

EXPRESS ADDITIONS

Issue #6

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INTRODUCTION

Welcome to the sixth issue of *Express Additions*. In this issue, we bring you a number of things that I think you will really like.

For both our **RMX** and **RMC** fans, we start off with 4 new races. Two of them are based on races presented in the *RMC Creatures & Treasures*, and the other two are based on the art that I selected to go with this section.

Next, for our **RMX** fans, I bring in the Seer and the Healer professions for you to add to your game.

And finally, we present you several new options. While these are primarily for **RMC** players, **RMX** players may find them useful as well, especially if they are using *RMC Spell Law* to expand their character's spell capabilities.

Enjoy!

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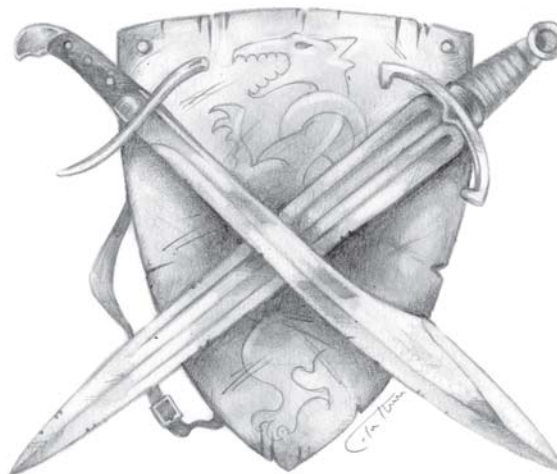
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NEW RACES

In this issue, we bring you 4 new races. Two of them come from the *RMC Creature's & Treasures* and the other two are brand new. All four of the races would make for interesting additions to any campaign setting.

Note: while the descriptions of the 2 C&T races below are based on descriptions found in *RMC Creatures & Treasures*, I have taken a few liberties with them to make them more playable overall.

CORVARI (BIRD-MEN)

Size: 5'0" to 5'6" tall

Lifespan: 65 years

Special Abilities: Flight, Nightvision

Description: The Corvari are covered in dark feathers, and their bills are sharp and pointed. They have only 3 digits plus a thumb on their hands, and their feet are just like the claws of a normal bird. Their wings fold snugly to their backs, leaving their hands and arms free for other things. The Corvari flock together into towns and villages high up upon the side of steep mountains and cliffs, often trading rare herbs and game from the higher reaches for things that they cannot produce themselves.

IDIYVA (CAT-MEN)

Size: 5'0" to 6'0" tall

Lifespan: 70 years

Special Abilities: Nightvision, Natural Claws, Natural AT 3, Superior Smell

Description: Short fur covers the lithe, well-muscled form of the Idiyva (except at the face, the genitals, the palms, and the soles of the feet). Smooth, brown suede-like skin emerges at these features. Green feline eyes give the Idiyva excellent night vision; fanged teeth reveal their carnivorous nature. The toes of their feet anchor short, sharp talons, but their hands sport vicious 3" claws that retract at the knuckle into the backs of the hands, leaving the fingers free at all times. The fighting instincts of a predator lurk behind the civilized manners that characterize most Idiyva, and the bloody custom of a duel to the death remains an acceptable way to settle social differences among themselves.

MYOTARI (BAT-MEN)

Size: 4'6" to 5'6" tall

Lifespan: 70 years

Special Abilities: Flight, Sonar

Description: The Myotari are normally a reclusive race. This is because many other races tend to find their bat-like features very scary or intimidating, although the Myotari are normally a very peaceful race. The Myotari have bat-like heads, their claw-like feet, and their large leathery wings. Their bodies, arms and hands are much like those of men, except that they are covered in short brown or black fur. Many Myotari, when traveling outside their own lands will don a hooded mantle to hide their features and drape their wings about themselves as if they were a cloak.

VULFEN (WOLF-MEN)

Size: 5'0" to 6'0" tall

Lifespan: 40 years (wild); 60 years (civilized)

Special Abilities: Nightvision, Natural Claws, Natural AT 4, Superior Smell

RACIAL STATS				
Stat Bonus Modifications	Corvari	Idiyva	Myotari	Vulfen
ST	-5	+0	+0	+10
QU	+10	+10	+5	+15
PR	+0	+5	+5	-5
IN	+0	+0	+0	+0
EM	+0	+0	+0	-5
CO	-10	+0	+0	+5
AG	+15	+10	+15	+0
SD	+0	-5	+0	+0
ME	+0	-5	-5	+0
RE	+0	-5	-5	+0
RR Modifications				
Essence	-5	+0	+0	+20
Channeling	-5	+0	-5	+20
Mentalism	-5	+0	+0	+20
Poison	-10	+5	+5	+10
Disease	-20	+5	+10	+10
Recovery Multiplier	1.2x	1x	1x	0.5x
# Starting Languages*	2	2	2	2
Base Hit Points	20	24	22	30
Hits per Rank**	4	5	5	6
Max # hits	100	120	110	150
* = Rank 6 Spoken/5 Written for native tongue; 3S/3W for all others				
** = Per rank of Body Development				



Description: Furred men with wolfish heads and tails. Wild Vulfen are often confused with werewolves because of their nocturnal habits and their bloodthirsty nature. However, there are pockets of civilized Vulfen and they can be quite charming. Even though they still have to struggle to overcome their more animalistic tendencies, it is rather easy to tell a civilized Vulfen from a wild one. The civilized Vulfen are cleaner, wear clothing, have a strong sense of honor, a good sense of humor, and a passion for life that is missing from their wild brethren.

Note: *The Racial Stats Table contains the stats for civilized Vulfen, which are slightly different from those of Wild Vulfen. Refer to **RMC Creatures & Treasures** for more information on wild Vulfen.*

RACIAL ABILITIES

The above races have a number of unusual racial abilities. They are explained below.

Flight: Character is able to fly at a rate equal to 75' per round plus the stride modification for height. This is their Base Flight Rate (BFR). Flight may be maintained for an amount of time equal to 1 minute for each point of their Con stat (Temp score in RMC) without rest. Characters may use different Paces with their flight, and the increased Pace reduces the amount of time that may be spent in flight. A flying character may carry up to half his weight while flying, but only by flying at half speed. Characters with flight may learn how to glide and ride the thermals, staying aloft for hours (at half speed).

Natural AT: A number of different races have special characteristics, such as tough hide or scales or etc, that grant it a higher natural armor type than other races have. The entry in the racial description gives the value of this natural armor type.

Natural Claws: Several races have natural claws that they may use to attack foes. Character from these races may learn how use these claws by learning a skill that costs the same as the Martial Arts skill for their profession. These claws do a maximum of a Medium attack, and they follow the rules in **RMC: Arms Law** regarding unarmed attacks.

Nightvision: This ability allows a character 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.

Sonar (Echolocation): Used primarily by sea creatures like dolphins and whales, it is used by some land animals like bats. Sound projected from the creature bounces off objects and returns creating a "picture" of their environment. Creatures using sonar will be unaffected by invisibility or darkness, and will "see through" illusions that do not incorporate feel as an element. 'Silence' and 'Quiet' spells will behave like invisibility with a radius vs. this sense. Creatures with this sense inside the radius of a 'Silence' or 'Quiet' spell (Either cast on them, or that they pass through) will have their sonar "blinded" as long as they are within the silence radius. Feel illusions (Phantasms) will appear as real objects to this sense as light illusions appear to vision.

Superior Smell: Character has a superior sense of smell and gains +30 to all olfactory perception maneuvers.

PROFESSIONS

In this issue, we bring you two more Pure spell users that you can add to your campaign, the Seer and the Healer.

SEER

Seers are information-gathering specialists. Seers are pure spell users of Mentalism who have concentrated on spells that gain information through the use of mental spells. Their spells deal with recognition, and the control and modification of the senses.

Prime requisites: Self Discipline and Presence.

HEALER

Healers channel power to take wounds from others and use the enormous recuperative power of their bodies to heal the wounds once taken. Healers are Pure spell users of Channeling who have concentrated on spells of self-healing and the ability to take the injuries of others upon themselves. Thus, a healer could heal a person by taking his patient's injury upon himself and then healing this injury gradually.

Prime requisites: Intuition and Memory.

ADDITIONAL SKILLS

The *Additional Secondary Skills* tables gives provides you with the costs for the additional skills that were added to **RMX** in earlier issues of *Express Additions*.



Additional Secondary Skills			
Skill	Stat	DP Costs	
		Seer	Healer
Acrobatics	Ag/Qu	3/7	2/7
Acting	Pr/Em	2/6	2/7
Crafting	Ag/Em	3	3
Frenzy	Em/SD	6	3
Lore: Magical	Me/Re	1/5	2/5
Lore: Obscure	Me/Re	2/5	3/7
Meditation	Pr/SD	1/2	1/2
Music	Ag/Em	2/5	2/6
Navigation	Re/In	1/2	2/4
Singing	Pr/In	2/5	2/6
Streetwise	In/Pr	3/5	3
Trickery	Pr/Qu	1/5	3
		Seer	Healer

SKILL COSTS			
Skills	Stats	Seer	Healer
Maneuvering in Armor			
Soft Leather	Ag/St	4/*	2/*
Rigid Leather	Ag/St	5/*	3/*
Chain	Ag/St	6/*	10
Plate	Ag/St	7/*	11
Weapon Skills			
One-Handed Edged**	St/St/Ag	6	9
One-Handed Crushing**	St/St/Ag	15	20
Two-Handed**	St/St/Ag	20	20
Missile**	Ag/Ag/St	20	20
Thrown**	Ag/Ag/St	20	20
Pole Arms**	St/St/Ag	20	20
General Skills			
Climbing	Ag	4	6
Swimming	Ag	3	3
Riding**	Em/Ag	2	3
Disarm Traps	In/Ag	7	8
Pick Locks	In/Ag	7	8
Stalk & Hide	Ag or SD	6	6
Perception	In/Re	1/3	3
Magical Skills			
Spell Lists**	Em or In	2/*	2/*
Runes	Em/In	2/6	2/6
Staves & Wands	Em/In	2/6	3/7
Directed Spells**	Ag	2/7	3
Special Skills			
Ambush	—	9	9
Linguistics**	—	1/*	2/*
Adrenal Moves**	Pr/SD	3	5
Adrenal Defense	—	15	20
Martial Arts **	varies	3	6
Body Development	Co	6	1/3
Secondary Skills			
First Aid	SD/Em	2/6	1/2
Foraging	In/Me	1/4	2/5
Lore: General**	Me/Re	1/2	1/3
Tracking	In/Re	1/5	3/5
Prime Requisites		SD/Pr	In/Me
** - Must be specialized into individual, specific skills, such as 1 weapon, spell list, lore, or language.			



SEER BASE LISTS

SEER BASE

FUTURE VISIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Intuitions I	caster	-	self	I
2)					
3)	Intuitions III	caster	-	self	I
4)	Dream I	caster	sleep	self	I
5)	Intuitions V	caster	-	self	I
6)	Anticipations I *	caster	-	100'	I
7)					
8)	Dream II	caster	-	self	I
9)	Spell Anticipations *	caster	-	self	I
10)	Intuitions X	caster	-	self	I

- Intuitions I** – Caster gets a vision of what will happen in the next minute if they takes a specified action.
- Intuitions III** – As *Intuitions I*, except caster gets to gaze 3 minutes into the future.
- Dream I** – Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.
- Intuitions V** – As *Intuitions I*, except caster gets to gaze 5 minutes into the future.
- Anticipations I** – Predicts most probable action of a being in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no detail on attack target or what spell).
- Dream II** – As *Dreams I*, except limit is 2 dreams/night on different topics.
- Spell Anticipations** – As *Anticipation*, except if action is to cast a spell, the spell to be cast and target are learned.
- Intuitions X** – As *Intuitions I*, except caster gets to gaze 10 minutes into the future.

SEER BASE

MIND VISIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Question I	1 target	-	10'	Fm
2)					
3)	Question III	1 target	3 rnds	10'	Fm
4)					
5)	Thoughts	1 target/rnd	1 rnd/lvl (C)	100'	Im
6)	Mind Typing *	1 target	-	10'/lvl	Im
7)	Truth I	caster	1 min	10'R	Im
8)	Veracity	1 target	C	100'	Im
9)					
10)	Inner Thoughts	1 target	1 rnd/lvl	100'	Im

- Question I** – Target must answer one single-concept question. Question is asked and answered mentally.
- Question III** – As *Question I*, except target must answer 3 questions (1/round).
- Thoughts** – Caster receives surface thoughts from target. Caster can concentrate on one target each round.
- Mind Typing** – Caster learns race, profession, and level of the target.
- Truth I** – Caster knows when anyone within the radius is lying.
- Veracity** – Caster knows if the target is lying.
- Inner Thoughts** – As *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.

SEER BASE

PAST VISIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Origins	caster	-	touch	I
2)	Detect Curse	caster	-	touch	I
3)	Vision Behind I	caster	C	touch	I
4)	Power Lore	caster	-	touch	I
5)	Vision Guide	caster	varies	touch	U
6)	Item Vision	caster	-	touch	I
7)	Vision Behind II	caster	C	touch	I
8)					
9)	Vision Behind III	caster	C	touch	I
10)	Delving	caster	-	touch	I

- Origins** – Gives a general idea of the place of origin of an item.
- Detect Curse** – Determines if there is a curse is on an item.
- Vision Behind I** – Caster gets a vision up to 1 min/level into the past (includes sight and sound). Vision must be associated with a place or item touched at the time the spell is cast. Caster is in a trance as long as they concentrate.
- Power Lore** – Gives the origin of an item's power.
- Vision Guide** – When cast just before a *Vision Behind* spell, it gives the caster the ability to scan the past by “feeling the temporal location of significant events.”
- Item Vision** – Gives a vision of a significant event in an item's past.
- Vision Behind II** – As *Vision Behind I*, except time limit is 10 min/level.
- Vision Behind III** – As *Vision Behind I*, except time limit is 1 hour/level.
- Delving** – Gives significant details concerning an item's construction and purpose (not specific powers).

SEER BASE

SENSE THROUGH OTHERS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Animal Sight I	caster	C	100'	Im
2)					
3)	Animal Sense I	caster	C	100'	Im
4)					
5)	Sight Merge I	caster	C	100'	Im
6)	Animal Sight III	caster	C	300'	Im
7)					
8)	Animal Sense III	caster	C	300'	Im
9)					
10)	Sight Merge III	caster	C	300'	Im

- Animal Sight I** – Caster can see through the eyes of any non-intelligent animal in range. The animal must be seen or located via *Presence* or located via *Mind Store & Finding* (for the initial contact only).
- Animal Sense I** – As *Animal Sight I*, except all of the animal's senses can be used.
- Sight Merge I** – As *Animal Sight I*, except any being may be used.
- Animal Sight III** – As *Animal Sight I*, except for the range.
- Animal Sense III** – As *Animal Sense I*, except for the range.
- Sight Merge III** – As *Sight Merge I*, except the range is 300'.

TRUE PERCEPTION

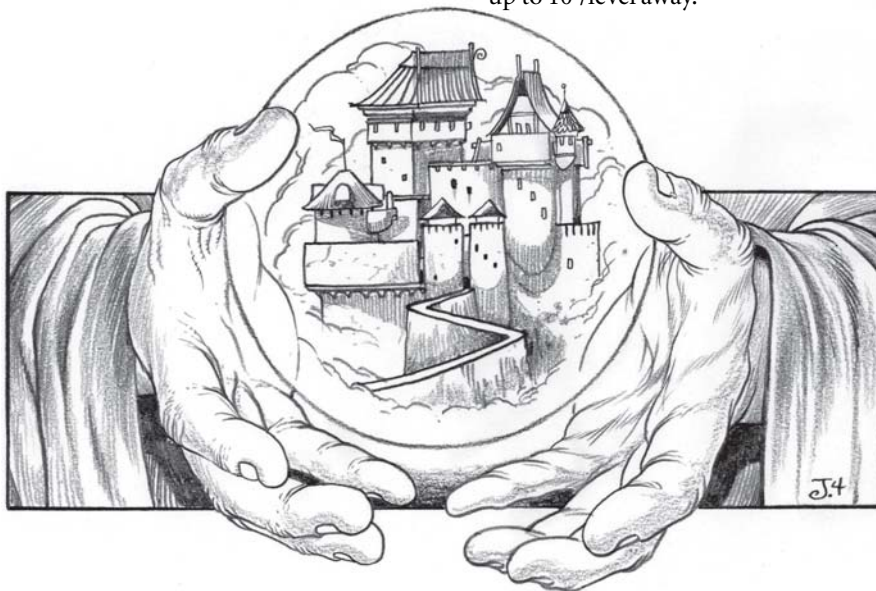
Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Presence o *	10'R/lvl	C	self	Im
2)	Detect Illusion	5'R	-	100'	I
3)	Mind Store *	1 target	-	10'/lvl	Um
4)	Seer's Analysis *	1 target	-	10'/lvl	Im
5)	Minor Finding	1 target	C	100'/lvl	Im
6)	Mind Typing *	1 target	-	10'/lvl	Im
7)	Awareness III	30'R	C	self	Im
8)	Long Ear	caster	-	10'/lvl	I
9)					
10)	Awareness True	10'/lvl	C	self	Im

1. **Presence** – Caster is aware of the presence of all sentient/thinking beings within their range.
2. **Detect Illusion** – Caster can check one object or place (up to a 5' radius) and tell if it is an illusion or has an illusion on it.
3. **Mind Store** – Caster stores the mental pattern of target; can be used later to locate specific person through Finding. Target must have previously been detected using *Presence* or *Feel* spells
4. **Seer's Analysis** – Caster can determine one of the following concerning a target: profession, race, or level.
5. **Finding I** – Caster gets direction & distance to an unshielded mind which they have a mental pattern of from *Mind Store*.
6. **Mind Typing** – As *Seer's Analysis*, except caster learns race, profession, and level.
7. **Awareness III** – 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).
8. **Long Ear** – Caster's point of hearing may be moved up to 10'/level away (moves at 10'/round); they must be physically able to go there (e.g., they could not send their point of hearing through walls or closed doors). Note that this means that someone could sneak up on the caster undetected ...
10. **Awareness True** – As *Awareness III*, except radius is 10'/level.

TRUE SIGHT

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Watersight	caster	C	self	U
2)	Nightsight	caster	C	self	U
3)	Woodsight	caster	C	self	U
4)	Watch I	caster	C	10'	I
5)	Long Eye I	caster	C	10'/lvl	I
6)	See Invisible	caster	C	self	U
7)	Stonesight	caster	C	self	U
8)	Ironsight	caster	C	self	U
9)	Illusionsight	caster	C	self	U
10)	Watch II	caster	C	10'/lvl	I

1. **Watersight** – Caster can see through 10'/level of water (even murky water) as if it were day.
2. **Nightsight** – As *Water sight*, except caster can see in normal darkness.
3. **Woodsight** – As *Watersight*, except caster can see through 1'/level of wood.
4. **Watch I** – Caster can pick a point up to 10' away and they will have a field of vision from that point; they can rotate but not move (there can be intervening objects such as walls). Note that this means that someone could sneak up on the caster undetected ...
5. **Long Eye I** – Caster's point of sight may be moved independently up to 10'/level away (moves at 10'/round); they must be physically able to go there (e.g., they could not send their point of sight through walls or closed doors). Note that this means that someone could sneak up on the caster undetected ...
6. **See Invisible** – As *Watersight*, except caster can see invisible objects.
7. **Stonesight** – As *Woodsight*, except caster can see through 6"/level of stone.
8. **Ironsight** – As *Woodsight*, except caster can see through 1"/level of iron or steel.
9. **Illusionsight** – As *Watersight*, except caster can see through all illusions.
10. **Watch II** – As *Watch I*, except point of vision can be up to 10'/level away.



HEALER BASE LISTS

HEALER BASE BLOOD WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Clotting I	caster	-	self	Hs
2)	Cut Repair I	caster	P	self	Hs
3)	Minor Vessel Repair	caster	P	self	Hs
4)	Clotting V	caster	-	self	Hs
5)	Cut Repair III	caster	P	self	Hs
6)	Major Vessel Repair I	caster	P	self	Hs
7)	Joining ‡	caster	P	self	Hs
8)					
9)	Mass Clotting	caster	-	self	Hs
10)	Mass Cut Repair	caster	P	self	Hs

- Clotting I** – Allows caster to stop bleeding at rate of 1 hit/round; for 1 hr they can move at no more than a walking pace, or bleeding will resume at prior rate.
- Cut Repair I** – Allows caster to stop bleeding from 1 wound that bleeds at rate of 1 hit/round.
- Minor Vessel Repair** – Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits/rnd, not major arteries or veins).
- Clotting V** – As *Clotting I*, except caster can reduce their blood loss rate by 5 hits/round; this can be spread over 1-5 wounds (e.g., five 1/round wounds, one 3/round wound and one 2/round wound, one 5/round wound, etc.)
- Cut Repair III** – As *Cut Repair I*, except that caster can repair wound(s) that bleed(s) for up to 3 hits/round (total); three 1 hit/round wounds or one 3 hit/round wound or one 2 hit/round and one 1 hit/round wound can be healed; may be spread over 1-3 targets.
- Major Vessel Repair I** – Caster can repair damage to any 1 artery or vein; a major vessel is one that bleeds at 5 hit/rnd or more when severed.
- Joining ‡** – Caster can reattach 1 severed limb; requires use of the other 3 Healer *Joining* spells in order to make limb fully functional; recovery time: 1-10 days.
- Mass Clotting** – As *Clotting V*, except caster can stop a number of hits/rnd equal to their level (e.g., a 9th lvl Healer could reduce their bleeding by 9 hits/round).
- Mass Cut Repair** – As *Cut Repair III*, except that caster can stop a number of hits/rnd equal to their level (not major vessels).

HEALER BASE BONE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Minor Fracture Repair	caster	P	self	Hs
2)	Cartilage Repair	caster	P	self	Hs
3)	Major Fracture Repair	caster	P	self	Hs
4)	Skull Repair	caster	P	self	Hs
5)	Joint Repair	caster	P	self	Hs
6)	Mnr Fract. Repair True	caster	P	self	Hs
7)	Joining ‡ *	caster	P	self	Hs
8)	Cartilage Repair True	caster	P	self	Hs
9)	Mjr Fract. Repair True	caster	P	self	Hs
10)	Skull Repair True	caster	P	self	Hs

- Minor Fracture Repair** – Caster can mend 1 simple fracture (not com-pound fractures, joint damage, or skull dam-age); recovery time: 1-10 hours.
- Cartilage Repair** – Caster can repair all cartilage centered on 1 joint. Recovery time: 1-2 hours.
- Major Fracture Repair** – As *Minor Fracture Repair*, except that caster can also repair compound fractures; recovery time: 1-10 hours.
- Skull Repair** – Caster can mend any 1 skull fracture; they cannot mend shattered areas; recovery time: 1-10 hours.
- Joint Repair** – Caster can repair one damaged (but not shattered) joint; recovery time: 1-10 days.
- Minor Fracture Repair True** – As *Minor Fracture Repair*, except recovery is instantaneous.
- Joining ‡ *** – Caster can reattach 1 severed limb; requires use of the other 3 Healer *Joining* spells in order to make limb fully functional; recovery time: 1-10 days.
- Cartilage Repair True** – As *Cartilage Repair*, except recovery is instantaneous.
- Major Fracture Repair True** – As *Major Fracture Repair*, except recovery is instantaneous.
- Skull Repair True** – As *Skull Repair*, except recovery is instantaneous.



HEALER BASE

MUSCLE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Sprain Repair	caster	P	self	Hs
2)	Muscle Repair	caster	P	self	Hs
3)	Tendon Repair	caster	P	self	Hs
4)	Muscle Repair III	caster	P	self	Hs
5)	Tendon Repair III	caster	P	self	Hs
6)					
7)	Joining ‡ *	caster	P	self	Hs
8)	Muscle Repair True	caster	P	self	Hs
9)	Tendon Repair True	caster	P	self	Hs
10)					

1. **Sprain Repair** – Caster can repair 1 sprain.
2. **Muscle Repair** – Caster can repair 1 damaged muscle; recovery time: 1-10 hours.
3. **Tendon Repair** – Caster can repair 1 damaged tendon; recovery time: 1-10 hours.
4. **Muscle Repair III** – As *Muscle Repair*, except caster can repair 3 damaged muscles.
5. **Tendon Repair III** – As *Tendon Repair*, except caster can repair 3 damaged tendons.
7. **Joining ‡ *** – Caster can reattach 1 severed limb; requires use of the other 3 Healer *Joining* spells in order to make limb fully functional; recovery time: 1-10 days.
8. **Muscle Repair True** – As *Muscle Repair*, except recovery is instantaneous.
9. **Tendon Repair True** – As *Tendon Repair*, except recovery is instantaneous.

HEALER BASE

ORGAN WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Nasal Repair	caster	P	self	Hs
2)	Minor Nerve Repair	caster	P	self	Hs
3)	Minor Ear Repair	caster	P	self	Hs
4)	Minor Eye Repair	caster	P	self	Hs
5)	Major Nerve Repair	caster	P	self	Hs
6)	Major Ear Repair	caster	P	self	Hs
7)	Joining ‡ *	caster	P	self	Hs
8)	Major Eye Repair	caster	P	self	Hs
9)	Nerve Repair True	caster	P	self	Hs
10)	Organ Repair	caster	P	self	Hs

1. **Nasal Repair** – Caster can repair any nose damage short of complete nose loss.
2. **Minor Nerve Repair** – Caster can repair any minor nerve damage in 1 area; recovery time: 1-10 hrs.
3. **Minor Ear Repair** – Caster can repair any external ear damage, including ear loss (regeneration takes 1-10 hrs.)
4. **Minor Eye Repair** – Caster can repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.).
5. **Major Nerve Repair** – As *Minor Nerve Repair*, except caster can repair any 1 area of major nerve damage; recovery time: 1-10 hrs.
6. **Major Ear Repair** – As *Minor Ear Repair*, except caster can also repair any inter-nal ear damage (e.g., restore hearing); recovery time: 1-10 hr.
7. **Joining ‡ *** – Caster can reattach 1 severed limb; requires use of the other 3 Healer *Joining* spells in order to make limb fully functional; recovery time: 1-10 days.

8. **Major Eye Repair** – As *Minor Eye Repair*, except caster can repair any eye damage short of complete eye loss; recovery time: 1-10 hr.
9. **Nerve Repair True** – As *Major Nerve Repair*, except that recovery is instantaneous.
10. **Organ Repair** – Caster- can repair any damage to 1 organ (except the brain) that has not been completely destroyed; recovery time: 1-10 hrs.

HEALER BASE

SURFACE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Heal I	caster	P	self	Hs
2)	Frost/Burn Relief I	caster	P	self	Hs
3)	Stun Relief I *	caster	P	self	Hs
4)	Regeneration I *	caster	P (C)	self	Hs
5)	Frost/Burn Relief II	caster	P	self	Hs
6)	Awakening	caster	P	self	Hs
7)	Heal V	caster	P	self	Hs
8)	Frost/Burn Relief III	caster	P	self	Hs
9)	Stun Relief III	caster	P	self	Hs
10)	Regeneration II *	caster	P (C)	self	Hs

1. **Heal I** – Caster is healed of 1-10 concussion hits.
2. **Frost/Burn Relief I** – Will heal one area of mild frostbite or a first degree burn.
3. **Stun Relief I *** – Caster is relieved of 1 round's worth of accumulated stun effects.
4. **Regeneration I *** – Reduces damage by 1 hit every round as long as caster concentrates; if caster is unconscious this spell will operate without concentration.
5. **Frost/Burn Relief II** – As *Frost/Burn Relief I*, except 2 areas of mild damage or 1 area of moderate damage (e.g., 2nd degree burn) are healed.
6. **Awakening** – Caster is instantly awake.
7. **Heal V** – As *Heal I*, except caster can heal 5-50 concussion hits.
8. **Frost/Burn Relief III** – As *Frost/Burn Relief I*, except 3 areas of mild damage **or** 1 area of severe damage (e.g., 3rd degree burn) **or** a combination of 1 mild and 1 moderate area can be healed.
9. **Stun Relief III *** – As *Stun Relief I*, except caster is relieved of 3 rounds accumulated stun effects.
10. **Regeneration II *** – As *Regeneration I*, except 2 hits are healed every round.

HEALER BASE

TRANSFERRING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Transference	1 target	-	touch	H
2)					
3)					
4)					
5)					
6)					
7)					
8)					
9)					
10)					

Note: This entire list is devoted to the transfer of wounds inflicted on another to the Healer. This list has no specific spells, rather its use is determined by the other five lists. See the Spell Notes on page 10 for this list for more details.

SPELL NOTES

A number of the spells presented in this issue require a few additional notes regarding how they may or should work. This section will present those notes to you in the order in which the lists appear.

FUTURE VISIONS

Intuitions: These spells show the caster the *most probable* course of events based on a single action taken by the caster. The future is not laid out in a set pattern, and as the caster, and those around him deviate from the vision, the events will also deviate accordingly.

Dreams: The dreams given by these spells are filled with symbolism and metaphors. GMs are encouraged to never give a straight answer through the dreams granted by the various dream spells. But he should also be sure to not give false information either.

Example: *Rob's character Khale has decided to employ a Dream spell to determine whether he should take the next leg of his journey by sea or if he should purchase a horse and go by the overland route. Khale decides to cast the Dream spell and try to get a little bit of insight.*

That night Khale dreams of a sea-bird perched on a piece of driftwood that is washed up on a beach underneath an extremely stormy sky.

Upon waking, Khale realizes that the dream was not the definitive answer that he was seeking, so, since he didn't like that stormy sky, he purchases a horse for the overland trip. Meanwhile, Khale's player, Rob, mutters under his breath about double-dealing GMs.

MIND VISIONS

Question: Since the questions are asked and answered mentally, the caster does not need to know the language of the target.

PAST VISIONS

Vision Behind: When these spells are cast, the caster's vision starts are the most extreme range of the spell (i.e. a 5th level caster casting *Vision Behind II* spell (10 minutes per level) will have his vision begin 50 minutes in the past). The caster may then view the events shown by the vision in the order that they occurred, at the speed in which they occurred. The spell, *Vision Guide*, allows for scanning for "significant events" within the vision range, but not scanning in the manner of watching a movie on fast forward.

The caster is limited by his normal visual faculties and he sees things in the vision as he would have seen them if he were present at the time that they took place. If the caster has Nightvision, he will see the vision as if he had Nightvision. The *Vision Behind* spells will not allow the caster to cast spells upon himself to give better visual capabilities (i.e. if

the caster does not have Darkvision, then casting a spell that gives Darkvision will not allow the caster to see as if he had Darkvision during a *Vision Behind*).

SENSE THROUGH OTHERS

Animal Sight: These spells, along with the *Animal Sense* and the *Sight Merge* spells, allows the caster to use the senses of the target. While they are using the target's senses, their own senses are effectively non-existent and thus they will have no clue regarding what is happening at their present location, depending upon what senses they are using.

TRUE PERCEPTION

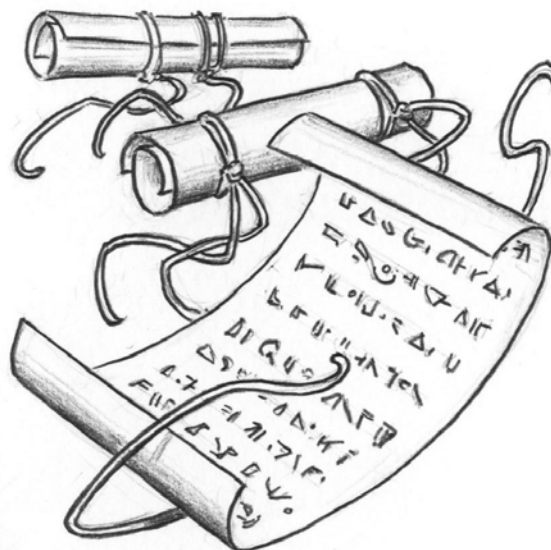
Presence: This spell tells the caster what presences are within the radius of the spell. It does not say where they are within the radius.

The dot (or small circle) next to the spell's name on the table means that the spell may be cast with no expenditure of Power Points.

Long Ear: When using this spell, the caster's point of hearing is moved. This means that he loses his hearing where his body is.

TRUE SIGHT

Watch/Long Eye: These spells move the caster's point of vision. This means that he loses his sight at the location where his body is.



TRANSFERRING WAYS

This entire list is devoted to the transfer to the Healer of wounds inflicted on another; the re-maining five Base Lists devoted to healing wounds on the Healer's own body. This list has no specific spells, rather its use is determined by the other five lists.

In order to transfer any number of wounds from a single target, the Healer must ascertain the single most serious wound (measured by the highest level spell needed to heal it); then they casts one *Transferral* spell of a level corresponding to that highest level healing spell.

Note: Under the spell acquisition rules for Rolemaster, a caster may not cast a spell of a higher level than that to which he knows the list. This means that even though this list does not have any specific spells, the caster is still required to learn ranks in the Transferring Ways list (if using the RMX spell acquisition rules) or make picks in this list (if using the core RMC spell acquisition rules).

At the caster's discretion, all other wounds are also transferred to the Healer at a rate of one per round (they may not necessarily wish to absorb all of the targets wounds at once and perhaps incapacitate himself). Note that the Healer is able to transfer wounds up to their level in severity even if they does not possess the necessary spell list(s) to heal the damage.

Note that all Healer Base lists (except this one) are subconscious, and the Healer's body will automatically expend points to heal their wounds as long as they is still alive. If the Healer has insufficient power points to heal their wounds, they slip into a coma and regenerates their full PPs every eight hours until all their wounds are healed.

Example: Rana the Healer is 10th level, and because of a superior statistic and a x2 power multiplier, has 40 power points. Ringlin the Fighter has just suffered: a severed hand, a damaged arm (two severed muscles and a fracture), 80 hits,



bleeding of 5 hits/rnd, and a serious skull fracture. The highest level healing spell required is Skull Repair True; so, Rana places the severed hand at Ringlin's wrist, holds it in place, puts their hand on Ringlin's head, and casts a single 10th level *Transferral* (costs 10 PP). At the rate of one round per wound, each of Ringlin's wounds is transferred to Rana. Ringlin is subsequently in perfect health. Rana's body immediately casts a 10th level Skull Repair True (10 PP) and 2 Cut Repair III spells to stop the bleeding, (2x3rd lvl = 6 PPs). Rana now has 14 PPs left: insufficient to completely repair the severed wrist (Rana's wrist is not actually severed, but it is completely useless until healed). She casts two of the necessary four *Joining* spells: Blood and Muscle (2x7th lvl = 14 PP). Rana has no PPs left and lapses into a regenerative coma until she regenerates their PPs after eight hours. Then, Rana's body casts the remaining two *Joining* spells, the fracture and muscle repairs necessary, and the concussion relief spells. She then awakens, and is healed, but is still subject to the recovery time incurred by the spells.

NEW OPTIONS

SPELL ACQUISITION OVERVIEW

Before we get into any of the specific options for spell casters that we will be presenting in this issue, let's first recap the core rules regarding what types of lists a caster may learn and to what level that list may be learned. We will then, over the course of the issue, give you a few more options that can expand things in your game regarding spells and certain professions.

These rules presume that you have and are using *RMC Spell Law*. The level maximums for the various types of list come into play only when you are using the full lists from *RMC Spell Law* as the spell lists in RMX only go to 10th level.

PURE SPELL USERS

Pure spell users can have up to 10 Base lists, the six given for their profession and 4 other lists. It is recommended that these 4 additional Base Lists be selected from the Open and Closed lists of the caster's own realm, but any actual restrictions are left up to the GM. He may learn these Base lists to 50th level. A Pure spell caster may learn any Open or Closed spell list from his realm up to 20th level.

HYBRID SPELL USERS

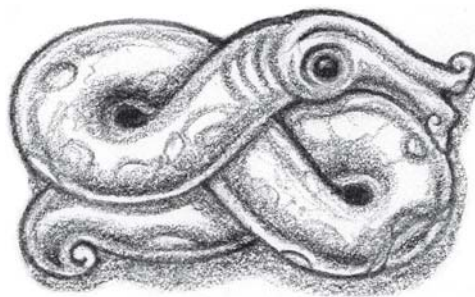
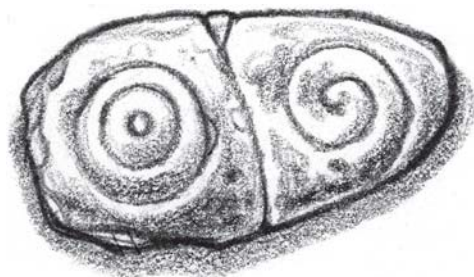
Hybrid spell casters only have 6 Base lists, those provided by the profession itself, and as always, Base lists may be learned to 50th level. However, the Hybrid caster belongs to 2 different realms of magic, and this allows them to learn Open and Closed spell lists from both realms up to a maximum of 10th level.

SEMI SPELL USERS

Semi spell users only gain 5 Base Lists from their professions. And as always, these may be learned to 50th level. A Semi spell user may learn Open lists from their realm to 10th level, but they are not allowed to learn any Closed Lists at all.

NON SPELL USERS

Non spell users must select a realm at the time of character creation. These characters have no Base lists, and may only learn Open lists from their realm to 5th level.



EXISTING OPTIONS

In the core *RMC Spell Law*, there exist 2 options for expanding what lists may be learned by a spell caster, and what level the lists may be learned to. In both options, the DP costs of spell list acquisition beyond the normally allowed bounds are increased. These 2 options also grant access to spell lists and portions of spell lists that may not normally be learned. In both cases, the expansions are for all types of casters. I think that it is important to note that both of these options also make all spell casters more powerful overall.

In *Express Additions #4*, you are given an option to allow semi spell users to select a sixth Base spell list, which would make their number of base lists equivalent to semi spell uses found in *Rolemaster Fantasy Roleplaying (RMFRP)*. This option was included to make it easier to convert professions from one version of the game to the other.

SEMI SPELL PICK EXPANSION

Under this option, Semi spell users will get a slightly wider selection of spells overall by gaining an 'A' pick for Closed spells of their realm. This will allow them to learn the Closed lists from their realm to 5th level.

This option grants the Semi spell users a larger versatility without it being a major increase in the potential power level overall.

CLERIC SPELL SELECTION

The core rules allow for a Pure spell user to select 4 additional lists to be Base lists for their profession. This allows the character to learn those lists beyond 20th level. The core rules put no restrictions on this, though they do recommend that only Open and Closed lists from the character's realm be allowed to be selected.

Under this option, all Pure users may only select their additional Base lists from among the Open and Closed lists of their realm unless they get special permission from the GM to select one of the Base lists of another profession from the same realm. However, Pure spell users should never be allowed to select lists from other realms as Base lists.

The Cleric, on the other hand, instead of being allowed 10 Base lists is only allowed to have 8 Base lists. He is also allowed to select any Open, Closed, or Base list from the Channeling, Essence, or Mentalism realms as a Base list. The catch is that the lists selected must be able to be associated to the deity that the Cleric worships, and the GM has to approve any list selected as a Base list. The Cleric Base lists, with the exception of Life Mastery, are always acceptable as a choice for a Base list.

Note: *Life Mastery may only be selected by a Cleric who worships a deity that is associated with death, life and/or rebirth.*

The player must select and/or identify which 8 lists will be Base lists for his Cleric prior to character creation. He is not required to learn all of the lists at once; they just need to be selected/set before the character begins play. All selected Base lists are treated as Channeling spells in all respects, regardless of what profession they came from.

Example: *Bob is creating a Cleric that worships Targus, the God of the Sea and of Storms. For his 8 Base lists he selects Channels (Cleric Base), Communal Ways (Cleric Base), Protections (Cleric Base), Holy Vision (Astrologer Base), Starlights (Astrologer Base), Starsense (Astrologer base), Water Law (Magician Base), and Wind Law (Magician Base).*

RANK BASED LEVEL BONUSES

The way that level bonuses currently work, whenever a character picks up a new skill that is covered by a level bonus, they get the full bonus immediately. This means that a 20th level Fighter who has 1 rank in a weapon automatically has a +65 bonus under the core rules before stat bonuses are added.

Some people believe that this is too powerful, that it can give a huge bonus for little investment. This option is for those individuals. It breaks down the level bonus that could be had at the level that 100 skill ranks could be attained, and gives that as a level bonus per rank (rounded to nearest whole number).

The table, Rank Based Level Bonuses, shows what level bonus should be applied to a skill based on the number of ranks you have in the skill and the level of bonus that the skill receives.

Since neither of the optional Level Bonus rules from RMC Character Law have bonuses higher than those found in the core rules, that allow this table and this option to be used with the core rules and either of the options.

RANK BASED LEVEL BONUSES																			
Total Ranks	Per Level Bonus				Total Ranks	Per Level Bonus				Total Ranks	Per Level Bonus				Total Ranks	Per Level Bonus			
	+3/+1*	+3	+2	+1		+3/+1*	+3	+2	+1		+3/+1*	+3	+2	+1		+3/+1*	+3	+2	+1
1	1	1	0	0	26	23	16	10	5	51	45	31	20	10	76	67	46	30	15
2	2	1	1	0	27	24	16	11	5	52	46	31	21	10	77	68	46	31	15
3	3	2	1	1	28	25	17	11	6	53	47	32	21	11	78	69	47	31	16
4	4	2	2	1	29	26	17	12	6	54	48	32	22	11	79	70	47	32	16
5	4	3	2	1	30	26	18	12	6	55	48	33	22	11	80	70	48	32	16
6	5	4	2	1	31	27	19	12	6	56	49	34	22	11	81	71	49	32	16
7	6	4	3	1	32	28	19	13	6	57	50	34	23	11	82	72	49	33	16
8	7	5	3	2	33	29	20	13	7	58	51	35	23	12	83	73	50	33	17
9	8	5	4	2	34	30	20	14	7	59	52	35	24	12	84	74	50	34	17
10	9	6	4	2	35	31	21	14	7	60	53	36	24	12	85	75	51	34	17
11	10	7	4	2	36	32	22	14	7	61	54	37	24	12	86	76	52	34	17
12	11	7	5	2	37	33	22	15	7	62	55	37	25	12	87	77	52	35	17
13	11	8	5	3	38	33	23	15	8	63	55	38	25	13	88	77	53	35	18
14	12	8	6	3	39	34	23	16	8	65	57	39	26	13	89	78	53	36	18
15	13	9	6	3	40	35	24	16	8	65	57	39	26	13	90	79	54	36	18
16	14	10	6	3	41	36	25	16	8	66	58	40	26	13	91	80	55	36	18
17	15	10	7	3	42	37	25	17	8	67	59	40	27	13	92	81	55	37	18
18	16	11	7	4	43	38	26	17	9	68	60	41	27	14	93	82	56	37	19
19	17	11	8	4	44	39	26	18	9	69	61	41	28	14	94	83	56	38	19
20	18	12	8	4	45	40	27	18	9	70	62	42	28	14	95	84	57	38	19
21	18	13	8	4	46	40	28	18	9	71	62	43	28	14	96	84	58	38	19
22	19	13	9	4	47	41	28	19	9	72	63	43	29	14	97	85	58	39	19
23	20	14	9	5	48	42	29	19	10	73	64	44	29	15	98	86	59	39	20
24	21	14	10	5	49	43	29	20	10	74	65	44	30	15	99	87	59	40	20
25	22	15	10	5	50	44	30	20	10	75	66	45	30	15	100	88	60	40	20

* - +3/+1 - This represents a character who gains +3 per level to 20th level and then +1 per level for each additional level.