

EXPRESS ADDITIONS

Issue #1

August 2007

TABLE OF CONTENTS

Introduction	1
Races	2
High Men	2
High Elves	2
Half Elves	3
Lesser Orcs	3
Professions	4
Rogue	4
Mentalist	4
Of Mentalism	5
Open Lists	5
Closed Lists	7
Mentalist Base Lists	9
Spell Notes	11

INTRODUCTION

Welcome to **Express Additions**, the first in a series of PDFs intended to expand upon the material found in **Rolemaster Express** (RME), to bring it closer to the **Rolemaster Classic** (RMC) line of products.

In this issue, we will give you 4 more races (High Men, High Elves, Half Elves, and Lesser Orcs), 2 more professions (Rogue and Mentalist), and all of the spells needed for using the realm of Mentalism with RME.

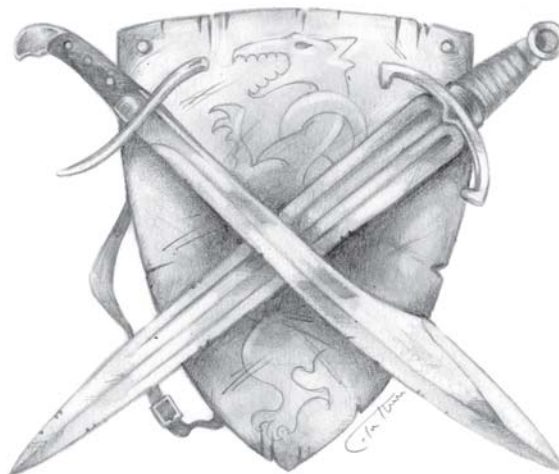
I hope that you enjoy this product and find it useful.

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Web: www.harphq.com and www.ironcrown.com.

RACES

RME includes 4 of the basic races found in RMC. Here we add in 4 more.

HIGH MEN

High Men tend to be even taller than Elves (6'-7' tall), but heavier-boned and physically stronger, although less nimble than the Elven-kind. The lifespan of the high men is quite long, up to 250-300 years in those of pure descent. They are great warriors and a builder of empires, for their initiative matches their physical stature.

Unlike their lesser brethren, High Men rarely sport beards or mustaches, preferring to be clean-shaven.



HIGH ELVES

Though basically similar to mortal men in most ways, High Elves have several important, if subtle, differences. As a race, they are taller than most humans, although slender: the male height averaging between 6' and 6'10", yet weighing but 150-200 pounds, respectively. The women of the Elves range from 5'6" to 6'2", and are also slim. Elven men have no facial hair, and as a rule, they have less body hair than humans. The High Elves are darker: their complexions are as if tanned, and their hair is black or dark brown, with few exceptions. Their eyes can be of any color, although brown or hazel predominates. Generally, Elves

are fairer in appearance than their mortal brothers, having finer features, unmarred skin, and pointed ears with no earlobes.

Resistant to extremes of natural heat and cold, their clothing is usually for decoration, camouflage, or perhaps, modesty. Their senses are extremely keen, especially their hearing, and sight: they are able to see on a clear, star-or-moonlit night, as if full daylight. Their vision is correspondingly restricted with less light, down to but a few feet in what a man would call "pitch black." Perhaps most importantly: Elves do not age or grow old; and their bodies are immune to all bacterial and viral infections. Thus, they are virtually immortal (excepting violent death).

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



RACIAL STATS				
Stat Bonus Modifications	High Men	High Elves	Half Elves	Lesser Orcs
ST	+10	0	+5	+5
QU	-5	+10	+10	0
PR	+10	+10	+10	-5
IN	0	0	0	-10
EM	0	+5	0	-5
CO	+10	0	+5	+5
AG	-5	+5	+5	0
SD	0	-20	-10	-10
ME	0	+5	0	-10
RE	0	0	0	-5
RR Modifications				
Essence	-5	-5	-5	0
Channeling	+5	-5	-5	0
Mentalism	-5	-5	-5	0
Poison	0	+10	0	0
Disease	0	+100	+50	+5
Recovery Multiplier	0.7x	2x	0.7x	0.5x
# Starting Languages*	3	4	3	1
Base Hit Points	30	22	30	16
Hits per Rank**	6	5	6	5
Max # hits	150	110	150	80

* = Rank 6 Spoken/5 Written for native tongue; 3S/3W for all others
 ** = Per rank of Body Development

HALF-ELVES

Members of this race have one Human and one Elf parent. They must choose relatively early in life whether they shall be mortal (and of men) or immortal and of Elven kind. Should they choose immortality, they follow the lifestyle and course of their Elven parent. They are akin to “High Men,” for the latter may, depending on race and game setting details, have varying degrees of Elven blood.

LESSER ORCS

Generally, Lesser Orcs grow to be about 4’-5’ tall, with thick hides and grotesque, fanged faces. They are very heavy of build, as they are bred as warriors and laborers. With few exceptions, they cannot stand daylight, and are blinded by the unshielded sun. Only at night can they see well (with sight like the Elves). They are without exception cannibalistic, bloodthirsty and cruel, wielding curved scimitars and wicked axes.

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



PROFESSIONS

Here we present you with 2 additional professions that can easily be inserted into RME. The first profession is the Rogue.

ROGUE

Rogues are characters with some expertise in thief abilities with a more specialized knowledge of arms. Normally a Rogue will be almost as good as a Fighter with one weapon of his choice. The cost, in development points, of developing his thief skills will generally not allow him to be as good in these areas as a Thief, but his flexibility is unmatched by either profession.

Prime requisites: Strength and Agility.



MENTALIST

Mentalists are the basic spell users of Mentalism who have concentrated on spells that deal with the interaction of minds. Their base spells deal with the detection of mental Presence, mental communication, mind control, mind attack, mind merging, and sense control.

Prime requisites: Self Discipline and Presence.

SKILL COSTS			
Skills	Stats	Rogue	Mentalist
Maneuvering in Armor			
Soft Leather	Ag/St	1/*	4/*
Rigid Leather	Ag/St	1/*	5/*
Chain	Ag/St	2/*	6/*
Plate	Ag/St	3/*	7/*
Weapon Skills			
One-Handed Edged**	St/St/Ag	2/5	6
One-Handed Crushing**	St/St/Ag	3/8	8
Two-Handed**	St/St/Ag	3/9	15
Missile**	Ag/Ag/St	3/9	20
Thrown**	Ag/Ag/St	3/6	20
Pole Arms**	St/St/Ag	6	20
General Skills			
Climbing	Ag	3/7	5
Swimming	Ag	2/5	3
Riding**	Em/Ag	2/5	2
Disarm Traps	In/Ag	2/5	7
Pick Locks	In/Ag	2/6	8
Stalk & Hide	Ag or SD	1/3	5
Perception	In/Re	1/3	3
Magical Skills			
Spell Lists**	Em or In	8	2/*
Runes	Em/In	6	2/5
Staves & Wands	Em/In	8	2/5
Directed Spells**	Ag	20	2/6
Special Skills			
Ambush	—	2/5	9
Linguistics**	—	3/*	2/*
Body Development	Co	2/5	6
Secondary Skills			
First Aid	SD/Em	2/6	2/6
Foraging	In/Me	2/5	2/6
Lore: General**	Me/Re	1/3	1/3
Tracking	In/Re	1/4	3
Prime Requisites		St/Ag	SD/Pr
** - Must be specialized into individual, specific skills, such as 1 weapon, spell list, lore, or language.			

MENTALISM

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

OF MENTALISM

OPEN MENTALISM

ATTACK AVOIDANCE

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)					
3)	Shield *	caster	1 min/level	self	F
4)					
5)	Deflect I *	1 missile	-	self	F
6)	Bladeturn I *	1 attack	-	self	F
7)					
8)	Aim Untrue I *	1 missile	-	self	F
9)					
10)	Still Air *	caster	1 min/level	self	F

ATTACK AVOIDANCE

- Shield** – Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.
- Deflect I** – Deflects one missile fired at the caster; that missile has 100 subtracted from its attack (missile must be in caster's field of vision).
- Bladeturn I** – As *Deflect I*, except its effect is against one melee attack.
- Aim Untrue I** – As *Deflect I*, except missile automatically misses.
- Still Air** – Creates a pocket of still air 1"/level on all sides of the caster, that no outside gas can come into (duration is the time for the oxygen to be exhausted by one person).

OPEN MENTALISM

BRILLIANCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Blur	caster	1 min/lvl	self	D
3)	Light I	10'R	10 min/lvl	touch	E
4)	Self Aura	caster	10 min/lvl	self	D
5)	Light Eruption	10'R	-	100'	F
6)	Shock Bolt	1 target	-	100'	Ed
7)	Darkness I	10'R	10 min/lvl	self	E
8)	True Aura	caster	10 min/lvl	self	D
9)					
10)	Light V	50'R	10 min/lvl	touch	E

BRILLIANCE

- Projected Light** – Beam of light (like a flashlight) springs from the caster's palm; 50' effective range. If the caster closes their hand into a fist, the light will "turn off". If the caster re-opens their fist before the end of the duration, the light will turn on again.
- Blur** – Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- Light I** – Lights a 10'R area about the point touched. If this spell is cast onto a target they get a RR, if the RR succeeds, the area of effect is centered on the point where they are standing, but will not move with them. If the target fails the RR the area of effect sticks to the target and will follow with them until it is dispelled, or the duration ends.

- Self Aura** – Causes a bright aura about the caster, making them appear more powerful and subtracting 5 from all attacks.
- Light Eruption** – [RR Mod: -10] Causes a 10'R sphere of intense light, all within are stunned for 1 round/10 failure.
- Shock Bolt** – A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Shock Bolt Attack Table.
- Darkness I** – As *Light I*, except a 10'R of normal darkness is created.
- True Aura** – As *Self Aura*, except it makes them appear extremely powerful and subtracts 15 from all attacks.
- Light V** – As *Light I*, except radius is 50'.

OPEN MENTALISM

CLOAKING

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Blur	caster	1 min/lvl	self	D
3)	Unseen	1 object	24 hours	touch	P
4)	Shadow	caster	10 min/lvl	self	P
5)	Facades I	caster	1 hr/lvl	self	P
6)	Invisibility I	1 target	24 hours	10'	P
7)					
8)					
9)	Invisibility II	1 target	24 hours	10'	P
10)	Shadow Mentalist I	varies	1 min/lvl (C)	100'	P

CLOAKING

- Blur** – Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- Unseen** – A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hours pass **or** the object is struck by a violent blow (being hit by a weapon, falling, etc.) **or** the object makes a violent move (i.e., an attack).
- Shadow** – Caster and objects on their person appear to be in shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/ Hiding bonus of between 25 and 75).
- Facades I** – A limited illusion that allows the caster to look like any humanoid figure within 20% of their own size.
- Invisibility I** – As *Unseen*, except everything within 1' of the target is invisible as long as it is within the 1'R and none of the *Unseen* termination conditions occur.
- Invisibility II** – As *Invisibility I*, except the caster can vary the radius up to 1'.
- Shadow Mentalist I** – Creates a duplicate of the caster; if they concentrate, it will move as they wills; otherwise, it does exactly as they does.

DETECTIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Detect Mentalism	5'R	1 min/lvl (C)	50'	I
2)	Detect Essence	5'R	1 min/lvl (C)	50'	I
3)	Detect Channeling	5'R	1 min/lvl (C)	50'	I
4)	Detect Hate	5'R	1 min/lvl (C)	50'	I
5)	Detect Invisible	5'R	1 min/lvl (C)	50'	I
6)	Detect Evil	5'R	1 min/lvl (C)	50'	I
7)	Detect Traps	5'R	1 min/lvl (C)	50'	I
8)	Perceive Power I	5'R	1 min/lvl (C)	50'	I
9)					
10)	Power Typing	5'R	1 min/lvl (C)	50'	I

DETECTIONS

1. **Detect Mentalism** – Detects any active spell or item from the Mentalism realm; caster can concentrate on a 5'R area each round.
2. **Detect Essence** – As *Detect Mentalism*, except the realm is Essence.
3. **Detect Channeling** – As *Detect Mentalism*, except the realm is Channeling.
4. **Detect Hate** – As *Detect Mentalism*, except any being in the presence of something they hate is detected or any item created in an air of hate.
5. **Detect Invisible** – As *Detect Mentalism*, except detects all invisible things; all attacks against something so detected are at -50.
6. **Detect Evil** – As *Detect Mentalism*, except detects if a being is evil **or** an item created by evil **or** long used by a very evil person.
7. **Detect Traps** – As *Detect Mentalism*, except that it gives a 75% chance of detecting a trap (may be modified by certain traps).
8. **Perceive Power I** – As *Detect Mentalism*, except it will give an estimate of the power of the person or item or spell examined.
10. **Power Typing** – As *Detect Mentalism*, except it analyzes general spell type (in item or cast) and what profession cast or created it; or in the case of a person it gives the person's profession.

SELF HEALING

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Clot I *	caster	varies	self	Hs
3)					
4)	Clot III *	caster	varies	self	Hs
5)	Pain Relief I *	caster	C	self	Hs
6)	Fracture Repair	caster	varies	self	H
7)	Cut Repair I *	caster	-	self	H
8)	Muscle/Tendon Repair	caster	varies	self	H
9)					
10)	Nerve Repair	caster	varies	self	H

SELF HEALING

2. **Clot I** – Clots wound to reduce hits/round by 1, permanent after 1 hour; if caster is unconscious this spell will operate without concentration.
4. **Clot III** – As *Clot I*, except hits/round reduction is 3; if caster is unconscious this spell will operate without concentration.
5. **Pain Relief I** – Heals 1 hit/min; if caster is unconscious this spell will operate without concentration.
6. **Fracture Repair** – Concentrating with this spell 2 hours per day for 1-10 days (depending on the severity) will repair a broken bone (not shattered or destroyed).
7. **Cut Repair I** – As *Clot I*, except it is permanent after 1 minute.
8. **Muscle/Tendon Repair** – As *Fracture Repair*, except cut or broken muscles or tendons may be repaired.
10. **Nerve Repair** – As *Fracture Repair*, except repairs a set of nerves.



CLOSED MENTALISM
MIND MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Storing	1 spell	varies	self	U
2)	Presence • *	20'R	C	self	Im
3)	Inner Wall I	caster	1 min/lvl	self	D
4)					
5)	Recall	caster	C	self	U
6)	Misfeel Kind •	caster	C	self	Pm
7)	Observation	100'R	1 round (C)	self	U
8)	Inner Wall II	caster	1 min/lvl	self	D
9)	Misfeel Calling •	caster	C	self	Pm
10)	Correlation	caster	C	self	U

MIND MASTERY

1. **Storing** – Caster may cast this spell with any spell they want to store; the stored spell may be cast later with no preparation. The *Storing* spell costs the same # of PPs as the spell stored. No other spell may be cast while a spell is stored.
2. **Presence** – Caster is aware of the presence of all sentient/thinking beings within 20'.
3. **Inner Wall I** – Caster gets 5 bonus to their RRs versus mind attacks.
5. **Recall** – Caster gets a 25% chance of recalling some key fact or occurrence from their subconscious; this information should relate to the current situation (could be from their background or something they has forgotten); increases the caster's Memory stat bonus by 50 for the duration of one maneuver involving Memory (e.g., the use of a "lore" skill, one hand of a card game, one "star-gazing" attempt, etc.).
6. **Misfeel Kind** – For the purposes of mental or magical detections, caster appears to be of any race they choose.
7. **Observation** – Caster gains insight or facts by observing a person or thing with intense concentration (e.g., room, item, etc.); increases caster's Perception skill bonus by +50 for one "observation".
8. **Inner Wall II** – As *Inner Wall I*, except bonus is +10.
9. **Misfeel Calling** – As *Misfeel Kind*, except caster's profession may be misrepresented.
10. **Correlation** – Caster is able to correlate known facts to obtain conclusions; increases the caster's Reasoning stat bonus by 50 for the duration of one maneuver involving Reasoning (e.g., the use of a "lore" skill, picking a lock, one "navigation" attempt, etc.).

Note: Spells whose names are annotated with a "•" next to their name in the tables require no Power Points to cast.

CLOSED MENTALISM
MOVEMENT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	caster	1 rnd	self	U
2)	Landing *	caster	varies	self	U
3)	Levitation I	caster	1 min/lvl	self	U
4)	Wind Drift	caster	1 min/lvl	self	U
5)	Underwater Movement	caster	10 min/lvl	self	U
6)	Fly I	caster	1 min/lvl	self	U
7)	Levitation V	caster	1 min./lvl	self	U
8)	Long Dive *	caster	varies	self	U
9)					
10)	Merging	caster	10 min/lvl	self	U

MOVEMENT

1. **Leaping** – Allows caster to leap 50' laterally or 20' vertically.
2. **Landing** – Allows caster to land safely in a fall up to 20'/level, and to take that distance off the severity of any longer fall.
3. **Levitation I** – Allows caster to move up and down vertically 10'/round; horizontal movement is possible only through normal means.
4. **Wind Drift** – Caster becomes weightless, but has no magical move-ment control; weight gradually returns at the end of the duration.
5. **Underwater Movement** – Caster can take action underwater as if on land.
6. **Fly I** – As *Levitation I*, except caster can fly at a rate of 15'/round (i.e., 1 mph).
7. **Levitation V** – As *Levitation I*, except rate is 50'/round.
8. **Long Dive** – Caster can safely dive up to 50'/level if water deep enough is present.
10. **Merging** – Caster can merge into any solid, inanimate material (up to body + 1' in depth); caster is inactive and unaware of surrounding activity; caster cannot cast spells.



CLOSED MENTALISM
SENSE MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Sly Ears	caster	10 min/lvl	self	U
2)	Nightvision	caster	10 min/lvl	self	U
3)	Sidevision	caster	10 min/lvl	self	U
4)	Detect Illusion	5'R	-	100'	I
5)	Watervision	caster	10 min/lvl	self	U
6)	Scent	caster	10 min/lvl	self	U
7)	Fogvision	caster	10 min/lvl	self	U
8)	Touch	caster	10 min/lvl	self	U
9)	Darkvision	caster	10 min/lvl	self	U
10)	Mentalist Ear	caster	1 min/lvl (C)	100'/lvl	I

SENSE MASTERY

1. **Sly Ears** – Caster gains double normal hearing (e.g., +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses).
2. **Nightvision** – Caster can see 100' on a clear night as if it were day. At least some small amount of Residual light is required for this spell to work.
3. **Sidevision** – Caster has a 300° field of vision. The flank bonus is reduced to +5, and the rear bonus is reduced to +15.
4. **Detect Illusion** – Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.
5. **Watervision** – As *Nightvision*, except caster can see 100' in even murky water.
6. **Scent** – Caster gains extremely acute sense of smell (e.g., +50 to Perception involving only smell, +25 to Perception involving smell and other senses).
7. **Fogvision** – As *Nightvision*, except works in any precipitation or gas.
8. **Touch** – Caster gains extreme tactile sensitivity. For example, caster might receive +25 to picking locks, disarming traps, opening secret doors, etc. and +50 to Perception involving only touch, +25 to Perception involving touch and other senses).
9. **Darkvision** – As *Nightvision*, except caster can see even in magically created darkness.
10. **Mentalist Ear** – Caster can pick a point up to 100' level away and they will hear as if they were at that point (there can be intervening objects such as walls); they must have visited the point. Note that this means that someone could sneak up on the caster undetected.

CLOSED MENTALISM
SHIFTING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Balance *	caster	varies	self	U
2)	Contraction	caster	C	self	U
3)	Face Shifting	caster	1 hr	self	U
4)					
5)	Waterlungs	caster	1 min/lvl	self	U
6)					
7)	Change To Kind	caster	10 min/lvl	self	U
8)	Gaslungs	caster	1 min/lvl	self	U
9)					
10)	Greater Face Shifting	caster	1 hr/lvl	self	U

SHIFTING

1. **Balance** – Adds +50 to any rolls for one slow maneuver (e.g., walking a 3" beam).
2. **Contraction** – Allows caster to disjoint limbs, contract muscles, etc.; in order to escape manacles and ropes and slip through small places (+50 to +100 to Contortion maneuvers).
3. **Face Shifting** – Allows caster to alter form of their face to resemble someone else.
5. **Waterlungs** – Caster can breathe water but not air.
7. **Change To Kind** – Caster can alter their entire body to the form of another humanoid race. The form cannot be a specific form. For example, a human caster could take the form of a Dwarf, but not the Dwarven High Chancellor. Only the physical form is gained (e.g., a target who becomes a Dwarf would not receive the Dwarves' ability to see in the dark). The caster may alter their mass by $\pm 25\%$.
8. **Gaslungs** – As *Waterlungs*, except caster can breathe any gas as normal air.
10. **Greater Face Shifting** – As *Face Shifting*, except lasts 1 hour/level.



MENTALIST BASE

MIND ATTACK

Level	Spell	Area of Effect	Duration	Range	Type
1)	Jolts I	1 target	1 rnd/10%	100'	Fm
2)	Hesitation	1 target	1 rnd/10%	100'	Fm
3)	Minor Pain	1 target	-	100'	Fm
4)	Shock A	1 target	-	100'	Fm
5)	Jolts III	1 target	3 rnd/10%	100'	Fm
6)					
7)	Paralyze I	1 target	5 rnd/10%	100'	Fm
8)	Shock B	1 target	-	100'	Fm
9)	Major Pain	1 target	-	100'	Fm
10)	Mind Shout I *	10'R	1 rnd/10%	self	Fm

MIND ATTACK

1. **Jolts I** – Target is stunned.
2. **Hesitation** – Target hesitates in any non-defensive action; -50 to initiative; must parry with at least half OB.
3. **Minor Pain** – Target takes 25% of their remaining concussion hits (i.e., those not already taken).
4. **Shock A** – Target takes an 'A' Electricity critical strike.
5. **Jolts III** – As *Jolts I*, except lasts 3 rounds.
7. **Paralyze I** – Target is paralyzed.
8. **Shock B** – As *Shock A*, except target takes a 'B' Electricity critical strike.
9. **Major Pain** – As *Minor Pain*, except 50% of remaining concussion hits are taken.
10. **Mind Shout I** – Everyone within the radius is a target, all failing to resist are stunned.

MENTALIST BASE

MIND CONTROL

Level	Spell	Area of Effect	Duration	Range	Type
1)	Question	1 target	-	10'	Fm
2)	Sleep	1 target	-	50'	Fm
3)	Charm Kind	1 target	10 min/lvl	50'	Fm
4)	Calm	1 target	1 min/lvl	100'	Fm
5)	Confusion	1 target	1 rnd/5%	100'	Fm
6)	Fear	1 target	1 min/10%	100'	Fm
7)	Suggestion	1 target	varies	10'	Fm
8)	Hold Kind	1 target	C	50'	Fm
9)	Emotions	1 target	1 min/lvl	100'	Fm
10)	Master of Kind	1 target	10 min/lvl	10'	Fm

MIND CONTROL

1. **Question** – Target must answer a single-concept question truthfully.
2. **Sleep** – Target falls into natural sleep.
3. **Charm Kind** – Humanoid target believes caster is a good friend.
4. **Calm** – Target will take no offensive action, and will fight only in self-defense.
5. **Confusion** – Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
6. **Fear** – Target fears caster and attempts to flee.
7. **Suggestion** – Target will follow a single suggested act that was not completely alien to them (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
8. **Hold Kind** – Target is held to 25% of normal action.
9. **Emotions** – Causes any desired emotion.
10. **Master of Kind** – Target must obey the caster as specified in *Suggestion*.

MENTALIST BASE

MIND MERGE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Empathy	1 target/rnd	1 rnd/lvl (C)	10'	Im
2)					
3)	Emotions	1 target/rnd	1 rnd/lvl (C)	50'	Im
4)	Merge w. Mentalist	1 target + self	C	touch	U
5)	Thoughts	1 target/rnd	1 rnd/lvl (C)	100'	Im
6)	Mind Merge I	1 target + self	C	touch	Um
7)					
8)	Mind Merge II	1 target + self	C	100'	Um
9)					
10)	Inner Thoughts	1 target/rnd	1 rnd/lvl (C)	100'	Im

MIND MERGE

1. **Empathy** – Caster learns target's basic feelings; can concentrate on a new target each round.
3. **Emotions** – Caster learns target's emotions in detail; can concentrate on a new target each round.
4. **Merge With Mentalist** – Allows two Mentalism spell users to communicate mentally and exchange power points.
5. **Thoughts** – Caster receives surface thoughts from target; if target makes their RR by more than 25 they realize what is happening; can concentrate on one target each round.
6. **Mind Merge I** – Allows caster and target to interchange thoughts; if both are Mentalism spell users they can interchange power points. Caster must touch the target.
8. **Mind Merge II** – As *Mind Merge I*, except range is 100'. They must be able to see each other **or** the caster must know the exact location of the target.
10. **Inner Thoughts** – As *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.

MENTALIST BASE

MIND SPEECH

Level	Spell	Area of Effect	Duration	Range	Type
1)	Mentalist Tongue *	1 target + self	C	100'	Fm
2)					
3)	Mind Tongue I *	1 target + self	C	100'	Fm
4)					
5)					
6)	Mind Tongue II *	1 target + self	C	500'	Fm
7)					
8)					
9)	Mind Speech I *	10'R	C	self	Fm
10)	Mind Tongue III *	1 target + self	C	1,000'	Fm

MIND SPEECH

1. **Mentalist Tongue** – Caster may mentally speak with another spell caster of the Mentalism realm.
3. **Mind Tongue I** – Caster may mentally speak with any one thinking being. They must be able to see each other **or** the caster must know the exact location of the target.
6. **Mind Tongue II** – As *Mind Tongue I*, except range is 500'.
9. **Mind Speech I** – Caster can broadcast thoughts to minds of all within range. This is a one-way broadcast.
10. **Mind Tongue III** – As *Mind Tongue I*, except range is 1,000'.

MENTALIST BASE

PRESENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Presence * *	10'R/lvl	C	self	Im
2)	Feel *	1 target	-	10'/lvl	Im
3)					
4)					
5)	Mind Store *	1 target	-	10'/lvl	Im
6)	Mind Typing *	1 target	-	10'/lvl	Im
7)	Minor Finding	1 target	C	100'/lvl	Im
8)	Direction I	1 target	-	1,000'/lvl	Im
9)	Presence True *	50'R	C	100'/lvl	Im
10)	Awareness *	10'/lvl	C	self	Im

PRESENCE

1. **Presence** – Caster is aware of the presence of all sentient/thinking beings within their range.
2. **Feel** – Caster gets general idea of the race and level of one being; being must first be located by *Presence* or *Presence True*.
5. **Mind Store** – As *Feel*, except caster stores mental pattern of target; can be later used to locate specific person through *Feel* or *Finding*.
6. **Mind Typing** – As *Feel*, except caster learns race, profession, and level of target.
7. **Minor Finding** – Caster gets direction and distance to any unshielded mind that they have a mental pattern of from *Mind Store*.
8. **Direction I** – Caster gets direction to any unshielded mind which they have a mental pattern of from *Mind Store*.
9. **Presence True** – Can get presences in area with a 50' radius; caster can concentrate on one such area each round.
10. **Awareness** – As *Presence*, plus a general knowledge of the actions of each being (e.g., being is casting a spell, but not what spell is being cast).

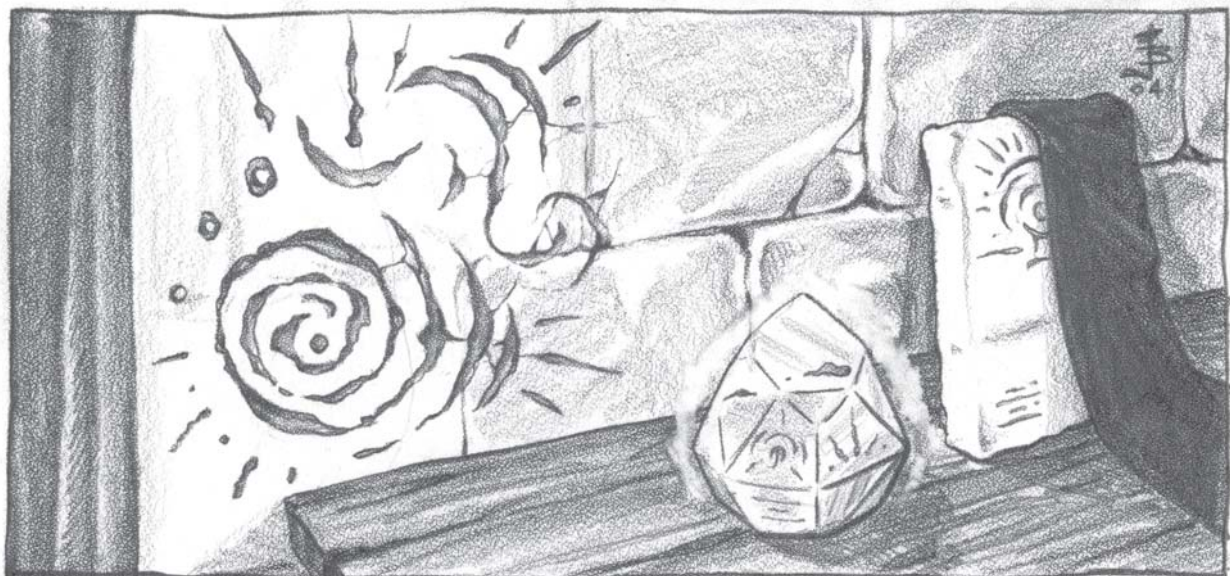
MENTALIST BASE

SENSE CONTROL

Level	Spell	Area of Effect	Duration	Range	Type
1)	Distraction	1 target	C	100'	Fm
2)	Numbing	1 target	C	100'	Fm
3)	Blur Vision	1 target	C	100'	Fm
4)	Minor Sense Control	1 target	C	100'	Fm
5)	Audio Attack	1 target	1 rnd/10%	100'	Fm
6)	Audio Control	1 target	C	100'	Fm
7)	Fumble	1 target	-	100'	Fm
8)	Vision Control	1 target	C	100'	Fm
9)	Vision Attack	1 target	1 rnd/10%	100'	Fm
10)	Nerve Stun	1 target	1 rnd/10%	100'	Fm

SENSE CONTROL

1. **Distraction** – Target is at -30 for all actions.
2. **Numbing** – Random limb of target's is numb and useless.
3. **Blur Vision** – Target has a -100 OB mod for missile attacks; -50 for all other actions.
4. **Minor Sense Control** – Causes false sensations in any one of: smell, taste, or touch.
5. **Audio Attack** – Loud sound stuns target.
6. **Audio Control** – Causes target to hear any sound(s) desired.
7. **Fumble** – Target fumbles weapon or item in hands; roll on the appropriate Fumble Table.
8. **Vision Control** – Causes target to see whatever the caster desires.
9. **Vision Attack** – Bright light blinds target.
10. **Nerve Stun** – Target is totally numbed; is at -75 for all actions and is stunned.



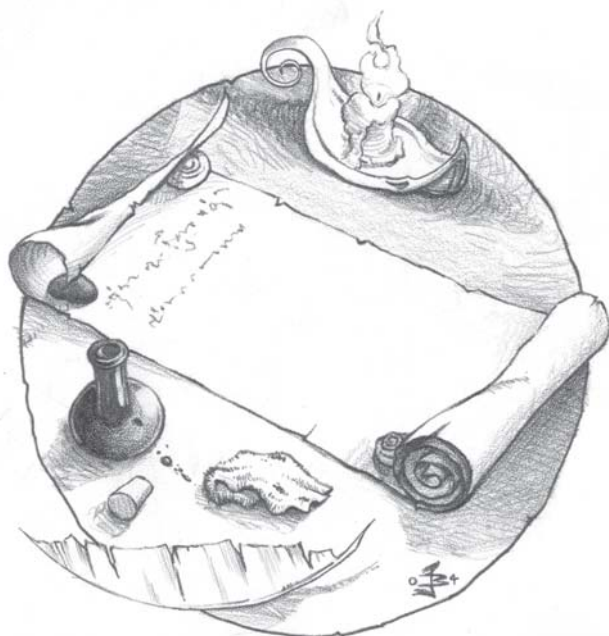
SPELL NOTES

The following selection of notes and comments are intended to aid in the interpretation and adjudicating of certain spells found in the “Of Mentalism” selection of spells. Some of the information provided below also applies to other types of spells that have not yet been introduced into RME.

INFORMATIONAL SPELLS

Any spell marked as Informational are scrying or clairvoyance of some sort and fall in a gray area between non-attack and attack spells. (The spells that boost or change the senses of the caster in a passive way are “U” type spells and are undetectable without using magical perception of some sort.) These spells only gather information, but often these spells will impact on other beings, either taking information from them, or acting upon them in an indirect manner.

Informational spell failures can gather wrong or misleading information. To reflect this, the Gamemaster, rather than the Caster, should make a BAR roll using the “General” column for the caster. If they get a failure result, they do not go the spell failure table; instead the GM should give skewed, wrong or misleading results. (The worse the roll, the more defective the results, any failure will give bad information, but an UM 01-02 or a modified negative roll should give misleading or even dangerously wrong information to the caster.) The GM should be careful to give answers to failed and successful spells in the same manner, so they don’t tip off the player to the failure. Spells with durations will continue to give bad information for the entire duration.



Any being considered a target (The Gamemaster makes the final call on if someone is being affected by these spells.) Anyone so affected is considered a target of the spell and gets a Resistance Roll against it, with the following results:

- **RR Failed:** Target is not aware of the spell, spell results work against this target.
- **RR Made by less than 25:** Target has an “odd” feeling (prickling hairs on the neck, feeling of being watched, etc.) but cannot identify it specifically. Spell results still work against this target.
- **RR Made by 25 to 49:** Target has the same odd feeling as the result above, but in this case can identify the source. (Either the caster, or the point from which the spell is affecting them, if either is visible, otherwise just “From over there”.) This does not let them see the spell effect if it is non visible, or what the spell was, but they definitely know someone is casting on them. Spell results still work against this target.
- **RR made by 50 or more:** Target not only feels the spell effect, and can identify where it’s coming from, they also have a vague sense of what it was trying to discover. (“Someone just tried to probe my mind”, or “Someone is searching for something”). Spell **fails** against this target.

When a target notices these effects due to a RR, and feels the “point of origin” this will only point out the caster if they are directly using a spell on the target, and are in visible range. So if a caster is using Mind Scan on a target sitting at the next table, and the target makes their RR well enough, they will know the effect is coming from the caster. If the caster is behind a wall or other obstruction, the feeling will just be “Someone over there”. If the spell is indirect, like “Long Eye” the target making their RR well will sense the “eye”, not the caster, so long as that “eye” is within 50’. (With a high enough roll, they might “feel” the presence of the floating point up in the corner of the room, but unless they can see magic, they will not gain the ability to see the effect itself.)

With spells that scry an area, like Long Eye, all terrain is visible and obviously gets no RR. All beings within 50’ of the spell’s focal point that are observed get a separate RR, and those that make their RR by 50 or more are not affected by the spell. It is up to the Gamemaster if these targets are just nonexistent, or appear as blurry, blank or distorted spots (or sounds, depending on the spell). It’s possible to observe one half of a conversation if one target makes their RR by 50 or more, and the other does not. Any targets outside this 50’ range are seen as blurred forms and no fine details may be seen. The further beyond the 50’ range, the blurrier the details.

Targets only get one RR per casting, so if an Informational spell effect should observe them more than once during its duration, the results of their initial RR always apply.

Due to the large number of RRs that these spells can provoke, the GM may need to roll for groups of people, or just use their judgment if an effect washes over large groups of people (for instance a “Long Eye” used to observe a large crowd).

TRACES IN THE ESSENCE

All beings and things leave traces of themselves behind in the essence field. Certain spells like Vision Behind or Death’s Tale read these traces to gather information. Targets observed through spells that tap into these residual traces do **not** get a RR vs. the effect.

DISPELLING RESIDUAL ESSENCE

If an object or area has had a cancel power or dispel effect cast on it, any attempt to read the essence traces back past the moment the essence-disrupting spell was cast will be blocked. When this occurs, make a RR with the informational spell as the attack level, and the level of the cancel or dispel as the defender. If the RR fails, the informational spell will continue to function past that point, if the RR is made, the flow of information halts at the point where the cancel took effect. This means the spell will not show who cast the dispel effect, since casting happens before the dispel effect blocks the spell, and so would be beyond the reach of the spell if it fails to overcome the garbling caused by the dispel effect. (The caster may not try again until they purchase another rank in the informational spell list involved.)

PHANTASMS & ILLUSIONS

Illusions are spells that create or manipulate a physical element perceived by one of the six senses used in RMC Spell Law: sight, hearing, smell, taste, touch (i.e., feel), and Presence. Such spells include: Illusions, Phantasms, Mirages, Facades, Misfeels, etc.

The sense aspects (i.e., physical elements) of such spells are actually created. Because of this, all potential targets actually sense an illusion and Resistance Rolls are not made to “not sense an illusion.” For example, a Light Mirage spell will actually create an image that consists of the physical element, light (much like we create holograms in our world)—so anyone looking a Light Mirage will actually see the image, even after they stick a hand through it.

DISCOVERING AN ILLUSION

A target can “discover” if what they are sensing is an illusion by:

- Using a sense that is not affected by the aspects of the illusion (e.g., touching a Light Mirage)
- Deducing that it only an illusion (e.g., an illusion of a fish walking on land might be easily discovered)
- Using an appropriate detection spell (e.g., Detect Essence, Detect Illusion, etc.)

But even if one of these things happens, the target senses will still be affected by the illusion (e.g., they will still see a Light Mirage even if they put their hand through it).

FEEL ILLUSIONS (PHANTASMS)

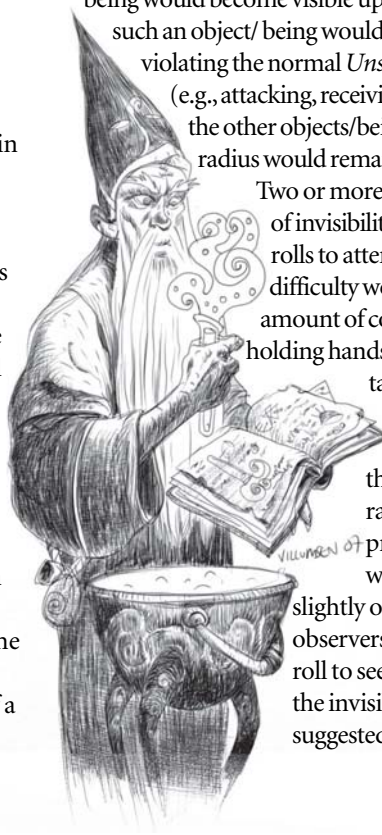
If one of the senses in an illusion is “feel,” then the illusion feels real to a target’s touch senses. Striking part of such an illusion will cause the “feel” part of the illusion to be cancelled, but the rest of the illusion will remain for the normal duration of the spell. An illusion can be given multiple “feel” senses by using options from an Illusion # spell or a Phantasm # spell—in this case, each blow to the illusion cancels one of the “feel” senses. A Phantasm with “feel” (as one of the senses used) can strike a blow against a target; the blow is the equivalent of a Rank I Martial Arts Strikes attack (i.e., a bare fist attack) with an OB equal to the caster’s directed spell skill for Phantasm attacks. If a Phantasm has been given multiple “feel” senses by using options from a Phantasm # spell, each attack cancels one of the “feel” senses. If a Phantasm has been given increased “size” by using options from a Phantasm # spell, the concussion hit damage from an attack is doubled for each option so used (e.g., if two options are used to increase the “size” to a 40’R, the attack’s concussion hit damage is four times normal). Even though the damage caused by a Phantasm’s strike is like a bare fist, the phantasm can seem to be striking with any weapon or attack (e.g., sword, Dragon claw, hoof, dagger, etc.).

INVISIBILITY

Only objects/beings totally contained in an invisibility radius at the time of casting become invisible; such an object/being would become visible upon totally leaving the radius; such an object/being would become visible upon violating the normal *Unseen/Invisibility* restrictions (e.g., attacking, receiving a violent blow, etc.), but the other objects/beings associated with the radius would remain invisible.

Two or more invisible beings in a radius of invisibility must make “coordination” rolls to attempt to move together; difficulty would be based upon the amount of communication (e.g., holding hands - routine; touching - easy; talking to one another - Medium; etc.).

Any solid material that enters an invisibility radius after casting will produce a “fringe effect” (i.e., will blur slightly, will seem slightly out of focus); potential observers may make a Perception roll to see if they notice the effects of the invisibility. If an observer is alert, suggested difficulties are:



Absurd — one being walking with a 1" radius about their person;

Sheer Folly — one being moving at faster than a walking pace with a 1" radius;

Extremely Hard — one being walking with a 1' radius about their person;

Very Hard — one being moving at faster than a walking pace with a 1' radius;

Hard — a 10'R or larger moving at a walking pace;

Medium — a 10'R or larger moving at faster than a walking pace.

If the invisibility is not moving there is an additional modification of -20. If the observer is within 10' of the fringe effect there is an additional modification of +20.

Attacks against invisible targets are modified by at least -50, unless the attacker can *See Invisible*. However, the invisible target must be detected in some way before an attack can even be attempted (via the fringe effect, *Detect Invisible*, some disturbance, mental detection, etc.).

Invisibility is a very useful and powerful type of spell. This type of spell normally lasts 24 hours or until the target attacks or until the target is struck by a violent blow. Often an invisible character (or creature) attempting a moving maneuver has a chance of bumping into something or taking a jarring blow due to stumbling or landing. In such a case after the maneuver roll, we suggest that a roll be made and that the character becomes visible if the result is less than or equal to a certain value based upon the difficulty of the maneuver. The suggested values are: *Routine* (no roll), *Easy* (02), *Light* (05), *Medium* (10), *Hard* (15), *Very Hard* (20), *Extremely Hard* (25), *Sheer Folly* (40), *Absurd* (50). Of course if the character "falls" or "falls down" due to the result of the moving maneuver, they become visible. If the result is "fail to act" or "freeze", no visibility roll is required.

Certain factors may improve perception rolls made to detect invisible objects or beings.

Rain/Water—Rain or water rushing on and over the area of effect of an invisibility spell will improve the chances of perceiving an invisible area through the heightened "fringe effect" of the rain passing through the radius limit. Modifications to any Perception rolls shift the difficulty of the maneuver by 2 to 3 "columns," depending on the amount of water, size of the invisibility radius and lighting.

Example: *Wifflebatt the Mad* is trying to escape from his arch-nemesis, *Luiss Vill the Slugar*, by turning invisible and sneaking past him.

Unfortunately, it is raining heavily, and what would ordinarily be an *Extremely Hard* maneuver for *Luiss* becomes a *Medium* maneuver instead.

Dust/Powder/Paint—Any substance that will coat an object will do so normally with an invisible object. An invisible being covered in flour, for



instance, would be visible as a white figure, allowing normal perception. Bonuses for perceiving an invisible object or being coated in this fashion range involve a "column shift" of 4 to 6 degrees of difficulty, depending upon the degree of coverage and the ease of seeing the covering substance itself (e.g., black coal dust covering an invisible being at night will not help as much as crimson paint during the day on a snowfield). Additionally, the fringe effect of a substance passing through the invisibility radius will produce a fringe effect as with rain/water above.

"STICKY" ELEMENTAL & PHANTASM/ILLUSION SPELLS

Normally, E and P spells do not allow a RR to avoid the attack or effect. However, if a caster tries to place an E or P spell with a duration on a target, the target gets a RR, with success indicating that the effect will be centered upon the target's location at the time of the casting, and not upon the target themselves. This does not negate the effect, but prevents the effect from being "attached" to the target, so they can move away from it. (See *Light* and *Darkness* spells for examples.)