You also have a group of people who are interested in who you really are, thus making you cautious about who you disclose your identity to. The GM must ascertain that there is really a need for a secret identity, or that there is someone or something that cares about the character's real identity. [Minor, -10]

Sometimes it is helpful for you to don another identity. During the day, people know you as Lokath, humble spice merchant. During the night, you assume your other persona. You are known as Shadow, the master thief. You use this identity to get you into places that you would be normally be prevented from entering. You have even become an official member of the Thieves' Guild. You move among them, hearing their plans, receiving training from them, even teaching younger thieves. What the Thieves' Guild does not know is that you have a mission. You are waiting for the perfect opportunity to avenge your daughter's death. She was killed by a thief, and you aim to find out which one and plunge your dagger deep into his stomach. You use your secret identity to further your investigation. You only hope that no one discovers who you really are.

Stat Penalty (Minor) – You receive a special penalty of -3 to a random stat. [Minor, -10]

Stat Penalty (Major) – As the minor flaw, except the penalty is -5. [Major, -20]

Stat Penalty (Greater) – As the minor flaw, except the penalty is -8. [Greater, -30]

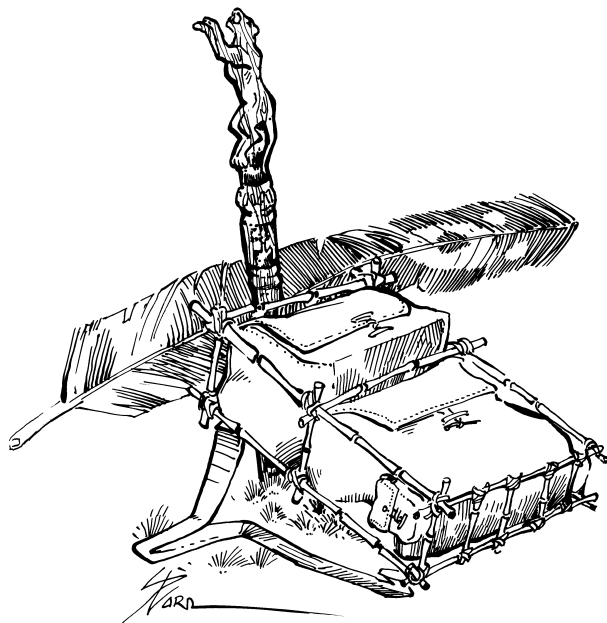
You have a hard time remembering things. You are not sure why, but your memory seems quite lacking compared to your brothers.

Terrible Luck – Whenever you roll an 01 the action you are attempting fails in the most complete way possible. Equipment you are using breaks (magic items get a RR); you fall and injure yourself; virtually anything the GM can conceive. The only restriction is that whatever happens cannot be instantly fatal. For example, a rope you are climbing could break, provided that there was a way, no matter how small, that you could survive the fall. [Minor, -10]

You have always been jinxed. At least that is what everyone around you tells you. You have had more weapons break while you are fighting than anyone else you know. You have had every sort of tool break at one time or another while using them. When you make a mistake casting spells, there is usually much destruction around. You feel that you have great luck – after all you are still alive.

The Slain – You have a special vulnerability to a particular race. The GM chooses the race you are vulnerable to, but it cannot be your own. You may be vulnerable to the “half” race of your race (i.e. an elf may be vulnerable to half-elves, etc.). Whenever you receive a critical from someone of that race, the critical is resolved as a Slaying critical. Needless to say, you tend to avoid that race whenever possible. [Greater, -20]

You are powerful. But like many powerful individuals, you have a weak spot. You may be able to slay countless numbers of orcs, destroy demons with a sweep of your sword, or even slaughter a giant or two. But when it comes to Dwarves, you are vulnerable. You are not sure what it is, but Dwarves always seem to land a telling blow against you. It seems as if you have been cursed by the Dwarf god to forever be vulnerable to them. You live in fear of seeing a Dwarf in full plate armor wielding a giant axe with two hands.



Unlucky – You have bad luck. All of your fumble/failure ranges are increased by one. For example, in normal maneuvers, you will fumble on a result of 01 to 06 (instead of 01 to 05). [Minor, -10]

People are often born with a lucky omen. They carry their luck with them all throughout their life. They happen across fortuitous circumstances, meet and befriend influential people, survive from even the most harrowing of dangers. It stands to reason that there would also be people born with an unlucky omen; people who seem to be jinxed wherever they go. No matter how hard they try, bad luck follows them. They may meet an important person and spill a drink on them. Perhaps a sturdy ledge they were standing on suddenly gives way. There must be people like that. You feel strongly that way – you seem to be such a person.

Unmagical – You are naturally unmagical. You receive a special penalty of -10 to all spell casting static maneuvers, BARS, EARs, to the Power Manipulation category and Power Awareness category. [Major, -15]

You and magic seem to be like oil and water. You can exist together, but you do not mix well. You try to use magic, but it is difficult. You can cast spells or activate magic items if you need to, but you can feel resistance.

Wrath – You have earned the disfavor of a particular god, demi-god, or equally powerful entity. The reasons for this are left up to the GM to decide, but they should involve some conscious action you did to anger the god. The god will do his best to make your life as miserable as possible. A paladin may be sent on a quest to slay you, a god of weather may make it always rain on you, a forest would not be a safe place if you enraged a goddess of nature, etc. The exact specifics are left up to the GM. However the god would rarely, if ever, come down and physically challenge the offender (after all, that is what his legions of followers are for). [Greater, -20]

You never liked the god of the thunder. His clerics would come into town, preaching the end of the world unless you converted. If you did not convert, the clerics would try to force you to convert. You decided to wreak a little havoc for the priests. Late at night you broke into their temple. You subdued a priest and destroyed the temple's altar. You escaped unharmed, but ever since you have an increasing string of bad luck. They all seemed to be tied with the weather, especially thunder. You think the god noticed the damage you did, and is employing his revenge as often as possible.



DEFINING YOUR CHARACTER'S "LIFE"

Your character is more than a collection of statistics, modifiers, and assigned points. In the *Rolemaster* system, a character is a living, breathing, sentient being with all of the same needs and desires as you. These characters may have appeared right after adolescence, ready to rescue maidens and slay dragons, but it is important not to overlook the fact that these characters had a childhood. They had parents, grew up in a culture, and were reared to believe in certain ideals. In short, they lived long before you started playing them at first level.

Your character will take on a new life before your eyes. In fact, the character should eventually grow beyond what you had originally anticipated. For this growth to take place, you must know where the character came from, what he did as a child, why he chose the profession he chose, who his parents were, and the answers to other such questions about his past.

While you are rolling up your character, you will undoubtedly picture in your mind what it is you want this character to be like. You will assign attributes, skills, and even a profession that all fit into your conception of the character. You will choose some background options, which will explain a little about the character's early life. Finally you will set off on an adventure. It only takes a little more effort to generate a complete background for your character. Armed with this background, you will be much better prepared to deal with unexpected encounters and other events that might bring up your past. Imagine meeting an old childhood friend only to have discovered that he has become a pawn for an evil sorcerer. You would be much more inclined to rescue him based solely on your past friendship than if he were some stranger whose father hired you to bail his son out of trouble. Your background can lead to a much more fulfilling career as an adventurer.

It may sound like you have less and less control over your character. In many cases, this is true. You come up with the initial conception for the character: his profession, skills, spell lists, etc. As you are adding more information to this conception, your idea of what defines the character will change. Some of the change may be expected, but a lot of it will probably be something you never would have envisioned for the character. As you define more of the character's background, the character will take on more life of his own. You will actually see this character as a complete person rather than a collection of stats. Your character will undoubtedly become like a character from your favorite book. You cannot wait to see what happens to him next.

So where do you start? How do you live the first 16 years (or more) of your character's life? The first place to start is where the character grew up. The early years of your character's life will undoubtedly shape his attitude and beliefs for the rest of his life.

8.1

THE EARLY YEARS

Your character will grow from childhood into adolescence. The character will take on more responsibility for his actions as well as start making important life decisions. His early childhood defined his outlook on the world around him, his adolescence will define how he deals with an ever-expanding world

PARENTS

Everybody has parents. You may not know who your parents were, or you may wish you had not known them, but everyone has parents. Some of your background options, such as Orphan or Heir, may tell you exactly what you know about your parents. However, you generally have some choices to make. First, you must decide if you lived with one, both, or neither of your parents. You may have lived with a relative or some other guardian due to some circumstance. You should decide what it was your parents did for a living. Your wealth level should help you determine what class your parents were, and therefore help you determine their profession. If you are wealthy, then perhaps your parents were merchants, owned an inn, or were minor nobles of the land. If you are poor, your parents may have been peasants or beggars. Perhaps a guardian took you under his wing early in your childhood. He could have been a master thief and sought someone to pass his trade along to. It is your parents, or other guardians, that form your early perceptions of the world.

SIBLINGS

Only slightly less important than your parentage would be your siblings. You should decide how many, if any, brothers and sisters you have. You should also choose the birth order and where you fit in it. This could have a large effect on you; often the first born child receives preferential treatment as well as a lion's share of the inheritance. Perhaps you have a younger brother who is jealous of your standing in the family. He might try to undermine you whenever possible, eventually turning into an outright enemy of yours. Or perchance you have an older sister who was wed to a cruel husband, but only you know of his cruelty. You will have to find a way to rescue your sister, if she needs rescuing at all, and protect her from her husband's vengeance. Or you may have a twin with whom you have a special rapport, often adventuring together. You would easily do whatever you could to help him when needed. Choose them well. You will spend your whole life with your siblings.



Defining Your Character's "Life"

CULTURE

What kind of culture did you grow up in? Were you raised in the middle of a bustling metropolis or in the quiet fields outside of town. Perhaps you lived in an elven village, deep in the forest; or even miles underground in a great dwarven city. Perhaps you lived with a barbarian tribe high in the mountains and spent many a summer raiding the nearby villages. Your culture will help determine your belief structure. It will define the role of religion in your life and will also define your status, both in your culture and as viewed by other cultures.

Try to visualize what the day-to-day life in your culture is. Is it an almost daily fight for survival, or is your culture one in which even the poorest people are wealthier than the rest of the world? Are your people viewed as a progressive culture by the rest of the world or are they viewed as a backwards barbaric tribe? What weapons and skills would they normally obtain, and why? What is valued by the culture and what is despised? You need to understand what is important in your culture.

The culture the character was raised in will easily shape his beliefs and desires for the rest of his life. It is possible that sometime in your character's life, a major change transpired his culture. Perhaps his city was captured by an enemy country, or his family moved from the plains to the city. If this is the case, there may be a crisis in the character's belief system, one that may still not be resolved. This could make an interesting subplot in the character's overall life.



to role-play it. This helps you break the habit of saying things like "My character tells the bartender to give him a tankard of ale." Instead, you might say "Ale Barkeep! And hurry, Colmak the Conqueror is thirsty!"

Playing a character who has a personality similar to yours is often fun. Somewhat more challenging — and potentially more rewarding — is playing a character with a personality significantly different than yours. If you are a naturally cautious person, it could be fun to play a barbarian fighter who wears nothing but a fur loin cloth and carries a two-handed sword. At the first sign of conflict he bellows "Ya har!" and charges directly towards his foe, whatever it may be, without thought of personal safety. It can be difficult, every instinct telling you to wait and see what the enemy can do, but it can really make for an enjoyable character (just make sure you purchase lots of Body Development). Your personality is the most important factor in the way your character reacts to the situations he finds himself in.

8.2

YOUR ADOLESCENCE

Just by creating that partial history, you already know why your character became a monk, and more importantly, what he plans to do with his chosen profession. It is possible that your character's primary goal may be met in the course of the campaign. Once that has happened, you will have to decide what your character will do next. There is a story behind the motivation—you should do your best to find out what that story is.

Armed with the knowledge he gained in adolescence, your character strikes off into the world, ready to make a name for himself. He will have many varied and exciting encounters in his adventuring career. Each will gently mold him and his beliefs. Your character will subtly begin to change from his younger ways and adolescent desires. Each new experience will have some effect on his life.

PERSONALITY

What is your character's outlook on life? Is he cynical about how life will treat him or are is he optimistic about the opportunities he may face? His disposition will determine how he reacts to unforeseen circumstances and how he interacts with other people. He might be very quiet, or a loud braggart. He might be fearless and charge headlong into battle, or be a borderline coward. For a more complete list you should refer to *RMFRP* Section 7.0 (p. 28-29). The important thing about your character's personality is

RELIGIOUS AFFILIATION

Every person has a religion, which may range from a cleric or paladin directly serving his god or goddess to someone who completely disbelieves the very existence of gods and deities. A religion, in the broadest sense, is merely a way for a character to deal with his own mortality and explain phenomena that cannot normally be explained. It is important that you understand your character's religion. Not only is what he believes important, but also how strongly he believes in it. He may be a devout follower of a particular deity, observing all of the holy days and each and every custom, or he might just go to the temple on the important days and ignore his religious life the rest of the year.

Certain professions (i.e., Cleric, Animist, and Paladin) will dictate your religious strength, but other professions vary widely. Imagine a fighter who is a devoted follower of the god of war and battles. He would be fanatic about fighting in as many conflicts as possible. He probably would feel that he grew closer to his god with every enemy he defeated (not necessarily slew). He may work to become a

great general, leading scores of soldiers into battle, hoping for greater glory. Imagine a thief who paid tribute to the god of thieves but did not really pay attention to any of the other religious activities. The temple of another god or goddess would probably not disturb him too much, especially if there were religious artifacts he could “acquire.” Religion is a very important part of your character’s life. It dictates how he deals with the unknown. You should take time deciding what your character believes.

PROFESSION CHOICE

There is a reason why your character joined the profession he did. Determining why your character chose the path he did can give you great insight into the decision making process of the character. If the character is a cleric or paladin did he have some deep religious experience that called him to the ministry? Did your thief grow up stealing to survive or was he a rich kid with too much time on his hands? Was the magician fascinated with magic or interested in acquiring as much power as possible? What made the monk join the monastery? You must determine the reason why your character chose to learn his profession.

The various training packages your character purchases will help shape his profession choice, and should help you decide why your character is what he is. It can help if you picture your character during the learning stages of his profession. Who taught him? How did his master feel about his accomplishments? What was his relationship with his master? These questions will help better determine what it was like learning the profession, as well as creating some interesting people in the character’s past.

MOTIVATION

Here is the crux of your character’s adventuring life. Why does he do what he does? What is in it for him? Your character’s motivations will tell you what he wants to do and to what lengths he is willing to go to do it. There are many different motivations for your character; some humanitarian, others self-serving. *RMFRP* Section 7.0 (p. 28-29) has a list of some motivations for your character. There must be a reason why your character has the motivation he does. If your character is adventuring to gain wealth, why is money so important to him? If your character feels a need to right wrongs, what made him feel this way? A motivation is more than a reason to adventure. Take the example of a warrior monk whose primary motivation is revenge.

You decide that Gaelenor’s parents were slain by a particular sect of monks. He saw them murdered, but escaped. You then decided that Gaelenor must avenge the death of his parents. He went to the monastery of a sect diametrically opposed to that of his parent’s slayer. He pleaded his case to the head monk of the monastery, who decided to admit Gaelenor into the order. Gaelenor spent many years honing martial arts skills. When you Gaelenor passed the final test of his order, the head monk told him that Gaelenor had learned all the master could teach. Gaelenor now felt ready to strike vengeance on the slayer of his parents. Gaelenor was unsure how to go about doing it. He could not, after all, attack the enemy monastery and hope to survive. It may take many years, but Gaelenor has the image of his parents being slain to keep the anger burning inside of him.

LONG AND SHORT TERM GOALS

Similar to your motivation, your goals are what you want to accomplish in a set period of time. These goals are usually more specific than your character’s motivation, but they can be the same. An example of a short-term goal would be ridding the countryside of a particularly troublesome band of highwaymen. A long-term goal might be to establish your own city by building a castle in an important area of countryside. These goals have a definite resolution, unlike the motivation of “I wish to bring the knowledge of my god to all the people.”

You should be certain that your character’s goals are something the character would want to accomplish. A fighter who lives for battle would quickly get bored if he met his goal of opening his own tavern. Your character’s motivation should help you decide what your goals will be.

You should first decide on your character’s long-term goal. Once that is decided, break the long-term goal into several short-term goals. Each accomplished short-term goal will presumably bring your character closer to completing his long-term goal. During the course of your character’s adventures, he may develop several additional short-term goals unrelated to his overall personal goal. This is only natural, since it is impossible to predict what will next happen to your character.



**Defining
Your
Character’s
“Life”**



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Defining
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8.3

YOUR ADVENTURE BEGINS

TAGS

A tag is something that you do repetitively and unconsciously that eventually identifies you. Everybody has a character tag, including you. There are an infinite number of different character tags your character could possess. For example, your character may constantly rub his lucky charm, or he might always sit with his back to the wall, or he might always wear red. Any one thing or a group of things that can uniquely identify your character is a tag. You should pick about five different character tags.

As you role-play your character, each of these tags should eventually become evident. This helps to identify your character and bring a feeling of actually knowing the character from some of the other players in the game. These tags can be humorous, serious, annoying, helpful, even embarrassing. The important thing is to make sure that they appear whenever appropriate. After a few times of your character sauntering up to the bar and ordering a glass of Insap Green (which the bartender has never heard of), the other players in the game will begin to expect that (and the ensuing conflict that would invariably follow). When other players start to predict your character's actions, then you know you have succeeded in creating believable character tags.

FEELINGS

You should determine, based mostly on what you have discovered about your character, how your character feels about many different aspects of his world. For example, how does he feel about the gods? How does he feel about using herbs for healing? How does he feel about Dwarves, Elves, Orcs, or other races? These represent his gut feeling towards these things. He may change his mind over time about how he feels about specific cases. As an example, look at Sir Nomus a knight of some renown.

Nomus never cared much for wizards. Summoning energies for spells seemed unnatural and even somewhat evil. He had slain a few wizards in his time, those that were terrifying the surrounding lands. This only increased his dislike of wizards. He never would have joined forces with one if his Lord had not insisted. He looked the mage over. He looked like a typical mage: robe, staff, and book. The rest of his party were more trustworthy types: a monk, a rogue, and an archer. As the small party adventured together, Nomus was forced to reevaluate his position about magic, and more noticeably, about the wizard in the party. There were at least two occasions when Nomus saw certain death awaiting them, only to be saved at the last minute by a well-timed spell from the wizard. Yes, perhaps magic has its uses after all.

It will not happen immediately, but a character can re-examine his feelings about a group or object and find them to be unfounded. You may still have strong feelings about whatever it is, but the feeling now will be much different than those you had before.

8.4

AN EXTENDED EXAMPLE

Below is an example of creating a full character background. Starting with the race and profession, as well as a solid character conception, a fully rounded character soon emerges.

Name Galen Forsythe
 Race Common Man
 Culture Woodman (6 background options)
 Profession Ranger
 Talents:
 Natural Archer Minor (+ No Flaw) 3
 Herbalist Minor (+ Lesser Flaw) 2
 Acute Hearing Minor (+ Minor Flaw) 1
 Status, Items, Wealth:
 Status Nothing Special Free
 Items Nothing Special Free
 Wealth Very Poor Free
 Flaws:
 Lesser Vow Lesser (from Herbalist)
 Crippled (Minor) Minor (from Acute Hearing)
 Total Background Options 6

Galen's Story: *Galen was raised on the outskirts of the great Muerte Forest. There were always rumors that the forest was haunted, especially deep in its center, but Galen never paid much attention to that. His father, Kalmar, was a hunter and trapper, selling furs and meats to provide for his family. Kalmar taught Galen how to shoot a bow, a skill that Galen took to immediately. Galen became known as the best shot in the village where they lived, a reputation he substantiated on numerous successful hunting expeditions with his father.*



His mother taught him how to use herbs to heal wounds and remove illness. Galen spent many hours in Muerte Forest searching for a particular root, leaf, or berry that his mother required for a brew or poultice. While he was exploring the forest, he honed his fine sense of direction. He could always find his way back to home, no matter how many twists and turns he took.

Galen continued to grow up around the forest. He grew stronger and more agile throughout his adolescence, able to pull even the great bow his father used on special hunting expeditions. He also tuned his fine sense of hearing. He could hear a deer panting from 50 feet away if he concentrated enough. Galen would go out with hunting parties, often acting as a scout.

During the village's festivals, the whole family celebrated with the rest of the townsfolk. On the full moon, he and his parents would offer their sacrifice of seed, nuts, and leaves to the spirit of the forest to ensure a bountiful month.

Whenever he had free time, Galen would go deep into Muerte Forest. He explored new areas of the forest, searched for herbs, and tracked animals going through the forest. It was during one of these explorations that Galen first came across a band of Wood Elves living in the forest. They told Galen of an evil deep in the middle of the forest, and how their band was trying to prevent the evil from spreading. They asked Galen if he would aid them in their goal. In return, the elves would teach Galen the secret of spell-casting. Galen could hardly refuse an offer like that, and so his training began. For months, the elves taught Galen the ways of the ranger. Galen honed his forest skills while he learned the mysteries of harnessing energy for his spells. Finally, the time came when the Wood Elves told Galen he had reached the end of his training.

The small band entered deeper into the forest than Galen had ever gone. There they encountered a horror Galen had only heard about: an animated corpse. There were around a dozen of the zombies against only seven in the band. They fought hard; Galen burying arrow after arrow into the zombies' bodies. Eventually, Galen and the elves destroyed enough of each of the zombies' bodies that they could not rise to continue fighting. Unfortunately, Galen was wounded in his leg—a wound that bothers him to this day. Galen and his group had won this first skirmish, but Galen knew they would require more help.

Galen vowed to protect anyone he could from the evil in the forest, and eventually purge the forest of the evil entirely. To meet that goal, Galen would need to find a band of adventurers to aid him in his quest.

Galen's adventure begins....



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...

Assume that the talent point system presented in Section 9.3 (p. 109) is being used. Galen would have a few more talents, but the "story" above (with a few additions) would still be appropriate for the following character description:

Name Galen Forsythe

Race Common Man

Culture Woodman (50 Talent Points)

Profession Ranger

Talents:

+5 to Ag stat bonus Major 20 points

+3 to Qu stat bonus Minor 10 points

Natural Archer Minor 8 points

Herbalist Minor 7 points

Acute Hearing Minor 7 points

Geographic Awareness .. Lesser 5 points

Status, Items, Wealth:

No Special Status Free 0 points

Elven Waybread Lesser 3 points

Wealth: Poor Lesser 3 points

Flaws:

Lesser Vow Lesser -3 points

Crippled (Minor) Minor -10 points

Total Talent Points 50 points

In Galen's story, he is the quickest and most agile boy in the village. And his Elven friends gave him some Elven waybread.

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Optional
Rules for
Utilizing
Talents &
Flaws

9.0

OPTIONAL RULES FOR UTILIZING TALENTS & FLAWS

Sections 5.0-7.0 present a set of talents and flaws along with a specific set of guidelines that give characters access to those talents and flaws. This section provides some alternative ways to utilize those talents and flaws.

9.1 BASIC OPTIONS

The guidelines presented in Sections 5.0-7.0 place each talent, flaw, status, etc. into one of four categories (degrees): lesser, minor, major, or greater. This section presents a Gamemaster with some optional methods for using those categories. These options should allow a GM to adjust the talents & flaws system to match his world system and his campaign's power level.

Option 1: The GM should increase the background option costs of any talents that he feels are inappropriate or unbalancing for his campaign.

Option 2: Add one to the background option cost of the second talent chosen from the same category as a previously chosen talent; add two for the third; etc.

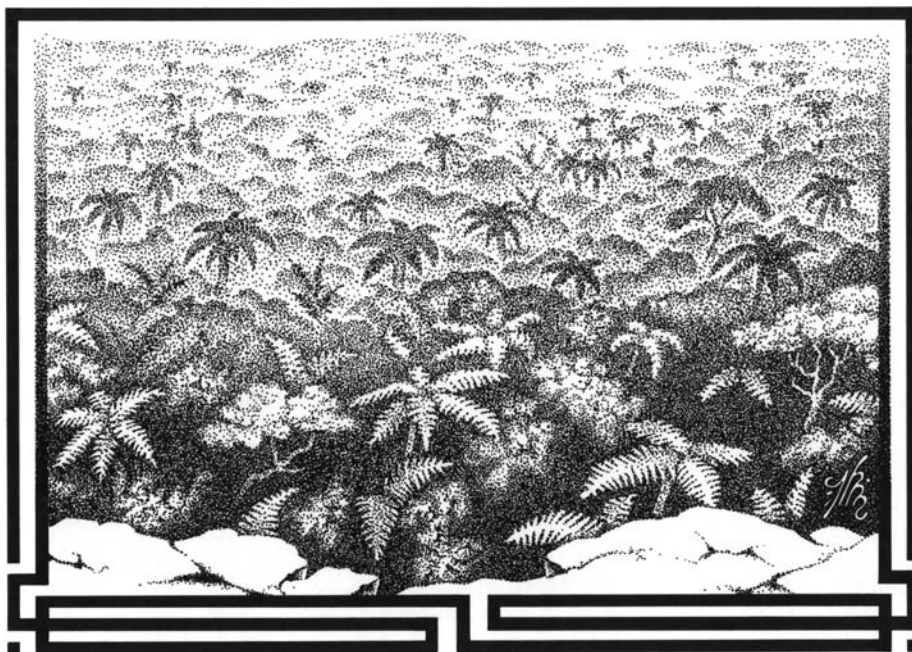
Option 3: The GM may increase the background option costs all talents in a particular category. For instance, the GM may decide that mystical talents are rare in his low-magic world and thus all mystical talents cost one more background option than normal.

Option 4: The GM may designate an increased background option cost for each category of talents. He may feel that your profession would have a profound impact on your talents (or vice-versa). For example, the GM in your campaign feels that warriors, by nature of their profession, will not be very adept with mystical, mental, and special talents. Therefore all fighter's in his world will pay an extra background option for mystical and mental talents and two extra background options for special talents.

Option 5: The GM may ban a particular talent or even an entire category of talents from his world. For instance, the GM may feel that the special talents have no place in his world and are therefore unavailable.

Option 6: A GM may decide to allow characters to take multiple minor flaws instead of a required major or greater flaw. For example, a GM might allow 2 minor flaws to be taken instead of a major flaw and 3 (or 4) minor flaws instead of a greater flaw.

These are merely suggestions, whichever option or combination of options the GM wishes to use are obviously acceptable. In fact the GM may decide on an entirely different way to control the distribution of talents and flaws.



9.2 EXHAUSTION POINT EXPENDITURE FOR TALENTS

Certain talents require a character to expend exhaustion points when a talent is used and to extend the duration of its use. If a GM does not want to use such expenditures, he can base the usage of such talents on a fixed number of times per day (see below). Similarly, he can base the durations of such talents on the skill rank that character has developed for "talent control" (see below). Treat the "talent control" skill as a normal skill in the Self Control skill category.

Exhaustion Points Required	Corresponding # Uses/Activations
1d10 to use/activate	5 times per day
2d10 to use/activate	4 times per day
3d10 to use/activate	3 times per day
4d10 to use/activate	2 times per day
5d10+ to use/activate	1 time per day

Exhaustion Points Required	Corresponding Duration per skill rank with talent control
1 every 5 minutes	10 minutes
1d5 per minute	5 minutes
1d10 per minute	1 minute
3d10 per minute	3 rounds
1d10 per round	1 round

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9.3 A POINT-BASED SYSTEM

This section presents a “point-based” system that can be used instead of the standard *RM* background option system. Through a point-based system, players get exactly the talents they desire. It is the job of the GM to ensure that the talents that a player chooses do not unbalance the game. If the players become too powerful too quickly, the campaign can quickly degenerate into a “Monty Haul” type adventure with little more to challenge the characters than a more powerful monster.

To this end, the GM must determine the power level he wishes for his campaign and alter the available talents and flaws appropriately. In some cases, the GM may wish to prevent players from choosing certain types of talents. For example, he might ban mental talents, deeming that those talents just do not fit into his world.

Note: See page 107 for an extended example.

USING THE SYSTEM

When using this point-based background options system, the GM and players should use the *talent point* costs provided for each talent and flaw (and status, items, etc.) in Sections 5.0-7.0—flaws have a negative point cost. Each player chooses various talents, wealth, status, and items (subject to GM restriction) by allocating his talent points.

The GM should look over each completed character’s background to make sure everything will fit into the GM’s world, possibly suggesting different ways to build a character background the player likes.

STARTING TALENT POINTS

The number of *talent points* that a character starts with is determined by his race. Each character gets ten talent points for each background option that his race normally receives. See the options below for an alternative way of determining starting talent points.

ADDITIONAL TALENT POINTS

If a player feels he needs extra talent points, he should request that the GM give him a number of flaws. The negative talent point cost of these flaws should equal the extra talent points the player has requested.

OPTIONS

The talent point guidelines above and the point costs given for each talent and flaw (p. 47-102) are merely recommendations. The GM should not feel constrained by this material. This specific point cost system is designed for a *high-fantasy campaign* with powerful characters making great changes in the campaign world. Not every game world will be similar to this and thus the point costs should be adjusted to match his world system and the power level of his campaign (see below for a few suggestions).

Option 1: For each talent a player chooses, the GM assigns a flaw with a close to equivalent point cost. These flaws do not contribute to the character’s total talent points. If a player does not wish to receive an equivalent flaw, he must pay twice the cost of the talent.

Option 2: Double the cost of the second talent from the same category as a previously chosen talent (triple the third, etc.). Half the cost of the second flaw from the same category as a previously chosen talent (third the third, etc.).

Option 3: The GM may double, triple, or even quadruple the point costs of all talents if he feels that the costs are too low. The flaw’s costs should not be altered in order to keep balance. Note that the more a talent’s cost is increased, the less impact an individual flaw will have on the character’s total talent points.

Option 4: The GM may assign a multiplier to all talent’s of a particular category. For instance, the GM may decide that mystical talents are rare in his low-magic world and thus all mystical talents are three times more expensive.

Option 5: The GM may create a table for each profession that states the multiplier for each category of talents. He may feel that your profession would have a profound impact on your talents (or vice-versa). For example, the GM in your campaign feels that warriors, by nature of their profession, will not be very adept with mystical, mental, and special talents. Therefore all fighter’s in his world will pay twice the cost for mystical and mental talents and three times the cost for special talents. This option requires a little more work from the GM in generating the tables for each profession, but it can provide the most logical reasons for restricting certain talents.

Option 6: The GM may ban a particular talent or even an entire category of talents from his world. For instance, the GM may feel that the special talents have no place in his world and are therefore unavailable.

Option 7: Below is a chart that assigns talents points based upon the “talents” that each member of a race intrinsically starts with (e.g., stat bonuses, infravision, resistance to illness, etc.).

Race	Talent Points
Common Orc	60
Dwarf	35
Greater Orc	50
Grey Elf	25
Half-Elf	45 (300 years)/45 (Immortal)
Half-Orc	45
Halfling	45
High Elf	30
High Man	50
Hill Man	50 (Common Man)/45 (Mixed Man)
Mariner	45 (Common Man)/45 (Mixed Man)
Nomad	50 (Common Man)/45 (Mixed Man)
Ruralman	55 (Common Man)/55 (Mixed Man)
Urbanman	55 (Common Man)/55 (Mixed Man)
Wood Elf	25
Woodman	50 (Common Man)/45 (Mixed Man)

• • •

These options are merely suggestions. Whichever option or combination of options the GM wishes to use are obviously acceptable. In fact the GM may decide on an entirely different way to control the distribution of talents and flaws.

It is strongly recommended that the GM not lower the costs of any of the talents. The only exception to this rule is for points gained or received from status. It is possible that the status and reputation of a character will have little effect on the daily life of the characters, and therefore are not worth as many points as a comparable talent. Of course, the GM may decide that status is extremely important and will effect the character often. If that is the case then the point costs for status should be raised accordingly.



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Utilizing
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10.0 OTHER OPTIONAL RULES

This section presents a number of optional rules that can help a GM mold *Rolemaster* to better fit his world system. They can provide more flexibility and detail within the framework of the basic rules. However, they can involve complications and additional bookkeeping. A GM should examine these rules and determine which ones are appropriate for the pace, flavor, and detail he wishes to inject into his game.

10.1 TRAINING

A GM may want to require time and/or facilities for training before skill development actually takes place. As a simple mechanism, we suggest two hours of “practice” or “contemplation” for each skill rank or skill category rank developed. As an alternative, this section presents a different approach that provides a more realistic slant on handling training.

BASE TIME TO TRAIN

The time required to train is based upon the rank that the character is attempt to learn. The higher the rank, the longer it should take to learn. For each rank, the Base Training Time Chart provides the required training based upon a scale using days. A GM may wish to change this scale in order to decrease or increase the amount of time his characters must devote to training.

Scale	Ratio to Base Training Time
Very Low	1 day = 1 hour
Low	1 day = 2 hours
Medium	1 day = 4 hours
Base	1 day = 8 hours
High	1 day = 16 hours
Very High	1 day = 32 hours
Extremely High	1 day = 56 hours

It is presumed that a character can spend roughly eight, uninterrupted hours each day training with a skill. If the character has a teacher who has a higher skill rank than the skill rank that the character is trying to learn, training time is decreased by 10%. If the character has access to proper facilities, he can decrease the training time by 10%. If the character has access to books and/or other resources, he can decrease the training time by 10%. All of the decreases listed above are cumulative (i.e., add the percentages together, a maximum of a 30% decrease).

Note: While teaching, a teacher cannot be training with his own skills. Also, only a limited number of students can use certain facilities and other resources (GM's discretion).

10.2 MENTAL INITIATIVE

Normally an initiative roll (see *RMFRP*, p. 40) is modified by a character's Qu stat bonus. If this optional rule is used, an initiative roll is modified by the SD stat bonus (instead of the Qu stat bonus) for a *mental* action. A mental action is a “non-physical” action, e.g., talking, doing basic math, most self control static maneuvers, etc. For these purposes, casting a spell is considered to be a mental action.

BASE TRAINING TIME CHART

Rank	Time	Rank	Time	Rank	Time
1 or 2	1 day	15	28 days	27	91 days
3 or 4 ..	2 days	16	32 days	28	98 days
5	3 days	17	36 days	29	105 days
6	5 days	18	41 days	30	113 days
7	6 days	19	45 days	31	120 days
8	8 days	20	50 days	32	128 days
9	10 days	21	55 days	33	136 days
10	13 days	22	61 days	34	145 days
11	15 days	23	66 days	35	153 days
12	18 days	24	72 days	36	162 days
13	21 days	25	78 days	37	171 days
14	25 days	26	85 days	+1	+10 days

10.3 BACKGROUND OPTIONS

A GM may want to allow his players to use a background option to select an “occupation.” This can be handled as outlined in the Layman profession description on page 18.

In addition, a GM may want to allow his players to use a background option to increase the value of his potential stats. Each background option used in this way gives the player “20 points” to assign to his potential stats. If a stat is 90 or less, one of these points can raise a potential stat by one. If a potential stat is above 90, the number of points required to raise a stat by one is equal to:

(minimum points required for the stat) -
(minimum points required for: stat+1)

The minimum points required are given in the Stat Assignment Table T-1.2 (*RMFRP*, p. 16). A stat may be raised more than once using the 20 points provided by a background option.

Example: Dana has a 98 potential SD stat and a 57 potential ME stat. He uses a background option to get 20 points to raise his potential stats. A 98 stat requires a minimum of 154 points (see Table T-1.2) and a 99 stat requires a minimum of 171 points. So, Dana uses 17 (171-154) points to raise his SD potential stat to 99, and he uses the remaining 3 points to raise his Me stat to 60.

10.4 SHIELD BASH

A character may use his shield as a weapon. Such an attack is called a “shield bash” and is treated as a “Small Bash” attack—use *RMFRP* Attack Table A-10.9.8 or *AL* Attack Table 3.10. Skill for this “attack” is developed as if it were a One-Handed Concussion weapon. All of the Two-weapon Fighting skill rules apply (see *RMFRP*, p. 113). The -20 modification for non-dominant hand use applies if the shield is used on the non-dominant arm.

If using this rule, a shield may still be used for its normal defense function as outlined in *RMFRP* (p. 212 and 216).

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10.5 LINEAR STAT GAINS

The stat gain method presented in *RMFRP* gives non-linear results. For more linear results, a GM can use the following for each stat gain roll:

Stat Gain = 1d (potential stat - temporary stat)

Example: Dana has a 98 potential SD stat, but his temporary SD stat is only 43. So when he make a stat gain roll for SD, he rolls 1d55 (i.e., roll 1d100 and reroll results of 56 to 100).

10.6 MISSILE WEAPONS

In general, missile weapons cannot be used while engaged in melee (see *RMFRP* Section 18.13, p. 55). However, a GM may allow a relatively small one-handed weapon (e.g., a thrown dagger) to be thrown during melee in certain situations.

The potential firer must declare a normal melee attack (i.e., he may parry normally), and he receives a -2 initiative roll modification. The thrower should make a static maneuver roll to see if he can throw; this roll is modified by triple the thrower's Ag stat bonus or his "thrown weapon in melee" skill bonus (a Combat Maneuver skill). If successful, the thrower throws his weapon normally; otherwise, he throws his weapon with a special modification in addition to other modifications. The special modification is: near success: -25; partial success: -50; failure: -75. In any case, the character does not make a normal melee attack.

10.7 BREAKAGE

Whenever a device is operated, there is a chance that it will break down. To determine if a machine breaks, there are two bits of information needed: *breakage numbers* and *reliability*.

A GM should assign breakage numbers to any device that he feels has a chance of breaking. Breakage numbers should range from 1 up to 10 (0). Anytime the operator of the machine rolls doubles of the numbers (e.g., 11, 44, 77), the device should check for breakage.

To check for breakage, roll d100 (open-ended) and add the device's reliability. If the result is less than 100, the device breaks down. Otherwise, it suffers a slight interruption in its normal operation, but functions normally after this slight delay (e.g., the device operates normally this round, but perhaps slightly slower).

Listed below are some sample reliability ratings and breakage numbers for common devices.

Device	Reliability	Breakage #s
Short Bow	80	1, 2
Long Bow	85	1, 2
Composite Bow	90	1
Light Crossbow	75	1, 2, 3
Heavy Crossbow	80	1, 2, 3
Sling	95	1
Standard Iron Pad Lock	80	1
Standard Wooden Door	95	1, 2
Wooden Wagon	60	1, 2
Wooden Hafted Shovel	90	1, 2, 3, 4

UNUSUAL OBJECTS

If an object has a bonus due to enchantment or superior craftsmanship, the bonus should add directly to the object's strength/reliability. In addition, for each +10 bonus, the object's breakage numbers should be lowered by one (minimum of 1).



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SMASHING THINGS

Sometimes, objects break not because of their use, but because someone (or something) is trying to break them! Whenever, the GM deems it appropriate, he should refer to *RMFRP* Section A-9.17.7 (p. 205) for guidelines on materials and material integrity.

WEAPON BREAKAGE

To determine when a *weapon* breaks in combat you can refer to the rules and statistics in *Arms Law* (p. 4).

ARMOR DAMAGE

A GM may want to keep track of the damage done to armor. Keep in mind that these procedures can involve quite a bit of bookkeeping.

Armor can take a certain total number of "points of damage" before it falls apart; this will be called the armor's endurance. A set of armor's endurance is equal to [50 x the AT] plus [20 times the armor's DB bonus]. Thus a +10 chain hauberk (AT 16) would have an endurance of 1000 = [50 x 16] + [20 x 10].

Armor damage occurs when damage is taken by the character wearing the armor. Each concussion hit taken by the character confers 1 point of armor damage; an 'A' crit causes 10 pts, a 'B' crit causes 20 pts, a 'C' crit causes 30 pts, a 'D' crit causes 40 pts, and an 'E' crit causes 50 pts. Due to normal wear and tear, armor receives 2 points of damage for every week (or portion of a week) that it is worn.

The amount of damage that a set of armor has taken can cause an increase in the severity of criticals taken by the wearer. If the damage taken totals 0%-19% (round off) of the armor's endurance, the severity of any crits is not affected. Between 20% and 39%, the severity of any crits is increased by (one to a maximum severity of 'E'). Between 40% and 59%, severity is increased by 2; between 60% and 79%, severity is increased by 3; and between 80% and 99%, severity is increased by 4. E.g., if a set of armor takes damage equivalent to 45% of its endurance, 'A's become 'C's, 'B's become 'D's, and 'C's, 'D's, and 'E's become 'E's.

If the total damage taken by a set of armor is less than or equal to 20%, a character may repair it himself at a rate of 1% for each 2 hours spent. We suggest a cost of materials of 1% of the armor's cost for each 10% of damage repaired. If the total damage taken is over 20% a special craftsman (someone with armor repairing skill) and equipment is required for repairs. The craftsman and equipment must be appropriate for the type of material involved; normally a smith for standard metal armor and a leather-worker for standard leather armor. We suggest a time requirement of 1 day (8-hour) per 10% repaired, and a cost of 1% of the armor's cost for each 2% of damage repaired. For damage above 60% we suggest 1 day per 5% repaired and a cost of 3% of the armor's cost for each 2% of damage repaired. These prices are based upon the normal price for a standard set of that type of armor. A GM may wish to make allowances for special or magical armor.

For characters with "smithing" or "leather-working" skills, access to proper equipment and material should be required. In addition, the character should have to make a maneuver roll each day to see if his repair attempts have been successful.

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10.8 RESTRAINING MAGIC

If a GM wishes to use a world system where the use of magic is relatively rare and dangerous, he can use the guidelines in this section.

To restrain magic, a GM can use two principal dangers. One danger is the existence of a “great evil force” that actively searches for and either destroys or corrupts users of magic. The other danger is the corrupting influence of the use of significant magic for “non-pure” goals.

Note: A “great evil force” can actually be of any alignment (see *RMFRP*, p. 143). E.g., “great good force” could be suppressing magic, a “great capitalistic force” could be “taxing” spell usage, etc.

Example: In the *Third Age of Middle-earth*, the use of magic was quite subtle and rare—a result of the presence of the “great evil,” Sauron of Mordor. The other masters of magic in Middle-earth employed their abilities in relative secret. Magic-users were relatively rare, and open displays of power were still rarer. Elves certainly employed magic in daily life, and Dwarves used spells for a variety of reasons. Nonetheless, such enchanting skills were not necessarily the norm.

RISK FACTORS

One of the primary reasons for the subtle and secret use of magic and spells is the presence of a great evil that actively searches for the use of magic. Those who live under this threat must be particularly careful not to cause attention to be brought upon themselves.

The danger that a “great evil” presents to spell casters is reflected by “risk factors.” Each spell type has a risk factor which reflects the potential of drawing the attention of the great evil or its minions. Each Gamemaster must decide whether or not to use risk factors in his game.

Using Risk Factors — Each time a character casts a spell, the Gamemaster should make an open-ended roll and add the risk factor for the spell’s type. The risk factor can be determined from the Risk Factor Section on the Spell Use Risk Chart by cross-indexing the spell’s type and the “activity level of the great evil.” For his world, a GM must decide how active the great evil is at the current time.

Spell Use Risk Roll = open-ended roll + Risk Factor

If the modified result is 100 or more, some sort of “Evil force” has noticed the casting of the spell. A second open-ended roll must be made on the Spell Use Risk Chart. Otherwise, nothing unusual happens.

The results on the Spell Use Risk Chart are guidelines to help a Gamemaster determine the consequences of the spell being noticed. The GM should modify the results to reflect the specific area and circumstances.

CORRUPTION

Unless a spell is cast for the purposes of combating Darkness or maintaining the “Balance,” there is a chance that the caster will be corrupted, “drawn towards darkness.” This is what happened to Saruman—he used too many powerful spells, too often.

If a GM uses these guidelines, whenever a spell failure occurs there is a chance that the spell caster will be partially corrupted and “drawn towards the darkness.” The spell failure is resolved normally, and the same roll is applied to the Corruption Point Chart to determine how many Corruption Points (CPs) the spell caster receives.

CORRUPTION POINT CHART

Roll	Spell Type				
	BE/DE	E/F	P	U	I
01-60	0	0	0	0	0
61-65	1	0	0	0	0
66-75	2	1	0	0	0
76-85	6	2	1	0	0
86-100	8	6	2	0	0
101-150	10	8	2	1	0
151-175	12	10	3	1	0
176-190	14	12	3	2	1
191-200	16	13	4	2	1
201-300	18	14	4	3	1
301+	20	15	5	3	1

When this happens, the spell caster is allowed to make a Resistance Roll against Essence (the attack level is the level of the spell being cast). If this RR is successful, only half (round down) of the CPs are received; otherwise, all are received.

A Gamemaster should not apply Corruption Points (CPs) if an appropriate spell was cast for “pure” goals (i.e., directly working against or fighting evil, protecting the weak and helpless, healing the sick and injured, etc.). The key word here is appropriate. For example, a *Fire Bolt* is not appropriate to use on a bully or a thief but a *Sleep* spell might be.

A GM may also want to have “evil” items give Corruption Points when they are used. The origins of any item are very important, even innocent spell adders and multipliers—if an item was made by the “great evil” or one of his minions, its use will affect the user negatively even if only in a minor way. In this case, each time a character uses an evil item, he must make an RR against Essence (the attack level is 10). If this RR is successful, no CPs are received; otherwise, one CP is received. Certain very powerful evil artifacts may give more than one CP when this RR results in failure.

Note: A Gamemaster may wish to use a RR against the realm of power of the spell being cast.

The Gamemaster should keep track of each character’s CP total as play progresses. Each character’s CP total normally starts at zero, and increases through spell failure and using evil items. A GM may also want to assign CPs for particularly evil acts by characters. A GM may wish to allow certain rituals at certain places to “cleanse/remove” CPs from characters.

In general, a character’s CPs reflect his tendency towards evil. On this scale, a total of zero indicates an “innocent” and a 100+ indicates a totally evil being. The effects of Corruption Points is up to the GM and the player of the corrupt character, but we suggest the following:

- If the character is faced with temptation, the GM may make an open-ended roll and add the character’s CP total and subtract three times his Self Discipline stat bonus. On a result of 100+ the character gives in to the temptation.
- If the character is in the presence of an “evil being” who commands the character to do something, the character must make an Essence RR modified by subtracting his CP total and adding his three times Self Discipline stat bonus (use the evil being’s level for the attack level). Failure means that the character must obey the evil being’s command.

A RR should be made for each such command. During a given day, each RR is modified by an additional +5 for every such RR already made that day (e.g., the sixth RR against evil commands made on a given day would have a +25 RR modi

SPELL USE RISK CHART



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If the GM is using risk factors, he should make an open-ended roll each time a character casts a spell and add the Risk Factor for the spell:

Spell Use Risk Roll = open-ended roll + Risk Factor

If the modified result is 100 or more, some sort of "Evil-force" has noticed the casting of the spell. A second open-ended roll must be made on the Spell Use Risk Chart. Otherwise, nothing unusual happens.

The results on the Spell Use Risk Chart are guidelines to help a Gamemaster determine the consequences of the spell being noticed. The GM should modify the results to reflect the specific area and circumstances.

Risk Factor Section

Spell Type	Activity Level of Evil-forces			
	Low	Medium	High	Very High
BE	+25	+35	+50	+75
DE	+15	+25	+40	+65
E	+0	+10	+25	+50
F	-5	+5	+20	+45
P	-15	-5	+10	+35
U	-20	-10	+5	+30
I	-25	-15	+0	+25

Roll	Area Type							
	Haven	Civilized/ Urban	Civilized/ Rural	Border/ Urban	Border/ Rural	Wilds	Evil Activity	Evil Garrison
≤ 05	nothing	nothing	nothing	nothing	nothing	nothing	nothing	Sighting
06-20	nothing	nothing	nothing	Sighting	nothing	nothing	Sighting	Spotting
21-30	nothing	Sighting	nothing	Sighting	Sighting	nothing	Spotting	Creature
31-40	nothing	Sighting	Sighting	Spotting	Sighting	Sighting	Spotting	Creature
41-50	nothing	Sighting	Sighting	Spotting	Spotting	Spotting	Creature	Patrol
51-60	nothing	Spotting	Spotting	Spotting	Spotting	Creature	Creature	Patrol
61-70	nothing	Spotting	Spotting	Ambush	Creature	Creature	Patrol	Ambush
71-80	Sighting	Ambush	Creature	Kidnapping	Creature	Creature	Patrol	Army Unit
81-90	Sighting	Kidnapping	Ambush	Kidnapping	Ambush	Creature	Ambush	Army Unit
91-100	Spotting	Assassin	Assassin	Assassin	Patrol	Ambush	Army Unit	Special
101-150	Spotting	Kidnapping	Kidnapping	Kidnapping	Assassin	Patrol	Special	Special
151-200	Kidnapping	Assassin	Assassin	Assassin	Special	Special	Special	Special
201+	Assassin	Special	Special	Special	Special	Special	Special	Special

Area Type —

Haven: An area completely clear of any overt evil forces. Hidden agents and traitors may still be present.

Civilized/Urban: A city or town in a region relatively free of evil forces.

Civilized/Rural: The countryside in a region relatively free of evil forces.

Border/Urban: A city or town in a less civilized region on the border of the wild or the border of evil territory.

Border/Rural: The countryside in a less civilized region on the border of the wild or the border of evil territory .

Wilds: Sparsely populated, uncivilized regions that may cover most of the area of certain regions.

Evil Activity: A region with some active evil forces and settlements.

Evil Garrison: A region with a heavy concentration of evil forces and settlements.



Results —

Sighting: Any evil forces in the area are aware of the fact that a spell has been cast as well as the general direction to the spell caster. This can lead to a "pursuit" situation (or "hue and cry" in areas of Evil Activity or Evil Garrison). See *RMFRP* p. 69.

Spotting: Includes the effects of a "Sighting" **plus** at least one evil force knows the exact direction and approximate distance to the spell caster.

Creature: An evil creature in the vicinity senses the spell and begins to pursue, stalk, attack, or ambush the spell caster.

Patrol: Includes the effects of a "Spotting," **plus** at least one organized evil patrol begins to pursue, stalk, attack or ambush the spell caster.

Ambush: Includes the effects of a "Spotting," **plus** at least one evil force is in position to attempt to set up an ambush.

Army Unit: Includes the effects of a "Patrol," **plus** at least one large, organized evil force is in position to directly attack the spell caster.

Kidnapping: Includes the effects of a "Spotting," **plus** at least one of the evil forces sensing the spell will attempt to kidnap the spell caster.

Assassin: Includes the effects of a "Spotting," **plus** at least one of the evil forces sensing the spell is a evil assassin, who will attempt to assassinate the spell caster.

Special: Includes the effects of a "Spotting," **plus** at least one of the nearby evil forces sensing the spell is a very powerful evil agent or lieutenant; perhaps even a powerful spell caster and his retinue.

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THE MASTER TABLES

MASTER RACE ABILITIES TABLE M-1.1

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

Skill Rank Bonus Progression:

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

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

MASTER SKILL SUMMARY TABLE M-2.5

Skill Category	Applicable Stats	Skill Rank Bonus Progression	Skill Category Rank Bonus Progression	Skills
Armor • Heavy	St/Ag/St	Standard	Standard	Plate
Armor • Light	Ag/St/Ag	Standard	Standard	Soft Leather, Rigid Leather
Armor • Medium	St/Ag/St	Standard	Standard	Chain
Artistic • Active	Pr/Em/Ag	Standard	Standard	Acting, Dancing, Mimery, Mimicry, Play Instrument†, Poetic Improvisation, Singing, Tale Telling, Ventriloquism
Artistic • Passive	Em/In/Pr	Standard	Standard	Music, Painting, Poetry, Sculpting
Athletic • Brawn	St/Co/Ag	Standard	Standard	Ath. Games (Brawn)†, Jumping, Power-striking, Power-throwing, Weight-lifting
Athletic • Endurance	Co/Ag/St	Standard	Standard	Athletic Games (Endurance)†, Distance Running, Rowing, Scaling, Sprinting, Swimming
Athletic • Gymnastics	Ag/Qu/Ag	Standard	Standard	Acrobatics, Athletic Games (Gymnastics)†, Climbing, Contortions, Diving, Flying/Gliding, Juggling, Pole-vaulting, Rappelling, Skating, Skiing, Stilt Walking, Surfing, Tightrope-walking, Tumbling
Awareness • Perceptions	In/SD/In	Limited	0•0•0•0•0	Alertness, Sense Ambush
Awareness • Searching	In/Re/SD	Standard	Standard	Detect Traps, Lie Perception, Locate Hidden, Observation, Poison Perception, Reading Tracks, Surveillance, Tracking
Awareness • Senses	In/SD/In	Standard	Standard	Direction Sense, Reality Awareness, Situational Awareness†, Spatial Location Awareness, Sense Awareness†, Time Sense
Body Development	Co/SD/Co	Special	0•0•0•0•0	Body Development
Combat Maneuvers	Ag/Qu/SD	Combined	0•0•0•0•0	Adrenal Deflecting, Mounted Combat, Quickdraw, Reverse Stroke†, Subdual, Swashbuckling, Tumbling Evasion, Two-weapon Combat
Communication	Re/Me/Em	Standard	Standard	Two skills for each language (spoken & written)†, Lip Reading, Magical Languages†, Signaling

MASTER SKILL SUMMARY TABLE M-2.5

Skill Category	Applicable Stats	Skill Rank Bonus Progression	Skill Category Rank Bonus Progression	Skills
Crafts	Ag/Me/SD	Combined	0•0•0•0•0	Cooking, Leather-crafts, Metal-crafts, Rope Mastery, Stone-crafts, Wood-crafts, and others†
Directed Spells	Ag/SD/Ag	Standard	Standard	One skill for each type of directed attack†
Influence	Pr/Em/In	Standard	Standard	Bribery, Diplomacy, Duping, Interrogation, Leadership, Propaganda, Public Speaking, Seduction, Trading
Lore • General	Me/Re/Me	Standard	Standard	Fauna Lore, Flora Lore, Heraldry, History†, Philosophy, Race (& Culture) Lore†, Region Lore†, Religion
Lore • Magical	Me/Re/Me	Standard	Standard	Artifact Lore, Circle Lore, Planar Lore, Spell Lore, Symbol Lore, Undead Lore, Warding Lore
Lore • Obscure	Me/Re/Me	Standard	Standard	Demon/Devil Lore, Dragon Lore, Faerie Lore, Xeno-lores†
Lore • Technical	Me/Re/Me	Standard	Standard	Herb Lore, Lock Lore, Metal Lore, Poison Lore, Stone Lore, Trading Lore
Martial Arts • Striking	St/Ag/St	Standard	Standard	Boxing, Striking Degree 1, Striking Degree 2, Striking Degree 3, Striking Degree 4, Tackling
Martial Arts • Sweeps	Ag/St/Ag	Standard	Standard	Blocking, Sweeps Degree 1, Sweeps Degree 2, Sweeps Degree 3, Sweeps Degree 4, Wrestling
Outdoor • Animal	Em/Ag/Em	Standard	Standard	Animal Handling†, Animal Healing†, <i>Animal Mastery</i> †, Animal Training†, Driving†, Herding†, Riding†
Outdoor • Environmental	SD/In/Me	Standard	Standard	Caving, Foraging, Hunting, Star-gazing, Survival†, Weather Watching
Power Awareness	Em/In/Pr	Standard	Standard	Attunement, Divination, <i>Power Perception</i> , Read Runes
Power Manipulation	Em/In/Pr	Combined	0•0•0•0•0	Channeling, Magic Ritual, Spell Mastery†, <i>Transcend Armor</i>
Power Point Development	realm stat ‡	Special	0•0•0•0•0	Power Point Development
Science/Analytic • Basic	Re/Me/Re	Standard	Standard	Basic Math, Research
Science/Analytic • Specialized	Re/Me/Re	Combined	0•0•0•0•0	Advanced Math, Anthropology†, Alchemy, and others†
Self Control	SD/Pr/SD	Standard	Standard	Adrenal Balance, Adrenal Concentration, Adrenal Landing, Adrenal Leaping, Adrenal Quickdraw, Adrenal Speed, <i>Adrenal Stabilization</i> , Adrenal Strength, <i>Cleansing Trance</i> , <i>Control Lycanthropy</i> , <i>Death Trance</i> , Frenzy, Healing Trance, Meditation, Mnemonics, Sleep Trance, Stunned Maneuvering, Stun Removal
Special Attacks	St/Ag/SD	Combined	0•0•0•0•0	Brawling, Disarm Foe (armed)†, Disarm Foe (unarmed)†, Jousting (Lancing)
Special Defenses	None	Combined	0•0•0•0•0	Adrenal Defense, Adrenal Toughness
Spells • Arcane Open Lists	realm stat ‡	Limited	0•0•0•0•0	One skill per spell list of this type †
Other Realm Base Lists	realm stat ‡	Limited	0•0•0•0•0	One skill per spell list of this type †
Other Realm Closed Lists	realm stat ‡	Limited	0•0•0•0•0	One skill per spell list of this type †
Other Realm Open Lists	realm stat ‡	Limited	0•0•0•0•0	One skill per spell list of this type †
Own Realm Closed Lists	realm stat ‡	Limited	0•0•0•0•0	One skill per spell list of this type †
Own Realm Open Lists	realm stat ‡	Limited	0•0•0•0•0	One skill per spell list of this type †
Own Realm Other Base Lists	realm stat‡	Limited	0•0•0•0•0	One skill per spell list of this type †
Own Realm Own Base Lists	realm stat‡	Limited	0•0•0•0•0	One skill per spell list of this type †
Subterfuge • Attack	Ag/SD/In	Standard	Standard	Ambush, Silent Attack
Subterfuge • Mechanics	In/Ag/Re	Standard	Standard	Camouflage, Disarming Traps, Disguise, Counterfeiting, Forgery, Hiding Items, Picking Locks, Setting Traps, Trap Building, Using/Removing Poison
Subterfuge • Stealth	Ag/SD/In	Standard	Standard	Hiding, Picking Pockets, Stalking, Trickery
Technical/Trade • General	Re/Me/SD	Standard	Standard	Begging, First Aid, Gambling, Mapping, Operating Equipment, Orienteering, Sailing, Tactical Games, Using Prepared Herbs
Technical/Trade • Professional	Re/Me/In	Combined	0•0•0•0•0	Advertising, Architecture, Diagnostics†, Dowsing, Engineering†, Mechanition†, Military Organization†, Mining†, Second Aid, Surgery
Technical/Trade • Vocational	Me/In/Re	Combined	0•0•0•0•0	Administration, Appraisal, Boat Pilot, Cartography, Evaluate Armor, Evaluate Metal, Evaluate Stone, Evaluate Weapon, Gimmickry, Hypnosis, Midwifery, Navigation, Preparing Herbs, Preparing Poisons, Siege Engineering, Tactics†
Urban	In/Pr/Re	Standard	Standard	Contacting, Mingling, Scrounging, Streetwise
Weapon • 1-H Concussion	St/Ag/St	Standard	Standard	One skill for each weapon in the category †
Weapon • 1-H Edged	St/Ag/St	Standard	Standard	One skill for each weapon in the category †
Weapon • 2-Handed	St/Ag/St	Standard	Standard	One skill for each weapon in the category †
Weapon • Missile	Ag/St/Ag	Standard	Standard	One skill for each weapon in the category †
Weapon • Missile Artillery	In/Ag/Re	Standard	Standard	One skill for each weapon in the category †
Weapon • Pole Arms	St/Ag/St	Standard	Standard	One skill for each weapon in the category †
Weapon • Thrown	Ag/St/Ag	Standard	Standard	One skill for each weapon in the category †

Note: Skills in italics are restricted (see *RMFRP*, p. 23).

† – This skill is actually a number of skills based on a certain factor.

Each skill must be developed separately (e.g., riding skill must be developed separately for each type of mount: horse, elephant, Dragon, etc.).

‡ – A realm stat is: In for Channeling, Em for Essence, Pr for Mentalism.

A hybrid spell user averages his two realm stat bonuses to obtain his stat bonus for these skills.



**The Master
Tables**

MASTER PROFESSION TABLE M-1.4

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

Note: Realm stats are shown in boldface.



MASTER ADOLESCENCE RANK TABLE M-1.6

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

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

† - May only be allocated up to the maximum number of ranks listed for the “allowed adolescence languages” provided for a character’s culture/race in Section 1.0 (p. 4-15) and *RMFRP* Appendix A-3 (p. 85-90).

‡ - See the specific culture/race entry in Section 1.0 (p. 4-15) and *RMFRP* Appendix A-3 (p. 85-90).

§ - See *RMFRP* Section 5.0 (p. 20). Common Men get 6, Mixed Men get 5.



The Master
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MASTER SPELL LIST DP COST TABLE M-2.4

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



MASTER STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE M-2.8

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

* – The DP costs for skill categories in this groups may be freely assigned to the categories in that group (see *RMFRP* Section 6.2, p. 23).

† – Skill rank DP costs for ranks may vary due to the number of the rank being developed (see the Master Spell Lists DP Cost Table M-2.4, p. 118).

Note: Some skills are designated as either Restricted, Everyman, or Occupational. See *RMFRP* Section 6.2 (p. 23) for rules on developing these skills.

MASTER TRAINING PACKAGE DP COST TABLE M-2.7

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

MASTER CHARACTER TABLE M-5.8																		
Profession	Level	AT (DB)	Hits	PPs	#1 OB	#2 OB	MMP	Locks/ Traps	Climb/ Swim	Alert.	Obser.	#ranks Spells	Ambush (ranks)	Stalk/ Hide	Attune./ Runes	#ranks Lang.	Lore/ Craft ‡	
Fighter	1	8(30s)	56	0	50me	45ms	-15	-30	20	2	5	0	5(1)	10	-30	32	10(2)	
	5	17(30s)	109	9	95me	93ms	-15	19	34	13	29	0	29(4)	44	-21	33	39(4)	
	10	20(30s)	143	15	122me	122ms	-45	33	49	17	54	1	44(7)	68	14	34	64(6)	
	15	20(30s)	162	15	135me	135ms	-45	43	64	20	65	1	62(11)	89	14	35	64(11)	
	20	20(30s)	172	21	140me	140ms	-45	59	70	23	74	2	74(15)	98	19	36	64(16)	
Thief	1	6(15)	35	0	35ms	20me	0	25	30	12	20	0	30(2)	35	-30	32	15(2)	
	5	9(24)	68	15	54ms	39me	-5	64	59	26	44	1	79(10)	74	14	33	54(4)	
	10	9(24)	94	21	79ms	54me	-5	89	80	30	72	2	109(20)	97	24	35	69(11)	
	15	9(24)	114	27	94ms	64me	-5	109	95	35	84	3	124(30)	115	34	36	69(16)	
	20	9(24)	130	39	109ms	79me	-5	119	107	40	99	5	129(40)	125	39	38	69(21)	
Rogue	1	7(30s)	41	0	50me	45ms	-10	15	35	7	15	0	25(2)	25	-30	32	15(2)	
	5	13(30s)	86	15	79me	64ms	-10	49	69	20	39	1	59(7)	64	14	34	49(4)	
	10	13(30s)	114	21	104me	89ms	-10	60	84	25	54	2	89(15)	86	19	35	69(9)	
	15	13(30s)	136	27	114me	104ms	-10	84	112	30	70	3	107(22)	106	24	37	69(14)	
	20	13(30s)	148	33	119me	119ms	-10	101	124	35	79	4	119(30)	116	34	38	69(19)	
Warrior Monk	1	1(25a)	51	0	25ma	25ma	0	-30	15	11	15	0	10(1)	15	-30	32	10(2)	
	5	1(74a)	104	9	70ma	70ma	0	14	34	22	29	0	29(3)	44	-21	34	34(4)	
	10	1(104a)	140	15	98ma	98ma	0	24	39	25	39	1	49(7)	64	14	36	49(6)	
	15	1(119a)	158	15	122ma	122ma	0	34	49	27	44	1	64(10)	79	14	38	64(8)	
	20	1(124a)	168	21	129ma	129ma	0	39	59	30	54	2	73(13)	94	19	40	64(13)	
Layman	1	5(0)	35	0	20me	15ms	0	5	20	6	10	0	-30(0)	5	-25	35	25(5)	
	5	8(12)	71	18	42me	32ms	-15	27	42	20	32	0	17(1)	27	-13	38	76(11)	
	10	8(12)	97	24	52me	42ms	-15	37	52	21	42	1	27(3)	42	22	41	91(21)	
	15	8(12)	117	30	67me	47ms	-15	52	67	23	52	1	37(5)	52	27	44	91(31)	
	20	8(12)	130	36	73me	57ms	-15	62	73	25	65	2	47(7)	65	32	47	91(41)	
Pure Channeling User	1	6(30s*)	30	16	20me	20me	0	-25	15	16	15	13	-25(0)	10	15	35	25(3)	
	5	10(30s*)	51	43	49me	39me	-10	19	29	26	34	74	19(1)	24	39	40	78(10)	
	10	10(30s*)	63	73	64me	49me	-10	24	39	28	44	157	24(2)	34	59	45	78(15)	
	15	10(30s*)	81	98	79me	64me	-10	29	44	30	59	240	29(3)	44	75	50	78(20)	
	20	10(30s*)																



The Master
Tables

TALENT/FLAW COST CHART

Condition Required	DEGREE OF THE TALENT			
	Lesser	Minor	Major	Greater
Random Talent §				
with no Flaw	1	2	3	4
with a Random Flaw of One Less Degree †	—	1	2	3
with a Random Flaw of Equal Degree	1*	1*	1	2
Selected Talent				
with a no Flaw	2‡	3	4	5
with a Random Flaw of One Less Degree †	—	2	3	4
with a Random Flaw of Equal Degree	1*	1	2	3
Note: The number given is the cost in background options of the talent (and corresponding flaw, if any). Note: Instead of randomly generating a talent or flaw, a GM may decide to assign a specific talent or flaw that is appropriate for the character and/or for his game. § – The Gamemaster may allow a character to choose the category (physical, mystical, etc.) that a random talent comes from. * – For the allocation of one background option, the character gets two talents (but only one flaw) of the indicated degree. † – The character gets a flaw that is one less degree than the talent—a greater talent gets a major flaw, a major talent gets a minor flaw, and a minor talent gets a lesser flaw. ‡ – If the talent is appropriate for the character's background, the GM may allow the character to select the talent for only 1 background option.				

SPECIAL STATUS COST CHART

Condition Required	DEGREE OF THE STATUS				
	Free	Lesser	Minor	Major	Greater
Selected Status					
with a no Flaw	0*	1	2	3	4
with a Random Flaw of One Less Degree †	—	—	1	2	3
with a Random Flaw of Equal Degree	—	0*	0	1	2
Note: The # given is the cost in background options of the status (and corresponding flaw, if any). * – A GM may wish to allow a character making this choice to take an additional lesser talent without expending background options. † – The character gets a flaw that is one less degree than the status—a greater status gets a major flaw, a major status gets a minor flaw, and a minor status gets a lesser flaw. Random Status – Instead of having players select status, a GM may decide to allow each character to randomly generate his status without expending background options.					

SPECIAL ITEM COST CHART

Condition Required	DEGREE OF THE ITEM			
	Lesser	Minor	Major	Greater
Selected Item				
with a no Flaw	1	2	3	4
with a Random Flaw of One Less Degree †	—	1	2	3
with a Random Flaw of Equal Degree	—	—	1	2
Note: The # given is the cost in background options of the item (and corresponding flaw, if any). † – The character gets a flaw that is one less degree than the item—a greater item gets a major flaw, a major item gets a Minor flaw, and a minor item gets a lesser flaw. Random Item – If a player wants a random item, he may allocate one background option, then roll to determine its “degree,” and then roll to determine what it is.				

CHARACTER
LAW



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COMBINED CATEGORY/SKILL RECORD SHEET M-6.7

Character: _____

Player: _____

Level: _____

Stats: _____ Stat Bonus: _____ Category Rank Cost: _____ # Ranks: _____ Rank Bonus: _____ New Ranks: ☐☐☐
Profession Bonus: _____ Special Bonus: _____ Total Category Bonus: _____

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

Stats: _____ Stat Bonus: _____ Category Rank Cost: _____ # Ranks: _____ Rank Bonus: _____ New Ranks: ☐☐☐
Profession Bonus: _____ Special Bonus: _____ Total Category Bonus: _____

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

Stats: _____ Stat Bonus: _____ Category Rank Cost: _____ # Ranks: _____ Rank Bonus: _____ New Ranks: ☐☐☐
Profession Bonus: _____ Special Bonus: _____ Total Category Bonus: _____

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

Stats: _____ Stat Bonus: _____ Category Rank Cost: _____ # Ranks: _____ Rank Bonus: _____ New Ranks: ☐☐☐
Profession Bonus: _____ Special Bonus: _____ Total Category Bonus: _____

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

Stats: _____ Stat Bonus: _____ Category Rank Cost: _____ # Ranks: _____ Rank Bonus: _____ New Ranks: ☐☐☐
Profession Bonus: _____ Special Bonus: _____ Total Category Bonus: _____

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

Stats: _____ Stat Bonus: _____ Category Rank Cost: _____ # Ranks: _____ Rank Bonus: _____ New Ranks: ☐☐☐
Profession Bonus: _____ Special Bonus: _____ Total Category Bonus: _____

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

Stats: _____ Stat Bonus: _____ Category Rank Cost: _____ # Ranks: _____ Rank Bonus: _____ New Ranks: ☐☐☐
Profession Bonus: _____ Special Bonus: _____ Total Category Bonus: _____

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

STATUS RECORD SHEET M-6.8

Character: _____

Player: _____

Campaign (GM): _____

CONCUSSION HITS

Total Hits = _____ Rounds of Stun: _____ Bleeding/Round: _____

00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	-0
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	-10
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	-20
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	-30
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	unc.
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	unc.
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	unc.
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	unc.

Recover _____ hits per round of rest. Recover _____ hits per sleep cycle.

Divide the total number of hits by four and distribute them evenly between the top four lines. Fill the bottom lines across with a number equal to your Constitution. Cross off concussion hits horizontally. When all of the hits on one line are gone, the penalty on the next line is applied.

Divide the total number of PPs by four and distribute them evenly between the four lines. Cross off PPs horizontally. When all of the hits on one line are gone, the penalty on the next line is applied.

POWER POINTS

Power Points = _____ Active Multiplier: _____ Active Adder: _____

00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	-0
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	-10
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	-20
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	-30

Recover _____ PPs per round of rest. Recover _____ PPs per sleep cycle.

EXHAUSTION POINTS

Total Exhaustion Points= _____

00000	00000	00000	00000	00000	00000		-0
00000	00000	00000	00000	00000	00000		-5
00000	00000	00000	00000	00000	00000		-15
00000	00000	00000	00000	00000	00000		-30
00000	00000	00000	00000	00000	00000		-60
00000	00000	00000	00000	00000	00000		-100

Recover _____ points per minute of rest.

Distribute the total number of exhaustion points among the lines as follows: 25% on the first line, 25% on the second line, 25% on the third line, 15% on the third line, 9% on the fourth line, and 1% on the last line (with a minimum of 1 on each line). Cross off exhaustion points horizontally; when one line is finished, the penalty on the next line applies.

Expend exhaustion points at the rate of 1 every 2 rounds of melee, 1 over 6 rounds of missile fire or concentration. When moving, expend exhaustion points at the rate shown below.

MOVEMENT

Base Move Rate (BMR) = _____ feet per round
50 + 3 x (Quickness Stat Bonus)

Pace	BMR	Times	Move Rate	Exh. Pts	Man. Diff.
Walk	_____	x1 =	_____	1/60 rnds	none
Fast Walk	_____	x1.5 =	_____	1/30 rnds	none
Run	_____	x2 =	_____	1/12 rnds	none
Sprint	_____	x3 =	_____	2/rnd	easy
Fast Sprint	_____	x4 =	_____	6/rnd	light
Dash	_____	x5 =	_____	50/rnd	medium

ENCUMBRANCE

Basic Weight Allowance (BWA) = _____ pounds
character's body weight ÷ 10

Carrying Weight			Enc. Pen.
>	to	≤	
(0 x BWA)	_____	_____	(1 x BWA) -0
(1 x BWA)	_____	_____	(2 x BWA) -8
(2 x BWA)	_____	_____	(3 x BWA) -16
(3 x BWA)	_____	_____	(4 x BWA) -24
(4 x BWA)	_____	_____	(5 x BWA) -32
(5 x BWA)	_____	_____	(6 x BWA) -40
(6 x BWA)	_____	_____	(7 x BWA) -48
(7 x BWA)	_____	_____	(8 x BWA) -56
(8 x BWA)	_____	_____	(9 x BWA) -64
(9 x BWA)	_____	_____	(10 x BWA) -72
(10 x BWA)	_____	_____	(11 x BWA) -80
(11 x BWA)	_____	_____	(12 x BWA) -88
(12 x BWA)	_____	_____	(13 x BWA) -96
(13 x BWA)	_____	_____	(14 x BWA) -104
(14 x BWA)	_____	or more	-8 / inc.

Weight Penalty = lesser of 0 or [Armor Qu Penalty + Encumbrance Penalty + (3 x St Stat Bonus)]

This penalty is applied to the Base Movement Rate.



A	pg.
Absent-Minded	[m, -10] Mental [F] 90
Accelerated Mending	[L, 3] Physical [T] 56
Acrobat	[m, 7] Sp. Training [T] 52
Acute Hearing	[m, 7] Physical [T] 56
Acute Smell	[m, 10] Physical [T] 56
Addiction/Fatal	[G, -30] Mental [F] 90
Addiction/Harmful	[G, -20] Mental [F] 90
Addiction/Mild (Common)	[m, -10] Mental [F] 90
Addiction/Mild (Rare)	[G, -20] Mental [F] 90
Addiction/Serious (Common)	[M, -15] Mental [F] 90
Addiction/Serious (Rare)	[G, -25] Mental [F] 90
Addiction/Simple (Common)	[L, -5] Mental [F] 90
Addiction/Simple (Rare)	[M, -15] Mental [F] 90
Additional Wealth Roll	— Wealth Level 80
Adherent	[G, 25] Special [T] 68
Affect Environment (Greater)	[G, 30] Special [T] 68
Affect Environment (Major)	[M, 18] Special [T] 68
Age	[m, -10] Physical [F] 81
Aggression	[m, 7] Mystical [T] 61
Albino	[m, -10] Physical [F] 81
Amazing Leaping	[m, 10] Special [T] 68
Ambidexterity (Lesser)	[L, 5] Physical [T] 56
Ambidexterity (Minor)	[m, 10] Physical [T] 56
Animal Bane	[L, -5] Physical [F] 81
Animal Empathy	[L, 5] Mental [T] 65
Anosmia	[L, -3] Physical [F] 81
Arcane Discovery (Major)	[M, 11] Sp. Training [T] 52
Arcane Discovery (Minor)	[m, 6] Sp. Training [T] 52
Archetype	[M, 18] Mystical [T] 61
Archmage Abilities (Greater)	[G, 30] Mystical [T] 62
Archmage Abilities (Major)	[M, 20] Mystical [T] 62
Assassin Training	[m, 8] Sp. Training [T] 52
Attribute Drain	[G, 30] Special [T] 68
Aura (Greater)	[G, 20] Mystical [T] 62
Aura (Lesser)	[L, 5] Mystical [T] 62
Aura (Major)	[M, 15] Mystical [T] 62
Aura (Minor)	[m, 10] Mystical [T] 62

B	pg.
Bad Temper	[m, -10] Mental [F] 90
Bane	[G, 20] Special [T] 68
Battle Confusion	[M, -15] Mental [F] 90
Battle Cry	[m, 7] Physical [T] 56
Battle Reflexes	[m, 7] Mental [T] 65
Blazing Speed	[L, 5] Physical [T] 56
Blessed by War God	[G, 50] Special [T] 68
Blind	[G, -50] Physical [F] 81
Blood-Guilt	[m, -10] Mental [F] 90
Bloodlust	[m, -10] Mental [F] 90
Bonus Item (I)	[L, 5] Special Items 78
Bonus Item (II)	[m, 7] Special Items 78
Bonus Item (III)	[m, 10] Special Items 78
Bonus Item (IV)	[M, 15] Special Items 78
Bonus Item (V)	[M, 17] Special Items 78
Bonus Item (VI)	[M, 20] Special Items 78
Bonus Item (VII)	[G, 25] Special Items 78
Bonus Item (VIII)	[G, 40] Special Items 78
Breaker	[G, -20] Physical [F] 81

C	pg.
Calmness	[m, 7] Mental [T] 65
Chivalrous	[m, -10] Mental [F] 91
Code of Honor	[L, -5] Mental [F] 91
Cold Resistance (Greater)	[G, 20] Physical [T] 56
Cold Resistance (Lesser)	[L, 5] Physical [T] 56
Cold Resistance (Major)	[M, 15] Physical [T] 56
Cold Resistance (Minor)	[m, 10] Physical [T] 56
Cold Sensitive	[m, -10] Physical [F] 84
Color Blind	[L, -5] Physical [F] 84
Combat Reflexes	[m, 10] Physical [T] 56
Commanding Demeanor	[M, 18] Physical [T] 57
Common Allergy (Major)	[M, -15] Physical [F] 84
Common Allergy (Minor)	[m, -10] Physical [F] 84
Complete Klutz	[G, -20] Physical [F] 84
Compulsive Behavior	[L, -5] Mental [F] 91
Crippled (Greater)	[G, -30] Physical [F] 84
Crippled (Major)	[M, -20] Physical [F] 84
Crippled (Minor)	[m, -10] Physical [F] 84
Cursed Shape Shifter	[G, -20] Special [F] 98

D	pg.
Daily Item (I)	[L, 5] Special Items 78
Daily Item (II)	[m, 7] Special Items 78
Daily Item (III)	[m, 10] Special Items 78
Daily Item (IV)	[M, 15] Special Items 78
Daily Item (V)	[M, 20] Special Items 78
Daily Item (VI)	[G, 25] Special Items 78
Daily Item (VII)	[G, 30] Special Items 78
Danger Sense	[M, 15] Mystical [T] 62
Dark Pact	[m, -10] Special [F] 98
Dark Temptation	[m, -10] Special [F] 98
Darkness	[M, 13] Special [T] 69
Dead Eye	[m, 7] Physical [T] 57
Deadly Training	[M, 15] Sp. Training [T] 52
Deaf	[G, -20] Physical [F] 84
Deep Sleeper	[m, -10] Physical [F] 85
Delusionary (Greater)	[M, -15] Mental [F] 91
Delusionary (Lesser)	[L, -5] Mental [F] 91
Delusionary (Minor)	[m, -10] Mental [F] 91
Dense (Greater)	[G, 25] Physical [T] 57
Dense (Major)	[M, 15] Physical [T] 57
Dependent (Lesser)	[L, -5] Special [F] 98
Dependent (Major)	[M, -15] Special [F] 98
Dependent (Minor)	[m, -10] Special [F] 98
Destiny Sense	[m, 7] Mystical [T] 62
Directed Weapons Master (Major)	[M, 15] Sp. Training [T] 52
Directed Weapons Master (Minor)	[m, 10] Sp. Training [T] 52
Disarm Skill	[m, 10] Sp. Training [T] 52
Disavowed Weapons	[G, -20] Mental [F] 91
Dishonored Knight	[Fr, 0] Special Status 74
Dominance	[m, 8] Mental [T] 65
Duplication	[G, 30] Special [T] 69
Duty (Lesser)	[L, -5] Special [F] 99
Duty (Major)	[M, -15] Special [F] 99
Duty (Minor)	[m, -10] Special [F] 99
Dwarfism (Lesser)	[L, 5] Physical [T] 57
Dwarfism (Major)	[M, 15] Physical [T] 57
Dwarfism (Minor)	[m, 10] Physical [T] 57

E	pg.
Ear for Music	[L, 5] Physical [T] 57
Easily Charmed	[M, -15] Mental [F] 92
Easy Mark	[G, -20] Mental [F] 92
Elasticity	[M, 12] Special [T] 69
Eloquence	[M, 15] Mystical [T] 62
Elvish Training	[m, 7] Sp. Training [T] 52
Empathy	[m, 8] Mental [T] 65
Ensnares (Greater)	[G, 25] Special [T] 69
Ensnares (Major)	[M, 15] Special [T] 69
Ensorcellment Cure	[m, 10] Mystical [T] 62
Epileptic	[G, -30] Physical [F] 85
Ethereal Sight	[m, 10] Mystical [T] 62
Ethereal Tie	[M, 15] Mystical [T] 62
Eunuch	[L, -5] Physical [F] 85
Exceptional Magical Ability	[G, 30] Mystical [T] 62
Exceptional Skill at Arms	[G, 30] Sp. Training [T] 52
Extra Limbs (+1)	[m, 10] Physical [T] 57
Extra Limbs (+2)	[M, 15] Physical [T] 57
Extra Limbs (+3)	[G, 20] Physical [T] 57
Eye of the Hawk	[M, 15] Special [T] 70
Eye of the Tiger	[m, 7] Physical [T] 57

F	pg.
Faithful Vassal	[Fr, 0] Special Status 74
Fanatic	[m, -10] Mental [F] 92
Favored (Greater)	[G, 25] Special Status 75
Favored (Major)	[M, 15] Special Status 75
Favored (Minor)	[m, 10] Special Status 75
Fear of Armor	[G, -20] Mental [F] 92
Fear of Magic	[G, -20] Mental [F] 92
Fearlessness	[m, -10] Mental [F] 92
Flare	[G, 25] Special [T] 70
Flight	[G, 25] Physical [T] 57
Fluent	[L, 5] Sp. Training [T] 52
Fluid Wrists	[M, 15] Physical [T] 57
Force Shield (Greater)	[G, 30] Special [T] 70
Force Shield (Lesser)	[L, 5] Special [T] 70
Force Shield (Major)	[G, 18] Special [T] 70
Force Shield (Minor)	[m, 10] Special [T] 70
Fragile Wrists	[L, -5] Physical [F] 85
Friendslayer	[m, -10] Special [F] 99



G

General Weapons Master (Greater)	[G, 30]	Sp. Training [T]	52
General Weapons Master (Major)	[M, 20]	Sp. Training [T]	52
General Weapons Master (Minor)	[m, 10]	Sp. Training [T]	52
Geographic Awareness	[L, 5]	Sp. Training [T]	53
Giantism (Greater)	[G, 25]	Physical [T]	58
Giantism (Major)	[M, 15]	Physical [T]	58
Giantism (Minor)	[m, 10]	Physical [T]	58
Gliding	[M, 15]	Physical [T]	58
Glutton	[L, -3]	Mental [F]	92
Golden Throat	[m, 8]	Physical [T]	58
Good Battlefield Awareness	[m, 7]	Mental [T]	65
Government Ties	[m, 7]	Special Status	75
Great Arm	[L, 5]	Physical [T]	58
Greedy	[m, -10]	Mental [F]	93
Gymnastic Training	[m, 7]	Sp. Training [T]	53

H

Hammerhand	[M, 15]	Physical [T]	58
Hard of Hearing	[m, -10]	Physical [F]	85
Heat Resistance (Greater)	[G, 20]	Physical [T]	58
Heat Resistance (Lesser)	[L, 5]	Physical [T]	58
Heat Resistance (Major)	[M, 15]	Physical [T]	58
Heat Resistance (Minor)	[m, 10]	Physical [T]	58
Heat Sensitive	[m, -10]	Physical [F]	85
Heir	[m, 10]	Special Status	76
Hemophilia	[G, -20]	Physical [F]	85
Herbalist	[m, 7]	Sp. Training [T]	53
High Jumper	[L, 4]	Physical [T]	58
High Range Voice	[m, 7]	Physical [T]	58
Hypercharged Adrenaline	[M, 15]	Physical [T]	58

I-J

Immovable Will	[M, 15]	Mental [T]	65
Impulsive	[M, -13]	Mental [F]	93
Indecision	[G, -20]	Mental [F]	93
Infravision	[L, 5]	Physical [T]	58
Innate Magician	[m, 7]	Mystical [T]	63
Inner Ear Problem	[L, -5]	Physical [F]	85
Inner Reserve (Greater)	[G, 20]	Sp. Training [T]	53
Inner Reserve (Lesser)	[L, 5]	Sp. Training [T]	53
Inner Reserve (Major)	[M, 15]	Sp. Training [T]	53
Inner Reserve (Minor)	[m, 10]	Sp. Training [T]	53
Instinctive Defense	[M, 15]	Mental [T]	65
Intense Eyes	[L, 5]	Physical [T]	59
Internal Clock	[L, 3]	Sp. Training [T]	53
Internal Sense	[m, 10]	Mental [T]	66
Intolerance (Lesser)	[L, -5]	Mental [F]	93
Intolerance (Minor)	[m, -10]	Mental [F]	93
Invisibility	[G, 30]	Special [T]	70
Item Lore	[m, 7]	Mystical [T]	63
Judge of Angles	[L, 5]	Sp. Training [T]	53
Judge of Weaponry	[L, 3]	Sp. Training [T]	53

K-L

Kleptomaniac	[M, -15]	Mental [F]	93
Knighted	[L, 3]	Special Status	76
Lack of Range	[G, -20]	Physical [F]	85
Lack of Scope	[G, -20]	Special [F]	99
Lack of Time	[G, -20]	Special [F]	99
Law Enforcement Ability (Greater)	[G, 20]	Special Status	76
Law Enforcement Ability (Major)	[M, 15]	Special Status	76
Law Enforcement Ability (Minor)	[m, 10]	Special Status	76
Lecherous	[m, -10]	Mental [F]	93
Life Support (Greater)	[G, 40]	Special [T]	70
Life Support (Major)	[M, 18]	Special [T]	70
Life Support (sustenance)	[G, 30]	Special [T]	70
Lifetime Goal	[M, 15]	Special [T]	70
Light Sleeper	[L, 5]	Physical [T]	59
Lightning Strike	[M, 12]	Sp. Training [T]	53
Locking Wrists	[m, -10]	Physical [F]	85
Look of Eagles	[m, 7]	Mystical [T]	63
Loss of Vision	[M, -15]	Physical [F]	86
Lost Favor	[Fr, 0]	Special Status	76
Loyal Domesticated Animal	[L, 5]	Special Items	79
Loyal Unusual Creature	[M, 15]	Special Items	79
Luck, Dramatic (Greater)	[G, 20]	Special [T]	71
Luck, Dramatic (Lesser)	[L, 5]	Special [T]	71
Luck, Dramatic (Major)	[M, 15]	Special [T]	71
Luck, Dramatic (Minor)	[m, 10]	Special [T]	71
Lucky (Greater)	[G, 20]	Special [T]	71
Lucky (Major)	[M, 15]	Special [T]	71
Lucky (Minor)	[m, 10]	Special [T]	71
Lycanthropy	[M, -15]	Special [F]	99

pg.

pg.

pg.

pg.

pg.

M

Magic Allergy (Greater)	[G, -40]	Special [F]	99
Magic Allergy (Major)	[M, -20]	Special [F]	99
Magic Allergy (Minor)	[m, -10]	Special [F]	99
Magic Bane	[G, -20]	Special [F]	100
Magical Affinity	[G, 20]	Mystical [T]	63
Magical Resistance	[M, 15]	Mystical [T]	63
Magically Susceptible	[M, -15]	Special [F]	100
Magically Vulnerable	[m, -10]	Special [F]	100
Mana Reading	[m, 7]	Mystical [T]	63
Mana Sensing	[m, 6]	Mystical [T]	63
Manual Dexterity	[m, 10]	Physical [T]	59
Martial Arts Training (Greater)	[G, 30]	Sp. Training [T]	54
Martial Arts Training (Major)	[M, 15]	Sp. Training [T]	54
Martial Arts Training (Minor)	[m, 10]	Sp. Training [T]	54
Master Tactician	[L, 3]	Mental [T]	66
Master Warrior Friend	[m, 10]	Special [T]	71
Megalomaniac	[m, -10]	Mental [F]	93
Memory Loss	[M, -15]	Mental [F]	94
Mental Control	[G, 25]	Mental [T]	66
Mental Link	[m, 7]	Mental [T]	66
Mental Scan	[G, 25]	Mental [T]	66
Mentor	[L, 5]	Special [T]	71
Microscopic Vision	[M, 13]	Special [T]	71
Military Rank (Greater)	[G, 20]	Special Status	76
Military Rank (Lesser)	[L, 5]	Special Status	76
Military Rank (Major)	[M, 15]	Special Status	76
Military Rank (Minor)	[m, 10]	Special Status	76
Mind over Matter	[m, 10]	Mental [T]	66
Minor Fear (Lesser)	[L, -5]	Mental [F]	94
Minor Fear (Minor)	[m, -10]	Mental [F]	94
Miser	[L, -5]	Mental [F]	94
Modify Wealth Roll	-	Wealth Level	80
Muddled Mind	[G, -20]	Mental [F]	94
Mute	[G, -25]	Physical [F]	86

N

Natural Archer	[m, 8]	Sp. Training [T]	54
Natural Facility With Armor	[m, 10]	Sp. Training [T]	54
Natural Horseman	[m, 7]	Sp. Training [T]	54
Natural Physique	[m, 8]	Physical [T]	59
Natural Ranged Attack (Greater)	[G, 30]	Special [T]	71
Natural Ranged Attack (Major)	[M, 15]	Special [T]	71
Natural Weapon	[M, 15]	Physical [T]	59
Natural Weapons Master	[G, 30]	Sp. Training [T]	54
Navigation Gift	[m, 7]	Physical [T]	59
Necromantic Urge	[M, -15]	Special [F]	100
Neutral Odor	[L, 5]	Physical [T]	59
Nightvision	[m, 7]	Physical [T]	59
Nimble Skeleton	[m, 10]	Physical [T]	59
Noble	[m, 10]	Special Status	76
Non-corporeal	[G, 30]	Special [T]	72
Nose Bleeds	[m, -10]	Physical [F]	86
Not Graceful	[G, -20]	Physical [F]	86
Not Subtle	[M, -15]	Physical [F]	86

O

Oblivious	[M, -15]	Mental [F]	94
Off Balance	[G, -20]	Physical [F]	86
One Arm (Greater)	[G, -20]	Physical [F]	86
One Arm (Major)	[M, -15]	Physical [F]	86
One Eye	[M, -15]	Physical [F]	87
Open Door	[G, -20]	Special [F]	100
Orphan	[Fr, 0]	Special Status	77
Outdoorsman	[M, 12]	Sp. Training [T]	54
Overconfident	[m, -10]	Mental [F]	94

P

Pacifist (Greater)	[G, -30]	Mental [F]	94
Pacifist (Major)	[M, -15]	Mental [F]	94
Pacifist (Minor)	[m, -10]	Mental [F]	94
Pain Intolerant	[M, -15]	Physical [F]	87
Pain Resistance (Greater)	[G, 20]	Physical [T]	60
Pain Resistance (Lesser)	[L, 5]	Physical [T]	60
Pain Resistance (Major)	[M, 15]	Physical [T]	60
Pain Resistance (Minor)	[m, 10]	Physical [T]	60
Paranoid	[m, -10]	Mental [F]	95
Part Animal	[G, -20]	Special [F]	100
Passive	[m, -10]	Mental [F]	95
Patron (Lesser)	[L, 5]	Special Status	77
Patron (Major)	[M, 20]	Special Status	77
Patron (Minor)	[m, 10]	Special Status	77
Patron, Important (Greater)	[G, 30]	Special Status	77
Patron, Important (Major)	[M, 20]	Special Status	77
Patron, Important (Minor)	[m, 10]	Special Status	77
Patron, Significant (Greater)	[G, 30]	Special Status	77
Patron, Significant (Major)	[M, 15]	Special Status	77



**Talent/
Flaw/
Status/
Item/
Wealth
Index**

Peripheral Vision	[m, 7]	Physical [T]	60
Phobia (Lesser)	[L, -5]	Mental [F]	95
Phobia (Major)	[M, -15]	Mental [F]	95
Phobia (Minor)	[m, -10]	Mental [F]	95
Photographic Memory	[m, 8]	Mental [T]	67
Physical Investment	[m, -7]	Physical [F]	87
Planar Travel	[G, 40]	Mystical [T]	63
Poison Sack	[m, 10]	Physical [T]	60
Poor Concentration	[m, -10]	Mental [F]	96
Poor Control	[m, -7]	Special [F]	100
Poor Eyesight (Greater)	[G, -20]	Physical [F]	87
Poor Eyesight (Minor)	[m, -10]	Physical [F]	87
Portage Skills	[L, 3]	Sp. Training [T]	54
Potion (1 dose)	[L, 3]	Special Items	79
Potion (5 doses)	[m, 7]	Special Items	79
Power (Greater)	[G, 30]	Sp. Training [T]	54
Power (Lesser)	[L, 5]	Sp. Training [T]	54
Power (Major)	[M, 20]	Sp. Training [T]	54
Power (Minor)	[m, 10]	Sp. Training [T]	54
Power Absorption (Greater)	[G, 35]	Special [T]	72
Power Absorption (Major)	[M, 20]	Special [T]	72
Power Blind	[m, -10]	Special [F]	100
Power Burn	[m, -10]	Physical [F]	87
Power Drain	[G, -20]	Special [F]	101
Power Leakage	[G, -20]	Special [F]	101
Precision	[G, 20]	Sp. Training [T]	54
Priestly Investment	[L, 3]	Special Status	77
Pyromaniac	[L, -5]	Mental [F]	96

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Queasy	[m, -10]	Mental [F]	96
Quick Calculator	[L, 3]	Mental [T]	67
Quiet Stride	[M, 15]	Physical [T]	60
Racial Training (expert)	[G, 25]	Sp. Training [T]	54
Racial Training (familiar)	[M, 15]	Sp. Training [T]	54
Rain Trauma	[L, -5]	Physical [F]	87
Regeneration (Greater)	[G, 25]	Physical [T]	60
Regeneration (Major)	[M, 15]	Physical [T]	60
Regeneration (Minor)	[m, 8]	Physical [T]	60
Repulsive Habit (Lesser)	[L, -5]	Special [F]	101
Repulsive Habit (Major)	[M, -15]	Special [F]	101
Repulsive Habit (Minor)	[m, -10]	Special [F]	101
Resilient	[M, 15]	Physical [T]	60
Resistance	[M, 15]	Mystical [T]	63
Reverberative Strength	[m, 7]	Physical [T]	60
Rival/NPC (Lesser)	[L, -5]	Special [F]	101
Rival/NPC (Major)	[M, -20]	Special [F]	101
Rival/NPC (Minor)	[m, -10]	Special [F]	101
Rival/PC (Greater)	[G, -25]	Special [F]	101
Rival/PC (Major)	[M, -15]	Special [F]	101
Rival/PC (Minor)	[m, -10]	Special [F]	101
Rune Paper (1 sheet)	[L, 3]	Special Items	79
Rune Paper (5 sheets)	[m, 7]	Special Items	79
Runic Lore	[L, 5]	Mystical [T]	64

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Sadist	[M, -15]	Mental [F]	96
Scope Skills (radius)	[m, 10]	Mystical [T]	64
Scope Skills (targets)	[m, 10]	Mystical [T]	64
Secret (Lesser)	[L, -5]	Special [F]	101
Secret (Major)	[M, -15]	Special [F]	101
Secret (Minor)	[m, -10]	Special [F]	101
Secret Identity	[m, -10]	Special [F]	102
Sense of Duty (Lesser)	[L, -5]	Mental [F]	96
Sense of Duty (Major)	[M, -15]	Mental [F]	96
Sense of Duty (Minor)	[m, -10]	Mental [F]	96
Sense	[L, 5]	Special [T]	72
Shapechanger	[G, 25]	Special [T]	72
Shield Attack	[m, 7]	Sp. Training [T]	55
Shield Mastery	[m, 10]	Physical [T]	60
Short of Breath (Lesser)	[L, -5]	Physical [F]	87
Short of Breath (Major)	[M, -15]	Physical [F]	87
Short of Breath (Minor)	[m, -10]	Physical [F]	87
Skilled (Greater)	[G, 30]	Sp. Training [T]	55
Skilled (Lesser)	[L, 5]	Sp. Training [T]	55
Skilled (Major)	[M, 20]	Sp. Training [T]	55
Skilled (Minor)	[m, 10]	Sp. Training [T]	55
Sleight-of-Hand	[M, 13]	Sp. Training [T]	55
Sloth	[G, -20]	Physical [F]	87
Slow Healer	[M, -15]	Physical [F]	87
Slow	[m, -7]	Physical [F]	87
Sonar Sense	[m, 10]	Special [T]	72
Spasm	[m, -10]	Physical [F]	88
Spatial Skills (Major)	[M, 15]	Mystical [T]	64
Spatial Skills (Minor)	[m, 10]	Mystical [T]	64
Special Bread/Herb/Poison	[L, 3]	Special Items	79
Special Familiar	[M, 18]	Special [T]	72
Speed Reading	[L, 5]	Mental [T]	67
Spell Adder (+1)	[L, 5]	Special Items	79

Spell Adder (+2)	[m, 10]	Special Items	79
Spell Adder (+3)	[M, 15]	Special Items	79
Spell Adder (+4)	[M, 20]	Special Items	79
Spell Multiplier (x2)	[G, 30]	Special Items	79
Split Personality	[G, -20]	Mental [F]	96
Stability Sense	[m, 10]	Mental [T]	67
Stat Bonus (Greater)	[G, 30]	Special [T]	72
Stat Bonus (Major)	[M, 20]	Special [T]	72
Stat Bonus (Minor)	[m, 10]	Special [T]	72
Stat Improvement	[m, 10]	Special [T]	73
Stat Penalty (Greater)	[G, -30]	Special [F]	102
Stat Penalty (Major)	[M, -20]	Special [F]	102
Stat Penalty (Minor)	[m, -10]	Special [F]	102
Steel Grip	[m, 8]	Physical [T]	60
Strong Lungs	[L, 5]	Physical [T]	60
Stubborn	[L, -5]	Mental [F]	96
Sturdy Build	[M, 15]	Physical [T]	60
Stutter	[m, -10]	Physical [F]	88
Subconscious Discipline	[m, 7]	Mystical [T]	64
Subconscious Preparation	[m, 6]	Physical [T]	60
Subtle	[m, 8]	Physical [T]	61
Succor (Greater)	[G, 30]	Special [T]	73
Succor (Major)	[M, 20]	Special [T]	73
Succor (Minor)	[m, 10]	Special [T]	73
Summon	[M, 15]	Special [T]	73
Superstitious	[L, -5]	Mental [F]	96
Survival Instinct	[m, 7]	Mental [T]	67
Swift Dresser	[L, 3]	Sp. Training [T]	55

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Telekinesis	[M, 18]	Mental [T]	67
Telepathy	[G, 25]	Mental [T]	67
Teleportation	[G, 30]	Special [T]	73
Temporal Skills	[M, 18]	Mystical [T]	64
Tender Skin	[m, -10]	Physical [F]	88
Tensile (Greater)	[G, 20]	Physical [T]	61
Tensile (Major)	[M, 15]	Physical [T]	61
Tensile (Minor)	[m, 10]	Physical [T]	61
Terrible Luck	[m, -10]	Special [F]	102
The Slain	[G, -20]	Special [F]	102
Tired Legs	[m, -7]	Physical [F]	88
Tolerance	[M, 12]	Physical [T]	61
Tough Skin (Greater, insect)	[G, 30]	Physical [T]	61
Tough Skin (Major, tiger)	[M, 15]	Physical [T]	61
Tough Skin (Minor, wolf)	[m, 10]	Physical [T]	61
Trained Regular Footman	[m, 10]	Sp. Training [T]	55
Transcendence	[m, 10]	Mystical [T]	64
Trauma (Lesser)	[L, -5]	Mental [F]	97
Trauma (Major)	[M, -15]	Mental [F]	97
Trauma (Minor)	[m, -10]	Mental [F]	97
Truthful	[L, -5]	Mental [F]	97
Tunneling	[G, 25]	Special [T]	73

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Ultrasonic Hearing	[m, 8]	Special [T]	73
Unbeliever	[m, 10]	Mental [T]	67
Uncommon Allergy	[L, -5]	Physical [F]	88
Uncontrollable Strength	[m, -10]	Physical [F]	88
Uncoordinated	[m, -7]	Physical [F]	88
Underground Upraising	[m, 8]	Sp. Training [T]	55
Undetectable	[m, 6]	Mystical [T]	64
Unhealthy	[m, -10]	Physical [F]	88
Unique Looks (Lesser)	[L, -5]	Physical [F]	89
Unique Looks (Major)	[M, -15]	Physical [F]	89
Unique Looks (Minor)	[m, -10]	Physical [F]	89
Unlucky	[m, -10]	Special [F]	102
Unmagical	[M, -15]	Special [F]	102
Unnatural Aging	[L, 5]	Mystical [T]	64
Unnatural Stamina	[m, 10]	Physical [T]	61
Unwakeable	[M, -15]	Physical [F]	89

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Violent Prejudice	[m, 10]	Mental [T]	67
Visible Aura	[m, -10]	Physical [F]	89
Visions	[m, 10]	Mystical [T]	64
Vow (Greater)	[G, -20]	Mental [F]	97
Vow (Lesser)	[L, -3]	Mental [F]	97
Vow (Major)	[M, -15]	Mental [F]	97
Vow (Minor)	[m, -7]	Mental [F]	97
Wanted	[Fr, 0]	Special Status	77
Warrior Extraordinaire	[G, 35]	Sp. Training [T]	55
Weak Physique	[G, -20]	Physical [F]	89
Wealth Level	-	Wealth Level	80
Weapon Bane	[M, -15]	Mental [F]	97
Weapon Control	[m, 10]	Sp. Training [T]	55
Weight Intolerant	[M, -15]	Physical [F]	89
Wimp	[G, -20]	Physical [F]	89
Wrath	[G, -20]	Special [F]	102
X-ray Vision	[G, 25]	Special [T]	73

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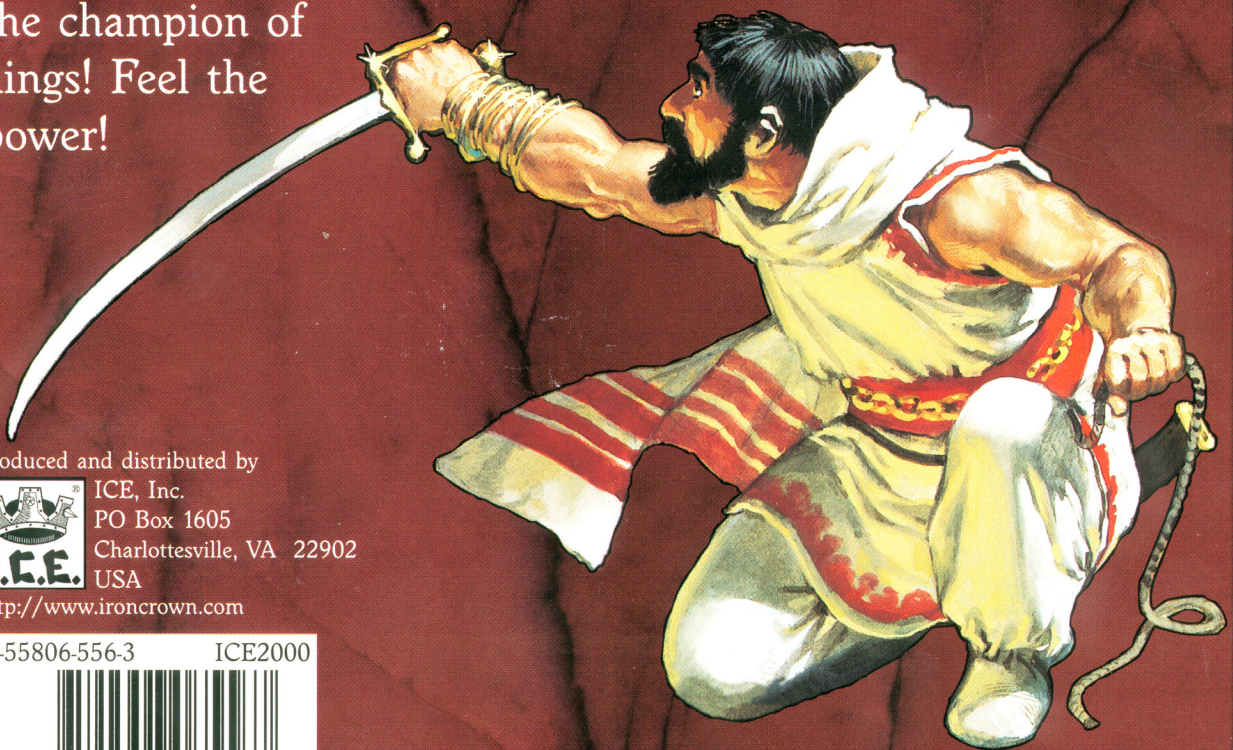
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