

ROLEMASTER
CLASSIC™



#6505

COMBAT COMPANION

COMBAT COMPANION™



Iron Crown Enterprises
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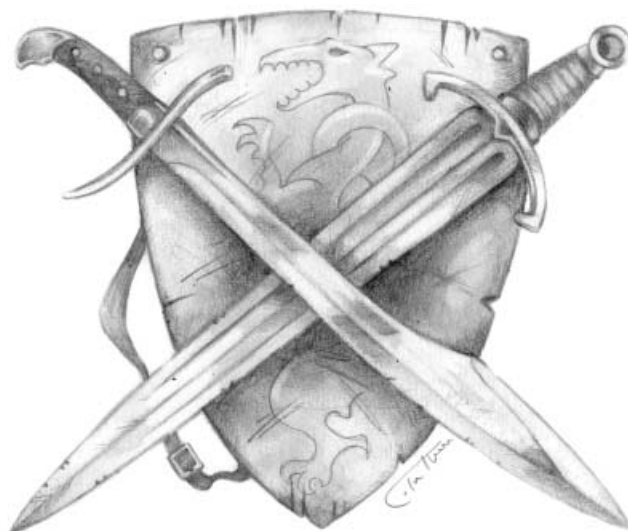


Special Dedication:

To Gary Gygax, who changed our lives forever. Without whom the world would have been a very different place.

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1.0 INTRODUCTION



The Combat Companion is an alternative to *Arms Law*, and owes its origins to several different sources. The new armor system and combat moves were born out of the TV series *Arms in Action* on the History Channel. After listening and watching, Bruce, Tim, and I came to the conclusion that the original *Arms Law* was flawed, in both how armor and combat worked. *HARP* was the first ICE product to incorporate the new information that we had learned, introducing a new armor system and a host of new combat actions that made fighters more fun and more powerful. We decided that *Rolemaster* players deserved the same perks as *HARP* players: a flexible, customizable armor system, fun combat actions, and fast combat. The last is important is because while *Arms Law* is a great product, running a *Rolemaster* combat can be very slow.

Trying to translate historical fact into a Fantasy RPG system is very difficult. Aside from the obvious differences such as monsters and magics, the most profound difference is one of scale. Historically armor is designed to protect soldiers fighting in large scale combat, not small groups of adventurers trekking through the wilderness and monster-infested ruins. Armor and weapons are also designed with different philosophies and purposes in mind. Lamellar armor, for example, is designed primarily to deflect arrows not melee weapons. The samurai combat technique is based on a single, killing first blow, putting it at odds with the European style of sword play. Historians on the *Arms in Action* series also raised the point that armor provides protection mainly from “casual blows,” and not from people actively trying to kill you, that’s what parrying is for.

We decided to focus on making armor more realistic by incorporating different historical armor types into the *Combat Companion*, and creating a system that would let characters mix and match different types of armor since this also reflected historical reality. We made it a little easier for spellcasters to wear some armor in the process and also revised the armor values of monsters. We introduced combat moves as a tribute to eastern and western martial arts, to make combat more interesting. Finally, we created a new set of combat tables to accompany the new armor system.

At the request of our customers, we added three new semi-spell using professions that they and we felt were missing from **RMC**: The Champion, the Elemental Warrior and the Venturer. It was also time to give Fighters and Martial Artists alternatives to the weapon skills in *Character Law*; so the *Combat Companion* introduces weapon and martial arts style creation rules and new style skills.

1.1 GAMEMASTER'S WARNING

As with all non-core products, the material in the *Combat Companion* is optional, and not every option will be right for every game. The Gamemaster should look at each option carefully before allowing its use in his game. He should also be sure to let his players know in advance, which options he will be allowing and which he will not be allowing.

RMSS/FRP FANS

Now, while most of these rules are designed specifically for use with *Rolemaster Classic*, we have included guidelines/rules for using a number of the given options with **RMSS/FRP**.

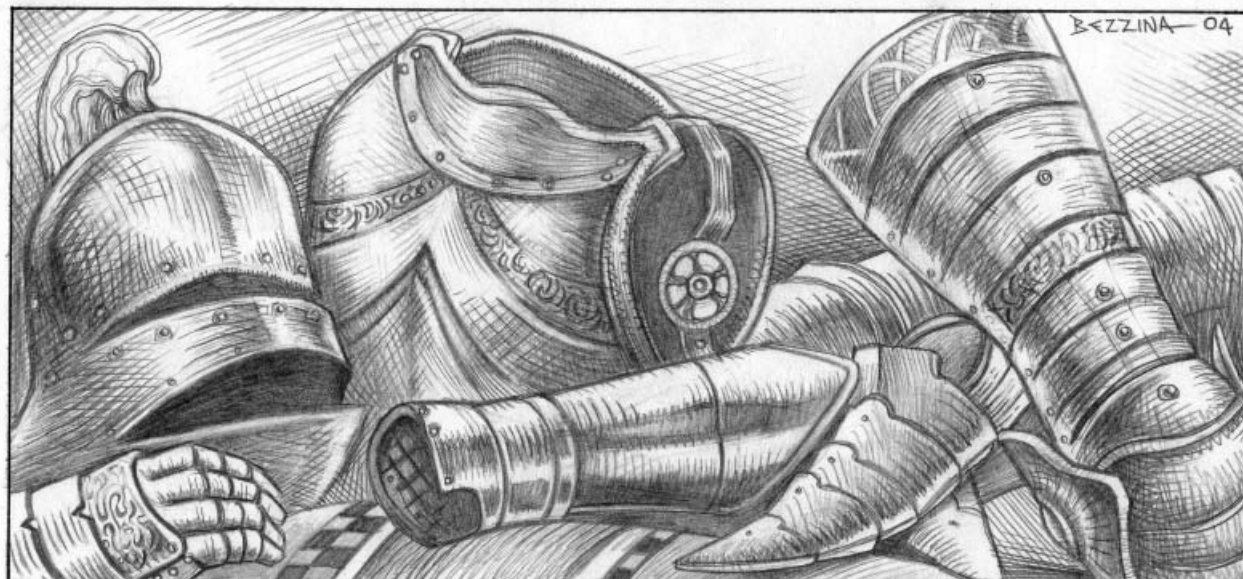
1.2 DESIGNER'S NOTES

This product has actually had a number of designers and helpers throughout its writing. Without all of that help and inspiration, this product might have never come to fruition.

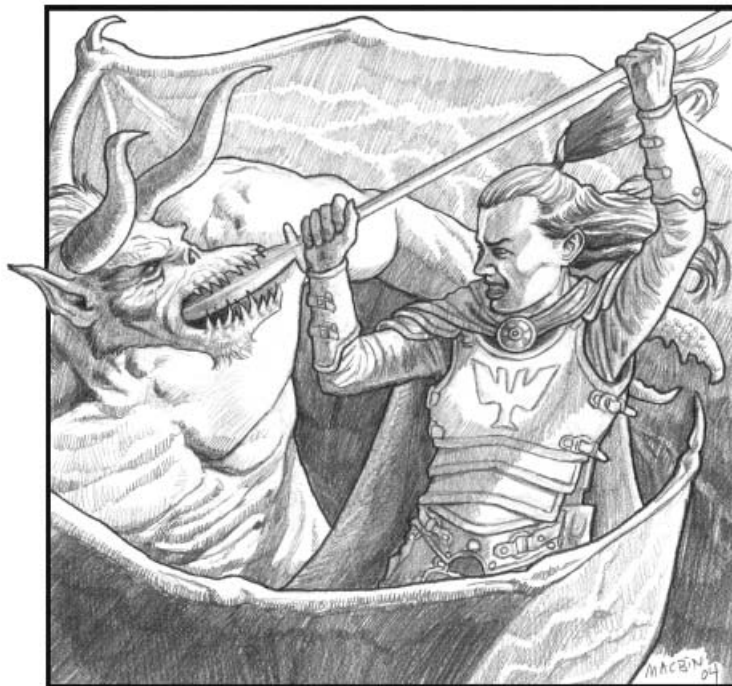
The **RMC** Team was a huge help, especially in working out the spell lists and getting them balanced. It was a tough job at times, and there was a lot of discussion regarding some of the spell capabilities that the professions should have, but I think that the results were excellent.

David Johansen is the one who wrote the critical tables for the new combat system. He deserves a ton of thanks for that. He worked from just a few notes and guidelines that I had already prepared. I loved the flavor and the uniqueness of the results.

Special Thanks: We would also like to thank Brawn and Rhonda Barber of The Schmitthenner Armory (www.schmitthenner.com), for taking the time to patiently answer all of our questions about making soft and hardened leather armor.



2.0 PROFESSIONS



This section presents you with 3 new professions; one for each of the realms of magic. These professions are all semi-spell users and warriors which address concepts absent from the core rules.

TABLE 02-01 CHAMPION

Maneuvering in Armor:		Magical Skills:	
Soft Leather	2/*	Spell Lists	4/*
Rigid Leather	3/*	Runes	4
Chain	4/*	Staves & Wands	6
Plate	5/*	Channeling	3
		Directed Spells	6
Special Skills:		General Skills:	
Ambush	9	Climbing	3/8
Linguistics	3/*	Swimming	2/6
Adrenal Moves	2/7	Riding	1/5
Adrenal Defense	20	Disarming Traps	6
Martial Arts	3/8	Picking Locks	8
Body Development	2/7	Stalking & Hiding	3/7
PP Dev. (Optional)	5	Perception	2/7
Weapon Skills:		3/5; 3/8; 5; 7; 9; 15	

2.1 CHAMPION

The Champion is a semi-spell user of the realm of Channeling. He is a holy warrior, dedicated to supporting his church and the clerical hierarchy of his religion. A Paladin is a Champion, but not all Champions will fit the ideal of the Paladin.

Prime Stats: In/St

CODE OF CONDUCT

Champions must have a Code of Conduct which they must follow. This Code should be worked out between the player and the GM and it should reflect the tenets of the faith to which the Champion subscribes. Failure to follow this Code of Conduct could result in a wide range of punishments; from the Champion being excommunicated from his religion (not being allowed to learn any more portions of his base spell lists) or even rejection by his deity (loss of the ability to regain power points). Such punishments usually require that the Champion atone for the transgression before they are restored.

2.2 ELEMENTAL WARRIOR

The Elemental Warrior is a semi-spell user of the realm of Essence. He is often called a warrior mage. The Elemental Warrior focuses on spells that enhance their defenses and combat skills. They specialize in a single element, and many of their spells will utilize visual effects that are based upon the selected element.

Elemental Warriors often call themselves names that are associated with their chosen element. An Elemental Warrior with the chosen element of fire might call himself a Firebrand, while one with the chosen element of air might call himself a Windblade, and so forth. Such groupings are often natural, and different orders of Elemental Warriors may be rivals due to their natural elemental associations. Regardless of the name of a specific sub-group, they all follow the broader heading of the Elemental Warrior.

Prime Stats: Em/Ag

SPELL LISTS

The Champion has five spell lists. Four of those lists will be common to all Champions. The fifth list should be selected from Table 02-05 Deity Specific Lists, and should be based upon the aspect of the deity that the character worships. Thus two Champions of the same religious order may each have a different fifth spell list.

Faith's Weapon - This spell list enhances the Champion's prowess in combat.

Faith's Shield - This is spell list contains defensive spells that allow the Champion to protect himself.

Succor - This allows the Champion to heal himself and others.

Holy Infusions - This spell list allows the Champion to infuse himself with the power of his deity for short amounts of time.

Deity Specific List - This is a list selected from Table 05-05 Deity Specific Lists on page 15 and should be based upon one of the aspects of the deity that the Champion worships.

TABLE 02-02 ELEMENTAL WARRIOR

Maneuvering in Armor:		Magical Skills:	
Soft Leather	3/*	Spell Lists	4/*
Rigid Leather	4/*	Runes	3
Chain	5/*	Staves & Wands	5
Plate	6/*	Channeling	15
		Directed Spells	3/6
Special Skills:		General Skills:	
Ambush	6	Climbing	3/9
Linguistics	3/*	Swimming	2/6
Adrenal Moves	2/7	Riding	2/6
Adrenal Defense	20	Disarming Traps	8
Martial Arts	3	Picking Locks	8
Body Development	2/7	Stalking & Hiding	2/7
PP Dev. (Optional)	5	Perception	2/7
Weapon Skills:		3/5; 3/9; 6; 8; 15; 15	

SPELLS

Warrior's Way - This is an offensive spell list that enhances the casters combat prowess.

Warrior's Shield - This defensive spell list allows the caster to temporarily enchant his clothing to provide better protection.

Warrior's Bridge - This spell list gives the caster extraordinary movement capabilities like flight and teleportation.

Warrior's Essence - This list grants the caster a number of essence related abilities.

Warrior's Element - This is the Elemental Warrior's elemental list. This list contains a number of spells that work differently dependent upon the element to which the Elemental Warrior is dedicated to.



2.3 VENTURER

The Venturer is a semi-spell user from the realm of Mentalism. He uses the powers of his mind to enhance his own abilities and to aid in clouding and or controlling the minds of others. While many of his abilities are like those of the Mentalist, they are not as powerful.

Prime Stats: Pr/SD

SPELLS

Combat - This is an offensive spell list, which is used to enhance the combat capabilities of the Venturer.

Sensing - This spell list contains spells that expand the character's sensing capabilities.

Control - This spell list allows the Venturer some control over others and defends against being controlled.

Body - This spell list allows the caster to control his body in ways that are not normally possible.

Healing - This spell list concentrates on allowing the character to repair damage to his body.



Chapter Two Professions

TABLE 02-03 VENTURER

Maneuvering in Armor:		Magical Skills:	
Soft Leather	2/*	Spell Lists	4/*
Rigid Leather	2/*	Runes	4
Chain	3/*	Staves & Wands	6
Plate	4/*	Channeling	15
		Directed Spells	6
Special Skills:		General Skills:	
Ambush	3	Climbing	3/7
Linguistics	3/*	Swimming	2/6
Adrenal Moves	2/6	Riding	2/6
Adrenal Defense	8	Disarming Traps	4
Martial Arts	2/7	Picking Locks	4
Body Development	2/7	Stalking & Hiding	2/6
PP Dev. (Optional)	5	Perception	2/6
Weapon Skills:		3/5; 3/8; 4; 6; 8; 15	

2.4 SECONDARY SKILLS

The above tables give the base costs for the primary skills that are available to each of the three new professions. However, this does not cover the optional secondary skills found within the **RMC Character Law** pages 91-94.

Use the following table to determine the DP cost of any secondary skills for these three new professions.



TABLE 02-04 SECONDARY SKILL DEVELOPMENT COST TABLE

ID#	Skill	Stat	Champ.	Elem. War.	Vent.	ID#	Skill	Stat	Champ.	Elem. War.	Vent.
1)	Acrobatics	Ag/Qu	2/6	2/6	2/4	24)	Music	Ag/Em	2/6	2/6	2/6
2)	Acting	Pr/Em	2/6	2/6	2/6	25)	Navigation	Re/In	2/5	2/6	2/4
3)	Animal Healing	Em/Re	1/5	2/6	2/6	26)	Public-speaking	Em/Pr	2/6	2/5	2/6
4)	Caving	SD/Re	2/6	2/6	2/6	27)	Rope-mastery	Me/Ag	2/5	2/5	2/5
5)	Contortions	Ag/SD	2/6	2/6	2/5	28)	Rowing	SD/St	2/6	2/6	2/6
6)	Cookery	In/Re	2/6	2/6	2/6	29)	Sailing	Em/In	2/6	2/6	2/6
7)	Dance	Ag/In	2/6	2/6	2/6	30)	Seduction	Em/Pr	2/6	2/5	2/6
8)	Diving	SD/Ag	2/6	2/6	2/6	31)	Signaling	Me/SD	2/4	2/4	2/4
9)	Falsification	SD/Re	3	3	3	32)	Singing	Pr/In	2/6	2/6	2/6
10)	First Aid	SD/Em	2/4	2/4	2/4	33)	Skiing	Ag/SD	2/6	2/6	2/6
11)	Fletching	Ag/SD	2/4	2/4	2/4	34)	Smithing	St/Ag	2/6	2/6	2/6
12)	Foraging	In/Me	2/5	2/6	2/5	35)	Spell-mastery	Varies	3/5	2/5	3/5
13)	Frenzy	Em/SD	2/6	2/6	2/6	36)	Star-gazing	In/Me	2/6	2/6	2/6
14)	Gambling	Me/Pr	2/6	2/4	2/6	37)	Stone-carving	SD/Ag	2/6	2/6	2/6
15)	Herding	Em/Pr	3/7	3/7	3/7	38)	Streetwise	In/Pr	2/6	2/6	2/6
16)	Jousting	St/Ag	1/5	2/6	2/6	39)	Subduing	Ag/Qu	3/6	5	4
17)	Leather-working	Ag/Re	2/6	2/6	2/6	40)	Tracking	In/Re	2/4	2/4	2/4
18)	Lore: General	Me/RE	1/3	1/3	1/3	41)	Trading	Re/Em	2/4	2/4	2/4
19)	Lore: Magical	Me/Re	2/4	2/4	2/4	42)	Trap-building	Re/Em	2/6	2/6	2/6
20)	Lore: Obscure	Me/Re	2/6	2/6	2/6	43)	Trickery	Pr/Qu	2/6	2/4	2/6
21)	Lore: Technical	Me/Re	2/6	2/6	2/6	44)	Tumbling	Ag/SD	2/6	2/6	2/4
22)	Mathematics	Re/Me	2/5	2/5	2/5	45)	Weather-watching	In/Em	1/5	1/5	1/5
23)	Meditation	Pr/SD	2/5	2/6	1/3	46)	Wood-carving	Ag/Em	2/6	2/6	2/6

FAITH'S SHIELD

CHAMPION BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Target Shield	self	1 rnd/lvl	self	F
2)	Transcend Armor	self	varies	self	F
3)	Dancing Shield	self	1 rnd/lvl	self	F
4)	Faith's Armor	self	1 min/lvl	self	F
5)	Radiant Faith	10' R	1 min/lvl	self	F
6)	Normal Shield	self	1 rnd/lvl	self	F
7)	Transcend Armor II	self	varies	self	F
8)	Dancing Shield II	self	1 rnd/lvl	self	F
9)	Faith's Armor II	self	1 min/lvl	self	F
10)	Radiant Faith II	1' R/lvl	1 min/lvl	self	F
11)	Full Shield	self	1 rnd/lvl	self	F
12)	Transcend Armor III	self	varies	self	F
13)	Dancing Shield III	self	1 rnd/lvl	self	F
14)	Faith's Armor III	self	1 min/lvl	self	F
15)	Radiant Faith III	1' R/lvl	1 min/lvl	self	F
16)	Wall Shield	self	1 rnd/lvl	self	F
17)	Transcend Armor IV	self	varies	self	F
18)	Dancing Shield IV	self	1 rnd/lvl	self	F
19)	Radiant Faith IV	1' R/lvl	1 min/lvl	self	F
20)	Faith's Armor IV	self	1 min/lvl	self	F
25)	Shield True	self	1 rnd/lvl	self	F
30)	Transcend Armor Tr.	self	varies	self	F
50)	Faith's Armor True	self	1 rnd/lvl	self	F

2.5 CHAMPION BASE LISTS

FAITH'S SHIELD

- 1) Target Shield** – The caster creates a shield out of glowing magical energy that he may use as a mundane shield of the same type. This shield provides a bonus of +10 to the caster's DB.
- 2) Transcend Armor** – This spell reduces all ESF modifiers from armor, helm, and equipment by 10. See the notes for this list for more information.
- 3) Dancing Shield** – As the spell *Target Shield*, except that the shield will move on its own, as if it were being wielded by the caster (i.e. it will not protect caster from attacks that the caster could not use a non-magical shield to protect himself from).
- 4) Faith's Armor** – Caster gains either a +10 to his RRs or a +10 to his DB, or +5 to both. He must select which at the time of casting.
- 5) Radiant Faith** – All allies of the caster within the radius of the spell gain +5 to their RRs. The caster is not affected by this spell.
- 6) Normal Shield** – As *Target Shield*, except that the bonus is +20.
- 7) Transcend Armor II** – As *Transcend Armor*, except that the modifiers are reduced by 20.
- 8) Dancing Shield II** – As *Dancing Shield*, except that it provides the same bonus as the spell, *Normal Shield*.
- 9) Faith's Armor II** – As *Faith's Armor* except that the bonuses are +20 to either RRs or DB, or he may gain +10 to both..

- 10) Radiant Faith II** – As *Radiant Faith*, except that all allies within the radius gain +5 to both RRs and DBs.
- 11) Full Shield** – As *Target Shield*, except the bonus is +30.
- 12) Transcend Armor III** – As *Transcend Armor*, except that the modifiers are reduced by 30.
- 13) Dancing Shield III** – As *Dancing Shield*, except that the bonus provided is equal to the one from the spell, *Full Shield*.
- 14) Faith's Armor III** – As *Faith's Armor*, except that the bonuses are +30 either RRs or DB or +15 to both.
- 15) Radiant Faith III** – As *Radiant Faith*, except that the bonus is +10 to both RRs and DBs of all allies within its radius.
- 16) Wall Shield** – As *Target Shield*, except that the bonus is +40.
- 17) Transcend Armor IV** – As *Transcend Armor*, except the modifiers are reduced by 40.
- 18) Dancing Shield IV** – As *Dancing Shield*, except that the bonus provided is equal to the one from the spell, *Wall Shield*.
- 19) Radiant Faith IV** – As *Radiant Faith*, except that the bonus to all allies within the radius is +20 to both RRs and DB.
- 20) Faith's Armor IV** – As *Faith's Armor*, except that the bonus is +40 to either RRs or DB, or +20 to both.
- 25) Shield True** – As *Target Shield*, except that the bonus is +50.
- 30) Transcend Armor True** – As *Transcend Armor*, except that the modifiers are reduced by 75.
- 50) Faith's Armor True** – The caster gains +50 bonus to both his RRs and his DB.

Note 1: The various shield spells, such as *Target Shield*, *Dancing Shield*, and *Normal Shield*, do not stack.

Note 2: The various shield spells create physical shields made out of magical force. They, excluding the *Dancing Shield* spells, are wielded and used just as a normal, non-magical shield of the same type.

Note 3: The *Transcend Armor* spells work as if the options for ESF regarding armor, helms, and equipment carried are being used. If they are not being used normally, they should be allowed to be used for the caster of this spell, but only when this spell is active.

Note 4: The *Transcend Armor* spells have a variable duration. It will last from the time cast until the caster goes to sleep or meditates for more than 1 hour, or for 24 hours, whichever comes first.. At that point the spell will end..

Note 5: Several spells on this list create force constructs. These creations are translucent and colored according to the options from *Spell Law* regarding spell colors (page 32).

FAITH'S WEAPON

- 1) **Consecrate Weapon** – The caster permanently enchants a single, non-magical weapon so that the other spells on this list may be used with that specific weapon. Caster may only have one consecrated weapon at a time.
- 2) **Inspired Parry** – The caster gains an additional +10 to his DB when parrying.
- 3) **Divine Crit** – Add +5 to all critical rolls made with the consecrated weapon.
- 4) **Exalted Grace** – The caster gains a bonus of +1 per level to his OB for the duration of the spell.
- 5) **Stunning Blow** – Attacks deliver +1 round of stun with any critical that delivers stun.
- 6) **Faith's Edge** – Any attack that delivers a crit with bleeding damage has the bleeding increased by 1 hit per round.
- 7) **Holy Strike** – Attacks deal an additional Holy Arms crit in addition to any melee critical of D severity or higher.
- 8) **Multi-Strike** – The caster can make 2 attacks each round for the duration of this spell. Each attack receives a -50 modifier.
- 9) **Inspired Parry II** – Caster gains an additional +20 to his DB from all parries.
- 10) **Sever Weapon** – This spell allows the caster to destroy his connection to his consecrated weapon, rendering normal again. The weapon need not be present for this spell to be cast, and the caster must wait at least 24 hours before consecrating a new weapon.
- 11) **Divine Crit II** – Add +10 to all critical rolls made with the consecrated weapon.
- 12) **Exalted Grace II** – Caster gains +2 per level bonus to OB.
- 13) **Stunning Blow II** – Caster deals 2 additional rounds of stun with any critical that normally deals 1 or more rounds of stun. Deals 1 round of stun one any critical that does not normally deal any stun.
- 14) **Faith's Edge II** – Any attack that delivers a critical with bleeding has that bleeding increased by 2 hits per round. All other criticals receive a wound that bleeds 1 hit per round.
- 15) **Bless Weapon** – The caster permanently enchants his consecrated weapon with one of the 2nd through 8th level spells.
- 16) **Multi-Strike II** – Caster can make 3 attacks per round with a -50 modifier OR make 2 attacks per round with a -25 modifier. Caster must decide which while casting the spell as he may not change back and forth from one to the other.
- 17) **Holy Strike II** – Attacks deal an additional Holy Arms critical in addition to any melee crit of B severity or higher.
- 18) **Inspired Parry True** – Caster gains an additional +30 to all parries made.

FAITH'S WEAPON

CHAMPION BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Consecrate Weapon	1 Weapon	P	touch	F
2)	Inspired Parry	Self	1 rnd/lvl	Self	F
3)	Divine Crit	Self	1 rnd/lvl	Self	F
4)	Exalted Grace	Self	1 rnd/lvl	Self	F
5)	Stunning Blow	Self	1 rnd/lvl	Self	F
6)	Faith's Edge	Self	1 rnd/lvl	Self	F
7)	Holy Strike	Self	1 rnd/lvl	Self	F
8)	Multi-Strike	Self	1 rnd/lvl	Self	F
9)	Inspired Parry II	Self	1 rnd/lvl	Self	F
10)	Sever Weapon	self	P	self	F
11)	Divine Crit II	Self	1 rnd/lvl	Self	F
12)	Exalted Grace II	Self	1 rnd/lvl	Self	F
13)	Stunning Blow II	Self	1 rnd/lvl	Self	F
14)	Faith's Edge II	Self	1 rnd/lvl	Self	F
15)	Bless Weapon	1 Weapon	P	touch	F
16)	Multi-Strike II	Self	1 rnd/lvl	Self	F
17)	Holy Strike II	Self	1 rnd/lvl	Self	F
18)	Inspired Parry True	Self	1 rnd/lvl	Self	F
19)	Multi-Strike True	Self	1 rnd/lvl	Self	F
20)	Exalted Grace True	Self	1 rnd/lvl	Self	F
25)	Hallowed Weapon	Self	1 rnd/lvl	Self	F
30)	Bless Weapon True	Self	P	Self	F
50)	Faith's Weapon True	Self	1 rnd/lvl	Self	F

- 19) **Multi-Strike True** – Caster can make 4 attacks per round with a -50 modifier, or 3 attacks per round with a -25 modifier, or 2 attacks per round with no modifier. Caster must select which at the time of casting and may not change back and forth.
 - 20) **Exalted Grace True** – Caster gains a bonus of +3 per level to his OB.
 - 25) **Hallowed Weapon** – Caster may freely use all of the spells with an "I" in their name at the simultaneously e for the duration of the spell.
 - 30) **Bless Weapon True** – Caster enchants his consecrated weapon with all of the abilities described in the spells with an "I" in their name.
 - 50) **Faith's Weapon True** – Caster may freely cast all of the spells with an "II" in their name, at a rate of 1 spell per round, for the duration of the spell.
- Note 1:** All spells on this list, except for *Consecrate Weapon* and *Sever Weapon*, may only be used with a consecrated weapon.
- Note 2:** Spells of the same name do not stack.
- Note 3:** The Bless Weapon spells only work on a consecrated weapon, and only as long as it remains consecrated.
- Note 4:** The Multi-Strike spells require 100% activity to perform, regardless of how many strikes he makes in a round.
- Note 6:** Use the Holy Arms column from the Large Critical Table for Holy crits against foes that do not normally receive Large or Super-Large crits.
- Note 7:** Excessive use of Holy Strike against unworthy foes may result in punishment by the deity and require atonement.

HOLY INFUSIONS

CHAMPION BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Minor Holy Symbol	1 item	P	touch	F
2)	Symbol of Courage	10' R	1 rnd/lvl	self	U
3)	Symbol Strike	self	1 rnd/lvl	touch	F
4)					
5)	Symbol Repulsion	10' R	1 rnd/lvl	self	F
6)	Symbol of Calm	10' R	1 rnd/lvl	self	Fm
7)	Lesser Holy Symbol	1 item	P	touch	F
8)	Symbol Strike II	self	1 rnd/lvl	touch	F
9)	Sever Symbol Link	self	P	self	F
10)	Grtr Symb. of Courage	1' R/lvl	1 rnd/lvl	self	U
11)	Symbol Repulsion II	1' R/lvl	1 rnd/lvl	self	F
12)	Major Holy Symbol	1 item	P	touch	F
13)	Symbol Strike III	self	1 rnd/lvl	touch	F
14)	Communion Prayer	self	1 hr	self	I
15)	Grtr Symbol of Calm	1' R/lvl	1 rnd/lvl	self	Fm
16)	Symbol Repulsion III	1' R/lvl	1 rnd/lvl	self	F
17)	Greater Holy Symbol	1 item	P	touch	F
18)	Symbol Strike IV	self	1 rnd/lvl	touch	F
19)	Symb. Repulsion True	1' R/lvl	1 rnd/lvl	self	F
20)	Holy Symbol True	1 item	P	touch	F
25)	Grtr Comm. Prayer	self	1 hr	self	I
30)	Symbol Strike True	self	1 rnd/lvl	touch	F
50)	Avatar	self	1 rnd/lvl	self	F

HOLY INFUSIONS

- 1) **Minor Holy Symbol**– This spell infuses the caster’s holy symbol with the power of his deity so that it may be used in conjunction with other spells on this list. Enchanted Holy Symbols are only magical for the caster them.
- 2) **Symbol of Courage** – All allies within the radius gain an extra RR against fear or panic causing effects. Both the original and the second roll are made with a +10 modifier.
- 3) **Symbol Strike**– Any creature, except the caster, touched by the caster’s Holy Symbol must make a RR or receive an open-ended roll from the Holy Arms column of the Large critical Table. This spell will only work on a target once per casting, but the caster may touch a different target each round.
- 5) **Symbol Repulsion** – The caster holds forth his Holy Symbol and any supernatural enemies of his faith (undead, demons, angels, etc.) must make a RR or be repulsed from the sight of the symbol. They will be unable to get within the radius for the duration.
- 6) **Symbol of Calm** – The caster holds forth his Holy Symbol and all within the radius must make a RR or they will be unwilling to take any aggressive/offensive action and they will fight only if attacked.
- 7) **Lesser Holy Symbol**– When cast, this enchants the *Minor Holy Symbol* so that it reduces the PP cost of any spell cast, using the Holy Symbol as a focus, by 1 PP. The caster must always supply at least 1 PP for spells that he casts.
- 8) **Symbol Strike II** – [RR Mod: -20] – As *Symbol Strike*, except with the RR Mod -20.

9) **Sever Symbol Link** – This spell breaks the bond between the caster and a Holy Symbol that he has created.

10) **Greater Symbol of Courage** – As *Symbol of Courage*, except for the radius and the bonus is +20.

11) **Symbol of Repulsion II** – As *Symbol of Repulsion*, except that those who fail their RR will flee from the caster for the duration.

12) **Major Holy Symbol** – As *Lesser Holy Symbol*, except that the Holy Symbol now reduces the PP cost by 2 PP when it is used as a casting focus.

13) **Symbol Strike III** – [RR Mod: -40] – As *Symbol Strike*, except with the increased RR Mod -40.

14) **Communion Prayer** – Caster prays to his deity and receives a basic “yes” or “no” answer to a single question.

15) **Greater Symbol of Calm** – As *Symbol of Calm*, except for the radius.

16) **Symbol Repulsion III** – As *Symbol Repulsion II*, except that those that fail their RR will receive a Holy critical before they flee.

17) **Greater Holy Symbol** – As *Lesser Holy Symbol*, except that the Holy Symbol now reduces the PP cost by 3 PP when it is used as a casting focus.

18) **Symbol Strike IV** – [RR Mod: -60] – As *Symbol Strike*, except with the increased RR Mod -60.

19) **Symbol Repulsion True** – As *Symbol Repulsion II*, except that all that fail their RR are banished to their home plane if they are from another plane, or destroyed otherwise.

20) **Holy Symbol True** – As *Lesser Holy Symbol*, except that the Holy Symbol now reduces the PP cost by 4 PP when it is used as a casting focus.

25) **Greater Communion Prayer** – As *Communion Prayer*, except that the question/issue may be more complex and the answer is more detailed, though given in imagery and symbolism.

30) **Symbol Strike True** – [RR Mod: -100] – As *Symbol Strike*, except with the increased RR Mod -100.

50) **Avatar** – The character is infused with the power and spirit of his deity for the duration of the spell. He gains a +100 to any actions that further the goals of the deity, including OB and DB. The GM determines which actions get this bonus. The character also undergoes temporary physical changes that make him more resemble the deity for the duration of the spell.

Note 1: The Holy Symbol created is specifically tied to the caster and will not work for anybody else. It lose all power upon the death of the caster.

Note 2: Any Holy Symbol that has had its connection severed with the 9th level spell can never again be used as a Holy Symbol for the caster.

Note 3: To make a “touch” attack for the Symbol Strike spells, the caster must make a Medium Moving Maneuver, adding in the average of his Agility and Quickness stat bonuses, or using his Spell Mastery skill for these spells, and subtracting his target’s DB. A result of 100 or higher indicates a successful attack, and the foe then gets his RR

against the spell.

SUCCOR

- 1) **Healing** – The target is healed of 1d10 concussion hits.
- 2) **Clotting** – The caster can stop the bleeding on a wound that is bleeding at a rate of 1 hit per round. The target may not move for an hour or the bleeding will restart.
- 3) **Minor Frost/Burn Relief** – Heals one area, of up to 1 square foot, of mild frostbite or up to a 2nd degree burn.
- 4) **Minor Fracture Repair** – The caster can accelerate the healing of one simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is 24 hours.
- 5) **Healing III** – The target is healed of 3d10 concussion hits.
- 6) **Stun Relief** – The target is relieved of one round of accumulated stun.
- 7) **Cut Repair** – The caster to stop bleeding from one wound that it bleeding at a rate of 1 hit per round.
- 8) **Major Fracture Repair** – As *Minor Fracture Repair*, except that the caster can also repair compound fractures. Recovery time is 24 hours.
- 9) **Poison Resistance** – For the duration of this spell, the targets gets an additional RR versus any poison.
- 10) **Minor Vessel Repair** – The caster can completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits per round, not major arteries or veins).
- 11) **Healing V** – The target is healed of 5d10 concussion hits.
- 12) **Minor Muscle/Tendon Repair** – The caster can repair (not replace or regrow) one damaged muscle or tendon. Recovery time is 24 hours.
- 13) **Major Frost/Burn Relief** – As *Minor Frost/Burn Relief*, except that any one area of frostbite or burn may be repaired. Recovery takes 24 hours.
- 14) **Stun Relief II** – As *Stun Relief*, except that 2 rounds of accumulated stun are removed.
- 15) **Shatter Repair** – The caster can repair any broken or shattered bone. Recovery time is 1-10 hours.
- 16) **Healing X** – The target is healed of 10d10 concussion hits.
- 17) **Stasis** – Target is placed in a state of suspended animation until the damage is healed or the target's brain is destroyed. This spell will subconsciously trigger for the caster if he receives a death blow.
- 18) **Major Vessel Repair** – As *Minor Vessel Repair*, except that it will repair a vessel or artery that is

SUCCOR

CHAMPION BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Healing	1 target	P	touch	H
2)	Clotting	1 target	P	touch	H
3)	Mnr Frost/Burn Relief	1 target	P	touch	H
4)	Mnr Fracture Repair	1 target	P	touch	H
5)	Healing III	1 target	P	touch	H
6)	Stun Relief	1 target	P	touch	Hs
7)	Cut Repair	1 target	P	touch	H
8)	Mjr Fract. Repair	1 target	P	touch	H
9)	Poison Resistance	1 target	10 min/lvl	touch	H
10)	Mnr Vessel Repair	1 target	P	touch	H
11)	Healing V	1 target	P	touch	H
12)	Mnr Musc./Tend. Repair	1 target	P	touch	H
13)	Mjr Frost/Burn Relief	1 target	P	touch	H
14)	Stun Relief II *	1 target	P	touch	Hs
15)	Shatter Repair	1 target	P	touch	H
16)	Healing X	1 target	P	touch	H
17)	Stasis	1 target	P	touch	Hs
18)	Mjr Vessel Repair	1 target	P	touch	H
19)	Mjr Musc./Tend. Repair	1 target	P	touch	H
20)	Unpoison	1 target	P	touch	H
25)	Stun Relief True *	1 target	P	touch	Hs
30)	Vessel Repair True	1 target	P	touch	H
50)	Succor	Self	1 rnd/lvl	Self	H

bleeding up to 5 hits per round.

- 19) **Major Muscle/Tendon Repair** – As *Minor Muscle/Tendon Repair*, except that it can regrow missing or destroyed muscles or tendons. Recovery time is 24 hours.
- 20) **Unpoison** – Caster can remove any one poison from target. This spell will not repair any damage already caused by the poison, but it prevents further damage from occurring.
- 25) **Stun Relief True** – As *Stun Relief*, except all rounds of stun are removed.
- 30) **Vessel Repair True** – As *Minor Vessel Repair*, except that all bleeding is healed.
- 50) **Succor** – Caster may freely cast any one lower level spell on this list each per round.

Note 1: Stun Relief removes 1 or more rounds of stun from the total number that is affecting the target. This does **not** allow the character to have 1 or more rounds of normal action before the stun resumes, it removes the worst stuns from the overall duration and the rest still apply immediately.

Note 2: Other than the *Stun Relief* and *Stasis* spells, no other spells on this list are subconscious normally. However, should the caster be affected by his own *Stasis* spell, as triggered by the caster receiving a death blow, then he may use all of the other spells on the list as if they were subconscious spells until he is healed.

DEITY SPECIFIC LISTS

As described in section 2.1, each Champion has a single list that is devoted to an aspect of the deity that they worship. The Champion is allowed to select a single spell list from one of the spheres that are associated with the deity that he worships. If more than a single list is given, that means that there are different foci for that Sphere and it is up to the player to select which spell list will become his last Base List.

Table 02-05 Deity Specific Lists shows a number of "Spheres of Influence" along with one or more spell lists for each sphere. This is not a complete list of available spheres, and the spell lists given for each sphere should not be taken as an absolute.

Ideally, instead of using the following list, the GM will create a short list for each of the deities in the campaign setting that he is using and the player of a Champion will select his last list based upon the religion of his character.



Chapter Two Professions

TABLE 02-05 DEITY SPECIFIC LISTS

Sphere of Influence	Spell Lists	
Animals	Animal Mastery (Animist Base)	
Arts/Crafts	Lesser Illusions (Open Essence)	
Darkness	Warrior's Element (Elem. Warrior Base – Dark focused) Darkness (Evil Magician Base)	
Death	Necromancy (Evil Cleric Base)	
Destruction	Flesh Destruction (Sorcerer Base)	Mind Destruction (Sorcerer Base)
	Fluid Destruction (Sorcerer Base)	Solid Destruction (Sorcerer Base)
	Gas Destruction (Sorcerer Base)	Soul Destruction (Sorcerer Base)
Earth	Warrior's Element (Elem. Warrior Base – Earth focused) Solid Alteration (Mystic Base)	
		Earth Law (Magician Base)
Evil Cults	Curses (Evil Cleric Base)	Dark Lore (Evil Cleric Base)
	Dark Channels (Evil Cleric Base)	
Fire	Warrior's Element (Elem. Warrior Base – Fire focused) Fire Law (Magician Base)	
Healing	Herb Mastery (Animist Base List)	
Justice	Mind Visions (Seer Base)	True Perception (Seer Base)
Knowledge	Item Lore (Bard Base)	Lore (Closed Channeling)
Light	Warrior's Element (Elem. Warrior Base – Light focused) Light Molding (Illusionist Base)	
		Light Law (Magician Base)
Love/Fertility	Controlling Songs (Bard Base)	
Magic	Spell Enhancement (Closed Essence)	Spell Reins (Closed Essence)
Nature	Nature's Guises (Ranger Base)	Nature's Movement (Animist Base)
	Nature's Way (Ranger Base)	Nature's Protection (Animist Base)
	Nature's Lore (Animist Base)	
Night	Warrior's Element (Elem. Warrior Base – Dark focused) Darkness (Evil Magician Base)	
Plants	Plant Mastery (Animist Base)	
Revenge	Curses (Evil Cleric Base)	Mind Subversion (Evil Mentalist Base)
	Disease (Evil Cleric Base)	Mind Disease (Evil Mentalist Base)
Sea/Oceans/Rivers/Water	Warrior's Element (Elem. Warrior Base – Water focused) Liquid Alteration (Mystic Base)	
		Water Law (Magician Base)
Sky/Weather	Weather Ways (Open Channeling)	Wind Law (Magician Base)
	Gas Alteration (Mystic Base)	
Spirit	Spirit Mastery (Closed Essence)	
Strength	Body Reins (Monk Base)	
Subtlety/Stealth	Cloaking (Open Mentalism)	Hiding (Mystic Base)
	Shifting (Closed Mentalism)	
Sun	Starlights (Astrologer Base)	Light Law (Magician Base)
Travel	Path Mastery (Ranger Base)	
Undead	Repulsions (Cleric Base)	Necromancy (Evil Cleric Base)
War	Combat (Venturer Base)	Warrior's Shield (Elem. Warrior Base)
	Warrior's Way (Elem. Warrior Base)	
Winter	Warrior's Element (Elem. Warrior Base – Ice focused) Ice Law (Magician Base)	
Wisdom	Sensing (Venturer Base)	Mind Mastery (Closed Mentalism)
	Anticipations (Open Mentalism)	

WARRIOR'S WAY

ELEM. WARRIOR BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Weapon Link	1 weapon	P	touch	F
2)	Improved Parry	Self	1 rnd/lvl	Self	F
3)	Staggering Blow	Self	1 rnd/lvl	Self	F
4)	Warrior's Grace	Self	1 rnd/lvl	Self	F
5)	Savage Critical	Self	1 rnd/lvl	Self	F
6)	Stunning Blow	Self	1 rnd/lvl	Self	F
7)	Weapon's Edge	Self	1 rnd/lvl	Self	F
8)	Multi-Strike	Self	1 rnd/lvl	Self	F
9)	Lssr. Elem. Weap.	Self	1 rnd/lvl	Self	F
10)	Sever Weapon Link	Self	P	Self	F
11)	Improved Parry II	Self	1 rnd/lvl	Self	F
12)	Staggering Blow II	Self	1 rnd/lvl	Self	F
13)	Warrior's Grace II	Self	1 rnd/lvl	Self	F
14)	Savage Critical II	Self	1 rnd/lvl	Self	F
15)	Stunning Blow II	Self	1 rd/lvl	Self	F
16)	Weapon's Edge II	Self	1 rd/lvl	Self	F
17)	Warrior's Weapon	1 weapon	P	touch	F
18)	Multi-Strike II	Self	1 rd/lvl	Self	F
19)	Grtr Elem. Weap.	Self	1 rd/lvl	Self	F
20)	Warrior's Grace True	Self	1 rd/lvl	Self	F
25)	Multi-Strike True.	Self	1 rd/lvl	Self	F
30)	Elem. Weap. Tr.	Self	1 rd/lvl	Self	F
50)	Warrior's Way	Self	1 rd/lvl	Self	F

2.6 ELEMENTAL WARRIOR BASE LISTS

WARRIOR'S WAY

- 1) **Weapon Link** – This spell creates a bond between the caster's aura and his chosen weapon and allows the other spells from this list to work with the linked weapon. Caster may only have 1 linked weapon at a time.
- 2) **Improved Parry** – The caster gains an additional +10 to his DB when parrying.
- 3) **Staggering Blow** – All successful attacks deal an additional +10 hits of damage. A successful attack is one that causes damage.
- 4) **Warrior's Grace** – The caster a bonus of +1 per level to his OB for the duration of the spell.
- 5) **Savage Critical** – Add +5 to all critical rolls made with the linked weapon.
- 6) **Stunning Blow** – Attacks deliver +1 round of stun with any critical that delivers a stun result.
- 7) **Weapon's Edge** – Caster delivers +1 hit per round with any critical results that contain Bleeding.
- 8) **Multi-Strike** – The caster is able to make 2 attacks each round for the duration. Each attack receives a -50 modifier.
- 9) **Lesser Elemental Weapon** – Caster's attacks do a secondary elemental critical, of 2 severities less than any normal critical delivered. The type of critical is based upon the element that the caster is specialized in. "B" = A-25; "A" = A-50.
- 10) **Sever Weapon Link** – This spell allows the caster to destroy the connection between himself and his linked weapon, rendering it a normal weapon, and allowing the caster to to link to another

weapon. The weapon need not be present for this spell to be cast, and the caster must wait at least 24 hours before linking to a new weapon.

- 11) **Improved Parry II** – Caster gains an additional +20 to his DB from all parries.
- 12) **Staggering Blow II** – Caster deals an additional +20 hits of damage with a successful attack.
- 13) **Warrior's Grace II** – Caster gains +2 per level bonus to OB.
- 14) **Savage Critical II** – Attacks are more deadly overall. Add +10 to all critical rolls made with the consecrated weapon.
- 15) **Stunning Blow II** – Caster deals 2 additional rounds of stun with any critical that normally deals 1 or more rounds of stun. Deals 1 round of stun one any successful attack that does not normally deal any stun.
- 16) **Weapon's Edge II** – Any attack that delivers a critical with bleeding has that bleeding increased by 2 hits per round. All other successful attacks receive a wound that bleeds 1 hit per round.
- 17) **Warrior's Weapon** – This spell allows the caster to permanently enchant his linked weapon with one of the spells between 2nd and 9th level. Caster may only have 1 instance of this spell active at a time.
- 18) **Multi-Strike II** – Caster is able to make 3 attacks per round with a -50 modifier OR make 2 attacks per round with a -25 modifier. Caster must decide which while casting the spell as he may not change back and forth from one to the other.
- 19) **Greater Elemental Weapon** – As *Lesser Elemental Weapon*, except that the critical is one severity less than normal.
- 20) **Warrior's Grace True** – Caster gains a bonus of +3 per level to his OB.
- 25) **Multi-Strike True** – Caster is able to make 4 attacks per round with a -50 modifier, or 3 attacks per round with a -25 modifier, or 2 attacks per round with no modifier. Caster must select which at the time of casting and may not change back and forth.
- 25) **Elemental Weapon True** – As *Lesser Elemental Weapon*, except that the critical is of equal severity.
- 50) **Warrior's Way** – Caster may freely cast all of the spells with an "II" in their name for the duration.

Note 1: All of the spells on this list work only with a weapon prepared with the spell *Weapon Link*. Should the link ever be severed, the weapon is unusable for this list and even a Permanent ability such as the one gained by *Warrior's Weapon* will be lost.

Note 2: Spells of the same name do not stack. **Note 3:** The Multi-Strike spells require 100% activity to perform the strikes.

Note 4: The *Elemental Weapon* spells and the *Warrior's Weapon* spell all make the caster's weapon be considered Magical for which column is used when making attacks on Large and Super-Large creatures. The *Elemental Weapon* spells may also allow the weapon to use the slaying column against elemental based creatures of the opposite element.

WARRIOR'S SHIELD

- 1) **Target Shield** – This spell allows the caster to create a shield out of glowing magical energy that he may use as a mundane shield of the same type. This shield provides a bonus of +10 to the caster's DB.
- 2) **Mystical Armor** – This spell surrounds the caster in a glowing (visible in daylight), translucent field of mystical force. This protects the caster as if he were wearing AT 5 (AR 3 +2 DB). This magic armor has no maneuver or casting penalties.
- 3) **Dancing Shield** – As the spell *Target Shield*, except that the shield will move on its own, as if it were being wielded by the caster (i.e. it will not protect caster from attacks that the caster could not use a non-magical shield to protect himself from).
- 4) **Deflect Missile** – Any one physical missile, or thrown weapon, within range, and within the caster's field of vision, has its OB modified by -50.
- 5) **Deflect Bolt** – Any one magically created missile or bolt within the caster's field of vision has its OB modified by -50.
- 6) **Normal Shield** – As *Target Shield*, except that the bonus is +20.
- 7) **Mystical Armor II** – As *Mystical Armor*, except that it protects as AT 8 (AR 5 +6 DB).
- 8) **Dancing Shield II** – As *Dancing Shield*, except that it provides the same bonus as the spell, *Normal Shield*.
- 9) **Deflect Missile II** – As *Deflect Missile*, except that 2 missiles may have their OB modified by -50 or one missile may have its OB modified by -75.
- 10) **Deflect Bolt II** – As *Deflect Bolt*, except that 2 magical missiles or bolt may have their OB modified by -50 or one missile may have its OB modified by -75.
- 11) **Full Shield** – As *Target Shield*, except the bonus is +30.
- 12) **Mystical Armor III** – As *Mystical Armor*, except that it protects as AT 13 (AR 8 +5 DB).
- 13) **Dancing Shield III** – As *Dancing Shield*, except that the bonus provided is equal to the one from the spell, *Full Shield*.
- 14) **Deflect Missile III** – As *Deflect Missile*, except that 3 missiles may have their OB modified by -75 or one missile may have its OB modified by -100.
- 15) **Deflect Bolt III** – As *Deflect Bolt*, except that 3 missiles may have their OB modified by -75 or one missile may have its OB modified by -100.
- 16) **Wall Shield** – As *Target Shield*, except that the bonus is +40.
- 17) **Mystical Armor IV** – As *Mystical Armor*, except that it protects as AT 16 (AR 10 +25 DB).
- 18) **Dancing Shield IV** – As *Dancing Shield*, except that the bonus provided is equal to the one from the spell, *Wall Shield*.
- 19) **Deflect Missile True** – As *Deflect Missile*, except that as many as 1 missile per level has its OB modified by -100.

WARRIOR'S SHIELD

ELEM. WARRIOR BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Target Shield	Self	1 rnd/lvl	Self	F
2)	Mystical Armor	Self	1 min/lvl	Self	F
3)	Dancing Shield	Self	1 rnd/lvl	Self	F
4)	Deflect Missile*	1 missile	--	100'	F
5)	Deflect Bolt*	1 bolt	--	100'	F
6)	Normal Shield	Self	1 rnd/lvl	Self	F
7)	Mystical Armor II	Self	1 min/lvl	Self	F
8)	Dancing Shield II	Self	1 rnd/lvl	Self	F
9)	Deflect Missile II*	varies	--	100'	F
10)	Deflect Bolt II*	varies	--	100'	F
11)	Full Shield	Self	1 rnd/lvl	Self	F
12)	Mystical Armor III	Self	1 min/lvl	Self	F
13)	Dancing Shield III	Self	1 rnd/lvl	Self	F
14)	Deflect Missile III*	varies	--	100'	F
15)	Deflect Bolt III*	varies	--	100'	F
16)	Wall Shield	Self	1 rnd/lvl	Self	F
17)	Mystical Armor IV	Self	1 min/lvl	Self	F
18)	Dancing Shield IV	Self	1 rnd/lvl	Self	F
19)	Deflect Missile True*	varies	--	100'	F
20)	Deflect Bolt True*	varies	--	100'	F
25)	Shield True	Self	1 rnd/lvl	Self	F
30)	Mystical Armor Tr.	Self	1 min/lvl	Self	F
50)	True Deflections	varies	--	100'	F

15) **Deflect Bolt True** – As *Deflect Bolt*, except that as many as 1 magical bolt per level has its OB modified by -100.

25) **Shield True** – As *Target Shield*, except that the bonus is +50.

30) **Mystical Armor True** – As *Mystical Armor*, except that it protects as AT 20 (AR 10 +25 DB).

50) **True Deflections** – All physical missiles and magical bolts and missiles within 100' of the caster are modified by -100 to their OB.

Note 1: The shield spells do not stack. Only one shield spell may be active at any time.

Note 2: The shield spells, excluding the *Dancing Shield* spells, create physical shields made out of magical force. They are wielded and used just as a normal, non-magical shield of the same type would be used. The *Dancing Shield* spells work in the same manner, except that the caster does not have to physically wield it or even make motions for it.

Note 3: The force field that encases the caster when using the *Mystical Armor* spells will have coloration and visual aspects related to the caster's element.

Note 4: Several spells on this list (the *Shield* and *Dancing Shield* spells) create force constructs. These creations are translucent and colored according to the options from *Spell Law* regarding spell colors. All constructs are treated as if they are the equivalent of steel for attacks made against them (page 32).

Note 5: The *Mystical Armors* all impose certain drawbacks while the spells are active. The caster has a Quickness Penalty of 10; a Missile Attack Penalty of 15; and a Maneuver Modification of -10.

WARRIOR'S BRIDGE

ELEM. WARRIOR BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Leaping *	1 target	1 rnd	100'	U
2)	Landing *	1 target	varies	100'	U
3)	Short Door	self	-	self	U
4)	Portal	3'x6'x3'	1 rnd/lvl	touch	F
5)	Bridge	50 sq ft	1 min/lvl	10'	F
6)	Platform	5' R	1 rnd/lvl	10'	F
7)	Short Door II	self	-	self	U
8)	Portal II	3'x6'x1'/lvl	1 rnd/lvl	touch	F
9)	Bridge II	100 sq ft	1 min/lvl	10'	F
10)	Platform II	varies	1 min/lvl	10'	F
11)	Short Door III	self	-	self	U
12)	Mass Short Door	5' R	-	self	F
13)	Bridge III	200 sq ft	1 min/lvl	10'	F
14)	Platform III	varies	1 min/lvl	10'	F
15)	Portal III	3'x6'x1'/lvl	1 rnd/lvl	touch	F
16)	Short Door IV	self	-	self	U
17)	Platform IV	10' R	1 min/lvl	10'	F
18)	Mass Short Door II	10' R	-	self	F
19)	Short Door True	self	-	self	U
20)	Platform True	10' R	1 min/lvl	10'	F
25)	Bridge True	500 sq ft	1 min/lvl	10'	F
30)	Portal True	3'x6'x1'/lvl	1 rnd/lvl	touch	F
50)	Mass Short Door Tr.	50' R	-	self	U

WARRIOR'S BRIDGE

- Leaping** – The target can leap 50' laterally or 20' vertically in the round that the spell was cast.
- Landing** – The target can land safely in a fall of up to 20' per level of the caster; and to take that distance off longer falls.
- Short Door** – The caster can teleport himself to a point up to 5' per level away, but there can be no intervening “barriers” between the caster and the point. A “barrier” is anything the caster could not physically go through. A door is a barrier, a pit is not.
- Portal** – The caster can create a portal in any sort of wooden barrier, or other non-magical barriers of a similar density. Once created, anyone may pass through the portal.
- Bridge** – The caster can create a magical bridge of force. The bridge may be any length and width, so long as the total square footage does not exceed 50' and both ends rest upon a solid surface.
- Platform** – Creates a 5' radius disc of force. This disc is immobile, but does not need to rest on anything. It can support up to 1,000 lbs.
- Short Door II** – As *Short Door*, except that the distance is 10' per level of the caster; or a distance of 5' per level of the caster and through non-magical barriers.
- Portal II** – As *Portal*, except for the distance of the portal, and that it can be through any non-magical substance except metal.

9) **Bridge II** – As *Bridge*, except that the total square footage of the bridge cannot exceed 100'.

10) **Platform II** – As *Platform*, except that the disc has a 10' radius. Alternatively, the radius can remain at 5' and the disc may move up or down, no lateral movement, at a rate of 10' per round.

11) **Short Door III** – As *Short Door II*, except that the caster may teleport 10' per level and through non-magical barriers.

12) **Mass Short Door** – The caster and all within a 5' radius who fail their RR are transported to a destination of the caster's choice. The destination may be up to 10' per level of the caster away, and may be through non-magical barriers.

13) **Bridge III** – As *Bridge*, except the total square footage does not exceed 200'.

14) **Platform III** – As *Platform*, except that the disc has a 10' radius and it can move in any direction at a rate of 5' per round, or a 5' radius disc that can move up or down only at a rate equal to 1/2 of the caster's Base Movement Rate (BMR).

15) **Portal III** – As *Portal II*, except that it can be through any non-magical material.

16) **Short Door IV** – As *Short Door III*, except that the distance is 30' per level of the caster.

17) **Platform IV** – As *Platform*, except that the disc has a 10' radius and can move in any direction at a rate equal to the caster's BMR.

18) **Mass Short Door II** – As *Mass Short Door*, except that the radius of effect is 10' and the distance that can be teleported is 100' per level of the caster.

19) **Short Door True** – As *Short Door*, except that the caster may teleport a distance equal to 1 mile per level.

20) **Platform True** – As *Platform*, except that the disc may move at speeds up to twice the caster's BMR and the disc has a 10' radius.

25) **Bridge True** – As *Bridge*, except that the total square footage does not exceed 500'.

30) **Portal True** – As *Portal III*, except that the portal may be through any substance, including magical substances.

50) **Mass Short Door True** – As *Mass Short Door II*, except that the radius is 50' and the caster may selectively choose which persons, other than himself, within that radius may be teleported.

Note: Several spells on this list create force constructs. These creations are translucent and colored according to the options from *Spell Law* regarding spell colors. All constructs are treated as if they are the equivalent of steel for attacks made against them (page 32).

WARRIOR'S ESSENCE

- 1) **Cancel Essence** – When a spell of the Essence Realm is cast against the caster (of this spell), the attack spell must first make a successful RR before the caster is forced to make a RR. For the first RR, the attack level is the level of the caster of this spell, and the defender level is the level of the caster of the attacking spell. If this first RR is successful, then the attack proceeds normally.
- 2) **Cancel Mentalism** – As *Cancel Essence*, except against Mentalism spells.
- 3) **Cancel Channeling** – As *Cancel Essence*, except against Channeling spells.
- 4) **Change Size** – Caster is able to alter his size/mass (usually height and weight), and the size of all worn possessions by up to 25%, either larger or smaller. This does not change the caster's strength in any way, except for movement purposes.
- 5) **Unpower Item** – Target magical item must make a RR against the level of the caster or lose its abilities for 1 day. This spell will not work against items that are held, worn, or carried by another.
- 6) **Dispel Magic** – Target spell must make a RR against the caster of this spell or be dispelled. The defender level is the level of the caster of the target spell if known, or the level of the spell itself if level of caster is not known. The target spell gets a +30 modifier to its RR.
- 7) **Hold Kind** – Humanoid target is restricted to 25% normal activity (i.e. all actions require 4x the normal amount of activity to accomplish) due to the thickening of the air around the target. Any attacks against a target held in this manner will disrupt the field and cancel the spell.
- 8) **Change Size II** – As *Change Size*, except that the size variation may be up to 50% of normal.
- 9) **Hold Kind II** – As *Hold Kind*, except for the duration.
- 10) **Unpower Being I** – If the target fails their RR, they lose 50% of their total Power Points for 1 day.
- 11) **Dispel Magic II** – As *Dispel Magic*, except that the defending spell gets a modifier of +10 to its RR.
- 12) **Hold Any** – As *Hold Kind*, except that it may be used against any target.
- 13) **Unpower Being II** – As *Unpower Being*, except that all Power Points are lost for the duration.
- 14) **Change Size III** – As *Change Size*, except that the size variation is up to 75% of normal.
- 15) **Dispel Magic III** – As *Dispel Magic*, except that the defending spell does not get a modifier to its RR.
- 16) **Mass Hold Kind** – As *Hold Kind II*, except that it may affect up to 1 humanoid target per level of the caster, and if the hold is broken on any one, then it breaks for all targets.

WARRIOR'S ESSENCE

ELEM. WARRIOR BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Cancel Essence*	Self	C	Self	F
2)	Cancel Mentalism*	Self	C	Self	F
3)	Cancel Channeling*	Self	C	Self	F
4)	Change Size	Self	1 min/lvl	Self	U
5)	Unpower Item	1 target	1 day	50'	F
6)	Dispel Magic	1 spell	-	10'	F
7)	Hold Kind	1 target	C	100'	F
8)	Change Size II	Self	1 min/lvl	Self	U
9)	Hold Kind II	1 target	1 rnd/lvl	100'	F
10)	Unpower Being I	1 target	1 day	50'	F
11)	Dispel Magic II	1 spell	-	50'	F
12)	Hold Any	1 target	1 rnd/lvl	100'	F
13)	Unpower Being II	1 target	1 day	50'	F
14)	Change Size III	Self	1 min/lvl	Self	U
15)	Dispel Magic III	1 spell	-	100'	F
16)	Mass Hold Kind	1 target/lvl	1 rnd/lvl	100'	F
17)	Cancel True	Self	C	Self	F
18)	Mass Hold Any	1 target/lvl	1 rnd/lvl	100'	F
19)	Lord Unpower	1 target	1 week	100'	F
20)	Dispel Magic True	1 spell	-	100'	F
25)	Change Size True	Self	1 min/lvl	Self	U
30)	Mass Hold True	1 target/lvl	1 min/lvl	100'	F
50)	Unpower True	1 target	1 month	100'	F

- 17) **Cancel True** – As *Cancel Essence*, except that it works against all realms.
- 18) **Mass Hold Any** – As *Mass Hold Kind*, except that it may be used against any target.
- 19) **Lord Unpower** – As *Unpower Item* and *Unpower Being II*, except that the duration is 1 week.
- 20) **Dispel Magic True** – As *Dispel Magic*, except that the defending spell gets a modifier of -20 to its RR.
- 25) **Change Size True** – As *Change Size*, except that size variation is up to 90% of normal.
- 30) **Mass Hold True** – As *Mass Hold Any*, except for duration.
- 50) **Unpower True** – As *Lord Unpower*, except for duration.

Note 1: Attacks made by a character who has changed his size are made normally, and a percentage of the overall damage is applied to the target based on the character's actual size. Round up as required. For example, a character at 50% normal size will do only 50% of the damage rolled (1/2 round of stun would be rounded up to 1 round of stun).

Note 2: If the *Hold XXX* spell is broken, the target of that spell gets to complete whatever action he was attempting before the character that broke the spell gets to resolve his action.

Note 3: Targets of *Hold XXX* spells may not make attacks or cast spells, other than instantaneous or subconscious spells while held. Even if allowed to cast such spells, the target may not perform any actions that might be indicated, such as with the *Leaping* spell.

WARRIOR'S ELEMENT

ELEM. WARRIOR BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Elem. Aspect	Self	1 rnd/lvl	Self	F
2)					
3)	Elem. Bolt	1 target	-	50'	E
4)	Elem. Cloak	Self	1 rnd/lvl	Self	E
5)	Multi-Bolt	Varies	-	50'	E
6)	Elem. Aspect II	Self	1 min/lvl	Self	F
7)	Elem. Bolt II	1 target	-	50'	E
8)	Elem. Cloak II	Self	1 min/lvl	Self	E
9)	Multi-Bolt II	Varies	-	50'	E
10)	Elem. Form	Self	1 min/lvl	Self	E
11)	Elem. Bolt III	1 target	-	50'	E
12)	Elem. Aspect III	Self	1 min/lvl	Self	F
13)	Multi-Bolt III	Varies	-	50'	E
14)	Elem. Cloak III	Self	1 min/lvl	Self	E
15)	Elem. Bolt IV	1 target	-	50'	E
16)	Elem. Ball	5' R	-	50'	E
17)	Multi-Bolt IV	Varies	-	50'	E
18)	Elem. Ball II	10' R	-	50'	E
19)	Elem. Bolt True	1 target	-	50'	E
20)	Lord Elem. Form	Self	1 min/lvl	Self	E
25)	Multi-Bolt True	Varies	-	50'	E
30)	Elem. Aspect True	Self	10 min/lvl	Self	F
50)	Elem. Form True	Self	10 min/lvl	Self	E

WARRIOR'S ELEMENT

- 1) Elemental Aspect** – Caster takes on the Tier I aspect of his element as indicated in the notes for this list.
- 3) Elemental Bolt** – Caster fires a 1" bolt of elemental material from his palm. This attacks on the Shock Bolt Attack Table, and does critical damage as listed in the notes for this list.
- 4) Elemental Cloak** – The caster appears as if he is covered in flames comprised of his chosen elemental material. He and his equipment are unharmed by this, but any foes who make a melee attack against the caster will take an 'A' critical of the appropriate type.
- 5) Multi-Bolt** – The caster may fire 2 elemental bolts, as per the spell *Elemental Bolt*, at once. Both attacks are made with a -50 modifier to the caster's OB.
- 6) Elemental Aspect II** – As *Elemental Aspect*, except for the longer duration, and the caster may select a Tier I or Tier II ability.
- 7) Elemental Bolt II** – As *Elemental Bolt*, except that the attack is made on the Water Bolt Attack Table.
- 8) Elemental Cloak II** – As *Elemental Cloak*, except that it deals a 'B' critical.
- 9) Multi-Bolt II** – As *Multi-Bolt*, except that the bolts are the same as found in *Elemental Bolt II*.

10) Elemental Form – Caster, and all worn/carried possessions, are transformed into a Weak Elemental. Caster retains his intellect, but has all the capabilities of the Elemental. The caster may not cast spells in this form.

11) Elemental Bolt III – As *Elemental Bolt*, except that the attack is made on the Ice Bolt Attack Table.

12) Elemental Aspect III – As *Elemental Aspect*, except for the longer duration, and the caster gains the Tier III aspect for their chosen element.

13) Multi-Bolt III – As *Multi-Bolt*, except that the bolts are the same as found in *Elemental Bolt III*.

14) Elemental Cloak III – As *Elemental Cloak*, except that it deals a 'C' critical.

15) Elemental Bolt IV – As *Elemental Bolt*, except that the attack is made on the Fire Bolt Attack Table.

16) Elemental Ball – Caster may fire a 3" ball of elemental material from the palm of his hand. This attack uses the Cold Ball Attack Table with criticals based upon the caster's chosen element.

17) Multi-Bolt IV – As *Multi-Bolt*, except that the bolts are the same as found in *Elemental Bolt IV*.

18) Elemental Ball II – As *Elemental Ball*, except for the larger radius of the attack, and it uses the Fire Ball Attack Table.

19) Elemental Bolt True – As *Elemental Bolt*, except that the attack is made on the Lightning Bolt Attack Table.

20) Lord Elemental Form – As *Elemental Form*, except that the caster takes the form of a Strong Elemental.

25) Multi-Bolt True – As *Multi-Bolt*, except that the bolts are the same as found in *Elemental Bolt True*.

30) Elemental Aspect True – As *Elemental Aspect*, except for the longer duration, and the caster takes on the aspects of all three Tiers.

50) Elemental Form True – As *Lord Elemental Form*, except that the caster may also cast spells, and gains full access to the Magician Base List related to his element (Use Evil Magician List, Darkness for the element Dark). He may cast spell from this extra list using his normal Power Points while in this form.



WARRIOR'S ELEMENT – SPELL NOTES

As noted in the profession description, the Elemental Warrior must select a single element to which he is associated with for his entire career.

This element will affect several things about the character's spell lists, most specifically with the *Warrior's Element* spell list as that is the one that most specifically deals with the element. However, there are a couple of spells on the *Warrior's Way* spell lists that also work according to the element selected.

CRITICAL TYPES

The critical delivered by spells that do damage is determined by the element that the Elemental Warrior is associated with. The following table shows the element and its associated primary critical. The secondary and tertiary criticals are only used when attacking with the spell, *Elemental Bolt True*.

TABLE 02-06 CRITICAL TYPES				
Selected Element	Primary Critical	Secondary Critical	Tertiary Critical	Opposing Element(s)
Air	Impact	Impact	Impact	Earth
Dark	Cold	Electricity	Impact	Light
Earth	Impact	Impact	Impact	Air/Water
Fire	Heat	Heat	Impact	Ice/Water
Ice	Cold	Impact	Impact	Fire
Light	Electricity	Heat	Impact	Dark
Water	Impact	Cold	Impact	Earth/Fire

OPPOSING ELEMENTS

When the Elemental Warrior makes an elemental spell attack upon creatures with an opposing element, they do double concussion hit damage. Damage from criticals is not doubled. Some elements have more than one opposing element.

When the Elemental Warrior is under the effects of various spells from the Warrior's Element (Aspect, Cloak & Form spells); he will receive double damage if attacked by his opposing element.

ELEMENTAL ASPECT SPELLS

This spell allows the caster to transform himself by taking on an aspect of his chosen element. The elements provide the following benefits when this spell is cast. These abilities are sorted by Tier.

Each of the Tier I abilities also list a slight appearance change to go along with the Aspect abilities granted. The appearance change also occurs on the higher Tiers even though they may not be mentioned. However, for the higher Tiers, the appearance changes are also more pronounced overall.

TIER I

Air: The caster moves one step faster than indicated by his Pace (i.e. Walking is at 1.5x BMR, Jog is at 2x BMR, Run is at 3x BMR, etc.) for the duration. Caster is also surrounded by bits of small wispy clouds, not enough to obscure him in any manner, just enough to be noticeable, and his skin takes on a light sky blue tinge.

Dark: Caster and his possessions are nearly invisible in shadowed areas (-90 to perception rolls against caster while he is in shadows) as his skin and clothing take on a much darker hue.

Earth: Caster gains a +10 to his Strength Bonus for the duration. He also has a more rocky-looking complexion.

Fire: Caster is quicker, both physically and mentally, and gains +10 to both Quickness and Reasoning Bonuses, but he also receives -10 to his Self Discipline Bonus because he is also more impulsive. Caster's skin takes on a reddish tinge.

Ice: Caster is immune to natural extremes of cold, and his skin takes on a slightly bluish-white tinge.

Light: Caster glows, illuminating the same amount of area as a torch. This also makes the caster seem more powerful, granting a bonus of +5 to DB. Caster's skin appears to have a golden tinge to it.

Water: Caster is able to move freely in water and can even swim at his normal Base Movement Rate. Caster's skin takes on a greenish tinge and slightly scaly appearance.

TIER II

Air: The caster controls the wind to pick up and move objects that weigh up to 5 lbs caster level. The objects may be moved at a rate of 10' per round. The caster needs to concentrate to use this ability, but it is be available for the entire duration.

Dark: The caster is able to enter and meld with one shadow and travel along with that shadow. While melded, he may fully use his senses and may actually animate the shadow to use gestures to communicate with others.

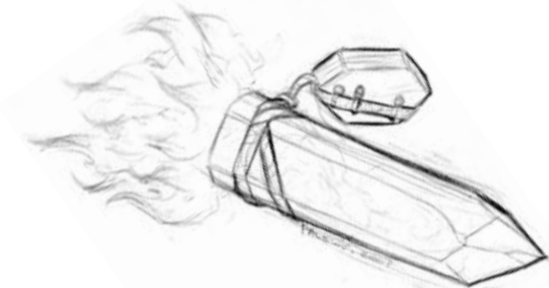
Earth: The caster can cause a tendril of earth and stone to rise from the ground. The caster may develop an OB with this using the Spell Mastery skill, otherwise it attacks using a+0 Grappling Attack. The caster must concentrate to control the tendril.

Fire: For the duration, all spells cost one less power point than normal. A spell may not have its power point cost reduced below 1.

Ice: The caster may cover up to 100 square feet with ice. The ice spreads out from a point touched, and any creatures or beings attempting to move on the ice do so with a -50 modifier.

Light: Caster glows with light as bright as a torch, this grants +10 to caster's DB in melee by making him look more powerful. However, the light is not visible to anybody who is more than 20' from the caster.

Water: The caster may freely breathe in air or in any liquid.



EVERBURNING SPARK

TIER III

Air: The caster may make one weapon for every 10 levels that he has dance. The weapon attacks with the caster's OB with it, and he does not need to concentrate on it, except when telling it which target to attack.

Dark: Caster is able to transform into a shadow and move at his BMR along any solid surface.

Earth: Caster creates up to 1 tendril for every 5 levels, each having a base +50 OB before any skill bonus is added.

Fire: Caster's gains +10 to his level for the purpose of others resisting any spells he casts within the duration.

Ice: Caster has the ability to make an attack on a target by shooting forth a stream of ice that will encase the target if they fail a RR against the caster's level. If encased, the target is in suspended animation until released. The ice has 500 hits, and will never melt naturally.

Light: Caster creates a globe of light that has the radius of a torch and any undead within that radius must make a RR vs the caster's level or be destroyed.

Water: Caster is able to create a single dose potion out of any spell that he knows. The potion is usable by anyone for 24 hours and once drank, the embedded spell's duration is the maximum for the caster's level. The caster does need the containers for each potion and a liquid in which to embed the spell.



POTION OF WATER BREATHING

2.7 VENTURER BASE LISTS

BODY

- 1) **Leaping** – Allows the caster to leap 50' laterally or 20' vertically in the round that the spell was cast.
- 2) **Landing** – The caster can land safely from all falls of up to 20' per level of the caster; and to take that distance off longer falls.
- 3) **Change Size** – Caster is able to alter his size/mass (usually height and weight), and the size of all worn possessions by up to 25%, either larger or smaller. This does not change the caster's strength in any way, except for movement purposes.
- 4) **Minor Shifting** – Caster may alter his body shape by up to 25%, and alter his features completely, though he cannot make himself look like a specific person.
- 5) **Waterlungs** – Caster can breathe water but not air.
- 6) **Underwater Movement** – Caster may move and take action while underwater as if he were on dry land.
- 7) **Phasing** – Caster may move through solid, non-magical material at a rate of 1' per round. The caster is not able to cast spells while moving, and is unable to see where he is going using just this spell.
- 8) **Change Size II** – As *Change Size*, except that the size variation may be up to 50% of normal.
- 9) **Merging** – Caster can merge into a solid, in animate material (up to body depth + 1'); caster is inactive and unaware of surrounding activity; caster cannot cast spells.
- 10) **No Trace** – Caster may move at up to a Walking Pace without leaving any tracks or other signs of his passing.
- 11) **Landing True** – As *Landing*, except that the caster can land safely from any fall 99% of the time.



BODY

VENTURER BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Leaping *	Self	1 rnd	Self	U
2)	Landing *	Self	varies	Self	U
3)	Change Size	Self	1 min/lvl	Self	U
4)	Minor Shifting	Self	1 min/lvl	Self	U
5)	Waterlungs	Self	10 min/lvl	Self	U
6)	Underwater Move.	Self	10 min/lvl	Self	U
7)	Phasing	Self	1 min/lvl	Self	F
8)	Change Size II	Self	1 min/lvl	Self	U
9)	Merging	Self	10 min/lvl	Self	F
10)	No Trace	Self	1 min/lvl	Self	U
11)	Landing True *	Self	varies	Self	U
12)	Unhindered Move.	Self	1 min/lvl	Self	U
13)	Gaslungs	Self	10 min/lvl	Self	U
14)	Change Size III	Self	1 min/lvl	Self	U
15)	Phasing II	Self	1 min/lvl	Self	U
16)	Merging II	Self	10 min/lvl	Self	F
17)	Changing Lungs	Self	10 min/lvl	Self	U
18)	Unhindered Move. II	Self	10 min/lvl	Self	U
19)	No Trace True	Self	10 min/lvl	Self	U
20)	Merging True	Self	10 min/lvl	Self	F
25)	Phasing True	Self	10 min/lvl	Self	U
30)	Change Size True	Self	1 min/lvl	Self	U
50)	Body Mastery	Self	1 rnd/lvl	Self	F

- 12) **Unhindered Movement** – Caster may move freely, as if on dry, solid land, at up to a Walking Pace, on any loose, unstable, or hindering surface, such as loose sand, snow, knee-deep water, etc.
- 13) **Gaslungs** – As *Waterlungs*, except that the caster may breathe any gas as he would normal air.
- 14) **Change Size III** – As *Change Size*, except that the size variation is up to 75% of normal.
- 15) **Phasing II** – As *Phasing*, except that the caster may move at a rate of 5' per round.
- 16) **Merging II** – As *Merging*, except that the caster may turn within the material **and** can see outside if he is within 6" of the surface.
- 17) **Changing Lungs** – As *Waterlungs*, except that the caster may breathe water, gas and air at will.
- 18) **Unhindered Movement II** – As *Unhindered Movement*, except that the caster may move at any pace.
- 19) **No Trace True** – As *No Trace*, except that the caster may move at any pace.
- 20) **Merging True** – As *Merging II*, except that the caster may also cast spells upon himself.
- 25) **Phasing True** – As *Phasing*, except that the caster may move at a rate of 10' per round.
- 30) **Change Size True** – As *Change Size*, except that size variation is up to 90% of normal.
- 50) **Body Mastery** – Caster may freely cast any one lower level spell from this list at a rate of one spell per round.

COMBAT

VENTURER BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Fluid Combat*	Self	1 rnd/lvl	Self	F
2)	Staggering Blow	Self	1 rnd/lvl	Self	F
3)	Armored Critical *	Self	1 min/lvl	Self	U
4)	Savage Critical	Self	1 rnd/lvl	Self	F
5)	Fluid Combat II*	Self	1 rnd/lvl	Self	F
6)	Deflect Ranged*	1 attack	-	100'	F
7)	Multi-Strike	Self	1 rnd/lvl	Self	F
8)	Improved Critical	Self	1 rnd/lvl	Self	U
9)	Fluid Combat III*	Self	1 rnd/lvl	Self	F
10)	Deflect Ranged II*	varies	-	100'	F
11)	Staggering Blow II	Self	1 rnd/lvl	Self	F
12)	Fluid Combat IV*	Self	1 rnd/lvl	Self	F
13)	Armored Critical II*	Self	1 min/lvl	Self	U
14)	Savage Critical II	Self	1 rnd/lvl	Self	F
15)	Deflect Ranged III*	varies	-	100'	F
16)	Fluid Combat V*	Self	1 rnd/lvl	Self	F
17)	Multi-Strike II	Self	1 rnd/lvl	Self	F
18)	Improved Critical II	Self	1 rnd/lvl	Self	U
19)	Fluid Combat VI*	Self	1 rnd/lvl	Self	F
20)	Deflect Ranged True*	varies	-	100'	F
25)	Fluid Combat True*	Self	1 rnd/lvl	Self	F
30)	Multi-Strike True	Self	1 rnd/lvl	Self	F
50)	Combat True	Self	1 rnd/lvl	Self	F

COMBAT

- Fluid Combat** – Caster's movements and actions become more fluid, granting him a +5 bonus to both OB and DB.
- Staggering Blow** – All successful attacks deal an additional +10 hits of damage. A successful attack is any attack that does damage.
- Armored Critical** – Caster is treated as if he were wearing a helm and greaves for the purpose of conditional damage received from criticals.
- Savage Critical** – Add +5 to all critical rolls made by the caster.
- Fluid Combat II** – As *Fluid Combat*, except the bonus is +10.
- Deflect Ranged** – Caster can deflect any one incoming missile, thrown weapon, or elemental bolt. The incoming attack receives a -50 modifier and must be within the caster's field of vision.
- Multi-Strike** – The caster can make 2 attacks each round for the duration. Each attack receives a -50 modifier.
- Improved Critical** – Caster may select one aspect of critical damage that is improved by 1 step on any critical containing that aspect that he delivers within the duration. The caster must select the aspect when the spell is cast.
- Fluid Combat III** – As *Fluid Combat*, except that the bonus is +15.
- Deflect Ranged II** – As *Deflect Ranged*, except that a single attack receives a -75 modifier or 2 incoming attacks receive a -25 modifier.
- Staggering Blow II** – As *Staggering Blow*, except an additional +20 hits of damage is dealt.

- Fluid Combat IV** – As *Fluid Combat*, except that the bonus is +20.
- Armored Critical II** – As *Armored Critical*, except that the caster is always considered to be wearing the best possible armor against conditional damage regardless of his actual armor worn.
- Savage Critical II** – As *Savage Critical*, except that +10 is added to all critical rolls made by the caster.
- Deflect Ranged III** – As *Deflect Ranged*, except one attack receives a -100 modifier, or 2 attacks receive a -50, or 3 attacks receive a -25.
- Fluid Combat V** – As *Fluid Combat*, except that the bonus is +25.
- Multi-Strike II** – Caster is able to make 3 attacks per round with a -50 modifier OR make 2 attacks per round with a -25 modifier. Caster must decide which while casting the spell as he may not change back and forth from one to the other.
- Improved Critical II** – As *Improved Critical*, except that two aspects may be improved by one degree or one aspect may be improved by two degrees. This must be decided upon at time of casting.
- Fluid Combat VI** – As *Fluid Combat*, except that the bonus is +30.
- Deflect Ranged True** – As *Deflect Ranged*, except that all non-friendly ranged attacks within the caster's field of vision receive a -50 modifier.
- Fluid Combat True** – As *Fluid Combat*, except that the bonus is +50.
- Multi-Strike True** – Caster is able to make 4 attacks per round with a -50 modifier, or 3 attacks per round with a -25 modifier, or 2 attacks per round with no modifier. Caster must select which at the time of casting and may not change back and forth.
- Combat True** – Caster may freely use any one lower level spell from this list at a rate of one spell per round.

Note 1: Conditional Damage is damage inflicted by a critical that is based on the type of armor worn.

Note 2: Critical aspects that can be improved include stun, bleeding, and penalties. Increasing Stun a single step adds 1 more round of stun to that delivered by the critical. Increasing Bleeding by 1 step adds 1 more hit per round. Increasing penalties by single step means increasing those penalties by 5 (i.e. -25 becomes -30).

Note 3: Only a single instance of the *Improved Critical* spell may be active at one time.

Note 4: The Multi-Strike spells require 100% activity to perform the strikes, regardless of how many the character actually makes in a round.

CONTROL

- 1) **Minor Distraction** – Target suffers from -20 modifier to all actions. Duration of this spell is 1 round for every 10 points that the RR is failed by.
- 2) **Mind Wall** – Caster receives a +10 to his RRs against any mind affecting or mental attack spell.
- 3) **Question** – Target must answer one single-concept question completely and truthfully.
- 4) **Misfeel Kind** – For the purposes of magical or mental detections, caster appears to be of any race he chooses.
- 5) **Question III** – As *Question*, except that the caster may ask up to 3 questions at a rate of no more than 1 per round.
- 6) **Mind Wall II** – As *Mind Wall*, except that the bonus is +20.
- 7) **Suggestion** – Target will follow a single suggested act that was not completely alien to him (i.e. no suicide suggestions, no blinding himself or other maiming suggestions).
- 8) **Misfeel Calling** – As *Misfeel Kind*, except that profession may be misrepresented.
- 9) **Major Distraction** – As *Minor Distraction*, except that the modifier is -50.
- 10) **Mind Wall III** – As *Mind Wall*, except that the bonus is +30.
- 11) **Mind Tongue**– [RR Mod: -50] Caster taps into the speech centers of those within the radius, and may speak any language known by those who failed their RRs for the duration.
- 12) **Misfeel Power** – As *Misfeel Kind*, except that the caster's level may be misrepresented.
- 13) **Mind Wall IV** – As *Mind Wall*, except that the bonus is +40.
- 14) **Master of Kind** – Target must obey the caster in the manner described under *Suggestion*.
- 15) **Unpresence** – As *Misfeel Kind*, except that the caster appears to have no presence (i.e. he cannot be detected by *Presence* and *Awareness* spells).
- 16) **Misfeel** – Allows the caster to use all of the *Misfeel* spells at once.
- 17) **Mind Tongue True** – [RR Mod: -50] As *Mind Tongue*, except for a longer duration and larger range.
- 18) **Mind Wall V** – As *Mind Wall*, except that the bonus is +50.
- 19) **Distraction True** – As *Minor Distraction*, except that the modifier is -100.
- 20) **Mind Wall True** – As *Mind Wall*, except that the bonus is +75.
- 25) **Misfeel True** – As *Misfeel*, except for the duration.
- 30) **Nondetect** – Caster and objects on his person cannot be detected by any “*Detect xxx*” spells.

CONTROL

VENTURER BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Minor Distraction	1 target	varies	100'	Fm
2)	Mind Wall	Self	1 min/lvl	Self	U
3)	Question	1 target	-	10'	Fm
4)	Misfeel Kind •	Self	C	Self	U
5)	Question III	1 target	-	10'	Fm
6)	Mind Wall II	Self	1 min/lvl	Self	U
7)	Suggestion	1 target	varies	10'	Fm
8)	Misfeel Calling •	Self	C	Self	U
9)	Major Distraction	1 target	varies	100'	Fm
10)	Mind Wall III	Self	1 min/lvl	Self	U
11)	Mind Tongue	Self	1 min/lvl	20'R	Fm
12)	Misfeel Power •	Self	C	Self	U
13)	Mind Wall IV	Self	1 min/lvl	Self	U
14)	Master of Kind	1 target	10 min/lvl	10'	Fm
15)	Unpresence	Self	C	Self	U
16)	Misfeel •	Self	C	Self	U
17)	Mind Tongue True	Self	10 min/lvl	10'/lvl R	Fm
18)	Mind Wall V	Self	1 min/lvl	Self	U
19)	Distraction True	1 target	varies	100'	Fm
20)	Mind Wall True	Self	10 min/lvl	Self	U
25)	Misfeel True •	Self	10 min/lvl	Self	U
30)	Nondetect	Self	1 min/lvl	Self	U
50)	Control Mastery	Self	1 rnd/lvl	Self	F

- 50) **Control Mastery** – Caster may freely use any one lower level spell from this list at a rate of one spell per round.



HEALING

VENTURER BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Heal	self	P	self	Hs
2)	Clotting	self	P	self	Hs
3)	Stun Relief *	self	-	self	Hs
4)	Heal III	self	P	self	Hs
5)	Cut Repair	self	P	self	Hs
6)	Lssr. Fract. Repair	self	P	self	Hs
7)	Mnr. Motive Repair	self	P	self	Hs
8)	Cut Repair III	self	P	self	Hs
9)	Stun Relief III	self	-	self	Hs
10)	Heal V	self	P	self	Hs
11)	Repair Vessel	self	P	self	Hs
12)	Lssr. Nerve/Org. Rep.	self	P	self	Hs
13)	Self Keeping *	self	varies	self	Hs
14)	Grtr. Fracture Repair	self	P	self	Hs
15)	Major Motive Repair	self	P	self	Hs
16)	Stun Relief V*	self	-	self	Hs
17)	Heal X	self	P	self	Hs
18)	Repair Vessel True	self	P	self	Hs
19)	Grtr. Nerve/Org. Rep.	self	P	self	Hs
20)	Heal True	self	P	self	Hs
25)	Regenerate Limb	self	P (C)	self	Hs
30)	Nerve/Organ Regen.	self	P	self	Hs
50)	Regeneration True	self	1 rnd/lvl	self	Hs

HEALING

- 1) **Heal** – Caster heals 1d10 hits of damage.
- 2) **Clotting** – The caster can stop the bleeding on a wound that is bleeding at a rate of 1 hit per round. The target may not move for an hour or the bleeding will restart.
- 3) **Stun Relief** – The target is relieved of one round of accumulated stun.
- 4) **Heal III** – As *Heal*, except that 3d10 hits are healed.
- 5) **Cut Repair** – The caster can stop bleeding from one wound that it bleeding at a rate of 1 hit per round.
- 6) **Lesser Fracture Repair** – The caster can accelerate the healing of one simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is 24 hours.
- 7) **Minor Motive Repair** – The caster can repair (not replace or regrow) one damaged muscle or tendon. Recovery time is 24 hours.
- 8) **Cut Repair III** – As *Cut Repair*, except that it stops 3 points of bleeding.
- 9) **Stun Relief III** – As *Stun Relief*, except it relieves 3 rounds of stun.
- 10) **Heal V** – As *Heal*, except that 5d10 hits are healed.
- 11) **Repair Vessel** – As *Cut Repair*, except that it will heal a wound that is bleeding up to 5 hits per round.
- 12) **Lesser Nerve/Organ Repair** – The caster can repair (not replace or regrow) minor nerve or organ damage (except brain). Recovery time is 1d10 days.

13) **Self Keeping** – Upon receiving a death blow, the caster goes into a state of suspended animation, until he is cured or his brain is destroyed.

14) **Greater Fracture Repair** – As *Lesser Fracture Repair*, except that it can also repair compound fractures and shattered bones. Recovery time is 24 hours.

15) **Major Motive Repair** – As *Minor Motive Repair*, except that it can regrow missing or destroyed muscles or tendons. Recovery time is 24 hours.

16) **Stun Relief V** – As *Stun Relief*, except that 5 rounds of stun are removed.

17) **Heal X** – As *Heal*, except that 10d10 hits are healed.

18) **Repair Vessel True** – As *Repair Vessel*, except that any amount of bleeding is stopped and healed.

19) **Greater Nerve/Organ Repair** – As *Lesser Nerve/Organ Repair*, except that it repairs major damage.

20) **Heal True** – As *Heal*, except all hit damage is healed.

25) **Regenerate Limb** – Caster will regenerate missing limbs over the course of 10-100 days (depending upon how much of limb is actually missing). This requires the caster to spend a minimum of 2 hours per day concentrating on this spell until the limb is fully regrown.

30) **Nerve/Organ Regeneration** – This spell works in conjunction with *Self Keeping* to regenerate any organs or nerves (except for the brain) that are completely destroyed.

50) **Regeneration True** – As *Nerve/Organ Regeneration*, except all damage (except brain) is regenerated in 10-100 days.

Note 1: Stun Relief removes 1 or more rounds of stun from the total number that is affecting the target. This does not allow the character to have 1 or more rounds of normal action before the stun resumes, it removes the worst stuns from the overall duration and the rest still apply immediately.



SENSING

- 1) **Presence** – Caster is aware of the presence of all sentient/thinking being within his range, and their approximate location within that range.
- 2) **Sidevision** – Caster has a 300° field of vision.
- 3) **Improved Senses** – Caster gains a +10 on any and all perception style maneuver (i.e. Perception, Tracking, etc.).
- 4) **Clear Sight** – Caster can clearly see up to 50' through non-solid obstructions such as fog, rain, water, etc.
- 5) **Darkvision** – Caster may clearly see up to 20' in total, non-magical darkness. He can see twice as far as normal in situations where there is low or little light, and can see normally in the daylight. For example, if a torch illuminates a 20' radius, this spell allows the caster to see up to 40'.
- 6) **Improved Senses II** – As *Improved Senses*, except that the bonus is +20.
- 7) **Remote Sense** – Caster may move the focal point of a single sense (such as sight or hearing) at a rate of 5' per round, up to a maximum distance of 5' per level away from his location. He may not send his sensing focal point through barriers (a closed door is a barrier, a pit or open window is not). The caster must select which sense to send at the time of casting, and he loses the use of that sense while this spell is in effect.
- 8) **Awareness** – As *Presence*, except for the shorter range and that the caster knows the general actions being taken by those within the range. Caster learns things like person 20' north of you is casting a spell, but not which spell nor who it is aimed at.
- 9) **Clear Sight II** – As *Clear Sight*, except that the caster may see up to 100' clearly.
- 10) **Improved Senses III** – As *Improved Senses*, except that the bonus is +30.
- 11) **Remote Sense II** – As *Remote Sense*, except that the caster may move the focal point for his senses at a rate of 10' per level and he has a maximum range of 10' per level.
- 12) **Awareness II** – As *Awareness*, except that the caster can sense presences in a larger area.
- 13) **Darkvision II** – As *Darkvision*, except that the caster can see up to 50', even in magical darkness, and up to 4 times the normal distance if there is some light, and he can see normally in daylight.. For example, if a torch illuminates a 20' radius, this spell allows the caster to see up to 80'.
- 14) **Clear Sight III** – As *Clear Sight*, except for a longer duration and caster can see a maximum of 150'.

SENSING

VENTURER BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Presence*	10'/lvl	C	Self	I
2)	Sidevision	Self	10 min/lvl	Self	U
3)	Improved Senses	Self	1 min/lvl	Self	U
4)	Clear Sight	Self	1 min/lvl	Self	U
5)	Darkvision	Self	10 min/lvl	Self	U
6)	Improved Senses II	Self	1 min/lvl	Self	U
7)	Remote Sense	Self	C	Self	U
8)	Awareness*	30' R	C	Self	I
9)	Clear Sight II	Self	1 min/lvl	Self	U
10)	Improved Senses III	Self	1 min/lvl	Self	U
11)	Remote Sense II	Self	C	Self	U
12)	Awareness II*	10'/lvl	1 min/lvl	Self	I
13)	Darkvision True	Self	10 min/lvl	Self	U
14)	Clear Sight III	Self	10 min/lvl	Self	U
15)	Barrier Sight	Self	C	Self	U
16)	Improved Senses IV	Self	1 min/lvl	Self	U
17)	Remote Sense III	Self	C	Self	U
18)	Clear Sight IV	Self	10 min/lvl	Self	U
19)	Improved Senses V	Self	1 min/lvl	Self	U
20)	Awareness True*	10'/lvl	10 min/lvl	Self	I
25)	Remote Sense True	Self	C	Self	U
30)	Barrier Sight True	Self	C	Self	U
50)	Sensing True	Self	1 rnd/lvl	Self	F

- 15) **Barrier Sight** – Caster may see through 1" per level of non-magical materials.
- 16) **Improved Senses IV** – As *Improved Senses*, except that the bonus is +40.
- 17) **Remote Sense III** – As *Remote Sense II*, except the caster may move two senses together at the same time or he may move one sense and still retain it at his location as well.
- 18) **Clear Sight IV** – As *Clear Sight*, except that caster can see a maximum of 200'.
- 19) **Improved Senses V** – As *Improved Senses*, except that the bonus is +50.
- 20) **Awareness True** – As *Awareness II*, except that the caster knows what the specific actions are going to be.
- 25) **Remote Sense True** – As *Remote Sense II*, except that the caster can move two senses together and still retain them in his location as well.
- 30) **Barrier Sight True** – As *Barrier Sight*, except that the caster may see through up to 1" per level of any material.
- 50) **Sensing True** – Caster may freely cast any one lower level spell from this list at a rate of one spell per round.

3.0 ARMOR BY THE PIECE



The armor system in this chapter is a radical departure from the standard *Rolemaster* armor types. Certain armor types, such as robes, no longer exist. The armor system has been redesigned from scratch to let characters mix armor pieces and armor types with complete freedom. *The Combat Companion* distills the vast range of historical armors into a simple, useable armor system. The armor categories are historically accurate, but their protective values have been altered to meet the demands of *Rolemaster* combat. The individual pieces of armor also contain a heavy fudge factor, for the sake of usability and simplicity.

3.1 ARMOR PRIMER

Armor by the piece divides the humanoid body into 10 hit locations; a piece of armor covers a specific hit location, or even multiple locations; gauntlets, for example cover the hands, while an armor shirt/hauberk protects the torso, abdomen, the groin, shoulders and upper arm.

Armor now has an **Armor Rating** (AR) instead of an *Armor Type* (AT). The AR represents the overall protective quality of the armors worn over the largest regions of the body: the torso, abdomen and groin.

Other pieces of armor, such as helms, bracers, greaves, gorgets, and others all work to protect specific parts of the body and do not adjust that Armor Rating. However, these other pieces can add to the overall protective quality of the armor by giving bonuses to a character's DB.

Note: *The following armor rules are meant to be used with the new combat tables also found within this product, and not with the combat tables found in Arms Law. Using them with Arms Law could lead to certain armor types (3, 4, 11, & 12) being more popular than should be normal because of how those tables work.*

3.2 MANEUVERING IN ARMOR

The *Maneuvering in Armor* skill is now a single skill, and the bonus is applied to any and all armor worn.

TABLE 03-01 ARMOR COSTS

Rolemaster Classic		RMSS/RMFRP	
Profession	Cost	Profession	Cost
Fighter	3/*	Fighter	3/3/3
Thief	4/*	Thief	4/4/4
Rogue	3/*	Rogue	3/3/3
Warrior Monk	11/*	Warrior Monk	11/11/11
Magician	11/*	Layman	5/5/5
Illusionist	11/*	Magician	12/12/12
Alchemist	11/*	Illusionist	12/12/12
Cleric	7/*	Cleric	8/8/8
Animist	8/*	Animist	8/8/8
Healer	7/*	Mentalist	7/7/7
Mentalist	7/*	Lay Healer	5/5/5
Lay Healer	5/*	Healer	8/8/8
Seer	7/*	Mystic	8/8/8
Sorcerer	11/*	Sorcerer	12/12/12
Mystic	7/*	Ranger	5/5/5
Astrologer	7/*	Paladin	3/3/3
Monk	11/*	Monk	10/10/10
Ranger	4/*	Dabbler	8/8/8
Bard	4/*	Bard	5/5/5
Champion	5/*	Magent	5/5/5
Elemental Warrior	6/*		
Venturer	4/*		

Armor has a Maximum Penalty and a Minimum Penalty (for both fitted and unfitted armor). The Maximum Penalty is the starting penalty for a set of armor, and the Minimum Penalty is the lowest that the penalty may be reduced to using the *Maneuver in Armor* skill.

Under these rules, the Maneuver in Armor skill uses the same skill rank progression as other skills, receiving 5 points for each of the first 10 ranks, 2 points for each of the next 10 ranks and so forth. Refer to *Table 07-01* on p. 71 of **RMC Character Law** for more information on Skill Rank Bonuses.

Rolemaster Fantasy Role-playing and Rolemaster Standard System: Armor is now treated as a single skill within a single Armor

category. This category and the single skill within it are also learned use the standard "Combined" skill rank bonus progression. See *Table 03-01 Armor Costs* for the new skill costs for each profession. All professions may develop up to 3 ranks per level in Armor each level.

Converting the Skill Cost: In order to determine the cost of the *Maneuvering in Armor* skill under these rules just use the following steps:

1. Add together the first cost for each of the old skills.
2. Divide this number by the number of skills (4 for **RMC**, 3 for **RMSS/FRP**)
3. Round up to the next whole number
4. Add 1
5. Put it into the proper format (x/* for **RMC**; x/x/x for **RMSS/FRP**)

Refitting an existing Character: Total all of the development points that the character spent in the old armor skills and use these development points to buy as many ranks as the character needs in Maneuvering Armor. Any excess Development Points are lost.

Stat Bonuses: This new skill continues to use Strength and Agility as the stat bonuses and they are applied normally.



3.3 ARMOR TYPES

Armor normally falls into one of ten different categories or groups, often referred to as “armor types”, which are listed below. These types are based roughly on the type of materials used to create armor and/or the manner in which those materials are used to create armor. Each armor type has an Armor Rating associated with it.

The groups may include armors that are quite different from one another cosmetically - one character may prefer yy armor over xx armor, but the overall protectiveness of the armor is the same, so they fall within the same category. The following table shows the basic categorization of the various types of armor.

ARMOR

Historically, armor comes in many different styles and is made of many different materials, from coconut fiber to steel. Usually there are two factors that determine the type of armor that a culture or individual will have in their possession: materials and money. Some of the more common armor types are described below. In an rpg, armor materials and types are limited only by the GMs’ and the players’ imaginations. Exotic armors can be created from the rare hides of magical creatures such as dragons or trolls and armor can be imbued with mystical properties.

The following list of different types of armor gives a basic description. And in parenthesis next to the name of the armor is

TABLE 03-02 ARMOR TYPES

Type of Armor	Abbr.	AR	Description
Cloth	CL	1	This includes normal clothing, or lack thereof, heavy clothing, robes, and heavy cloaks.
Heavy Cloth/Furs	QT	2	This includes padded or quilted armor, rough furs and the like.
Soft Leather	SL	3	Includes armor and clothing made from sturdy, but soft and flexible leather.
Rigid Leather	RL	4	Often referred to as boiled leather or Cuirboulli, this is leather that has been boiled in wax or oil and then shaped as it dries and hardens. This also includes lacquered leather as well.
Reinforced Leather	FL	5	This includes soft leather that has been reinforced by rigid leather or metal plates, metal studs, metal rings, etc.
Leather Scale	LS	6	This type of armor is composed of overlapping plates of rigid or reinforced leather or other tough organic material such as scales or chitin.
Leather Scale w/Chain	LC	7	This type of leather armor is just like Leather Scale, except that the scales are attached to one another using bits of chain mail.
Chain Mail	CH	8	This is standard chain mail. It also includes metal plates connected together by leather.
Metal Scale w/Chain	MS	9	This type of armor uses small to medium sized metal plates connected with each other by chain mail. This type of armor is more chain than it is metal plates though. Heavier styles of chain mail are also included within this armor type as well.
Plate	PL	10	This type of armor is comprised mostly of large metal plates, attached to one another using chain and/or leather. The plates often cover the entire body area to be protected.

what type of armor it falls under. Sometimes it falls under multiple types because the actual material that it is made from can vary.

Bar Mail (MS) - Similar to chain mail, except every other row is comprised of a heavier ring made with a bar through its center.

Brigandine Armor (FL) - Leather or heavy cloth with interlocking metal plates riveted or sandwiched between its layers. The plates give protection against crushing and slashing blows and helped reinforce the leather.

Chain Mail (CH) - Probably one of the most common armors found. It is composed of small metal rings that are “woven” together in a pattern. This armor has extreme flexibility and allows a wearer to move or bend in any direction, however, it can be very heavy and expensive to construct. One advantage of chain mail is it allows a wearer to protect vital areas that rigid materials such as leather and plate cannot, such as an armpit or behind a knee. Typically each ring is connected to four other rings. Sometimes the rings are riveted closed during the weaving process allowing it to sustain more damage.

Hardened Lacquered Leather (RL) - This is rigid leather that has been hardened by boiling or lacquering. It is very hard and provides good protection. It is often called “a poor man’s plate” armor.

Lamellar (LS or CH or MS) - A type of scale armor (leather or metal) in which the plates are attached to each other rather than a backing.

Padded Cloth (QT) - Usually an arming coat of heavy cloth and some padding. Much lighter than quilted armor and intended to be worn under heavier armor such as chain mail and plate.

Plate Armor (PL) - Interlocking pieces of metal armor designed to cover as much of the body as possible. The joints are covered by articulated pieces of metal. Usually custom designed for a specific individual. Probably the best armor money can buy, but expensive and heavy to use.

Plate Mail (MS) - Plate and chain mail worn together in combination.

Quilted Armor (QT) - Simple armor constructed of two layers of heavy cloth with thick padding sewn in between.

Ring Armor (FL) - Soft leather with metal ring sewn to the outside of the armor.

Scale Armor (FL, LS, CH, MS) - Overlapping metal or leather scales sewn onto a sturdy backing.

Soft Leather (SL) - Usually made from cured animal hide. This type of armor is a common undercoat for heavier armors such as chain mail or banded armor.

Studded Leather (FL) - Soft leather with metal studs or lames riveted to the inside. The metal studs and small plates allow the user to resist slashing and crushing blows.

Scale Armor (LS, LC, CH or MS) - Leather scale armor consists of leather pieces shaped into triangles, squares, or circles and then woven together with leather strapping or attached to a leather undercoat. Metal scale armor using metal plates can be made as well. Scale armor is very flexible.



3.4 ARMOR TERMINOLOGY

A set of armor is composed of several pieces; each piece designed to protect a specific part(s) of the body from damage. Below is a list of the common terms used to describe each piece of armor and its basic function. This is not a complete list of armor pieces—historically, there are dozens of armor pieces designed to protect different areas of the body. It would be impossible to list them all.

For *RM* purposes, we have simplified the armor pieces, to create a simple, flexible system of customizing armor. Also note that armor pieces do overlap one another around their edges; this is how they are designed. However, this does not result in a double DB in those areas of overlap. Use only the best armor in those overlapping locations. *Table 03-03 Armor By Location* shows you which pieces cover which body parts.

3.5 ARMOR TABLES

Table 03-04 Armor Table presents you with all of the basic types of armor previously discussed. The following table gives the basic breakdown of armor by its type.

Item: This column shows the piece of armor.

The cost of full suits/sets of armor is listed at the top of each section. This full set of armor can be built using either a cuirass and pauldrons or using a shirt. Beneath the full suits are the individual pieces.

AR: The Armor Rating. This number is roughly analogous to the Armor Types that are in the core rules. The cuirass and the shirt are the pieces of armor that provide the Armor Rating for what the character is wearing. If you wear multiple items that provide an AR, you use the higher AR value, and add together all the penalties and DB modifiers for all the items.

TABLE 03-03 ARMOR BY LOCATION

Armor	Head	Neck	Arms	Hands	Torso	Shoulders	Abdomen	Groin	Legs	Feet
Helm	x									
Gorget		x								
Pauldrons						x				
Gauntlets				x						
Bracers			x							
Cuirass					x		x	x		
Greaves									x	
Boots										x
Shirt					x	x	x	x		

Bracers: Cover the lower arms and the wrists.

Cuirass/Vest: Covers the torso (chest & back), abdomen and groin.

Gorget: Protects the neck.

Gauntlets: Protects the hand and wrist.

Greaves: Protects the entire leg including the knee.

Helm: Protects the head.

Pauldrons: Protects the shoulders, upper arms, and collarbone.

Sabatons/boots: Protects the feet and the ankles. Usually constructed from plate or other sturdy materials.

Shirt/hauberk: Protects the torso, abdomen, the groin, shoulders and upper arm.

DB: All items, except for the cuirass, give a modifier to the character's Defensive Bonus (DB). These are added normally to the character's DB and they apply against all attacks against the character. The DB for the individual items is given in fractions of whole numbers. You add all of these individual bonuses to DB together and then round off to the nearest whole number (less than 1.5 round down; 1.5 or higher rounds up). The DB for the full suits have already taken this rounding into account.

Maneuver Penalties: There are 4 columns that represent the maneuver penalties associated with the armor. When a character

buys a suit of armor, it is considered fitted, so he would use the MxP and the MnP columns of the tables. Armor found when adventuring should always be considered to be Unfitted, and thus use the UMxP and the UMnP columns.

UMxP: The Unfitted Maximum Maneuver Penalty.

UMnP: The Unfitted Minimum Maneuver Penalty.

MxP: The Maximum Maneuver Penalty. This column is only used for fitted armor.

MnP: The Minimum Maneuver Penalty. This column is only used for fitted armor.

Maneuver Penalties for armor are applied against all MM and OB skills equally, and against Base Movement Rate as detailed in *RMC Character Law*, page 140.

Cost: The cost of the armor.

Weight: The weight of the armor. Full suits sometimes weigh slightly less than the individual pieces.

Prod. Time: The time it would take for an appropriate smith to craft this item of armor if he has all of the materials ready and at hand. It does not include such things as curing or tanning leather or other such preparatory work.

Note: As mentioned previously, if you were multiple items in the same location, such as 2 sets of bracers, you get both DB bonuses, but you also get the penalties associated with both items as well.



FULL SETS OF ARMOR

All of the armor types described above, in the section on Types of Armor, are available as full sets of armor that protect a humanoid body from head to toe. Any full set or individual piece of armor that is purchased by the character is also considered to be fitted armor. The character uses the maneuvering penalties associated with fitted armor.

Armor that is found as part of treasure or taken from defeated foes is considered to be unfitted armor, and as such it carries much higher maneuver penalties. Even if characters of similar height and build exchange pieces of armor, the armor is automatically treated as unfitted armor.

Note: When a character purchases and dons armor, the correct padding is automatically included. The cost and weight of this padding is calculated into the cost and weight of the armor.

Characters may have unfitted armor fitted by paying 10% of the value of the armor, plus the cost of any additional required material. Additional material is required when the armor to be fitted is smaller than the person it is being fitted to.

Breaking up a full set of armor – Characters will rarely find the perfect set of armor;— they will most likely be mixing and matching pieces of armor throughout their career. Full sets of armor that are parts of treasure, can be “broken up” and divided amongst members of an adventuring party. The construction of the full set will be what determines which pieces the armor can be broken into.

A full set of armor consists of the following pieces:

Option A	Option B
Helm	Helm
Gorget	Gorget
Pauldrons	Shirt
Bracers	Bracers
Gauntlets	Gauntlets
Cuirass	Greaves
Greaves	Boots
Boots	

When purchasing a full set of armor, the player (or the GM for armor found as treasure), has to decide which option they are

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TABLE 03-04 ARMOR TABLE									
Cloth	AR	DB	U MxP	UMnP	MxP	MnP	Cost	Wt. (lbs)	Prod. Time
Full Set (normal clothes)	1	0	0	0	0	0	4 bp	2-5	3 day
Full Set (heavy robes)	1	3	0	0	0	0	8 bp	3-6	3 days
Heavy Cloth/Furs	AR	DB	U MxP	UMnP	MxP	MnP	Cost	Wt. (lbs)	Prod. Time
Full Set	2	9	-20	0	-15	0	6 sp	7-9	4 days
Helm	-	1.25	-2	0	-2	0	5 bp	1	4 hours
Gorget	-	1.25	-2	0	-1	0	5 bp	0.5	1 hour
Pauldrons	-	1.25	-2	0	-1	0	1 sp	1	2 hours
Gauntlets	-	1.25	-2	0	-1	0	5 bp	0.5	3 hours
Bracers	-	1.25	-2	0	-2	0	5 bp	0.5	1 hour
Cuirass	2	0	-6	0	-5	0	2 sp	2-3	2 hours
Greaves	-	1.25	-2	0	-2	0	5 bp	1	2 days
Boots	-	1.25	-2	0	-1	0	5 bp	1	2 hours
Shirt	2	1.25	-8	0	-6	0	3 sp	3-4	3 hours
Soft Leather	AR	DB	U MxP	UMnP	MxP	MnP	Cost	Wt. (lbs)	Prod. Time
Full Set	3	11	-26	-6	-20	0	10 sp	9-12	4 days
Helm	-	1.5	-2	0	-2	0	1 sp	1	4 hours
Gorget	-	1.5	-2	-1	-2	0	1 sp	0.5	1 hour
Pauldrons	-	1.5	-2	-1	-2	0	1 sp	1	2 hours
Gauntlets	-	1.5	-2	1	-2	0	1 sp	0.5	3 hours
Bracers	-	1.5	-2	-1	-2	0	1 sp	0.5	1 hour
Cuirass	3	0	-7	-2	-6	0	3 sp	3-5	2 hours
Greaves	-	1.5	-2	-1	-2	0	1 sp	2	2 days
Boots	-	1.5	-2	0	-2	0	1 sp	1	2 hours
Shirt	3	1.5	-9	-2	-8	0	4 sp	3.5-5.5	3 hours
Rigid Leather	AR	DB	U MxP	UMnP	MxP	MnP	Cost	Wt. (lbs)	Prod. Time
Full Set	4	13	-80	-10	-40	-5	25 sp	25-30	5 days
Helm	-	1.75	-8	-1	-4	-0.5	3 sp	2.5	2 days
Gorget	-	1.75	-8	-1	-4	-0.5	3 sp	1	2 hours
Pauldrons	-	1.75	-8	-1	-4	-0.5	3 sp	2.5	3 hours
Gauntlets	-	1.75	-8	-1	-4	-0.5	3 sp	1	4 hours
Bracers	-	1.75	8	-1	-4	-0.5	3 sp	1	2 hours
Cuirass	4	0	-32	-3	-12	-1.5	8 sp	10-15	1 day
Greaves	-	1.75	-8	-1	-4	-0.5	3 sp	5	2 days
Boots	-	1.75	-8	-1	-4	-0.5	3 sp	2	4 hours
Shirt	4	1.75	-25	-4	-16	-2	10 sp	11-16	1 day
Reinforced Leather	AR	DB	U MxP	UMnP	MxP	MnP	Cost	Wt. (lbs)	Prod. Time
Full Set	5	14	-100	-20	-50	-10	45 sp	25-30	15 days
Helm	-	2	-10	-2	-5	-1	5 sp	2.5	6 days
Gorget	-	2	-10	-2	-5	-1	5 sp	1	6 hours
Pauldrons	-	2	-10	-2	-5	-1	5 sp	2.5	9 hours
Gauntlets	-	2	-10	-2	-5	-1	5 sp	1	12 hours
Bracers	-	2	-10	-2	-5	-1	5 sp	1	6 hours
Cuirass	5	0	-30	-6	-15	-3	10 sp	10-15	3 day
Greaves	-	2	-10	-2	-5	-0.5	5 sp	5	6 days
Boots	-	2	-10	-2	-5	-0.5	5 sp	2	12 hours
Shirt	5	2	-40	-8	-20	-4	15 sp	11-16	3 day

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TABLE 03-04 ARMOR TABLE									
Leather Scale	AR	DB	U MxP	UMnP	MxP	MnP	Cost	Wt. (lbs)	Prod. Time
Full Set	6	16	-120	-30	-60	-15	10 gp	30-40	45 days
Helm	-	2.25	-12	-3	-6	-1.5	10 sp	2-3	1 days
Gorget	-	2.25	-12	-3	-6	-1.5	10 sp	3-4	3-5 days
Pauldrons	-	2.25	-12	-3	-6	-1.5	10 sp	4	5 days
Gauntlets	-	2.25	-12	-3	-6	-1.5	10 sp	1	8 days
Bracers	-	2.25	-12	-3	-6	-1.5	10 sp	4	2 days
Cuirass	6	0	-36	-9	-18	-4.5	30 sp	10-15	18 days
Greaves	-	2.25	-12	-3	-6	-1.5	10 sp	3-4	3-5 days
Boots	-	2.25	-12	-3	-6	-1.5	10 sp	3	3-5 days
Shirt	6	2.25	-48	-12	-24	-6	40 sp	20-25	30 days
Leather(chain) Scale	AR	DB	U MxP	UMnP	MxP	MnP	Cost	Wt. (lbs)	Prod. Time
Full Set	7	18	-160	-30	-80	-15	15 gp	45-55	2 months
Helm	-	2.5	-16	-3	-8	-1.5	15 sp	2-3	1 days
Gorget	-	2.5	-16	-3	-8	-1.5	15 sp	3-4	4-6 days
Pauldrons	-	2.5	-16	-3	-8	-1.5	15 sp	4	6 days
Gauntlets	-	2.5	-16	-3	-8	-1.5	15 sp	1	8 days
Bracers	-	2.5	-16	-3	-8	-1.5	15 sp	4	2 days
Cuirass	7	0	-48	-9	-24	-4.5	45 sp	15-20	21 days
Greaves	-	2.5	-16	-3	-8	-1.5	15 sp	3-4	3-5 days
Boots	-	2.5	-16	-3	-8	-1.5	15 sp	3	3-5 days
Shirt	7	2.5	-64	-12	-32	-6	60 sp	25-30	35 days
Chain or Metal(leather) Scale	AR	DB	U MxP	UMnP	MxP	MnP	Cost	Wt. (lbs)	Prod. Time
Full Set	8	19	-160	-30	-80	-15	15 gp	45-55	2 months
Helm	-	2.75	-16	-3	-8	-1.5	15 sp	2-3	1 days
Gorget	-	2.75	-16	-3	-8	-1.5	15 sp	3-4	4-6 days
Pauldrons	-	2.75	-16	-3	-8	-1.5	15 sp	4	6 days
Gauntlets	-	2.75	-16	-3	-8	-1.5	15 sp	1	8 days
Bracers	-	2.75	-16	-3	-8	-1.5	15 sp	4	2 days
Cuirass	8	0	-48	-9	-24	-4.5	45 sp	15-20	21 days
Greaves	-	2.75	-16	-3	-8	-1.5	15 sp	3-4	3-5 days
Boots	-	2.75	-16	-3	-8	-1.5	15 sp	3	3-5 days
Shirt	8	2.75	-64	-12	-32	-6	60 sp	25-30	35 days
Metal(chain) Scale	AR	DB	U MxP	UMnP	MxP	MnP	Cost	Wt. (lbs)	Prod. Time
Full Set	9	21	-200	-40	-100	-20	16 gp	40-60	3 months
Helm	-	3	-20	-4	-10	-2	15 sp	2-3	3 days
Gorget	-	3	-20	-4	-10	-2	15 sp	3-5	4 days
Pauldrons	-	3	-20	-4	-10	-2	15 sp	4-5	1 week
Gauntlets	-	3	-20	-4	-10	-2	15 sp	1	1 weeks
Bracers	-	3	-20	-4	-10	-2	15 sp	4-5	1 week
Cuirass	9	0	-60	-12	-30	-6	55 sp	18-20	1 month
Greaves	-	3	-20	-4	-10	-2	15 sp	4-5	3 weeks
Boots	-	3	-20	-4	-10	-2	15 sp	3	1 week
Shirt	9	3	-80	-16	-40	-8	70 sp	30-35	5 weeks
Plate	AR	DB	U MxP	UmnP	MxP	MnP	Cost	Wt. (lbs)	Prod. Time
Full Set	10	25	-200	-40	-100	-20	20 gp	40-60	3 months
Helm	-	3.5	-20	-4	-10	-2	20 sp	2-3	3 days
Gorget	-	3.5	-20	-4	-10	-2	20 sp	3-5	4 days
Pauldrons	-	3.5	-20	-4	-10	-2	20 sp	4-5	1 week
Gauntlets	-	3.5	-20	-4	-10	-2	20 sp	1	1 weeks
Bracers	-	3.5	-20	-4	-10	-2	20 sp	4-5	1 week
Cuirass	10	0	-60	-12	-30	-6	60 sp	18-20	1 month
Greaves	-	3.5	-20	-4	-10	-2	20 sp	4-5	3 weeks
Boots	-	3.5	-20	-4	-10	-2	20 sp	3	1 week
Shirt	10	3.5	-80	-16	-40	-8	80 sp	30-35	5 weeks

Chapter Three Armor by the Piece

TABLE 03-05 ARMOR CONVERSIONS

Armor Type	Description	AR Equivalents	AR (DB)
AT 1	Skin/Normal Clothing: Normal clothing, assumed if other covering is not specified.	Full Set of Normal Clothing (0 DB) Soft Leather Boots (1.5 DB)	1 (2)
AT 2	Robes: Full-length robes normally worn by spell users and certain other combatants.	Full set of Heavy Robes (3 DB) Soft Leather Boots (1.5 DB)	1 (5)
AT 3	Light Hide: The natural hide of certain classes of animals, both normal and unusual (e.g. Deer, Dog, Wolf). Sometimes the AT of magical armors	No equivalent using the normal ABTP system, use Natural Armor Rating.	2 (10)
AT 4	Heavy Hide: The natural hide of certain classes of animals, both normal and unusual (e.g. Buffalo, Elephant, Bear). Sometimes the AT of magical armors	No equivalent using the normal ABTP system, use Natural Armor Rating.	3 (10)
AT 5	Leather Jerkin: A leather vest-like covering without arms and reaching only to the waist or mid-thigh.	Soft Leather Cuirass (0 DB) Soft Leather Boots (1.5 DB)	3 (2)
AT 6	Leather Coat: A leather coat covering the arms and to mid-thigh.	Soft Leather Shirt (1.5 DB) Soft Leather Bracers (1.5 DB) Soft Leather Boots (1.5 DB)	3 (5)
AT 7	Reinforced Leather Coat: A leather coat covering the arms and to mid-thigh, but with either rigid-leather sections or metal sections sewn in for reinforcement.	Reinforced Leather Shirt (2 DB) Soft Leather Boots (1.5 DB)	5 (4)
AT 8	Reinforced Full-Length Leather Coat: A reinforced leather coat (as above) that covers to the lower leg.	Reinforced Leather Shirt (2 DB) Reinforced Leather Greaves (2 DB) Soft Leather Boots (1.5 DB)	5 (6)
AT 9	Leather Breastplate: A rigid breastplate covering the torso to mid-thigh and part of the upper arms.	Rigid Leather Cuirass Soft Leather Boots (1.5 DB)	4 (2)
AT 10	Leather Breastplate and Greaves: As above, but with leather greaves covering the forearms and lower legs.	Rigid Leather Shirt (1.75 DB) Rigid Leather Bracers (1.75 DB) Rigid Leather Greaves (1.75 DB) Soft Leather Boots (1.5 DB)	4 (7)
AT 11	Half-Hide Plate: Rigid leather armor that covers the body completely, and the hide of certain creatures that contain at least a few rigid plates (e.g. Rhinoceros, Alligator). Sometimes the AT of magical armors.	No equivalent using the normal ABTP system, use Natural Armor Rating.	6 (15)
AT 12	Full Hide Plate: As half-hide plate above, except that the rigid leather or plates are harder and/or more plentiful (e.g. Turtles, certain Dragons, Giant Crabs). Sometimes the AT of magical armors.	No equivalent using the normal ABTP system, use Natural Armor Rating.	7 (15)
AT 13	Chain Shirt: A chain mail shirt covering the torso to mid-thigh and half of the upper arms.	Chain Shirt (2.75 DB) Soft Leather Boots (1.5 DB)	8 (4)
AT 14	Chain Shirt and Greaves: As above, but with greaves on the forearms and lower legs.	Chain Shirt (2.75 DB) Chain Bracers (2.75 DB) Chain Greaves (2.75 DB) Soft Leather Boots (1.5 DB)	8 (10)
AT 15	Full Chain: Chain mail covering most of the body and legs in the form of a shirt and leggings.	Full set of Chain	8 (19)
AT 16	Chain Hauberk: A full-length chain mail coat split from the waist in the front and back to facilitate movement.	Full set of Chain	8 (19)
AT 17	Metal Breastplate: A metal breastplate plus smaller plates covering the torso to mid-thigh and part of the upper arms.	Metal Cuirass (0 DB) Soft Leather Boots (1.5 DB)	10 (2)
AT 18	Metal Breastplate and Greaves: As above, but with greaves on the forearms and lower legs.	Metal Cuirass (0 DB) Metal Bracers (3.5 DB) Metal Greaves (3.5 DB) Soft Leather Boots (1.5 DB)	10 (9)
AT 19	Half Plate: Rigid plate armor covering the body, but with chain mail between the plates, at the joints, and covering the legs	Metal (chain) Scale Shirt (3 DB) Metal (chain) Scale Bracers (3 DB) Chain Greaves (2.75 DB) Chain Boots (2.75 DB)	9 (12)
AT 20	Full Plate: Rigid plate armor as half plate above, but with plates overlapping at joints, and plate armor covering the legs.	Full set of Plate using Shirt.	10 (25)
Note: Any DB listed in the AR(DB) column above is added to the normal DB of the character whose armor is being converted to this system.			

using for the set. This determines what pieces that the set can be broken into, and it also helps in determining the AR and the DB of the set of armor. See Table 03-04 for more information regarding the individual capabilities of the various armor pieces as well as the AR (DB) for the different types of full sets.

CHOOSING AND CUSTOMIZING ARMOR

The descriptions given in Examples of Armor Types represent only a handful of the armor types that exist. Fantasy settings will have even more types of armor available. When choosing armor for a character, balance the protective qualities of the armor versus the maneuver penalties. If the character is a spellcaster don't forget to take any casting penalties or restrictions into account.

Then decide what the armor looks like. Players have tremendous latitude in customizing the appearance of the armor. So if a player decides that her fighter's armor looks like that of Xena the Warrior Princess, but protects as AR 15, that's fine. This is a fantasy role playing setting. Stealthy types will obviously prefer armor that is more easily hidden beneath clothing, preferring function over flash. Conversely, others may prefer armor that is phenomenally showy, ornamented with spikes and studs and brightly painted.

Example: The AR(DB) of a rigid leather shirt is 4 (1.75).

Nynyve, a Rogue, prefers to where a combination of soft and rigid leather armor. She chooses the following pieces of armor:

Rigid Leather Cuirass:	AR 4	DB: 0
Rigid Leather Bracers:		DB: 1.75
Rigid Leather Gorget:		DB: 1.75
Rigid leather Helm:		DB: 1.75
Soft Leather Greaves:		DB: 1.5
Soft Leather Boots:		DB: 1.5
Soft Leather Gauntlets:		DB: 1.5
Soft Leather Pauldrons:		DB: 1.5

Total AR: 4 **Total DB: 11 (11.25 rounded)**

Fractional DB results are rounded off to the nearest whole number after all the DB values have been totaled; so a DB result of 11.25 would round off to 11.

CONVERTING EXISTING ROLEMASTER ARMOR TO THE ARMOR BY THE PIECE SYSTEM

If you, as GM, decide to employ these rules, you will need to convert the armor that the player characters are wearing from the system used in the core rules to the Armor by the Piece (AbtP) rules. *Table 03-05 Armor Conversion* takes a specific look at each of the core rule Armor Types and gives you the AbtP conversion.

Unless the armor description says otherwise, a character wearing the listed armor type will be considered to be wearing normal clothes under his armor and soft leather boots. All DBs are rounded to the nearest whole number.

ANIMAL & MONSTER ARs & DBs

In the core rules, animals and creatures use the same Armor Type Scale as everybody else. Under these rules, animals and monsters will use a **Natural Armor Rating (NAR)**. We have divided the natural armors of animals and creatures into 10 specific ratings just as we have for the Armor by the Piece rules.

The NAR are equal to the Armor Ratings from armor because they both measure the overall protectiveness of the creature or character. AR and NAR do not represent a specific type or suit of armor. This means that when using the combat tables in Section 5, you will look up the attack in a similar manner as you do now.



TABLE 03-06 NATURAL ARMOR RATINGS

Armor Type	NAR (DB)
1	1 (5)
3	2 (10)
4	3 (10)
7	4 (5)
8	5 (5)
11	6 (15)
12	7 (15)
15	8 (20)
16	8 (20)
19	9 (10)
20	10 (20)

The DB listed in the NAR (DB) column is added to the existing DB of the creature. It does not replace that creature's DB.

In Table 03-06 Natural Armor Ratings we provide you with a way of converting the ATs given to creatures in the core rules to the NARs used by this system. The DB values given in this table are slightly different than those given for full sets of armor. This is because this is natural armor for these animals and creatures, not something that is worn.

Section 5.6 Creature Conversions at the end of this product lists all of the animals and creatures from **RMC** *Creatures & Treasures* already converted

to using the NAR, or in the case of sentient, armor wearing monsters, we give you their AR and DB equivalents. The listing will specify when we are using regular AR instead of NAR.

We make this distinction solely to show you which creatures are wearing armor and which are not.

3.6 ARMOR CASTING PENALTIES

In the core **RMC** rules, characters from different realms may not cast spells while wearing armor, or at least certain types of armors. Essence users cannot wear armor at all. Channeling users cannot wear metal armors, and Mentalism users can wear armor, but cannot wear helmets.

The **RMC** core rules give options that do allow characters to wear armors not normally allowed as well as helms while casting; these are specific options under the group of options called Extraordinary Spell Failure (ESF). The ESF options concerning helms and armor are the only options we are worried about here. If those options are used in conjunction with the Armor By The Piece rules, *Table 03-07 Armor Casting Modifiers* should be used to determine the ESF modifiers accordingly.



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TABLE 03-07 ARMOR CASTING MODIFIERS

Soft Leather	Channeling	Essence	Mentalism	Leather(chain) Scale	Channeling	Essence	Mentalism
Full Set	0	-15	-10	Full Set	-35	-75	-40
Helm	0	-5	-10	Helm	-15	-25	-40
Gorget	0	-1	0	Gorget	-2	-5	0
Pauldrons	0	-1	0	Pauldrons	-2	-5	0
Gauntlets	0	-1	0	Gauntlets	-2	-5	0
Bracers	0	-1	0	Bracers	-2	-5	0
Cuirass	0	-4	0	Cuirass	-8	-20	0
Greaves	0	-1	0	Greaves	-2	-5	0
Boots	0	-1	0	Boots	-2	-5	0
Shirt	0	-5	0	Shirt	-10	-25	0
Rigid Leather	Channeling	Essence	Mentalism	Chain/Metal(leather) Scale	Channeling	Essence	Mentalism
Full Set	-5	-30	-20	Full Set	-45	-90	-50
Helm	-5	-10	-20	Helm	-15	-30	-50
Gorget	0	-2	0	Gorget	-3	-6	0
Pauldrons	0	-2	0	Pauldrons	-3	-6	0
Gauntlets	0	-2	0	Gauntlets	-3	-6	0
Bracers	0	-2	0	Bracers	-3	-6	0
Cuirass	0	-8	0	Cuirass	-12	-24	0
Greaves	0	-2	0	Greaves	-3	-6	0
Boots	0	-2	0	Boots	-3	-6	0
Shirt	0	-10	0	Shirt	-15	-30	0
Reinforced Leather	Channeling	Essence	Mentalism	Metal(chain) Scale	Channeling	Essence	Mentalism
Full Set	-15	-45	-20	Full Set	-60	-105	-55
Helm	-5	-15	-20	Helm	-20	-35	-55
Gorget	-1	-3	0	Gorget	-4	-7	0
Pauldrons	-1	-3	0	Pauldrons	-4	-7	0
Gauntlets	-1	-3	0	Gauntlets	-4	-7	0
Bracers	-1	-3	0	Bracers	-4	-7	0
Cuirass	-4	-12	0	Cuirass	-16	-28	0
Greaves	-1	-3	0	Greaves	-4	-7	0
Boots	-1	-3	0	Boots	-4	-7	0
Shirt	-5	-15	0	Shirt	-20	-35	0
Leather Scale	Channeling	Essence	Mentalism	Plate	Channeling	Essence	Mentalism
Full Set	-20	-60	-30	Full Set	-70	-120	-60
Helm	-10	-20	-30	Helm	-20	-40	-60
Gorget	-1	-4	0	Gorget	-5	-8	0
Pauldrons	-1	-4	0	Pauldrons	-5	-8	0
Gauntlets	-1	-4	0	Gauntlets	-5	-8	0
Bracers	-1	-4	0	Bracers	-5	-8	0
Cuirass	-4	-16	0	Cuirass	-20	-32	0
Greaves	-1	-4	0	Greaves	-5	-8	0
Boots	-1	-4	0	Boots	-5	-8	0
Shirt	-5	-20	0	Shirt	-25	-40	0

Most Clothing and heavy furs do not impede casting at all, so they are not included in this table. The only item within that category that will affect casting is a Heavy Cloth/Fur helm which provides a -5 modifier to casting Mentalism spells.

3.7 BONUS BY THE PIECE

Characters will often find or attempt to purchase armor that is of above average quality, made with special materials or is magical in nature. Section 8 of the **Rolemaster Classic** core book, *Character Law*, contains information regarding bonuses to items, and the cost variations and such. However, these bonuses apply to full sets of armor or other individual items like weapons. In order to make those rules work with the Armor by the Piece rules, we need to be able to indicate how much of a given bonus belongs to a specific piece of armor.

upon how many body locations are covered. Thus, an item that covers a single location gets 1/10th of the full Bonus Increment.

To determine how much bonus should apply to a given piece of armor, just multiply the Increment Value by the number of Bonus Increments to get the appropriate bonus that the item should receive.

The *Table 03-08 Bonus by the Piece* already works this out for you for up to 6 Bonus Increments (a +30 bonus to a full set of armor).

Example: *The party has just found and destroyed a nest of giant ants lairing in a small cave. As part of the loot scattered around the cave, the players find a Leather Scale cuirass (AR 6). In his treasure determination, the GM determines that the cuirass has 4 Bonus Increments due to it being made from*

heavy monster hide. Looking up Table 03-08 Bonus by the piece, the GM cross-references 4 Bonus Increments against the Cuirass to see that the heavy monster hide provides a +6 to the armor's DB.

If the bonus to the full set is higher than +30, just divide the bonus by 5 to get the number of Bonus Increments. Then just multiply the number of Bonus Increments times the Increment Value of a specific piece of armor to get the bonus that it should receive.

Once you have the bonus for an individual item of armor, you then add this bonus to any natural bonus to DB that the item has just as you would when adding together the bonuses for DB for multiple pieces of armor.

Example: *Kwan finds several pieces from a suit of Dragonskin Armor (a full suit would be treated as Leather Scale AR 6; a full set of leather has a DB modifier of*

TABLE 03-08 BONUS BY THE PIECE

Armor Item	Increment Value	# of Bonus Increments (Full Set Bonus)					
		1 (+5)	2 (+10)	3 (+15)	4 (+20)	5 (+25)	6 (+30)
Helm	0.5	0.5	1	1.5	2	2.5	3
Gorget	0.5	0.5	1	1.5	2	2.5	3
Pauldrons	0.5	0.5	1	1.5	2	2.5	3
Gauntlets	0.5	0.5	1	1.5	2	2.5	3
Bracers	0.5	0.5	1	1.5	2	2.5	3
Cuirass	1.5	1.5	3	4.5	6	7.5	9
Greaves	0.5	0.5	1	1.5	2	2.5	3
Boots	0.5	0.5	1	1.5	2	2.5	3
Shirt	2	2	4	6	8	10	12

INCREMENT BASICS

We will begin by introducing the term, *Bonus Increment*. Basically, a Bonus Increment is a +5 bonus. Thus a +15 bonus would be the equivalent of 3 Bonus Increments, and a +25 bonus would be the equivalent of 5 Bonus Increments.

Next, we introduce the term *Increment Value*. The Increment Value tells us how much of the Bonus Increment an item receives. Weapons and most other items have an Increment Value of 5, which means that they receive the full +5 bonus that comes from a full Bonus Increment.

Armor, on the other hand, is a bit different. Since a full suit of armor is basically comprised individual pieces that cover 10 locations of the body, we have assigned an Increment Value to each piece of armor based

+16 and the +60 DB from the Dragonskin's innate qualities makes a total DB of 76 from the armor). However, only a cuirass, bracers, and boots were found. Kwan is convinced that he will look dashing in them.

The +60 Dragonskin bonus means that the armor has 12 Bonus Increments ($60 \div 5 = 12$). The Cuirass has an Increment Value of 1.5, which means that it has a +18 to DB ($12 * 1.5 = 18$). Both the Bracers and the Boots have an Increment Value of 0.5, which gives them each a DB modifier of +6 ($0.5 * 12 = 6$). Adding the inherent DB mod of 2.25 that Leather Scale bracers and boots each have, gives the Dragonskin version of these items a total DB of +8.25 for each.

This means that while wearing the Dragonskin armor that he found, Kwan will have an AR of 6, and a total DB of 35 ($18 [\text{cuirass}] + 8.25 [\text{bracers}] + 8.25 [\text{boots}] = 34.5$; rounded up to 35) from just the armor.

MANEUVER INCREMENTS

Certain factors, such as special materials, magic, or craftsmanship can affect Bonus Increments that apply to Maneuver Penalties (Maneuver Increments) as well as the Bonus Increments that apply to DB.

Maneuver Increments are applied in the same manner as Bonus Increments, broken down by the piece for the armor. They are applied to both the maximum and minimum penalties equally. However, a Maneuver Increment can never adjust a Maneuver Penalty so that it is higher than a zero.

Example: The armor that Kwan found is made of Dragonskin and which has 6 Maneuver Increments as shown on Table 03-13 Unusual Organic Material. An ordinary full suit of armor has an unfitted max penalty of -120, an unfitted min penalty of -30, a fitted max penalty of -60 and a fitted min penalty of -15. The bonus increments reduce the Maneuver Penalties; a full set of Dragonskin has an unfitted max penalty of -90 ($-120 + 30 = -90$), an unfitted min penalty of 0 ($-30 + 30 = 0$), a fitted max penalty of -30 ($-60 + 30 = -30$) and a fitted min penalty of 0 ($-15 + 30 = 15$, rounded down to 0).

However, Kwan only found the cuirass, bracers, and boots. Normal versions of these items would have a maximum unfitted penalties of -60 ($-36 [\text{cuirass}] + -12 [\text{bracers}] + -12 [\text{boots}] = -60$) and unfitted minimum penalties of -15 ($-9 \text{ cuirass} + -3 \text{ bracers} + -3 \text{ boots} = -15$). Purchased pieces of the same armor would have a maximum fitted penalty of -30 ($-18 \text{ cuirass} + -6 \text{ bracers} + -6 \text{ boots} = -30$) and a fitted minimum penalty of -8 ($-4.5 \text{ cuirass} + -1.5 \text{ bracers} + -1.5 \text{ boots} = -7.5$; round up to -8).

Since the Dragonskin versions have 6 Maneuver Increments, we can see from Table 03-08 Bonus by the Piece, that the cuirass has a bonus of +9 and that the bracers and boots each have a bonus of +3. This means that the armor that Kwan found would have an unfitted maximum penalty of -45 ($-60 + 9 [\text{cuirass}] + 3 [\text{bracers}] + 3 [\text{boots}] = -45$) and an unfitted minimum penalty of 0 ($-15 + 9 [\text{cuirass}] + 3 [\text{bracers}] + 3 [\text{boots}] = 0$). Should he get the armor fitted, the penalties would change to a fitted maximum penalty of -15 ($-30 + 9 [\text{cuirass}] + 3 [\text{bracers}] + 3 [\text{boots}] = -15$) and a fitted minimum penalty of 0 ($-8 + 9 [\text{cuirass}] + 3 [\text{bracers}] + 3 [\text{boots}] = 7$; rounded down to zero).

CASTING INCREMENTS

In the core *Rolemaster Classic* rules, a spell user may not normally cast spells while wearing certain types of armor. **RMC Spell Law** includes an ESF option that allows a caster to wear those restricted types of armor while casting spells. Table 03-07 (p. 39) includes casting modifiers to use with that ESF option for the Armor by the Piece rules. The following rules apply **only** if you are using the optional ESF rules that allow a spell user to wear the restricted armors.

Certain materials are inherently magical, and can either aid or impede a spell caster who is wearing armor. Table 03-07 lists the modifiers for each piece of armor for each realm. Section 3.8 gives information on different types of bonuses from different sources, such as craftsmanship or material.

One of those types of bonuses is called the Casting Increment (CI) and it works just like

the Bonus Increments and Maneuver Increments described above. While both Bonus Increments and Maneuver Increments can have Negative Increments (see example below), they are much more common in relation to Casting Increments than the other types.

Example: A metal cuirass (breastplate) has a casting modifier for the realm of Essence, of -32. Arinyark has a Casting Increment of 4. If we multiply 4 by the Increment value of 1.5 for the cuirass, which gives us a total of 6, which makes the casting modifier for an Arinyark Breastplate have a total casting modifier of -26. On the other hand, if the cuirass had been made of Adamantine, which has a CI of -6, then the total casting modifier would be -41 $(-32 + (-6 \times 1.5) = -41)$.

3.8 TYPES OF BONUSES

Section 3.7 discusses how bonuses to DB are applied to armor. This section takes an in depth look at the sources of these bonuses. There are several factors that can affect armor bonuses; these include: Craftsmanship, Design, Materials and Magical.

TABLE 03-09 CRAFTSMAN LEVELS	
Skill Ranks	Craftsman Title
1-5 Ranks	Apprentice
6-15 Ranks	Journeyman
16-30 Ranks	Tradesman
31-50 Ranks	Master
50+ Ranks	Grand Master

CRAFTSMANSHIP

Just as with anything else, there are craftsmen of varying levels of skill, *Table 03-09 Craftsman Levels* shows the basic number of ranks required for each title level for a craftsman. Those ranks are approximate skill levels, and it is quite possible that a craftsman with less overall skill, but much innate talent, can achieve the same results as a craftsman of a given level.

Apprentice: An Apprentice has mastered the basics of the skill, and can perform the most basic of tasks given

enough time and effort. Attempts at item creation are rarely perfect, but they are at least usually serviceable.

Journeyman: A Journeyman knows the basics of his profession quite well, and is often capable of handling the more routine and day-to-day tasks associated with maintaining his craft. Journeymen are sent out into the world to broaden their overall experience before they can be considered qualified enough to reach the rank of Tradesman.

Tradesman: A Tradesman is the lowest rank of mastery within a craft. He has the knowledge and the skill to support himself and a family if that is his wish. He is able to easily accomplish the tasks required to maintain /perform his profession. He is also occasionally able to produce works that are above average. A Tradesman may take on an Apprentice, but rarely more than one at a time.

Master: A master has often spent years perfecting his craft and he can often produce works that are above average in quality. A master may also know of rare or secret techniques that are unknown to most others in the craft. Masters will often have one or more Apprentices, and perhaps even a Journeyman or two.

Grand Master: A Grand Master is the highest rank of mastery attainable. Grand Masters will, more often than not, produce works of very high quality. They will often have knowledge that is thought to have been lost or forgotten. They are also quite well versed in finding and creating new techniques for the creation of works.

Truly exceptional Craftsmen can craft items of such good quality that they gain bonuses just from the skill and expertise of the person making the item. High quality items fall into two distinct categories; Exceptional and Mastercraft. The bonuses associated with each category are shown on *Table 03-10 Craftsmanship Bonuses*.

TABLE 03-10 CRAFTSMANSHIP BONUSES			
Quality	# of BI	Cost X	# of MI
Exceptional	1	x5	1
Mastercraft	2	x10	2
BI: Bonus Increments. Refer to Section 3.7 for more information.			
MI: Maneuver Increments. Refer to Section 3.7 for more information.			

Exceptional items are usually only made by those with the rank of Master, though Tradesman, and even less frequently, Journeymen, may create such items. To make an Exceptional item requires a successful Extremely Hard crafting maneuver.

Mastercraft items are even rarer than Exceptional items and it is normally only a Grand Master who can produce one as it requires a successful Sheer Folly crafting maneuver.

Example: *A set of full plate armor normally costs 20 gp. If it is a Mastercraft item, it would cost 200 gp (20 gp x 10 = 200 gp).*

Note: *Whenever you are calculating the cost of an item that has several cost multipliers, add all of the multipliers together before calculating the cost.*

Example: *If the set of full plate in the above example were an Exceptional item (x5 cost multiplier) and made of High Steel (x20 cost multiplier - see below), the total cost multiplier would be x25 (5 + 20 = 25), and the cost of the set of armor would be 500 gp (20 gp x 25 = 500 gp). Such an item would also have a total of 3 Bonus Increments and 1 Maneuver Increment.*

SUPERIOR MATERIALS

Craftsmen to prefer to work with only the best materials available. When the skills of an excellent craftsman are combined with the superior materials listed below and on *Table 03-11 Superior Metals*, armorers can produce some remarkable pieces of armor.

TABLE 03-11 SUPERIOR MATERIALS			
Material	# of BI	Cost X	# of MI
Low Steel (I)	1	x5	0
High Steel (II)	2	x20	0
White Alloy	3	x100	0
Black Alloy	4	x500	0
Superior Leather	2	x20	1
BI: Bonus Increments. Refer to Section 3.7 for more information.			
MI: Maneuver Increments. Refer to Section 3.7 for more information.			

The following materials are all non-magical in nature, and the techniques for creating such materials are often held as a craft secret, and almost never shared with outsiders.

Low Steel (I): This is a non-magical iron and carbon alloy.

High Steel (II): This is a non-magical alloy of iron, carbon, and various other elements. The specifics of the other elements may vary from formula to formula among craftsmen.

White Alloy: This is a non-magical alloy created from iron, carbon and titanium. Some formulas for this may also include trace amounts of other materials.

Black Alloy: This is a non-magical alloy created from iron and meteoric metals. Some formulas use meteoric iron and other metals in combination to create this substance.

Superior Leather: This is regular leather that has been specifically treated during the tanning process to make it tougher and more durable overall. It also makes it suppler and easier to move in as well. The formulas for this special treatment are quite often a trade secret and closely guarded from outsiders.



INHERENTLY MAGICAL MATERIALS

Craftsmen love one thing even better than they like high quality materials and that is those materials that are considered to be magical in nature. This includes both magical metals and unusual organic materials. We will cover each separately below.

MAGICAL METALS

Each of the materials from *Table 03-12 Special Metals* is described below in fuller detail. Many of the descriptions also contain additional information regarding the special properties of the material that is not covered by the table.

TABLE 03-12 SPECIAL METALS				
Material	# of BI	Cost X	# of MI	# of CI
Adamantine	8	x25,000	5	-6
Arinyark	-1	x1,000	0	4
Dwarven Steel	5	x10,000	3	3
Elven Steel	5	x10,000	5	3
Enchanted Iron	1	x10	0	0
Enchanted Steel I	2	x40	1	1
Enchanted Steel II	3	x200	2	1
Eog, Red	6	x10,000	1	-4
Eog, White or Black	6	X20,000	1	-10
Ithloss	6	x10,000	12	3
Keron	3	X300	3	0
Laen	5	x5,000	3	4
Mithril Alloy	4	x2,000	2	2
Rularon	-2	x5,000	4	-5
Shaalk	4	x500	2	5
Titusinium	4	x1,000	2	2

In the descriptions below, the term “unworked” refers specifically to refined ingots of the material. Raw ore would typically go for half of the value of the unworked value.

Adamantine: This metal is extremely hard and nearly indestructible once forged. It is also extremely difficult to work and requires a magically enhanced forge to be able to do so properly. It is highly prized for use in weapons and armor. Items made of Adamantine sell for 25,000 times their normal value, and unworked Adamantine sells for 5,000 gp an ounce.

Arinyark: This is a soft, malleable bluish-green mineral that has the unusual property of absorbing and retaining raw Essence radiations. Items made entirely from Arinyark work as Power Point (PP) Batteries, storing up to 5 PP for each ounce of the material. Once attuned to, the wielder may use those stored PP at will. PP within the Battery will recharge at a rate of 1 per hour. A Very Hard Attunement is required to prevent the Battery from taking its PPs from its wielder.

While Arinyark is too soft to be properly used for weapons or armor, it is often used as a laminate, coating the item. This laminate is too thin and spread out for the Arinyark to work as a Battery, but it does provide a different effect.

When used as a coating on items, Arinyark provides a bonus to Resistance Rolls against essence spells and to DB against elemental attack spells (not natural elemental attacks). This bonus is equal to 6 Bonus Increments (i.e. a full set of armor coated in Arinyark provides +30 to Essence RRs and +30 DB vs elemental attack spells). Spells from other realms receive half of this bonus. Items coated with Arinyark cost 1,000 times their normal price, and unworked Arinyark sells for 200 gp an ounce.

Dwarven Steel: The secret of its crafting known only to Dwarven smiths, Dwarven Steel is extremely tough and durable. In addition to the properties listed in *Table 03-12*, Dwarven Steel also provides 2 Bonus Increments to all Resistance Rolls made while wearing armor made from it. Items made from Dwarven Steel cost 10,000 times their normal price and unworked Dwarven Steel sells for 500 gp an ounce.

Elven Steel: Created by Elves, this metal is both light and strong. In addition to the properties listed in *Table 03-12*, Elven Steel also provides 1 Bonus Increment to all Resistance Rolls made while wearing armor made from it. Items made from Elven Steel sell for 10,000 times their normal price and unworked.

Enchanted Iron: This is refined and magically worked iron. It is commonly used for weapons and armor. Items made from Enchanted Iron cost 10 times their normal price and unworked Enchanted Iron sells for 2 gp an ounce.

Enchanted Steel I: This is an alloy of iron and carbon that is magically worked to give it greater strength and toughness. It is also often called Enchanted Low Steel. Items made from this material cost 40 times their normal price and unworked Enchanted Steel I sells for 10 gp an ounce.

Enchanted Steel II: This is also an alloy of iron, carbon, and a few other trace ingredients that is magically worked to give it greater strength and toughness. It is also often referred to as Enchanted High Steel. Items made from this material cost 200 times their normal value and unworked Enchanted Steel II sells for 50 gp and ounce.

Eog: Raw Eog ore is hard, brittle and extremely difficult to work, requiring both hot and cold forging to properly work, making magical forges a must. This metal is often alloyed with other materials to make more malleable and easier to work overall. This enchanted material makes excellent weapons and armor. The most common variety of Eog is Red in color. The next most common colors are Black and White, with Blue and Grey Eog also being available.

White and Black Eog are very resistant to magic once they have been worked, more than the normal Red Eog. They provide 5 Bonus Increments to all RRs. Blue and Grey Eog are just like normal Red Eog.

Items made from this Red Eog cost 10,000 times their normal price and unworked Eog sells for 2,000 gp an ounce. Items of White or Black Eog cost 20,000 times their normal price and unworked Eog of these colors sells for 4,000 gp an ounce. Blue or Grey Eog is often more expensive than Red Eog due to its rarity, but never as expensive as White or Black Eog.

Ithloss: A strong, but light and somewhat flexible material. It is an enchanted alloy created by an unknown ancient race and its production method is no longer known. Luckily, ingots of this rare material may

occasionally still be found. Ithloss is a light gold in color, making it relatively easy to identify, for those who know of it.

It is highly prized for armor because of its high protective qualities and its unencumbering lightness. Ithloss also grants 4 Bonus Increments to a character's DB against all types of elemental attacks. Items made from this material are 10,000 times their normal cost and unworked Ithloss sells for 2,500 gp an ounce.

Keron: This is a shiny black alloy that is strong, flexible, and holds a keen edge when sharpened. When polished, it has such a high luster that it appears wet or oiled. Weapons are more often made of Keron than Armor is, but it works just as well for both. Items made of this material cost 300 times their normal price and unworked Keron sells for 60 gp an ounce.

Laen: This is an extremely hard type of volcanic glass. It comes in two main varieties, smokey and translucent. Most Laen is without color, but there is some Laen that is naturally colored. Naturally colored Laen often has affinities towards a specific element.

Laen is rare in that it gains strength from heat, so it can only be worked with a cold forge, chilling the glass down until it can be molded and worked like putty. In this malleable state, Laen may also be tinted and worked in other ways as well. Laen is always considered to be enchanted.

While Laen is usually made into weapons or amulets or other items containing one of its crystals, it can also be formed into armor, though this is always the equivalent of Metal Scale and Plate as the Laen cannot be worked fine enough to create chain. Items made from this material cost 5,000 times their normal price and unworked Laen sells for 1,000 gp an ounce.

Mithril Alloy: Pure Mithril is too soft and malleable to be used in armor or weapons. However, this silvery-white metal, which never tarnishes, works well with other metals to create a truly extraordinary alloy that Dwarves tend to think very highly of. Items made from Mithril Alloy cost 2,000 times their normal price and unworked Mithril sells for 400 gp an ounce.

Rularon: This dull silver mineral is too soft and malleable to of any use in making weapons or armor. However, it is very good at inhibiting magic. Items that are fully coated in Rularon gain 10 Bonus Increments that are applied to all Resistance Rolls. These items also carry -10 Casting Increments as well. Items made with this material cost 5,000 times their normal price and unworked Rularon sells for 1,000 gp an ounce.

Shaalk: This is an extremely light weight and flexible material that is not a true metal, but also isn't glass either, though it seems to share properties of both. It can be formed into thin sheets like paper, but they are nearly indestructible. Incredibly high heat will melt Shaalk, but normal fires won't harm it at all.

Shaalk is also a favorite material for lock picks and bows because of it resiliency and flexibility. The Bonus Increments from the Shaalk makes these items highly prized. It is too flexible to be made into Plate armor, but Shaalk works extremely well in making Scale or Chain armors. Items made from this material cost 500x their normal price and unworked Shaalk sells for 100 gp an ounce.

Titusinium: This is an alloy made of iron, carbon, titanium, and several other trace ingredients that is magically worked to create a light weight metal that is stronger than Steel. Items made from this material cost 1,000 times their normal value and unworked Titusinium sells for 100 gp and ounce.

UNUSUAL ORGANIC MATERIALS

In addition to the magical metals listed above, other materials of a more organic nature can also be used to craft weapons, armor and other items.

Organic materials include the skins of certain types of creatures, horns, bone, the shell-like carapaces of some creatures and materials such as certain rare woods.

If a weapon or piece of armor is made of wood when it normally isn't supposed to be (i.e. a wooden sword) it receives the equivalent of -6 Bonus Increments (a -30 modifier) before any other Bonus Increments (from enchantments, etc.) are applied.

If a weapon or piece of armor is made of (hardened) bone instead of the material it is normally made from, it receives the equivalent of -4 Bonus Increments (a -20 modifier) before any other Bonus Increments are applied.

Each of the materials described on Table 03-12 Unusual Organic Materials is described in more detail below. A number of the materials also have special properties that are not listed on the table.

The materials on *Table 03-13 Unusual Organic Material* is separated into several groups to make it easier to organize.

As with the magical metals, the term "unworked" refers to the material after it has been processed (in most cases this means tanned), but before it has been worked into specific items. Unprocessed material often sells for half of the given amounts or less depending upon its condition.

Dragon Bone: These bones are highly prized by weapon makers and armorers alike. The bones can be shaped and made into arrow heads, spear tips, small plates for use in reinforced leather armor, and more rarely into items such as a Dragonbone sword or other items. Such weapons made from the bones of a dragon tend to be used in the creation of "Of Slaying" weapons that specifically target dragons. Dragon bones

TABLE 03-13 UNUSUAL ORGANIC MATERIAL

Material	# of BI	Cost X	# of MI	# of CI
Dragons				
Bone	5	x7,000	0	2
Horn	5	x7,000	0	2
Skin	10	x10,000	6	5
Monsters				
Bone	5	x5,000	0	0
Hide, Heavy	4	x6,000	4	0
Hide, Medium	3	x4,000	2	0
Shell/Chitin/Horn	7	x7,000	0	0
Specials				
Spidersilk	10	x8,000	10	5
Trollskin	5	x6,000	2	2
Woods				
Dir	4	x1,000	0	0
Hoen	3	x500	0	0
Navaril	5	x5,000	3	3

also tend to more easily enchanted to do additional criticals of an elemental nature.

Wielding a Dragon Bone weapon is often seen as being a mark of great prestige. However, Dragons tend to get very angry when confronted with items made from one of their kin, and they will often go into a murderous rage.

Items made from this material cost 7,000 times their normal price and unworked dragon bone sells for 100 gp an ounce.

Dragon Horn: Harvested from mature dragons, this horn can be used for any number of things; but it is especially prized for making bows and musical instruments or bows. Dragon horns are also used as decorations on shields and armor as well. Items made from Dragon Horn often have abilities other than those listed in the table, but which are specific to the type of dragon from which the horn came.

As with Dragon Bone, any dragon seeing items formed from the body of its kin will drive a dragon into a murderous rage. Items made from this material cost 7,000 times their normal price and unworked dragon bone sells for 100 gp an ounce.

Dragon Skin: The skin of a dragon is highly prized for making crafting of armor. Not only does it have excellent protective capabilities and essentially no maneuver penal-

ties if fitted properly, but it also provides other benefits. Armor made from Dragon Skin provides 6 Bonus Increments to the Resistance Rolls of the wearer and 10 Bonus Increments against elemental attacks (this is in addition to the normal 12 BI to DB).

As with other objects made from a dragon, a person wearing armor made from Dragon Skin will be the target of the murderous rage of any dragon that spies the armor. Items made from Dragon Skin cost 10,000 times their normal price and unworked Dragon Skin sells for 500 gp a square foot.

Monster Bone: This is bone harvested from monsters such as wyverns, dinosaurs and other large creatures. Used in much the same manner as Dragon Bone, Monster Bone is not quite as powerful. Items made from this material cost 5,000 times their normal price, and unworked Monster Bone sells for 50 gp an ounce.

Monster Hide, Heavy: This is the hides of some of the tougher monsters such as wyverns and cave drakes and such. Armor made from this hide has 4 Bonus Increments of protection against elemental attacks in addition to the abilities listed in *Table 03-13*. Items made from this material cost 6,000 times their normal price and unworked Heavy Monster Hide sells for 75 gp a square foot.



Monster Hide, Medium: Harvested from low-level magical creatures such as hydras or gorgons, this material makes is often makes for tough leather. Armor made from Medium Monster Hide has 2 Bonus Increments of protection against elemental attacks in addition to the capabilities listed in Table 03-13. Item made from this material cost 4,000 times their normal price and unworked Medium Monster Hide sells for 60 gp a square foot.

Monster Shell/Chitin/Horn: This class of material is usually comprised of things like the shells of turtles or giant snails, the chitin carapace of giant beetles or ants, and/or the horns from magical creatures. This material grants, in addition to the capabilities listed in Table 03-13, 4 Bonus Increments to all Resistance Rolls and 2 Bonus Increments against elemental attacks. Items made from these materials cost 7,000 times their normal price and unworked Monster Shell/Chitin/Horn sells for 100 gp an ounce (or square foot, depending upon the material).

Spidersilk: This is the specially processed silk of giant spiders. Once processed, it can be woven into an incredibly tough, but light weight cloth armor that is often the favorite of Monks and Thieves. Items made from this material cost 8,000 times their normal price and unworked Spidersilk sells for 150 gp a square foot.

Trollskin: Leather made from the skin of trolls has a very unusual property that is well thought of by those who wear it. The armor ignores any critical effect that indicates the destruction of "organic armor". Instead of being destroyed, Trollskin armor is rendered non-functional for the 1 hour that it will take to regenerate. However, Trollskin armor cannot regenerate damage done by fire. Trollskin also provides, in addition to the capabilities listed on Table 03-13, 2 Bonus Increments to the wearer's Resistance Rolls and an additional 2 Bonus Increments against cold and electrical attacks. Items made from this material cost 6,000 times their normal price and unworked Trollskin sells for 90 gp a square foot.

Wood, Dir: This is an extremely dark wood with an appearance similar to ebony. Durable and fine grained, it often makes

for excellent staves and other weapons comprised entirely of wood. Unlike normal woods, Dir only receives -3 Bonus Increments rather than the normal -6 Bonus Increments when used to make items that are not normally made of wood. This means that for such items it actually has 1 Bonus Increment rather than the normal 4 Bonus Increments as listed in Table 03-13. Items made from this wood cost 1,000 times their normal price and unworked Dir Wood sells for 50 gp per cubic foot.

Wood, Hoen: This is an extremely pale colored wood, similar to oak. It is very light and springy and is excellent for the crafting of bows and arrows. Items made from this wood sell for 500 times their normal price and unworked Hoen Wood sells for 5 gp per cubic foot.

Wood, Navaril: This wood is a deep red in color, much like mahogany. Once it has been worked it can be treated with a special compound of chemicals that makes it as hard as steel, but somewhat lighter overall. Navaril also ignores the normal -6 Bonus Increments that are applied to wooden versions of items that are not normally made of wood. It is highly prized in areas where metals are scarce. Items made of this wood cost 5,000 times their normal price and Navaril Wood sells for 100 gp per cubic foot.

MULTIPLE BONUS INCREMENTS

Items may contain multiple Bonus Increments from different sources. In such cases, the Bonus Increments should be added together before figuring the total bonus of the item in question. This also applies to Maneuver Increments, Casting Increments and Negative Increments as well.

Example: *A set of full plate armor that is an Exceptional item (x5 cost multiplier) and constructed of High Steel (x20 cost multiplier) gains 1 Bonus Increment and 1 Maneuver Increment from the Exceptional Craftsmanship and 2 Bonus Increments from the High Steel that it is constructed from. Thus, the final set of full plate would have a total of 3 Bonus Increments and 1 Maneuver Increment, making it AR 10 with a DB of 40 (25*

inherent + 15 from BI). It would have an unfitted maximum penalty of -195 and an unfitted minimum penalty of -35 and a fitted maximum penalty of -95 and a fitted minimum penalty of -15.

3.9 CATCHING, KILLING & HARVESTING

The special hides and materials provided by certain creatures in the construction of weapons and armor are highly prized and sought after by warriors. Needless to say, these creatures are unlikely to willingly surrender their hides readily since it's vital to their ability to live.

In general, the amount of material needed to create a full suit of armor varies depending on the size of the wearer. *Table 03-14 Material Quantity* explains the general amount of hide necessary to create a full suit of armor based on the size of the wearer and the size of the creature whose hide is being used. Each column represents the number of full hides necessary to create a full set of armor for the wearer's size.

TABLE 03-14 MATERIAL QUANTITY				
Wearer Size	Creature Size			
	Small	Medium	Large	Huge
Small	2	1	1/2	1/4
Medium	4	2	1	1/2
Large	8	4	2	1
Huge	16	8	4	2

Example: A human (medium sized creature) wants to make some Dragonskin armor for himself. A typical adult dragon is a Huge creature and will provide enough material for 2 sets of armor, assuming 100% of the hide is recovered.

When attempting to gather these valuable resources the GM should take into consideration exactly how the materials were recovered.

If a warrior is attempting to capture the hide of a monster for the construction of armor, he must take great care in killing the creature in a manner that keeps the hide as intact as possible. If possible, the creature

should be subdued using the sub dual rules. This would allow as much of the hide to be recovered as possible. *Table 03-15 Material Recovery* gives the amount of material recovered for use in the creation of items.

TABLE 03-15 MATERIAL RECOVERY		
Creature Condition	% of Hide Recovered	Recovery Time
Subdued	100%	x1
Puncture	75%	x2
Krush	75%	x3
Slash	50%	x4
Hand-to-Hand	100%	x1
Fire	25%	x3
Cold	60%	x3
Electrical	50%	x3
Impact	75%	x2
Acid	10%	x4

Creature Condition: How the creature was killed or subdued. If several types of attacks were used to "kill" the creature, use the attack type that caused the most hit damage.

Percentage of Hide Recovered: Shows how much of the hide was useable for the creation of items. The different attack types damage the hide and will make certain areas unusable.

Recovery Time: Modifier to the normal time required to harvest the hide or material. Due to certain attack types causing severe damage to the hide, the character will have to work around those areas to obtain good enough pieces for use.

Note: *Table 03-15 Material Recovery* is assuming that 100% of a hide from a certain size creature is recovered. In other words, if a medium sized character wants to make some armor from the hide of a medium sized creature, normally it would require 2 full (100%) hides. If the creature was killed with a sword (slashing weapon) then only half (50%) of the hide of the creature was usable. The character has only one quarter of the amount of hide necessary to complete a full set of armor.

If the next creature of that type was also killed with a sword and he successfully recovered as much of the hide as possible, he would have an additional 50% of usable hide. He now has the equivalent of 1 full hide (50% hide + 50% hide = 100% hide).

If he kills a third creature using a "subdual" technique, then he could recover 100% of that hide and now have enough to create armor for a medium sized character.

CREATING THE ARMOR

Finding an armorer or weapon smith capable of creating the item after the raw materials have been harvested can be a feat unto itself. Your average craftsman has probably never worked with any of these special materials before.

Working with superior materials will require a craftsman of at least Tradesman level of capability and all such materials will

require at least Very Hard maneuver rolls to work with. For magical materials and/or special organic materials, you will require craftsman of at least Master rank, if not higher, and require Extremely Hard maneuver rolls to work. The rarest of all materials will require those of Grand Master level of capability, and require Sheer Folly or even Absurd maneuver rolls to work.

The actual percentage of upper level craftsmen who know how to work special materials is going to be very small in most cases, and it will also be dependant upon what materials are available in your campaign setting and how rare those materials actually are.

Campaign setting that are short on iron, but have plenty of laen will most likely have smiths who find working with laen easier and less difficult than they do working with iron and steel.



4.0 COMBAT STYLE CREATION



The core **RMC** rules contain 6 weapon skills and 8 martial arts skills, and 1 skill that increases the Defensive Bonus of martial artist professions. Using the rules presented in this section all of these skills are replaced with a single skill called Combat Styles. Gamemasters are encouraged to use the following rules to create unique and interesting Combat Styles for his campaign. Players who want to create their own combat styles should only do so with their GM's permission.

The style creation rules presented in this section use a point based system for building the individual styles. The total number of points that are used to create a style are then used to determine the Development Point (DP) cost of the style for the various professions.

There are 2 primary types of Combat Styles; *Weapon Styles and Martial Arts Styles*. Weapon styles can also be broken down into Melee Styles and Ranged Weapon Styles. The following rules will break out each individual section as required in order to go into more detail for each.

4.1 COMBAT STYLES

In the standard **Rolemaster** rules weapon skills are divided into categories based on the type of weapon, and the character must learn each weapon individually. There are 6 skills involved, one for each category of weapon, and the player gets to assign one of 6 costs to each category.

In **Rolemaster Fantasy Role Playing (RMFRP)**, you can learn skill in both the categories and in the individual weapons, but it still requires development in individual weapons to get the fullest bonus. In addition to this, the Martial Arts are divided into 8 offensive skills and 1 defensive skill. And skill in Directed Spells (elemental bolt attacks) is yet another skill.

The style rules presented in this chapter removes the need for these 16 skills, and replaces them with 4 generic skills, each with a specific Baseline Cost, which is then used to determine the actual DP cost of a given style for that type of attack.

Chapter Four Combat Style Creation

To do this, we will use the existing costs for weapons and/or martial arts and directed spells for the professions as a Baseline Cost for each of the 4 types of styles. Each profession will end up with 4 costs; one for Melee Attacks, one for Ranged Attacks, one for Martial Arts Attacks, and one for Directed Spells.

Each character must determine what their Baseline Costs will be for Melee, Ranged, Martial Arts, and Directed Spell Attacks.

To determine the Base Cost for Martial Arts attacks, just use the cost of Martial Arts for the given profession as their Baseline Cost. Use the existing Directed Spells cost

as the Baseline cost for Directed Spell styles. In both cases, the player should replace any cost that is higher than a 6 with a 6 and assign it appropriately.

To determine the Baseline Costs for Melee and Ranged Attacks, the player should select the two lowest weapon costs, replacing any cost higher than a 6 with a 6, and then assign them, one to Melee Attacks and one to Ranged Attacks.

Table 04-01 *Baseline Costs* shows the Baseline Costs for the **RMC** professions. It also provides a solid example for those who would like to utilize these rules with **RMFRP**.

Once you have determined your Baseline Cost for a given type of style,

TABLE 04-01 BASELINE COSTS

Profession	Melee	Ranged	Martial Arts	Dir. Spells
Fighter	1/5	2/5	3/7	6
Thief	2/7	3/8	3/7	6
Rogue	2/5	3/8	3/7	6
War. Monk	4	6	1/3	6
Magician	6	6	6	2/5
Illusionist	6	6	6	2/6
Alchemist	6	6	6	2/7
Cleric	6	6	6	3
Animist	6	6	6	3
Healer	6	6	6	3
Mentalist	6	6	3	2/6
Lay Healer	6	6	3	2/7
Seer	6	6	3	2/7
Sorcerer	6	6	6	2/5
Mystic	6	6	6	2/6
Astrologer	6	6	6	2/7
Monk	5	6	2/5	6
Ranger	3/7	4	4	6
Bard	3/9	6	3	6
Champion	3/5	3/8	3/8	6
Elem. Warr.	3/5	3/9	3	3/6
Venturer	3/5	3/8	2/7	6

Note: Players may swap their Baseline costs. in any manner. Once swapped, they may never be swapped back.

then you just need to determine the actual Development Point (DP) cost for a style that you want to learn.

Cross-reference your Baseline Cost with the *Total Style Point Value* of the style on *Table 04-02 Style DP Costs*, and the result is the DP cost for your style.

Example: *Darwin, the Fighter has a Base Cost of 1/5 for Melee Styles. He decides to learn the Swashbuckler style which has a Total Style Point Value of 9 points. Looking at the row that contains the 1/5 Baseline, we look at the result on the 9-10 point column, and that gives us a DP cost of 3/6. Thus the Swashbuckler Style costs 3/6 DPs for Darwin.*



TABLE 04-02 STYLE DP COSTS

Baseline Cost	Total Style Point Value									
	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20
1/3, 1/4, 1/5	1/3	1/4	2/4	2/6	3/6	3/8	4/8	5/10	6/12	8
2/4, 2/5	1/4	2/4	2/6	3/6	3/8	4/8	5/10	6/12	8	10
2/6, 2/7	2/4	2/6	3/6	3/8	4/8	5/10	6/12	8	10	12
3/6, 3/7	2/6	3/6	3/8	4/8	5/10	6/12	8	10	12	14
3/8, 3/9, 3	3/6	3/8	4/8	5/10	6/12	8	10	12	14	16
4	3/8	4/8	5/10	6/12	8	10	12	14	16	18
5	4/8	5/10	6/12	8	10	12	14	16	18	20
6+	5/10	6/12	8	10	12	14	16	18	20	-

Stat Bonuses: For Melee Attack Styles use St/St/Ag and for Ranged Attack Styles use Ag/St for thrown attacks and Ag/Ag/St for all other ranged attacks and Martial Arts Attack Styles use St/Ag. Directed Spells will use only Ag for its stat.

4.2 STYLE CREATION RULES OVERVIEW

Creating a combat style is relatively simple and is done in a few easy steps.

- Select the Style Focus.
- Select any Universal Style Options.
- Select any options that are specific to the focus.
- Select maneuvers that are available for the style, along with how many maneuvers the style begins with.
- Total the style costs.
- Compare Baseline Cost with the Total Style Point Cost on *Table 04-02 Style DP Costs* to find DP Cost.

RMSS/RMFRP

If using these rules for RMSS or RMFRP, each of the skills mentioned in Section 4.1 should be treated as Combined skills. The GM should also review the skills within the Combat Maneuvers category and remove those that may be replicated with these rules.



4.3 SELECT STYLE FOCUS

The first step in creating a style is to determine the focus of the style, and in the case of the Martial Arts, the strength of that focus.

MARTIAL ARTS FOCUS

If the martial arts are selected as the focus of the style, then the character has to select the maximum Tier he wants to be able to use in Martial Arts Strikes (*Strikes*), Martial Arts Sweeps & Throws (*Sweeps*) or Martial Arts Grappling/Wrestling (*Grapples*). A Martial Arts Style will focus on Strikes, Sweeps or Grapples, and the Tier that may be used with such an attack must always be higher in the Primary Focus type of attack than it is in the Secondary Focus type.

A Martial Arts Style may only have 2 attack types within the style. This means that one style might be Strikes/Sweeps while another is Grapple/Strikes and a third might be just Sweeps if no secondary focus is wanted.

Primary Martial Arts Focus: The character must decide the maximum usable Tier he would like in either Strikes, Sweeps or Grapples for the style that he is creating. The Tier levels represent the maximum size and/or damage able to be done by attacks made with the style. A character can have from 1 to 4 Tiers in this primary focus.

Cost: 1 point per Tier level

Secondary Martial Arts Focus: The character must decide the maximum usable Tier he would like in either Strikes, Sweeps or Grapples for the style he is creating; the type of martial arts is one that is not selected for the *Primary Martial Arts Focus*. The Tier levels represent the maximum size and/or damage able to be done by attacks made with the style. A character can never have more Tiers in a Secondary Martial Arts Focus, than in the Primary Martial Arts Focus.

Cost: 1 point + 1 point per Tier level

Note: *Grapple attacks will use the Sweeps attack table, but do grapple criticals.*

WEAPON FOCUS

There are 2 levels of focus to select from in weapon styles; one for individual weapons and one for a group of related weapons. In creating a Weapon Style, the character is only allowed to select one type of focus. There are Melee Specific options that allow for selecting a secondary focus for creating a two weapon combo.

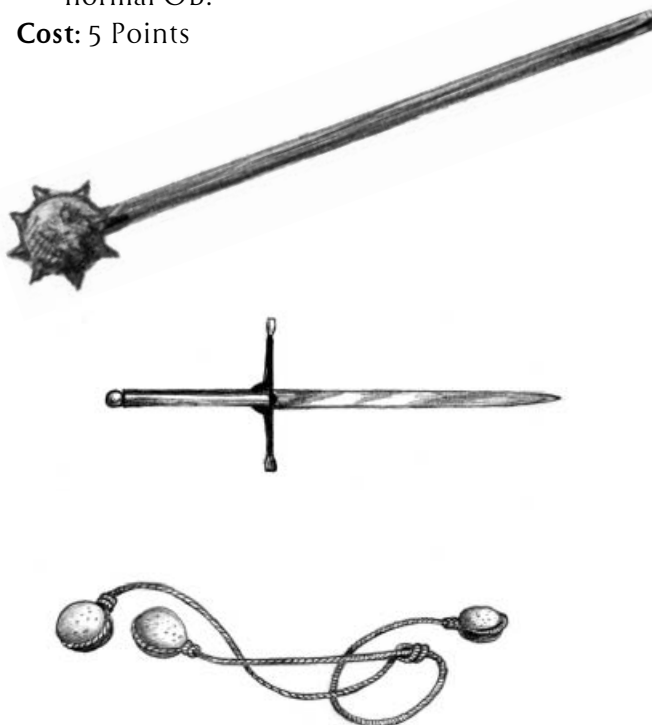
We are also including the base costs for creating Directed Spells styles and Innate/Natural Weapon Styles.

Single Weapon Focus: The weapon style is learned specifically for that one weapon. The style may be used with other weapons from the same group with half of its normal OB.

Cost: 2 Points

Group Weapon Focus: The weapon style is learned for an entire group of weapons. One weapon in the group is selected as the primary weapon and as such it uses the full OB bonus; all other weapons in the group may be used with a -10 modifier. The character may spend a week practicing, in game, to change which weapon is considered to be the primary weapon. Other groups of a similar focus, subject to GM approval, may be used with half of its normal OB.

Cost: 5 Points



Directed Spell Focus: The Directed Spell skill is learned for a single “Bolt” spell of a given element. Even two types of bolts for the same element are treated as separate skills (i.e. Shock Bolt & Lightning Bolt) normally. Using this style focus, the skill works in exactly the same way as before. However, a character may learn a Directed Spell style that allows for his skill bonus in a single skill to be used for multiple bolts. This requires an extra cost for the style, but eliminates the need for a second skill, allowing the character to have a greater accuracy with the second type of bolt sooner. The GM (or the player with GM approval) may also create styles for Directed Spells using the Specific Maneuvers found on Table 04-11 Missile Weapon Maneuvers and the one Missile Option regarding reduced range modifiers.

Cost: 4 Points (+3 Points per additional bolt)

Innate/Natural Weapon

Focus: Some creatures, monsters and even races are blessed with built-in weapons such as claws, big pointy teeth, or tails that can be used to sweep people off their feet. Individual creatures or beings can actually develop combat styles based around these innate/natural weapons. They could even, in some cases, be used in conjunction with Weapon Katas (see section 4.7 for more information on katas). Unlike the Martial Arts, natural and innate weapons do a specific Tier of damage that cannot be changed.

Cost: 3 Points

Table 04-03 Weapon Focus Breakdown shows how the individual weapons and groups are separated out. As you can see from the table, there are 26 groups and that each group contains 2 or more weapons.

The list also does not contain every possible weapon that might be available in a given setting. Many unusual or unique weapons could easily be added just by inserting them into the proper group, if one applies, or by creating new styles specifically for them.

Example: *An oriental weapon known as a kusarigama is an unusual weapon that combines aspects of the kama and a long*

TABLE 04-03 WEAPON FOCUS BREAKDOWN

Weapon Group	Individual Weapons
Blow Guns	Blow Gun, Pea Shooter
Bows	Short Bow, Long Bow, Composite Bow
Chains Plus	Morning Star, Nunchaku (1H)
Clubs	Blackjack, Jo (1H), Tonfa, Club (1H)
Crossbows	Light Crossbow, Heavy Crossbow, Handheld Crossbow
Great Blades	Bastard Sword (2H), Katana (2H), 2H Sword, Claymore, No-dachi, Irgaak
Great Chains	Flail, Nunchaku (2H)
Great Clubs	Club (2H), Cudgel
Lines Plus	Bola, Ge
Long Axes	Battle Axe, Woodsman’s Axe, 3/4 Axe (“Hudson’s Bay Axe”)
Long Double-Edged Blades	Broadsword, Long Sword, Bastard Sword (1H), Katana (1H), Dag, Yarkbalka
Long Single-Edged Blades	Scimitar, Sabre, Cutlass, Falchion, Dag
Long Spikes	War Mattock, Mattock, Pick, 2H Hammer
Long Stabbing Weapons	Spear, Javelin, Short Spear
Mounted Pole Arms	Lance (mounted), Spear, Javelin
Pole Arms	Pole Arms, Spear, Javelin, Pilum, Harpoon, Lance (unmounted), Trident
Rope Weapons	Lasso, Net (fishing), Net (gladiators)
Short Axes	Cabis, Hatchet, Hand axe, Tomahawk
Short Blades	Dagger, Dirk, Knife, Kynac, Main Gauche, Short Sword, Sai
Short Spikes	Baw, Ice Axe, Mace, War Hammer
Slings	Sling, Sling Staff
Staves	Quarterstaff, Jo (2H), Spear
Thrown Blades	Chackrum, Ikasha (big throwing star), Shuriken, Darts, Knives, Daggers, Chegain
Thrown Projectiles	Boomerang, Chegain, Typh
Thrusting Blades	Rapier, Foil, Long Kynac, Long Knife
Whips	Cat-o’ -nine-tails, Whip, Metal Whip, Kusari (long chain whip)

chain whip. Its actual use would preclude the normal weapon styles, so it should most likely have one created specifically for it.

This also allows the GM to customize the game in a number of ways. Certain weapons may not be known to a given culture, so characters from such cultures would not know any styles regarding those weapons.

Example: *The Kobolds of the Ghenga Mountains use a weapon that is basically two weights attached by a length of metal rope and some sort of swiveling connectors. Since the humans of the nearby lowland settlements have never seen those type of weapon before, they are unable to learn a style that allows them use that weapon, unless they can capture one of the Kobolds and convince them to teach their style to the humans.*

4.4 SELECT UNIVERSAL STYLE OPTIONS

Once you have determined the focus of the style, you can then begin adding in various style options. First off is the Universal Style Options. These are options that may be applied to any Combat Style. The cost for each of the options is added to cost of the Style Focus. The costs are found in *Table 04-04 Universal Style Options*.

TABLE 04-04 UNIVERSAL STYLE OPTIONS	
Options	Cost
Additional Attacks	2
Additional Foes	1
Adrenal Defense	4
Agile Defense	2
Bonus to Initiative	2
Reduced Fumble Range	2
Required Skill	1

Universal Style Options may only be purchased during style creation, and may not be acquired or added to styles later.

Additional Attacks: With this option, the character may make one extra melee attack each round for every 10 ranks that the character has in the style. If more than a single attack is made in a given round, then all of the attacks

receive a cumulative -20 modifier for each attack to be made beyond the first. The player is required to declare the number of attacks he will use in a round before the round begins. Once declared, it cannot be changed. All attacks made with this option need to be made on the same foe.

Example: *Kwan knows Red Tiger Kung Fu and gets 1 additional attack for every 10 ranks. He has 23 ranks in the style, so he is able to make 3 attacks total in a round. Before the beginning of the round he declares that he will be making 2 attacks. Both attacks use the full style OB with a -20 modifier. If he had decided to make 3 attacks, all three would have received a -40 modifier.*

Additional Foes: This option requires that the style also have the Additional Attacks option and expands it allow the Additional Attacks to be made on multiple foes. For each foe beyond the first that is attacked, the character receives a -10 modifier on all attacks, which is added to the -20 modifier for multiple attacks. The additional foes may not be separated from the first foe by more than 10 degrees per rank the character has in the style. This becomes very important when the character wants to fight 4 or more foes, and the fourth is opposite the second (i.e. at the 0, 90, 180 and 270 degree marks). The degree of separation is always counted in 1 direction from the first foe, and always in the direction where there are the most foes.

Example: *Kwan has 23 ranks in the Red Tiger Kung Fu style. The style contains both Additional Attacks and Additional Foes. This allows him to make up to 3 attacks on up to 3 different people. He declares that he is going to attack a foe in front of him, and one directly behind him. They are separated by 180 degrees; this is less than the 230 degrees of separation allowed by his skill, so he can easily attack both foes. His attack is made with a -30 to both attacks (-20 from multiple attacks, -10 from multiple foes). If he had been attacking 3 foes, he would have received -60 to each attack.*

Adrenal Defense: When using this option, the character receives a +3 bonus to his DB for

each rank he has in this style up to a maximum of +75. However, to get this bonus the character may not be wearing any armor, except for bracers, greater than AT 4 (AR2) and may not have a large object like a weapon or shield in his hands, unless it is part of a weapon kata for the style. Using this option and gaining the bonus to DB requires that the character devote 10% of their activity each round to maintaining it. This option may not be used with Agile Defense. See the note below.

Agile Defense: When using this option, the character receives a +1 bonus to his DB for each rank he has in this style up to a maximum bonus of +30. However, the character only receives this bonus if he meets the requirements of this option. The character may not be wearing anything heavier than AT 10 (AR 5). They also may not be using a shield larger than a Target shield, nor be using a two handed weapon. Using this option and gaining the bonus to DB requires that the character devote 10% of their activity each round to maintaining it. This option may not be used in conjunction with Adrenal Defense. See the note below.

Bonus to Initiative: This option adds a bonus to the character's initiative rolls. The bonus

is equal to +1 and an additional +1 for every 5 ranks that the character has in the style.

Reduced Fumble Range: The fumble range for all weapons included in the style is reduced by 1 and then by another 1 for every 10 ranks that the character has in this style. This option may not reduce the Fumble Range to below a 01-02.

Required Skill(s): With this option, the character is required to learn one or more other skills. The character receives a bonus of +1 to the style for every rank that he has in the required skill up to a maximum bonus of +20. If the style has more than one required skill, then the skill with the lowest number of ranks is used to determine the bonus. The character is required to maintain a minimum number of ranks in the required skill(s) of at least half as many ranks as he has in the style to gain this bonus to the style.

Note: *Adrenal Defense and Agile Defense require 10% activity to maintain. If the character utilizes a Specific Maneuver that requires 100%, the character has 2 choices; drop their defense for the round that the maneuver is to take place or continue with the defense, but receiving a -20 modifier to the 100% activity maneuver in addition to any other modifiers.*



4.5 SELECT SPECIFIC OPTIONS

The next step in creating a style is to select any options that may be unique to the style you are building. Our three options here are Melee, Missile (which includes Thrown attacks), and Martial Arts. Each type of attack has its own small list of specific options.

Unless stated otherwise within an option's description, no options may be acquired outside of style creation.

MELEE SPECIFIC OPTIONS

Additional/Secondary Attack - Group: This option allows the character to use a second weapon and make a second attack in the same round as the primary attack. This is often called a Two Weapon Combo.

Table 04-05 Melee Weapon Options	
Options	Cost
Add/Sec Attack - Group	6
Add/Sec - Weapon	3
Additional Primary Weapon	1
Defense Ward	4
Paired Weapon Attack	3
Shield Bash	2
Shield Training	3

The OB for this second attack is the same as the primary attack, but with a -20 modifier due to it being in the off-hand. The second attack must utilize a weapon that is equal to or smaller in size than the primary attack.

If the character decides to parry, then both attacks are reduced by the amount that is applied to DB.

The character may make both attacks against the same foe, or he may use one attack each against two foes, so long as neither foe receives a positional modifier.

The secondary weapon selected must also follow all of the same basic guidelines regarding OB as described in the Group Weapon Focus.

Additional/Secondary Attack - Weapon: This option allows the character to use a second weapon and make a second attack in the same round as the primary attack. This is often called a Two Weapon Combo.

The OB for this second attack is the same as the primary attack, but with a -20 modifier due to it being in the off-hand. The second attack must utilize a weapon that is equal to or smaller in size than the primary attack.

If the character decides to parry, then both attacks are reduced by the amount that is applied to DB.

The character may make both attacks against the same foe, or he may use one attack each against two foes, so long as neither foe receives a positional modifier.

The secondary weapon selected must also follow all of the same basic guidelines regarding OB as described in the Single Weapon Focus.

Additional Primary Weapon: With this option, the character may select a second primary weapon that will receive full OB from the style.

This option may be purchased outside of the style creation system for (5 + x) Development Points for each additional weapon that is classified as a primary weapon. The x equals the DP cost for a single rank in the style. Only one *Additional Primary Weapon* may be purchased each level.



Defense Ward: This option is taken to be used in conjunction with wielding a second weapon. It allows the character, so long as he does not attack with the second weapon, to parry using 50% of his OB in that weapon (after the -20 for off-hand has been applied) without it affecting the OB of his primary weapon.

If the weapon being wielded gives any additional bonuses when not being used to attack, such as the Sai or the Main Gauche, then it receives that bonus plus an additional bonus of +1 for each rank the character has in the style that contains this option, up to a maximum bonus of +20.

Paired Weapon Attack: This option allows the character to wield a second weapon, identical to his primary weapon, when making attacks. Unlike the Additional Weapon options, this option does not allow the character to make a second attack; instead it makes his attack more deadly overall.

The character makes a single attack, and if it successful, he does a second critical that is one severity less than the one delivered. If the delivered critical is an "A", then the secondary will be an "A - 20".

This option is taken only for singular weapons, not groups or categories.

Shield Bash: With this option, the character is able to make a second attack in a round using his shield. The size of the attack is determined by the size of the shield; Target = Small, Normal = Medium, Full = Large, and Wall = Huge. All Shield Bash attacks are made on the Ram/Butt/Bash/Knockdown table using only half of the style OB. The attack has a fumble range of 01-05. If the character also has the Shield Training option, then the full OB may be used with just a -20 modifier (the off-hand penalty) to the style OB.

In the round in which the shield is used to make an attack, it provides no bonus to DB. A shield may not be used with the Defense Ward option. Shield Bash is also subject to the off-hand penalty (-20).

Shield Training: This option teaches the character to use his shield to its fullest potential. The character gains a +1 bonus per rank in the style to his DB when using the shield. This bonus may not exceed the bonus versus melee that a shield normally possesses (i.e. a full shield provides +25 versus melee, with this option the shield can provide another +25 bonus for +50 total). If the style also has the Shield Bash option, the bonus is gained even when making a shield bash attack, although the normal shield bonus to DB is lost. Additionally, if the shield is a Target or Normal shield, the character gains the shield's melee DB modifier against both missiles and elemental bolt attacks.

MISSILE SPECIFIC OPTIONS

Reduced Range Penalty: The Range Penalties for your weapon are reduced by an amount equal to 1 for every rank you have in this style. This option cannot reduce the range penalties below half of their original values.

Speed Loading Bows: This option applies only to bows and slings, not thrown weapons or crossbows. The activity percentage required for loading/reloading slings and bows is reduced by 10% and then by an additional 5% for every 5 ranks in the style. The activity percentage may not be reduced below one half of the weapon's normal load/reload times.

Speed Loading Crossbows: This option applies only to crossbows, not thrown weapons, bows or slings. The activity percentage required for loading/reloading crossbows is reduced by 30% and then by an additional 10% for every 5 ranks in the style. The load/reload activity percentages can never be reduced below 70% activity.

Table 04-06 Missile/Thrown Options

Options	Cost
Reduced Range Penalty	2
Speed Loading Bows	3
Speed Loading Crossbows	4

MARTIAL ARTS SPECIFIC OPTIONS

The following Options for Weapon Katas require that the style meet the Tier minimums for any Kata Weapon to be used with the style. If the character with the style does not also meet the minimum number of skill ranks, they will only do the half of the extra hit damage (rounded down), and will not be able to use the alternative critical that Weapon Katas allow for until the character's skill in the style meets the minimum requirements.

Table 04-07 Martial Arts Options	
Options	Cost
Individual Weapon Kata	1
Natural Weapon Kata	1
Two Weapon Kata	3
Paired Weapon Kata	3

Individual Weapon Kata: With this option, the character may use his style with a single, specific Kata Weapon (see section 4.7 for more information on Weapon Katas and how they are resolved). The style is based around the specific Kata Weapon, and trying to use it without the weapon invokes a -20 modifier to all attacks. The character may learn additional Kata Weapons with this style as with any other style.

Natural Weapon Kata: Some races and creatures have natural, built-in weaponry such as claws or long tails that can be used to knock a foe down. This option allows that sort of character to learn a martial art based around that natural attack. The style with this option uses the most appropriate Martial Arts attack table, but the attack done uses the proper critical table that is required for the attack (i.e. claws use a Slash critical).

Paired Weapon Kata: With this option, the character may use his style with a single, Paired Weapon Kata (see section 4.7 for more information on the Paired Weapon Kata and how it is resolved). The style is based around the Paired Weapon Kata, and trying to use it without the weapons invokes a -30 modifier to all attacks. The

character may learn additional Paired Kata Weapons with this style as they would learn additional weapon katas with any other style by paying the cost for both Kata Weapons to be learned.

Example: *Kwan learns the Double Dagger Style. He later decides that he want to use sai with the style. Since the sai would cost 8 DPs to learn as an Individual Weapon Kata normally, to learn how to use sai as a Paired Weapon Kata, Kwan has to pay double the normal DPs, 16 DPs in this case, to learn Sai as a Paired Weapon Kata.*

Two Weapon Kata: Some styles allow for the use of 2 Kata Weapons in a manner that is similar to a Two Weapon Combat style created for melee weapons (see section 4.7 for more information on Weapon Katas and how to resolve Two Weapon Kata attacks). With this option, the character may use the style with 2 specific one-handed Kata Weapons. Each Kata Weapon is learned for a specific hand. The Kata Weapon in the off-hand must also be equal or smaller in size than the weapon in the main hand.

Because the weapons are integral to the style, attempts to use the style without the proper weapons in the proper hands will result in a -20 for each Kata Weapon that is missing. The character may learn to use this style with additional Kata Weapons just as they could with any other martial arts style, however, the character must learn these additional weapons in pairs for the style, and both must be purchased at the same time.

Example: *Kwan learns a Two Weapon Kata utilizing the Kata Weapons Mace and Dagger. He decides to add Short Sword and Dagger as a possible Kata Weapon combination. Since each Kata Weapon costs 7 DP; that means that Kwan has to pay 14 DP to add that combo to his two weapon kata style. It does not matter that Kwan knows the Dagger with the Mace, it is the combination that is important, and so he has to purchase it again.*

4.6 SELECT SPECIFIC MANEUVERS

The next step in style creation is to select which Specific Maneuvers are available to a style and how many of those available Specific Maneuvers a character will know when they first learn a style.

AVAILABLE MANEUVERS

It costs nothing to list a Specific Maneuver as being available to a given style. However, only those Specific Maneuvers that fit the style should be listed as being available. Whether or not a Specific Maneuver is available determines the cost of learning new maneuvers later on, after the style has been initially learned.

KNOWN MANEUVERS

A style will always contain, at the very least, a Basic Maneuver such as Basic Strike, Basic Shot or Basic Sweep. These are maneuvers with a zero cost. They are what allow for the basic attacks that are essentially the basis of the core combat rules.

If a player does not declare that they are using a Specific Maneuver and which one that they are using when they declare their actions for the round, then the Basic maneuver for the style is what is used.

Styles may also contain an entry such as 3 *Known Maneuvers* [3]. This means that the character gets to select 3 of the Available Maneuvers and that he starts out knowing those maneuvers with the style.

The character may not select just any of the Available Maneuvers for his Known Maneuvers. He has to be able to meet any qualifications that a maneuver has.

MANEUVERS PER ROUND

No more than a single maneuver may be used in a given round normally. Nor may a character combine the capabilities of multiple maneuvers.

The maneuver, Basic Strike, is essentially what is declared when making an attack using the normal **RMC** rules. This includes the basic Parrying capabilities. When using the Specific Maneuvers, the character may not attempt to use a Specific Maneuver with parrying as parrying is part of the Basic maneuver, not the Specific Maneuver.

If a character does not declare which

Specific Maneuver he will be using in a given round, he should always be considered to be using the Basic maneuver for his style.

SPECIFIC MANEUVERS

Following are several tables, *Table 04-08* through *Table 04-13*, each containing a list of the Specific Maneuvers that are available for a specific type of attack.

The OB, DB, Crit, and Init columns denote the basic modifications to those aspects of combat that may be performed with a Specific Maneuver. If one aspect is adjusted for a maneuver, then all of the other aspects must also be adjusted according to the basic adjustments listed in the table.

Example: *The maneuver, Block has an OB modifier of -2 and a DB modifier of +3. This means that every 3 points added to the character's DB while using this maneuver automatically adjusts the character's OB by -2. The DB cannot be adjusted without adjusting the OB as well.*

Certain maneuvers have aspects that are not adjustable, but are static, thus they do not get adjusted accordingly as the other aspects of the maneuver are adjusted.

Unless otherwise specified, all attacks require the same amount of activity as denoted for general attacks of a given type in Section 3.0 of **RMC Arms Law**.

Each of the Specific maneuvers is described in more detail below. In parenthesis, after the name of the maneuver is list of the table numbers upon which the maneuver may be found. If multiple table numbers are listed in the parenthesis, then the maneuver is available for multiple types of attacks.

Example: *Basic Grapple (04-08) means that the Basic Grapple maneuver may be found on Table 04-08 MA Grappling Maneuvers.*

Basic Grapple (04-08): This maneuver is common to all styles using a martial arts grappling attack and as such costs no points to include. This allows the character to make a single attack each round using the style bonus as his OB. It also allows the character to shift any portion of his OB to his DB in an action called Parrying, as described in *Section 2.4 Weapon & Attack Bonuses & Modifications* in **RMC Arms Law**, pages 18-22.

TABLE 04-08 MA GRAPPLING MANEUVERS

Name	Cost	OB	DB	Crit	Init
Basic Grapple	0	0	0	0	0
Grab	1	-1	-2	1	0
Grappling Block	1	-1	3	-1	0
Grappling Disarm	1	+10*	0	0	0
Martial Grab	1	-1	-1	1	0

* = Bonus is static and cannot be modified

TABLE 04-09 MA STRIKING MANEUVERS

Name	Cost	OB	DB	Crit	Init
Basic Strike	0	0	0	0	0
Block	1	-2	3	0	-5*
Defensive Block	1	-1	2	0	-10*
Defensive Strike	1	0	2	-1	-1
Fast Strike	1	-2	0	0	1
Killing Strike	1	-1	-1	1	0
Martial Disarm	1	-10*	0	0	0
Martial Strike	1	1	-1	-1	0
Reverse Stroke	1	2	-1	0	-1
Riposte	1	-1	1	0	0
Sacrifice Disarm	1	1	-1	0	0
Sacrifice Strike	1	3	-4	1	-1

* = Bonus is static and cannot be modified

**TABLE 04-10 MA SWEEPS
& THROWS MANEUVERS**

Name	Cost	OB	DB	Crit	Init
Basic Sweep	0	0	0	0	0
Defensive Throw	1	0	2	-1	-1
Disarming Throw	1	0	0	0	0
Fast Strike	1	-2	0	0	1
Legsweep	1	+10*	-5*	0	0
Martial Throw	1	1	1	-2	0
Riposte	1	-1	1	0	0
Sacrifice Throw	1	3	-4	1	-1

* = Bonus is static and cannot be modified

Basic Shot (04-12): This maneuver is common to all styles using missile weapons and as such costs no points to include. This allows the character to make a single attack each round using the style bonus as his OB. It also allows the character to shift any portion of his OB to his DB in an action called Parrying as

described in *Section 2.4 Weapon & Attack Bonuses & Modifications* in **RMC Arms Law**, pages 18-22.

Basic Strike (04-09): This maneuver is common to all styles using martial arts strikes and as such costs no points to include. This allows the character to make a single attack each round using the style bonus as his OB. It also allows the character to shift any portion of his OB to his DB in an action called Parrying as described in *Section 2.4 Weapon & Attack Bonuses & Modifications* in **RMC Arms Law**, pages 18-22.

Basic Sweep (04-10): This maneuver is common to all styles using martial arts sweeps & throws and as such costs no points to include. This allows the character to make a single attack each round using the style bonus as his OB. It also allows the character to shift any portion of his OB to his DB in an action called Parrying as described in *Section 2.4 Weapon & Attack Bonuses & Modifications* in **RMC Arms Law**, pages 18-22.

Basic Swing (04-11): This maneuver is common to all styles using melee weapons and as such costs no points to include. This allows the character to make a single attack each round using the style bonus as his OB. It also allows the character to shift any portion of his OB to his DB in an action called Parrying as described in *Section 2.4 Weapon & Attack Bonuses & Modifications* in **RMC Arms Law**, pages 18-22.

Basic Weapon Throw (04-13): This maneuver is common to all styles utilizing thrown weapons and as such costs no points to include. This allows the character to make a single attack each round using the style bonus as his OB. It also allows the character to shift any portion of his OB to his DB in an action called Parrying as described in *Section 2.4 Weapon & Attack Bonuses & Modifications* in **RMC Arms Law**, pages 18-22.

Block (04-09; 04-11): The Block is a more powerful type of parry, meaning that it may be performed in the same round as an attack. However, this maneuver re-

quires that the character devotes 100% of their activity to this maneuver in the round in which it is performed. For every 2 points subtracted from OB, the character gains 3 points to his DB. Additionally, the character receives a -5 modifier to his initiative for the round.

Brace (04-12): The character takes extra time to brace himself and make a better shot. For each additional 5% activity spend in bracing the shot, the character receives a +2 bonus to OB. The bonus acquired from this maneuver may not exceed a number equal to double the number of ranks that the character has in the style.

Defensive Block (04-09; 04-11): This maneuver requires that the character also know the Block maneuver. It works in the same manner as the block, except the initiative modifier is larger and the character receives 2 point to DB for every point of subtracted from OB. As with the Block, this maneuver must be declared before the beginning of the round and it requires 100% of the character's activity for the round.

Defensive Strike/Throw (04-09; 04-10; 04-11): When using this maneuver, the character trades penetrating power and attack speed for slightly better defensive capabilities. The character can reduce both his initiative and his critical roll, should he deal a critical, to increase his DB for the round by 2 points. A character's initiative and critical rolls may not be reduced by more points than the character has ranks in this style. This maneuver requires 100% activity in the round in which it is performed.

Disarm (04-11): With this maneuver the character is able to make an attempt at disarming his foe. The character makes an attack roll as normal, subtracting the foe's DB and applying any other modifiers. The result is then looked up on the Hard column of the Movement & Maneuver Table. If the result from the table is 100 or greater, then the foe must make a Strength-based Resistance Roll, using your number of ranks with this style as the attacker level, and his number of ranks

TABLE 04-11 MELEE WEAPON MANEUVERS

Name	Cost	OB	DB	Crit	Init
Basic Swing	0	0	0	0	0
Block	1	-2	3	0	-5*
Defensive Block	1	-1	2	0	-10*
Defensive Strike	1	0	2	-1	-1
Disarm	1	-10*	0	0	0
Fast Strike	1	-2	0	0	1
Killing Strike	1	-1	-1	1	0
Legsweep	1	+10*	-5*	0	0
Offensive Strike	1	1	-1	-1	0
Reverse Stroke	1	2	-1	0	-1
Riposte	1	-1	1	0	0
Sacrifice Disarm	1	1	-1	0	0
Sacrifice Strike	1	3	-4	1	-1

* = Bonus is static and cannot be modified

TABLE 04-12 MISSILE WEAPON MANEUVERS

Name	Cost	OB	DB	Crit	Init
Basic Shot	0	0	0	0	0
Brace	1	2	-1	0	-10*
Far Shot	1	-1	0	0	0
Killing Shot	1	-1	-1	1	0
Offensive Shot	1	1	-1	-1	0
Quick Shot	1	-1	0	-1	2

* = Bonus is static and cannot be modified

TABLE 04-13 THROWN WEAPON MANEUVERS

Name	Cost	OB	DB	Crit	Init
Basic Weapon Throw	0	0	0	0	0
Far Throw	1	-1	0	0	0
Offensive Shot	1	1	-1	-1	0
Quick Shot	1	-1	0	-1	2

with his weapon as the defender level. If he fails the RR, then he loses his weapon and must draw another one or spend 2 rounds recovering the one lost.

Disarming Throw (04-10): With this maneuver the character is able to make an attempt at disarming his foe. The character makes an attack roll as normal, subtracting the foe's DB and applying any other modifiers. The result is then looked up on the Hard column of the Movement &

Maneuver Table. If the result from the table is 100 or greater, then the foe must make a Strength-based Resistance Roll, using your number of ranks with this style as the attacker level, and his number of ranks with his weapon as the defender style. If he fails the RR, then he loses his weapon and end up prone on the ground and must spend one round getting back to hit feet, and another either recovering his weapon or drawing a new weapon.

Far Shot (04-12): By taking a 75% activity action to make his shot, the character may increase the ranges for his shot by 2' for every -1 that is applied to his OB (i.e. for a -5 to OB, the ranges on short bow change from 1'-10'/11'-100'/101'-180' to 1'-20'/21'-110'/111'-190'). The total modifier to the character's OB for this maneuver cannot be larger than the number of ranks that the character has in the style. This maneuver may be combined with Distance shot in the same round, but doing so requires that the shot take 100% activity for the round.

Far Throw (04-13): By taking a 75% activity action to make his throw, the character may increase the ranges for his thrown weapon by 0.5' for every -1 that is applied to his OB, up to a maximum of +10' in range. The total modifier to the character's OB for this maneuver also cannot be larger than the number of ranks that the character has in the style.

Fast Strike (04-09; 04-10; 04-11): With this maneuver, the character gives up some offensive power in order to attack faster. For every 2 points that he reduces his OB, his initiative is increased 1 point. As with all other maneuvers that modify the initiative, the adjustment is just for the round in which the maneuver is performed. A character may not increase his initiative by more points than he has ranks in the style.

Grab (04-08): This maneuver is a more powerful version of the Basic Grapple maneuver. It allows the character to give up some of their Offensive and Defensive capabilities in order to ensure that he does more damage overall in the attack. For every

point that the character reduces his OB, he reduces his DB by 2 points. If his attack is successful, the character also gains a +1 to the critical roll for each point that his OB was reduced, and he also does +1 additional hit of damage to the target. The additional damage cannot exceed the character's Strength bonus, and the character may not reduce his OB by an amount that is greater than the number of ranks he has in the style.

Grappling Block (04-08): With this maneuver, for every point that the character reduces is OB and his critical roll, he gets to increase his DB by 3 points. The character may not reduce his OB by an amount greater than the number of ranks he was with this style. If the foe's attack does no damage, you have grappled his weapon arm, and he must make a Light Strength-based maneuver roll each round, beginning with this one, in order to break free. Neither of you can make an attack while he is so held.

Grappling Disarm (04-08): With this maneuver the character is able to make an attempt at disarming his foe. The character makes an attack roll as normal, subtracting the foe's DB and applying any other modifiers. The result is then looked up on the Hard column of the Movement & Maneuver Table. If the result from the table is 100 or greater, then the foe must make a Strength-based Resistance Roll, using your number of ranks with this style as the attacker level, and his number of ranks with his weapon as the defender style. If he fails the RR, then he loses his weapon and must spend one round either recovering his weapon or drawing a new weapon.

Killing Shot (04-12): The character sacrifices some defensive capabilities and accuracy for penetrating power. He reduces his OB and his DB by 1 each in order to gain a +1 to any critical rolls from the shot. The bonus to the critical roll may not exceed the number of ranks that the character has in the style. Utilizing this maneuver requires that the character spend 75% activity making the shot.

Killing Strike (04-09; 04-11): With this maneuver, the character gives up accuracy and some defensive capabilities to increase the penetrating power of his strike. The character may reduce his OB and his DB, by equal amounts, to gain a bonus on his critical rolls. For every point subtracted from OB and DB for the round, the character gets +1 to any critical rolls. The bonus to the critical roll may not exceed the number of ranks that the character has in the style. Using a Killing Strike requires 100% activity.

Legsweep (04-10; 04-11): The character makes a normal attack. Instead of the normal critical, he does an Unbalancing critical, and if the attack is successful, the foe will be knocked to the ground and treated as prone for the remainder of the round if he fails an Agility-based Resistance Roll against the number of ranks in the style that the character has. This maneuver is primarily for use with the martial arts and weapons over 3' in length. Shorter weapons receive an additional -30 modifier to their OB when this maneuver is used.

Martial Disarm (04-09): With this maneuver the character is able to make an attempt at disarming his foe. The character makes an attack roll as normal, subtracting the foe's DB and applying any other modifiers. The result is then looked up on the Hard column of the Movement & Maneuver Table. If the result from the table

is 100 or greater, then the foe must make a Strength-based Resistance Roll (with a -10 modifier), using your number of ranks with this style as the attacker level, and his number of ranks with his weapon as the defender level. If he fails the RR, then he loses his weapon and must draw another one or spend 2 rounds recovering the one lost.

Martial Grab (04-08): This is a more powerful version of the Grab maneuver. The character may not learn this maneuver if he does not already know the Grab maneuver. For every point that the character reduces his OB, he also reduces his DB by 1 point. If his attack is successful, the character also gains a +1 to the critical roll for each point that his OB was reduced, and he also does +1 additional hit of damage to the target. The additional damage cannot exceed the character's Strength bonus, and the character may not reduce his OB by an amount that is greater than the number of ranks he has in the style.

Martial Strike (04-09): With this maneuver, the character gives up some defensive capabilities and some penetrating power to make more accurate attacks. For every point that his DB and his critical rolls are reduced, and they must be reduced equal amounts, the character gains a +1 to his OB. The character may not receive a bonus to OB greater than the number of ranks he has in this style. The maneuver requires 100% activity.



Martial Throw (04-10): With this maneuver the character gives up the ability to do penetrating attacks to increase both his OB and his DB. For every 2 points that his potential critical roll is reduced by, his OB and DB are both increased by +1. The bonus to OB and DB cannot exceed the number of ranks that the character with the style.

Offensive Shot (04-12; 04-13): The character sacrifices some defensive capabilities and to ensure a greater chance of hitting his target. He reduces his DB and any critical rolls he might achieve by 1 each to gain a +1 bonus for his OB. The bonus to OB cannot exceed the number of ranks that he has in the style. Utilizing this maneuver requires that the character spend 75% activity making the shot.

Offensive Strike (04-11): With this maneuver, the character gives up some defensive capabilities and some penetrating power to make more accurate attacks. For every point that his DB and his critical rolls are reduced, and they must be reduced equal amounts, the character gains a +1 to his OB. The character may not receive a bonus to OB greater than the number of ranks he has in this style. The maneuver requires 100% activity.

Quick Shot (04-12; 04-13): This maneuver allows the character to get his shot off faster, even though it requires the same amount of activity as normal. But the chances are that the shot will be less dangerous overall. For every -1 that he receives to his OB and any critical roll that is achieved, he receives a +2 to his initiative. The character may not reduce his OB/critical roll by an amount larger than the number of ranks in the style.

Reverse Stroke (04-08; 04-11): This maneuver allows the character to make an attack against a foe that receives a positional modifier against them without having to turn around or change facing. The attack against the foe receives a negative modifier equal to double the positional bonus that the foe is receiving. However, for every point that the character reduces his

initiative and DB, he can increase his OB by 2 points for this attack. The character may not reduce his initiative and DB by an amount that is greater than a number equal to the number of ranks that the character has in this style. The bonus to OB also cannot do any more than offset the modifier from the foe's positional bonus.

Example: *If the foe is receiving a +15 positional bonus from being on the flank, this maneuver allows you to attack him with a -30 modifier (2 x 15 as a negative modifier). If you have 15 or more ranks in this style, you can reduce your init and DB by 15 points to gain a +30 that negates that modifier, but you cannot make the bonus any higher regardless of how many ranks you have. If you only had 10 ranks in the style, you wouldn't be able to reduce your init and DB by more than 10, which would have given a +20 to reduce the -30 down to -10.*

Riposte (04-09; 04-11): This maneuver is basically a full parry, followed by a quick attack. It requires 100% activity to perform. The character does a full parry, moving all of his OB to DB. However, the riposte does not get the additional +10 to DB, nor can it receive any additional DB bonuses from weapons that might provide them, like the sai or main gauche. If the full parry portion of the riposte is successful in preventing the incoming attack from damaging the character, he may immediately, in the same round, perform his own attack, using 25% of his OB.

Sacrifice Disarm (04-09; 04-11): This maneuver works just like the Disarm maneuver described above, except that the character may reduce his DB for the round in order to gain a bonus to the Disarm maneuver (he must first overcome the innate -10 that the normal Disarm has). For each point that DB is reduced, he gains a +1 to the Disarm roll. This maneuver may not be learned unless one already knows the Disarm maneuver. The bonus to the Disarm maneuver is limited by the number of ranks that the character has in the style.

Sacrifice Strike/Throw (04-09; 04-10; 04-11):

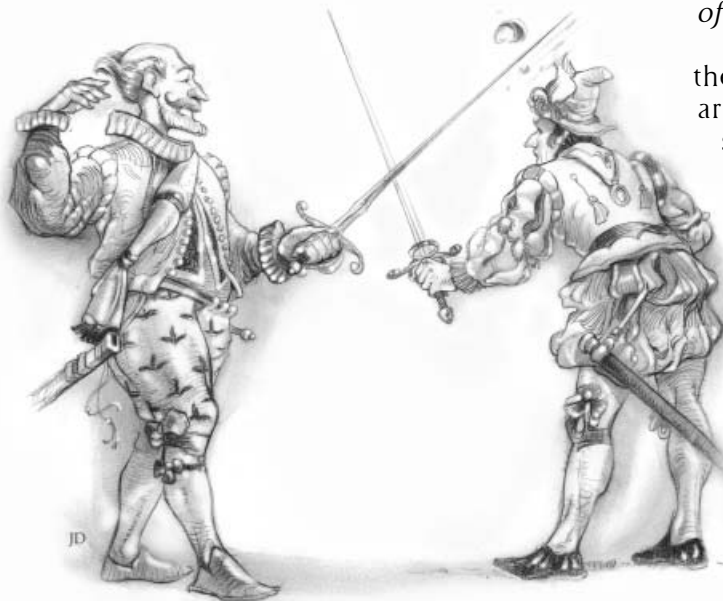
The character sacrifices some of his defensive capabilities to better his chances of making a more damaging attack against his foe. For every full 4 points that he reduces his DB, he also reduces his initiative by 1 point. This in turn grants him a +3 to his OB and a +1 to critical rolls. These modifications are done in groups or units, and the character may not make partial modifiers, he must use the full unit. The character is also limited by the number of ranks he has in the style. His critical modifier cannot exceed the number of ranks that the character has in this style.

4.7 WEAPON KATAS

Many times, a martial artist will learn how to use weapons as part of their martial arts style. In RM, this is referred to as a Weapon Kata.

The following rules for Katas are not limited to just the Martial Arts Style rules. They can equally be used with the core **RMC** martial arts rules. They can also be used with the core **RMSS/FRP** rules as well.

A Martial Artist doesn't learn how to use a weapon like Fighters and Rogues and other combat oriented characters might learn. Instead, they simply learn how to use such weapons in conjunction with their martial arts; as an extension of themselves.



LEARNING A KATA

In game terms, this means that a Martial Artist does not learn skill ranks in each individual weapon, instead, he spends a small amount of DP and he can then use the weapon with one of his existing martial arts styles.

A character may only acquire 1 new Weapon Kata when doing his development for a new level.

In addition to this one time DP cost, a weapon kata also requires a certain amount or level of skill in the martial arts to use. The two tables, Table 04-14 Generic Weapon Kata Information and Table 04-15 Specific Weapon Kata Information, show the minimum Tier required in order to learn a kata for each of the listed weapons and/or group of related weapons. And next to the Tier, in parenthesis, is the minimum number of ranks required in that Tier before the specific kata can be learned. The Type column shows what type of martial arts the kata may be used for; be it Strikes or Sweeps or both.

Example: *a Quarterstaff has a Required Tier (Rank) of III (5). This means that the character must have at least 5 ranks in MA Strikes Tier III in order to purchase the Quarterstaff weapon kata. Once the player has met the criteria, then he only needs to spend 8 DP in order to learn the kata. If he also wanted to learn the Quarterstaff Kata for his MA Sweeps & Throws as well, he would have to meet the Tier and Rank requirements for that type of Martial Arts and spend another 8 DP.*

Once purchased, the character may use the weapon kata with any of his martial arts attacks of the proper type within the style that it is learned for. However, it must be purchased separately for different styles.

PAIRED WEAPON KATAS

Styles with this capability use 2 identical one-handed weapons as part of the kata. Once a style that contains a Paired Weapon Kata has been acquired, the character may expand the style to use other

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weapon pairs. In doing so, he has to pay double the normal DP cost for the kata weapon since he is learning it as part of the pair. This cost is treated as a single cost that must be paid all at once, and cannot be split over multiple levels.

TWO WEAPON KATAS

Styles with this capability use 2 weapons as part of the kata. The weapons in a Two Weapon Kata must be one handed weapons and the weapon used in the off-hand must be the same size or smaller than the other weapon. The weapons that are used with a Two Weapon Kata may be identical or they may be different weapons.

Once a Two Weapon Kata style has been acquired, the character may learn additional Kata Weapon combinations to use with the style. Both weapons of the combination must be paid for at the same time, the cost may not be split over multiple levels.

The combination of the weapons is the important aspect here. If a character knows a Two Weapon Kata with Mace and Dagger, and decides that he wants to learn how to use the style with Short Sword and Dagger, he must purchase both weapons of the combination, since he is learning how to use the 2 weapons together.

It does not matter than he already knows the Dagger as part of another combination, he doesn't know how to use it in conjunction with the Short Sword, so it must be purchased in combination with the Short Sword.

KATA RESOLUTION BASICS

When using a Kata, any martial arts attack made by the character, while wielding his kata weapon, will do an additional amount of damage equal to what is listed under Bonus Hits on the tables, Table 04-14 Generic Weapon Kata Information or Table 04-15 Specific Weapon Kata Information. Thus, our Quarterstaff from the earlier example will do 8 extra Hits of damage on any attack that does damage to his foe.

When using a weapon kata, the player may also declare that he is going to use the alternate critical rather than the one normally associated with his martial arts type. Normally, this alternate critical will be of one degree less severity than is indicated by the attack table, however, some weapons, like the Quarterstaff, will do an alternate critical of equal severity to what the attack table indicates while others might offer more than one type of alternate critical.

TABLE 04-14 GENERIC WEAPON KATA INFORMATION

Weapon Group Name	DP Cost	Required Tier(Rank)	Type	Bonus Hits	Alt Critical*	Notes
Chains Plus	9	IV (5)	St/Sw	8	Crush	—
Clubs	7	II (5)	St	4	Crush	—
Great Blades	14	IV (10)	St/Sw	8	Slash	—
Great Chains	14	IV (10)	St/Sw	10	Crush	—
Great Clubs	9	IV (5)	St/Sw	8	Crush	—
Long Axes (2H)	8	III (5)	St/Sw	6	Slash	—
Long Double-Edged Blades	8	III (5)	St	6	Slash	—
Long Single-Edged Blades	8	III (5)	St	6	Slash	—
Long Spikes	7	II (5)	St	4	Puncture	—
Pole Arms	9	IV (5)	St/Sw	8	varies	Crush, Slash, or Puncture; wielder's choice.
Short Axes	5	II (3)	St	4	Slash	—
Short Blades	7	II (5)	St	4	varies	Slash or Puncture, wielder's choice.
Short Spikes	7	II (5)	St	4	Puncture	—
Staves	8	III (5)	St/Sw	8	Crush	—
Thrusting Blades	8	III (5)	St	6	Puncture	—
Whips	11	III (8)	Sw	6	Slash	—

* = If using the Combat Companion combat tables instead of Arms Law, then use the critical table associated with the given weapon.

Weapon Katas may be used with any specific martial arts maneuvers so long as the type of attack that the kata weapon may be used with matches the type of attack that the maneuver may be used with.

PAIRED WEAPON KATAS

This type of kata allows the character to wield 2 identical weapons in such a manner that it increases the overall damage done. This type of kata does not allow for multiple attacks in a given round. Instead, the character makes a single attack that is more deadly overall.

When using this type of kata, the additional hit damage done is equal to the bonus hit damage from each of the 2 weapons used. (i.e. since a blackjack does +6 bonus hits, a Paired Weapon Kata with blackjacks will do +12 hits). This attack will also do an extra, second critical of one severity less than what is delivered. An "A" critical becomes an "A - 20". The second critical will always be the alternate critical for the kata weapons, regardless of the type of critical selected for the attack.

TWO WEAPON KATAS

When making attacks using a Two Weapon Kata, the character is able to make 2 attacks in the round. The character must be specific as to which hand is holding which weapon, as the kata adjustments carry through to the specific attacks. The weapon in the character's off-hand receives a modifier of -20 to its OB.

When using the Two Weapon Kata, the character may use specific martial arts maneuvers with his attacks. However, both attacks must use the same maneuver, and any modifications from the specific maneuver apply equally to both attacks.

Example: Kwan is using a Multiple Weapon Kata consisting of a dagger and a blackjack. He has a style skill bonus of 75 and decides to put 50 points into his parry. This means that both attacks have a starting OB of 25, and the blackjack (off-hand) receives an additional modifier of -20 for being off-hand, so his OB for the attacks is 25 for the dagger and 5 for the blackjack. If successful, since Kwan also declared that he was using the Alt

TABLE 04-15 SPECIFIC WEAPON KATA INFORMATION

Weapon Group Name	DP Cost	Required Tier(Rank)	Type	Bonus Hits	Alt Critical*	Notes
Blackjack	5	II (3)	St	6	Crush	—
Boar Spear	9	IV (5)	St/Sw	8	varies	Crush, Slash, or Puncture; wielder's choice.
Cat-o'-nine tails	13	III (10)	St	8	Slash	Does double concussion hits from Alt Crit.
Club	3	II (1)	St	4	Crush	—
Dagger	7	II (5)	St	4	varies	Slash or Puncture, wielder's choice.
Jo	7	II (5)	St/Sw	6	varies	Crush for Strikes; Unbalancing for Sweeps.
Katana	14	IV (10)	St	10	Slash	Critical is of equal severity.
Mace	6	III (3)	St	6	Crush	—
Main Gauche	8	III (5)	St	6	Puncture	+15 DB if not used to attack.
No-Dachi	16	IV (12)	St	12	Slash	Equal Severity
Nunchaku	9	IV (5)	St/Sw	8	Crush	Equal Severity; 2-H use does both Crush & Unbalance Criticals.
Pilum	9	IV (5)	St/Sw	8	varies	Crush, Slash, or Puncture; wielder's choice.
Quarterstaff	8	III (5)	St/Sw	8	varies	Equal severity; +10 OB with Sweeps; do Crush for Strikes, Unbalancing for Sweeps.
Sabre	9	III (5)	St	8	Slash	—
Sai	8	III (5)	St	6	Puncture	+30 DB if not used to attack.
Shang	11	III (8)	St	8	Slash	+30 DB if not used to attack; short parrying sword

* = If using the Combat Companion combat tables instead of Arms Law, then use the critical table associated with the given weapon.

Crits for his Katas, he will do +4 hits with the dagger and a slash critical of one severity less than rolled. For the blackjack, if that attack is successful, he will do +6 additional hits and a crush critical of one severity less than rolled.

KATA WEAPON INFORMATION

You do not learn katas by group, you learn them by individual weapons, but the majority of weapons within each group will use the same kata stats. *Table 04-14 Generic Weapon Kata Information* gives the kata information for each of the Weapon Focus groups described in *Table 04-03 Weapon Focus Breakdown*.

Table 04-15 Specific Weapon Kata Information gives you the kata information on a number of specific weapons whose statistics differ from those of its weapon group.

NATURAL/INNATE WEAPONS

If a GM allows a natural or innate weapon/attack to be used as a Kata Weapon, then must assign stats to it accordingly. The GM should determine which Kata Weapon the attack is most like, and then set the stats to be the same as for that weapon.

Example: *Bob is playing a character with a natural set of claws. Bob's character is a Monk. The GM decides that claws would be most akin to a dagger, so to include his claws as a Kata Weapon, Bob must meet the same criteria that would be required if he wanted to learn to use a Dagger as a Kata Weapon. Since Bob's character also has a good sized tail, the GM also rules that the tail could become a Sweeps only based Kata Weapon with stats that are equivalent to those of a Quarterstaff.*

4.8 SAMPLE STYLES

The following section contains several sample styles to get you started. Each style description contains 4 main parts. The first is the description of the style itself. This can include such details as a capsule history of the style as well.

The second item is the *Elements*. This is a listing of what the style is actually comprised of. One of these *Elements* will often be an entry called, *Specific Maneuvers*. This is basically just a placeholder for one or more maneuvers that are normally associated with the style. The player who chooses to learn a given style then gets to select which maneuvers he will learn with the style from the third part of the style description, the *Available Maneuvers*.

The *Available Maneuvers* is a listing of those maneuvers that are specifically associated with the style. The player may choose which of the listed maneuvers he learns with the style. The number that he learns is determined by the *Specific Maneuvers* item listed in the *Elements* section. A character may not learn more than the listed number of *Specific Maneuvers* when he first learns the style. However, he may learn additional maneuvers later on (refer to section 4.9 for more information on learning additional maneuvers).

The final part is the *Total Style Point Value* which gives the total cost of the *Elements*. This is what is used to determine the DP cost for learning a given style.

The first several styles listed are generic styles based upon the basic types of focus.



BASIC INDIVIDUAL WEAPON STYLE

This style contains no fancy maneuvers or options. It allows for basic attacks and parrying with a single, individual weapon. The style may be used with other weapons from the same group with half of its normal OB.

Elements: Individual Weapon Focus (player's choice) [2], Basic Swing [0]

Available Maneuvers: None

Total Style Point Value: 2

BASIC WEAPON GROUP STYLE

This style contains no fancy maneuvers or options. It allows for basic attacks and parrying with all weapons within a single group. One weapon in the group is selected as the primary weapon and it uses the full OB bonus; all other weapons in the group may be used with a -10 modifier. The character may spend a week practicing to change which weapon is the primary weapon.

Elements: Group Weapon Focus (player's choice) [5], Basic Swing [0]

Available Maneuvers: None

Total Style Point Value: 5

BASIC MARTIAL ARTS STRIKES STYLE

This style contains no fancy maneuvers or options. It allows for basic MA Strikes attacks with a cap of Tier 2 on your attacks.

Elements: Martial Arts Focus (2 Tiers) [2], Basic Strike [0]

Available Maneuvers: Defensive Block [1], Defensive Strike [1], Fast Strike [1], Killing Strike [1], Martial Disarm [1], Martial Strike [1]

Total Style Point Value: 2

BASIC MARTIAL ARTS SWEEPS STYLE

This style contains no fancy maneuvers or options. It allows for basic MA Sweeps attacks with a cap of Tier 2 on your attacks.

Elements: Martial Arts Focus (2 Tiers) [2], Basic Sweep [0]

Available Maneuvers: Defensive Throw [1], Disarming Throw [1], Legsweep [1], Martial Throw [1]

Total Style Point Value: 2

COBRA STYLE

The Cobra Style is strong, fast and deadly. It is patterned after the swift strikes of snakes, also taking in the suppleness of a snake's

movement to better be able to roll with or dodge attacks. One of the signature moves of the style is an attack made with a dagger, known as the Cobra's Bite. The more nefarious practitioners of this style will often use poisoned blades for their bite.

Elements: Primary Martial Arts Focus (4 Tiers - Strikes) [4], Basic Strike [0], Bonus to Initiative [2], Agile Defense [2], Individual Weapon Kata (daggers) [1], 3 Known Maneuvers [3]

Available Maneuvers: Fast Strike [1], Killing Strike [1], Martial Block [1], Martial Strike [1], Reverse Stroke [1], Riposte [1], Sacrifice Strike [1]

Total Style Point Value: 12

DANCING SCIMITAR STYLE

This style is a very acrobatic style, incorporating many spinning, jumping and ducking movements which both aid in defense and offense. Practitioners of this style often wear loose, flowing robes that make it more difficult for a foe to read their upcoming movement and also serve to distract foes

Elements: Individual Weapon Focus (Scimitar) [2], Agile Defense [2], 3 Known Maneuvers [3], Basic Swing [0], Required Skill (Acrobatics) [1]

Available Maneuvers: Fast Strike [1], Killing Strike [1], Legsweep [1], Offensive Strike [1], Reverse Stroke [1]

Total Style Point Value: 8

DOUBLE DAGGER STYLE

This style allows the character to use 2 daggers together in a very lethal fashion. The style incorporates many fluid movements in an almost dance-like rhythm that allows the practitioner to make the most of his smaller weapons.

Elements: Individual Weapon Focus (dagger) [2], Additional Attack - Weapon (Dagger) [3], Additional Attacks [2], Additional Foes [1], Agile Defense [2], Paired Weapon Attack [3], Basic Swing [0], 2 Known Maneuvers [2]

Available Maneuvers: Block [1], Defensive Block [1], Defensive Strike [1], Disarm [1], Fast Strike [1], Killing Strike [1], Offensive Strike [1], Reverse Stroke [1], Riposte [1], Sacrifice Disarm [1], Sacrifice Strike [1]

Total Style Point Value: 15

DOUBLE SAI STYLE

The Double Sai Style allows the martial artist to treat the Sai as extensions of himself. Practitioners of this style are often very effective against sword wielders.

Elements: Primary Martial Arts Focus (4 Tiers - Strikes) [4], Basic Strike [0], Agile Defense [2], Paired Weapon Kata (Sai) [3], 2 Known Maneuvers [2]

Available Maneuvers: Defensive Block [1], Defensive Strike [1], Fast Strike [1], Killing Strike [1], Martial Disarm [1], Martial Strike [1], Reverse Stroke [1], Riposte [1], Sacrifice Disarm [1], Sacrifice Strike [1]

Total Style Point Value: 11

YOUNG DRAGON STYLE

The Young Dragon Style is a very powerful style of martial arts. It combines powerful strikes with disorienting sweeps to keep foes off balance. The style contains 2 signature attacks, the Claws of the Dragon and the Lash of the Dragon.

The Claws of the Dragon utilizes a special martial arts weapon commonly referred to as dragon or tiger claws. The Dragon/Tiger Claws consist of several blades attached together that would fit between the fingers or over the knuckles (Treat as a dagger).

The Lash of the Dragon utilizes a metal whip or a chain whip (treat as regular Whip, except it does a Type IV attack with an OB Mod of 0 and -10 respectively).

Elements: Primary Martial Arts Focus (4 Tiers - Strikes) [4], Secondary Martial Arts Focus (2 Tiers - Sweeps & Throws) [3], Adrenal Defense [4], Basic Strike [0], Basic Sweep [0], Individual Weapon Kata (Tiger Claws) [1], Individual Weapon Kata (Steel Whip) [1], Individual Weapon Kata (Quarterstaff) [1], 2 Known Maneuvers [2]

Available Maneuvers: Defensive Block [1], Defensive Strike [1], Fast Strike [1], Killing Strike [1], Legsweep [1], Martial Disarm [1], Martial Strike [1], Martial Throw [1], Reverse Stroke [1], Riposte [1], Sacrifice Disarm [1], Sacrifice Strike [1], Sacrifice Throw [1]

Total Style Point Value: 16

MONKEY STYLE

The Monkey Style is a fast acrobatic style that allows for the practitioner to better avoid being hit by being prepared to roll out of the way of incoming attacks. This style is deceptive in that it often appears comical to the observer, but it is also a style of deception that allows the practitioner to make surprise attacks at foes.

Elements: Primary Martial Arts Focus (3 Tiers - Strikes) [3], Secondary Martial Arts Focus (2 Tiers - Sweeps) [3], Basic Strike [0], Basic Sweep [0], Agile Defense [2], 3 Known Maneuvers [3], Required Skill (Acrobatics) [1]

Available Maneuvers: Defensive Block [1], Defensive Strike [1], Defensive Throw [1], Disarming Throw [1], Fast Strike [1], Legsweep [1], Martial Disarm [1], Martial Strike [1], Martial Throw [1], Sacrifice Disarm [1], Sacrifice Strike [1], Sacrifice Throw [1]

Total Style Point Value: 12

SWASHBUCKLER STYLE

This style is for lightly armored, quick and agile fighters. The practitioner most often uses a weapon like a Rapier and a small shield to combat foes. This style of fighting often covers a lot of ground as the combatants are often on the move, devoting at least a small portion of their activity each round to moving about.

Elements: Group Weapon Focus (thrusting blades) [4], Agile Defense [2], Shield Bash [2], Shield Training [3], Basic Swing [0], Required Skill (Acrobatics) [1]

Available Maneuvers: Block [1], Defensive Block [1], Defensive Strike [1], Disarm [1], Fast Strike [1], Killing Strike [1], Offensive Strike [1], Reverse Stroke [1], Riposte [1], Sacrifice Strike [1]

Total Style Point Value: 12

SWORD & DAGGER STYLE

This style allows the character to utilize a two weapon combo consisting of a long double-edged blade and a short blade as the secondary weapon. The off-hand, shorter weapon is more often used for defense than it is for attacking. There are variants of this style that utilize a short cloak as the secondary weapon (treat this as a "net" for the weapon group in this case).

Elements: Group Weapon Focus (long double-edged blades) [5], Additional Attack - Group (short blades) [6], Defense Ward [2]

Available Maneuvers: Block [1], Defensive Block [1], Fast Strike [1], Killing Strike [1], Offensive Strike [1], Riposte [1]

Total Style Point Value: 13

WHIP FIGHTER STYLE

Legends tell of the occasional adventurer, who uses a long whip as their weapon. These adventurers were so good that it often seemed as if any whip in their hands were like a living creature. The Whip Fighter style is often considered unique in that it actually incorporated Specific Maneuvers from many different types of fighting, thanks to the versatility of the weapon.

Unlike many other melee weapons, the attacks that are made with a whip can be performed at a small range, one that is equal to the length of the whip being used. Thus a Whip Fighter who is wielding a 10' long whip may make his attacks at a range of 10'. The downside to this is that the character may not make any attacks with the whip is the target is closer than half of the length of the whip.

Elements: Individual Weapon Focus (whip) [2], Additional Attacks [2], Additional Foes [1], Agile Defense [2], Basic Swing [0], Basic Grapple [0], 4 Known Maneuvers [4]

Available Maneuvers: Defensive Strike [1], Disarm [1], Fast Strike [1], Feint [1], Grab [1], Grappling Disarm [1], Killing Strike [1], Legsweep [1], Martial Grab [1], Offensive Strike [1], Reverse Stroke [1], Sacrifice Disarm [1], Sacrifice Strike [1]

Total Style Point Value: 11

4.9 DEVELOPMENT POINT COSTS

Now that you have your styles built, the next step is for a character to learn the styles, and to do this, we need to decide how many development points it will cost them.

To do this, we will use the existing costs for weapons and/or martial arts for the professions as a Base Cost. Each profession will end up with 3 costs; one for Melee Attacks, one for Ranged Attacks, and one for Martial Arts Attacks.

Each character must determine what their Base Cost will be for Melee, Ranged, and Martial Arts Attacks.

To determine the Base Cost for Martial Arts attacks, just use the cost of Martial Arts for the given profession as their Base Cost.

To determine the Base Costs for Melee and Ranged Attacks, the player should select the two lowest weapon costs, replacing any cost higher than a 6 with a 6, and then assign them, one to Melee Attacks and one to Ranged Attacks. Table 04-01 Baseline Costs already determines this for you for all currently existing professions.

DETERMINING DP COST

Once you have determined your Base Cost for a given type of style, then you just need to determine you actual Development Point (DP) cost for a style that you want to learn. Cross-reference your base cost with the Total Style Point Value of the style, and the result is the DP cost for your style.

Example: *Darwin, the Fighter has a Base Cost of 1/5 for Melee Styles. He decides to learn the Swashbuckler style which has a Total Style Point Value of 12 points.*

Looking at the 1/5 row, we look at the result on the 11-12 point column, and that gives us a DP cost of 3/8. Thus, the Swashbuckler Style costs 3/8 DPs for Darwin to learn.

TABLE 04-16 STYLE DP COSTS										
Baseline Cost	Total Style Point Value									
	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20
1/3, 1/4, 1/5	1/3	1/4	2/4	2/6	3/6	3/8	4/8	5/10	6/12	8
2/4, 2/5	1/4	2/4	2/6	3/6	3/8	4/8	5/10	6/12	8	10
2/6, 2/7	2/4	2/6	3/6	3/8	4/8	5/10	6/12	8	10	12
3/6, 3/7	2/6	3/6	3/8	4/8	5/10	6/12	8	10	12	14
3/8, 3/9, 3	3/6	3/8	4/8	5/10	6/12	8	10	12	14	16
4	3/8	4/8	5/10	6/12	8	10	12	14	16	18
5	4/8	5/10	6/12	8	10	12	14	16	18	20
6+	5/10	6/12	8	10	12	14	16	18	20	-

PURCHASING ADDITIONAL MANEUVERS

Each style contains a list of Available Maneuvers. After a style is learned, a character may pay development points to learn any of the Available Maneuvers that he did not originally learn as part of the style. A character, if he is willing to put enough effort into it, may even learn Specific Maneuvers that are not normally available to the style.

In order to learn additional Specific Maneuvers, the following guidelines should be used.

- A character may only learn one new maneuver per level.
- A character cannot have purchased any ranks in the style for this level of development yet.
- To learn a new Available Maneuver, the character has to pay a number of DPs equal to the Additional Maneuver Cost for his Base Cost from the Development Point Costs Table times the number of ranks he has in the style.
- To learn a Specific Maneuver that is not on the list of Available Maneuvers, the character has to be double what he would pay for an Available Maneuver.



- A character may not purchase any additional maneuvers for a style if he does not have at least one skill rank more than the number of Known Maneuvers that he has for the style.

Example: *Matt's character, Diego has learned the Whip Fighter style, in order to pattern himself after the legendary hero known as the Fox. The style comes with 4 known maneuvers. This means that Diego must have at least 5 ranks in the style before he may purchase another maneuver to add to his list.*

Once the character has learned the maneuver and added it to his style, he must then refigure the DP cost for all future ranks to be learned in the style. This new DP cost is then used for all future ranks purchased in the style, including for this level. At least until another maneuver is learned and added to the style.

The Total Style Point Value of a Style may not be increased above 20 points in this manner.

Example: *Joe's character, a Fighter named Darwin, has just reached 5th level and he already knows the Swashbuckler Style (he has 10 ranks). Joe decides that Darwin wants to add a new maneuver, Fast Strike, to the style. The style has a Total Style Point Value of 12, giving Darwin a DP cost of 3/8 for the style. Since Fast Strike is one of the Available Maneuvers for this style, Darwin has to pay 10 DP (10 ranks x 1 DP per rank already known in the style) for the maneuver. Joe then adds the cost of the maneuver (1 point) to the Total Style Point Value of the style, bring it up to 13. This will change Darwin's DP cost for ranks in the style from 3/8 to 4/8, so it will cost him 12 DP to purchase 2 ranks in the style this level instead of the 11 DP it cost for the same thing the previous level.*



5.0 CONDENSED COMBAT SYSTEM



The new armor rules in the *Combat Companion* called for a new set of attack and critical tables that were tailored to the new armor system. In the process we decided to create a faster, condensed version of the attack and critical tables. The attack and critical tables, weapon information and basic modifiers are all on a single page, which speeds combat resolution tremendously. Each full page of this Condensed Combat System (CCS) represents a specific group of weapons based on how those weapons are used. Short blades are used differently than long blades or bashing weapons.

The critical tables for each page are unique to the attack type. That means that we have 19 unique critical tables to go along with our 19 different attack types.

5.1 USING THE CONDENSED COMBAT SYSTEM

The first step is to determine which combat table to use for your weapon. The following table gives you that information, along with some other information that we will go over next.

1. Table 5.1 has 4 columns per entry:
2. The **FR** column is the maximum of the Fumble Range for the weapon.
3. The **Type** indicated the maximum amount of damage that can be done with the weapon on the attack tables.
4. The **OB Mod** is a modifier to the weapon's OB when it is used with these Combat Tables.
5. The **Table** column indicates which table to use when making attacks with the weapon.

Chapter Five Condensed Combat System

TABLE 05-01 WEAPON STATISTICS

Weapon Name	FR	Type	OB Mod	Table	Weapon Name	FR	Type	OB Mod	Table
Bastard Sword (1h)	4	IV	-15	Long Blade	Lasso	6	IV	-15	Entangling
Bastard Sword (2h)	5	III	0	Great Blade	Light Crossbow	5	III	0	Crossbow
Battle Axe	5	IV	-5	Great Blade	Long Axe (3/4 Axe)	4	III	0	Long Blade
Blackjack	1	I	0	Bashing	Long Bow	5	IV	-10	Bow
Blow Gun	5	II	-10	Piercing	Long Kynac	3	III	0	Long Blade
Boar Spear	5	III	-15	Polearm	Long Sword	4	IV	-5	Long Blade
Bola	7	IV	-10	Entangling	Mace	2	III	-15	Bashing
Boomerang	4	II	-10	Crush	Main Gauche	2	III	0	Short Blades
Broadsword	3	IV	-10	Long Blade	Morningstar	8	III	0	Bashing
Cabis	4	II	-10	Short Blades	Net (fishing)	8	III	-10	Entangling
Cat o' Nine Tails	7	II	0	Whip	Net (gladiator)	5	III	0	Entangling
Claymore	4	III	0	Great Blade	No-Dachi	5	IV	0	Great Blades
Club	4	II	0	Bashing	Nunchacku	7	IV	-15	Bashing
Composite Bow	4	IV	0	Bow	Pick	6	IV	-10	Bashing
Cudgel	4	III	-10	Bashing	Pilum	5	II	-5	Polearm
Cutlass	3	IV	-15	Long Blade	Pole Arm	7	III	0	Polearm
Dag	6	III	0	Great Blade	Quarterstaff	3	III	0	Bashing
Dagger	1	III	0	Short Blades	Rapier	4	IV	-10	Piercing
Darts	5	I	0	Piercing	Sabre	3	IV	-5	Long Blade
Dirk	1	II	0	Short Blades	Sai	2	II	0	Piercing
Falchion	5	IV	0	Long Blade	Scimitar	4	III	0	Long Blade
Flail	8	IV	-10	Bashing	Short Blow	4	III	0	Bow
Foil	3	III	0	Piercing	Short Sword	2	IV	0	Short Blades
Ge'	7	IV	0	Entangling	Shuriken	5	II	-10	Piercing
Handaxe	4	III	0	Short Blades	Sling	6	III	-15	Crush
Hand Crossbow	5	II	0	Crossbow	Spear	5	II	0	Polearm
Harpoon	4	II	-15	Polearm	Tomahawk	4	III	0	Short Blades
Hatchet	3	II	-5	Short Blades	Tonfa	4	III	-10	Bashing
Heavy Crossbow	5	IV	-10	Crossbow	Trident	5	III	-10	Polearm
Ikasha	5	II	-5	Short Blades	Two-Handed Sword	5	IV	-5	Great Blade
Irgaak	3	IV	0	Great Blade	Typh	6	III	0	Crush
Javelin	4	II	-10	Polearm	War Hammer	4	III	-15	Bashing
Jo Stick	3	III	-10	Bashing	War Mattock	6	IV	0	Bashing
Katana	3	IV	-5	Long Blade	Whip	6	III	0	Whip
Knife	1	I	-10	Short Blades	Woodsman's Axe	4	III	-5	Long Blade
Kynac	2	III	-5	Short Blades	Yarkbalka	6	II	0	Great Blade
Lance (mounted)	7	IV	0	Polearm					

COMBAT TABLE LAYOUT

Each Combat Table has 4 main sections.

6. **The Attack Table** is in the upper left hand side of the Combat Table. All initial attacks are rolled on this table.
7. **Weapon Data** is located below the Attack Table.

8. **Modifiers** are on the bottom left of the Combat. These are the standard modifiers due to size, which apply to both OB and critical rolls, and the critical adjustment modifiers.

9. **The Critical Table** is on the right hand side of the Combat Table. Each critical

BASHING ATTACKS																
Roll	1	2	3	4	5	6	7	8	9	10						
Maximum for Type IV Attacks																
147-150	44E	42E	40E	38E	36E	34E	32E	30D	28D	26D						
143-146	42E	40E	38E	36E	34E	32E	30E	28D	26D	24C						
139-142	40E	38E	36E	34E	32E	30E	28D	26D	25C	23C						
135-138	39E	37E	35E	33E	31E	29D	27D	25C	23C	21C						
131-134	37E	35E	33E	31E	29D	27D	25D	23C	21C	19B						
Maximum for Type III Attacks																
127-130	35E	33E	31E	29D	27D	25D	23C	21C	19B	17B						
123-126	33E	31D	29D	27D	25D	23C	21C	19B	18B	16B						
119-122	31D	29D	27D	25D	23C	21C	20C	18B	16B	14A						
115-118	29D	27D	25D	24C	22C	20C	18B	16B	14A	12A						
111-114	28D	26C	24C	22C	20C	18B	16B	14A	12A	11A						
Maximum for Type II Attacks																
107-110	26C	24C	22C	20C	18B	16B	14B	12A	11A	10						
103-106	24C	22C	20C	18B	16B	14B	12A	11A	10	9						
99-102	22C	20B	18B	16B	14B	13A	11A	10	9	8						
95-98	20B	18B	16B	14B	13A	11A	9A	9	8	7						
91-94	18B	16B	15B	13A	11A	9A	8	8	7	6						
Maximum for Type I Attacks																
87-90	17B	15A	13A	11A	9A	8	7	7	6	5						
83-86	15A	13A	11A	9A	7	7	6	6	5	5						
79-82	13A	11A	9A	7	6	6	5	5	4	4						
75-78	11A	9A	7	5	5	5	4	4	4	4						
71-74	9A	7	5	4	4	4	3	3	3	3						
67-70	7	5	4	3	3	3	3	3	3	3						
63-66	5	3	2	2	2	2	2	2	2	2						
59-62	2	1	1	1	1	1	2	2	2	2						
55-58	0	0	0	0	0	1	1	1	1	1						
51-54	0	0	0	0	0	0	1	1	1	1						
27-50	0	0	0	0	0	0	0	0	1	1						
23-26	0	0	0	0	0	0	0	0	0	0						
19-22	0	0	0	0	0	0	0	0	0	0						
(*+1)-18	0	0	0	0	0	0	0	0	0	0						
1-*	F	F	F	F	F	F	F	F	F	F						
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.																
Weapon Data																
Weapon	FR		Type		OB Mod											
Blackjack	1		I		0											
Club	4		II		0											
Cudgel	4		III		-10											
Flail	8		IV		-10											
Jo Stick	3		III		-10											
Mace	2		III		-15											
Morningstar	8		III		0											
Nunchacku	7		IV		-15											
Pick	6		IV		-10											
Quarterstaff	3		III		0											
Tonfa	4		III		-10											
War Hammer	4		III		-15											
War Mattock	6		IV		0											
Size Adjustments for Attacks†					Critical Adjustments											
Vs. Medium (Large) Creatures					-10		A Crits		+0							
Vs. Medium (Huge) Creatures					-20		B Crits		+5							
Vs. Large Creatures					-15		C Crits		+10							
Vs. Huge/Super-Large Creatures					-30		D Crits		+15							
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.							E Crits		+20							
					Tiny Attacks (Crits only)											
01-05	Do that again; the sound his head made was pretty funny. +1 hits.															
06-10	Weak swing clangs off his armor. +2 hits.															
11-15	Lovely shot to the mouth costs your foe several teeth. +3 hits.															
16-20	Hit in the solar-plexus leaves your foe gasping. +3 hits and foe is staggered 1 rnd.															
21-35	An impressive sounding blow to the head doesn't seem to phase him. Perhaps you should aim for something softer. +4 hits and foe is staggered 2 rnds.															
36-45	Smash foe's skull and knock him to his knees, where he belongs. +4 hits, foe is staggered for 2 rnds and stunned for 1 rnd.															
46-50	You hit him right in the eye and it splits like an over-ripe fruit. +5 hits, -10 to all actions.															
51-55	With an astonishing flurry of blows you drive him back 10' . +6 hits, staggered 2 rnds and -10 to all actions.															
56-60	Your blow tears down the side of his leg leaving a nasty abrasion. +7 hits, foe is bleeding 1 hit/rnd.															
61-65	His arm gives a sickening crunch as the bones shatter from the force of your blow. +8 hits, stunned for 2 rnds and -20 to all actions. With armor: +4 hits, stunned for 1 rnd and -10 to all actions.															
UM 66	You nail him in the throat and partially crush his trachea. He's breathing with difficulty. +25 hits, stunned for 3 rnds and bleeding 3 hits/rnd.															
66-70	Say goodbye to his knee. He drops in a heap. +9 hits, stunned for 2 rnds and at -15 to all actions. With armor: +4 hits, stunned 2 rnds, and -10 to all actions.															
71-75	Brutal forearm strike leaves bones jutting out of his skin. He'd better hope he's been practicing with his off hand. +11 hits, stunned for 3 rnds and bleeding 1 hit/round and -20 to all actions. With armor: +5 hits and stunned 2 rnds.															
76-80	The end of your weapon goes right through his guard and knocks the wind out of him. +13 hits, stunned for 3 rnds and unable to parry for 1 rnd.															
81-85	A series of brutal strikes that beat down his guard, break his arm, and crack his skull. +15 hits, bleeding 2 hits/rnd, stunned no parry for 3 rnds, stunned 2 more rnds, and -15 to all actions.															
86-90	You bean him in the head and he drops to the ground. +17 hits, bleeding 3 hits/rnd, stunned no parry for 5 rnds. With a helmet: +12 hits, bleeding 1 hit/rnd and stunned 3 rnds.															
91-95	Being smashed over the head makes him bite his tongue. He's drooling blood and talking like a duck now. +21 hits and bleeding 3 hits/rnd.															
96-100	Break his jaw and the hearts of maidens across the realm. +19 hits and stunned 5 rnds.															
UM 100	You whack him in the face so hard that his neck twists and snaps. You could learn to like this. Foe drops dead and you still have 50% activity left.															
101-105	Your blow breaks his hip bone and he drops to the ground screaming like a damned soul. +21 hits, stunned no parry 5 rnds and -20 to all actions.															
106-110	You beat him over the head until the head of your weapon is covered in blood and brains. +12 hits, bleeding 15 hits/rnd, stunned 3 rnds, staggered 2 rnds and dies in 12 rnds.															
111-115	Hammer-like chest strike drives fragments of his broken ribs right into his lungs. The look on his face as he falls will haunt you forever. Foe is bleeding 15 hits/rnd and drowns in his own blood in 10 rnds.															
116-120	Striking him under the arm leaves him coughing up blood. +12 hits, bleeding 25 hits/rnd, and his heart gives out after 6 rnds.															

table is specifically geared to the weapon table. The modifiers in the bottom left allow for a wide range of critical results.

5.2 RESOLVING ATTACKS

Attacks are resolved very much like they are in the core *Rolemaster Classic* rules.

The attacker rolls percentile dice adds his character's Offensive Bonus (OB), and then subtracts the foe's Defensive Bonus (DB), and then adds or subtracts any other modifiers that might apply.

The result is then looked up on the attack table by cross-referencing the result with the foe's Armored Rating (AR). Each column on the Attack Table represents 2 specific Armor Ratings.

This will result in one of three types of results; the letter "F", a number, or a number/letter combination. Each is described below.

"F": This stands for Fumble. The Weapon Data column FR stands for the Fumble Range. If the result of the attack roll is between 01 and the FR number, then the attacker has fumbled, and must roll on the fumble table.

Number: This represents an amount of concussion hit damage inflicted on the foe. A result of zero hits can be treated as an attack that does no damage or as a clean miss, depending upon whether it was DB from a shield and/or armor that put the attack into the zero hit range.

Note: *Spells that multiply hit damage refer to the numbers on the Attack Table, not additional hits inflicted by criticals.*

Number/Letter Combination: The attack inflicted concussion hits and a critical. The number represents concussion hit damage as detailed in the above entry.

The attacker makes a second non-open-ended roll to determine the exact critical. This roll is modified by the Critical Adjustments listed in the Modifiers section of the Combat Table. You just apply any of the modifiers that are pertinent, such as for the size of the foe being fought and/or the severity of the critical. Other things, such as the Ambush skill and/or Specific Maneuvers from the style rules presented earlier in this book can also modify the critical roll.

If either a 66 or 100 are rolled on the dice, then all critical modifiers are totally ignored and the Unmodified (UM) result is applied to the foe. The various modifiers to the critical roll will never allow the character to achieve one of the UM results on a critical.

Example: *A result of 25C causes 25 concussion hits of damage and a C critical. The attacker rolls again, adding +10 for C critical. Thus a roll of 56 becomes a 66, which falls into the "66-70" range on the critical table.*

5.3 READING THE CRITICAL TABLES

Guidelines for specific criticals are below.

+# Hits- (e.g. "+5 hits") This amount of hits (#) are taken in addition to the normal hit result derived from the attack table used. Normally, these hits are not increased (i.e. "multiplied") by strength factors (e.g. certain creatures do "3x" normal damage, a Strength spell on a character lets them deliver "2x" normal damage, etc.).

Hits per round- (e.g. "+3 hits per round") Each upkeep phase after the critical is taken, the target takes this many (#) additional hits due to pain and bleeding.

... At -#- (e.g. "Foe fights at -30") All of the target's bonuses (except DB and RRs) are modified by this number (#). These penalties are cumulative. Certain of these penalties apply only to specific skills (e.g. fighting, running, etc.).

Staggered # rounds- (e.g. "staggered 2 rounds") For this number (#) of rounds, the target receives a -25 modifier to all actions. He may attack or parry as normal after the modifier has been applied.

Must parry # rounds- (e.g. "must parry 2 rounds") For this number (#) of rounds, the target may not attack; they may only parry with half of their OB, and the only other actions allowed are movement and maneuvers, both modified by -25.

Stunned # rounds- (e.g. "stunned 4 rounds") For this number (#) of rounds, the target may not attack, they may only parry with

half of their Offensive Bonus (Normal DB due to Quickness, shield, etc. is not affected), and the only other actions allowed are movement and maneuvers, both modified by -50.

Stunned and unable to parry # rounds

(Stunned-No Parry)– (e.g. “stunned no parry 3 rounds”) For this number (#) of rounds, the target may not attack, they may not parry (Normal DB due to Quickness, shield, etc. is not affected), and the only other actions allowed are movement and maneuvers, both modified by -75.

Down for # rounds– (e.g. “down 2 rounds”)

The target falls to the floor, and for this number (#) of rounds, the target may not attack or parry, the only actions allowed are movements or maneuvers, both modified by -100. If the result does not specify a number of rounds, then the target is down for one round.

Out for # rounds– (e.g. “out 12 rounds”)

The target falls to the floor, unconscious. They cannot act, and they lose all parry, movement or quickness related DB. They only gain DB from items or magical effects. They are considered “Helpless” for combat purposes. (see **RMC Arms Law**, section 5.5). If the critical does not specify a number of rounds, then the combatant is unconscious until someone performs a successful Very Hard First Aid maneuver on them, or casts a spell (Like “awakening,” see SL) on them, or the GM decides sufficient time has passed. If combat is still proceeding, the combatant will be at “Stunned No Parry” until the GM decides they recover their wits.

A combatant prematurely awakened using first aid (or magic) from an out result with an “X rounds” duration will be “Stunned No Parry” until those rounds wear off.

Knocked– (back/left/right/etc) # feet - Target is knocked in the direction indicated by the critical (random if not indicated), and ends up at the destination on their feet or down, as indicated by the critical. (If not indicated, assume they are still standing, if they are still capable.)

5.4 COMBAT EXAMPLE

Toril and Perdon, two adventurers, vying for a lady's favor have agreed upon a duel to the death. They have the following stats:

Toril: Toril is a third level Rogue and he is wearing:

- A leather Scale Shirt (AR 6 +2.25 DB)
- A Leather Scale Helm (+2.25 DB)
- Leather Scale Bracers (+2.25 DB)
- Leather Scale Greaves (+2.25 DB)
- Soft Leather Boots (+1.5 DB)

This gives him an AR of 6 and a DB of 11 ($2.25 + 2.25 + 2.25 + 2.25 + 1.5 = 10.5$, rounded to 11) from his armor. His armor is fitted and Toril has enough ranks to reduce the maneuver penalty to its minimum of -11.

- Toril's DB consists of his bonus from his armor (+11), his quickness bonus (+5), and his shield bonus (+20). The quickness bonus is reduced by his Maneuver Penalty (-11), but it cannot be reduced to below zero. This gives Toril a total AR (DB) of 12 (31) since the -11 would reduce the +5 quickness bonus below zero, it just becomes a zero.
- Toril has a quickness bonus of +5. He is also using a shield, which modifies his initiative by -5. This gives him a total initiative stat of 0.
- Toril is using a broadsword for the duel. He has 8 ranks in it for a +40, and he gets a +13 from his stats. However, his OB is also modified by his Maneuver penalty of -11, so his total OB is 42 ($40 + 13 - 11 = 42$).
- Toril has 35 concussion hits.

To recap, Toril has an AR (DB) of 6 (31), an initiative stat of 0, an OB of 42 and 35 hits.

Perdon: Perdon is a third level Scout (i.e.

Thief) and he is wearing a full set of Soft Leather made with a cuirass and pauldrons. This gives him a base AR (DB) of 3 (11). His armor is fitted, and he has enough ranks in Maneuvering in Armor to reduce his Maneuver Penalty to zero.

- Perdon's DB consists of his bonus from the armor (+11), his quickness bonus (+10) and his shield (+20). Since Perdon has no Maneuver Penalty, he

gets to use his full quickness bonus for his DB. This gives him a final AR (DB) of 3 (41).

- Perdon has a quickness bonus of +10. He is using a shield, which modifies his initiative by -5. This gives him a total initiative stat of +5
- Perdon is using a sabre, a weapon that he has 8 ranks in, giving him a +40 bonus. He also gets +10 from his stats, and he has no Maneuver Penalty, so his total OB is 50 ($40 + 10 - 0 = 50$).
- Perdon has a total of 25 concussion hits.

To recap, Perdon has an AR (DB) of 3 (41), an initiative stat of +5, an OB of 50 and 25 hits.

ROUND ONE

Declare Initial Actions Step:

The first step is for both foes to declare their actions for the round.

Toril: Being reckless, Toril decides to parry with 0% of his OB, and to use 100% of activity to attack.

Perdon: Perdon puts part of his OB into DB; 15 out of the 50 points he has into his DB, and to attack with 100% activity.

Determine Initiative:

Since neither party has surprise on their side and both parties have weapons of the same length, neither gains any modifier to their initiative.

Toril: Rolls 2d10 to determine his initiative. Toril rolls a 9 and a 1 for a total initiative score of 10 for the round.

Perdon: Rolls 2d10 and adds his initiative of +5 to determine his initiative. Perdon rolls a 4 and a 4, which with his +5, gives him a total initiative score of 13 for the round.

Resolve Short Actions:

Since there are no Short Actions to resolve, the GM moves on to the next phase.

Resolve Long Actions:

- Since Perdon has the higher initiative score, he gets to resolve his action first. He is making a 100% activity attack on Toril with an OB of 35 for the attack. Perdon rolls a 85, plus the 35, plus the -5 that the sabre receives on the attack table, gives a total of 115. Toril has a DB of 31. This makes the final attack roll be 84 ($115 - 31 = 84$).

- Toril has an AR of 6, so we look on the 6 column of the Attack Table portion of the Combat Table and we get a result of 2. Perdon has nicked Toril for 2 points of damage.
- Now it is Toril's turn to attack. His current OB is 42. He rolls a 95, giving him a total of 127 after applying the -10 modifier that the broadsword receives on the attack table. Perdon has a base DB of 41. To this is added the 15 points that he devoted to parrying, giving him a total DB of 56. This makes the final attack roll be a 71 ($127 - 56 = 71$).

Looking up the result for a 71 on the 3 column of the Long Blades Combat Table gives us a result of 3. Toril does 3 points of damage to Perdon.

Upkeep Phase:

Neither combatant is stunned or bleeding, so there is no upkeep to perform.

ROUND TWO

Declare Initial Actions Step:

At this point, both combatants realize that the only way either one is going to win is to end this quickly, and that means attacking full out.

Toril: Toril attacks with 100% of his OB, using 100% activity.

Perdon: Perdon attacks with 100% of his OB, using 100% activity.

Determine Initiative:

Since neither party has surprise on their side and both parties have weapons of the same length, neither gains any sort of modifier to their initiative.

Toril: Rolls 2d10 to determine his initiative. Toril rolls a 9 and a 3 for a total initiative score of 12 for the round.

Perdon: Rolls 2d10 and adds his initiative of +5 to determine his initiative. Perdon rolls a 6 and a 3, which with his +5, gives him a total initiative score of 14 for the round.

Resolve Short Actions:

Since there are no Short Actions to resolve, the GM moves on to the next phase.

Resolve Long Actions:

- Since Perdon has the higher initiative score, he gets to resolve his action first. He is making a 100% activity attack on Toril with an OB of 50 for the attack.

Perdon rolls a 92, plus the 50 plus the -5 adjustment on the table, gives a total of 138. Toril has a DB of 31. This makes the final attack roll be 107 ($138 - 31 = 107$).

- Toril has an AR of 6, so we look on the 6 column of the Attack Table portion of the Combat Table and we get a result of 10B. Perdon has done 10 points of damage and a B critical.
- Perdon rolls the dice to determine the actual critical. He rolls a 53, and adds 5 to this because it is a B critical, for a total critical roll of 58.
- Looking at the Critical Table portion of the Combat Table, we can see that it says:
- A nasty strike down the forearm takes the meat right off the bone. +6 Hits, foe is bleeding 2/hits per round.
- This means that Toril has taken a total of 16 hits this round. He won't take any hits from the bleeding until the Upkeep Phase of the round.

Now it is Toril's turn to attack. However, he has now received an amount of damage that is equal to or greater 50% of his total number of hits ($2 + 10 + 6 = 18$; half of 35 rounded up). Since he has not completed his action for the round yet, he receives an additional -10 to his OB.

His current OB is 42, and he gets a -10 modifier to his actions because of the total

amount of damage he has received and the -10 from the weapon adjustment on the attack table giving him a modified OB of 22. He rolls a 97, an open-ended roll! He rolls again, but only rolls an 8 for his second roll, this gives him a total of 127 ($22 + 97 + 8 = 127$). Perdon has a DB of 41. This makes the final attack roll be a 86 ($127 - 41 = 86$).

- Looking up the result for a 86 on the 3 column of the Long Blades Combat Table gives us a result of 7A. Toril does 7 points of damage to Perdon and also does an A critical.
- Toril rolls the dice to determine the actual critical. He rolls a 15. Since this is an A critical, it doesn't get modified. The critical reads:
- Crunch! You may not have gotten through his armor but this thing's a pretty effective club. +3 hits.
- This means that Toril has done a total of 10 hits for this round, and 13 hits in total. This means that Perdon also now receives a -10 modifier because he has also received enough damage to put him at that 50% or more mark on damage taken.

Upkeep Phase:

Toril is bleeding at a rate of 2 hits per round, so he now takes 2 more points of damage; bringing his total damage to 20. That means that Toril can only receive 15 more points of damage before he will go unconscious.

Perdon has received 13 points of damage, meaning that he can only take 12 more hits before he will go unconscious.

Both combatants are now getting very worried about their future.

5.5 THE COMBAT TABLES


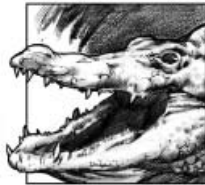
The tables on the following pages comprise the entirety of the Condensed Combat System presented in this product.



BASHING ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10			
Maximum for Type IV Attacks											01-05	Do that again; the sound his head made was pretty funny. +1 hits.	
147-150	44E	42E	40E	38E	36E	34E	32E	30D	28D	26D	06-10	Weak swing clangs off his armor. +2 hits.	
143-146	42E	40E	38E	36E	34E	32E	30E	28D	26D	24C	11-15	Lovely shot to the mouth costs your foe several teeth. +3 hits.	
139-142	40E	38E	36E	34E	32E	30E	28D	26D	25C	23C	16-20	Hit in the solar-plexus leaves your foe gasping. +3 hits and foe is staggered 1 rnd.	
135-138	39E	37E	35E	33E	31E	29D	27D	25C	23C	21C	21-35	An impressive sounding blow to the head doesn't seem to phase him. Perhaps you should aim for something softer. +4 hits and foe is staggered 2 rnds.	
131-134	37E	35E	33E	31E	29D	27D	25D	23C	21C	19B		Smash foe's skull and knock him to his knees, where he belongs. +4 hits, foe is staggered for 2 rnds and stunned for 1 rnd.	
Maximum for Type III Attacks												36-45	You hit him right in the eye and it splits like an over-ripe fruit. +5 hits, -10 to all actions.
127-130	35E	33E	31E	29D	27D	25D	23C	21C	19B	17B	51-55	With an astonishing flurry of blows you drive him back 10' . +6 hits, staggered 2 rnds and -10 to all actions.	
123-126	33E	31D	29D	27D	25D	23C	21C	19B	18B	16B	56-60	Your blow tears down the side of his leg leaving a nasty abrasion. +7 hits, foe is bleeding 1 hit/rnd.	
119-122	31D	29D	27D	25D	23C	21C	20C	18B	16B	14A	61-65	His arm gives a sickening crunch as the bones shatter from the force of your blow. +8 hits, stunned for 2 rnds and -20 to all actions. With armor: +4 hits, stunned for 1 rnd and -10 to all actions.	
115-118	29D	27D	25D	24C	22C	20C	18B	16B	14A	12A		UM 66	You nail him in the throat and partially crush his trachea. He's breathing with difficulty. +25 hits, stunned for 3 rnds and bleeding 3 hits/rnd.
111-114	28D	26C	24C	22C	20C	18B	16B	14A	12A	11A		66-70	Say goodbye to his knee. He drops in a heap. +9 hits, stunned for 2 rnds and at -15 to all actions. With armor: +4 hits, stunned 2 rnds, and -10 to all actions.
Maximum for Type II Attacks											71-75	Brutal forearm strike leaves bones jutting out of his skin. He'd better hope he's been practicing with his off hand. +11 hits, stunned for 3 rnds and bleeding 1 hit/round and -20 to all actions. With armor: +5 hits and stunned 2 rnds.	
107-110	26C	24C	22C	20C	18B	16B	14B	12A	11A	10	76-80	The end of your weapon goes right through his guard and knocks the wind out of him. +13 hits, stunned for 3 rnds and unable to parry for 1 rnd.	
103-106	24C	22C	20C	18B	16B	14B	12A	11A	10	9	81-85	A series of brutal strikes that beat down his guard, break his arm, and crack his skull. +15 hits, bleeding 2 hits/rnd, stunned no parry for 3 rnds, stunned 2 more rnds, and -15 to all actions.	
99-102	22C	20B	18B	16B	14B	13A	11A	10	9	8	86-90	You bean him in the head and he drops to the ground. +17 hits, bleeding 3 hits/rnd, stunned no parry for 5 rnds. With a helmet: +12 hits, bleeding 1 hit/rnd and stunned 3 rnds.	
95-98	20B	18B	16B	14B	13A	11A	9A	9	8	7	91-95	Being smashed over the head makes him bite his tongue. He's drooling blood and talking like a duck now. +21 hits and bleeding 3 hits/rnd.	
91-94	18B	16B	15B	13A	11A	9A	8	8	7	6	96-100	Break his jaw and the hearts of maidens across the realm. +19 hits and stunned 5 rnds.	
Maximum for Type I Attacks											UM 100	You whack him in the face so hard that his neck twists and snaps. You could learn to like this. Foe drops dead and you still have 50% activity left.	
87-90	17B	15A	13A	11A	9A	8	7	7	6	5	101-105	Your blow breaks his hip bone and he drops to the ground screaming like a damned soul. +21 hits, stunned no parry 5 rnds and -20 to all actions.	
83-86	15A	13A	11A	9A	7	7	6	6	5	5	106-110	You beat him over the head until the head of your weapon is covered in blood and brains. +12 hits, bleeding 15 hits/rnd, stunned 3 rnds, staggered 2 rnds and dies in 12 rnds.	
79-82	13A	11A	9A	7	6	6	5	5	4	4	111-115	Hammer-like chest strike drives fragments of his broken ribs right into his lungs. The look on his face as he falls will haunt you forever. Foe is bleeding 15 hits/rnd and drowns in his own blood in 10 rnds.	
75-78	11A	9A	7	5	5	5	4	4	4	4	116-120	Striking him under the arm leaves him coughing up blood. +12 hits, bleeding 25 hits/rnd, and his heart gives out after 6 rnds.	
71-74	9A	7	5	4	4	4	3	3	3	3			
67-70	7	5	4	3	3	3	3	3	3	3			
63-66	5	3	2	2	2	2	2	2	2	2			
59-62	2	1	1	1	1	1	2	2	2	2			
55-58	0	0	0	0	0	1	1	1	1	1			
51-54	0	0	0	0	0	0	1	1	1	1			
27-50	0	0	0	0	0	0	0	0	1	1			
23-26	0	0	0	0	0	0	0	0	0	0			
19-22	0	0	0	0	0	0	0	0	0	0			
(*+1)-18	0	0	0	0	0	0	0	0	0	0			
1-*	F	F	F	F	F	F	F	F	F	F			
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.													
Weapon Data													
Weapon	FR		Type		OB Mod								
Blackjack	1		I		0								
Club	4		II		0								
Cudgel	4		III		-10								
Flail	8		IV		-10								
Jo Stick	3		III		-10								
Mace	2		III		-15								
Morningstar	8		III		0								
Nunchaku	7		IV		-15								
Pick	6		IV		-10								
Quarterstaff	3		III		0								
Tonfa	4		III		-10								
War Hammer	4		III		-15								
War Mattock	6		IV		0								
Size Adjustments for Attacks†					Critical Adjustments								
Vs. Medium (Large) Creatures			-10		A Crits			+0					
Vs. Medium (Huge) Creatures			-20		B Crits			+5					
Vs. Large Creatures			-15		C Crits			+10					
Vs. Huge/Super-Large Creatures			-30		D Crits			+15					
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.					E Crits			+20					
					Tiny Attacks (Crits only)			-20					


BITING ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10			
Maximum for Type IV Attacks													
147-150	45E	42E	39E	36E	33E	29E	26E	23D	20D	17D	01-05	Ouch! You got some metal in that bite. That's gotta hurt! +0 hits.	
143-146	43E	40E	37E	34E	31E	28E	25D	22D	19D	16C	06-10	Sigh. You get a few fingers in your mouth but you don't get to keep them. +1 hit.	
139-142	41E	38E	35E	32E	29E	26D	23D	20D	17C	15C	11-15	You lunge and then drop under his guard to nip at his heels as you sweep between his legs. He nearly falls over in his haste to turn and face you. +2 hits.	
135-138	39E	36E	33E	30E	27D	25D	22D	19C	16C	13C			
131-134	37E	34E	31E	29D	26D	23D	20C	17C	15C	12B	16-20	That wasn't your best moment; all you got was a bunch of hair and a bit of his ear. He doesn't look very happy though. +3 hits and staggered 1 rnd.	
Maximum for Type III Attacks													
127-130	35E	32D	30D	27D	24D	21C	19C	16C	13B	11B			
123-126	33D	30D	28D	25D	22C	20C	17C	15B	12B	10B	21-35	You sink your tooth into his foot. Foe now has a limp and moves at half speed until healed. +5 hits, bleeding 1 hit/rnd and staggered for 1 rnd.	
119-122	31D	29D	26D	23C	21C	18C	15B	13B	11B	9A			
115-118	29D	27C	24C	21C	19C	16B	14B	12B	9A	7A	36-45	You latch onto his calf and try to trip him up to no avail. +5 hits, staggered 1 rnd and bleeding 2 hits/rnd.	
111-114	27C	25C	22C	20C	17B	15B	12B	10A	8A	6A	46-50	You snap at his thighs and he dances back nervously. +6 hits and -10 to all actions.	
Maximum for Type II Attacks													
107-110	25C	23C	20C	18B	15B	13B	11A	9A	7A	6			
103-106	23C	21B	18B	16B	14B	11A	9A	7A	5	5	51-55	You grab his weapon arm at the wrist with your teeth and latch on tightly. Weapons are for the weak! +7 hits, staggered 1 rnd and -10 to all actions. With bracers: +5 hits.	
99-102	22B	19B	17B	14B	12A	10A	8A	5	5	5			
95-98	20B	17B	15B	12A	10A	8A	6	5	5	4			
91-94	18B	15A	13A	11A	9A	7	5	5	4	4	56-60	You bound towards him and spring, tearing at his shoulder with your teeth. You taste sweet, warm blood. +7 hits and bleeding 2 hits/rnd.	
Maximum for Type I Attacks													
87-90	16A	13A	11A	9A	7	6	5	4	4	4			
83-86	14A	11A	9A	7	5	5	4	4	3	3	61-65	He puts on quite a performance as you race along side him and sink your teeth into his buttocks. +9 hits, stunned 2 rnds and -15 to all actions.	
79-82	12A	10A	7	5	5	4	4	3	3	3			
75-78	10A	8	6	5	4	3	3	3	3	3	UM 66	You get foe by the throat and the force of your attack spins him about and send you flying 5' back the way you came. +30 hits, bleeding 5 hits/rnd and stunned no parry for 10 rnds.	
71-74	8	6	4	4	3	3	3	2	2	2			
67-70	6	4	2	2	2	2	2	2	2	2			
63-66	3	2	1	1	1	1	2	2	2	2	66-70	You get your teeth into his throat but fail to knock him over or hang on. He looks pretty mad. +10 hits, stunned 2 rnds, bleeding 3 hits/rnd and -15 to all actions. With neck armor: +5 hits, stunned 1 rnd and bleeding 1 hit/rnd.	
59-62	0	0	0	0	1	1	1	1	1	1			
55-58	0	0	0	0	0	0	1	1	1	1			
51-54	0	0	0	0	0	0	0	0	1	1			
27-50	0	0	0	0	0	0	0	0	0	0	71-75	You slam into his chest, knocking him back as he fights to keep your teeth from his neck. +10 hits, stunned 2 rnds, bleeding 4 hits/rnd and -20 to all actions. With neck armor: +5 hits, stunned 1 rnd, bleeding 2 hits/rnd and -10 to all actions.	
23-26	0	0	0	0	0	0	0	0	0	0			
19-22	0	0	0	0	0	0	0	0	0	0			
(*+1)-18	0	0	0	0	0	0	0	0	0	0	76-80	Hey this guy tastes pretty good! You tear away a tasty chunk of his fleshy midsection. +12 hits, bleeding 4 hits/rnd, -20 to all actions and stunned no parry for 1 rnd.	
1-*	F	F	F	F	F	F	F	F	F	F			
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.													
<div></div> <div></div>												81-85	You close in and rend the tendons and muscle. +14 hits, bleeding 5 hits/rnd, -15 to all actions, stunned no parry for 2 rnds and stunned 2 more rnds.
												86-90	You sink your teeth into his crotch. It's a sad necessity but you can't bear the thought of this guy breeding. +15 hits, bleeding 5 hits/rnd, stunned no parry 4 rnds. With groin armor: +5 hits and bleeding 2 hits/rnd.
												91-95	You bound forward and sink your teeth into his neck, he futilely tries to push you off. +20 hits, 5 hits/rnd, stunned no parry 4 rnds and -20 to all actions.
												96-100	With a prodigious leap you sink your teeth deep into his shoulder and drag him to the ground. +16 hits, stunned 6 rnds and bleeding 6 hits/rnd.
												UM 100	You tear his throat open so viciously that his head comes right off. He's good and dead now. This takes so little time that you can make a free attack against anyone within 10' directly behind him.
												101-105	Catching his neck in your jaws you knock him to the ground. He won't last long now. +20 hits, -30 to all actions and stunned no parry 5 rnds.
												106-110	You latch onto his weapon arm and practically shake it off. +10 hits, bleeding 12 hits/rnd, stunned 3 rnds and staggered 5 rnds.
												111-115	You latch onto his off hand and tear off a good chunk. It's quite crunchy. He's bleeding heavily. +18 hits and he's bleeding 18 hits/rnd.
												116-120	You sink your teeth into his throat and drag him to the ground. Then you shake him until the blood sprays all over both of you. His neck snaps and he dies. +12 hits, bleeding 25 hits/rnd and he is dead in 6 rnds from the blood loss.
Weapon Data													
Weapon	FR		Type		OB Mod								
Tiny	2		I		-10								
Small	2		I		0								
Medium	2		II		0								
Large	2		III		0								
Huge	2		IV		0								
Size Adjustments for Attacks†				Critical Adjustments									
Vs. Medium (Large) Creatures				-10				A Crits				+0	
Vs. Medium (Huge) Creatures				-20				B Crits				+5	
Vs. Large Creatures				-15				C Crits				+10	
Vs. Huge/Super-Large Creatures				-30				D Crits				+15	
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.								E Crits				+20	
								Tiny Attacks (Crits only)				-20	

Bow Attacks

Roll	1	2	3	4	5	6	7	8	9	10		
Maximum for Type IV Attacks											01-05	Your fletching tickles his ear and he involuntarily giggles, drawing harsh glares from his comrades. +0 hits.
147-150	28E	26E	24E	23E	21E	19E	17D	16D	14D	12D	06-10	You nail him right between the eyes. Then the arrow drops to his feet and he glares at you. +1 hit.
143-146	27E	25E	23E	21E	20E	18D	16D	15D	13C	11C	11-15	Your arrow neatly parts his hair down the middle. A small trickle of blood runs down his forehead and onto his nose. +2 hits.
139-142	25E	24E	22E	20E	19D	17D	15D	13C	12C	10C	16-20	Having an arrow through the thigh should slow him down a bit. +2 hits and foe is bleeding 1 hit/rnd.
135-138	24E	22E	21E	19D	17D	16C	14C	12C	11B	9B		
131-134	23E	21D	20D	18D	16D	15C	13C	11B	10B	8B		
Maximum for Type III Attacks											21-35	The point of the arrow strikes his breastbone dead center and he stumbles, and flails his arms a moment before catching his balance. +3 hits and foe is staggered 1 rnd.
127-130	22D	20D	18D	17C	15C	13C	12B	10B	9B	7B	36-45	That arrow grazed his shoulder and left a nasty gash, but he's still coming. +3 hits, staggered 1 rnd and bleeding 2 hits/rnd.
123-126	20D	19D	17D	16C	14C	12B	11B	9B	8A	6A	46-50	Aw! He got his arm in the way, now he's got your arrow sticking out of his bicep. +3 hits and foe is at -10 to all actions.
119-122	19D	17C	16C	14C	13C	11B	10B	8A	7A	6A	51-55	He's looking at the arrow through his hand, and then you and the bow. It's likely that he'll figure out who put it there? +4 hits, staggered for 1 rnd and -10 to all actions. With gauntlets: +2 hits.
115-118	18C	16C	15C	13B	12B	10B	9A	7A	6A	5	56-60	Your shot sinks right into his side. Only the feathers are showing. +5 hits and foe is bleeding 3 hits/rnd.
111-114	17C	15C	13C	12B	10B	9A	8A	6A	5	5	61-65	The arrow punctures his kneecap and he crumples in a heap. Ever think about working for the mob? +7 hits, stunned 1 rnd and -20 to all actions. With leg armor: +3 hits and -10 to all actions.
Maximum for Type II Attacks											UM 66	He opens his mouth and the arrow goes in, piercing his tongue and tonsils. Now you should be able to get a word in edge-wise. +20 hits, stunned 3 rnds and bleeding 10 hits/rnd.
107-110	15C	14B	12B	11B	9B	8A	6A	5	5	5	66-70	The point opens up a long deep gash in his side. +7 hits, stunned 1 rnd, bleeding 3 hits/rnd and -15 to all actions.
103-106	14B	12B	11B	10A	8A	7A	5	5	5	4	71-75	It's always amazing how much blood can come out of a nose. Especially when there's an arrow stuck right through it. +9 hits, stunned 2 rnds, bleeding 3 hits/rnd and -20 to all actions.
99-102	13B	11B	10B	8A	7A	6	5	4	4	4	76-80	The arrow head stabs into his hip and the arrow juts out at an odd angle, quivering. +10 hits, bleeding 4 hits/rnd and stunned no parry 1 rnd.
95-98	11B	10A	9A	7A	6A	5	4	4	4	4	81-85	Striking the bone in his forearm, your arrow deflects up and inwards until only the feathers are showing. +12 hits, bleeding 6 hits/rnd, stunned no parry 2 rnds, stunned 2 more rnds and at -15 to all actions.
91-94	10A	9A	7A	6	5	4	4	4	4	3	86-90	Your arrow tears open his cheek but glances off the bone. +17 hits, bleeding 5 hits/rnd and stunned no parry 4 rnds.
Maximum for Type I Attacks											91-95	Femoral artery! You doubt he can spell it, but with that much blood running down his leg, you can be sure he knows that his time is short. +18 hits and foe is bleeding 9 hits/rnd. With leg armor: +9 hits and bleeding 4 hits/rnd.
87-90	9A	7A	6A	5	4	4	3	3	3	3	96-100	Your arrow lodges between a couple ribs. +15 hits and foe is stunned for 5 rnds.
83-86	8A	6A	5	4	3	3	3	3	3	3	UM 100	The arrow literally goes in one ear and out the other. In a moment you should know for sure if there was anything substantial between them. Each round he accumulates a -20 penalty to all actions. After 5 rnds he's completely paralyzed and after 10 he dies.
79-82	6A	5	4	3	3	3	2	3	3	2	101-105	Bullseye! Or it would be if he was a bull, or a minotaur. +18 hits, stunned no parry 5 rnds and -20 to all actions.
75-78	5	4	3	2	2	2	2	2	2	2	106-110	Awesome! That one punctured his larynx, he's bleeding and suffocating at the same time. +12 hits, bleeding 15 hits/rnd, stunned 2 rnds, staggered 2 rnds and dies in 8 rnds.
71-74	4	2	2	2	2	2	2	2	2	2	111-115	That one went right between the ribs and punctured his heart. He's bleeding 25 hits/rnd and stunned 5 rnds.
67-70	2	1	1	1	1	1	1	2	2	2	116-120	Your arrow passes through his gut and grazes his spine, throwing him into a series of convulsions that warms your heart. +30 hits, bleeding 10 hits/rnd and he is at -50 to all actions.
63-66	0	0	0	1	1	1	1	1	1	1		
59-62	0	0	0	0	0	0	1	1	1	1		
55-58	0	0	0	0	0	0	0	1	1	1		
51-54	0	0	0	0	0	0	0	0	0	1		
27-50	0	0	0	0	0	0	0	0	0	0		
23-26	0	0	0	0	0	0	0	0	0	0		
19-22	0	0	0	0	0	0	0	0	0	0		
(*+1)-18	0	0	0	0	0	0	0	0	0	0		
1-*	F	F	F	F	F	F	F	F	F	F		

F = automatic fumble, roll on appropriate table.
 * = Fumble Range (FR) of the weapon used.



Weapon Data			
Weapon	FR	Type	OB Mod
Composite Bow	4	IV	0
Long Bow	5	IV	-10
Short Blow	4	III	0
Tiny	2	I	-10
Small	2	I	0
Medium	2	II	0
Large	2	III	0
Huge	2	IV	0



Size Adjustments for Attacks [†]		Critical Adjustments	
Vs. Medium (Large) Creatures	-10	A Crits	+0
Vs. Medium (Huge) Creatures	-20	B Crits	+5
Vs. Large Creatures	-15	C Crits	+10
Vs. Huge/Super-Large Creatures	-30	D Crits	+15
		E Crits	+20
		Tiny Attacks (Crits only)	-20

[†] = applies to both Attack Rolls & Crits; results below 01 are treated as 01.

CLAW ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10		
Maximum for Type IV Attacks											01-05	Your claws make a hideous screeching as they utterly fail to even penetrate his clothing. +1 hit.
147-150	24E	23E	21E	20E	18E	17E	15E	14D	12D	11D	06-10	Pouncing high you slash his shoulder. +2 hits.
143-146	23E	21E	20E	19E	17E	16E	14D	13D	12D	10C	11-15	A swift swat makes him back off a bit. +3 hits.
139-142	22E	20E	19E	18E	16E	15D	13D	12D	11C	9C	16-20	You give him a nasty row of scratches on the thigh. +4 hits and staggered 1 rnd.
135-138	21E	19E	18E	17E	15D	14D	12D	11C	10C	8C	21-35	Striking high at his eyes gives him deep gashes on his forehead and cheek. +5 hits, bleeding 1 hit/rnd and staggered 1 rnd.
131-134	20E	18D	17D	16D	14D	13D	12C	10C	9C	8B	36-45	He whimpers like a baby as you get a claw over his shoulder and rake his back. +6 hits, staggered 1 rnd and bleeding 1 hit/rnd.
Maximum for Type III Attacks											46-50	Your solid swipe nicks a tendon in his elbow and tears it lose. +7 hits and -10 to all actions.
127-130	19D	17D	16D	15D	13D	12C	11C	9C	8B	7B	51-55	He's gonna need new pants, the ones he's wearing are all shredded and bloody below the knees. +8 hits, staggered 1 rnd and -10 to all actions.
123-126	17D	16D	15D	13D	12C	11C	10C	8B	7B	6B	56-60	Flashing past him you claw at his chest and draw blood. +9 hits and he is bleeding 1 hit/rnd.
119-122	16D	15C	14C	12C	11C	10C	9B	7B	6B	5A	61-65	You hook your claws into the shoulder of his shield arm and pull him halfway to the ground before he tears free. +10 hits, stunned 2 rnds and -15 to all actions.
115-118	15C	14C	13C	11C	10C	9B	8B	6B	5A	4A	UM 66	With contemptuous ease you open a surgical incision beneath his ribs, reach in and tear into his heart. +30 hits, bleeding 2 hits/rnd and stunned no parry for 10 rnds
111-114	14C	13C	12C	10C	9B	8B	7B	6A	4A	3A	66-70	Your downward swipe nicks his chin and slashes his chest and abdomen open. +11 hits, stunned 2 rnds, bleeding 3 hits/rnd and -15 to all actions.
Maximum for Type II Attacks											71-75	After tearing a chunk of meat from his thigh, you can see bone. +12 hits, stunned 2 rnds, bleeding 3 hits/rnd and -20 to all actions. With leg armor: +6 hits, stunned 1 rnd, and bleeding 1 hit/rnd.
107-110	13C	12B	11B	9B	8B	7B	6A	5A	4A	3	76-80	Leaping inside his reach you sink your claws into his side and tear them out again. +13 hits, bleeding 4 hits/rnd, -20 to all actions and stunned no parry 1 rnd.
103-106	12B	11B	10B	8B	7B	6A	5A	4A	3	3	81-85	You hook your claws through his ribs, dragging him down. You could be an office manager. +14 hits, bleeding 4 hits/rnd, -15 to all actions and stunned no parry 4 rnds. With armor: +7 hits, bleeding 2 hits/rnd, -10 to all actions and stunned 2 rnds.
99-102	11B	10B	8B	7B	6A	5A	4A	3	3	3	86-90	You run your claws up and down his legs several times while he's paying attention to something else. +14 hits, bleeding 5 hits/rnd, stunned no parry 4 rnds.
95-98	10B	9A	7A	6A	5A	4A	3	3	3	3	91-95	Reaching around his back, you hook your claws into his spine with practiced precision. +15 hits, bleeding 6 hits/rnd, -20 to all actions and stunned 4 rnds. If no armor: +30 hits and he's paralyzed from the waist down.
91-94	9A	8A	6A	5A	4A	3	3	3	3	3	96-100	What a pretty crimson fountain! Looks like that leg has pretty much had it, he falls over. +16 hits, stunned 6 rnds and bleeding 5 hits/rnd.
Maximum for Type I Attacks											UM 100	You claw his throat wide open and destroy the cartilage in his spine. His head dangles to one side on a thread of skin as he drops dead. Pouncing without pause you can make a free attack against anyone within 10'.
87-90	8A	6A	5A	4A	3	3	3	3	3	2	101-105	Sinking your claws into one of his eyes, you shove him to the ground and savagely claw at his body with your hind legs. +17 hits, -20 to all actions and stunned no parry 5 rnds.
83-86	7A	5A	4	3	3	3	2	2	2	2	106-110	What, this leg? He didn't need it did he? +18 hits, bleeding 15 hits/rnd, stunned 3 rnds, staggered for 5 rnds, he dies in 15 rnds from major blood loss.
79-82	5A	4	3	2	2	2	2	2	2	2	111-115	You rip his sword arm right off and then reach through the hole to tear up his heart and lungs. +19 hits, 20 hits/rnd, and he's dead in 10 rnds from the trauma, if the blood loss does not kill him first.
75-78	4	3	2	2	2	2	2	2	2	2	116-120	Hooking your claws into his shoulder and hip you rend him nearly in two. +20 hits, bleeding 50 hits/rnd, dead in 3 inactive, whimpering rnds
71-74	3	2	1	1	1	2	2	2	2	2		
67-70	2	1	1	1	1	1	1	1	1	1		
63-66	0	0	0	1	1	1	1	1	1	1		
59-62	0	0	0	0	0	1	1	1	1	1		
55-58	0	0	0	0	0	0	0	0	1	1		
51-54	0	0	0	0	0	0	0	0	0	1		
27-50	0	0	0	0	0	0	0	0	0	0		
23-26	0	0	0	0	0	0	0	0	0	0		
19-22	0	0	0	0	0	0	0	0	0	0		
(*+1)-18	0	0	0	0	0	0	0	0	0	0		
1-*	F	F	F	F	F	F	F	F	F	F		


F = automatic fumble, roll on appropriate table.
 * = Fumble Range (FR) of the weapon used.


Weapon Data			
Weapon	FR	Type	OB Mod
Tiny	2	I	-10
Small	2	I	0
Medium	2	II	0
Large	2	III	0
Huge	2	IV	0

Size Adjustments for Attacks†		Critical Adjustments	
Vs. Medium (Large) Creatures	-10	A Crits	+0
Vs. Medium (Huge) Creatures	-20	B Crits	+5
Vs. Large Creatures	-15	C Crits	+10
Vs. Huge/Super-Large Creatures	-30	D Crits	+15
† = applies to both Attack Rolls & Crits;		E Crits	+20
results below 01 are treated as 01.		Tiny Attacks (Crits only)	-20




COLD ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10					
Maximum for Type IV Attacks											01-05	The cool breeze refreshes him. +0 hits.			
147-150	41E	38E	36E	33E	31E	28E	26D	23C	21C	18C	06-10	Your brutal assault gives him goose bumps. +2 hits.			
143-146	39E	37E	34E	31E	29E	26D	24D	21C	19C	16B	11-15	Frost forms on his eyebrows and his nose starts running. +3 hits and foe is staggered 1 rnd.			
139-142	37E	35E	32E	30E	27D	25D	22C	20C	17B	15B					
135-138	35E	33E	30E	28D	25D	23D	21C	18B	16B	13B	16-20	He takes the hit on his shield arm. +4 hits and foe is staggered 1 rnd.			
131-134	33E	31D	28D	26D	24D	21C	19C	16B	14B	12A	21-35	His leg is covered in frost. +5 hits and foe is staggered 1 rnd.			
Maximum for Type III Attacks											36-45	He twitches at the blast of chill air. +5 hits and foe is stunned 1 rnd.			
127-130	31D	29D	26D	24D	22C	19C	17B	15B	13A	10A	46-50	Your attack gives him frost bite on his weapon hand. +5 hits and foe is at -10 to all actions.			
123-126	29D	27D	25D	22C	20C	18C	15B	13A	11A	9A	51-55	His weapon arm turns white as the skin covered in rime. +6 hits, stunned 1 rnd and -10 to all actions.			
119-122	27D	25C	23C	20C	18C	16B	14B	12A	9A	9	56-60	The blast freezes his hair solid. If he lives he's going to have a nasty head cold. +6 hits and foe is bleeding 2 hits/rnd.			
115-118	25C	23C	21C	19C	16B	14B	12A	10A	9	8	61-65	Ooh! Yikes! He'll never breed now. +8 hits, stunned 2 rnds and -20 to all actions.			
111-114	23C	21C	19C	17B	14B	12B	10A	9	8	7					
Maximum for Type II Attacks															
107-110	21C	19B	17B	15B	13B	11A	9A	8	7	6					
103-106	20B	17B	15B	13B	11A	9A	8	7	6	6					
99-102	18B	15B	13B	11A	9A	8A	7	6	5	5					
95-98	16B	13A	11A	9A	7A	7	6	5	5	5					
91-94	14A	12A	9A	7A	6	6	5	4	4	4					
Maximum for Type I Attacks															
87-90	12A	10A	8A	6	5	5	4	4	4	4	UM 66	The blast covers his entire body in hoar frost. You've killed him but he doesn't know it yet. +30 Hits, -20 to all actions and he receives a additional -20 each for the next 9 rnds, as then he dies, having frozen solid.			
83-86	10A	8A	5	5	4	4	3	3	3	3					
79-82	8A	6	4	4	3	3	3	3	3	3	66-70	Heavy frost covers both of his legs. From the look on his face he felt that in his bones. +10 hits, stunned 2 rnds, bleeding 1 hit/rnd and -15 to all actions.			
75-78	6	4	3	3	2	2	2	2	2	2	71-75	His shield arm is frozen to his side and he seems a little blue. +12 hits, stunned 3 rnds, bleeding 1 hit/rnd and -20 to all actions.			
71-74	4	2	2	2	2	2	2	2	2	2	76-80	Icicles dangle from your foe's nose and chin. +13 hits, bleeding 1 hit/rnd and stunned no parry 3 rnds.			
67-70	2	1	1	1	1	1	1	1	1	2					
63-66	0	0	0	1	1	1	1	1	1	1	81-85	The frozen arteries in his leg burst. Right now he's just crippled. +15 hits, bleeding 3 hits/rnd, stunned no parry 3 rnds, stunned 2 more rnds and -15 to all actions.			
59-62	0	0	0	0	0	0	1	1	1	1					
55-58	0	0	0	0	0	0	0	0	0	1					
51-54	0	0	0	0	0	0	0	0	0	0					
27-50	0	0	0	0	0	0	0	0	0	0	86-90	His shirt is drenched with blood as the blast of intense cold bursts the surface blood vessels in his chest. +17 hits, bleeding 5 hits/rnd and stunned no parry 5 rnds.			
23-26	0	0	0	0	0	0	0	0	0	0	91-95	Hoar frost engulfs your foe. He is very pretty. +21 hits and foe is totally immobilized for 3 rnds and then stunned 4 rnds.			
19-22	0	0	0	0	0	0	0	0	0	0	96-100	Your blast falls short. As you shake your head in disappointment, he slips on the ice and smacks his head on the ground. +19 hits, stunned 5 rnds and bleeding 3 hits/rnd.			
(*+1)-18	0	0	0	0	0	0	0	0	0	0	UM 100	He's frozen solid to the core. You watch in wonder as he falls over and shatters into tiny pieces. Anyone within 5' takes an 'A' Cold Critical.			
1-*	F	F	F	F	F	F	F	F	F	F	101-105	Foe's chest is encased in ice. His lungs fill up with condensation from the sudden temperature shift. +21 hits, stunned no parry 5 rnds and -20 to all actions.			
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.											106-110	Your blast freezes his legs solid and sends him skidding back fifteen feet on a sheet of ice. You are the Zamboni man! +12 hits, bleeding 10 hits/rnd, stunned 4 rnds, staggered 4 rnds and dies in 12 rnds from the tissue and artery damage.			
											111-115	Ice encases your foe's head. It'll take an 'A' Krush, Heat, or Impact critical to smash or melt it off. Foe is bleeding 12 hits/rnd and will suffocate in 5 rnds.			
Weapon Data											116-120	A look of pure agony contorts your foe's face as large crystals of ice form in his blood. +12 hits, foe is bleeding 40 hits/rnd and his heart is shredded in 6 rnds. He then dies. So sad.			
Weapon	FR				Type				OB Mod						
Ice Bolt	2				IV				-10						
Cold Ball	2				III				0						
Tiny	2				I				-10						
Small	2				I				0						
Medium	2				II				0						
Large	2				III				0						
Huge	2				IV				0						
Size Adjustments for Attacks†					Critical Adjustments										
Vs. Medium (Large) Creatures					-10							A Crits	+0		
Vs. Medium (Huge) Creatures					-20							B Crits	+5	111-115	Impact critical to smash or melt it off. Foe is bleeding 12 hits/rnd and will suffocate in 5 rnds.
Vs. Large Creatures					-15							C Crits	+10		
Vs. Huge/Super-Large Creatures					-30							D Crits	+15		
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.												E Crits	+20	116-120	
												Tiny Attacks (Crits only)	-20		

CROSSBOW ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10			
Maximum for Type IV Attacks											01-05	Was that a blunt point or is his head just that hard? +0 hits.	
147-150	33E	31E	30E	28E	26E	25E	23E	21D	20D	18C	06-10	You slip a little as you fire and your bolt pins his shoe to the ground. +1 hit.	
143-146	32E	30E	28E	27E	25E	23E	22E	20D	18C	17C	11-15	As if that guy didn't have enough piercings already. At least the quarrel looks interesting dangling from his ear like that. +2 hits.	
139-142	30E	28E	27E	25E	24E	22E	20D	19C	17C	15C	16-20	He dodges your shot with ease, only to trip and do a lovely face plant. +2 hits and foe is bleeding 1 hit/rnd.	
135-138	29E	27E	25E	24E	22E	21D	19D	17C	16C	14B	21-35	The bolt grazes his shoulder, punching through any armor like it wasn't even there. +3 hits and foe is staggered 1 rnd.	
131-134	27E	26E	24E	22E	21D	19D	18C	16C	14B	13B	36-45	Your shot grazes his arm leaving a bloody gash. +3 hits, foe is staggered 1 rnd and bleeding 2 hits/rnd.	
Maximum for Type III Attacks											46-50	He's going to have real trouble lowering his arm with that bolt through his deltoid. +4 hits and foe is at -10 to all actions.	
127-130	26E	24E	23E	21D	19D	18D	16C	15B	13B	12B	51-55	The bolt drives directly into his thigh, right up to the feathers. +5 hits, foe is bleeding 2 hits/rnd and at -10 to all actions.	
123-126	24E	23D	21D	20D	18D	16C	15C	13B	12B	10A	56-60	His thigh sprays blood everywhere as the bolt grazes it deeply. +5 hits and foe is bleeding 3 hits/rnd.	
119-122	23D	21D	20D	18D	17C	15C	14B	12B	10A	9A	61-65	A direct hit on his shoulder stops when it hits the bone but he is thrown violently to the ground. +7 hits, foe is staggered 1 rnd and -20 to all actions.	
115-118	22D	20D	18D	17C	15C	14C	12B	11A	9A	8A	UM 66	Your bolt goes right through his temple and stands there quivering. Astonishingly enough, he's still standing. But any attempt to remove it will kill him instantly. +25 hits, stunned no parry 2 rnds and bleeding 12 hits/rnd.	
111-114	20D	19C	17C	15C	14C	12B	11B	9A	8A	6		The point opens up a long deep gash in his side. +9 hits, stunned 1 rnd, bleeding 3 hits/rnd and -15 to all actions.	
Maximum for Type II Attacks												71-75	Your shot is deflected off a rib but leaves a nasty gash. +11 hits, stunned 1 rnd, bleeding 4 hits/rnd and -20 to all actions.
107-110	19C	17C	16C	14C	12B	11B	9A	8A	7	5		The bolt punches right through his shield and armor, pinning his arm to his side. +13 hits, bleeding 5 hits/rnd and stunned no parry 1 rnd.	
103-106	17C	16C	14C	13B	11B	10B	8A	7	5	5		Call a surgeon! Your bolt vanishes into his chest, fletchings and all. +15 hits, bleeding 5 hits/rnd, stunned no parry 2 rnds, stunned 2 more rnds and -15 to all actions.	
99-102	16C	14B	13B	11B	10B	8A	7A	5	5	5	86-90	A low shot severs his Achilles Tendon. He can't move faster than a walk now. +17 hits, bleeding 6 hits/rnd and stunned no parry 3 rnds.	
95-98	14B	13B	11B	10B	8A	7A	5	5	5	4	91-95	Bolt punches right through his abdomen spraying blood everywhere as it passes out the other side. +21 hits and foe is bleeding 7 hits/rnd.	
91-94	13B	11B	10B	8A	7A	5A	5	5	4	4	96-100	The bolt goes right into his spine and lodges there. He's paralyzed from the chest down. +19 hits and stunned 5 rnds.	
Maximum for Type I Attacks											UM 100	You put a bolt right in his eye and the tip smashes though the back of his skull. He wobbles around in dismay for a couple seconds and then drops dead.	
87-90	11B	10A	8A	7A	6A	5	4	4	4	4		Sometimes you feel a bit guilty when things like this happen.	
83-86	10A	9A	7A	6A	5	4	4	4	3	3		Your bolt strikes his breastbone and his chest collapses. +21 hits, stunned no parry 5 rnds and -20 to all actions.	
79-82	9A	7A	6A	5	4	3	3	3	3	3		You know what stuck up people get? A crossbow bolt right up the left nostril, that's what they get! +12 hits, bleeding 10 hits/rnd, stunned 3 rnds, staggered 3 rnds, and dies in 6 rnds.	
75-78	7A	6A	4	4	3	3	3	3	3	3		Beautiful shot! The point is stopped by the back of his skull and the fletchings are quivering in his eye socket. He forgets half the alphabet and can't count higher than 10 anymore. +20 hits, stunned no parry 10 rnds and -20 to all actions.	
71-74	6A	4	3	3	2	2	2	2	2	2	111-115	The bolt punches right through his throat. He's drowning in his own blood. +12 hits, bleeding 25 hits/rnd, and his heart gives out after 6 rnds.	
67-70	4	2	2	2	2	2	2	2	2	2	116-120		
63-66	0	0	1	1	1	1	1	1	2	2			
59-62	0	0	0	0	1	1	1	1	1	1			
55-58	0	0	0	0	0	0	1	1	1	1			
51-54	0	0	0	0	0	0	0	0	1	1			
27-50	0	0	0	0	0	0	0	0	0	0			
23-26	0	0	0	0	0	0	0	0	0	0			
19-22	0	0	0	0	0	0	0	0	0	0			
(*+1)-18	0	0	0	0	0	0	0	0	0	0			
1-*	F	F	F	F	F	F	F	F	F	F			
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.													
													
Weapon Data													
Weapon	FR				Type		OB Mod						
Hand-held Crossbow	5				II		0						
Heavy Crossbow	5				IV		-10						
Light Crossbow	5				III		0						
Tiny	2				I		-10						
Small	2				I		0						
Medium	2				II		0						
Large	2				III		0						
Huge	2				IV		0						
Size Adjustments for Attacks†					Critical Adjustments								
Vs. Medium (Large) Creatures					-10		A Crits		+0				
Vs. Medium (Huge) Creatures					-20		B Crits		+5				
Vs. Large Creatures					-15		C Crits		+10				
Vs. Huge/Super-Large Creatures					-30		D Crits		+15				
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.							E Crits		+20				
							Tiny Attacks (Crits only)		-20				

CRUSHING ATTACKS

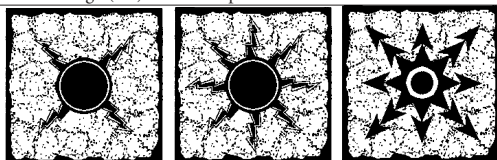
Roll	1	2	3	4	5	6	7	8	9	10		
Maximum for Type IV Attacks											01-05	Knock him around a bit. +1 hits.
147-150	44E	42E	40E	39E	37E	35E	33E	32E	30D	28D	06-10	He braces himself but slides back a few inches. +2 hits.
143-146	42E	40E	39E	37E	35E	33E	32E	30D	28D	26D	11-15	A breath escapes him on impact. +3 hits.
139-142	40E	39E	37E	35E	33E	32E	30D	28D	26D	24C	16-20	He nearly loses his balance in the wake of your blow. +3 hits and foe is staggered 1 rnd.
135-138	39E	37E	35E	33E	32E	30D	28D	26D	25C	23C	21-35	Smiting, it's what you do! +4 hits and foe is staggered 2 rnds.
131-134	37E	35E	33E	32E	30D	28D	26D	25C	23C	21C	36-45	Catching him off guard you knock him to the ground. +5 hits and foe is staggered 2 rnds.
Maximum for Type III Attacks											46-50	As he fights to keep his balance his ankle twists under him painfully. +5 hits and foe is at -10 to all actions.
127-130	35E	33E	32E	30D	28D	26D	25C	23C	21C	19B	51-55	He throws his shield arm up to ward off your assault wrenching his wrist and elbow in the process. +6 hits, staggered 2 rnds and -10 to all actions. With a shield: +3 hits and staggered 1 rnd.
123-126	33E	32D	30D	28D	26D	25C	23C	21C	19B	17B	56-60	You catch him in the gut and knock the wind out of him. The wheezing sound he's makes you want to giggle. +7 hits and he's stunned 1 rnd. With a chest armor: +3 hits.
119-122	32D	30D	28D	26D	25C	23C	21C	19B	18B	16B	61-65	He makes a nice crunchy sound as you knock him firmly to the ground. +8 hits, foe is stunned for 2 rnds, and -20 to all actions.
115-118	30D	28D	26D	25C	23C	21C	19B	18B	16B	14A	UM 66	The force of impact flips him head over heels and crushes his skull. +25 hits, foe is stunned for 5 rnds and bleeding 15 hits/rnd, and dies in ten rnds.
111-114	28D	26C	25C	23C	21C	19B	18B	16B	14A	12A	66-70	You brush him aside like an insect. +9 hits, stunned 2 rnds and -15 to all actions.
Maximum for Type II Attacks											71-75	He's knocked down and five feet backwards. +12 hits, stunned 3 rnds and -20 to all actions.
107-110	26C	25C	23C	21C	19B	18B	16B	14A	12A	10A	76-80	You go high and he goes low so you come down on top of him hard and grind him into the dust. +13 hits, stunned 3 rnds and unable to parry 1 rnd.
103-106	25C	23C	21C	19B	18B	16B	14A	12A	11A	9	81-85	He's caught off guard and bites his tongue badly as he's driven to the ground. +18 hits, bleeding 2 hits/rnd, stunned no parry 2 rnds, stunned 3 more rnds and -15 to all actions.
99-102	23C	21B	19B	18B	16B	14A	12A	11A	9	7	86-90	You knock him down so hard that his grandkids won't be able to get back up. +20 hits and stunned no parry 5 rnds.
95-98	21B	19B	18B	16B	14A	12A	11A	9	7	5	91-95	Catch him low and toss him high as he tries to get out of your way. +21 hits, he's stunned 3 rnds and staggered 3 rnds after that.
91-94	19B	18B	16B	14A	12A	11A	9	7	5	4	96-100	You hit him so hard that he's spun around and skids along the ground on his face. +19 hits and he is stunned 5 rnds.
Maximum for Type I Attacks											UM 100	You crush him like a bug, smashing his chest and breaking his shield arm. No longer able to breathe or pump blood, he mercifully dies a few seconds later.
87-90	18B	16A	14A	12A	11A	9	7	5	4	4	101-105	Your blow breaks bends his leg in an awkward direction and he drops to the ground screaming. +15 hits, stunned no parry 5 rnds and -30 to all actions.
83-86	16A	14A	12A	11A	9	7	5	4	4	3	106-110	Having bashed him to the ground you take a moment to jump up and down on him. +12 hits, bleeding 5 hits/rnd, stunned for 3 rnds and staggered for 2 rnds.
79-82	14A	12A	11A	9	7	5	4	4	3	3	111-115	Brutal blow drops him face first, stumbling forward you stomp right on his spine and snap it. +20 hits and he's paralyzed.
75-78	12A	11A	9A	7	5	4	3	3	3	3	116-120	The force of impact dislodges one of his ribs and drives it through his heart and a lung. Oops, did you do that? +25 hits, bleeding 25 hits/rnd and drowns in his own blood in 6 rnds.
71-74	11A	9A	7	5	4	3	3	3	2	2		
67-70	9A	7	5	4	3	2	2	2	2	2		
63-66	7	5	4	3	2	2	2	2	2	2		
59-62	5	4	3	1	1	1	1	1	1	1		
55-58	3	2	1	1	1	1	1	1	1	1		
51-54	0	0	0	0	0	1	1	1	1	1		
27-50	0	0	0	0	0	0	0	0	1	1		
23-26	0	0	0	0	0	0	0	0	0	0		
19-22	0	0	0	0	0	0	0	0	0	0		
(*+1)-18	0	0	0	0	0	0	0	0	0	0		
1-*	F	F	F	F	F	F	F	F	F	F		
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.												
<div></div> <div></div> <div></div>												
Weapon Data												
Weapon	FR		Type		OB Mod							
Boomerang	4		II		-10							
Sling	6		III		-15							
Typh	6		III		0							
Tiny	2		I		-10							
Small	2		I		0							
Medium	2		II		0							
Large	2		III		0							
Huge	2		IV		0							
Size Adjustments for Attacks†					Critical Adjustments							
Vs. Medium (Large) Creatures					-10 A Crits +0							
Vs. Medium (Huge) Creatures					-20 B Crits +5							
Vs. Large Creatures					-15 C Crits +10							
Vs. Huge/Super-Large Creatures					-30 D Crits +15							
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.					E Crits +20							
					Tiny Attacks (Crits only) -20							

ELECTRICITY ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10
Maximum for Type IV Attacks										
147-150	45E	44E	42E	41E	40E	38E	37E	36E	34E	33E
143-146	43E	42E	40E	39E	38E	36E	35E	34E	32D	31D
139-142	41E	40E	38E	37E	36E	34E	33D	31D	30D	29D
135-138	39E	38E	37E	35E	34E	32D	31D	29D	28D	26C
131-134	38E	36E	35E	33E	32D	30D	29D	27D	26C	24C
Maximum for Type III Attacks										
127-130	36E	34E	33E	31D	30D	28D	27C	25C	24C	22C
123-126	34E	32D	31D	29D	28D	26C	25C	23C	21C	20B
119-122	32D	30D	29D	27D	26C	24C	23C	21C	19B	18B
115-118	30D	28D	27D	25C	24C	22C	21B	19B	17B	15B
111-114	28D	27C	25C	23C	22C	20B	19B	17B	15B	13A
Maximum for Type II Attacks										
107-110	26C	25C	23C	21C	20B	18B	16B	15B	13A	11A
103-106	24C	23C	21C	20B	18B	16B	14A	13A	11A	9A
99-102	23C	21B	19B	18B	16B	14A	12A	10A	9A	8
95-98	21B	19B	17B	16B	14A	12A	10A	8A	8	7
91-94	19B	17B	15B	14A	12A	10A	8	7	7	6
Maximum for Type I Attacks										
87-90	17B	15A	13A	12A	10A	8	7	6	6	5
83-86	15A	13A	12A	10A	8	6	6	5	5	4
79-82	13A	11A	10A	8	6	5	5	4	4	4
75-78	11A	9A	8	6	5	4	4	3	3	3
71-74	9A	8	6	4	4	3	3	3	3	3
67-70	8	6	4	3	3	2	2	2	2	2
63-66	6	4	2	2	2	2	2	2	2	2
59-62	3	2	1	1	1	1	1	1	1	1
55-58	0	0	1	1	1	1	1	1	1	1
51-54	0	0	0	0	0	1	1	1	1	1
27-50	0	0	0	0	0	0	0	0	1	1
23-26	0	0	0	0	0	0	0	0	0	0
19-22	0	0	0	0	0	0	0	0	0	0
(*+1)-18	0	0	0	0	0	0	0	0	0	0
1-*	F	F	F	F	F	F	F	F	F	F

F = automatic fumble, roll on appropriate table.

* = Fumble Range (FR) of the weapon used.

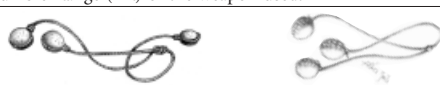


Weapon Data

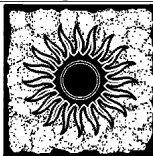
Weapon	FR	Type	OB Mod
Shock Bolt	2	II	-5
Lightning Bolt	2	IV	-10
Tiny	2	I	-10
Small	2	I	0
Medium	2	II	0
Large	2	III	0
Huge	2	IV	0
Size Adjustments for Attacks[†]		Critical Adjustments	
Vs. Medium (Large) Creatures		A Crits	+0
Vs. Medium (Huge) Creatures		B Crits	+5
Vs. Large Creatures		C Crits	+10
Vs. Huge/Super-Large Creatures		D Crits	+15
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.		E Crits	+20
		Tiny Attacks (Crits only)	-20

01-05	Your bolt smites him like the wrath of an angry god, but he just stands there looking at you funny. +1 hit.
06-10	His hair stands on end and smokes a little, curling up in the process. Perhaps you missed your calling as a hairdresser? +1 hit.
11-15	He gives a startled yowl and glares at you in disgust. +2 hits and he's staggered 1 rnd.
16-20	After a deep spasm, he carries on, twitching as he goes. +3 hits and foe is staggered 1 rnd.
21-35	Saint Elmo's fire wreaths him for a moment. He finds it quite distracting. +4 hits and foe is staggered 2 rnds.
36-45	Sparks fly and he does not look happy. +4 hits and foe is staggered for 3 rnds.
46-50	He can't stop shaking and twitching in the aftermath of your assault but on the upside he's been cured of one insanity or nasty habit. +5 hits and foe is at -10 to all actions.
51-55	Sparks and snaking blue jolts surround him for a few moments leaving nasty burns all over his body. +5 hits, staggered 3 rnds and -10 to all actions.
56-60	All he can do for several moments is rock back and forth muttering "Struck by lightning. Struck by lightning." +6 hits and stunned 4 rnds.
61-65	The burns from that bolt leave his body with an intricate pattern of scars until the end of his days. +7 hits, stunned 3 rnds and -20 to all actions.
UM 66	The white hot wrath consumes him leaving only his smoking boots. If indoors, the bolt ricochets around the room with a 25% chance of causing an 'A' Electricity critical to each person present.
66-70	The massive jolt of electricity disrupts his nervous system, numbing and confusing the left side of his body. +8 hits, stunned 4 rnds and -15 to all actions.
71-75	The bolt strikes his weapon arm and it freezes in that position. To his horror he can't move it at all. +9 hits, stunned 4 rnds, bleeding 1 hit/rnd and -20 to all actions.
76-80	Your blast whips his leg out from under him and spins him face first into the dirt! +10 hits, stunned 3 rnds and staggered 2 rnds.
81-85	The discharge spins him into the air and he tumbles to the ground and rolls along it for a bit. +15 hits, bleeding 1 hit/rnd, stunned no parry 3 rnds, stunned 3 more rnds and -15 to all actions.
86-90	He's been: THUNDER STRUCK! Cue the guitar riff. +20 hits and stunned no parry 5 rnds.
91-95	Your bolt smashes him backwards 10 feet where he crumples to the ground smoking and blackened. +19 hits and bleeding 2 hits/rnd.
96-100	Lightning plays across his body as he shakes and screams in terrible agony. Mercifully he'll never be able to remember the last hour. +17 hits and stunned 6 rnds.
UM 100	Wreathed blue electric fire, he rises up from the earth, light rushing from all orifices, crying "I have ascended and become as the gods!" Then, his ashes scatter in the breeze and he is gone, gear and all. You'd better hope he is truly dead.
101-105	Momentarily paralyzed as electricity courses through his body to the earth, his hair and clothing catch on fire. +25 hits, bleeding 3 hits/rnd, stunned no parry 6 rnds and -20 to all actions.
106-110	He's thrown flat on his back. After that blast he'll have trouble remembering his childhood! +36 hits, stunned 5 rnds, staggered 3 rnds, and dies in 15 rnds from the shock and nerve damage.
111-115	The electrical discharge stops his heart cold. He gasps in dismay and falls as he tries to stagger toward you. Foe is bleeding 30 hits/rnd, stunned no parry 12 rnds, and will suffer brain death in about 2 minutes if he hasn't died before then.
116-120	Well done! He explodes in a terrible crash like thunder. There's bits of him all over everyone within 20'.


ENTANGLING ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10			
Maximum for Type IV Attacks											01-05	He evades you with a contemptuous sneer. +0 hits.	
147-150	14E	13E	12E	12E	11D	10D	9D	9C	8C	7C	06-10	Your trainer would be so embarrassed by your incompetence if he could see it. +1 hit.	
143-146	13E	13E	12D	11D	10D	10D	9C	8C	7C	6B	11-15	He gets a bit scuffed untangling himself. +1 hit.	
139-142	13E	12D	11D	10D	10D	9C	8C	7C	7B	6B	16-20	You get his arm but he manages to free it again after a brief tug o' war. +2 hits and staggered 1 rnd.	
135-138	12D	11D	11D	10D	9C	8C	8C	7B	6B	5B	21-35	Getting his feet clear trips him up. +2 hits and stunned 1 rnd.	
131-134	11D	11D	10C	9C	8C	8C	7B	6B	6B	5A	36-45	You manage to entangle his shield arm, now it's time to find out if you've got him or he's got you. +3 hits, -10 to all actions and stunned 2 rnds.	
Maximum for Type III Attacks											46-50	He get his weapon arm all tangled up. +3 hits and -10 to all actions.	
127-130	11D	10C	9C	9C	8C	7B	6B	6B	5A	5A	51-55	Unable to free his feet, he stumbles to his knees. +4 hits, staggered 2 rnds and -10 to all actions.	
123-126	11C	9C	9C	8C	7B	7B	6B	5A	5A	5A	56-60	You get him around the head and shoulders, but he manages to spin out of it. He winds up facing away from you and momentarily dizzy. +4 hits and stunned 2 rnds.	
119-122	10C	9C	8B	7B	7B	6B	5A	5A	5A	5	61-65	He gets his arm and leg all tied together and falls over on his side. +5 hits, stunned 3 rnds and -15 to all actions.	
115-118	9C	8B	7B	7B	6B	5A	5A	5A	5	4	UM 66	You entangle his neck and he'll choke to death in 10 rnds. In the mean time his desperate struggles amuse you. 10 rnds stunned no parry.	
111-114	8B	8B	7B	6B	5A	5A	5A	5	4	4	66-70	His shield arm is bound tightly to his side. You're in control and you think you like it! +5 hits, stunned 3 rnds and -15 to all actions.	
Maximum for Type II Attacks											71-75	You snare his legs and truss them up tightly, he's not going anywhere now. +6 hits, stunned 3 rnds and -20 to all actions.	
107-110	8B	7B	6A	6A	5A	5A	5	4	4	4	76-80	You catch him around the head and shoulders and yank hard, dislocating his neck. That's gotta hurt! +6 hits, -20 to all actions, and stunned no parry 1 rnd.	
103-106	7B	6A	6A	6A	5A	4	4	4	4	4	81-85	His arm gets all tangled up and you twist hard, forcing him to the ground, dislocating his shoulder. +7 hits, -15 to all actions, stunned no parry for 2 rnds and stunned 3 more rnds.	
99-102	6A	6A	5A	5A	4	4	4	4	4	4	86-90	Snaring his legs, you jerk them out from under him. He hits his head pretty hard, hope you weren't planning to sell him at a premium. +8 hits, -20 to all actions and stunned no parry 3 rnds.	
95-98	6A	5A	5	4	4	4	4	4	3	3	91-95	It's not particularly artful, but he's totally tied up and no longer a threat to anyone. +9 hits, -30 to all actions and stunned no parry 5 rnds.	
91-94	5A	4	4	4	4	3	3	3	3	3	96-100	There's something unsettling about the way he's giggling as you tie him up, so you kick him in the stomach until he stops. +10 hits, -30 to all actions, stunned 6 rnds and bleeding 1 hit/rnd.	
Maximum for Type I Attacks											UM 100	You catch his head and arms, but lose your grip as he strains against your control. Something in his head or neck must have broken when he hit the ground because he goes into convulsions and dies in 3 rnds.	
87-90	5	4	4	3	3	3	3	3	3	3	101-105	You tie him up and down like a real pro, there's no escape for him this time. +11 hits, -30 to all actions and stunned no parry 5 rnds.	
83-86	4	3	3	3	3	3	3	3	3	3	106-110	Catching him off guard, you quickly gain control. He badly cuts himself up in the process of you binding him. +12 hits, bleeding 2 hits/rnd, stunned 5 rnds, staggered 3 rnds and -30 to all actions.	
79-82	3	3	2	2	2	2	2	2	2	2	111-115	He sure has a lot of fight in him! While entangling him, you break his arm. +13 hits, -30 to all actions and stunned no parry 6 rnds.	
75-78	2	2	2	2	2	2	2	2	2	2	116-120	As you tie him up, something gets around his neck and the fight goes out of him. He's managed to slash his throat and suffocate himself before you noticed there was a problem.	
71-74	1	1	1	1	1	2	2	2	2	2		Hope he's worth something to you dead.	
67-70	0	1	1	1	1	1	1	1	2	2			
63-66	0	0	0	1	1	1	1	1	1	1			
59-62	0	0	0	0	0	1	1	1	1	1			
55-58	0	0	0	0	0	0	0	1	1	1			
51-54	0	0	0	0	0	0	0	0	0	1			
27-50	0	0	0	0	0	0	0	0	0	0			
23-26	0	0	0	0	0	0	0	0	0	0			
19-22	0	0	0	0	0	0	0	0	0	0			
(*+1)-18	0	0	0	0	0	0	0	0	0	0			
1-*	F	F	F	F	F	F	F	F	F	F			
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.													
													
Weapon Data													
Weapon	FR		Type		OB Mod								
Bola	7		IV		-10								
Ge'	7		IV		0								
Lasso	6		IV		-15								
Net (gladiator)	5		III		0								
Net (fishing)	8		III		-10								
Tiny	2		I		-10								
Small	2		I		0								
Medium	2		II		0								
Large	2		III		0								
Huge	2		IV		0								
Size Adjustments for Attacks†					Critical Adjustments								
Vs. Medium (Large) Creatures					-10		A Crits		+0				
Vs. Medium (Huge) Creatures					-20		B Crits		+5				
Vs. Large Creatures					-15		C Crits		+10				
Vs. Huge/Super-Large Creatures					-30		D Crits		+15				
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.							E Crits		+20				
							Tiny Attacks (Crits only)		-20				



FIRE ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10			
Maximum for Type IV Attacks											01-05	Let me guess. You're just getting warmed up. +0 hits.	
147-150	42E	39E	36E	34E	31E	28E	25E	23E	20E	17E	06-10	How kind of you. His hair was getting all sweaty, so you blow dried it for him. +2 hits.	
143-146	40E	37E	35E	32E	29D	27D	24D	22D	19D	16D	11-15	Fire takes the hair off his forearm. That's got to smart. +4 hits.	
139-142	37E	35E	33E	30D	28D	26D	23D	21C	18C	16C	16-20	His clothing smolders and smokes. +4 hits and foe is staggered 1 rnd.	
135-138	35E	33E	31D	29D	27D	24D	22D	20C	17C	15C	21-35	An incandescent inferno erupts around him but only blackens his boots. Next time aim higher. +5 hits and foe is staggered 1 rnd.	
131-134	33D	31D	29D	27D	25C	23C	21C	19C	17C	14B	36-45	The blast of intense flame knocks him back and sets fire to his clothing. +4 hits, staggered 1 rnd and burning 1 hit/rnd.	
Maximum for Type III Attacks											46-50	Your blast sets fire to his clothing and hair. If he doesn't stop, drop, and roll, soon it will only get worse. Foe is burning 2 hits/rnd and is at -20 to all actions.	
127-130	31D	29D	27D	26C	24C	22C	20C	18C	16B	14B	51-55	Your blast sets his boots on fire. His dancing is hysterical. +6 hits, foe is staggered 1 rnd and at -20 to all actions.	
123-126	28D	27D	26C	24C	22C	21B	19B	17B	15B	13A	56-60	Merciless blast leaves the half of his body that's facing you crimson red and covered in blisters. +6 hits, foe is bleeding 2 hits/rnd and is at -10 to all actions.	
119-122	26C	25C	24C	22C	21B	19B	18B	16B	14B	12A	61-65	The hair on his head is burned right off and his face is blackened with soot. +8 hits, stunned 1 rnd and -20 to all actions.	
115-118	24C	23C	22C	21B	20B	18B	17B	15A	13A	12A	UM 66	The flames heat any metal he's wearing up to the point where it glows red. If he's in wearing plate, he's in real trouble. +25 hits, foe is stunned 3 rnds and the burning causes a number of hits/rnd equal to double foe's Armor Rating.	
111-114	21C	21C	20B	19B	18B	17A	16A	14A	13A	11	66-70	Your blast strikes his shield arm. If he's got a wooden shield it bursts into flames. If he's got a metal shield it gets red hot. +10 hits, stunned for 1 rnd, bleeding 2 hits/rnd and at -20 to all actions. If metal shield, increase bleeding to 4 hits/rnd.	
Maximum for Type II Attacks											71-75	The heat ignites any cloth or hair on his legs. +12 hits, stunned 2 rnds, bleeding 2 hits/rnd and -20 to all actions.	
107-110	19B	19B	18B	18B	17A	16A	15A	13A	12	10	76-80	Any hotter and you would have been barbeque! +13 hits, bleeding 4 hits/rnd, stunned no parry 1 rnd.	
103-106	17B	17B	16B	16A	15A	14A	13A	12	11	10	81-85	His weapon arm is severely burnt. +15 hits, bleeding 6 hits/rnd, stunned no parry 2 rnds, stunned 2 more rnds and -30 to all actions.	
99-102	15B	15B	15A	14A	14A	13	12	11	10	9	86-90	Your target bursts into flame and staggers around wildly trying to beat out the flames.+17 hits, bleeding 6 hits/rnd and stunned no parry 4 rnds.	
95-98	12A	13A	13A	13A	12	12	11	10	9	9	91-95	That is the way to really turn up the heat. Foe feels like a crispy critter. +21 hits and foe is bleeding 8 hits/rnd.	
91-94	10A	11A	11A	11	11	11	10	10	9	8	96-100	That may have been a little too much for him. Your foe reels from the intense heat. +19 hits and stunned no parry 5 rnds.	
Maximum for Type I Attacks											UM 100	The intense heat consumes him almost instantly leaving a black cloud of smoke and a pile of ash where he stood. He's cannot be any deader. Anyone within 5' of him takes an 'A' Heat Critical.	
87-90	8A	9A	9	10	10	10	9	9	8	7	101-105	Listen to him sizzle. His skin blackens and begins to fry right before your eyes. +21 hits, stunned no parry 5 rnds and -30 to all actions.	
83-86	5A	7	7	8	8	8	8	8	7	7	106-110	Your foe is engulfed in flames, his clothing and hair continues to burn. You are the lord of fire! +12 hits, bleeding 16 hits/rnd, stunned 2 rnds, staggered 2 rnds, and dies in 12 rnds from the shock and burn damage.	
79-82	3	5	6	6	7	7	7	7	6	6	111-115	You light up his life, and hair and clothing. The stench of burnt flesh is awful. Foe is burning 18 hits/rnd and dies from the massive trauma in 10 rnds.	
75-78	1	3	4	5	5	6	6	6	6	5	116-120	Foe writhes in agony as his body blackens and falls to the ground. +12 hits, bleeding 26 hits/rnd, and his heart gives out after 6 rnds of excruciating inactivity.	
71-74	0	0	2	3	4	5	5	5	5	5			
67-70	0	0	0	1	2	3	4	4	4	4			
63-66	0	0	0	0	1	2	3	3	3	3			
59-62	0	0	0	0	0	1	2	2	2	3			
55-58	0	0	0	0	0	0	0	1	2	2			
51-54	0	0	0	0	0	0	0	0	1	1			
27-50	0	0	0	0	0	0	0	0	0	1			
23-26	0	0	0	0	0	0	0	0	0	0			
19-22	0	0	0	0	0	0	0	0	0	0			
(*+1)-18	0	0	0	0	0	0	0	0	0	0			
1-*	F	F	F	F	F	F	F	F	F	F			
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.													
													
Weapon Data													
Weapon	FR		Type		OB Mod								
Fire Bolt	2		IV		-10								
Fire Ball	2		III		-5								
Tiny	2		I		-10								
Small	2		I		0								
Medium	2		II		0								
Large	2		III		0								
Huge	2		IV		0								
Size Adjustments for Attacks†					Critical Adjustments								
Vs. Medium (Large) Creatures					-10		A Crits		+0				
Vs. Medium (Huge) Creatures					-20		B Crits		+5				
Vs. Large Creatures					-15		C Crits		+10				
Vs. Huge/Super-Large Creatures					-30		D Crits		+15				
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.							E Crits		+20				
							Tiny Attacks (Crits only)		-20				


GREAT BLADE ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10			
Maximum for Type IV Attacks											01-05	Come on, it's a hacking weapon not a lacy doily! +2 hits.	
147-150	48E	45E	42E	39E	36E	32E	29E	26E	23E	20E	06-10	Huh? You must need to sharpen this thing, that didn't even cut the cloth of his tabard. +3 hits.	
143-146	46E	43E	40E	37E	34E	31E	28E	25E	22E	19D	11-15	He sways backwards, trying to avoid your side stroke, but you manage to mangle his nose. +5 hits.	
139-142	44E	41E	38E	35E	32E	29E	26E	23E	20D	17D	16-20	Your low sweep embeds your blade in his calf and knocks his feet out from under him. +6 hits and staggered 1 rnd.	
135-138	42E	39E	36E	33E	30E	27E	24E	22D	19D	16D			
131-134	40E	37E	34E	31E	28E	26E	23D	20D	17D	15C			
Maximum for Type III Attacks											21-35	The force of your blow drives his attempted parry right into his face. If he survives the day, that's going to be a pretty impressive scar. +7 hits and staggered 1 rnd.	
127-130	38E	35E	32E	29E	27E	24D	21D	19D	16C	13C	36-45	Taking a step back to get some room to swing costs you most of the momentum of an otherwise lovely head shot. +6 hits, staggered 1 rnd and bleeding 2 hits/rnd.	
123-126	36E	33E	30D	28D	25D	22D	20D	17C	14C	12C	46-50	Clean swing to the chest dislocates several ribs. +8 hits and -10 to all actions.	
119-122	34E	31D	28D	26D	23D	20D	18C	15C	13C	11B	51-55	Opportunistic side swing. It bites deep into his buttocks as he tries to step away. +9 hits, staggered 1 rnd and -10 to all actions.	
115-118	32D	29D	27D	24D	21D	19C	16C	14C	12B	9B	56-60	He blocks your side swing low and the blade sinks deep into his calf. +9 hits and foe is bleeding 2 hits/rnd.	
111-114	30D	27D	25C	22C	20C	17C	15C	12B	10B	8B	61-65	Your overhand swing splits his knee right down the middle. Nothing short of magic will heal that properly. +12 hits, stunned 1 rnd and -20 to all actions.	
Maximum for Type II Attacks											UM 66	After beating down his defenses you hack his shield arm off just below the shoulder. +50 hits, stunned 3 rnds and bleeding 10 hits/rnd.	
107-110	28D	25C	23C	20C	18C	15C	13B	11B	9B	7A	66-70	Your swing flays the flesh from his weapon arm. You can see the bone! +15 hits, stunned 1 rnd, bleeding 3 hits/rnd, and -15 to all actions. With armor: +7 hits, bleeding 1 hit/rnd, and -10 to all actions.	
103-106	26C	23C	21C	18C	16C	14B	11B	9B	7A	5A	71-75	Your wild flurry of short swings leaves him bleeding badly from a number of deep cuts on his arms and body. +18 hits, stunned 2 rnds, bleeding 3 hits/rnd and -20 to all actions.	
99-102	24C	21C	19B	17B	14B	12B	9B	8A	6A	5A	76-80	With a solid sweep you cut his weapon arm to the bone. +18 hits, bleeding 4 hits/rnd and stunned no parry 1 rnd.	
95-98	22C	20B	17B	15B	12B	10B	8A	6A	5A	5	81-85	Your all or nothing strike pays off. The blade sinks right through his shoulder and into his chest. +25 hits, bleeding 5 hits/rnd, stunned no parry 2 rnds, stunned 2 more rnds, and -15 to all actions.	
91-94	20B	18B	15B	13B	11B	9A	7A	5A	5	4	86-90	Chopping his leg off above the knee leaves you gasping for breath, but he's down and he won't be getting back up. +25 hits, bleeding 6 hits/rnd and stunned no parry 4 rnds.	
Maximum for Type I Attacks											91-95	Nasty side swing opens up his gut. There's a good chance the wound will turn septic. +30 hits and foe is bleeding 7 hits/rnd.	
87-90	18B	16B	13A	11A	9A	7A	5A	5	4	4	96-100	Awesome overhand blow with the blade splits his helm and notches his skull. He's out cold. +30 hits and stunned 5 rnds.	
83-86	16B	14A	11A	9A	7A	5A	5	4	4	4	UM 100	Off with his head! It spins a good 5' upwards before dropping to the ground and rolling away. The momentum of your blow allows you to make a free attack, this round, against the next foe that is within reach.	
79-82	14A	12A	9A	7A	5A	5	4	4	3	3	101-105	Repeatedly hacking at his leg nearly takes it off. +50 hits, stunned no parry 5 rnds and -20 to all actions.	
75-78	12A	10A	8A	6	5	4	4	3	3	3	106-110	You cut into his body with a swift side swing that severs his spine just above the hip.+18 hits, bleeding 15 hits/rnd, stunned 2 rnds, staggered 2 rnds, and paralyzed for life.	
71-74	10A	8A	6	4	4	3	3	3	2	3	111-115	You cut him off at the calves with a low, side swing. Looks like he's 2' shorter now. Foe is bleeding 15 hits/rnd and will never walk again without magical healing.	
67-70	8A	6	4	3	3	2	2	2	2	2	116-120	An overhand blow to the shoulder only stops when the blade is in the middle of his chest. +18 hits, bleeding 25 hits/rnd, and his heart gives out after 6 rnds.	
63-66	6	4	2	2	2	2	2	2	2	2			
59-62	3	2	1	1	1	1	1	1	1	2			
55-58	0	1	1	1	1	1	1	1	1	1			
51-54	0	0	0	0	1	1	1	1	1	1			
27-50	0	0	0	0	0	0	0	0	1	1			
23-26	0	0	0	0	0	0	0	0	0	0			
19-22	0	0	0	0	0	0	0	0	0	0			
(*+1)-18	0	0	0	0	0	0	0	0	0	0			
1-*	F	F	F	F	F	F	F	F	F	F			
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.													
													
Weapon Data													
Weapon	FR				Type			OB Mod					
Bastard Sword (2h)	5				III			0					
Battle Axe	5				IV			-5					
Claymore	4				III			0					
Dag	6				III			0					
Irgaak	3				IV			0					
No-Dachi	5				IV			0					
Two-Handed Sword	5				IV			-5					
Yarkbalka	6				II			0					
Size Adjustments for Attacks†					Critical Adjustments								
Vs. Medium (Large) Creatures					-10			A Crits			+0		
Vs. Medium (Huge) Creatures					-20			B Crits			+5		
Vs. Large Creatures					-15			C Crits			+10		
Vs. Huge/Super-Large Creatures					-30			D Crits			+15		
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.								E Crits			+20		
								Tiny Attacks (Crits only)			-20		

IMPACT ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10			
Maximum for Type IV Attacks											01-05	Your foe sways gently in the face of your furious onslaught. +2 hits.	
147-150	30E	28E	26E	24E	22E	19D	17D	15C	13C	11C	06-10	He braces himself against the impact and is only shoved back a single step. +3 hits.	
143-146	29E	26E	24E	22E	20D	18D	16C	14C	12C	10B	11-15	He takes the hit on his shoulder and is spun back 5' .+4 hits and foe is staggered for 1 rnd.	
139-142	27E	25E	23E	21D	19D	17C	15C	13C	11B	9B	16-20	The impact nearly bowls him over. +5 hits and foe is staggered 2 rnds.	
135-138	26E	24E	22E	20D	18D	16C	14C	12B	10B	8B	21-35	He's nearly knocked off his feet but he regains his balance quickly. +5 hits, staggered 2 rnds and stunned for 1 rnd.	
131-134	24E	22D	20D	18D	16C	15C	13B	11B	9B	7A	36-45	The force of impact brushes him aside 5' . +6 hits, staggered 2 rnds and stunned 2 rnds.	
Maximum for Type III Attacks											46-50	He's struck on the weapon arm and spun about so abruptly that his arm is sprained. +7 hits and foe is -10 to all actions.	
127-130	23D	21D	19D	17C	15C	13B	12B	10B	8A	6A	51-55	His knee is snapped backwards at a nasty angle and he crumples to one side. +8 hits, staggered 2 rnds and -10 to all actions.	
123-126	21D	20D	18D	16C	14C	12B	10B	9A	7A	6A	56-60	He catches the brunt of it in his gut and folds over. +9 hit and he's stunned for 2 rnds.	
119-122	20D	18C	16C	14C	13B	11B	9A	8A	6A	5	61-65	Wham! Your blast knocks him head over heels and 10' away from you. He lands in an awkward heap. +10 hits, stunned 2 rnds and -10 to all actions.	
115-118	19C	17C	15C	13B	11B	10A	8A	7A	5	5	UM 66	The impact takes him dead center in the chest and stops his heart. He'd better hope someone knows CPR. +30 hits, stunned no parry 3 rnds and then dies.	
111-114	17C	15C	14C	12B	10B	9A	7A	5	4	4	66-70	The blast hits him in the chest so hard that his eyes bug out and his ears pop. Several ribs are busted. +11 hits, stunned 3 rnds and -15 to all actions.	
Maximum for Type II Attacks											71-75	His legs are blown out from under him and he lands on his face with significant force. His nose is bleeding and broken. +12 hits, stunned 5 rnds and bleeding 1 hit/rnd.	
107-110	16C	14B	12B	11B	9A	7A	6	5	4	4	76-80	He's knocked down straight backwards, the landing knocks the wind out of him and cracks his skull. +13 hits, stunned 5 rnds and staggered 1 rnd.	
103-106	14B	13B	11B	9A	8A	6	5	4	4	4	81-85	Your foe tumbles head over heels for 10' , getting multiple scrapes and bruises on the way. +15 hits, bleeding 2 hits/rnd, stunned no parry 2 rnds and stunned 3 more rnds.	
99-102	13B	11B	9B	8A	6A	5	4	4	4	4	86-90	The blast skids him along the ground grinding through armor and flesh like sand paper. +17 hits, bleeding 3 hits/rnd and stunned no parry 5 rnds.	
95-98	11B	10A	8A	7A	5	4	4	4	3	3	91-95	The impact hurls him back 15' ! If he hits somebody else, both take an 'A' Impact Critical. +21 hits and stunned no parry 3 rnds.	
91-94	10A	8A	7A	5	4	4	3	3	3	3	96-100	The force of impact send him flying 10' to land in a crumpled heap on the ground. +24 hits and foe is stunned 5 rnds.	
Maximum for Type I Attacks											UM 100	The impact tears the flesh from his bones and squeezes organs through his rib cage like a sieve. Oddly, his skeleton, covered in ragged bits of gore, remains standing. Now that's a special kind of dead.	
87-90	9A	7A	5A	4	3	3	3	3	3	3	101-105	His body takes a licking. Foe hopes it keeps on ticking. +27 hits, stunned no parry 5 rnds and -20 to all actions.	
83-86	7A	6A	4	3	3	3	3	3	3	3	106-110	He skips across the ground, bouncing several times before coming to rest. You going for a record? Broken bones in his leg. +30 hits, bleeding 15 hits/rnd, stunned no parry 3 rnds, staggered 2 rnds and -50 to all actions.	
79-82	6A	4	3	2	2	2	2	2	2	2	111-115	He's thrown back 10' and lands on his head, snapping his neck like a twig. +33 hits and he's paralyzed.	
75-78	4	3	2	2	2	2	2	2	2	2	116-120	Splat! The force of the impact vaporizes every bone in his body. He jiggles like a sack of jello as he sinks to the ground.	
71-74	3	2	1	1	1	1	2	2	2	2			
67-70	2	1	1	1	1	1	1	1	2	2			
63-66	0	0	0	1	1	1	1	1	1	1			
59-62	0	0	0	0	0	1	1	1	1	1			
55-58	0	0	0	0	0	0	1	1	1	1			
51-54	0	0	0	0	0	0	0	0	1	1			
27-50	0	0	0	0	0	0	0	0	0	0			
23-26	0	0	0	0	0	0	0	0	0	0			
19-22	0	0	0	0	0	0	0	0	0	0			
(*+1)-18	0	0	0	0	0	0	0	0	0	0			
1-*	F	F	F	F	F	F	F	F	F	F			
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.													
<div></div> <div></div>													
Weapon Data													
Weapon	FR		Type		OB Mod								
Water Bolt	2		IV		-15								
Tiny	2		I		-10								
Small	2		I		0								
Medium	2		II		0								
Large	2		III		0								
Huge	2		IV		0								
Size Adjustments for Attacks [†]					Critical Adjustments								
Vs. Medium (Large) Creatures					-10		A Crits		+0				
Vs. Medium (Huge) Creatures					-20		B Crits		+5				
Vs. Large Creatures					-15		C Crits		+10				
Vs. Huge/Super-Large Creatures					-30		D Crits		+15				
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.							E Crits		+20				
							Tiny Attacks (Crits only)		-20				




LONG BLADE ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10			
Maximum for Type IV Attacks											01-05	The clatter from this flurry of blows leaves him deafened for two rounds. +0 hits.	
147-150	34E	32E	29E	27E	25E	22E	20E	18E	15E	13D	06-10	He felt that one. He is not impressed by it, but he felt it. +2 hits.	
143-146	32E	30E	28E	26E	24E	21E	19E	17D	15D	13D			
139-142	30E	28E	26E	24E	22E	20D	18D	16D	14D	12D	11-15	Crunch! You may not have gotten through his armor but this thing's a pretty effective club. +3 hits.	
135-138	28E	27E	25E	23D	21D	19D	17D	16D	14D	12C			
131-134	27E	25D	24D	22D	20D	18D	17D	15C	13C	11C	16-20	A meaty blow to the shoulder briefly staggers him. +4 hits and foe is staggered 1 rnd.	
Maximum for Type III Attacks											21-35	The blade turns in your hand as it connects off center on his leg with a meaty slap. +5 hits and foe is staggered 1 rnd.	
127-130	25D	23D	22D	21D	19D	17C	16C	14C	12C	11C	36-45	You beat him to the ground with an awkward series of heavy blows. +4 hits, foe is staggered for 1 rnd and bleeding 1 hit/rnd.	
123-126	23D	22D	21D	19C	18C	16C	15C	13C	12C	10B	46-50	You're supposed to turn the blade parallel to the ground. At least now he knows you mean business. +5 hits and -10 to all actions.	
119-122	21D	20C	19C	18C	17C	15C	14C	13B	11B	10B	51-55	Overhand blow to the shoulder drops him to one knee. +6 hits, staggered 1 rnd and -10 to all actions. With shoulder armor: +3 hits.	
115-118	19C	18C	18C	17C	16C	14B	13B	12B	10B	9B	56-60	A nasty strike down the forearm takes the meat right off the bone. +6 hits, foe is bleeding 2 hits/rnd.	
111-114	17C	17C	16C	15B	15B	13B	12B	11B	10B	9A	61-65	Faking high and swinging low takes his left foot right out from under him. +8 hits, stunned 1 rnd and -20 to all actions. With greaves: +4 hits and -10 to actions.	
Maximum for Type II Attacks											UM 66	That blow to his neck nearly took his head off! +30 hits, stunned 3 rnds and bleeding 10 hits/rnd.	
107-110	16C	15B	15B	14B	13B	12B	12B	10A	9A	8A	66-70	You force an opening in his guard and use it to stab him in the gut. +10 hits, stunned 1 rnd, bleeding 2 hits/rnd and -15 to actions. With armor: +5 hits and bleeding 1 hit/rnd.	
103-106	14B	14B	13B	13B	12B	11A	11A	10A	9A	8A	71-75	Your blow more tears than cuts his shield arm off below the wrist. You should probably sharpen your sword.+12 hits, stunned 2 rnds, bleeding 2 hits/rnd and -20 to all actions.	
99-102	12B	12B	12B	12A	11A	10A	10A	9A	8A	7	76-80	Your strike hacks deep into his thigh but stops at the bone. +13 hits, bleeding 4 hits/rnd and stunned no parry for 1 rnd.	
95-98	10B	10A	10A	10A	10A	9A	9A	8	7	7	81-85	That slash opened up his chest. You can see his ribs. +15 hits, bleeding 5 hits/rnd, stunned no parry 2 rnds, stunned for 2 more rnds and at -15 to all actions.	
91-94	8A	9A	9A	9A	9A	8	8	7	7	6	86-90	A solid slice to his shoulder draws blood. +17 hits, bleeding 5 hits/rnd and stunned no parry for 4 rnds.	
Maximum for Type I Attacks											91-95	Clean neck blow nearly takes his head off. If he doesn't have neck armor, he'll bleed to death in 5 rnds from severed arteries. +21 hits and foe is bleeding 7 hits/rnd.	
87-90	6A	7A	7A	8	8	8	7	7	6	6	96-100	The force of your blow knocks against the side of his head with a loud crack. +19 hits and foe is stunned for 5 rnds.	
83-86	4A	5A	6	6	7	7	6	6	6	5	UM 100	Hack! Spin! Hack! There goes his head! Foe drops dead, moving with lightning speed you are able to spring forward and make a free attack against any other foe within 20'.	
79-82	3A	4	5	5	5	6	6	5	5	5	101-105	Smack! Your blade goes right through the helmet and halfway through his head. +21 hits, stunned no parry for 5 rnds and -20 to all actions.	
75-78	2	2	3	4	4	5	5	5	4	4	106-110	You gut him like a fish, that's just gross. +12 hits, bleeding 15 hits/rnd, stunned 2 rnds, staggered 2 rnds, and dies in 12 rnds from the shock and trauma.	
71-74	1	1	2	3	3	4	4	4	4	4	111-115	Thrusting parallel to the ground your blade passes between his ribs unimpeded and collapses a lung. Foe is bleeding 15 hits/rnd and drowns in his own blood in 10 rnds.	
67-70	0	0	1	1	2	3	3	3	3	3	116-120	You hack away at his body like a mad man. +12 hits, foe is bleeding 25 hits/rnd, and his heart gives out after 6 rnds.	
63-66	0	0	0	1	1	2	2	2	3	3			
59-62	0	0	0	0	0	1	1	2	2	2			
55-58	0	0	0	0	0	0	1	1	1	2			
51-54	0	0	0	0	0	0	0	1	1	1			
27-50	0	0	0	0	0	0	0	0	0	1			
23-26	0	0	0	0	0	0	0	0	0	0			
19-22	0	0	0	0	0	0	0	0	0	0			
(*+1)-18	0	0	0	0	0	0	0	0	0	0			
1-*	F	F	F	F	F	F	F	F	F	F			
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.													
													
Weapon Data													
Weapon	FR		Type		OB Mod								
Bastard Sword (1h)	4		IV		-15								
Broadsword	3		IV		-10								
Cutlass	3		IV		-15								
Falchion	5		IV		0								
Katana	3		IV		-5								
Long Axe (3/4 Axe)	4		III		0								
Long Kynac	3		III		0								
Long Sword	4		IV		-5								
Sabre	3		IV		-5								
Scimitar	4		III		0								
Woodsman's Axe	4		III		-5								
Size Adjustments for Attacks†					Critical Adjustments								
Vs. Medium (Large) Creatures					-10		A Crits		+0				
Vs. Medium (Huge) Creatures					-20		B Crits		+5				
Vs. Large Creatures					-15		C Crits		+10				
Vs. Huge/Super-Large Creatures					-30		D Crits		+15				
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.							E Crits		+20				
							Tiny Attacks (Crits only)		-20				

MARTIAL ARTS STRIKES ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10		
Maximum for Type IV Attacks											01-05	He smirks at your ineffectual slapping. +0 hits.
147-150	25E	24E	23E	21E	20E	19E	18D	16D	15D	14C	06-10	You lose your balance in mid kick and waste a perfect opening. +1 hit.
143-146	24E	23E	21E	20E	19E	18D	17D	15D	14C	13C	11-15	If you keep hitting you in the arm like that he's going to think you're dating. +2 hits.
139-142	23E	22E	20E	19E	18E	17D	15D	14C	13C	12C	16-20	A solid kick to the thigh sends him reeling. +3 hits and staggered 1 rnd.
135-138	22E	20E	19E	18E	17D	16D	14C	13C	12C	11B	21-35	The indignant look he gives you after you kick him in the shin is a memory you'll treasure forever. +5 hits and staggered 1 rnd.
131-134	20E	19E	18E	17D	16D	14C	13C	12C	11B	10B	36-45	Hammering him in the gut like that is a little crude but he does give a satisfying grunt and looks like he's fighting to keep his dinner down for a second. +5 hits and staggered 2 rnds.
Maximum for Type III Attacks											46-50	You give him a kick in the knee that he'll be feeling for weeks. +6 hits and -10 to all actions.
127-130	19E	18D	17D	16D	15D	13C	12C	11B	10B	9B	51-55	You kick him in the stomach and he gives a loud, squeaky belch. He looks terribly embarrassed. +7 hits, staggered 1 rnd and -10 to all actions. With armor: +3 hits.
123-126	18D	17D	16D	15D	13C	12C	11B	10B	9B	8A	56-60	You hammer him with several close punches to the body before he manages to stagger away. +7 hits and stunned 1 rnd.
119-122	17D	16D	15D	13C	12C	11B	10B	9B	8A	6A	61-65	His attempted block manages to transfer the force of your blow to his forearm, he'll have a bruise from that one. +9 hits, stunned 2 rnds and -15 to all actions. With arm armor: +4 hits, stunned 1 rnd and -5 to all actions.
115-118	16D	15C	14C	12C	11C	10B	9B	8A	7A	5A	UM 66	Yes! From the look of pure agony on his face, that precision strike found a nerve cluster. +25 hits, bleeding 1 hit/rnd and stunned no parry 10 rnds.
111-114	15C	14C	12C	11C	10B	9B	8A	7A	5A	4	66-70	You kick him in the groin. A lady will only be shaken for one rnd. +9 hits, and -15 to all actions. With armor: +4 hits and -10 to all actions.
Maximum for Type II Attacks											71-75	With a lightning spin kick you dislocate his hip and tear the ligaments. +10 hits, stunned 2 rnds and -20 to all actions.
107-110	14C	12C	11C	10B	9B	8A	7A	5A	4	4	76-80	A closed hand strike to the eye gives him a beautiful shiner. +11 hits, -20 to all actions and stunned no parry 1 rnd.
103-106	13C	11B	10B	9B	8B	7A	6A	4	4	4	81-85	That beautifully executed high kick shattered several ribs. +12 hits, -15 to all actions, stunned no parry for 2 rnds and stunned 2 more rnds.
99-102	11B	10B	9B	8B	7A	6A	4	4	4	4	86-90	A jab under his arm leaves a lovely mark to remember you by. +12 hits and stunned no parry 4 rnds.
95-98	10B	9B	8B	7A	6A	4	4	4	3	3	91-95	It's like you're on wires as you give him an aerial spin kick to the side of his head. He's knocked to the ground. +15 hits, stunned no parry 10 rnds and staggered for 5 rnds.
91-94	9B	8A	7A	6A	5A	4	3	3	3	3	96-100	Double strike to foe's nose leaves him breathless. +12 hits, staggered for 6 rnds and bleeding 5 hits/rnd.
Maximum for Type I Attacks											UM 100	You're not even sure what you did, but somehow at the end of a series of blows he winds up leaning against you, looks you in the eye and then falls over dead. Your kung fu is strong. Take a +100 to any martial arts attack you make next rnd.
87-90	8A	7A	6A	5A	4	3	3	3	3	3	101-105	Your closed handed strike breaks his jaw. +15 hits, -30 to all actions and stunned no parry 5 rnds.
83-86	7A	6A	5A	4	3	3	3	3	2	2	106-110	Open palm strike to the solar plexus leaves him gasping for air. +8 hits, bleeding 2 hits/rnd, stunned 3 rnds and staggered 5 rnds.
79-82	6A	5A	4	3	3	2	2	2	2	2	111-115	With contemptuous ease, you slip inside his guard, grab his weapon arm and twist. It breaks in nine places. He is making funny noises now. +25 hits, -25 to all actions and stunned no parry 12 rnds.
75-78	5A	3	3	2	2	2	2	2	2	2	116-120	A simple but powerful chop crushes his trachea. He is choking and will be dead after 10 rnds of excruciating inactivity.
71-74	3	2	2	2	2	2	2	2	2	2		
67-70	0	1	1	1	1	1	1	1	1	1		
63-66	0	0	0	1	1	1	1	1	1	1		
59-62	0	0	0	0	0	0	1	1	1	1		
55-58	0	0	0	0	0	0	0	0	0	1		
51-54	0	0	0	0	0	0	0	0	0	0		
27-50	0	0	0	0	0	0	0	0	0	0		
23-26	0	0	0	0	0	0	0	0	0	0		
19-22	0	0	0	0	0	0	0	0	0	0		
(*+1)-18	0	0	0	0	0	0	0	0	0	0		
1-*	F	F	F	F	F	F	F	F	F	F		

F = automatic fumble, roll on appropriate table.
 * = Fumble Range (FR) of the weapon used.






Weapon Data			
Weapon	FR	Type	OB Mod
Fist (Armored)	1	II	-10
Fist (Bare)	1	I	-10
Tier/Rank I	2	I	0
Tier/Rank II	2	II	0
Tier/Rank III	2	III	0
Tier/Rank IV	2	IV	0
Size Adjustments for Attacks†		Critical Adjustments	
Vs. Medium (Large) Creatures	-10	A Crits	+0
Vs. Medium (Huge) Creatures	-20	B Crits	+5
Vs. Large Creatures	-15	C Crits	+10
Vs. Huge/Super-Large Creatures	-30	D Crits	+15
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.		E Crits	+20
		Tiny Attacks (Crits only)	-20



MARTIAL ARTS SWEEPS ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10			
Maximum for Type IV Attacks											01-05	He looks a bit confused. In his culture, footsies are generally seen as flirting. +0 hits.	
147-150	16E	15E	15E	14E	14E	13E	13E	12D	12C	11C	06-10	You unbalance him nicely enough but wind up too far off center to capitalize on the opportunity. +1 hit.	
143-146	15E	15E	14E	14E	13E	12D	12D	11C	11C	10C	11-15	He steps in at the very same moment as you do and your heads knock together loudly. +2 hits.	
139-142	15E	14E	13E	13E	12D	12D	11C	11C	10C	9B	16-20	You flub your hip toss and wind up with him in a head lock. +3 hits and staggered 1 rnd.	
135-138	14E	13E	13E	12D	12D	11D	10C	10C	9B	9B		21-35	There's something beautiful about a hip toss. He goes down on his side leaving you standing over him. This may be the perfect time to gloat. +5 hits and stunned 1 rnd.
131-134	13E	13D	12D	11D	11D	10C	10C	9B	8B	8B		36-45	Your textbook shoulder throw is so smooth that you almost wonder if he just went along with it. +5 hits and stunned 2 rnds.
Maximum for Type III Attacks											46-50	You sweep his leg out from under him and he goes down with a whoosh. +6 hits and -10 to all actions.	
127-130	13D	12D	11D	11D	10C	10C	9B	8B	8B	7A	51-55	You twist into a shoulder throw, then hook his foot and push back, his own attempt to resist sends him sprawling. His tail bone will be smarting for days after that landing. +7 hits, staggered 2 rnds and -10 to all actions.	
123-126	12D	11D	11D	10C	9C	9C	8B	8B	7A	6A		56-60	A little pull on his arm and a sudden sweep of your foot drops him like a rock. Needless to say, he lands badly. +7 hits and stunned 2 rnds.
119-122	11D	11C	10C	9C	9C	8B	7B	7A	6A	5A		61-65	Grabbing his wrist with a twist and kicking his legs out from under him at the knees might not be stylish or impressive, but it's very effective. +9 hits, stunned 3 rnds and -15 to all actions.
115-118	10C	10C	9C	9C	8B	7B	7A	6A	5A	5	UM 66	Your grip slips and he trips just as he is about to get the upper hand. He breaks both of his legs below the knees as he falls. That was just plain weird. +30 hits, -30 to all actions and stunned no parry 10 rnds.	
111-114	10C	9C	9C	8B	7B	7B	6A	5A	5	5	66-70	You wheel in for a shoulder throw but he goes rigid and manages to put his back out. +9 hits, stunned 3 rnds and -15 to all actions.	
Maximum for Type II Attacks											71-75	Your legs get tangled as you spin into the throw and his leg snaps like a twig. +10 hits, stunned 3 rnds and -20 to all actions.	
107-110	9C	8B	8B	7B	7B	6A	5A	5	5	4	76-80	You sweep his leg out from under him and knee drop him in the gut. He spews blood and bile. +11 hits -20 to all actions and stunned no parry 1 rnd.	
103-106	8B	8B	7B	6B	6A	5A	5	4	4	4	81-85	You sweep his leg out from under him and he drops straight down, twisting the other leg unnaturally behind him in the process. +12 hits, -15 to all actions, stunned no parry 2 rnds and stunned 3 more rnds.	
99-102	8B	7B	6B	6A	5A	5A	4	4	4	4	86-90	Seizing his shirt you heave him up over your shoulder and drive him face first into the ground. +12 hits and stunned no parry 5 rnds.	
95-98	7B	6A	6A	5A	5A	4	4	4	4	3	91-95	You flip him right over and the landing snaps his neck. He's permanently paralyzed. +15 hits.	
91-94	6A	6A	5A	5A	4	4	3	3	3	3	96-100	Your execution isn't flawless but he skids along the ground and picks up some nasty abrasions. +12 hits, stunned 6 rnds and bleeding 5 hits/rnd.	
Maximum for Type I Attacks											UM 100	Seizing his weapon arm you spin him off his feet, spin around twice and throw him, his head caves in when it strikes the ground and his neck snaps. He's good and dead. Whoever you threw him into takes an 'A' Krush critical.	
87-90	6A	5A	4A	4	4	3	3	3	3	3	101-105	Grab, shove, pull, hook, and slam him on his back with enough force to break his ribs. +15 hits, -30 to all actions and stunned no parry 5 rnds.	
83-86	5A	4A	4	4	3	3	3	3	3	3	106-110	He just runs right into your hands so you use his momentum to lift him off the ground and drop him flat on his face from shoulder height. +8 hits, bleeding 2 hits/rnd, stunned 5 rnds, staggered 3 rnds and he dies in 12 rnds.	
79-82	4A	4	3	3	3	2	2	2	2	2	111-115	Usually when you grab someone's arm and twist it like that they go where you send them. He resists and you twist it all the way around in the socket. +25 hits, stunned no parry 6 rnds and -30 to all actions.	
75-78	3	3	2	2	2	2	2	2	2	2	116-120	You use his momentum to flip him six feet in the air and spin him. He cartwheels into the ground and breaks every bone in his body. +12 hits, bleeding 20 hits/rnd and the shock kills him dead in 6 rnds.	
71-74	2	2	2	2	2	2	2	2	2	2			
67-70	1	1	1	1	1	1	1	1	2	2			
63-66	0	0	1	1	1	1	1	1	1	1			
59-62	0	0	0	0	1	1	1	1	1	1			
55-58	0	0	0	0	0	0	1	1	1	1			
51-54	0	0	0	0	0	0	0	0	1	1			
27-50	0	0	0	0	0	0	0	0	0	0			
23-26	0	0	0	0	0	0	0	0	0	0			
19-22	0	0	0	0	0	0	0	0	0	0			
(*+1)-18	0	0	0	0	0	0	0	0	0	0			
1-*	F	F	F	F	F	F	F	F	F	F			
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.													
Weapon Data													
Weapon	FR		Type		OB Mod								
Tier/Rank I	2		I		0								
Tier/Rank II	2		II		0								
Tier/Rank III	2		III		0								
Tier/Rank IV	2		IV		0								
Wrestling	2		II		0								
Tiny	2		I		-10								
Small	2		I		0								
Medium	2		II		0								
Large	2		III		0								
Huge	2		IV		0								
Size Adjustments for Attacks†					Critical Adjustments								
Vs. Medium (Large) Creatures					-10		A Crits		+0				
Vs. Medium (Huge) Creatures					-20		B Crits		+5				
Vs. Large Creatures					-15		C Crits		+10				
Vs. Huge/Super-Large Creatures					-30		D Crits		+15				
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.							E Crits		+20				
							Tiny Attacks (Crits only)		-20				

PIERCING ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10		
Maximum for Type IV Attacks											01-05	You part his hair with a flourish. +0 hits.
147-150	42E	40E	38E	36E	34E	32E	30E	28E	26D	24D	06-10	The point grazes his side. +1 hit.
143-146	40E	38E	36E	34E	32E	31D	29D	27D	25C	23C	11-15	Your strike is deflected off his ribs. +2 hits.
139-142	37E	36E	34E	33E	31D	29D	27D	26C	24C	22C	16-20	Your point glances off his cheek bone, leaving a cut and taking off half of his ear. +2 hits and staggered 1 rnd.
135-138	35E	34E	32E	31D	29D	28D	26C	25C	23C	21B	21-35	You catch the meat of his buttocks on your point and he howls at the indignity. +3 hits and staggered 1 rnd.
131-134	33E	32E	30D	29D	28D	26C	25C	23C	22B	20B		A swift jab to the calf draws blood. +3 hits, staggered for 1 rnd and bleeding 2 hits/rnd. With armor: +2 hits.
Maximum for Type III Attacks											46-50	A vicious strike pierces his weapon hand. +4 hits, and foe is at -10 to all actions. With hand armor: +2 hits.
127-130	31E	30D	29D	27D	26C	25C	24C	22B	21B	19B	51-55	You graze his thigh and he sways off balance for a moment. +5 hits, staggered 1 rnd and at -10 to all actions. With armor: +2 hits and staggered 1 rnd.
123-126	28D	28D	27D	26C	25C	23C	22B	21B	20B	18A	56-60	Your point runs up his arm leaving a gash from the wrist to the shoulder. It will definitely leave an interesting scar. +5 hits and bleeding 3 hits/rnd.
119-122	26D	25D	25C	24C	23C	22B	21B	20B	19A	18A		Give him a nasty puncture right through his thigh. +7 hits, stunned 1 rnd and -20 to all actions.
115-118	24D	23C	23C	22C	22B	21B	20B	19A	18A	17A	61-65	So close! Right between the ribs and a hair's breadth from the heart. You may have punctured his lung though. +25 hits, stunned 3 rnds and bleeding 10 hits/rnd.
111-114	21C	21C	21C	21B	20B	19B	18A	18A	17A	16		The point opens up a long deep gash in his side. +9 hits, stunned 1 rnd, bleeding 3 hits/rnd, and -15 to all actions.
Maximum for Type II Attacks											66-70	Give him a deep stab in the gut. +11 hits, stunned 2 rnds, bleeding 3 hits/rnd and -20 to all actions. With armor: +6 hits, stunned 1 rnd, bleeding 2 hits/rnd and -10 to actions.
107-110	19C	19C	19B	19B	18B	18A	17A	17A	16	15	71-75	A glorious strike to his side leaves him in agony. +13 hits, bleeding 4 hits/rnd and stunned no parry for 1 rnd.
103-106	17C	17B	17B	17B	17A	16A	16A	15	15	14		Nicely done! Your point goes through his cheek and lodges in the back of his throat. Now he can truly do some tongue in cheek humor, if he survives. +15 hits, bleeding 5 hits/rnd, stunned no parry 2 rnds, stunned 2 more rnds and -15 to all actions.
99-102	15B	15B	15B	15A	15A	15A	15	14	14	13	76-80	He bites his tongue as your point sinks into bicep and blood sprays everywhere whenever he moves his arm. +17 hits, bleeding 5 hits/rnd and stunned no parry 4 rnds.
95-98	12B	13B	13A	14A	14A	14	13	13	13	12		Your strike drives your point home and deep into his abdomen. It makes a horrific sucking sound as you yank it out again. +21 hits and foe is bleeding 7 hits/rnd.
91-94	10B	11A	11A	12A	12	12	12	12	12	11	81-85	Direct hit to the forehead proves just how thick headed he really is. +19 hits and foe is stunned 5 rnds.
Maximum for Type I Attacks												UM 66
87-90	8A	9A	10A	10	11	11	11	11	11	10	66-70	The point connects with the elbow of his weapon arm. You can easily hear it crack. +21 hits, stunned no parry 5 rnds and -20 to all actions.
83-86	5A	7A	8	8	9	9	10	10	10	9		You stab him in the eye and the force of the blow knocks him to the ground. +12 hits, bleeding 15 hits/rnd, stunned 2 rnds, staggered 2 rnds and dies in 12 rnds. He is also, quite obviously, blind in that eye as well.
79-82	3A	5	6	7	7	8	8	8	8	8	71-75	A powerful upward strike drives your point under his jaw and up into his head. Foe is bleeding 15 hits/rnd and drowns in his own blood in 10 rnds.
75-78	2	3	4	5	6	6	7	7	7	7		This is what gets you out of bed in the morning! Right up under the ribs and through a lung. +12 hits, bleeding 25 hits/rnd and his heart gives out after 6 rnds.
71-74	1	1	2	3	4	5	6	6	6	7	76-80	
67-70	0	0	1	2	3	4	4	5	5	6		
63-66	0	0	0	1	1	2	3	4	4	5	81-85	
59-62	0	0	0	0	0	1	2	3	3	4		
55-58	0	0	0	0	0	1	1	2	2	3	91-95	
51-54	0	0	0	0	0	0	1	1	1	2		
27-50	0	0	0	0	0	0	0	0	0	1	96-100	
23-26	0	0	0	0	0	0	0	0	0	0		
19-22	0	0	0	0	0	0	0	0	0	0	101-105	
(*+1)-18	0	0	0	0	0	0	0	0	0	0		
1-*	F	F	F	F	F	F	F	F	F	F	106-110	
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.												
												
Weapon Data												
Weapon	FR				Type				OB Mod			
Blow Gun	5				II				-10			
Darts	5				I				0			
Foil	3				III				0			
Rapier	4				IV				-10			
Sai	2				II				0			
Shuriken	5				II				-10			
Tiny	2				I				-10			
Small	2				I				0			
Medium	2				II				0			
Large	2				III				0			
Huge	2				IV				0			
Size Adjustments for Attacks†					Critical Adjustments							
Vs. Medium (Large) Creatures					-10		A Crits		+0			
Vs. Medium (Huge) Creatures					-20		B Crits		+5			
Vs. Large Creatures					-15		C Crits		+10			
Vs. Huge/Super-Large Creatures					-30		D Crits		+15			
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.							E Crits		+20			
							Tiny Attacks (Crits only)		-20			


POLE ARMS ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10				
Maximum for Type IV Attacks											01-05	The haft twists in your hands and you end up swatting him with the flat of the blade. +1 hits.		
147-150	50E	47E	45E	42E	40E	37E	35E	32E	30E	27D	06-10	It's not a great opening but you manage to poke him in the stomach with the bottom of the haft. +2 hits.		
143-146	48E	45E	43E	40E	38E	35E	33E	30E	28D	25D				
139-142	46E	43E	41E	38E	36E	33E	31E	28D	26D	23D	11-15	He gets a little too close so you slam the haft into his chest with both hands. That'll make him reconsider violating your personal space. +3 hits.		
135-138	44E	41E	39E	36E	34E	31E	29D	26D	24D	22C				
131-134	42E	39E	37E	34E	32D	29D	27D	25D	22C	20C				
Maximum for Type III Attacks											16-20	His chest armor is torn away by your blow. There's a reason this thing looks like a can-opener on a stick. +4 hits and foe is staggered 1 rnd.		
127-130	40E	37E	35E	32D	30D	27D	25D	23C	20C	18C	21-35	His parry forces the head wide so you carry the momentum over into a butt strike to his knee. +5 hits and foe is staggered 1 rnd.		
123-126	38E	35D	33D	30D	28D	25D	23C	21C	18C	16B				
119-122	35D	33D	31D	28D	26C	23C	21C	19C	17B	14B	36-45	You spear him with the point and the blade keeps him from getting any closer. +6 hits, staggered 1 rnd and bleeding 2 hits/rnd.		
115-118	33D	31D	29D	26C	24C	22C	19C	17B	15B	13B				
111-114	31D	29C	27C	24C	22C	20C	17B	15B	13B	11A	46-50	Hacking at him madly opens up a deep wound in his shoulder. +7 hits and -10 to all actions. With shoulder armor: +3 hits.		
Maximum for Type II Attacks											51-55	He steps back as you swing but he still gets a nasty gash across his chest. +8 hits, staggered 1 rnd and -10 to all actions. With armor: +4 hits and staggered 1 rnd.		
107-110	29C	27C	24C	22C	20B	18B	15B	13B	11A	9A	56-60	You block a blow with the haft and rotate the head into his shoulder with a meaty thunk. +9 hits and bleeding 2 hits/rnd.		
103-106	27C	25C	22C	20B	18B	16B	13B	11A	9A	7A	61-65	You spear his foot and he squeals so loud that you're forced to lever the haft into his face to shut him up. +10 hits, stunned 1 rnd and -20 to all actions. With armored boots: +5 hits and -10 to all actions.		
99-102	25C	23B	20B	18B	16B	14B	12A	9A	7A	5				
95-98	23B	21B	18B	16B	14A	12A	10A	7A	6	5	UM 66	As he steps forward you spin and shorten your grip. The result is spectacular as his severed head tumbles through the air for several yards spraying blood everywhere. He's just dead ^{slowly} .		
91-94	21B	19B	16B	14A	12A	10A	8A	6	5	4	66-70	While trying a fancy move your foe spears himself on the point, you lift him off the ground for a moment and he squeals like a stuck pig. +12 hits, stunned 1 rnd, bleeding 3 hits/rnd and -15 to all actions.		
Maximum for Type I Attacks											71-75	You catch him behind the knee with the bill and savagely rend the tendons. He goes down howling. +15 hits, stunned 2 rnds, bleeding 3 hits/rnd and -20 to all actions.		
87-90	19B	17A	14A	12A	10A	8A	6	5	4	4	76-80	His attempt to parry your blow slides it right up his arm. +18 hits, bleeding 4 hits/rnd, stunned no parry 1 rnd. With armor: +9 hits and bleeding 2 hits/rnd.		
83-86	17A	14A	12A	10A	8	6	5	4	4	4	81-85	You give him a deep gash in the thigh that runs from the hip to the knee. +21 hits, bleeding 5 hits/rnd, stunned no parry 2 rnds, stunned 2 more rnds and -15 to all actions.		
79-82	15A	12A	10A	8	6	5	4	4	3	3	86-90	Your blow takes his shield arm right off. +25 hits, bleeding 6 hits/rnd, stunned no parry 4 rnds and -10 to all actions. If he's got a shield it's shattered but his arm is only broken; -20 to all actions.		
75-78	13A	10A	8	6	5	4	4	3	3	3	91-95	Your powerful side swing smashes deep into his hip, destroying the ball joint. +24 hits, bleeding 7 hits/rnd and -15 to all actions.		
71-74	10A	8	6	4	4	3	3	3	3	3	96-100	The force of your blow opens up his side and severs his spine. +30 hits, stunned 5 rnds, bleeding 10 hits/rnd and paralyzed.		
67-70	8	6	4	3	3	2	2	2	2	2	UM 100	Sliding your hand down the haft as you swing like a wood cutter, you split his head right in half. Foe drops dead; you can carry the force of the blow on into a free attack against anyone foolish enough to be standing next to him.		
63-66	6	4	2	2	2	2	2	2	2	2	101-105	You hook his ankle with the bill and jerk him to the ground, his head gives a hollow "THWAK!". +30 hits, stunned no parry 5 rnds and -10 to all actions.		
59-62	3	2	1	1	1	1	1	1	1	2	106-110	You impale him through the ribs with the point and use leverage to force him to the ground. +28 hits, bleeding 12 hits/rnd, stunned for 2 rnds, staggered 2 rnds, and dies in 6 rnds of gurgling agony.		
55-58	0	0	0	1	1	1	1	1	1	1	111-115	You catch him on the neck with the bill and nearly take his head off. He's bleeding 30 hits/rnd and drowns in his own blood in 10 rnds if he does not die sooner from blood loss.		
51-54	0	0	0	0	0	1	1	1	1	1	116-120	Your stroke slashes through his chest destroying his heart, lungs, and spine. That's why you carry this stupid looking thing isn't it? +60 hits, bleeding 30 hits/rnd, and he dies in 3 rnds, screaming for his mommy the whole time.		
27-50	0	0	0	0	0	0	0	1	1	1				
23-26	0	0	0	0	0	0	0	0	0	0				
19-22	0	0	0	0	0	0	0	0	0	0				
(*+1)-18	0	0	0	0	0	0	0	0	0	0				
1-*	F	F	F	F	F	F	F	F	F	F				
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.														
														
														
Weapon Data														
Weapon	FR				Type				OB Mod					
Boar Spear	5				III				-15					
Harpoon	4				II				-15					
Javelin	4				II				-10					
Lance (mounted)	7				IV				0					
Pilum	5				II				-5					
Pole Arm	7				III				0					
Spear	5				II				0					
Trident	5				III				-10					
Size Adjustments for Attacks†					Critical Adjustments									
Vs. Medium (Large) Creatures					-10		A Crits		+0					
Vs. Medium (Huge) Creatures					-20		B Crits		+5					
Vs. Large Creatures					-15		C Crits		+10					
Vs. Huge/Super-Large Creatures					-30		D Crits		+15					
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.							E Crits		+20					
							Tiny Attacks (Crits only)		-20					

SHORT BLADE ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10		
Maximum for Type IV Attacks											01-05	Your barb pricks him deeply, he looks hurt. +0 hits.
147-150	28E	26E	24E	21E	19E	17D	15D	12D	10C	8C	06-10	Put your back into it! That barely penetrated his jerkin. +1 hit.
143-146	27E	25E	22E	20E	18E	16D	14D	12C	10C	7C	11-15	Nick his arm with the tip of your blade. Uh Oh, now he looks mad. +2 hits.
139-142	25E	23E	21E	19E	17D	15D	13C	11C	9C	7B	16-20	His breast bone halts your jab, just a little more to the left next time. +3 hits and staggered 1 rnd.
135-138	24E	22E	20E	18D	16D	14C	12C	10C	8B	6B	21-35	You graze the side of his belly drawing a little blood. +5 hits and staggered 1 rnd.
131-134	23E	21E	19D	17D	15D	13C	11C	9B	7B	6B	36-45	Slash his thigh open and wheel away before he can hit you back. +5 hits, staggered 1 rnd and bleeding 1 hit/rnd.
Maximum for Type III Attacks											46-50	Step in close and drive your blade into his shoulder striking bone. +6 hits and -10 to all actions. With armor: +3 hits.
127-130	22E	20D	18D	16D	14C	12C	10B	8B	7B	5A	51-55	Jabbing his underarm, like that, is one way to slow him down. +7 hits, staggered 1 rnd and -10 to all actions.
123-126	20D	18D	16D	15C	13C	11B	9B	7B	6A	4A	56-60	You stab your blade right through his weapon hand. +7 hits, bleeding 1 hit/rnd. With armor, +3 hits.
119-122	19D	17D	15C	13C	12C	10B	8B	7A	5A	4A	61-65	Blood runs into his eyes from the deep gash you just put across his forehead. +9 hits, stunned 2 rnds, and -15 to all actions. He doesn't look too happy with you.
115-118	18D	16C	14C	12C	11B	9B	7A	6A	4A	3	UM 66	Too bad this thing's so short, stabbing up under his ribs like that would have done more than nick a lung. +30 hits, bleeding 5 hits/rnd and stunned no parry 10 rnds.
111-114	17C	15C	13C	11B	10B	8A	6A	5A	4	3	66-70	As he turns slightly sideways to you, you dash in and stab him around the back. +10 hits, stunned 2 rnds, bleeding 2 hits/rnd and -15 to all actions.
Maximum for Type II Attacks											71-75	You demonstrate that your blade is sharp as a scalpel by opening him up like a surgeon. +10 hits, stunned 2 rnds, bleeding 3 hits/rnd and -20 to all actions.
107-110	15C	14C	12B	10B	8B	7A	6A	4	4	3	76-80	Stabbing down as hard as you can you drive your blade behind his collar bone. +12 hits, bleeding 3 hits per rnd, -20 to all actions and stunned no parry 1 rnd.
103-106	14C	12B	11B	9B	7A	6A	5	3	4	3	81-85	They'll be calling you a cutthroat after that neck shot. +14 hits, bleeding 4 hits/rnd, -15 to all actions, stunned no parry 2 rnds and stunned 2 more rnds. With neck armor: +7 hits, bleeding 2 hits/rnd, stunned 3 rnds and -10 to all actions.
99-102	13B	11B	9B	8A	6A	5	4	3	3	3	86-90	Stab, stab, stabbity, stab. Your frenzied flurry of blows cuts him up so much even his mother couldn't recognize him. +15 hits, bleeding 4 hits/rnd, stunned no parry 4 rnds.
95-98	11B	10B	8A	7A	5A	4	4	3	3	3	91-95	You catch him in the neck with a side swing that drives the point of your blade deep into his spine, paralyzing him for life. +20 hits.
91-94	10B	9A	7A	6A	4	4	3	3	3	2	96-100	Stepping inside his reach you open up a deep gash in his chest with authority. +16 hits, staggered 6 rnds, bleeding 5 hits/rnd.
Maximum for Type I Attacks											UM 100	With a delicate flick of the wrist you drive your blade up his nose and into his brain. You might need a new knife. Falls over dead. You receive +20 to all actions for 3 rnds.
87-90	9A	7A	6A	5	4	3	3	3	2	2	101-105	Your blade is driven right up to the hilt in his gut. +20 hits, -30 to all actions, stunned no parry 5 rnds.
83-86	8A	6A	5	4	3	3	3	2	2	2	106-110	Sliding your blade between his ribs, you miss his heart and lungs, but from the fountain of blood you got a major artery. +10 hits, bleeding 10 hits/rnd, stunned 3 rnds, staggered 5 rnds and he dies in 12 rnds.
79-82	6A	5A	4	3	3	2	2	2	2	2	111-115	It's a perfect opening, so you stab your deep into his arm pit. He's bleeding 15 hits/rnd, and he'll be dead in 10 rnds when his heart bursts from the strain.
75-78	5A	4	3	2	2	2	2	2	2	2	116-120	You sweep inside his defenses and jam your point under his chin up to the hilt. +12 hits, bleeding 20 hits/rnd. Now that no blood is reaching his brain, he dies in 6 rnds.
71-74	4	2	2	2	2	2	2	2	2	2		
67-70	2	1	1	1	1	1	1	1	1	1		
63-66	0	1	1	1	1	1	1	1	1	1		
59-62	0	0	0	1	1	1	1	1	1	1		
55-58	0	0	0	0	0	1	1	1	1	1		
51-54	0	0	0	0	0	0	0	1	1	1		
27-50	0	0	0	0	0	0	0	0	0	1		
23-26	0	0	0	0	0	0	0	0	0	0		
19-22	0	0	0	0	0	0	0	0	0	0		
(*+1)-18	0	0	0	0	0	0	0	0	0	0		
1-*	F	F	F	F	F	F	F	F	F	F		


F = automatic fumble, roll on appropriate table.
 * = Fumble Range (FR) of the weapon used.



Weapon Data			
Weapon	FR	Type	OB Mod
Cabis	4	II	-10
Dagger	1	III	0
Dirk	1	II	0
Handaxe	4	III	0
Hatchet	3	II	-5
Ikasha	5	II	-5
Knife	1	I	-10
Kynac	2	III	-5
Main Gauche	2	III	0
Short Sword	2	IV	0
Tomahawk	4	III	0

Size Adjustments for Attacks†		Critical Adjustments	
Vs. Medium (Large) Creatures	-10	A Crits	+0
Vs. Medium (Huge) Creatures	-20	B Crits	+5
Vs. Large Creatures	-15	C Crits	+10
Vs. Huge/Super-Large Creatures	-30	D Crits	+15
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.		E Crits	+20
		Tiny Attacks (Crits only)	-20

WHIP ATTACKS

Roll	1	2	3	4	5	6	7	8	9	10				
Maximum for Type IV Attacks											01-05	Reminded of his last mate, he winces at the cracking sound. +1 hit.		
147-150	27E	25E	23E	20E	18D	16D	14C	11C	9C	7B	06-10	You lay a nice red welt across his shoulder. +2 hits.		
143-146	26E	24E	21E	19D	17D	15D	13C	11C	9B	6B	11-15	Snapping at his feet makes him dance. To be fair, he's pretty good. +2 hits.		
139-142	24E	22E	20D	18D	16D	14C	12C	10B	8B	6B	16-20	The whip wraps around his forearm but he shakes it off. +3 hits and staggered 1 rnd.		
135-138	23E	21D	19D	17D	15C	13C	11B	9B	7B	5A	21-35	You manage to tangle his foot and momentarily cost him his balance. +3 hits and staggered 2 rnds.		
131-134	22D	20D	18D	16C	14C	12C	10B	8B	6A	5A	36-45	Striking like a snake you lay a nasty red welt right across his face. +4 hits, staggered 2 rnds and stunned for 1.		
Maximum for Type III Attacks											46-50	The whip entangles his weapon arm. +4 hits and -10 to all actions. With armor: +2 hits.		
127-130	21D	19D	17C	15C	13C	11B	9B	7A	6A	4A	51-55	Your strike lashes his waist to strike his backside. Frighteningly, that seems to be his idea of a good time. +5 hits, staggered 2 rnds and -10 to all actions.		
123-126	19D	17C	15C	14C	12B	10B	8A	7A	5A	4	56-60	Your lash breaks the skin, flicking blood on the ground in fanciful patterns. +5 hits, bleeding 1 hit/rnd.		
119-122	18C	16C	14C	12B	11B	9B	7A	6A	4	4	61-65	You get his leg tangled up and it twists awkwardly, tearing several ligaments as he fights to regain his balance. +6 hits, stunned 2 rnds, and -20 to all actions.		
115-118	17C	15C	13B	11B	10B	8A	6A	5	4	4	UM 66	The whip wraps tightly around his neck, crushing his trachea, he flails around madly trying to get free but only manages to tear open his jugular vein. +20 hits, stunned for 3 rnds and bleeding 15 hits/rnd. He suffocates and dies in 10 rnds.		
111-114	15C	14B	12B	10B	9A	7A	5	4	4	4		Your strike tangles his arm and he manages to dislocate it at the shoulder trying to pull free. +6 hits, stunned 2 rnds and -15 to all actions.		
Maximum for Type II Attacks												71-75	You mark him up with a series of artful lashes. +7 hits, stunned 3 rnds and bleeding 1 hit/rnd and -20 to all actions.	
107-110	14B	12B	11B	9A	7A	6A	5	4	4	3		76-80	Were you carving a letter into his skin? +7 hits, stunned 3 rnds and unable to parry for 1 rnd.	
103-106	13B	11B	9A	8A	6A	5	4	4	4	3		81-85	As he tries to shield himself from your blows, the lash cuts his wrist open. +8 hits, bleeding 2 hits/rnd, stunned no parry 4 rnds and -15 to all actions. With armor: +4 hits, bleeding 1 hit/rnd, stunned 2 rnds, and -10 to all actions.	
99-102	12B	10A	8A	7A	5	5	4	4	3	3			86-90	With a brutal flurry of sharp lashes, you shred his clothing and armor straps, leaving a bleeding mess where a man once stood. +8 hits, bleeding 3 hits/rnd and stunned no parry 5 rnds.
95-98	10A	9A	7A	6	4	4	4	3	3	3			91-95	You give him a nasty, bleeding gash under the arm to remember you by. +12 hits and bleeding 3 hits/rnd.
91-94	9A	7A	6A	5	4	4	3	3	3	3			96-100	You entangle both of his legs and jerk him off his feet. The dull thud of the impact makes you wince.+15 hits and stunned 5 rnds.
Maximum for Type I Attacks												UM 100	You wrap your whip around his neck as gently as an evening breeze. He lives or dies at your whim. If you like, you can snap his neck at any time with a sharp jerk, killing him instantly. +25 hits.	
87-90	8A	6A	5	5	3	3	3	3	3	2	101-105	With disdainful grace you wrap your whip around his arm and brutally dislocate it. What did he do to you anyhow? +18 hits, stunned no parry 5 rnds and -30 to all actions.		
83-86	6A	5	4	4	3	3	3	3	3	2		106-110	He doubles over to cover his face from your vicious series of lashes so you lay into his back with a will. You've got a lot of pent up rage, haven't you? +20 hits, bleeding 15 hits/rnd, stunned 3 rnds, staggered 2 rnds and dies in 12 rnds.	
79-82	5	4	3	3	2	2	2	2	2	2			111-115	You deliver him a brutal beating that covers his entire body with deep welts and bleeding cuts. +30 hits, bleeding 15 hits/rnd and drowns in his own blood in 10 rnds.
75-78	4	2	2	2	2	2	2	2	2	2			116-120	Your whip wraps a round his head and the spasm as he reacts to the pain snaps his neck. He's suffocating and paralyzed. He dies in 3 rnds.
71-74	0	1	1	2	2	2	2	2	2	2				
67-70	0	0	1	1	1	1	1	2	2	1				
63-66	0	0	0	1	1	1	1	1	1	1				
59-62	0	0	0	0	1	1	1	1	1	1				
55-58	0	0	0	0	0	0	1	1	1	1				
51-54	0	0	0	0	0	0	0	1	1	1				
27-50	0	0	0	0	0	0	0	0	0	1				
23-26	0	0	0	0	0	0	0	0	0	0				
19-22	0	0	0	0	0	0	0	0	0	0				
(*+1)-18	0	0	0	0	0	0	0	0	0	0				
1-*	F	F	F	F	F	F	F	F	F	F				
F = automatic fumble, roll on appropriate table. * = Fumble Range (FR) of the weapon used.														
														
Weapon Data														
Weapon	FR		Type		OB Mod									
Cat o' Nine Tails	7		II		0									
Whip	6		III		0									
Tiny	2		I		-10									
Small	2		I		0									
Medium	2		II		0									
Large	2		III		0									
Huge	2		IV		0									
Size Adjustments for Attacks†					Critical Adjustments									
Vs. Medium (Large) Creatures			-10		A Crits		+0							
Vs. Medium (Huge) Creatures			-20		B Crits		+5							
Vs. Large Creatures			-15		C Crits		+10							
Vs. Huge/Super-Large Creatures			-30		D Crits		+15							
† = applies to both Attack Rolls & Crits; results below 01 are treated as 01.														
					E Crits		+20							
					Tiny Attacks (Crits only)		-20							

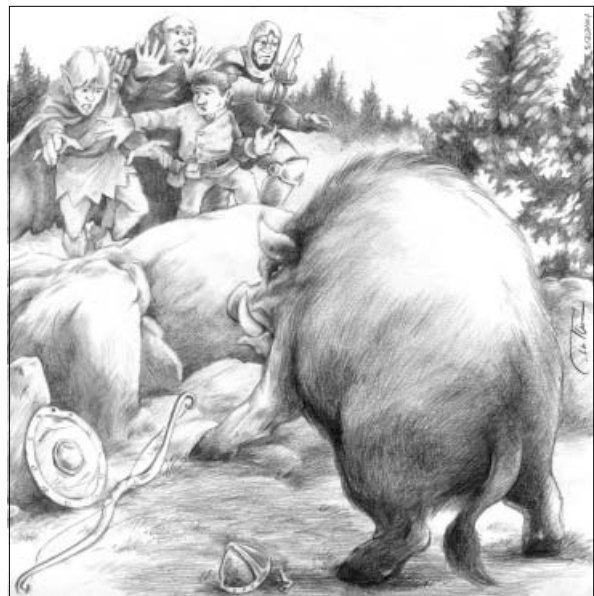
5.6 CREATURES CONVERSIONS

The following list contains all of the creatures from **RMC: Creatures & Treasures** listed in alphabetical order. We have converted all of their AT (DB) ratings into NAR (DB) ratings for you. In some cases, where the

creatures wear armor, we give their AR (DB) ratings instead. In such cases, we prefix the rating with "AR" so that you will recognize them as creatures who wear armor. The DBs listed have been rounded to the nearest multiple of 5 in the few cases where it was required.

Creature	NAR (DB)
Abraxas	2 (40)
Alligator	
Large, Land	4 (5)
Large, Water	4 (15)
Small, Land	4 (5)
Small, Water	4 (25)
Al-mi'raj	2 (50)
Alpaca	2 (30)
Androsphinx	3 (40)
Antelope	
Large	2 (40)
Small	2 (50)
Ants	
Queen	6 (45)
Soldiers	6 (45)
Worker	6 (45)
Apparition	1 (55)
Arthropods	
Gemsting	7 (55)
Jadeback	10 (30)
Banshee	2 (30)
Barrow-Wight	1 (95)
Basilisk	7 (45)
Bats	
Large	1 (65)
Small	1 (65)
Bear	
Large	5 (35)
Small	5 (25)
Bee	1 (45)
Birds	
Large	1 (55)
Small	1 (75)
Black Stalker	10 (70)
Boar	3 (40)
Buffalo	3 (20)
Bull	3 (20)
Caimans	
Large, Land	4 (5)
Large, Water	4 (15)
Small, Land	4 (5)
Small, Water	4 (25)

Camel	
Bactrian	2 (20)
Dromedary	2 (40)
Capricorn	3 (60)
Caribou	2 (25)
Cat	
Fishing, Land	2 (60)
Fishing, Water	2 (40)
House	1 (45)
Large	2 (50)
Small	2 (70)
Caustic Slime	3 (30)
Cave Worm	7 (35)
Celebdel	1 (75)
Centaur	2 (35)
Cerberus	3 (60)
Chamelion Amoeba	1 (25)
Changeling	2 (40)
Cheetah	2 (60)
Chimera	5 (45)
Civets	
Large	2 (60)
Small	1 (65)
Cockatrice	2 (70)
Condor	1 (35)



Chapter Five Condensed Combat System

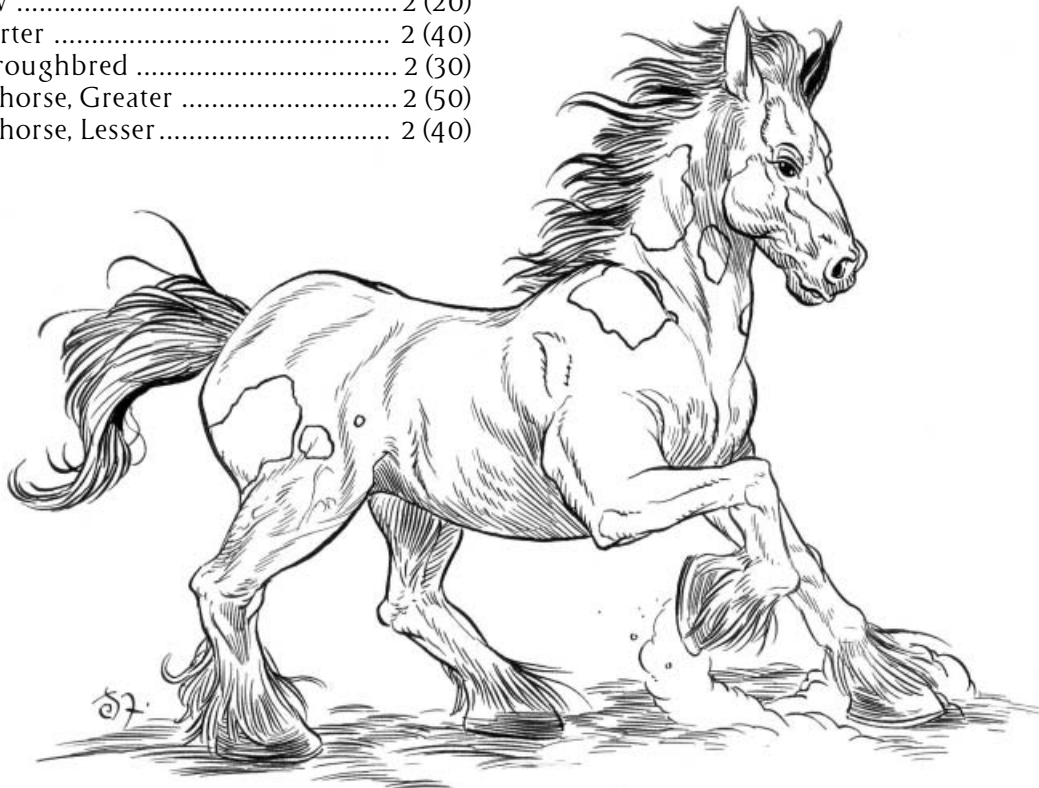
Construct				Dogs			
Greater	10	(40)		Large	2	(50)	
Lesser	10	(30)		Small	2	(60)	
Minor	10	(20)		Dolphin	1	(45)	
Corpse Candle	1	(35)		Dolphin, River	1	(45)	
Corpse Lantern	1	(45)		Donkey	2	(50)	
Crabs	7	(45)		Doppleganger	3	(50)	
Crocodile				Dragon Salamander	7	(55)	
Large, Land	4	(5)		Dragon Turtle	10	(50)	
Large, Water	4	(15)		Dragons (Great Drakes)			
Small, Land	4	(5)		Cold, Mature	10	(70)	
Small, Water	4	(25)		Cold, Old	10	(85)	
Culraug	1	(45)		Cold, Young	7	(75)	
Cyclops	6	(45)		Fire, Mature	8	(70)	
Daedhel	1	(35)		Fire, Old	10	(95)	
Daerauk	6	(40)		Fire, Young	7	(75)	
Demon				Gas, Mature	8	(50)	
Beyond the Pale	10	(80)		Gas, Old	8	(70)	
Celebdel	1	(75)		Gas, Young	7	(65)	
Culraug	1	(45)		Light, Mature	7	(75)	
Daedhel	1	(35)		Light, Old	7	(65)	
Daerauk	6	(40)		Light, Young	7	(85)	
Gogonaur	3	(55)		Oriental, Mature	8	(80)	
Hodhedhel	3	(60)		Oriental, Old	10	(70)	
Hothrog	6	(30)		Oriental, Young	7	(85)	
Narauk	7	(65)		Sea, Mature	8	(50)	
Noble Gogonaur	8	(80)		Sea, Old	8	(70)	
Ordainer Moloch	10	(100)		Sea, Young	7	(65)	
Ordainer Raukamar	10	(90)		Drakes, Lesser			
Pale I	1	(25)		Air, Mature	6	(65)	
Pale II	2	(40)		Air, Old	7	(55)	
Pale III	3	(60)		Air, Young	6	(95)	
Pale IV	3	(70)		Cave, Mature	9	(50)	
Pale V	5	(55)		Cave, Old	10	(50)	
Pale VI	7	(75)		Cave, Young	6	(75)	
Thauredhel	3	(70)		Land, Mature	9	(50)	
Demon Dog	2	(40)		Land, Old	10	(70)	
Demon Horse	3	(50)		Land, Young	6	(75)	
Demon Whale	5	(45)		Water, Mature	7	(55)	
Dinosaurs				Water, Old	8	(60)	
Anklosaur	10	(50)		Water, Young	6	(75)	
Brontosaur	5	(25)		Dwarf	AR	8 (55)	
Elothere	3	(30)		Dwelfs	1	(25)	
Megalodon	4	(35)		Eagle	1	(35)	
Pterosaur, Large	2	(40)		Echidna	2	(40)	
Pterosaur, Small	2	(60)		Eels			
Sabertooth Tiger	3	(50)		Electric	2	(30)	
Stegosaur	9	(50)		Moray	2	(50)	
Triceratops	10	(30)					
Tyrannosaur	6	(45)					

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Elemental Guardians		Jann	3 (70)
Air	2 (70)	Jinn	3 (80)
Cold	2 (70)	Marid	3 (60)
Earth	2 (70)	Shaitan	3 (60)
Fire	2 (70)	Geryon	2 (30)
Light	2 (70)	Ghost Wolf	3 (65)
Water	2 (70)	Ghosts	
Elemental Servants		Greater	1 (55)
Air	1 (65)	Headless	1 (35)
Cold	1 (65)	Lesser	1 (35)
Earth	1 (65)	Minor	1 (45)
Fire	1 (65)	Wolf	3 (65)
Light	1 (65)	Ghouls	
Water	1 (65)	Greater	3 (30)
Elementals		Lesser	3 (20)
Air, Strong	1 (55)	Giant Hellbender	4 (25)
Air, Weak	1 (65)	Giants, Greater	
Cold, Strong	1 (45)	Cloud	8 (90)
Cold, Weak	1 (55)	Fire	6 (65)
Earth, Strong	5 (15)	Forest	6 (50)
Earth, Weak	5 (25)	Frost	6 (55)
Fire, Strong	1 (35)	Hill	7 (50)
Fire, Weak	1 (45)	Mountain	7 (75)
Light, Strong	1 (65)	Stone	7 (45)
Light, Weak	1 (75)	Storm	8 (90)
Water, Strong	2 (30)	Water	6 (50)
Water, Weak	2 (40)	Giants, Lesser	
Elephant		Major	7 (45)
African	7 (35)	Minor	3 (30)
Indian	7 (35)	Normal	5 (25)
Ellyllon	1 (45)	Gila Monster	2 (40)
Elves		Gnolls	2 (40)
Fair	AR 10 (70)	Gnomes	1 (25)
High	AR 8 (60)	Goblins	AR 5 (35)
Wood	AR 4 (40)	Gogonaur	3 (55)
Empusa	2 (60)	Golems	
Euryale	10 (30)	Brass	10 (30)
Falcon, Peregrine	1 (65)	Clay	2 (30)
Fauns	2 (30)	Eog	10 (80)
Fell Beast	6 (55)	Flesh	1 (60)
Ferret	2 (60)	Iron	10 (50)
Fire Phantom	1 (55)	Mithril	10 (70)
Fish		Steel	10 (60)
Large	3 (30)	Stone	8 (40)
Medium	2 (40)	Tar	2 (30)
Small	1 (55)	Gorcrow	1 (60)
Fosergrim	1 (25)	Gorgon	1 (35)
Fosse-Grim	1 (25)	Gorilla	2 (30)
Gargoyle	8 (55)	Great Eagle	
Garks	2 (30)	Greater	3 (70)
Genii		Lesser	3 (60)
Ifrit	3 (70)	Minor	2 (70)

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Great Falcon	2 (90)	Hothrog	6 (30)
Great Porcupine	2 (50)	Hydra	9 (50)
Great Serpents		Ice Skeleton	1 (40)
Horned Snake	3 (60)	Idiyva (Felines)	2 (40)
Horse Viper	3 (50)	Incubus	2 (60)
Tatzelwurm	5 (35)	Jackalope	2 (50)
Great Wasp	2 (55)	Jellyfish	1 (35)
Gremlins	2 (35)	Kangaroo	
Griffin	3 (45)	Large	2 (40)
Grims	1 (25)	Small	2 (50)
Gryphon	3 (45)	Ki-lin	2 (60)
Gulo	3 (40)	Killer Rabbit	2 (40)
Guyascutus	2 (40)	Killer Whale	5 (25)
Halflings	1 (45)	Ki-rin	3 (50)
Harpy	2 (50)	Kobolds	AR 4 (35)
Hawk	1 (50)	Komodo Dragon	4 (35)
Headless Ghost	1 (35)	Lamiaie	2 (40)
Hippocampus	3 (40)	Lammasu	3 (40)
Hippogriff	5 (25)	Lamprey	2 (30)
Hippopotamus		Leprechaun	1 (30)
Land	3 (20)	Lich	9 (85)
Water	3 (30)	Lion	3 (30)
Hira'razhir (Avians)	1 (35)	Lizard	
Hobgoblins	AR 8 (45)	Large	2 (60)
Hodhedhel	3 (60)	Small	2 (70)
Homonculous	3 (60)	Llama	2 (30)
Horse		Lobsters	7 (45)
Mustang	2 (50)		
Plow	2 (20)		
Quarter	2 (40)		
Thoroughbred	2 (30)		
Warhorse, Greater	2 (50)		
Warhorse, Lesser	2 (40)		

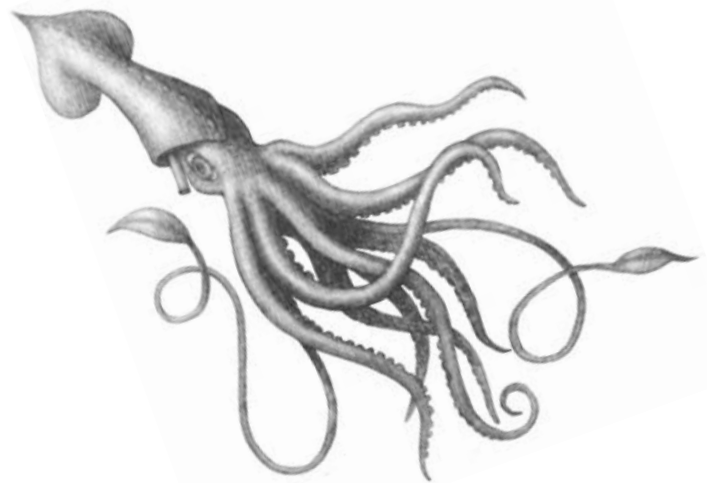


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Lycanthropes		Orcs	
Werebear	5 (45)	Greater	AR 10 (40)
Wereboar	3 (50)	Lesser	AR 5 (35)
Werejackal	2 (60)	Ordainer Moloch	10 (100)
Wererat	3 (40)	Ordainer Raukamar	10 (90)
Weretiger	3 (50)	Oriental Dragon	
Werewolf	3 (60)	Mature	8 (80)
Maazhat		Old	10 (70)
Drones	7 (25)	Young	7 (85)
Lieutenants	7 (50)	Otter	
Queen	7 (60)	Land	2 (50)
Warriors	7 (70)	Water	2 (50)
Workers	7 (25)	Owl	1 (55)
Manticore	4 (45)	Oxen	2 (30)
Mara	1 (35)	Pech	1 (25)
Medusa	1 (35)	Pegasus	2 (50)
Megalodon	4 (35)	Peries	AR 4 (50)
Mermen	1 (40)	Phantom	1 (25)
Minotaur	3 (45)	Phoenix	3 (50)
Mongoose	2 (80)	Piranha	1 (45)
Moose	3 (30)	Pixies	1 (50)
Mule	2 (40)	Plants, Emitter	
Mummys		Ansillus	1 (15)
Greater	5 (45)	Clivimis	1 (15)
Lesser	5 (35)	Delhinuris	1 (15)
Mustelids		Mushroom	1 (15)
Large	2 (60)	Salorisa	1 (15)
Small	1 (65)	Spinewoods	1 (15)
Naga		Spirium	1 (15)
Human	3 (50)	Trumpet	1 (15)
Human/Snake	6 (45)	Plants, Trapping	
Snake	6 (45)	Dreamvine	6 (25)
Narauk	7 (65)	Fly Trap	6 (25)
Nator	3 (50)	Grippershrub	6 (25)
Neanderthals	AR 4 (25)	Pitcher Plant	6 (25)
Necks	1 (30)	Sundew	6 (25)
Neng	6 (65)	Plon	1 (85)
Nile Monitor	1 (35)	Pony	2 (50)
Nixies	1 (35)	Pooka	3 (60)
Noble Gogonaur	8 (80)	Porcupine	
Nokke	1 (30)	New World	2 (30)
Nucklelavee	2 (40)	Old World	2 (30)
Nymphs	1 (25)	Porpoise	1 (45)
Octopus		Portuguese Man-of-War	1 (15)
Large	1 (35)	Primates	
Medium	1 (35)	Great Apes	2 (40)
Small	1 (55)	Lesser	2 (50)
Ogres		Pterosaurs	
Large	3 (20)	Large	2 (40)
Small	2 (30)	Small	2 (60)
Orca	5 (25)	Pysk	1 (50)
		Rat	1 (35)

Chapter Five Condensed Combat System

Rath	10 (40)	Snakes	
Rays		Boa	2 (10)
Electric	1 (35)	Cobra	1 (45)
Manta	1 (45)	Cobra, Spitting	1 (45)
Red Jaw	3 (40)	Non-Poisonous	1 (45)
Reindeer	2 (25)	Pit Viper	1 (45)
Revenant	4 (30)	Python	2 (10)
Rhinoceros	7 (35)	Sea	1 (45)
Roc	3 (70)	Viper	1 (35)
Rodents		Sohleugir (Lizardmen)	6 (40)
Large	1 (25)	Specter	
Small	1 (35)	Lesser	1 (80)
Rumtifusel	3 (40)	Major	1 (55)
Sabertooth Tiger	3 (50)	Minor	1 (105)
Sasquatch	3 (50)	Sphinx	6 (75)
Satyrs	2 (30)	Spiders	
Scorpions	7 (45)	Non-Poisonous	1 (15)
Scylla	2 (40)	Poisonous	1 (15)
Sea Lion		Spiders, Great	
Land	2 (20)	Greater	3 (50)
Water	2 (40)	Lesser	2 (40)
Sea Serpent	8 (50)	Major	7 (75)
Sea-Krals	AR 4 (30)	Spineshark	6 (55)
Seal		Squid	
Land	2 (20)	Large	1 (35)
Water	2 (40)	Medium	1 (35)
Seftuau	2 (50)	Small	1 (55)
Shadow			
Greater	1 (35)		
Lesser	1 (40)		
Shards			
Greater	7 (65)		
Lesser	7 (65)		
Sharks			
Large	1 (35)		
Small	3 (45)		
Sheep	2 (50)		
Silverscale			
Dragon	8 (60)		
Human	3 (70)		
Siren	2 (40)		
Sirrush	7 (55)		
Skeleton			
Greater	1 (35)		
Ice	1 (40)		
Joker	1 (65)		
Lesser	1 (15)		
Lord	1 (75)		
Minor	1 (5)		
Red	1 (205)		
Sovereign	1 (75)		
Skunk	1 (45)		
		Sstoi'isslythi (Reptilians)	2 (20)
		Steardan	2 (60)
		Striges	2 (50)
		Su	2 (30)
		Succubus	2 (60)
		Swamp Star	1 (75)
		Sylphs	1 (55)
		Tasmanian Devil	2 (60)
		Thauredhel	3 (70)



Three-tailed Bavolorus	2 (40)	Wasp	1 (45)
Thyfur	3 (50)	Water Buffalo	2 (30)
Tiger	3 (40)	Whales	
Titans	AR 10 (50)	Baleen	5 (55)
Tove	2 (50)	Beaked	5 (45)
Tree		Narwhal	5 (55)
Awakened	6 (15)	Toothed, Large	5 (45)
Lamb	1 (35)	Toothed, Small	5 (55)
Slowroot	6 (55)	Wight	
Tiger	3 (40)	Lesser	8 (50)
Treeherd	7 (65)	Major	9 (40)
Troglodyte	2 (40)	Minor	6 (45)
Trolls		Wild Hunt Hound	1 (45)
Cave	6 (40)	Will of the Wisp	1 (105)
Forest	6 (25)	Wolf	2 (40)
Hill	6 (35)	Wolverine	2 (60)
Mountain	8 (60)	Wraith	
Snow	6 (45)	Greater	1 (55)
Stone	6 (30)	Lesser	1 (75)
War	8 (70)	Wyvern	
Turtle		Land	9 (45)
Large, Land	7 (15)	Water	8 (65)
Large, Water	7 (15)	Winged	7 (80)
Small, Land	7 (35)	Yaai	2 (30)
Small, Water	7 (35)	Yeti	3 (50)
Tylweth Teg	AR 4 (50)	Zephyr Hound	
Undead		Fire	3 (40)
Class I	1 (15)	Ice	3 (40)
Class II	1 (25)	Night	3 (40)
Class III	1 (35)	Storm	3 (40)
Class IV	1 (45)	Vapor	3 (40)
Class V	1 (45)	Water	3 (40)
Class VI	1 (45)	Zombie	1 (20)
Undines	1 (30)		
Unicorn	3 (60)		
Vampire			
Bunny	3 (90)		
Greater	1 (85)		
Lesser	1 (95)		
Minor	1 (105)		
Vargamor	2 (40)		
Vestice	3 (40)		
Vulfen (Wolfmen)	2 (45)		
Vulture	1 (35)		
Wallabies			
Large	2 (40)		
Small	2 (50)		
Walrus			
Land	2 (10)		
Water	2 (30)		
Warders			
Greater	6 (45)		
Lesser	3 (50)		

