

# EXPRESS ADDITIONS

Issue #13

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## INTRODUCTION

Welcome to the 13th issue of *Express Additions*!

In this issue, we start off by rebalancing the both the core **Rolemaster** races as well as those we introduced in earlier issues of *Express Additions*.

Next up, we provide you with an all new spell list that is perfect for using with Folios and the customizable professions.

And finally, we have a very interesting article on Opposed Rolls from Scott Heyden.

Enjoy!

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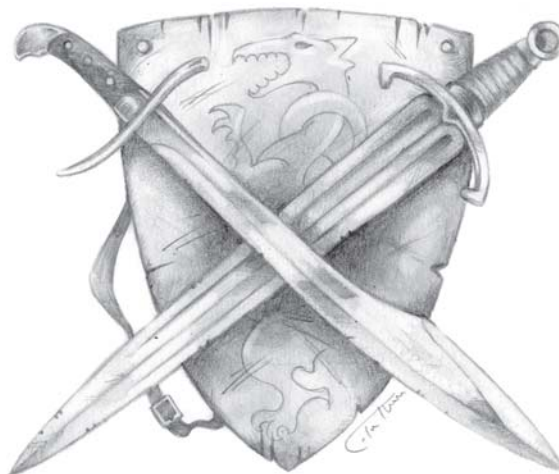
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# REVISED RACES

Races in ICE have never been particularly balanced against one another, especially those available to players for use as player characters. Some races are inherently more powerful than other races. The purpose of these optional rules is to revise the races slightly, and make them more balanced when compared to one another.

This does not balance them perfectly, but it will bring the player races into a much closer balance. This also changes the races to move them slightly away from the views of them that has held sway since the original conception of **Rolemaster**. This move isn't a bad thing, and it isn't a good thing, it is just a different view point on how races should be handled.

To aid in balancing the races, we specifically defined racial abilities, calling them Racial Gifts, for each race.

## BALANCING THE RACES

There are two major factors used in balancing the races. The first is their stats (Stat Points), and then second is the Racial Gifts (Gift Points) that we gave to all of the races. The sum of these two point totals is what is listed next to the name of each race below

### BALANCING STATS

In balancing the stats, we looked at a number of things.

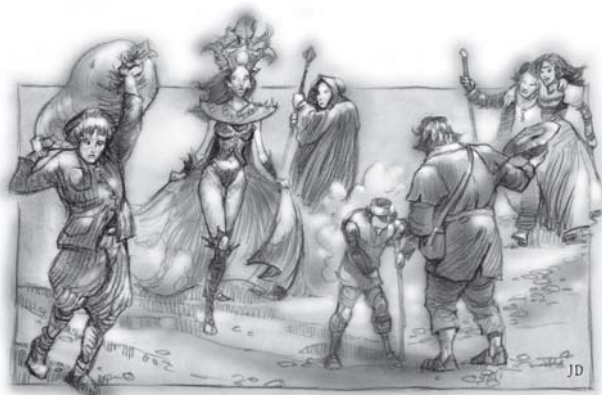
First off, the stat bonuses were a large factor. Each plus or minus in a given racial stat bonus equates directly to a plus or minus in points totaled for the stats.

For the Resistance Roll bonuses, we took them, added them together, and then divided this total by 5 to get the number of points that we added to the Stat Points for the race.

We also added a number of points equal to one tenth of the Maximum Hits for the race to the Stat Points.

And finally, we added or subtracted a number of points based on the Recovery Multiplier for the race. A multiplier of 0.5x was worth 10 points, while a multiplier of 3x was worth -15 points. Each different step between worth +/-5 points accordingly.

We didn't use Stat Deterioration or Soul Departure, or the life span of the race for the simple reason that these will rarely have any impact on the character during actual play.



## BALANCING GIFTS

For the Gifts selected for each race, we chose what we felt were appropriate Gifts for the race. The costs of many of the Gifts come from Express Additions #11, and we also refer you to that product for more information regarding skills required to use some of the Gifts.

The entries below list the individual costs of the Gifts

## ADDITIONAL BALANCING

Although these rules work towards making the races more balanced, not every race is totally balanced against one another. They are only roughly balanced, meaning that there still is some minor inequalities.

One method that a GM can use to balance the races even more is to issue a one time amount of bonus Development Points, based upon the races selected by the players. These bonus DPs would be issued at the time of character generation, they would not be given every level.

There are two methods of doing this. In the first way of doing this, the GM will look at the races selected by the players, and then at the total point costs given to each selected race. The player with the highest costing race would receive no bonus DPs. All other players would receive an amount of bonus DPs based upon the difference between their selected race and highest costing race selected.

**Example:** Joe, Don, Amy, and Fred are creating new characters. Joe and Fred have decided to play High Elves, which have a point cost of 135. Amy chooses a Wood Elf (131 points) and Don decides to play a Common Man (132). Since Joe and Fred have the highest costing race, they will receive no bonus DPs. Amy will get 4 bonus DPs ( $135 - 131 = 4$ ) and Don will get 3 bonus DPs ( $135 - 132 = 3$ ).

Conversely, the GM could also set the Bonus DPs based on the most expensive race he allows Players to select, and in doing so, he will most likely be giving out more bonus DPs over all.

**Example:** For the setting that the GM is using, he decides that he is allowing Lizardmen (148 points), Common Men (132 points), Wood Elves (131), and a few other races, whose total points are less than those of the Lizardmen. For this campaign, every player who selects Common Men would get 16 extra DP at character generation, and every player who selected Wood Elf would get 17 extra DPs, regardless of whether or not anybody selected the Lizardman to play.

On the plus side, these extra DPs do make low level characters slightly more viable and more likely to survive overall.

REVISED RACIAL ABILITIES																								
Race		Stat Bonus Modifications										RR Modifications					Healing and Injury							
		St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re	Ess.	Chan.	Ment.	Poi.	Dis.	Soul	Stat.	Rec.	#	Lang	Max. Hits	Base Hits Rank	
Campaign Law Races		5	0	0	0	0	0	0	5	0	0	10	10	10	10	10	10	12	0	1x	2	120	24	5
Common Men		10	-5	10	0	0	10	-5	0	0	0	5	15	5	10	10	10	10	0	0.7x	3	150	30	6
High Men		0	10	10	0	5	0	5	0	5	0	20	20	5	5	50	3	2	1.5x	3	110	20	5	
Wood Elves		0	5	10	0	5	0	5	5	5	0	15	15	10	10	50	2	4	2x	4	100	22	5	
High Elves		0	10	15	0	5	0	5	0	5	0	10	10	10	5	50	1	6	3x	5	100	24	6	
Fair Elves		5	-5	0	0	0	15	-5	5	0	0	40	0	40	50	50	18	-1	0.5x	2	180	24	6	
Dwarves		-10	15	-15	0	0	20	15	-10	0	0	50	0	40	40	45	18	-1	0.5x	2	80	16	5	
Halfings		5	5	10	0	0	10	5	0	0	0	5	5	5	5	5	1	0	0.5x	1	80	16	5	
Orcs (Lesser)		10	0	10	0	0	10	0	0	0	0	5	5	5	20	20	1	0	0.5x	1	120	24	6	
Orcs (Greater)		15	0	10	0	0	15	0	0	0	0	0	0	0	10	10	1	0	0.5x	1	250	50	6	
Trolls (Forest)																								
New EA Races		15	5	5	-5	-5	15	5	-10	-5	-5	-5	-5	-5	40	50	10	1	0.5x	2	300	60	11	
Aesyr (EA4)		0	-5	0	10	10	0	-5	0	0	0	-5	-5	-5	10	15	10	0	1x	4	150	30	5	
Centaur (EA3)		-5	10	0	0	0	-10	15	0	0	0	-5	-5	-5	-10	-20	6	2	1.2x	2	100	20	4	
Corvari (EA6)		-10	10	0	-10	5	5	10	0	0	0	-5	20	-5	0	100	9	0	1.5x	1	100	20	5	
Dwelfs (EA3)		-5	-5	-5	-10	15	5	0	5	10	5	0	10	0	0	0	15	0	0.5x	4	90	18	4	
Gnomes (EA3)		15	0	0	0	0	10	0	5	0	0	0	0	15	20	50	12	0	1x	3	200	40	6	
Gryx (EA4)		0	10	5	0	0	0	10	-5	-5	-5	0	0	0	5	5	15	0	1x	2	120	24	5	
Idiyva (Ea6)		15	5	-5	0	0	10	0	-5	5	0	5	5	5	10	10	15	0	0.7x	2	160	32	6	
Lizardmen (EA3)		0	5	5	0	0	0	15	0	-5	-5	0	-5	0	5	10	8	2	1x	2	110	22	5	
Myotari (EA6)		0	10	20	0	0	5	5	20	0	0	-5	-5	40	5	20	20	3	1.5x	1	110	22	6	
Phrenali (EA4)		0	15	0	5	5	0	20	10	0	0	5	5	5	10	10	12	0	1x	2	160	30	6	
Vsori (EA4)		10	15	-5	0	-5	5	0	-10	0	0	20	20	20	10	10	18	-1	.5x	1	150	30	6	
Vulfen (EA6)																								

## CAMPAIGN LAW RACES

Here is the list of races from Character Law. The only race not included is the Half-Elf. This is because it is what is considered to be a Racial Crossbreed (see the section on Racial Crossbreeds for more information).

### COMMON MEN [132]

**Variable Stats [40]:** Common Men may place up to 4 different +5 bonuses to their stats in addition to the 2 +5 bonuses that already exist. However, no single stat may have a racial stat bonus greater than +10.

**Bonus Skill Ranks [25]:** Common Men gain 10 skill ranks that they may place into any skills that they want. However, the character is limited to putting no more ranks in a specific skill than could be learned in a single given level.

**Skill Specialization [20]:** Common Men gain a +10 bonus to 2 separate skills. If the player selects a skill that requires specialization, such as a weapon skill, then the player must place the bonus on a specific skill, it does NOT apply to all such skills. The bonuses must be applied to different skills.

**Skill Flexibility [15]:** The character may select up to 3 different skills and reduce its costs by 1 point (i.e. a cost of 2/6 becomes 1/5, a cost of 2/\* becomes 1/\*). This may not be applied to any skill that already has a primary cost of 1. If applied to a skill that requires specialization, such as weapon skills or spells, the cost reduction applies only to a single instance of that skill (i.e. to one spell list, not all spell lists). The cost reductions may be applied to the same skill multiple times, so long as the primary cost on the skill is higher than 1.

### HIGH MEN [139]

**Variable Stats [20]:** High Men may place up to 2 different +5 bonuses to their stats in addition to the 2 +5 bonuses that already exist. However, no single stat may have a racial stat bonus greater than +15.

**Bonus Skill Ranks [25]:** High Men gain 10 skill ranks that they may place into any skills that they want. However, the character is limited to putting no more ranks in a specific skill than could be learned in a single given level.

**Skill Specialization [30]:** High Men gain a +10 bonus to 3 separate skills. If the player selects a skill that requires specialization, such as a weapon skill, then the player must place the bonus on a specific skill, it does NOT apply to all such skills. The bonuses must be applied to different skills.

**Skill Flexibility [15]:** The character may select up to 3 different skills and reduce its costs by 1 point (i.e. a cost of 2/6 becomes 1/5, a cost of 2/\* becomes 1/\*). This may not be applied to any skill that already has a primary cost of 1. If applied to a skill that requires specialization, such as weapon skills or spells, the cost reduction applies only to a single instance of that skill (i.e. to one spell list, not all spell lists). The cost reductions may be applied to the same skill multiple times, so long as the primary cost on the skill is higher than 1.





## WOOD ELVES [131]

**Nightvision, Greater [25]:** This ability allows a character to see outdoors as well on a bright night as he would on a cloudy, overcast day. When he is indoors, this allows the character to see 3 times as far as normally allowed by a light source.

**Enhanced Senses [15]:** Excellent eyesight grants a +10 bonus to all Perception maneuvers.

**Choose:**

**Outdoorsman [20]:** Gains a +15 bonus to Herbcraft (specialization of Craft skill), Foraging, Navigation, Riding, and any Region, Fauna or Flora Lore skills.

**Natural Archer [10]:** Character is a natural with a bow (short, long and compound). All of his ranges are increased by 25%. Range modifiers are determined according to the new ranges. (i.e. A short bow's normal ranges are 1'-10' (+10), 11'-100' (+0), 101'-180' (-40). They would become 1'-13' (+10), 14'-126' (+0), 127'-227' (-40).

**OR**

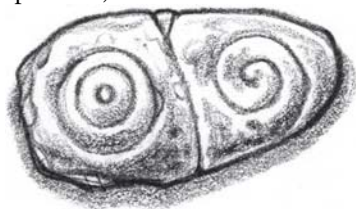
**Quiet Stride [30]:** An unnaturally quiet tread grants a +25 to Stalking & Hiding.

## HIGH ELVES [135]

**Nightvision, Greater [25]:** This ability allows a High Elf to see outdoors as well on a bright night as he would on a cloudy, overcast day. When indoors, this allows the character to see 3x as far as normally allowed by a light source.

**Spirit Sense [30]:** High Elves are extremely sensitive to things that others may not be able to sense or see. This is so strong that they can actually sense the presence of invisible spirits, strong auras of magic wielders, and places of power with a Perception maneuver modified by -30. This sense only works out to a range of 100' and the character only concentrate on a single 5' radius area each round. If a character also has the Sense Magic Gift, they may sense these things with a normal Perception maneuver (i.e. no modifier).

**Strong Mana [25]:** High Elves are extremely in tune with the forces of magic. This means that they gain 1 Power Point more each level than is normally granted from their Realm stat (i.e. a stat of 75-94 would normally grant 1 PP per level, for a High Elf it would grant 2 PP per level).



## FAIR ELVES [142]

**Aura [10]:** Fair Elves are, at all times, surrounded by a visible aura. This makes them seem more powerful and lordly, and grants them a +5 bonus to all rolls involving interaction with other races (i.e. Trading, Duping, Diplomacy, etc). This Aura is highly visible in darkness, providing a -25 to all attempts at stealth.

**Nightvision, Greater [25]:** This ability allows a Fair Elf to see outdoors as well on a bright night as he would on a cloudy, overcast day. When he is indoors, this allows the character to see 3 times as far as normally allowed by a light source.

**Spirit Sense [30]:** Fair Elves are extremely sensitive to things that others may not be able to sense or see. This is so strong that they can actually sense the presence of invisible spirits, strong auras of magic wielders, and places of power with a Perception maneuver modified by -30. This sense only works out to a range of 100' and the character only concentrate on a single 5' radius area each round. If a character also has the Sense Magic Gift, they may sense these things with a normal Perception maneuver (i.e. no modifier).

**Strong Mana [25]:** Fair Elves are extremely in tune with the forces of magic. This means that they gain 1 Power Point more each level than is normally granted from their Realm stat, so long as that Realm stat is a 50 or higher (i.e. a stat of 75-94 would normally grant 1 PP per level, for a High Elf it would grant 2 PP per level).

## DWARVES [134]

**Dense Musculature [20]:** Dwarves have musculature that is denser and heavier than that of humans. This grants them a +5 to both their OB and DB. This also gives a -30 modifier to the Swimming skill.

**Darkvision (30') [20]:** Character may see up to the distance listed when in total darkness. If surrounded by darkness and within an area of light (i.e. like that from a torch), he may see the distance given plus that of the light source. The character may see clearly up to twice the given distance on a starlit night, and 10 times the given distance on a brightly lit night.

**Choose:**

**Hammer Throw [15]:** The character has an exceptional talent for throwing a hammer or axe. His thrown attacks using those weapons have the same range as a short bow.

**OR**

**Stone Sense [15]:** Requires only a normal, medium difficulty perception maneuver to notice hidden things in stone such as slight slopes, dangerous stone work, secret doors, etc.

## HALFLINGS [133]

**Lesser Nightvision [20]:** This ability allows the character to see, when outdoors on a bright night, up to 500' as if it just a very dark day. When he is indoors, this allows the character to see twice as far as the light source normally allows.

**Nimble Fingers [30]:** This ability grants the character a +20 bonus to all skills involving the manipulation of items with the hands (Pick Locks, Disarm Traps, & Trickery).

**Lightning Reflexes [10]:** The character has excellent reactions times. This translates as a +5 bonus to Initiative rolls.

**Blazing Speed [5]:** The character is able to move faster than one might expect. He gains a +10 to Base Movement Rate.

## ORCS (LESSER) [118]

**Nightvision [20]:** This ability allows the character to see, when outdoors on a bright night, up to 500' as if it just a very dark day. When he is indoors, this allows the character to see twice as far as the light source normally allows.

**Exceptional Skill At Arms [30]:** The character is exceptionally gifted at the arts of war. This grants him a +10 bonus to all combat/weapon skills and the Maneuver in Armor skill(s).

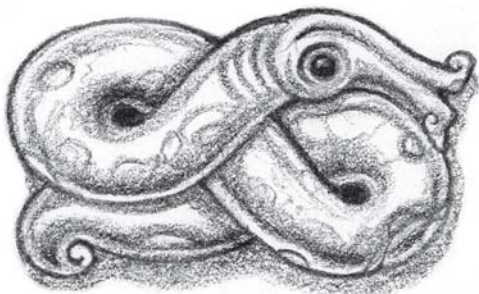
**Offset Racial Flaw [10]:** The character is not impeded by, and receives no modifiers for, operating in full daylight.

## ORCS (GREATER) [128]

**Nightvision, Greater [25]:** This ability allows a Greater Orc to see outdoors as well on a bright night as he would on a cloudy, overcast day. When he is indoors, this allows the character to see 3 times as far as normally allowed by a light source.

**Exceptional Skill At Arms [30]:** The character is exceptionally gifted at the arts of war. This grants him a +10 bonus to all combat/weapon skills and the Maneuver in Armor skill(s).

**Offset Racial Flaw [10]:** The character is not impeded by, and receives no modifiers for, operating in full daylight.



## FOREST TROLL [151]

**Armored Skin [32]:** The character has extremely tough skin. He is a natural AT 11.

**Cold Resistance [15]:** This grants the character a +10 to all RRs and DB against attacks and damage from cold and ice based attacks. It provides no bonus against natural cold.

**Heat Resistance [15]:** This grants the character a +10 to all RRs and DB against attacks and damage from heat and fire based attacks. It provides no bonus against natural heat or fire.

**Offset Racial Flaw [10]:** The character is not impeded by, and receives no modifiers for, operating in full daylight.

## EXPRESS ADDITION RACES

In this section we cover the new races introduced in the various issues of *Express Additions*. In addition to their name and total point cost, we will also include what issue they appeared in. This way you can more easily find the racial descriptions.

Of all of the new races introduced in *Expressed Additions*, we will not be including the Half-Orc because he is a Racial Crossbreed.

## AESYR (EA4) [138]

**Iron Grip [20]:** This ability allows the Aesyr to wield weapons that are two-handed for normal humans in one hand without a penalty. Additionally, all one-handed melee weapons have a fumble range of 01-02 for the Aesyr.

**Great Heft [15]:** Characters normally receive a -10 modifier for every 10% of their weight that they are carrying. The Aesyr, however, only receive a -5 modifier for every 10% of their weight that they are carrying.

## CENTAUR (EA3) [117]

**Blazing Speed [10]:** Due to their unique physiology, Centaurs gain a +20 to their Base Movement Rate.

**Innate Melee Attack (Hooves) [35]:** Centaurs have hooves just like horses, and they may learn how to use them to make Large Crushing attacks while leaving their hands free. Skill costs for learning how to use their hooves in attacking can be found in *Express Additions* #11.

**Tough Hide [20]:** Centaurs have a naturally thick skin, coupled with the fur on their lower halves that grants them a +10 modifier to their DB.

**Great Heft [25]:** Characters normally receive a -10 modifier for every 10% of their weight that they are carrying. The Centaur, however, receives a -5 modifier for every 30% of their weight that they are carrying.

## CORVARI (EA6) [133]

**Enhanced Senses [15]:** Excellent eyesight grants a +10 bonus to all Perception maneuvers.

**Flight [25]:** The character has a Base Flight Rate (BFR) of 75' per round plus their Stride mod. The character, if unencumbered, may fly for up to a duration of 1 minute for each point of Temporary Constitution that they have.

If flying at a pace higher than their base rate, or while encumbered, that will shorten the amount of time that can be flown. Treat the Temporary Constitution as a pool of points (if Exhaustion Points are not used). Flight at BFR will cost 1 point per round and each Pace above the BFR will cost an additional 1 point (i.e. "jog" pace is 1.5 base rate, this will cost 2 points; the "run" pace, 2x base rate will cost 3 points per round; etc.).

If the character is encumbered, this reduced the size of the point pool by the modifier given by the encumbrance (i.e. -20 from encumbrance will reduce the point pool by 20).

The character may also glide upon the air currents if he wishes. For every minute spent gliding, the character must spend 1 point to remain aloft or lose 10' of height. The character may glide at half of his BFR, and may glide while encumbered. Characters with wings will have a wingspan equal to twice their height.

**Innate Melee Attack (Talons) [20]:** Corvari have talons for feet. They can use these talons to make Medium Claw attacks while flying, or prone. Skill costs for learning how to use their talons in attacking can be found in *Express Additions* #11.

**Nightvision [20]:** This ability allows the character to see, when outdoors on a bright night, up to 500' as if it just a very dark day. When he is indoors, this allows the character to see twice as far as the light source normally allows.

**Tough Hide [20]:** Corvari feathers provide them with an extra layer of protection against attacks. This grants them a +10 modifier to their DB.

### RACIAL INTERACTIONS

Several of the races have very unusual appearances. These races will often have trouble interacting with humans and other more "normal" races.

These races - Lesser Orcs, Greater Orcs, Trolls, Centaurs, Corvari, Gryx, Idiyva, Lizardmen, Myortari, and Vulfen - will often receive a -20 modifier when dealing with races that are not used to them because of their unusual looks. The more often the other races interact with them, the less the modifier will be.

## DWELFS (EA3) [122]

**Darkvision (50') [30]:** Character may see up to the distance listed when in total darkness. If surrounded by darkness and within an area of light (i.e. like that from a torch), he may see the distance given plus that of the light source. The character may also see clearly up to twice the given distance on a starlit night, and 10 times the given distance on a brightly lit night.

**Enhanced Senses [15]:** Excellent eyesight grants a +10 bonus to all Perception maneuvers.

**Lightning Reflexes [10]:** The character has excellent reactions times. This translates as a +5 bonus to Initiative rolls.

**Blazing Speed [5]:** The character is able to move faster than one might expect. He gains a +10 to Base Movement Rate

**Sense Magic (Greater) [25]:** The player may make a Perception roll with a -20 modifier to detect the presence of magic within the area being scrutinized. The character may check one 5' radius area within 100' of himself each round. This ability will detect both active and waiting magic (refer to EA #11 for more information).

## GNOMES (EA3) [141]

**Blazing Speed [5]:** The character is able to move faster than one might expect. He gains a +10 to Base Movement Rate

**Darkvision (30') [20]:** Character may see up to the distance listed when in total darkness. If surrounded by darkness and within an area of light (i.e. like that from a torch), he may see the distance given plus that of the light source. The character may see clearly up to twice the given distance on a starlit night, and 10 times the given distance on a brightly lit night.

**Natural Camouflage [30]:** The character is able to change the coloration of his skin and clothing to better match his surroundings. This translates as a +25 bonus to both stalking and hiding.

**Sense Magic (Greater) [25]:** The player may make a Perception roll with a -20 modifier to detect the presence of magic within the area being scrutinized. The character may check one 5' radius area within 100' of himself each round. This ability will detect both active and waiting magic (refer to EA #11 for more information).

**Strong Mana [25]:** Gnomes are extremely in tune with the forces of magic. This means that they gain 1 Power Point more each level than is normally granted from their Realm stat, so long as that Realm stat is a 50 or higher (i.e. a stat of 75-94 would normally grant 1 PP per level, for a Gnome it would grant 2 PP per level).

## GRYX (EA4) [122]

**Dense Musculature [20]:** Gryx have musculature that is denser and heavier than that of humans. This grants them a +5 to both their OB and DB.

**Lightning Reflexes [10]:** The character has excellent reactions times. This translates as a +5 bonus to Initiative rolls.

**Nightvision, Greater [25]:** This ability allows a character to see outdoors as well on a bright night as he would on a cloudy, overcast day. When he is indoors, this allows the character to see 3 times as far as he normally would be allowed by a light source.

## IDIYVA (EA6) [120]

**Accute Smell [15]:** The character has a very acute sense of smell. He can smell odors up to 100' upwind, 2000' feet downwind, and 500' in still air. He gains a +25 to Tracking something based on odor, and +10 to Perception when dealing with smells. This also makes the character's sense of smell be sensitive as well. Strong or pungent odors can temporarily overwhelm this ability if the character is not careful.

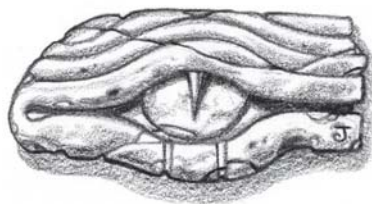
**Amazing Leaping [10]:** With this ability, the character is able to jump 3 times the distance that a normal person could jump. Jumping rolls are made using the Acrobatics skill bonus or by making a roll using the average of the Strength and Agility stat bonuses, with both options modified by the character Armor Penalty. Refer to *Express Additions #11* for more information on the normal distances that person can jump.

**Armored Skin [16]:** The character is covered in short, tough fur. He is a natural AT 3.

**Enhanced Climbing [10]:** The character is able to use his claws to aid him in climbing. Their use grants the character a +20 modifier.

**Innate Melee Attack (Claws) [25]:** Idiyva have retractable claws on their hands and feet. They can use these claws to make Medium Claw attacks. Skill costs for learning how to use their talons in attacking can be found in *Express Additions #11*.

**Nightvision [20]:** This ability allows the character to see, when outdoors on a bright night, up to 500' as if it just a very dark day. When he is indoors, this allows the character to see twice as far as the light source normally allows.



## LIZARDMEN (EA3) [148]

**Armored Skin [20]:** The character is covered in tough, yet supple scales that provide him with a natural AT 5.

**Amphibious [20]:** The character is able to breathe underwater just as well as he can breathe on dry land.

**Eye Protection [5]:** The character has a nictitating eye membrane that can cover his eyes protecting it from dust and other irritants. This membrane also protects the character's eyes while he is underwater.

**Innate Melee Attack (Tail) [30]:** The character has tail that is approximately 3' long. He may learn how to make a Medium Sweep (Unbalancing) attack using his tail. Skill costs for learning how to use their tail in attacking can be found in *Express Additions #11*.

**Innate Melee Attack (Claws) [20]:** The character's hand and feet end in strong, sharp claws that can be used to make a Medium Claw (slash) attack. Skill costs for learning how to use their claws in attacking can be found in *Express Additions #11*.

## MYOTARI (EA6) [134]

**Flight [25]:** The character has a Base Flight Rate (BFR) of 75' per round plus their Stride mod. The character, if unencumbered, may fly for up to a duration of 1 minute for each point of Temporary Constitution that they have.

If flying at a pace higher than their base rate, or while encumbered, that will shorten the amount of time that can be flown. Treat the Temporary Constitution as a pool of points (if Exhaustion Points are not used). Flight at BFR will cost 1 point per round and each Pace above the BFR will cost an additional 1 point (i.e. "jog" pace is 1.5 base rate, this will cost 2 points; the "run" pace, 2x base rate will cost 3 points per round; etc.).

If the character is encumbered, this reduced the size of the point pool by the modifier given by the encumbrance (i.e. -20 from encumbrance will reduce the point pool by 20).

The character may also glide upon the air currents if he wishes. For every minute spent gliding, the character must spend 1 point to remain aloft or lose 10' of height. The character may glide at half of his BFR, and may glide while encumbered Characters with wings will have a wingspan equal to twice their height.

**Innate Melee Attack (Talons) [20]:** Myotari have talons for feet. They can use these talons to make Medium Claw attacks while flying, or prone. Skill costs for learning how to use their talons in attacking can be found in *Express Additions #11*.



**Sonar [30]:** Thy Myotari have the ability to emit an extremely high frequency pulse of sound, which is outside the range of hearing for most species. They can then hear and interpret the reflections of the sounds to determine what is around them.

When outdoors this ability has an effective range of about 500'. Usually, the character will only get line of sight out to the maximum range, and will not be able to detect a person hiding behind another object that fully conceals him. Indoors, or in any other enclosed space, this ability can give an excellent picture of the surrounding area, including showing the character people hid behind objects. However, in both cases, this ability cannot see through walls or solid surfaces (i.e. it would not show a person hiding behind a curtain, but could show a person hiding behind a barrel, if indoors).

**Tough Hide [20]:** Myotari are covered in short fur and leathery skin that provides them with an extra layer of protection against attacks. This grants them a +10 modifier to their DB.

### PHRENALI (EA4) [142]

**Darkvision (50') [30]:** Character may see up to the distance listed when in total darkness. If surrounded by darkness and within an area of light (i.e. like that from a torch), he may see the distance given plus that of the light source. The character may also see clearly up to twice the given distance on a starlit night, and 10 times the given distance on a brightly lit night.

**Enhanced Senses [15]:** Excellent eyesight grants a +10 bonus to all Perception maneuvers.

**Unnerving Stare [10]:** Others who notice the character watching them will have to make a RR against the character's level or have the fumble range of any action that they are performing doubled. And yes, this does include foes in combat and who are casting spells. A RR is required for each action (i.e. each spell or each attack).

**Peripheral Vision [8]:** The character is harder to attack from the sides or from the rear. When attacked from the flanks your foe's bonus is only +5 and when attacked from the rear, your foe's bonus is only +15.

### VSORI (EA4) [143]

**Amazing Leaping [10]:** With this ability, the character is able to jump 3 times the distance that a normal person could jump. Jumping rolls are made using the Acrobatics skill bonus or by making a roll using the average of the Strength and Agility stat bonuses, with both options modified by the character Armor Penalty. Refer to *Express Additions #11* for more information on the normal distances that person can jump.

**Enhanced Climbing [10]:** The character is able to use his claws to aid him in climbing. Their use grants the character a +20 modifier.

**Nightvision, Greater [25]:** This ability allows a character to see outdoors as well on a bright night as he would on a cloudy, overcast day. When he is indoors, this allows the character to see 3 times as far as he normally would be allowed by a light source.

**Innate Melee Attack (Claws) [20]:** The character's hands end in strong, retractable claws that may be used to make Small Claw attacks. Skill costs for learning how to use their claws in attacking can be found in *Express Additions #11*.

### VULFEN (EA6) [139]

**Acute Smell [15]:** The character has a very acute sense of smell. He can smell odors up to 100' upwind, 2000' feet downwind, and 500' in still air. He gains a +25 to Tracking something based on odor, and +10 to Perception when dealing with smells. This also makes the character's sense of smell be sensitive as well. Strong or pungent odors can temporarily overwhelm this ability if the character is not careful.



**Armored Skin [18]:** The character is covered in short, tough fur. He is a natural AT 4.

**Enhanced Climbing [10]:** The character is able to use his claws to aid him in climbing. Their use grants the character a +20 modifier.

**Innate Melee Attack (Claws) [25]:** The character has retractable claws on their hands and feet. They can use these claws to make Medium Claw attacks. Skill costs for learning how to use their talons in attacking can be found in *Express Additions #11*.

**Nightvision [20]:** This ability allows the character to see, when outdoors on a bright night, up to 500' as if it just a very dark day. When he is indoors, this allows the character to see twice as far as the light source normally allows.

## RACIAL CROSSBREEDS

You will notice that the Half Elf and Half Orc have not been included in either the racial stats table or in the Racial Gifts section above. This is because racial crossbreeds are not specific races; they are the mixture of 2 separate races.

If a character wishes to play a Racial Crossbreed, then they must build that individual crossbreed themselves using the following guidelines and the player must also pay a number of Development Points (DPs) based upon the alterations made to the Base Race. All DPs used in creating a Crossbreed come from the initial DPs that the character uses in Character Generation.

Not every race will be able to crossbreed naturally. In many cases, it will require magic to mix two or more diverse races. The examples in the guidelines below limit themselves to only 2 pure races. However, under these guidelines is it possible that 2 crossbreeds or a pure and a crossbreed could produce characters that are an even larger crossbreed.

### Step 1 – Determine Base Race

The first step in creating a Racial Crossbreed is to determine which race is the base race. This is the race to which adjustments are made. Regardless of what two races are used in making the Crossbreed, the player must select one as the Base Race. It is recommended that the race of the character's mother be treated as the Base Race.

### Step 2 – Adjust Stat Bonuses [5 DPs]

The first actual step in creating a Racial Crossbreed is to adjust the stat bonuses. Average the bonuses for each stat, RR bonus, and for the hit data (Max Hits, Base Hits, and Hits/Rank), rounding down when needed.

If one of the races is Human, then the player has the choice of applying Variable Stats gift prior to the averaging of stats. However, if it is applied, then this Gift may not be swapped out as described in Step 3 below.

### Step 3 – Adjust Racial Gifts [varies]

This next step is going to require the most thought since the player has to decide what to keep and what to exchange.

The player must pay 1 DP for every 5 DP worth of Racial Gifts to be exchanged. This allows the player to swap out abilities, removing some Racial Gifts to acquire one or more of those from the second race.

If the abilities do not have the same DP cost, then the player must pay the difference in the costs as well. Multiple abilities may be exchanged. The Additional DP costs are only for when the Gifts being acquired exceed the costs of the Gifts being lost. If the player gives up a higher cost Gift for a lower Cost one, then the initial cost of acquiring the Gift is reduced by 1 point for every 5 points difference in costs.

In all cases, the character must always pay at least 1 DP for the Gift exchanges.

**Example:** *Joe is making a Half-Elf, and his Base Race is Human, and Wood Elf is the other race. Joe wants to swap out the Wood Elven ability, Outdoorsman, for the Human ability, Skill Flexibility. This will cost Joe 9 DPs. 4 DPs from the 1 DP for every 5 DP of the ability to be swapped out, plus since Outdoorsman costs 5 DP more than Skill Flexibility, Joe has to pay that 5 DP difference.*

*Now, if Joe were exchanging the Outdoorsman Gift for the Bonus Skill ranks Gift, he would only pay 3 DP for the exchange (4 DPs for the 20 point Outdoorsman Gift minus 1 because the Bonus Skill Ranks Gift costs 5 DP more than the Outdoorsman Gift).*

### Step 4 – Determine Appearance

Simply put, the player must determine how the character looks. This is a decision that is left entirely up to the player to decide. If he wants a Half-Elf that looks entirely human, that is quite alright.

It is recommended that the more points spent on acquiring aspects of the second race, the more that the character will and should look like the second race.

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## NEW SPELL LIST

The following spell list was designed for use with the professions presented in *Express Additions #9*; the Priest, the Mage, and the Mentat.

This list works as a replacement for several of the Illusionist Base Lists if the GM feels that including all 6 lists may be problematic when creating Folios for these professions.

I came up with this spell list because of work on another product. I wanted to include the spell list, Illusion Mastery, but ran across the problem that many of the spells on the Illusion Mastery list require spells from the Feel-Taste-Smell, Light Molding, Mind Sense Molding, and Sound Molding spell lists. Thus, the Mirages list works to replace those 4 spell lists with a single spell list that still serves to provide the spells required for the Illusion Mastery spell list.

## MIRAGES

1. **Light Mirage** – Creates any simple immobile image or scene up to an area of 10' R. The visual aspects of the scene are really created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or the use of a sense other than sight.
2. **Sound Mirage** – Creates any simple immobile set of sounds in up to an area of 10' R.
3. **Strike I** – Target is struck with the equivalent of a bare fist attack. This attack is invisible unless combined with the visual sense in an *Illusion* or *Phantasm*. The Directed Spell skill is used to develop skill in this attack. It does a Small attack on the Tooth & Claw attack table, and does Strike criticals.
4. **Smell/Taste Mirage** – Fills the area with a set of immobile smells or with a set of tastes (i.e. anything eaten within the area has that taste). The sense aspects are really created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or the use of the other senses. The caster has to decide which mirage to set when the spell is cast.
5. **Feel Mirage** – As *Light Mirage*, except that all the objects and surfaces in a 10' R area can be made to feel differently than they really are. Striking an object or surface will cancel one “feel aspect” for that object or surface. This spell allows surfaces and objects to be struck 1 time for every 3 levels that the caster has.
6. **Presence Mirage** – Creates a false presence, for the purposes of magical detections, in the area of effect.
7. **Light Glamour** – One object (up to 10 lbs per level) has its visual appearance altered for the duration of the spell. Note that no other aspect of the object changes.
8. **Sound Glamour** – As *Light Glamour*, except that the spell changes the sound of an object is altered.
9. **Strike III** – As *Strike I*, except for the range.
10. **Feel/Taste/Smell Glamour** – As *Light Glamour*, except that the caster can change the feel, smells, or taste of an object. The caster has to decide which to change at the time of casting.
11. **Unpresence I** – Target appears to have no presence to magical or mental detections.
12. **Terrain Mirage I** – The caster is able to change one aspect of the terrain within the area of effect in one way. The caster gets to designate in what manner the terrain is different. He could make smooth ground feel rocky, rocky ground feel smooth, make an open field look thickly forested, or make an open field sound like a rustling forest, he could make a forest smell like an ocean, etc.

## MIRAGES

Level	Spell	Area of Effect	Duration	Range	Type
1)	Light Mirage	10' R	10 min/lvl	100'	P
2)	Sound Mirage	10' R	10 min/lvl	100'	P
3)	Strike I	1 target	-	100'	Pd
4)	Smell/Taste Mirage	10' R	10 min/lvl	100'	P
5)	Feel Mirage	10' R	10 min/lvl	100'	P
6)	Presence Mirage	10' R	10 min/lvl	100'	P
7)	Light Glamour	1 object	1 day/lvl	50'	P
8)	Sound Glamour	1 object	1 day/lvl	50'	P
9)	Strike III	1 target	-	300'	Pd
10)	Feel/Taste/Smell Glamour	1 object	1 day/lvl	50'	P
11)	Unpresence I	1 target	10 min/lvl	10'	P
12)	Terrain Mirage I	1000' R	1 day/lvl	100'	P
13)	Mirage True	10' R	10 min/lvl	100'	P
14)	Strike V	1 target	-	500'	Pd
15)	Feel Mirage True	10' R	10 min/lvl	100'	P
16)	Terrain Mirage II	1000' R	1 day/lvl	100'	P
17)	Misfeel	1 target	10 min/lvl	10'	P
18)	Unpresence V	5 targets	10 min/lvl	10'	P
19)	Mass Glamour	1 target/lvl	1 day/lvl	50'	P
20)	Glamour	1 target	1 day/lvl	50'	P
25)	Unpresence True	1 target/lvl	10 min/lvl	10'	P
30)	Misfeel True	1 target	1 hour/lvl	10'	P
50)	Glamour True	1 target	P	50'	P

13. **Mirage True** – This spell combines the effects of a *Light Mirage*, a *Sound Mirage*, a *Smell/Taste Mirage* and a *Feel Mirage* into a single spell.
14. **Strike V** – As *Strike I*, except for the range.
15. **Feel Mirage True** – As *Feel Mirage*, except that it may be struck once for each level that the character has.
16. **Terrain Mirage II** – As *Terrain Mirage*, except that the caster may change one aspect of the terrain for every 5 levels that he has. Thus, if the caster is 16th level, he can change 3 aspects, if he were 20th level, he could change 4 aspects, etc.
17. **Misfeel** – For the purposes of magical or mental detections, the target appears to be of any race and profession of the caster's choosing. The caster is also able to make the target appear to be up to 10 levels more or less powerful than they actually are.
18. **Unpresence V** – As *Unpresence I*, except for the number of targets.
19. **Mass Glamour** – As *Light Glamour*, *Sound Glamour*, or *Feel/Taste/Smell Glamour*, except for the number of targets. The caster must select which type of glamour he is using when this spell is cast.
20. **Glamour** – As *Light Glamour*, *Sound Glamour*, or *Feel/Taste/Smell Glamour*, except that all three spell effects are applied at once.
25. **Unpresence True** – As *Unpresence I*, except for the number of targets.
30. **Misfeel True** – As *Misfeel*, except for the duration.
50. **Glamour True** – As *Glamour*, except for the duration.



# OPPOSED ROLLS

**Rolemaster** has core mechanisms for handling nearly every possible situation - the Movement/Maneuver, and the Static Action tables to resolve different types of actions, with columns or modifiers applied for difficulty and situation. GM's determine the relative difficulty of the attempted action, and the player rolls for resolution, adding any pertinent skills bonuses, stat modifiers, or other situational modifiers.

However, use of the movement/maneuver table is not an intuitive process. Difficulty is an often arbitrary assessment, and is unrelated to the relative skill of the PC. In certain situations, this may be apropos, but it may not meet the goals of the intended conflict. It is also challenging to determine the impact of a difficulty shift upon a character's attempt.

Additionally, when a character is directly opposed by another PC or NPC, it may be difficult or cumbersome to determine the exact outcome - which character succeeds the most, and what effect does this have on game play?

The Level-Based Opposed Action resolution system provides an alternative for GM's and players to resolve the use of skills. This mechanism uses the Opposed Action Table to determine the outcome of a skill test. This method is essentially an extension of the resistance roll methodology.

## LEVEL VS. LEVEL ACTIONS

Rather than assigning a difficulty rating to a challenge (e.g. Routine, Hard, Absurd), the GM instead determines the relative level of the challenge. For example, a locked door presents an obstacle to the PC's. The GM determines that a sixth level thief should have an average chance to pick the lock, and so he determines that the lock is 6th level. This means that a character whose skill level is equivalent to that of the lock should succeed about 50% of the time.

This system may also be used for single roll resolution of opposed skills, such as a perception skill vs. a hide skill check. By assigning a level rating to each skill, the process is simply a matter of determining the target roll, and ensuring the player's die roll exceeds this target.

## CONVERSION OF SKILLS TO LEVEL

For simplicity, a GM may simply use the character's level for this method, for any skill that would be considered an essential part of a character's normal tools. For any non-essential skill, use ½ character level, or another appropriate modifier.

For a detailed conversion, the following method is recommended:

- Base skill level = ½ total # of Ranks in the skill
- Stat modifier = (Total (averaged) stat bonus - 5) divided by 10 (round down). Add this to the base skill level.
- Other modifiers (material, craftsmanship, magical) = Total all bonuses, divide by 10. Add to base skill level.

## DETERMINE THE TARGET ROLL

To find the net level of opposition, subtract the character's effective skill level from the opponent's effective skill level. Situational modifiers should be added or subtracted from the appropriate party's effective level at a rate of 1 level per 10% modifier. Thus, skills that are affected by stun would suffer a -3 level reduction (-30%), if a character attempted them while under the effects of stun.

**Example:** *Barl wishes to sneak past a sentry on a wall. Barl is an experienced rogue, and has a stalk/hide skill level of 8. The GM determines that the sentry is also an experienced lookout, trained to notice exactly the type of maneuver being attempted, so he assigns a level 10 opposing skill level to the sentry for perception. Barl notes that he will attempt the maneuver when the sentry's back is turned, which the GM decides is simply part of Barl's competence as a sneak, and is not worthy of a special modifier. However, the GM does decide that Barl is entitled to a +1 level bonus due to the particularly dark moon that evening, so his net level of opposition is  $10 - 9(8+1) = 1$ .*





## RESOLVING THE SKILL CHECK

The GM consults the Opposed Skill Level table to determine the required roll for the corresponding Net Opposing Level. The player makes an open-ended roll, and compares it to the required roll. For all-or-nothing contests, any unmodified result greater than or equal to the value in the Required Roll column is treated as a success.

For contests where partial success may be achieved, a second roll may be required. If the initial roll does not meet or exceed the required roll, compare the result to the table to determine what level the roll would have succeeded against. Subtract this level from the base target's level, to determine the "remainder" of the skill to be completed.

**Example:** *Barl, having successfully entered the estate without detection finds the basement door locked. The GM has determined that the lock is a level 8 lock, which is equal to Barl's level 8 skill in Pick Locks. Barl needs a 50 to succeed, but rolls a 32. The GM notes that if the lock had been at -4 difficulty (i.e. a level 4 lock), Barl would have succeeded. The GM rules that Barl has picked 4 level's worth of the lock's difficulty, and he may make a second attempt against the remaining 4 levels. Barl's second roll must be greater than 30 to succeed against the second attempt, which is also at a -4 level difficulty. Barl rolls a 36, succeeds, and puts his lock picks away with a satisfied grin.*

## STAT-BASED ACTIONS

This method may be easily used for stat-based actions, or any action for which there is no direct skill corollary. As suggested above, for any action the GM feels falls into the normal expertise of the character's profession or background, use the character's level. For

an action that would not be within his normal bailiwick, use  $\frac{1}{2}$  character level, or any other reasonable fraction of the character's total experience. For these attempts not aligned with a skill, only use stat modifiers when they exceed the normal value at 90 (+10 in RMC). Therefore, determine the net stat bonus including all modifiers (average stat bonus, if more than one stat is being used), subtract 10, and divide by 10. Round the final result to the nearest whole number.

**Example:** *Barl has encountered a puzzle in the wine cellar, of a design native to his homeland. However, Barl has not seen one since he was a child, and has taken no levels in Lore: Obscure Homeland Puzzles. The GM decides to allow Barl a roll using his ME stat bonus, to determine if he can remember how these puzzles work.*

*Since puzzles are not part of his regular character development, the GM considers allowing Barl only one effective level in this area, to account for his adolescence in his homeland. Barl's player argues that problem solving is an integral part of his character's regular skill set, as evidenced by his strong development in perception and subterfuge mechanics. The GM agrees that Barl should get  $\frac{1}{2}$  his character's level as a base skill level, but not full character level due to the obscurity of the problem.*

*Barl has a remarkable 97 in his ME stat, which grants him a +15 stat bonus. For level purposes, however, he must subtract the 90 stat equivalent, or 10 points of this. Barl has no other stat modifier to ME, so his final level bonus due to stat is  $+15 - 10 = 5$ , divided by  $10 = 0.5$ . This rounds up to 1, giving him a +1 level bonus due to exceptional stats.*

*Barl will be making this attempt at an effective level of  $5 - \frac{1}{2}$  his character level of 8, plus 1 level for his exceptional memory.*



OPPOSED SKILL LEVEL TABLE			
Net Opposing Level	Required Roll	Net Opposing Level	Required Roll
>18	99 +1 per level	-1	45
18	99	-2	40
17	98	-3	35
16	97	-4	30
15	96	-5	27
14	95	-6	24
13	93	-7	21
12	91	-8	18
11	89	-9	15
10	87	-10	13
9	85	-11	11
8	82	-12	9
7	79	-13	7
6	76	-14	5
5	73	-15	4
4	70	-16	3
3	65	-17	2
2	60	-18	1
1	55	Below -18	Automatic success, unless a fumble rolled.
0	50		

## SINGLE-ROLL SPELL RESOLUTION

Because this method is based off the standard RM Resistance Roll progression, a level vs. level roll may be used to encompass both spell failure, and the target's resistance to the spell. In the case of ESF modified spells, it may still be appropriate to separate the rolls. However, in most cases, the Opposed Action table will work sufficiently well. Spell fumbles still occur on an unmodified result below the spell fumble threshold. Otherwise, use the Caster's level vs. the target's level to determine the number required for the spell to affect the target. A result below the target number and above the fumble range means the spell points were expended to no effect. Any result above the target number indicates spell success. Apply RR modifiers to the roll as normal, rather than converting to a level equivalent.

This method may be applied to multiple opponents as well, at the GM's discretion. When applying a spell to a mob, a single roll may be used, with the result determining the maximum relative level that would be affected by the spell. Work backward from the result to determine the net effective level that would be affected by the spell. All targets of that level and below are affected (within the restrictions of the spell), unless individual RR modifiers would allow that target to make his resistance.

**Example:** *Tomani is attempting to cast a Lord Sleep spell (Spirit Mastery - Closed Essence) over a group of enemies guarding a ship. There are 2 level 5 guards, and one level 9 guard. Since the spell will affect a maximum of 20 levels' worth of characters, if the spell is very successful, all will be affected.*

*Tomani is a level 9 caster, the same as the spell itself. He takes full time and gesture to cast the spell, and has no other ESF modifiers. Therefore, a level 9 opponent would be a 0 (zero) net opposing level challenge for the spell, while the level 5 guards will be at a -4 net opposing level challenge. However, the guard captain has a ring of Essence resistance, granting him a +10 resistance to essence magic.*

*Tomani after the required rounds of preparation, casts his spell, and rolls a 59. Since this is more than enough to succeed against the two level 5 guards, they both fall asleep without a sound. Normally, this would also beat the level 9 guard's level resistance alone (a result of 50 or better would succeed). However, due to the +10 resistance from the ring, the guard captain's resistance requires a roll of 60 or better to succeed. Tomani has missed knocking out the captain by a single percentage point, but he has evened the odds considerably.*

