ROLEMASTER EXPRESS ™

A COMPLETE GAME BASED ON

ROLEMASTER ™ CLASSIC

ROLEMASTER EXPRESS

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1.0 INTRODUCTION

Welcome to *Rolemaster Express* (RME). *Rolemaster Express* is based on and built from the core rules found in *Rolemaster Classic* (RMC). We did this for several reasons. First off, with the ever increasing costs of game books, we wanted to provide a fully playable game, at an extremely affordable price, to allow for beginners to experience role-playing games easily. We, as a company, are also aware that many folks think *Rolemaster* is a very complex game. This product helps us show that *Rolemaster* is actually quite simple at its core.

We used a few of the options available in *Rolemaster Classic* and created a few more to make *Rolemaster Express* slightly more streamlined than the core rules. This includes the use of an option that gives a few more hits and power points to low-level characters, and even such things as the combat tables we present in *Rolemaster Express*. One of the options we created for *Rolemaster Express* was the experience system. It is a small, simple, yet flexible system that allows for the GM to more fully control the flow and progression of their game.

Rolemaster Express is designed to be a fully playable game in its own right. It contains 4 professions, 4 races, 28 skills, 8 attack tables (both melee and magical), 11 critical tables, 30 spell lists, 20 creatures, as well as treasure generation rules and experience guidelines. Everything you need to play or run the game.

Rolemaster Express can easily be expanded into *Rolemaster Classic* with virtually no hassle. *Rolemaster Classic* contains 19 professions, 11 races, 40+ optional skills in addition to the 28 core skills, 50 attack tables, 15 critical tables, 162 spell lists, hundreds of monsters including a number that can double as playable races, more complete treasure generation rules, a more extensive experience system, and much, much more, all combined into the 4 core books of *Rolemaster Classic*; *Character Law* (CL), *Arms Law* (AL), *Spell Law* (SL), and *Creatures & Treasures* (CT).

We here at ICE sincerely hope that you enjoy this game for a long time to come!

1.1 DIE ROLLING CONVENTIONS

Each die used in *Rolemaster Express* is a 10-sided die that gives a result between 0 and 9, if two of these dice are used, a variety of results can be obtained, however, results between 1 and 100 are the primary basis of the this system (i.e., RM is a "percentile" system).

Note: 10-sided dice can be obtained at your local hobby and game stores, or online.

PERCENTILE ("1-100") ROLLS

1-100 Roll — Most of the rolls in *Rolemaster Express* are 1-100 rolls (also called "D100" rolls) to obtain a 1-100 result roll two dice together – one die is treated as the "tens" die and the other as the "ones" die (designate before rolling, please) thus a random result between 01 and 100 (a "00" is treated as 100) is obtained.

Example: The GM asks a player to make a 1-100 roll, the two dice are rolled; the ten's dice is a "4" and the one's die is a "7", Thus the result is "47".

Low Open-ended Roll — To obtain a low open-ended roll first make a 1-100 roll, a roll of 01-05 indicates a particularly unfortunate occurrence for the roller, the dice are rolled again and the result is subtracted from the first roll, if the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made, the total sum of these rolls is the result of the low open-ended roll.

Example: The GM asks a player to make a low open-ended roll, and the initial roll is a 04 (i.e., between 01 and 05) a second roll is made with a result of 97 (i.e., between 96 and 00); so a third roll is made, resulting in a 03, thus, the low open-ended roll that the GM requested is a -96 (= 04 – 97 - 03).

High Open-ended Roll — To obtain a high open-ended roll first make a 1-100 roll, a roll of 96-00 indicates a particularly fortunate occurrence for the roller, the dice are rolled again and the result is added to the first roll, if the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made, the total sum of these rolls is the result of the high open-ended roll.

Example: The GM asks a player to make a high open-ended roll, and the initial roll is a 99 (i.e., between 96 and 100) a second roll is made with a result of 96; so a third roll is made with a result of 04, thus, the high open-ended roll that the GM requested is a 199 (= 99 + 96 + 04).

Open-ended Roll — An open-ended roll is both high open-ended and low open-ended.

Non-"1-100" Rolls

1-10 Roll — In instances when a result (roll) between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10, such a roll is referred to as a "1-10" or "D10".

1-5 Roll — Roll one die, divide by 2 and round up ("1D5").

1-8 Roll — Roll one die; if the result is 9 or 10, re roll until a 1 to 8 occurs ("1D8").

5-50 Roll — Roll 1-10 five times and add the results. ("5D10")

2-10 Roll — Roll two dice, divide each result by 2 (round up), and then add the two results to obtain the "2-10" ("2D5") result.

Other Required Rolls — Any required rolls are variants of the above.

Unmodified Rolls (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked on the appropriate charts with a "UM" for example, all weapon attacks result in a fumble if the initial unmodified 01-100 rolls falls within the fumble range of the weapon.

J. MEYER

2.0 Character Creation

In a role playing game, the Game Master (GM) creates a world full of adventures, while other players take on the role of characters - Player Characters (PCs) - who undertake these adventures. But, before characters can begin adventuring, they need to be created. Various elements of the characters, thinks that determine who the characters are and what they can do like profession, race, skills, and spells must be determined. This is not an onerous task, and quite the contrary, it is often a pleasant way to begin the game.

By following the five simple steps below, your character will soon be complete and ready for play. All you need to start this journey of discovery is a pair of ten-sided dice, some scratch paper, and the Character Record. Oh - and a pen or pencil, of course!!

- **Step One:** The Role of the Character
- **Step Two:** Choosing Profession, Realm and Race
- **Step Three:** Generating Your Characters Stats
- **Step Four:** Choosing Your Character's Skills
- **Step Five:** Final Character Preparation

A running example is provided throughout this chapter. A sample excerpt of the character record follows some of the examples. This illustrates where and how the information is filled out on the sheet. A fully filled out version of the sheet can be found at the end of this section. If you have problems understanding this section, try following just the simple example from start to finish first.

2.1 The Role of the Character

Personality — Although many players may interject their own personality into their character, it can be exciting, stimulating, and rewarding to embody the character with a personality that is different from that of the player. After all, this is Fantasy Role Playing. Basically,

A character's personality will dictate how they react to different situations. A shy character will react differently than an outgoing one upon entering a tavern, even if the goal for both is the same. Similarly, a brusque "quiet" means something completely different depending on whether it comes from your loquacious bard who rarely stops talking long enough for you to catch your breath or the gruff old warrior who rarely speaks at all.

Motivation — What things motivate the character? What are their objectives in the game? It may be to adventure and have a good time. It may be to amass as much gold, wealth, and magic items as possible. It may be to kill and fight. It might be to defeat evil wherever it exists. It might even be to defeat the good guys and gain immense power yourself. Regardless of what motivations are chosen, fleshing out the character makes them much more enjoyable to play.

Alignment — The philosophy, morals, and social tendencies of the character are grouped under Alignment. Often, the easiest decision is whether your character is good, evil, or some shade of gray, although the significance of this decision is dependent upon your Gamemaster and the world in which you are adventuring. Some questions you should consider: Do they think the ends justify any means, or do their morals and ethics apply to their methods also? Do they think laws and rules or right and just are more important. Does the character believe that fate or other factors beyond their control shape events, or do they think their personal decisions and actions are important? Any of these questions can be absolute, or a more complicated in-between answer.

Example: Chris decides he wants to play a tough guy, a proud character with a hard disposition, quick tempered and out for adventure. His character doesn't care much for rules and laws, but will stand by his friends at any cost. He likes food and drink, but would prefer a good fight beforehand.

2.2 The Character Record

Before we look at the steps necessary to create your character, we need somewhere to record this information in a way that you can later refer to easily. The Character Record has places for all of the key statistics and factors that are important to a character, and can be found at the back of the Book.

You may photocopy or print the sheet at the back of the book as often as you need, or download one of the several free versions of the sheet at the *Rolemaster Express* downloads area that can be found at www.ironcrown.com (Follow the "ICE Forums" link). Players can use the back of the Character Record (or another sheet of paper) to keep track of the characters supplies, equipment and other possessions.

The Character Record has spaces for any factor that may affect a character's bonuses and capabilities – enabling you to record skill ranks, skill bonuses, languages and spells known, height, weight, etc.).

2.3 Choosing Profession, Realm & Race

One of the most important decisions that you will make for your character is their basic professional mindset with which they approach life; and the race or culture from which they hail. With the material determined here and from Section 2.1 above, you should have your basic character concept. This is the idea for a character that you will use as a foundation for the rest of the character creation process. The following steps involve filling in the details. Try to keep your concept in mind as you make the choices and decisions that follow, and you will probably find the process flows quite smoothly.

In *Rolemaster Express* you will assign your own stats, but each profession has two stats upon which many of their skills and abilities are based. These two stats are noted as Prime Requisites under the profession descriptions in this section, and will be "90's". This allows you to run the type of character you want (after all, the idea is to have fun), while still being an effective member of your profession.

Choosing Profession

For many people, the decisions relating to Race and Profession are inextricably intertwined. However, we recommend that you should determine you character's Profession before making a final decision on their cultural and racial background. Every character must have a Profession — this Profession reflects their basic mental aptitudes for different activities and skills. A Profession does not prevent or limit a

character from learning or developing any skill, but it is representative of the sorts of skills and tasks that the character finds easier to learn, understand and execute.

There are four different professions for you to choose from in *Rolemaster Express*.

Fighter (Warrior)

Fighters are the primary arms specialists. Fighters will find it easy to develop a variety of different weapons and to wear heavier types of armor. They are less skilled in maneuvering and manipulating mechanical devices such as locks and traps (though they are still superior in those areas to spell users) and have the greatest difficulty in learning anything connected with spells. A fighter may chose to have access to either "Essence" or "Channeling" spells, but not both.
Prime requisites: Constitution and Strength.

Thief (Scout)

Thieves are specialists at stealth and subtlety. They have the easiest time learning mechanical skills such as picking locks and disarming traps and are fairly good at picking up weapons skills. Thieves are also unusually adept at Stalking and Hiding, Climbing and Perception. They rarely wear heavy armor, although armor does not especially harm the exercising of their professional abilities. A thief may chose to have access to either "Essence" or "Channeling" spells, but not both.
Prime requisites: Quickness and Agility.

Animist (Druid)

Animists are Pure spell users of Channeling specializing in studies and power concerning living things, both animal and vegetable (e.g. druids, Shinto priests, etc.). Their base spells deal with plants, animals, nature and weather. They generally develop the skill of riding (and controlling) animals to a high level.
Prime requisites: Intuition and Memory.

Magician (Mage)

Magicians are the basic manipulators of the Essence. Magicians are pure spell users of Essence who have concentrated in the elemental spells. Their base spells deal mainly with the elements earth, water, air, heat, cold and light.
Prime requisites: Empathy and Reasoning.

Example: Chris definitely doesn't want to play a spell caster. He chooses Fighter. His prime requisite stats are Constitution and Strength.
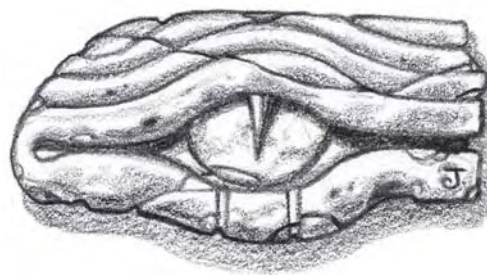
Choosing Race (& Culture)

Rolemaster Express provides a variety of typical fantasy races that are found in various literature and games - Dwarves, Elves, Halflings and Humans, with more offered in the full product. These races vary in stature and innate abilities such as strength, speed, endurance or their resistance/susceptibility to magic. Race also determines how many languages you start out with for free.

At this point you should give the character a name and note both name and gender on the Character Record. Once you establish the basic racial and cultural heritage of your character, consider their personal history – their lives from the time of their birth right up until the minutes before the campaign starts? Consider your character's parents, siblings, cousins and other close relatives – your family shapes who you are, and who you wish to be, and many of the formative events in your life spring from events within the confines of your family circle.

Humans (Common Men)

Humans should be fairly familiar to earthlings. They range in height (5'6"-6'4" men; 5'-5'10" women, usually) and have a range of builds from thin to stocky to fat. Their hair and eyes run the entire spectrum of normal shades. Males often grow beards or mustaches.

Dwarves

Probably the "toughest" physically of the races, the Dwarves are short (the males are an average of 4'5" tall, the women slightly less), stocky and ruddy of complexion, with deep-set eyes and dark wiry hair and beards (the latter they are quite proud of, and grow long, braiding them elaborately). Dwarves also are very resistant to poisons and disease, and have exceptional life spans (to 400 years). They have **Darkvision**, able to see far in caves that a human would consider pitch black (see page 78 for more information).

They are superior craftsmen and love to mine the earth for precious gems and metals, to forging them into weapons of strength and artifacts of beauty and power. Not as fertile as humans, they have few children; and less than a third of their people are women, who are guarded jealously within their cavernous halls.

Wood Elves

Though basically similar to mortal men in most ways, Elves have several important, if subtle, differences. As a race, they are taller than most humans, although slender: the male height averaging between 6' and 6'10", yet weighing but 150-200 pounds, respectively. The women of the Elves range from 5'6" to 6'2", and are also slim. Elven men have no facial hair, and as a rule, they have less body hair than humans. Wood elves are more

refined in appearance than humans, having finer features, unmarred skin, and pointed ears with no earlobes; they tend to be ruddy of complexion, with sandy hair and blue or green eyes. They're quite light of build, and very adept at moving silently, especially in the forest.

Resistant to extremes of natural heat and cold, their clothing is usually for decoration, camouflage, or perhaps, modesty. Their senses are extremely keen, especially their hearing, and sight: they have **Nightvision**, able to see on a clear, star-or-moonlit night, as if full daylight (see page 78 for more information). Perhaps most importantly: Elves do not age or grow old; and their bodies are immune to all bacterial and viral infections. Thus, they are virtually immortal (excepting violent death).

Halflings

Smallest of the speaking people, Halflings average between 3'-4' in height, and tend to be fat. They have large feet, hairy – to the point of being "furry" – which are almost immune to cold, and so they go about always barefoot. They are an inoffensive people, preferring the quiet of their own villages. Lovers of good food and drink, they spend much of their time at inns and friends' houses, eating. They are able to move quietly, and have a high level of Agility (manual dexterity). Halflings also are possessed of an amazing constitution, and can resist even the most powerful magical and physical damage for extended periods.

Example: Looking over the races, Chris selects Dwarf as best suited to his concept. He writes his racial stat modifiers on his sheet: St +5, Qu –5, Pr –10, Em –10, Co +15, Ag –5 and SD +5. His character will be male. Chris decides to name his Dwarven Fighter Stongar.

Racial Stats				
Stat Bonus Modifications	Common Men	Wood Elves	Dwarves	Halflings
ST	+5	0	+5	-20
QU	0	+5	-5	+10
PR	0	+5	-10	-15
IN	0	0	0	0
EM	0	+5	-10	-5
CO	0	0	+15	+15
AG	0	+10	-5	+15
SD	+5	-20	+5	-10
ME	0	+5	0	0
RE	0	0	0	0
RR Modifications				
Essence	0	-5	+40	+50
Channeling	0	-5	0	0
Mentalism	0	-5	+40	+40
Poison	0	+10	+20	+30
Disease	0	+100	+15	+15
Recovery Multiplier	1x	1.5x	0.5x	0.5x
# Starting Languages*	2	3	2	2
Base Hit Points	24	20	24	16
Hits per Rank**	5	5	6	5
Max # hits	120	100	120	80

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

His character comes from a mountain area, geographically far from the focus of the game. His people are a stoic, insular lot. They distrust outsiders, and assume non-dwarves are out to steal from them or harm them. They have a powerful work ethic, and depend heavily on a solid and complex network of family relations up to the Clan level. A strong sense of personal responsibility and fear of outsiders means most adults are trained warriors of one sort or another. Highly technical, they are renowned craftsmen in metal, glass and most other materials. He is an oddity, in that he has wandered so far from home, and is mixing with outsiders.

Dwarves get 2 starting languages, so he takes Dwarvish, and Dorman (The most common human language in the area the game will start in.)

2.4 GENERATING STATS

The basic mental and/or physical characteristics of your character are presented by 10 statistics (Stats). The first step to fleshing out any character concept – beyond selecting the profession and race – is to determine the character's Stats.

Your character's Stats should be recorded in the Stats section of the Character Record. Additionally, there is space to record the normal Stat bonus derived from the Stat value and any racial or miscellaneous Stat bonuses that may affect it. Finally there is a space to record the total bonuses per Stat. The stats are broken into two basic groups, development and primary stats.

DEVELOPMENT STATISTICS

Constitution (Co) — General health and well being, resistance to disease, and the ability to absorb physical damage are all reflected in a character's Constitution, also referred to as: health, stamina, endurance, physical resistance, physique, damage resistance, etc.

Agility (Ag) — Manual dexterity, grace and litheness are the prime components of this characteristic, also referred to as: dexterity, deftness, grace, manual skill, adroitness, maneuverability, stealth, dodging ability, litheness, etc.

Self Discipline (SD) — The control of the mind over the body, the ability to stay focused or push harder in pursuit of some goal, or to draw upon the inner reserves of strength inherent in any individual, also referred to as: will, alignment, faith, mental strength or power, concentration, self-control, determination, zeal, etc.

Memory (Me) — The ability to retain what has previously been encountered and learned. Also referred to as: information capacity, mental capacity, recall, retention, recognition, etc.

Reasoning (Re) — Similar to intelligence: the ability to absorb, comprehend, and categorize data for future use, It also reflects the ability to take available information and draw logical conclusions, also referred to as: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgment, I.Q., etc.

PRIMARY STATISTICS

Strength (St) — Not just brute musculature, but the ability to use existing muscles to the greatest advantage, also referred to as: power, might, force, conditioning, physique, etc.

Quickness (Qu) — Essentially a measure of speed, reflexes and conscious reaction time, this stat is often lumped with several others as dexterity, also referred to as: speed, reaction time, readiness, reflexes, etc.

Presence (Pr) — Control of one's own mind, Courage, Bearing, Self Esteem, Charisma, and the ability to project these to affect or control others are the principal elements of a character's presence, also referred to as: leadership, moral, psychic ability, vanity, perceived power, bardic voice, charisma, etc.

Intuition (In) — A combination of luck, genius, precognition, ESP, and the favor of the gods is embodied in this stat, also referred to as: sixth sense, "gut" feeling, wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, presentiment, etc.

Empathy (Em) — Is the ability to perceive the emotional states of others and also the capacity to form emotional attachments to persons, places or things. The relationship of the character to all pervading force that is common to all things natural and is the basis of most things supernatural, also referred to as: emotional capacity, sensitivity, judgment, alignment, mana, magical prowess, etc.

ASSIGNING STAT VALUES

The base mental and physical attributes of a character are represented by 10 statistics (called stats). The value indicates how it rates relative to the same stat of other characters, the lower the value of a stat, the weaker it is relative to the same stat of other characters. Relatively high or low stats give bonus or penalty modifications that apply to attempts to accomplish certain activities and actions.

Assign your five development stats, first making your prime requisite a 90 (+10 bonus), then assign the remaining four values however you wish: 80 (+5), 75 (+5), 75 (+5), and 70 (+0).

Assign your five primary stats, first making your prime requisite a 90 (+10 bonus), then assign the remaining four values however you wish: 80 (+5), 75 (+5), 75 (+5), and 70 (+0).

Remember, the higher the stat the more capable the character will be when performing an action using that particular stat.

Example: Chris assigns 90's to St and Co. as these are the Prime requisites for Fighter. He then assigns the other values, resulting in:

Co 90, Ag 80, SD 70, Me 75, Re 75, St 90, Qu 80, Pr 75, In 70, and Em 75.

He writes these onto his sheet, and fills in the stat bonuses:

Co +10, Ag +5, SD +0, Me +5, Re +5, St +10, Qu +5, Pr +5, In +0, and Em +5.

		Stats		
	Temp	Bon + Race + Spec		Total
Co	90	+10	+15	+25
Ag	80	+5	-5	0
SD	70	0	+5	+5
Re	75	+5	0	+5
Me	75	+5	0	+5
St	90	+10	+5	+15
Qu	80	+5	-5	0
Pr	75	+5	-10	-5
In	70	0	0	0
Em	75	+5	-10	-5

He then can total up the Stat bonuses by adding on the racial modifiers:

Co +15, Ag -5, SD +5, Me +0, Re +0, St +5, Qu -5, Pr -10, In +0, and Em -10.

Resulting in the following set of Stat Bonuses:

Co +25, Ag +0, SD +5, Me +5, Re +5, St +15, Qu +0, Pr -5, In +0, and Em -5.

Note: *Rolemaster Classic provides additional methods for Stat generation that allows for a much wider range of values and bonuses.*

2.5 Choosing Skills

After you have chosen a race and profession for your character, and assigned their stats; the next step for you is to assign their weapon skill development costs. During the pre-adolescent period, characters will develop an interest or an affinity with a weapon (and category), making skill in that type of weapon easier to develop. Thus each character may take the six weapon-skill costs listed for their profession and assign them to the six weapon categories as they see fit. A Fighter, for example, may have two weapon categories in which it is very easy to develop weapon skill (costs: 1/5 and 2/5), one category that is very difficult (cost: 5), and the other categories range in between (costs: 2/7). Once assigned, these skill costs are permanent; they may not be switched around later.

Example: *The GM informs Chris that Stongar's people build excellent weapons, but prefer weapon and shield combinations, or fighting from a distance. They do not like melee weapons that tie up both hands. Chris decides he prefers missile to thrown, and likes the idea of a mace more than a sword, so he chooses the following order:*

One handed crushing, Missile, One handed edged, Thrown, Pole arms, Two handed.

Development Points ("DP")

Every character in *Rolemaster Express* receives 35 DPs per level for spending on skill development.

Note: *In the Rolemaster Classic rules, DP are determined by a character's development stats, and those stats are random, so DP per level will vary between characters.*

Skill Development Costs

A character is born with rank 0 ability in all skills (increasing a skill rank by one may be termed developing, acquiring, or improving it). To develop a skill, a character expends the points indicated by the character development chart and improves their skill in that area. Where the cost displayed on the table is a single number, the character may only develop a single rank per level. Where a compound cost is listed (such as 1/4), the first rank developed in any given level will cost the character the first number listed, but the character may chose to develop a second rank in the skill by paying the second cost also.

Skill Costs					
Skills	**Stats**	**Fighter**	**Thief**	**Magician**	**Animist**
Maneuvering in Armor					
Soft Leather	Ag/St	1/*	1/*	9	2/*
Rigid Leather	Ag/St	1/*	2/*	9	3/*
Chain	Ag/St	2/*	3/*	10	10
Plate	Ag/St	2/*	4/*	11	11
Weapon Skills					
One-Handed Edged**	St/St/Ag	1/5	2/7	9	6
One-Handed Crushing**	St/St/Ag	2/5	3/8	20	7
Two-Handed**	St/St/Ag	2/7	4	20	9
Missile**	Ag/Ag/St	2/7	4	20	9
Thrown**	Ag/Ag/St	2/7	4	20	9
Pole Arms**	St/St/Ag	5	6	20	20
General Skills					
Climbing	Ag	3/7	2/5	6	4
Swimming	Ag	2/6	1/3	3	3
Riding**	Em/Ag	2/6	2/6	3	1/3
Disarm Traps	In/Ag	3/8	1/3	7	8
Pick Locks	In/Ag	3/9	1/3	8	8
Stalk & Hide	Ag or SD	2/5	1/3	5	3
Perception	In/Re	2/5	1/3	3	3
Magical Skills					
Spell Lists**	Em or In	20	10	2/*	2/*
Runes	Em/In	7	6	1/4	2/6
Staves & Wands	Em/In	9	7	1/4	2/6
Directed Spells**	Ag	20	20	2/5	3
Special Skills					
Ambush	—	3/8	1/3	9	6
Linguistics**	—	3/*	3/*	2/*	2/*
Body Development	Co	1/3	3/7	8	4
Secondary Skills					
First Aid	SD/Em	2/6	2/6	2/6	1/5
Foraging	In/Me	2/6	2/6	2/6	1/5
Lore: General**	Me/Re	1/3	1/3	1/3	1/3
Tracking	In/Re	1/4	1/3	3	1/4
Prime Requisites		**Co/St**	**Qu/Ag**	**Em/Re**	**In/Me**

** - Must be specialized into individual, specific skills, such as 1 weapon, spell list, lore, or language.

Example: A Thief with a skill rank 2 in Climbing wants to increase it to skill rank 4. The cost listed is 2/5 indicating he expends 2 development points to progress to skill rank 3 and 5 more (total 7) for skill rank 4.

If the slash is followed by an * instead of a number, that area may be developed as much as desired during any experience level and each rank of development has the same cost (the cost before the slash). Skills that can be developed in this way typically include Armor, Languages and Spells.

Note: In RME, spells for the Animist and Magician work slightly differently, but are listed as 2/* because the cost of the 15 ranks that it is possible to get each level will cost the same.

Skill Rank Bonus

Your skill rank bonus determines how well trained you are at that skill, this is later modified by the associated stats and perhaps your profession (See section 2.7, Totaling the bonuses, page 17), but is usually the most important factor in how good you are at a skill. Anyone with zero ranks in a skill has a -25 skill rank bonus, while one rank grants a +5 skill rank bonus. Every additional rank, up to 10 ranks, is worth an additional +5 per rank(+50 bonus). The next ten ranks (11-20) are worth +2 each, The next ten ranks (21-30) are worth +1 each, and every rank from the thirty-first on is worth +1/2 bonus each. This is summarized in the following table:

Skill Bonus By Rank			
Rank	Bonus	Rank	Bonus
0	-25	16	+62
1	+5	17	+64
2	+10	18	+66
3	+15	19	+68
4	+20	20	+70
5	+25	21	+71
6	+30	22	+72
7	+35	23	+73
8	+40	24	+74
9	+45	25	+75
10	+50	26	+76
11	+52	27	+77
12	+54	28	+78
13	+56	29	+79
14	+58	30	+80
15	+60	+1 Rank	+0.5

Note: Five skills do not use this progression, read their skill descriptions for details: Ambush, Body Development, Linguistics, Maneuver in Armor and Spell List Acquisition.

Adolescence Skill Development

Adolescence Skill Development is the term applied to the skills and abilities that a character would develop during their childhood and early adolescence (up until the human age of approximately 14 – or the equivalent for longer or shorter-lived races). You shall purchase ranks in skills for your character with their 35 DP, spending all points with no remainders. Once your character has completed this step, they will be considered to be "Level 0".

Some important skills and abilities that any prospective character should consider purchasing during their adolescence would include Body Development; Climbing; Swimming; Perception and at least one Combat Skill.

Example: Stongar grew up in the mountains among a highly technical people. He will be a fighter, and he spent his youth developing his warlike abilities. Consulting Rolemaster Express Skill Cost Table, he buys: 4 ranks of Maneuver in armor: Soft Leather (4 DP), 7 ranks of Maneuver in armor: Reinforced Leather (7 DP), 2 ranks of Weapon 1: Mace (6 DP), 2 ranks of Weapon 2: Crossbow, (7DP), 1 rank of Weapon 3: Dagger (2 DP), 1 rank of Weapon 4: Thrown Dagger (2 DP), 2 ranks of Body Development (4 DP), 1 rank of Perception (2 DP), and 1 rank of Tracking (1 DP).

Apprenticeship Skill Development

After you have completed the adolescence skill development process for your character, you will perform their apprenticeship skill development. Apprenticeship Skill Development is the term applied to the skills and abilities that a character would develop during their mid-to-late adolescence and initial training or apprenticeship in their chosen vocation (up until the human age of approximately 17 – or the equivalent for longer or shorter-lived races). You shall purchase ranks in skills for your character with their 35 DP, spending all points with no remainders. Once your character has completed this step, they will be considered to be "Level 1".

Some important skills and abilities that any prospective character should consider purchasing during their apprenticeship in addition to their key vocational skills (determined by profession) would include Body Development and at least one Combat Skill.

Example: Stongar's warrior training was harsh, but with good teachers. Consulting Table Rolemaster Express Skill Cost Table, he buys: 2 ranks of Maneuver in armor: Chain (4 DP), 2 ranks of Weapon 1: Mace (6 DP), 2 ranks of Weapon 2: Crossbow, (7 DP), 1 rank of Weapon 4: Thrown Dagger (2 DP), 1 rank of Climbing (3 DP), 1 rank of Swimming (2 DP), 1 Rank of Stalk & Hide (2 DP), 1 rank of Stalk & Hide (2 DP), 1 rank of Perception (2 DP), 1 rank of Tracking (1 DP) and 2 ranks of Body Development (4 DP).

Thus each character goes through the entire skill acquisition process (and receives the skills picked) twice before starting play. The development points from these two levels may not be combined and they are treated in all ways as separate experience levels. After completing both skill development processes, your character is 1st level and has 10,000 experience points.

SKILL DESCRIPTIONS

There are 28 core skills that a character may chose to develop in *Rolemaster Express*, listed below in alphabetical order. Note that this list does not represent the same 28 skills that comprise the core skills in *Rolemaster Classic* (RMC). Four skills have been removed for the purpose of ease of play. To ensure a good balance between Development Points and the total number of skills, the skills have been replaced with alternate skills (marked with an asterisk) that are considered to be "secondary" in RMC. Additionally, these skills will all come in handy for the starting adventure as well.

Applicable Stat Bonuses are listed in parentheses after the skill name in the skill list below, followed by the maneuver type. Thus the format is

Skill Name [Stat1/Stat2] (Maneuver Type)

If more than one stat is given, then average the bonuses before adding the bonus to the skill. (So for two stat skills add the two stat bonuses and divide by two, for three stat skills add all three bonuses and divide by three. In all cases, rounding up to the nearest whole number.) Those skills with no stats will list [—/—] for its stats section.

The "maneuver type" determines resolution of the skill. "OB" means the skill gives a bonus in attacking in combat and is resolved using combat rules in section 4.0. "MM" means the skill gives a bonus to a moving maneuver, and is resolved using the rules in section 5.2. "SM" means the skill gives a bonus to a static maneuver, and is resolved using the rules in section 5.3. "SP" means the skill is a special skill, and is resolved using the rules given in the skill description.

Consider the background, personality, motivation, habits and quirks of your character. The clearer the image of your character is in your mind, the easier it is to select appropriate skills and abilities. If you have not already done so, you should name your character. We will come back to this a couple more times in the text.

AMBUSH [—/—] (SP)

This is the ability to make a very precise attack, greatly increasing the chance of a killing blow. To use their Ambush skill a character must approach their foe undetected and be able to strike before the foe can react. If the ambush skill is successfully used, the character may adjust their critical strike roll up or down by any number up to the ambush skill rank (not bonus).

Since position is relatively unpredictable in a general melee situation, Ambush skill rank is halved if foe is in a melee situation. A character must still be able to approach their foe undetected and be able to strike before the foe can react.
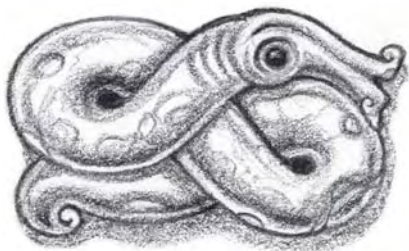
BODY DEVELOPMENT (HITS) [Co] (SP)

Your total number of skill ranks in Body Development is one of the factors that determine how many hits (concussion hits) a character can take without passing out. The first three of the following items refer to specific rows on the RME Racial Stats table.

Base Hit Points: Each character starts out with a number of Base Hits based on their race. This is equal to 20% of the Maximum Base Hits for the race.

Hits per Rank: This is the number of concussion hits that a character gains for each rank they have in the Body Development skill. (This is equal to 1/2 of the *Rolemaster Classic* Hit Die, plus 1 or 1/2 Hit Die, rounded up to nearest whole number for those result in fractions).

Maximum Base Hits: This represents the total number of concussion hits that a character may acquire from their Base Hit Total (BHT). A character's BHT may never exceed their racial Maximum Base Hits plus their constitution bonus. Any hits that would exceed this number from purchased skill ranks are lost.

Base Hit Total: This represents the sum of the character's Base Hit Points and the hits they have gained from the skill ranks in Body Development that they have.

Total Concussion Hits: This is the character's total number of concussion hits and represents how many hits they can sustain before they go unconscious. To determine a character's Total Concussion Hits, just add their BHT and their Constitution Stat Bonus.

Note: An unconscious character may still take damage. If they take a total number of hits greater than the total of their Constitution Stat and their Total Concussion Hits, the character will begin dying, and will be dead in 6 rounds (1 minute).

CLIMBING [Ag] (MM)

This could range from the ability to climb sheer faces (absurd), through mountain climbing (Very Hard), to climbing a ladder (easy). This ability includes skill in going up and down ropes, rappelling, using hand-holes properly, etc. (use the difficulty chart). The normal climbing rate for walls with adequate handholds is 10'/round as a "medium" moving maneuver.

DIRECTED SPELLS [Ag] (OB)

Developing skill in Directed Spells is treated just as developing skill in weapons - skill may be developed separately for each such spell. Additionally, this attack bonus only applies to spells that are directed against a single target (e.g., Fire Bolts but not Fire Balls). A character wishing to develop skill with such a spell must be able to cast it at least once per day (either a spell they can cast normally or from an item or runes).

This skill is important for it allows certain spell users to specialize in particular elemental spells in the same manner that fighters may specialize in their weapons.

DISARM TRAPS [IN/AG] (SM)

This skill enables a character to disarm a trap. Traps of more than moderate complexity may be represented by difficulty modifications to a disarm traps roll (to be assigned by the Gamemaster from the Static Maneuver Table).

FIRST AID* [SD/EM] (SM)

Bonus for attempts to halt or slow bleeding, splint broken bones, or other similar emergency treatments. It is suggested that, together with the proper tools or bandages, a character using first aid could stop up to 5 hits/rd of damage without resorting to a tourniquet. See section 5.6 for more information.

FORAGING* [IN/ME] (SM)

Skill for finding any local source of potable water or edible plants and animals - includes basic food acquisition such as gathering or fishing. Difficulty depends on the environment, it should be easier in a temperate forest by a river than in the middle of a desert (The Gamemaster should assign a difficulty on the Static Maneuver Table).

LINGUISTICS [—/—] (SP)

Rolemaster is created for a world with a variety of cultures and languages. There is no such thing as a common tongue or an alignment tongue (though a Gamemaster can add them for their world system), although certain professions have developed their own language for use in research.

Each language must be developed individually in steps from a skill rank at which the language cannot even be recognized to a skill rank of full understanding of the idiom and the snide jokes often made about Dwarves, Elves, and travelers. In addition, skill ranks for each language must be developed separately for written and spoken forms. Ranks give the ablity to recognize and use certain amounts of the indicated language. 1 rank: recognize the language, 2-3 ranks: individual words, 4-5 ranks: simple sentences, 6-7 ranks: normal fluency, 8-9 ranks: fluent in multiple dialects, 10 ranks: mastery of the language.

LORE: GENERAL* [ME/RE] (SM)

This skill encompasses the use of any informational and academic skills. When this skill is purchased by a player, they should define what lore the skill applies to (With the GMs approval). Some examples: Culture Lore (one skill for each culture/race), Fauna Lore, Flora Lore, Heraldry, History (one skill for each field of history), Philosophy, Region Lore (one skill for each region), Religion, Artifact Lore, Circle Lore, Planar Lore, Spell Lore, Symbol Lore, Undead Lore, Warding Lore, Demon/Devil Lore, Dragon Lore, Faerie Lore, Xeno-Lores (one skill for each type of "unusual" race or culture), Herb Lore, Lock Lore, Metal Lore, Poison Lore, Stone Lore and Trading Lore.

The more specific a skill is, the less often it will be useful, but it should be more useful when it applies. The more specifically a lore skill applies to a question, the easier the difficulty of the maneuver should be. (So very generic lore skills like "Lore: Magic" may offer a bonus in many situations, but the GM should keep the difficulty rolled against at say "Hard" or higher. On the other hand a specific lore like "Lore: Dragon Magic" will rarely be usable, but should keep the difficulty below "Hard" in most situations.)

MANEUVER IN ARMOR [AG/ST] (MM)

This is one of the skill areas that does not conform to the general skill bonus pattern. Each armor type has a maneuver penalty associated with it for untrained individuals per the Armor Maneuver Modification Table. This penalty modifies Moving Maneuver rolls attempted while wearing that armor type. A character may develop maneuvering skill for each armor type. (Except, of course, "No Armor")

Each skill rank of maneuvering for an armor types reduces the penalty for maneuver by 5 (even for skill ranks over 10) until the minimum maneuver penalty is reached. This limit represents the fact that the weight and constriction of the armor will always hinder the character to some extent.

ARMOR MANEUVER MODIFICATIONS					
Armor Type	Min. Man. Mod.*	Max. Man. Mod.†	Missile Attack Penalty ‡	Quickness Penalty §	Maximum Pace**
No Armor (AT 1)	0	0	0	0	Dash
Soft Leather (AT 6)	0	-20	5	0	Dash
Reinforced Leather (AT 8)	-15	-50	15	15	Fast Sprint
Chain Mail (AT 15)	-25	-120	20	20	Sprint
Plate (AT 20)	-45	-165	40	40	Sprint

* — Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type.

† — Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type.

‡ — The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms of a combatant.

§ — An armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB. Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.

** — Maximum allowed Pace is based upon Minimum Maneuver Modifiers. If the character's Maneuver modifiers are greater than the minimum, then Pace is reduced one more step.

Example: Dral has a skill rank 18 in Maneuvering in Chain Armor and a Quickness bonus of +10. He may wear Chain Armor with a maneuver penalty of only 30 = 120 - (18 x 5). If he had 20 ranks the penalty would be 25 even though 120 - (20 x 5) = 20, since 25 is the minimum maneuver penalty associated with wearing Chain Armor. His quickness bonus of +10 is completely negated by the –20 quickness penalty for chain armor, to 0 (Not –10). Dral will also incur a –20 to any missile weapon attacks.

PERCEPTION [In/Re] (SM)

This skill affects how much information and how many clues a character gets through observation. It may be used to notice the right things, to find carelessly hidden objects, to see that pile of old clothes in the corner, to notice the imperfection in the wall that hides the secret door, the trigger for the trap ahead, the ambush. These are the type of things that the Gamemaster cannot mention to the players because to do so would call them to special attention that the character's perception might not allow.

If a character states that they are watching or examining an area, situation, or place, the Gamemaster should make a static maneuver roll modified by the perception skill bonus of the character to determine if the character notices or detects anything. The Gamemaster may keep this roll secret, revealing only what the character has observed. Of course a heavy subtraction should be given (if a roll is allowed at all) in situations where the players don't know what their characters are looking for or don't specify their characters are looking for something in particular (likewise, looking for ceiling traps makes it difficult to see pit traps, etc.).

PICK LOCKS [In/Ag] (SM)

This skill enables a character to pick locks. Locks of more than moderate complexity may be represented by difficulty modifications to a pick locks roll (to be assigned by the Gamemaster from the Static Maneuver Table).

RIDING ANIMALS [Em/Ag] (MM)

This skill covers the ability to ride a mount. You do not need to roll this skill every round spent riding, a single skill rank is necessary to ride normally; this skill need only be rolled when attempting something more exceptional than remaining in the saddle like roping, jumping, or climbing steep slopes. Higher skill ranks enhance the chance of retaining control of the animal (when it is startled or hostile) or gaining control of an unfamiliar animal (of the type you have skill with).

Like weapons, skill ranks in Riding must be developed separately for different animals.

RUNES [Em/In] (SM)

Rune skill enables a character to decipher and use Runes (spells inscribed in suitable media). To decipher a Rune a character makes an open-ended roll, adds their skill rank bonus, subtracts the level of the spell in the Rune and any other modifiers (below). If the resulting total is 101+, the Rune is deciphered and the character may use it. If the total is negative, the spell on the Rune is cast on the character attempting to decipher the Rune (or a random bystander if the Gamemaster deems it appropriate). If the total is between 75 and 100, the character learns what the spell is but can not use it. If the total is between 0 and 74, nothing happens. Runes are generally not reusable. A character should be given one chance to decipher a Rune. If they fail, they may not try again until they improve their skill rank with Runes.

Caster knows the spell (SLA)	+30
Caster knows what the Spell is	+10
Caster does not know what the Spell is	-20
aster does not know Spell Realm	-20
Spell is not from Caster's Realm	-20

SPELL LIST ACQUISITION [—/—] (SP)

Spell users learn lists by developing skill ranks in that list A character may purchase ranks (develop) in up to 5 spell lists each level. They may purchase up to 3 ranks in each list that they develop in a given level. The caster automatically knows all spells up to a level equal to the number of ranks they have in a given list, even if they are currently unable to cast those spells due to not being high enough level (see Section 3.2, Casting Requirements) for more details on this.

Non-spell users (Fighters & Thieves) may only purchase Open spell lists from a single realm, selected at Character Generation, and then only up to 5th level in those lists.

STALKING [AG] (MM) & HIDING [SD] (SM)

Stalking is the ability to move using silence, using camouflage, and shadows to conceal your presence, while Hiding is the same ability used when not moving. You develop this as one skill, but use different stats for each task.

STAVES & WANDS (ATTUNEMENT) [EM/IN] (SM)

This skill enables a character to use the spell abilities of a staff, wand, or any item with spell casting abilities (see SL). In order to cast spells from an item, the wielder of the item must have made a "staves/wands roll", adds their skill rank bonus, subtracts the level of the spell in the Item and any other modifiers (below). If the resulting total is 101+, the Item has been mastered and the character may use it. If the total is negative, the spell in the Item is cast on the character attempting to master it (or a random bystander if the Gamemaster deems it appropriate). If the total is between 75 and 100, the character learns what the spell is but can not use it. If the total is between 0 and 74, nothing happens. (If an item has several spells or groups of spells that are widely separated in power or type, the Gamemaster may require separate staves/wands rolls for each spell or group of spells.)

Caster knows the spell (SLA)	+30
Caster knows what the Spell is	+10
Caster does not know what the Spell is	-20
aster does not know Spell Realm	-20
Spell is not from Caster's Realm	-20

"Teaching" someone else to use an item is not permitted. Using an item is a personal experience between the individual and the item. Although you may tell someone what the item does and thus remove any penalty for not knowing the power of the item, you cannot aid them in their actual attempt.

Finally, certain spells on items do not normally require a staves/wands roll, including spells that operate constantly (Boots of Silence, Cloaks of Invisibility, etc.) and generic "magic" bonuses built into items (bonuses on weapons or armor; spell adders, spell multipliers, etc.).

SWIMMING [AG] (MM)

Skill rank 1 will prevent the character from drowning in water over their head. Further skill ranks will enable the character to make headway against a current, to stay afloat for longer periods of time without touching ground, to swim longer distances, to move faster in the water, and to make maneuvers in the water.

For this skill, armor maneuver penalties are tripled.

TRACKING* [IN/RE] (SM)

This skill provides a bonus for reading tracks, allowing the user to determine how old the tracks are, and what left them. The skill can also be used for performing tracking maneuvers, allowing the user to follow a trail left by someone or something such as foot prints, broken branches, crushed grass, hanging pieces of cloth, etc.

WEAPON SKILLS [VARIES] (OB)

These skills determine a character's effectiveness when using weapons in combat (as opposed to spells). Skill must be developed separately for each weapon. The skill bonus for each weapon is part of the character's Offensive Bonus with that weapon. The total Offensive Bonus (includes a number of factors) is usually added to any "attack rolls" made with that weapon.

Six skill costs for weapons are listed on the Skill Development Table. The following six categories of weapons must be assigned to these costs by the player during character generation, and may not be changed from these costs once they are assigned:

- One-Handed edged weapons [St/St/Ag] (OB)
- One-Handed crushing weapons [St/St/Ag] (OB)
- Two-Handed weapons [St/St/Ag] (OB)
- Missile (Bows & Crossbows) [St/Ag/Ag] (OB)
- Thrown weapons [St/Ag] (OB)
- Pole Arms [St/St/Ag] (OB)

Some weapons fit into more than one category — a hand axe can be held in hand or thrown, and skills should be developed with both methods of using it separately.

2.6 OUTFITTING

The Gamemaster must decide with how much equipment and money their Player Characters begin play. The following suggestions have been provided as basic guidelines, but the GM should ensure that any equipment or money that the characters start the game with is consistent with the background of the character and suitable for the campaign setting as a whole. (Don't allow your players to start the game with 10 Gold Bars each if the royal treasury only contains 50; similarly – in your campaign, perhaps no-one has invented Plate Mail armor, or perhaps normal people aren't allowed own swords).

Each character automatically begins the game with:

- Two normal weapons of their choice. (They must have at least one rank in an applicable weapon skill for each of the weapons chosen. If they only have one weapon skill they only get one free weapon, if they have no weapon skills, they get no free weapons.)
- Clothes (including cloak/coat and boots – the quality and style of the clothing should be dependent upon the financial, social, cultural and racial standing of the character).
- Scabbards for their weapons, a weapons belt,.
- Normal personal effects.

Each character also starts with some money – although the amount they start with is highly dependent upon their background. It is recommended for each character to start with **20 + 1d10 silver pieces** to use in the purchase of equipment.

They can use this cash to buy equipment and to survive on until they can get more. The character may purchase any equipment or supplies that are allowed by the Gamemaster. The Gamemaster may also wish to make other equipment and supplies available (e.g., herbs, poisons, magic items, etc.).

The tables on the following pages provide a basic selection of goods and services and suggested prices. The GM may modify these prices to fit the local economy.

Coinage Standards

Coin	Abbr.	Breakdown
1 mithril piece	mp	= 100 gold pieces
1 platinum piece	pp	= 10 gold pieces
1 gold piece	gp	= 10 silver pieces
1 silver piece	sp	= 10 bronze pieces
1 bronze piece	bp	= 10 copper pieces
1 copper piece	cp	= 10 tin pieces
1 tin piece	tp	= 10 iron pieces(ip)

Equipment & Price List - Accessories

Goods	Cost	Wt *	Notes
Boots	1 sp	3 lb	—
Cloak	9 bp	2 lb	—
Coat	15 bp	6 lb	—
Pants	25 cp	1 lb	—
Shirt	3 bp	1 lb	—
Surcoat	9 bp	1 lb	—
Arrows (20)	4 bp	3 lb	40% breakage when used.
Backpack	2 bp	2 lb	Holds 20 lb, 1 cu'.
Bedroll (wool)	2 bp	5 lb	Blanket.
Caltrops (5)	8 bp	2 lb	Portable spike trap
Cb bolts (20)	11 bp	3 lb	15% breakage when used
Fire-starting bow	5 tp	.5 lb	Takes 5 minutes.
Flint & steel	l bp	.5 lb	Takes 3 minutes.
Pack & Packframe	33 cp	3 lb	Holds 45 lb, 2 cu'.
Lantern	12 bp	2 lb	Lights 50' diameter.
Lock pick kit	1 sp	.5 lb	+ 5 bonus.
Oil flask	3 bp	1 lb	6 hr. refill.
Pegs/Stakes (10)	9 tp	2 lb	Wooden.
Pitons/Stakes (10)	2 bp	3 lb	Iron.
Pole (10')	5 cp	8 lb	Wooden.
Quiver (holds 20)	l bp	.5 lb	Holds bolts/arrows.
Rope	4 bp	6 lb	50'.
Rope (superior)	12 bp	3 lb	50'.
Sack (50 lb)	8 cp	2 lb	Holds 50 lb, 3 cu'
Scabbard	25 bp	1 lb	—
Tarp (5'x8')	l bp	4 lb	—
Tent	2 sp	9 lb	Holds two.
Torch	3 tp	1 lb	Lights 20' diameter.
Waterskin (1 pt)	1 cp	0 lb	Weight 1 lb full.
Weapon belt	5 bp	1 lb	—

* — Weight only counts if carried and not worn.

Equipment & Price List - Food & Lodging

Goods or Service	Cost	Notes
Beer and Ale	2 tp	Pint.
Brandy	10 tp	Half-pint.
Cider	1 tp	Pint.
Mead	5 tp	Pint.
Wine	6 tp	Pint.
Light meal	6 tp	
Normal meal	1 cp	
Heavy meal	12 tp	
Normal rations (1 week)	5 cp	Normal spoilage. Wt. 18 lbs.
Trail rations (1 week)	1 bp	Preserved. Wt. 14 lbs.
Greatbread (1 week)	3 gp	Preserved. Wt. 4 lbs.
Waybread (1 month)	15 gp	Preserved. Wt. 4 lbs.
Poor lodging	1 cp	Communal sleeping.
Average lodging	2 cp	Separate bedding.
Good lodging	22 tp	Separate room.
Stable	2 tp	Includes food for beast.

Equipment and Price List - Armor

Armor	Cost	Weight *
Shield (+20 to DB)	55bp	15 lb
Leather Arm Greaves	2sp	2 lb
Leather Leg Greaves	2sp	2 lb
Metal Arm Greaves	4sp	3 lb
Metal Leg Greaves	4sp	3 lb
Leather Helm	25bp	2 lb
Metal Helm	4sp	3 lb
Soft Leather Armor	3sp	12 lb
Reinforced Leather Armor	10sp	14 lb
Chain Armor	35sp	20 lb
Plate Armor	50sp	25 lb

* - Counts against encumbrance if carried and not worn. These weights are based upon equipment for a normal human (about 5' 6" and 150 lb).

Equipment & Price List - Transport

Transport	Cost	Speed (ft/rnd)*	Carrying Capacity	Riding Bonus**
Mule/donkey	32 sp	120	250 lb	-10
Mature pony	40 sp	140	180 lb	+5
Light horse	45 sp	200	200 lb	+0
Medium horse	60 sp	160	300 lb	+0
Heavy horse	80 sp	120	400 lb	+0
Lesser warhorse	20 gp	180	350 lb	+15
Wagon (8' long)	6 gp	50	1500 lb	—
Small boat (10*)	7 gp	varies	1000 lb	—
Medium boat (20*)	11 gp	varies	3000 lb	—
Large boat (30*)	40 gp	varies	5000 lb	—

* — This is the normal rate of movement in a tactical situation, it may be doubled if the rider decides to gallop.

** — An especially intelligent animal would get an additional +10 bonus, but might cost more.

Equipment & Price List - Weapons

Weapon	Abbrev.	Cost	Wt.	Type
Battle-Axe	(ba)	13 sp	7 lb	2-Handed
Broadsword	(bs)	10 sp	4 lb	1-H Slashing
Club	(cl)	1 cp	5 lb	1-H Concussion
Composite Bow	(cp)	17 sp	3 lb	Missile
Crossbow	(cb)	25 sp	8 lb	Missile
Dagger	(da)	3 sp	1 lb	1-H Slashing
Flail	(fl)	19 sp	6 lb	2-Handed
Halbard	(hb)	14 sp	7 lb	2-H Pole Arm
Handaxe	(ha)	5 sp	5 lb	1-H Slashing
Javelin	(ja)	3 sp	4 lb	1-H Pole Arm
Long Bow	(lb)	10 sp	3 lb	Missile
Mace	(ma)	6 sp	5 lb	1-H Concussion
Morning Star	(ms)	16 sp	5 lb	1-H Concussion
Mounted Lance	(ml)	5 sp	10 lb	2-H Pole Arm
Net	(gn)	7 sp	3 lb	1-H Concussion
Quarterstaff	(qs)	5 cp	4 lb	2-Handed
Scimitar	(sc)	10 sp	4 lb	1-H Slashing
Short Bow	(sb)	6 sp	2 lb	Missile
Short Sword	(ss)	7 sp	3 lb	1-H Slashing
Sling	(si)	9 bp	1 lb	Missile
Spear	(sp)	23 bp	5 lb	1-H Pole Arm
Two-hand Sword	(th)	20 sp	8 lb	2-Handed
War Hammer	(wh)	15 sp	5 lb	1-H Concussion
Whip	(wp)	2 sp	3 lb	1-H Slashing

2.7 Final Character Preparation

Once you have completed the preceding steps, your character is nearly ready to embark on their adventures. However, before doing so, you should total up their bonuses and ensure that the Character Record is complete.

Totaling the Bonuses

At this point you should determine and total your character's bonuses for each of their skills and other capabilities and record them on the Character Record.

Stat Bonuses — For each Stat, total the stat bonus with the race modifier (if any).

> **Example:** Stongar's bonuses from his stats are: Ag +5, Co +10, Em +5, In +0, Me +5, Pr +5, Qu +5, Re +5, SD +0 and St +10. His racial modifications are Ag -5, Co +15, Em -10, In +0, Me +0, Pr -10, Qu -5, Re +0, SD +5 and St +5. The final totals are:
>
> Ag +0, Co +25, Em -5, In +0, Me +5, Pr -5, Qu +0, Re +5, SD +5 and St +15

Skill Bonuses — For each skill, you must calculate the Skill Rank Bonuses; Stat Bonuses; Professional Level Bonuses; Item Bonuses and any other special bonuses that may be applicable to the particular skill. Once the separate bonuses have been determined, they should be added together to obtain the total skill bonus.

Level and Experience — The Character Record provides a space to record your character's level and experience. At the end of your character's apprenticeship, they are 1st level, and have 10,000 experience points. All Combat and Magical Level bonuses should now be applied to your character.

> **Example:** Stongar gets +3 to Combat skills for level bonus.

> 4 ranks Maneuver in Armor: Soft Leather (20) + Ag/St (8) = 28 (Soft Leather penalty of -20 + 28 = 8; this is greater than the minimum penalty of 0, so the skill is ch anged to equal the minimum penalty of 0)

> 7 ranks Maneuver in Armor: Reinforced Leather (35) + Ag/St (8) = 43 (Reinforced Leather penalty of -50 + 43= -7; this is greater than the minimum penalty of -15, so the skill is changed to equal the minimum penalty of -15)

> 2 ranks Maneuver in Armor: Chain (10) + Ag/St (8) = 18 (chain penalty of 120 - 18= -102)

> 4 ranks of Mace (20) + St/St/Ag (10) + Combat Level Bonus (3) + Quality Bonus (+5 from family heirloom weapon, see final example in this section) = 38

> 4 ranks of Crossbow (20) +Ag/Ag/St (5) + Combat Level Bonus (3) = 28 (-15 missile penalty for reinforced leather) = 13

> 1 rank of Dagger (5) + St/St/Ag (10) + Combat Level Bonus (3) = 18

> 2 ranks of Thrown Dagger (10) + Ag/Ag/St (5) + Combat Level Bonus (3) = 18 (-15 missile penalty for reinforced leather) = 3

> 1 rank in Climbing (5) + Ag (0) = 5 (-15 Maneuver penalty for Reinforced Leather) = -10

> 1 rank of Swimming (5) + Ag (0) = 5 - (3 * -15 Maneuver penalty for Reinforced Leather = -45) = -40

> 1 rank of Stalk/Hide (5) + Ag (0 stalk) - 15 (Minimum Maneuver Penalty for Reinforced Leather = -10 Stalk. This same rank, for Hide (5) + SD (5) = 10 Hide. For a final bonus of -10 Stalk/10 Hide. Note that the bonuses for Stalk and Hide are figured separately, even though both use the same skill ranks. One is a Moving Maneuver, the other a Static Maneuver.

> 2 ranks of Perception (10) + In/Re (3) = 13

> 1 rank of Tracking (5) + In/Re (3) = 8

> 4 ranks of Body Development (Concussion Hits) — Stongar's Co is 90. Racial base hits for a Dwarf are 24, plus 4 ranks of Body Development at 6 each is +24, Stongar has a +25 Co bonus. So 24 + 24 + 25 = 73 Stongar has 73 total concussion hits.

Power Points — Channeling derives power from its "realm stat", Intuition. Essence derives power from its realm stat, Empathy. Characters start with base power points equal to: **10+ (Realm Stat Bonus/10) rounded up**. After that, a character will receive 1 PP per level if their applicable Stat is between 75 and 94. While Animists must be of Channeling, and Magicians must be of Essence, Fighters and Thieves must, per section 2.3 pick a realm.

*Example: Stongar is of the Channeling realm, and his Intuition stat bonus is +0, his Base Power Points are 10(+0/10)=10. His Intuition is 70 (**not** between 74 and 94), so he gets 0 PP per level. His total is 10+0=10 PP, so Chris writes 10 PP on his character sheet.*

AT, Defensive Bonus and Maneuver Penalties — Write down the AT your character is wearing. Then consult the Armor Maneuver Table and your Maneuver in Armor skill (if any) and calculate your DB and maneuver penalty. (See page 13)

Example: Stongar is wearing Reinforced Leather, his Maneuver in Armor: Reinforced Leather skill of 43 reduces the maneuver penalty from -50 to -7. Since this is greater than the minimum maneuver penalty, the minimum penalty of -15 is applied to MM skills.

His quickness penalty of -15 is reduced by his strength bonus of +15 because he is not encumbered, reducing it to 0. Since his Quickness bonus is already 0, this has no effect. His base DB is 0. (When using his shield, a family heirloom with a +5 quality bonus, would give him +25 DB in total).

Resistance Roll Bonuses — Resistance Roll Bonuses consist of a stat bonus, any item bonuses and the racial bonuses. Each type or Resistance Roll has been assigned a position on the Character Record, enabling the appropriate bonuses to be totaled.

Resistance Rolls against spells and poison or disease are affected by various stat bonuses depending on the type of attack - RRs versus Essence spells (e.g., those thrown by Magicians) are subject to stat bonuses for Empathy; RRs versus Channeling spells (e.g., those thrown by Animists) are subject to stat bonuses for Intuition; RRs versus poisons are subject to the stat bonus for Constitution. Assign a level (potency for the poison) to the "attack" and resolve the Resistance Roll using the Resistance Roll Table.

Example: Totalling Stongar's stat and race RR bonuses gives totals of:

Essence +35, Channeling +0, Mentalism +35, Poison +45 and Disease +40.

Note: *The Character Record also contains spots for RRs against Mentalism (Pr) and Fear (SD) as those can be found in the full **Rolemaster Classic** rules.*

Encumbrance — Once you have completed the provisioning and outfitting of your character, you should total the weight of all of your equipment and supplies that you will be carrying other than clothing, and armor, rounding down to the nearest pound. For each full unit of the character's weight allowance (10% of the character's weight), they receive a -10 modifier. If the character's Strength Bonus is positive, subtract it from this penalty. For every full -20 modifier from encumbrance, their possible maximum movement rate is reduced by one step (i.e. -20 to -39 prohibits the character from using a pace of Dash, -40 to -59 prevents Fast Sprint, etc.).

Example: Stongar weighs 200 lbs and is carrying 51 pounds of equipment beyond his armor and other worn items. This is more than 20% of his body weight, but less than 30%, so he suffers an encumbrance penalty of -20. However, his Strength bonus of +15 offsets that penalty to -5. This also means that his Pace is not affected by his encumbrance.

During an adventure he acquires a heavy golden statue from a long lost temple and while carrying it (45 pound statue) he then has a total of 96 pounds of encumbrance or over 40% of his body weight (but less than 50%) so he suffers an encumbrance penalty of -40 while lugging the statue around in his pack. His total Strength bonus of +15 offsets that penalty to a -25. This also prevents Stongar from using a Dash Pace while so encumbered.

Base Movement Rate (BMR) — The Base Movement Rate is 50'/round plus the Quickness modifier. This gives a base movement rate between 25' and 85' per round. This BMR is based on a 6' tall character, for shorter or taller characters a modifier from the Stride modifications table is added.

When wearing armor, or while heavily encumbered the base movement rate can be reduced. This can reduce the Base Movement Rate only by as much as the total Quickness bonus. A character's strength bonus can offset the penalty but will not add anything to the BMR. (see Armor Maneuver Modifications table, page 13).

STRIDE MODIFICATION	
Height	**Mod Due to Stride**
7'10'' - 8'3''	+20
7'4'' - 7'9''	+15
6'10'' - 7'3''	+10
6'4'' - 6'9''	+5
5'10'' - 6'3''	0
5'4'' - 5'9''	-5
4'10'' - 5'3''	-10
4'4'' - 4'9''	-15
3'10'' - 4'3''	-20
3'4'' - 3'9''	-25
2'10'' - 3'3''	-30
2'4'' - 2'9''	-35
1'10' - 2'3''	-40

Example: Stongar begins with a BMR of 50'/rnd plus his total Qu bonus of 0, so his BMR is 50'/rnd. He is 4'8'' tall and has a -15 stride modifier. Before armor and encumbrance his BMR is 35'/rnd.

In an above example we find that his armor quickness penalty is -15 and he is not encumbered enough to reduce his Pace. He can apply his total strength bonus (+15) to offset the penalty to 0, but his Qu is a 0 to begin with so there is no bonus to reduce. His BMR remains at 35'/rnd.

2.8 Bringing the Character to Life

Having completed all of the previous steps, you should now have almost all of the elements required to play your chosen character. You should have a nice collection of numbers, describing your character's abilities, talents and aptitudes in a variety of tasks. When you add to the personal history, personality, disposition and outlook of your character, you should have a very good feeling for how they will react in practically any situation. However, there is one factor that has thus far been overlooked – the character's physical appearance.

The physical appearance of a character can have a great bearing on the way in which people will react to you. The sort of attention you will attract when dressed as an effete member of the petty nobility is quite different to the way in which you will be treated when you are dressed as a beggar. If you have a mount or any sort of companion – you should also determine what their overall appearance is – the impact of their appearance and actions can make all the difference. Are they unkempt, deformed or foolish? (Think of what it would be like to be followed around by Igor or Quasimodo). Are they different culturally or racially? Other examples of companions might include Don Quixote and Sancho Panza; Gilgamesh and Eabani; Sherlock Holmes and Dr. Watson. . .

Similarly, you should determine what your character actually looks like, underneath whatever apparel they chose to wear. Are they stocky and heavyset, lithe and graceful, battle-scarred or baby-faced? Many of these factors are partially accounted for by your character's race – see section 2.3 for more details. Often, when attempting to determine the physical appearance of your character, you should be guided in part by the characters "Stats". A character with a Strength of 90 is likely to have very well-defined musculature, although you should note that other factors will come into play also.
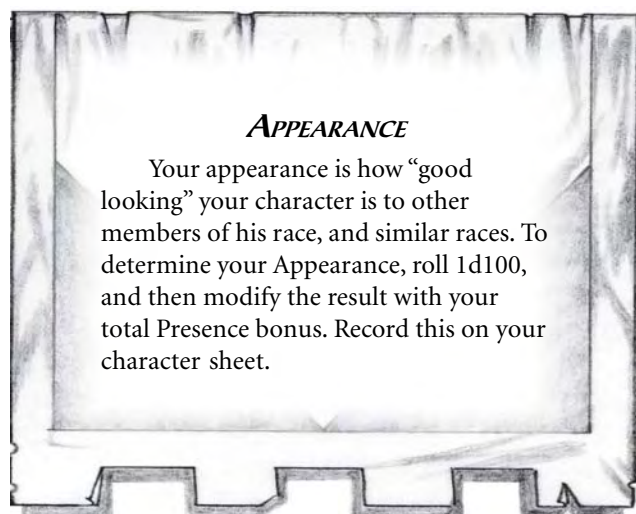
Other people that you should consider are the teachers, mentors, family friends, childhood friends, classmates and rivals – all of the people that your character will have interacted with regularly before the game begins. Was the master with whom you apprenticed mean-spirited or generous, friendly or reclusive or just completely contrary? What did you do in your free time? Were there other classmates or apprentices with whom you spent time? What did you get up to when you were together? What about former (or current) love interests – was it a case of unrequited love, or were you the next Don Juan, with several dates every night (and an irate father/cousin/brother around every corner)?

Your GM may also wish you to determine if your character possesses any special skills, attributes, status, possessions or companions that they may have obtained, inherited or earned prior to this point in their life.

Example: Stongar is 4'8", around 200 pounds of solid muscle. He has dark, almost black eyes, and black hair. His beard is full and well maintained; the ends of his moustache and chin beard are braided with thin copper wire. His gear is of quality, but of simple appearance, with no ornamentation. He wears brown grab and a grey cloak, both of wool. Chris rolls a 72 for appearance, -5 for Stongar's presence modification. With a 67 appearance, he is better than average looking for a dwarf. His persona is tough, with concern only for those he chooses to like, though he is a better man than he lets on. Chris writes up a bit on his family history, teachers and friends. Knowing Stongar is an odd traveler from a stay-at-home society, with the game play area so far from his home; it is unlikely that many of them will come into play. Chris decides that Stongar will tell occasional amusing stories about the people back home, and jots down a few details. Stongar's motive for leaving home was a very unusual wanderlust, a desire to see the outer world, which also made him something of an odd duck. His family predicted that he would return or die within a month, and warned of the evils of the outsiders … Stongar has enjoyed wandering for a few years already, and with the GM, he develops a bit of a story of how he got from home to the starting point for the game. Th GM decides that Stongar's mace and shield are family heirlooms and that they both have a +5 bonus.

APPEARANCE

Your appearance is how "good looking" your character is to other members of his race, and similar races. To determine your Appearance, roll 1d100, and then modify the result with your total Presence bonus. Record this on your character sheet.

Sample Character

Name: Stongar (Chris)

Profession **Fighter**
Race **Dwarf**
Realm **Channeling**
Lvl **1**   XP **10,000**
Ht **4' 8"** Wt **200** Age **50**
Eyes **Black**   Hair **Black**
Appearance **67** Sex **Male**
BMR **35'** Max Pace **FSpt**
Base Hits **24**   Hits/Rank **6**
Max Hits **120** x Recovery **x0.5**
Base PP **10**   PP/Level **0**

Stats

	Temp	Bon +Race+ Spec=	Total
Co	90	+10 +15	+25
Ag	80	+5 -5	0
SD	70	0 +5	+5
Re	75	+5 0	+5
Me	75	+5 0	+5
St	90	+10 +5	+15
Qu	80	+5 -5	0
Pr	75	+5 -10	-5
In	70	0 0	0
Em	75	+5 -10	-5

Languages

	W	S
Dwarven	5	6
Dorman (Common)	3	3

Treasure

MP	BP	5
PP	CP	5
GP	TP	
SP	18 Gems	

Brief Notes

Defensive Bonus

Armour Type	AT	Qu Bonus	Magic	Shield	Total DB
Rinforced Leather	8	0	0	20 (+5)	25

Hit Points **73**   RUNNING TOTAL
Power Points **10**   RUNNING TOTAL

Skill	Cost	Rank	Rk Bn.	Stat Bn.	Special	Total
MiA: SL	1/*	4	20	8	-20	0 (8)
MiA: RL	1/*	7	35	8	-50	-15(-7)
MiA: Chain	2/*	2	10	8	-120	-102
Climbing	3/7	1	5	0	-15	-10
Swimming	2/6	1	5	0	-45	-40
Stalk & Hide	2/5	1	5	0/5	-15/0	-10/10
Body Dev.	1/3	4	24	25	24	73
Perception	2/5	2	10	3		13
Tracking	1/4	1	5	3		8

Spell List

Spell List	Level Known

RRs Vs

RRs Vs	Stat	Race	Total
Essence	-5	+40	+35
Channeling	0	0	0
Mentalism	-5	+40	+35
Disease/Poison	+25	+15/20	+40/45
Fear	+5	0	+5

Equipment

Item	Location	Weight
RL Armor	worn	0(14)
Clothing (shirt,pants, boots, cloak)	worn	0(7)
Weapon Belt (WB)	worn	0(1)
RL Greaves (arm & leg)	worn	0(4)
Quiver (Qv)	worn/WB	0.5
Scabbard	worn/WB	1
Backpack (BP)	carried	2
Cb Bolts	Qv	3
Rope, Superior	BP	2
Dagger (in scabbard)	carried	1
Bedroll (wool)	BP	5
Flint & Steel	BP	0.5
Spare Clothes (shirt & pants)	BP	2
2 empty sacks	BP	4
Mace	WB	5
Crossbow	BP	8
2 full water skins	BP	2
Shield	carried	15

Total Weight **51**

Weapon	Cost	Rank	Rk Bn.	Stat Bn.	Weapon Bonus	Armour Penalty	Misc	Total	Special Abilities
1-H Con: Mace	1/5	4	20	10	5		3	38	+5 Quality Bonus
Missile: Crossbow	2/5	4	20	5		-15	3	13	
1-H Edge: Dagger	2/7	1	5	10			3	18	
Thrown: Dagger	2/7	2	10	5		-15	3	3	

Weight Unit	Total Units Carried	Encumbrance Penalty
20 lbs.	2	-5 (-20 + 15 = -5)

by Ictus

3.0 SPELL CASTING

Certain characters have the ability to manipulate magical energy to create specific effects. These effects are called spells. Those who cast spells are often jealous of their abilities and unwilling to teach others, except for the rare apprentices.

3.1 CASTING BASICS

This section explains the basics of spell casting.

MAGICAL REALMS

Rolemaster Express contains two realms of magic, Channeling and Essence. Each has its own flavor.

CHANNELING

Channeling casters draw their power from their deity or other external sources like powerful demons or spirits. It is spiritual in nature and independent of the Essence (see below). The Animist uses the power granted to them to better interact with the natural world of plants and animals.

ESSENCE

Essence is the power that exists in everyone and everything of and on a given world. A spell user of the Essence taps into this power; diverts it and molds it into the creation of their spells. The Magician utilizes this power to create their most powerful spells; spells that deal specifically with and control the elements, such as fire and lightning.

CASTING LEVEL

When a spell is cast, it has a casting level equal to the level of experience of the character casting it. Thus, any spell cast by a 5th level caster has a casting level of 5. Any level based variables of the spell are set at the casting level. So, a spell with a 10' radius per level will have a 50' radius if cast by a 5th level caster (10' radius x casting level of 5).

If a spell caster has learned a spell that is higher than their level, they cannot cast it, even though they know it. They must wait until the gain a level or levels, until their level is equal to or higher than the spell level.

POWER POINTS

In order to cast a spell, the caster must expend a number of power points equal to the level of the spell. If the caster does not have enough points available for a given spell, then they can not cast that spell, and it will automatically fail (no rolls required and no spell failure roll either).

Each spell user has a number of power points based upon their experience level and one of their stats. Channeling derives its power from Intuition; Essence derives its power from Empathy. A character starts with base power points equal to: **10 + (Realm Stat Bonus / 10) rounded up**.

They will also receive a number of power points each level based on the stat itself. A character with a stat between 75 and 94 will receive 1 Power Point per level. Animists and Magicians in *Rolemaster Express* will start with a power point stat of 90, and thus get 1 power point per level.

> ***Example:*** *If Anselm, a 10th level Cleric had an Intuition of 90 (+10), then he would have 10 + (10/10) = 11 base Power Points, plus 10 (1 per level x 10th level) level based PP, for a total of 21 PP usable each day. If Anselm were a Channeling realm fighter with a 70 Intuition, he would only have 10 base power points.*
>
> *Assuming the first PP total (21) Anselm could cast 2 of his highest-level spells (10th) and one 1st level spell; or 3 of his 7th level spells, or any other combination of spell levels adding to 21.*

Recovering Power Points

Power points are recovered through sleep, or through meditation for elves that do not require sleep. 4 hours of sleep will restore 20% of spent PPs, 5 hours (or 1 hour of meditation for elves) will restore 40%, 6 hours (or 2 hours of meditation for elves) will restore 60%, 7 hours (or 3 hours of meditation for elves) will restore 80% and 8 hours (or 4 hours of meditation for elves) will restore 100% (Round up). Less than 4 hours sleep (or 1 hour meditation) is insufficient to restore any PPs.

Casting Time

It takes time to prepare and cast a spell. The amount of time it takes is based upon the level of the caster and the level of the spell being cast. As the character goes up in level, spells will eventually take less time to cast. Casting is actually divided into two segments, preparing and the actual casting, and the preparation for each spell is unique to that spell.

During spell preparation, a spell caster must concentrate and be relatively inactive (90% activity, leaving 10% of normal activity). On the round of spell effect the spell is cast, requiring 75% activity (leaving 25% for other actions).

If a caster is downed, stunned, or killed during preparation, or in the casting round before their casting action takes place, the spell is canceled but no power points are expended.

Class III Spells — Class III spells require 3 rounds to cast; two rounds of preparation, and one round for effect. Class III spells have a level equal to the caster, one level less, or two levels less (e.g., a spell user of level 7 would have all of their 5th, 6th and 7th level spells as Class III spells).

Class II Spells — Class II spells require two rounds to cast; one round of preparation, and on round for effect. Class II spells have a level of three less than the caster, four less than the caster, or five less than the caster (e.g., a spell user of level 7 would have all of their 2nd, 3rd, and 4th level spells as Class II spells).

Class I Spells — Class I spells require one round to cast; zero rounds to prepare, and one round for effect. Class I spells have a level of at least 6 less than the caster (e.g., our hypothetical level 7 spell user would have all their 1st level spells as class one spells, when they advanced to 8th level, their 2nd level spells would have become class I spells too, etc.).

Instantaneous Spells — Instantaneous spells require one round to cast; zero rounds to prepare, and one round (75% activity) for effect. All instantaneous spells are marked as such in the spell tables and notes. Unlike class I spells, these spells are always considered short actions; casting taking place with the other short actions for the round (the full activity is considered recovery from casting, rather than casting time.).

3.2 Casting Requirements

Casting generally has a few minimum requirements, based on realm and there is no evading these rules, a caster in violation of them cannot cast at all.

- These are the restrictions on spell casting:
- The spell level must be equal to or lower than the caster's level.
- The caster must have enough power points to cast the spell.
- The spell must be prepared for the number of rounds required by its Class.
- For Channeling spells, the caster is assumed to have one hand free for casting gestures, to be able to speak the prayers/incantations clearly, to not be wearing metal armor, to not be wearing a metal head covering, and to have less than 10 lbs. of metal on their person.
- For Essence spells, the caster is assumed to have one hand free for casting gestures, to be able to speak their incantations clearly, to be wearing no armor or helmet, and to have less than 20 lbs. of organic material and less than 5 lbs. of metal on their person.

Should any of the above conditions not be fully met, the character will be unable to cast any spells.

3.3 Resolving Spell Effects

Once a spell is cast, the effect of the spell must be resolved. In many cases the results are automatic, but when the target is a living creature or unusual object, various results can occur. These results range from the spell failing to operate correctly to the spell being overwhelmingly successful.

Base Casting Modifier (BCM)

Regardless of the type of spell being cast, the caster must still make a Base Casting Roll (BCR) for the spell. For Animists and Magicians, the BCR always includes A Base Casting Modifier (BCM) which is equal to their level (i.e. a 5th level caster has a modifier of +5 to their BCR).

Resolution Types

Resolution of Spell casting depends on the type of spell being cast, but always requires a d100 roll called the Base Spell Casting Roll. Spells will fall into one of the following three classifications:

Base Attack Spells – This is any spell non-elemental that targets a creature or person other than the caster.

Elemental Attack Spells – This is any spell that utilizes one of the elements to make an attack against a target.

Non-Attack Spells – This classification encompasses all spells that are not Base Attack spells or Elemental Attack Spells. It includes, but is not limited to, such spell types as Defensive, Informational, Healing, and Utility spells.

BASE ATTACK SPELLS

Any spell that directly targets a creature or person other than "self", that is not also an elemental attack spell, is considered to be a Base Attack Spell. To resolve this type of spell, the caster makes a non-open-ended percentile roll adding in their BCM, this is called the Base Attack Roll (BAR). This roll is further modified by the range to the target. Refer to the Spell Statistics table (page 57) for more information.

In addition to range and the BCM, this type of spell may be modified by such things as the target's race, active spells, items or other things that the GM deems appropriate.

Upon making the roll and adding in any modifiers, the player looks up the result on the Base Spell Attack table (page 57), using the column that best matches the armor type of the target. Channeling users will use the "No Armor" column against targets wearing leather armor.

The target must then make a Resistance Roll using the result as a modifier to their roll.

Example: Suppose a 10th level Magician wants to cast a sleep spell on a 9th level Fighter, who is 55' away. The magician gets to add +10 for his level and suffers a -10 for range, giving a total modification of +0 to the Base Attack Roll. If the Fighter was behind a tree, the Gamemaster might give him -10 for partial cover, changing the net modification total to -10. So a roll of 74 would give a Modified BAR of 64.

RESISTANCE ROLLS

When a Base Attack Spell is successfully cast, the target gets a chance to resist the effects of the spell. This is called a Resistance Roll (RR). When such a spell has successfully been cast, the GM looks on the Resistance Roll table.

The GM looks at the table, and compares the Casting Level (see Section 3.1 above) of the effect against the level of the target. The resulting number is the number that the target of the spell must equal or exceed in order to resist the effect.

This target number is modified by the caster's result from the Base Attack table and from any innate RR bonuses that they may have. The RR may also be modified by items, spells, or special modifies from the attack spells.

Willing targets must still make a Resistance Roll, but they get a -50 modifier to such rolls and be considered to be 1st level on the RR table.

ELEMENTAL ATTACK SPELLS

An elemental attack spell concentrates one of the raw forms of Essence (earth, water, air, heat, cold, light, etc.) into a physical attack on the target. Since the spell acts to focus elemental force, which is then used to attack the target physically, the target is not entitled to a Resistance Roll; it is resolved like a physical attack.

Each spell of this type uses the Bolt or Ball Spell Attack Table with varying effects based upon the target's Armor Type, DB and mobility.

ELEMENTAL ATTACK ROLLS (EAR)

There are two types of Elemental Attack Rolls (EAR). The first is the one for bolt spells. These are open-ended rolls that use the Bolt Attack table, with the maximum damage done being based on the type of bolt used.

The second type of EAR is for Ball attacks and other elemental type attacks. This is a non-open-ended roll, and for elemental ball attacks, they are made on the Ball Attack table.

Both types of EAR receive the Base Casting Modifier of the caster. Bolt spells may also be adjusted by the caster's skill in Directed Spells (see page 12) for a given Bolt spell.

Both Ball and Bolt spells are also modified by range (see Spell Statistics table, page 57) and by the target's Defensive Bonus. Both types may also be modified by special materials, items, spells, or other GM determined modifiers. Ball spells also get +20 against a target who is in the center of the ball attack.

In both instances, the player makes their roll, and applies all pertinent modifiers and looks up the result on the appropriate table. A majority of the results will consist of just a number or of a number with a letter (i.e. 16D). The number represents the number of hits of damage done. The letter represents the severity of the critical.

The Spell Statistics table indicates which criticals to use for each type of elemental attack, and it also gives modifiers to the critical roll based upon severity. Refer to Combat Resolution, page 45, for more information on resolving attacks that use attack tables.
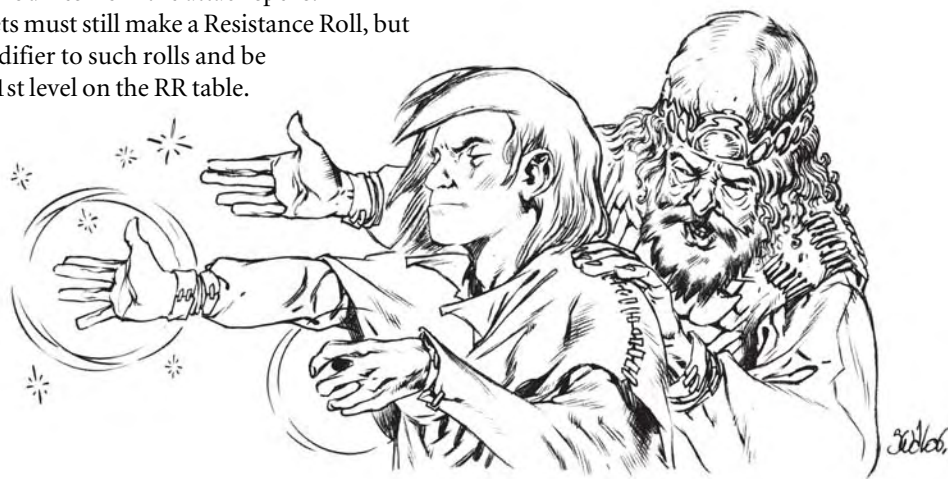
NON-ATTACK SPELLS

Non-Attack Spells are easy. The caster makes a Base Casting Roll, and so long as the result of the roll is 03 or above, the spell is successfully cast.

SPELL FAILURE

Spells will automatically fail on unmodified casting rolls of 01-02. Base Attack Spells and Elemental Attack spells have larger failure ranges that are indicated on their respective attack tables.

Should a spell casting attempt result in failure, the player then makes an open-ended roll on the Spell Failure/Fumble table (page 61). This roll is modified by the number of power points that were used in the failed casting.

3.4 SPELL TYPES

This section gives a brief description of the types of spells available along with any special notes regarding that specific type of spell. Not all types of spells are covered here, only those that we thought needed special explanations.

BALL SPELLS

All spells marked with a 'b' sub type are attack spells. They involve long-range area affect attacks, and casters may NOT develop Directed Spell skill for them.

DEFENSIVE SPELLS

Spells of this type require a willing target or they will not work.

DIRECTED SPELLS

All spells marked with a 'd' sub type are attack spells. They involve focused long range attacks, and casters can develop Directed Spell skill for them.

HEALING SPELLS

Spells of this type require a willing target or they will fail. Unconscious targets are considered to be willing for Healing spells.

INFORMATIONAL SPELLS

Any spell marked as Informational lies in a gray area between non-attack and attack spells. These spells only gather information, but often these spells will impact on other beings, either taking information from them, or acting upon them in an indirect manner. Informational spell failures gather wrong or misleading information. To reflect this, the Gamemaster rather than the Caster must make a BAR roll using the appropriate column. If they get a failure result, they do not go the spell failure chart, instead the GM should give skewed, wrong or misleading results. (The worse the roll, the more defective the results, any failure will give bad information, but an UM 01-02 or a modified negative roll should give seriously defective information.) The GM should be careful to give answers to failed and successful spells in the same manner, so they don't tip off the caster to the failure. Spells with durations will continue to give bad information for the entire duration.

Any being in the area of effect of an Informational type spell gets a RR against it, with the following results:

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

Mind/Mental Attack Spells

Spells marked with an 'm' sub type are considered mental spell, and are subject to effects and defenses that target mental spells or mind attacks. It should also be noted that these spells are ineffective against any creature or entity that does not have a "mind" per se (e.g., Undead, plants, politicians, etc.).

Subconscious Spells

All spells of the 's' sub-type are subconscious spells. These are spells that are cast automatically (as Non-Attack Spells) when certain triggering conditions are met. If this is not obvious (i.e. being Stunned for a Stun Relief spell), then the spell triggers when the character goes unconscious. While unconscious, subconscious spells that require concentration will work without needing that requirement.

If the triggering condition has not been met, then the spell may be cast normally, just like any other spell.

Utility Spells

Utility spells generally only affect the caster, willing targets, or non-magical objects. If the target is unwilling, the spell fails to affect the target regardless of how well the caster casts the spell.

Definitions Of Terms

Animal: A living creature capable of feeling and voluntary motion, but excluding those characterized as beings.

Being: Any intelligent creature, including all humanoid types, enchanted creatures, etc. Intelligence should be characterized by system and/or Gamemaster.

Herbs: A plant or plant part valued for medicinal qualities.

Inanimate: Not having qualities associated with active, living, organisms; not animate.

Inorganic: Involving neither organic life nor products of organic life.

"Mass" Spell: A spell with its "# of targets" or its "area of effect" based upon the caster's level.

Organic: Composed of or deriving from living organisms.

Shock: This term is equivalent to what we call electricity.

Spell points: This term is equivalent to the term Power Points".

Target: The term "target(s)" refers to the being(s), animal(s), object(s), and/or material that a spell is attempting to affect.

"True" Spell: A "True" spell is the highest level version of a specific spell type. Its potency will define the upper limit of the effect(s) derived from a given spell.

Wound: An injury in which the skin is torn, pierced, or cut.

3.5 Spell Table Key

Several types of codes follow the spell names in the spell tables: spell class, spell duration (D:), spell range (R:). Several special codes (e.g., instantaneous status (*), etc.) may also appear. This section presents a key to those codes.

Abbreviations

cu' — cubic feet
hr — hour
lvl — level (normally of caster)
mi — miles(s)
min — minute(s)
mod — modification or modifier
mph — miles per hour
pt — point
R or rad — radius
rnd or rd — round (battle round)
RR — resistance roll
yd — yard(s)
yr — year

Special Spell Codes

* — Instantaneous; spell doesn't require preparation

s — Subconscious spell; a spell that is triggered by the subconscious; the caster must (normally) be concentrating or in a trance or unconscious or stunned before the spell will work. Some do not require the conscious casting of the caster.

m — Mental Attack spell; an attack spell affecting the target's mind.

d — Directed attack, a spell you can develop Directed Spell skill in these spells.

b — Ball, or area attack spell, you cannot develop directed spell skill in these spells.

Spell Classes

D — Defensive Spell; allows caster to resist or withstand the effects of a spell, the elements, etc.

H — Healing spell; involves healing.

I — Informational spell; a spell that gathers information.

U — Utility spell; a general use spell that doesn't physically affect anyone or thing but the caster.

E — Elemental Attack spell; a spell that calls, creates, or uses one of the physical elements to attack a target; the elemental material is real.

F — Force spell; involves the manipulation of matter, energy, the elements, etc. through the use of a spell force.

DURATION (D:)

C — Concentration required; caster can perform only 50% of normal activity (e.g., movement halved, maneuvers at half normal rate, and -50 to OB). The caster cannot cast any other spells while concentrating.

duration (C) — Concentration required, except the period of concentration cannot exceed the duration given. The caster can stop concentrating and the spell effect will stop; later, if the duration has not expired, the caster can concentrate again and the spell effect will resume.

P — Permanent; spell has a permanent effect in the sense of creating a "permanent" physical or mental condition.

> The effects of "Permanent" spells that manipulate matter and require concentration, will disperse according to normal physical laws once concentration is no longer applied (e.g., a frozen body of water will melt normally, a bowl of boiling water will cool).

> A spell with a "Permanent" duration may be affected by outside forces; e.g., the spell may be dispelled, cured, or otherwise disturbed by enchantment, physical force, etc.

"—" — Instantaneous; spell's effect is instantaneously applied.

time /lvl — Duration is the time multiplied by the level of the caster.

time/# failure — The duration of the spell's effect is based upon the difference between the target's Modified RR and the minimum roll required to resist the spell (see Section 5.5). The duration is equal to (this difference divided by #) and then multiplied by time.

Duration = [(Min. RR Required - Net RR) - #] x time

Example: 1 rnd/10 failure would mean that a RR failure by 20 would have a 2 round effect (2 = 20/10).

RANGE (R:)

Self — Spell can only be cast on the caster himself.

Touch — Caster must touch target in order to create effect.

Distance — Effect can take effect anywhere up to the distance indicated.

Distance R — Effect is felt in an area with a radius equal to distance).

Distance/lvl — Spell can take effect anywhere within (distance) x (level) of the caster.

Note: An area spell has a center of effect, and the center must lie within the range of the spell.

Note: Normally, when a spell takes effect, the target must be in the caster's field of vision or sensed by some other means. This rule may be modified or changed by provisions in the specific spell descriptions.

MENTALISM

Within the following spell lists, you will see references to a third realm of magic known as Mentalism. Rolemaster Express does not contain this realm of magic, but the full Rolemaster Classic rules do. The spells were left in place to show that the magic system can easily be expanded beyond what is given.

Of Channeling

BARRIER LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Airwall	10'x10'x3'	C	50'	E
3)					
4)	Waterwall	10'x10'x1'	C	50'	E
5)	Woodwall	10'x10'x2'	1 min/lvl	50'	E
6)					
7)	Earthwall	10'x10'x(1-3)'	1 min/lvl	50'	E
8)	Icewall I	10'x10'x(1-2)'	P	50'	E
9)					
10)	Barrier Pit	varies	P	50'	E

2. Airwall – Creates a 10'x10'x3' wall of dense churning air: cuts all movement and attacks through it by 50% (i.e., -50 to attacks).

4. Waterwall – Creates a 10'x10'x1' wall of water; cuts all movement and attacks through it by 80% (i.e., -80 to attacks, 80% action to move across.)

5. Woodwall – Creates a wall of wood up to 10'x20'x2'. It must rest on a solid surface. It can be burned though (50 hits for a 2'R hole) or chopped through (20 man rounds) or toppled if one end is not against a wall.

7. Earthwall – As *Woodwall*, except wall is up to 10'x10'x (3' at base, 1' at top) of packed earth; it can be dug through only (10 man-rounds at top).

8. Icewall I – As *Woodwall*, except wall is up to l0'x10'x (2' at base, 1' at top); it can be melted through (100 hits) or chipped through (50 man-rounds) or toppled if not against a wall.

10. Barrier Pit – Opens a Pit (500 cu' in stone; 1000 cu' in earth or ice): entire pit must be within 50' of caster.

> *Note: All "Wall" spells created by spells on this list must rest on a solid surface. All "Wall" spells require that at least 1 cu' of the material of which the wall consists be within 50' of the caster.*

CONCUSSION'S WAY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Healing I	1 target	P	touch	H
2)	Frost/Burn Relief I	1 target	P	touch	H
3)	Minor Irritation Relief	1 target	P	touch	H
4)	Healing III	1 target	P	touch	H
5)	Stun Relief *	1 target	P	touch	Hs
6)	Frost/Burn Relief II	1 target	P	touch	H
7)	Regeneration I *	1 target	C	touch	Hs
8)	Healing V	1 target	P	touch	H
9)	Frost/Burn Relief III	1 target	P	touch	H
10)	Awakening	1 target	P	100'	H

1. Healing I – Target is healed of 1-10 concussion hits.

2. Frost/Burn Relief I – Will heal one area of mild frostbite or 1st degree burn.

3. Minor Irritation Relief – Will heal one minor irritation (e.g., headache, toothache, bee-sting, hangover, etc.).

4. Healing III – As *Healing I*, except that target is healed of 3-30 concussion hits.

5. Stun Relief – Target is relieved of 1 round's worth of accumulated stun effects.

6. Frost/Burn Relief II – As *Frost/Burn Relief I*, except caster can heal 2 areas of mild damage or 1 area of moderate damage (e.g., 2nd degree burn).

7. Regeneration I – Will reduce damage target has by 1 hit every round as long as caster concentrates; if caster is unconscious this spell will operate without concentration.

8. Healing V – As *Healing I*, except that target is healed of 5-50 concussion hits.

9. Frost/Burn Relief III – As *Frost/Burn Relief I*, except caster can heal 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 of damage.

10. Awakening – Target is instantly awake

Staff of Healing

*The range of any healing spells from the list, **Concussion's Way** is changed from Touch to 50' when cast using the staff. Spells with a range greater than touch are unaffected.*

This 3' long rod is fashioned of a dark, lusterous wood in the shape of the famous cacadeus once used by the healer and cleric of Seergash the god of serpents, Hippoc Rates.

DETECTION MASTERY

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

1. Detect Channeling – Detects any active spell or item from the Channeling realm; caster can concentrate on a 5'R area each round.

2. Detect Essence – As *Detect Channeling*, except realm is Essence.

3. Detect Mentalism – As *Detect Channeling*, except realm is Mentalism.

4. Detect Life – As *Detect Channeling*, except detects life.

5. Detect Curse – As *Detect Channeling*, except detects curses on people or things.

6. Detect Undead – As *Detect Channeling*, except detects the presence of Undead.

7. Detect Traps – As *Detect Channeling*, except it gives a 75% chance of detecting a trap (may be modified by certain traps).

8. Life Typing – As *Detect Channeling*, except it analyses one living being; giving race, age, and current state of health.

9. Detect Invisible – As *Detect Channeling*, except detects invisible things; all attacks against something so detected are at -50.

10. Perceive Power I – As *Detect Channeling*, except it will give an estimate of the power of the person (level) or item or spell examined.

LIGHT'S WAY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Light I	10'R	10 min/lvl	touch	E
3)	Aura	1 target	10 min/lvl	10'	D
4)	Light II	20'R	10 min/lvl	touch	E
5)	Sudden Light	10'R	-	100'	F
6)	True Aura	1 target	10 min/lvl	10'	D
7)	Shock Bolt	1 target	-	100'	Ed
8)	Light III	30'R	10 min/lvl	touch	E
9)	Utterlight I	10'R	1 min/lvl	touch	E
10)	Waiting Light	10'R	10 min/lvl	touch	E

1. Projected Light – Beam of light (like a flashlight) springs from the caster's palm; 50' effective range.

2. Light I – Lights a 10'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being. If this spell is cast onto a target, they get a RR. If the RR succeeds, the light is centered on the point where they are standing, but will not move with them. If the target fails the RR the light remains centered on the target and will follow with them until it is dispelled, or the duration ends.

3. Aura – Creates a bright aura about the target, making them appear more powerful and subtracting 10 from all attacks.

4. Light II – As *Light I*, except 2 areas (10'R each) can be created; the centers can be any where within 50' of the caster (initially). Alternatively, one area of a 20'R can be created.

5. Sudden Light – Causes a 10'R burst of intense light, all within are stunned for 1 rnd/10 failure.

6. True Aura – As *Aura*, except it makes them appear very powerful; subtracting 15 from all attacks.

7. Shock Bolt – A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Bolt Attack Table (Max result of 90, Inflicting Electrical Criticals).

8. Light III – As *Light II*, except three 10'R Areas can be created or one 30'R area or one 10'R area and one 20'R area (i.e., the total of the radii is 30').

9. Utterlight I – As *Light I*, except it is the equivalent of full daylight. It also cancels all magically created darkness.

10. Waiting Light – As *Light I*, except caster can delay the spell up to 24 hr; it can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, etc.

Note: None of the "Aura" spells are cumulative with each other or Blur.

SPELL DEFENSE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	1 target	C	10'	D
2)	Protection Sphere I	10'R	C	10'	D
3)					
4)					
5)	Protection II	1 target	C	10'	D
6)					
7)	Protection Sphere II	10'R	C	10'	D
8)					
9)	Channeling Shield	caster	C	self	D
10)	Protection III	1 target	C	10'	D

1. Protection I – Subtracts 5 from elemental attack rolls against the protected being, and adds 5 to all of the being's RRs vs. spells.

2. Protection Sphere I – As *Protection I*, except all beings within 10'R of target get the benefits.

5. Protection II – As *Protection I*, except bonuses are +10.

7. Protection Sphere II – As *Protection Sphere I*, except bonuses are +10.

9. Channeling Shield – Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal Channeling attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, they can "parry" one spell attack. Parry consists of subtracting all bonuses that the caster would normally have for their base attack roll from the attack roll made against them.

10. Protection III – As *Protection I*, except bonuses are +15.

CALM SPIRITS

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Calm I	1 target	1 min/lvl	100'	Fm
3)					
4)	Calm II	2 targets	1 min/lvl	100'	Fm
5)	Hold Kind	1 target	C	100'	Fm
6)	Calm III	3 targets	1 min/lvl	100'	Fm
7)					
8)	Calm IV	4 targets	1 min/lvl	100'	Fm
9)	Calm V	5 targets	1 min/lvl	100'	Fm
10)	Mass Animal Calming I	varies	2 min/lvl	100'	Fm

2. Calm I – Target will take no aggressive/offensive action, and will fight only if attacked.

4. Calm II – As *Calm I*, except 2 targets may be affected.

5. Hold Kind – Humanoid target is held to 25% of normal action.

6. Calm III – As *Calm I*, except 3 targets may be affected.

8. Calm IV – As *Calm I*, except 4 targets may be affected.

9. Calm V – As *Calm I*, except 5 targets may be affected.

10. Mass Animal Calming I – Caster can calm a number of animals equal to their level.

CREATIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Sustain self	caster	1 day	self	U
3)	Water Production I	-	P	10'	U
4)	Food Production I	-	P	10'	U
5)	Fire Starting	1'R	-	1'	E
6)	Nutrient Conjures I	-	P	10'	U
7)	Water Production III	-	P	10'	U
8)	Food Production III	-	P	10'	U
9)	Herb Enhancement	1 herb	P	touch	U
10)	Water Production V	-	P	10'	U

2. Sustain Self – Allows caster to go without food or water and not suffer damage (i.e., provides nutrition and water for 1 day).

3. Water Production I – Caster can produce sufficient in any available receptacle to supply a being for one day.

4. Food Production I – Caster can produce sufficient food from the nearby area to feed 1 hearty appetite for 1 day.

5. Fire Starting – Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical. Caster may only target a specific location, not an individual with this spell.

6. Nutrient Conjures I – Caster can produce 1 loaf of waybread that weighs ½ a pound and will support 1 being for 1 day; the loaf will lose potency in 1 month.

7. Water Production III – As *Water Production I*, except caster can produce 3 days of water.

8. Food Production III – As *Food Production I*, except caster can produce sufficient food to feed 3 beings for 1 day.

9. Herb Enhancement – Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2). This spell may be employed only once per herb.

10. Water Production V – As *Water Production I*, except caster can produce 5 days supply of water.

LOCATING WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Guess	caster	-	self	I
3)	Pathfinding I	caster	-	100'	I
4)					
5)	Location I	1 target	1 min/lvl (C)	100'	I
6)	Pathfinding III	caster	-	300'	I
7)					
8)	Location III	1 target	1 min/lvl (C)	300'	I
9)	Pathfinding V	caster	-	500'	I
10)	Location V	1 target	1 min/lvl (C)	500'	I

2. Guess – When faced with a choice about which they have little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way they go, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).

3. Pathfinding I – Caster learns the location(s) of any "path(s)" within 100'; gives the nearest point on path, but not the path's course.

5. Location I – Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.

6. Pathfinding III – As *Pathfinding I*, except range is 300'.

8. Location III – As *Location I*, except range is 300'.

9. Pathfinding V – As *Pathfinding I*, except range is 500'.

10. Location V – As *Location I*, except range is 500'.

TORG'S RING

x2 Power Point Multiplier for Pure Channelers.

Made of gold, studded with diamonds and set with a large sapphire. This ring will double the amount of Power Points that a Channeling caster has available each day.

LORE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Afterthoughts	Caster	-	touch	I
2)	Detect Evil	5'R	1 min/lvl (C)	100'	I
3)	Detect Curse	5'R	1 min/lvl (C)	100'	I
4)	Detect Hate	5'R	1 min/lvl (C)	100'	I
5)	Light Lore I	1 item	-	10'	I
6)	Poison Lore	1 poison	-	10'	I
7)					
8)	Life Lore	1 target	-	100'	I
9)					
10)	Curse Tales	1 curse	-	10'	I

ANIMAL MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Animal Sleep I	1 animal	1 min/lvl	100'	Fm
2)	Lesser Cloaking	caster	1 min/lvl	self	Pm
3)	Animal Tongues	1 animal	1 min/lvl	touch	Im
4)	Animal Sleep III	3 animals	1 min/lvl	100'	Fm
5)	Animal Mastery I	1 animal	C	100'	Fm
6)	Animal Location	1 mi R	-	self	I
7)	Befriending	10' R	C	self	Fm
8)	Animal Empathy	1 animal	C	self	Im
9)	Animal Summons I	1 animal	1 min/lvl (C)	1 mi/lvl	Fm
10)	Animal Mastery III	3 animals	C	100'	Fm

1. Afterthoughts – Allows caster virtual total recall of any conversation or writing they encountered within a period of days equal to their level.

2. Detect Evil – Detects "True Evil" in an animate or inanimate target; caster can concentrate on a 5'R area each round.

3. Detect Curse – As *Detect Evil*, except caster can detect curses.

4. Detect Hate – As *Detect Evil*, except caster can detect the emotion of hatred, in the living mind or in an object forged with great malice. Any object or being "Of Slaying" will show as being filled with hate.

5. Light Lore I – Caster can ascertain the origin point and nature of any 1 "holy item" that is not "of darkness" or "of evil"; will not give specific capabilities.

6. Poison Lore – Caster can ascertain exact nature and type of poison; they can determine what cure may be used, but do not receive the required tools or skills.

8. Life Lore – Caster can determine the nature and type of any 1 living target. They will not be able to ascertain the target's personal traits or capabilities, but will know the normal abilities associated with the target's species.

10. Curse Tales – Caster can determine nature and origin of any 1 curse, including the name of the one who bequeathed it.

1. Animal Sleep I – Puts any 1 animal (i.e. non-humanoid) to sleep; will not affect enchanted creatures or "intellgent" animals.

2. Lesser Cloaking – Allows caster to blend into surrounding terrain and become undiscoverable by animals of low intelligence.

3. Animal Tongues – Allows caster to understand and "speak" the language of any 1 animal species.

4. Animal Sleep III – As *Animal Sleep I*, except can put up to 3 animals to sleep.

5. Animal Mastery I – Allows caster to control the actions of any 1 animal.

6. Animal Location – Caster can locate members of any 1 species of animal within the area of effect or they can find out what species are in the area.

7. Befriending – All animals within 10' will act friendly toward caster; does not control the animals.

8. Animal Empathy – Caster can understand and/or visualize the thoughts and emotions of any 1 animal.

9. Animal Summons I – Caster can summon any 1 animal within radius; as long as they concentrate, caster controls the animal; animal is random representative of specified species.

10. Animal Mastery III – As *Animal Mastery I*, except caster can control 3 animals.

HERB MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Herb Lore	1 herb	-	touch	I
2)	Herb Enhancement	1 herb	P	touch	U
3)	Herb Finding I	varies	1 rnd/lvl	100'	I
4)	Instant Herbal Cures	1 herb	P	touch	U
5)	Herb Mastery II	1 herb	P	touch	U
6)	Herb Finding III	varies	1 rnd/lvl	300'	I
7)	Herb Production	1 seed	P	touch	U
8)	Herb Mastery III	1 herb	P	touch	U
9)	Herb Finding V	varies	1 rnd/lvl	500'	I
10)	Herb Cleansing	varies	P	touch	U

1. Herb Lore – Caster can understand the nature, origin, and value of any 1 herb (a plant used in medicine); if the plant is not an herb (i.e., is inedible or lacks medicinal use), no information will be related.

2. Herb Enhancement – Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2); spell may be employed only once per herb.

3. Herb Finding I – Allows caster to locate any 1 specific variety of herb that is sought, regardless of physical obstacles: gives exact direction, distance, and quantity.

4. Instant Herbal Cures – Allows caster to make any 1 herb capable of being instantly effective; when the herb is subsequently used, its benefits/dangers will be immediately felt.

5. Herb Mastery II – Caster can double the potency of any 1 herb (growing or dead); spell may be employed only once/herb. May not be combined with Herb Enhancement.

6. Herb Finding III – As *Herb Finding I*, except that the range is 300'.

7. Herb Production – Caster can grow an herb by planting the proper seed; the herb is sterile and the growth takes 1-10 rnds.

8. Herb Mastery III – As *Herb Mastery II*, except potency is 3x.

9. Herb Finding V – As *Herb Finding I*, except that the range is 500'.

10. Herb Cleansing – Allows caster to remove any harmful poisons, by-products, or side effects from all herbs within range.

NATURE'S LORE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Outdoor Trap Detection	5'R	1 min/lvl	50'	I
2)	Nature's Awareness I	100'R	C	self	I
3)	Rain Prediction	caster	-	1 mi/lvl	I
4)	Storm Prediction	caster	-	1 mi/lvl	I
5)	Weather Prediction I	caster	-	1 mi/lvl	I
6)	Nature's Awareness III	300'R	C	self	I
7)	Waiting Awareness I	10'R	C	self	I
8)	Weather Prediction III	caster	-	1 mi/lvl	I
9)					
10)	Nature's Awareness V	500'R	C	self	I

1. Outdoor Trap Detection – Caster has a 75% chance of detecting each individual trap in a 5'R; caster can concentrate on a 5'R area each round.

2. Nature's Awareness I – Allows caster to monitor animate activity in the area (e.g., they will be aware of movements, subtle and overt); caster cannot move while concentrating.

3. Rain Prediction – Gives caster a 95% chance of predicting rain. ±15 min over next 24 hr period.

4. Storm Prediction – As *Rain Prediction*, except it allows 95% chance of predicting time and type of storm.

5. Weather Prediction I – As *Rain Prediction*, except it allows 95% chance of predicting time, type, and severity of weather over next 24 hr period.

6. Nature's Awareness III – As *Nature's Awareness I*, except that the radius is 300'.

7. Waiting Awareness I – Allows caster to set up a natural "alarm system"; any disturbing activity will cause caster to be alerted.

8. Weather Prediction III – As *Weather Prediction I*, except period is 3 days.

10. Nature's Awareness V – As *Nature's Awareness I*, except that radius is 500'.

NATURE'S MOVEMENT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Limbwalking	caster	1 min/lvl	self	U
2)	Waterwalking	caster	1 min/lvl	self	U
3)	Swimming	caster	1 min/lvl	100'	U
4)	Merging Organic	caster	1 min/lvl	self	U
5)	Limbrunning	caster	1 min/lvl	self	U
6)	Stonerunning	caster	1 min/lvl	self	U
7)	Sandrunning	caster	1 min/lvl	self	U
8)	Waterrunning	caster	1 min/lvl	self	U
9)	Windwalking	caster	2 min/lvl	self	U
10)	Swimming True	caster	1 min/lvl	100'	U

1. Limbwalking – Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if they were on level ground.

2. Waterwalking – Allows caster to walk on water as if they were on level dry ground; may not be used on rough water.

3. Swimming – Enables target to swim without expending energy.

4. Merging Organic – Allows caster to merge (body + 1' depth) into organic material (live or dead); caster cannot move while merged.

5. Limbrunning – As *Limbwalking*, except caster can run.

6. Stonerunning – As *Limbwalking*, except caster can run on stone surfaces.

7. Sandrunning – As *Limbwalking*, except caster can run on sandy surfaces.

8. Waterrunning – As *Waterwalking*, except caster can run.

9. Windwalking – Allows caster to walk on calm air; movement must be at constant height.

10. Swimming True – As *Swimming*, except target can swim as fast as they could run.

NATURE'S PROTECTION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Hues	caster	1 min/lvl	self	P
2)	Resist Elements	caster	1 min/lvl	self	D
3)	Plant Facade	caster	1 min/lvl	self	P
4)					
5)	Underwater Breathing	caster	1 min/lvl	self	U
6)	Animal Facade	caster	1 min/lvl	self	P
7)	Shadow	caster	1 hr/lvl	self	P
8)	Deflections Organic *	1 attack	-	self	F
9)	Bladeturning Organic *	1 attack	-	self	F
10)	Plant Form	caster	1 min/lvl	self	U

1. Hues – Allows caster to take on the physical coloration of any 1 organic object; caster must be in contact with object. In many situations this will give a 10-50 bonus (GM discretion) to Hiding attempts (and perhaps to some Stalking attempts).

2. Resist Elements – Protects caster from natural heat up to 200°F and natural cold down to -20°F; +10 to caster's RRs vs. heat and cold spells; -10 to all elemental spell attacks against caster.

3. Plant Facade – Allows caster to appear as any 1 type of plant; caster retains their size and will not smell or feel like the plant; it is purely a visual illusion.

5. Underwater Breathing – Caster can breathe under normal water.

6. Animal Facade – As *Plant Facade*, except caster will appear as any 1 type of animal.

7. Shadow – Caster and objects on their person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).

8. Deflections Organic – Deflects 1 missile fired at the caster; missile must be in caster's field of vision; subtract 100 from the attack roll for the missile; missile must be at least partially of organic composition.

9. Bladeturning Organic – As *Deflections Organic*, except that the effect is against 1 melee attack form an organic or partially organic weapon.

10. Plant Form – Allows caster to take the form of any 1 plant; caster will look and feel like the plant, but will not change in size.

PLANT MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Plant Lore	1 plant	-	touch	I
2)	Speed Growth I	10'R	1 day	10'	U
3)	Plant Tongues	caster	1 min/lvl	touch	Im
4)					
5)	Speed Growth II	10'R	1 day	10'	U
6)	Plant Location	1 mi R	-	self	I
7)	Plant Growth II	1 plant	P	touch	U
8)	Plant Control I	1 plant	1 min/lvl	100'	Fm
9)	Speed Growth 1II	100'R	1 day	100'	U
10)	Plant Growth III	1 plant	P	touch	U

1. Plant Lore – Caster learns nature and history of any 1 plant.

2. Speed Growth I – Allows caster to increase speed of growth for any 1 species of plant within the radius by 10x.

3. Plant Tongues – Allows caster to understand and "speak" the language of any 1 plant species.

5. Speed Growth II – As *Speed Growth I*, except growth rate is 100x normal and the radius is 10'R.

6. Plant Location – Caster can locate members of any 1 species of plant or they can find out what species are in the area.

7. Plant Growth II – Allows caster to double the size of any 1 plant; requires 1 day's growth; when fully mature the plant will achieve twice its normal size.

8. Plant Control I – Caster can control the automatic and/or mental processes of any 1 plant; caster can also control the plant's movements; doesn't allow movement beyond normal allowances.

9. Speed Growth III – As *Speed Growth I*, except growth rate is 10x normal and the radius is 100'R.

10. Plant Growth III – As *Plant Growth II*, except size increase is 3x.

*Note: The growth rate in **Speed Growth III** is not a typo, it really is 10x, not 100x. Spell Law includes a **Speed Growth IV** which increases the growth rate to 100x.*

Of Essence

DELVING WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Text Analysis I	caster	1 min/lvl (C)	self	I
3)	Stone Analysis	caster	-	10'	I
4)	Metal Analysis	caster	-	10'	I
5)	Gas Analysis	caster	-	10'	I
6)					
7)	Text Analysis II	caster	1 min/lvl (C)	self	I
8)	Liquid Analysis	caster	-	10'	I
9)					
10)	Delving	1 item	-	touch	I

2. Text Analysis I – Caster can read text written in an unknown language, but only understand basic concepts of it.

3. Stone Analysis – Gives nature and origin of natural stone, and when and how worked stone was obtained and worked.

4. Metal Analysis – As *Stone Analysis*, except metal may be examined.

5. Gas Analysis – As *Stone Analysis*, except gas may be examined.

7. Text Analysis II – As *Text Analysis I*, except gives a complete technical analysis (vocabulary and syntax) but not an understanding of idioms (jargon), implications, or cultural references.

8. Liquid Analysis – As *Stone Analysis*, except liquid may be examined.

10. Delving – Gives significant details about an item's construction and purpose (not specific powers).

DETECTING WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Detect Essence	5'R	1 min/lvl (C)	100'	I
2)	Detect Mentalism	5'R	1 min/lvl (C)	100'	I
3)	Detect Channeling	5'R	1 min/lvl (C)	100'	I
4)					
5)	Detect Invisible	5'R	1 min/lvl (C)	100'	I
6)	Detect Traps	5'R	1 min/lvl (C)	100'	I
7)	Detect Evil	5'R	1 min/lvl (C)	100'	I
8)	Location I	caster	1 min/lvl (C)	100'	I
9)					
10)	Perceive Power I	5'R	1 min/lvl (C)	100'	I

1. Detect Essence – Detects any active spell or item from the Essence realm; caster can concentrate on a 5'R area each round.

2. Detect Mentalism – As *Detect Essence*, except realm is Mentalism.

3. Detect Channeling – As *Detect Essence*, except realm is Channeling.

5. Detect Invisible – As *Detect Essence*, except detects invisible things; all attacks against something so detected are modified by -50.

6. Detect Traps – As *Detect Essence*, except it gives a 75% chance of detecting a trap (may be modified by certain traps).

7. Detect Evil – As *Detect Essence*, except detects if a being is evil or an item created by evil or long used by a very evil person.

8. Location I – Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.

10. Perceive Power I – As *Detect Essence*, except it will give an estimate of the power of the person (level) or item or spell examined.

ESSENCE'S PERCEPTIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Presence *	20'R	1 rnd/lvl (C)	10'	Im
3)	Listen I	varies	1 rnd/lvl (C)	10'	I
4)					
5)	Long Ear I	varies	1 rnd/lvl (C)	100'	I
6)	Watch I	varies	1 rnd/lvl (C)	10'	I
7)	Long Eye I	varies	1 rnd/lvl (C)	100'	I
8)	Listen II	varies	1 rnd/lvl (C)	100'	I
9)					
10)	Telepathy	1 target	1 rnd/lvl (C)	10'	Im

2. Presence – Caster is aware of the presence of all sentient/thinking beings within 10'.

3. Listen I – Caster can pick a point up to 10' away and they will hear as if they were at that point (there can be intervening objects such as walls).

Note: This means that someone could sneak up on the caster undetected.

5. Long Ear I – Caster's point of hearing may be moved independently up to 100' away (moves at 10'/md); they must be physically able to go there (e.g., they could not send their point of hearing through walls or closed doors).

Note: This means that someone could sneak up on the caster undetected.

6. Watch I – As *Listen I*, except the caster sees from the fixed point (it can rotate).

7. Long Eye I – As *Long Ear I*, except the caster sees from the moving point (it can rotate).

8. Listen II – As *Listen I*, except the range is 100'.

10. Telepathy – Caster can read the surface thoughts of one target.
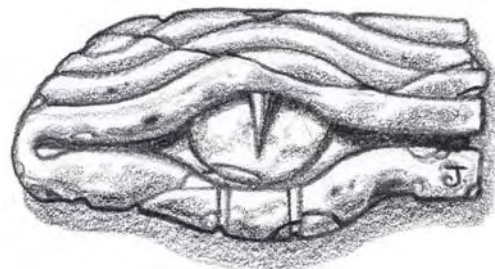
PHYSICAL ENHANCEMENT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Mannish Scale *	1 object	-	1'	I
2)	Sly Ears	1 target	10 min/lvl	10'	U
3)	Balance *	1 target	varies	10'	U
4)	Nightvision	1 target	10 min/lvl	10'	U
5)	Sidevision	1 target	10 min/lvl	10'	U
6)	Sounding	1 target	10 min/lvl	10'	U
7)	Watervision	1 target	10 min/lvl	10'	U
8)	Waterlungs	1 target	10 min/lvl	10'	U
9)					
10)	Gaslungs	1 target	10 min/lvl	10'	U

1. Mannish Scale – Caster can tell the exact mass and/or weight of one object.

2. Sly Ears – Target gains double normal hearing (e.g., +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses).

3. Balance – Target may add +50 to any rolls for one slow maneuver (e.g., walking a 3" beam).

4. Nightvision – Target can see 100' on a normal night as if it were daylight.

5. Sidevision – Target has a 300° field of vision.

6. Sounding – Target's voice has its loudness tripled. This spell does not cause damage, and has no effect on spell casting capabilities – it simply allows the caster to make themselves heard over long distances.

7. Watervision – As *Nightvision*, except target can see 100' in even murky water.

8. Waterlungs – Target can breathe water but not air.

10. Gaslungs – As *Waterlungs*, except target can breathe any gas as normal air.

SPELL WALL

Level	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	1 target	1 min/lvl	10'	D
2)					
3)	Protection Sphere I	10'R	1 min/lvl	10'	D
4)					
5)	Protection II	1 target	1 min/lvl	10'	D
6)					
7)	Protection Sphere II	10'R	1 min/lvl	10'	D
8)	Essence Shield	caster	C	self	D
9)					
10)	Mind Shield	caster	C	self	D

1. Protection I – Subtract 5 from EARs against the protected being and adds 5 to all of the being's RRs vs. spells.

3. Protection Sphere I – As *Protection I*, except all beings within 10'R of target get the benefits.

5. Protection II – As *Protection I*, except bonuses are 10.

7. Protection Sphere II – As *Protection Sphere I*, except bonuses are 10.

8. Essence Shield – Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal Essence attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, they can "parry" one spell attack. The parry bonus is equal to the sum of all the bonuses that the caster would normally have for their spell's base attack roll.

10. Channeling Shield – As *Essence Shield*, except is effective only against Channeling spells.

DISPELLING WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Cancel Essence *	caster	C	self	F
3)	Cancel Mentalism *	caster	C	self	F
4)	Cancel Channeling *	caster	C	self	F
5)	Dispel Essence Sphere I *	10'R	C	self	F
6)	Dispel Ment. Sphere I *	10'R	C	self	F
7)	Dispel Chann. Sphere I *	10'R	C	self	F
8)					
9)					
10)	Dispel Essence Sphere V *	50'R	C	self	F

2. Cancel Essence – When a spell of the Essence realm is cast against the caster, the attack spell must first make a successful RR before the caster is forced to make a RR. For the first RR, the attack level is the level of the caster of the Cancel Essence spell, and the defender level is the level of the caster of the attack spell. If the first RR is successful, then the attack spell proceeds normally.

3. Cancel Mentalism – As *Cancel Essence*, except only Mentalism spells are affected.

4. Cancel Channeling – As *Cancel Essence*, except only Channeling spells are affected.

5. Dispel Essence Sphere I – As *Cancel Essence*, except the dispelling effect is in a 10'R about the caster (the radius moves with the caster). If the radius encounters an already existing spell, the spell must make a successful RR (+30 modification) or be canceled.

6. Dispel Mentalism Sphere I – As *Dispel Essence Sphere I*, except only Mentalism spells are affected.

7. Dispel Channeling Sphere I – As *Dispel Essence Sphere I*, except only Channeling spells are affected.

10. Dispel Essence Sphere V – As *Dispel Essence Sphere I*, except radius is 50'.

Ring of Darkvision

Wearer can see up to 100' in total darkness.

Made of gold, with 2 onyx stones.

LIVING CHANGE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Shrink Self	caster	1 min/lvl	self	U
2)	Enlarge Self	caster	1 min/lvl	self	U
3)	Change Lore	caster	-	self	I
4)					
5)	Change to Kind	1 target	10 min/lvl	10'	F
6)					
7)	Shrink	1 target	10 min/lvl	10'	F
8)					
9)					
10)	Enlarge	1 target	10 min/lvl	10'	F

1. Shrink Self – Caster may shrink to ½ their normal mass (height in most situations) with no decrease in strength.

2. Enlarge Self – As *Shrink Self*, except caster may increase their height /mass by 50% with no increase in their strength (except for movement purposes).

3. Change Lore – Allows caster to analyze the form of another being for future use with *True Change* (level 13 spell).

5. Change to Kind – Caster can alter target's form to that of any desired humanoid race. The form cannot be a specific form. For example, the target could take on the form of a Dwarf, but not the Dwarven King. Note that only the physical form is gained (i.e., a target that becomes a Dwarf would not receive a Dwarf's ability to see in the dark).

7. Shrink – As *Shrink Self*, except decrease is 10% of caster's mass/level (max of 90% of the target's mass) and it can be cast on any material that is living or was once living.

10. Enlarge – As *Enlarge Self*, except it increases up to 10% of caster's mass/level.

LOFTY BRIDGE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	1 target	1 rnd	100'	U
2)	Landing *	1 target	varies	100'	U
3)	Leaving I	1 target	-	10'	U
4)	Levitation	1 target	1 min/lvl	10'	U
5)	Fly I	1 target	1 min/lvl	10'	U
6)	Portal	3'x6'x3'	1 rnd/lvl	touch	U
7)	Fly II	1 target	1 min/lvl	100'	U
8)	Long Door I	1 target	-	10'	U
9)	Leaving III	1 target	-	10'	U
10)	Teleport I	1 target	-	10'	U

1. Leaping – Allows the target to leap 50' laterally or 20' vertically in the round that the spell was cast.

2. Landing – Allows the target to land safely in a fall up to 20'/level (of caster), and to take that distance off the severity of any longer fall.

3. Leaving I – Caster teleports target to a point up to 100' away, but there can be no intervening "barriers" in a direct line between the target and the point. A "barrier" is anything they could not physically go through; a closed door is a barrier, a pit is not).

4. Levitation – Allows target to move up and down vertically 10'/round; horizontal movement is possible only through normal means.

5. Fly I – As *Levitation*, except target can fly at a rate of 75'/round (i.e., 5 mph).

6. Portal – Opens a portal 3'x6'x3' in any solid surface, through which anyone can pass.

7. Fly II – As *Fly I*, except rate is 150'/round (i.e., 10 mph).

8. Long Door I – As *Leaving I*, except target can pass through barriers by specifying exact distances. If the arrival point coincides with solid or liquid material, the caster does not move, they are stunned 1-10 rounds, and the PPs for this spell are expended.

9. Leaving III – As *Leaving I*, except target can be moved 300'.

10. Teleport I – As *Long Door I*, except movement range is 10 miles/level. This is very risky. The following chances for failing exist: Never seen place (only described) = 50%; been briefly (1 hr) = 25%; Studied (24 hr) = 10%; Studied carefully (1 week) =1%; Lived in (1 yr) = .01 %. In case of failure: first determine direction of error (randomly), then determine amount of error (make an open-ended roll for # of feet).

SHIELD MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Shield *	caster	1 min/lvl	self	F
3)	Blur	1 target	1 min/lvl	10'	D
4)					
5)	Deflections I *	1 missile	-	100'	F
6)					
7)	Bladeturn I *	1 attack	-	100'	F
8)					
9)	Deflections II *	2 missiles	-	100'	F
10)	Aim Untrue I *	1 missile	-	100'	F

2. Shield – Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.

3. Blur – Causes target to appear blurred to attackers, granting a +10 to the target's DB.

5. Deflections I – Caster can deflect any one missile that passes within 100' of them; this causes 100 to be subtracted from the missile's attack (missile must pass through caster's field of vision).

7. Bladeturn I – As *Deflections I*, except its effect is against 1 melee attack.

9. Deflections II – As *Deflections I*, except 2 missiles may be affected.

10. Aim Untrue I – As *Deflections I*, except missile automatically misses.

EARTH LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)	Enchanted Rope	10'/lvl	C	touch	U
2)	Loosen Earth	100 cu'	P	100'	F
3)					
4)	Earthwall	10'x10'x(1-3)'	1 min/lvl	100'	E
5)	Cracks Call	10'x10'x10'	-	100'	F
6)					
7)	Stonewall	10'x10'x1'	1 min/lvl	100'	E
8)					
9)	Stone / Earth	100 cu'	P	100'	F
10)	Earthwall True	10'x10'x(1-3)'	P	100'	E

1. Enchanted Rope – If the caster holds one end of a rope they can cause the rope to move up to it's length in any direction and to tie itself in knots (it cannot attack or tie up a living being).

2. Loosen Earth – Loosens 100 cu' of earth to the consistency of plowed ground.

4. Earthwall – Creates a wall of earth up to 10'x10'x (3' at base, 1' at top) of packed earth; it can be dug through (only 10 man-rounds at top).

5. Cracks Call – Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.

7. Stonewall –As *Earthwall*, except wall is up to 10'x10'x1' of stone; it can be chipped through in 200 man-rounds (1' R hole).

9. Stone / Earth – Changes 100 cu' of stone to packed earth; change is gradual and takes 3 rounds.

10. Earthwall True – As *Earthwall*, except it is permanent.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

FIRE LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)	Boil Liquid	1 cu'/lvl	C	10'	F
2)	Warm Solid	1 cu'/lvl	24 hrs	10'	F
3)	Woodfires	1'R	-	1'	F
4)	Wall of Fire	10'x10'x6'	1 rnd/lvl	100'	E
5)	Heat Solid	1 cu'/lvl	1 min/lvl (C)	10'	F
6)	Fire Bolt I	1 target	-	100'	Ed
7)	Call Flame I	10'x10'x10'	1 rnd/lvl	10'	E
8)	Fire Ball	10'R	-	100'	Eb
9)					
10)	Circle Aflame	10'R	1 rnd/lvl	self	E

1. Boil Liquid – The caster may increase the temperature of any inanimate body of liquid (1 cu'/level) by 150°F per round. Once the liquid begins to boil, it will not continue to heat up, but will begin to cool naturally if the caster stops concentrating.

2. Warm Solid – Any solid, inanimate, non-metal material (1 cu'/level) can be warmed to 100°F at a rate of 1 cu'/rnd.

3. Woodfires – Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.

4. Wall of Fire – Creates an opaque wall of fire (up to 10'x10'x6'). Anyone passing through it takes an 'A' Heat critical (no RR).

5. Heat Solid – As *Warm Solid*, except for duration, and material(1 cu'/level) can be heated to 500°F at a rate of 100°F/rnd. The caster must concentrate to increase the temperature (without concentration, the material will retain its current temperature for the duration of the spell).

6. Fire Bolt I – A 2" diameter bolt of fire is shot from the palm of the caster, results are determined on the Bolt Attack Table (Max result of 135, inflicting Heat criticals).

7. Call Flame – As *Wall of Fire*, except it creates a cube of flame (up to 10'x10'x10'); it takes 1 complete round for the cube to form and be effective. An 'A' Heat critical is dealt for each round passing through (or in). Range is only 10'.

8. Fire Ball – A 1' ball of fire is shot from the palm of the caster; it explodes to affect a 10'R area; results are determined on the Ball Attack Table (Inflicting heat criticals).

10. Circle Aflame – As *Wall of Fire*, except "wall" is 1' high and forms a 10'R circle (6" thick) with the caster at the center (it is non-mobile).

Note: All "wall" spells created by spells on this list must rest on a solid surface.

ICE LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)	Freeze Liquid	1 cu'/lvl	C	10'	F
2)	Cool Solid	1 cu'/lvl	24 hrs	10'	F
3)	Wall of Cold	10'x10'x1'	1 rnd/lvl	100'	E
4)					
5)	Chill Solid	1 cu'/lvl	1 min/lvl (C)	10'	F
6)	Ice Bolt I	1 target	-	100'	Ed
7)	Cold Ball I	20'R	-	100'	Eb
8)	Wall of Ice	10'x10'x(1-2)'	P	100'	E
9)	Call Cold I	10'x10'x10'	1 rnd/lvl	10'	E
10)	Circle of Cold	20'R	1 rnd/lvl	self	E

1. Freeze Liquid – The caster may decrease the temperature of any inanimate body of liquid of up to 1 cubic foot per level by up to 100°F per round. Once the liquid begins to freeze it will not continue to cool, and will begin to warm naturally if the caster stops concentrating. (Temp. cannot be lower then -20°F).

2. Cool Solid – Any solid, inanimate, non-metal material (1 cu'/level) can be cooled to -20°F, at a rate of 1 cu'/round.

3. Wall of Cold – Creates a wall of intensely cold mist (up to 10'x10'x1'), anyone passing through takes an 'A' Cold critical (no RR). The mist will not move with the wind.

5. Chill Solid – As *Cool Solid*, except material (1 cu'/level) can be cooled to -200°F, at a rate of (1 cu' and -100°F)/round. The caster must concentrate to decrease the temperature (without concentration, the material will retain its current temperature for the duration of the spell).

6. Ice Bolt I – A bolt of ice is shot from the palm of the caster; results are determined on the Bolt Attack Table (Max result of 120, inflicting Impact primary criticals, and Cold secondary criticals).

7. Cold Ball – A 1' ball of cold is shot from the palm of the caster, it explodes to affect 20'R area; results are determined on the Ball Attack Table (Inflicting Cold Criticals).

8. Wall of Ice – Summons a wall of ice up to 10'x10'x (2' at base, 1' at top); it can be melted through (100 hits) or chipped through (50 rnds) or toppled if not against a wall.

9. Call Cold – As *Wall of Cold*, except it creates a cube of cold mist (up to 10'x10'x10'); it takes 1 complete round for the cube to form and be effective. An 'A' Cold critical is dealt for each round passing through (or in). Range is only 10'. The mist will not move with the wind.

10. Circle of Cold – As *Wall of Cold*, except the "wall" is 10' high and forms a 20'R circle (6" thick) with the caster at the center. The wall will not move with the caster.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

LIGHT LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Shock Bolt I	1 target	-	100'	Ed
3)	Light I	10'R	10 min/lvl	touch	E
4)	Shade	100'R	10 min/lvl	touch	P
5)	Sudden Light	10'R	-	100'	F
6)	Darkness I	10'R	10 min/lvl	touch	E
7)	Light V	50'R	10 min/lvl	touch	E
8)	Shock Bolt III	1 target	-	300'	Ed
9)	Darkness V	50'R	10 min/lvl	touch	E
10)	Lightning Bolt I	1 target	-	100'	Ed

1. Projected Light – Beam of light (like a flashlight) springs from the caster's palm; 50' effective range. If the caster closes their hand into a fist, the light will "turn off". If the caster re-opens their fist before the end of the duration, the light will turn on again.

2. Shock Bolt I – A bolt of intense, charged light is shot form the palm of the caster; results are determined on the Bolt Attack Table (Max result of 90, inflicting Electrical criticals.)

3. Light I – Lights a 10'R area about the point touched. If this spell is cast onto a target they get a RR, if the RR succeeds, the area of effect is centered on the point where they are standing, but will not move with them. If the target fails the RR the area of effect sticks to the target and will follow with them until it is dispelled, or the duration ends.

4. Shade – All shadows and darkness within radius deepen, giving all Stalking & Hiding attempts a 25 bonus; if the point is on a mobile object or being, it will move with the object/being.

5. Sudden Light – Causes a 10'R burst of intense light; all those inside are stunned 1 rnd/5 failure.

6. Darkness I – As *Light I*, except the radius is as a dark night.

7. Light V – As *Light I*, except radius can be up to 50' (can be changed by concentrating 1 round).

8. Shock Bolt III – As *Shock Bolt I*, except range is 300'.

9. Darkness V – As *Darkness I*, except radius is 50'.

10. Lightning Bolt I – As *Shock Bolt I*, except a Lightning Bolt is shot and the results are determined on the Bolt Attack Table (Max result of 150, inflicting Electrical primary criticals, and Impact secondary criticals.)
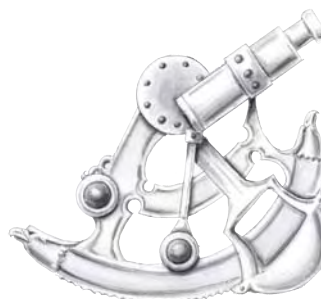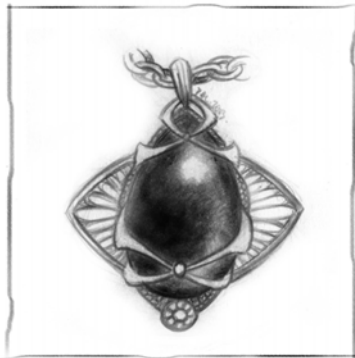
WATER LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu' water	P	touch	E
2)	Fog	10'R/lvl	P	100'	E
3)	Waterwall	10'x10'x1'	C	100'	E
4)	Water Bolt I	1 target	-	100'	Ed
5)	Unfog	10'R/lvl	P	100'	F
6)					
7)					
8)	Calm Water	100'R	C	100'	F
9)					
10)	Waterwall True	10'x10'x1'	1 min/lvl	100'	E

1. Condensation – Condenses 1 cu' of water from the surrounding air.

2. Fog – Creates dense fog within up to 10'R/level.

3. Waterwall – Creates a 10'x10'x1' wall of water, cuts all attacks and movements through it by 80% (i.e., -80 to OBs).

4. Water Bolt I – A bolt of water is shot from the caster's palm; results are determined on the Bolt Attack Table (Max result of 105, inflicting Impact criticals).

5. Unfog – Disperses fog in a 10'R/level.

8. Calm Water – Water within radius is calmed; waves are cut by 20' in center and less towards the perimeter.

10. Waterwall True – As *Waterwall*, except the caster need not concentrate and the duration is 1 min/level.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

WIND LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)	Breezes	10'R/lvl	C	10'/lvl	E
2)	Airwall	10'x10'x3'	C	100'	E
3)					
4)	Stun Cloud I	5'R	6 rnds	10'	E
5)	Air Stop I	10'R	C	100'	F
6)	Stun Cloud II	10'R	6 rnds	20'	E
7)	Vacuum I	5'R	-	100'	F
8)	Air Stop II	20'R	C	100'	F
9)					
10)	Stun Cloud IV	20'R	6 rnds	40'	E

1. Breezes – Causes a light breeze as long as the caster concentrates. The breeze moves any grasses in the area.

2. Airwall – Creates a 10'x10'x3' wall of dense churning air, cuts all movement and attacks through it by 50% (i.e., -50 to OBs).

4. Stun Cloud I – Creates a 5'R cloud of charged gas particles: delivers a 'C' Electricity critical on first and second rounds, a 'B' on rounds 3 and 4, and a 'A' on rounds 5 and 6. It drifts with the wind and affects all in radius. The cloud takes one round to form, so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical; however, after that anyone within the radius at anytime in the round takes the critical indicated (a maximum of one per round).

5. Air Stop I – Stops all generalized air movement (e.g., wind) up to winds of 30mph; cuts higher winds by 30mph in a 10'R.

6. Stun Cloud II – As *Stun Cloud I*, except radius is 10'.

7. Vacuum – Creates a 5'R near vacuum, all in radius take a 'B' Impact critical, as air leaves and rushes back in.

8. Air Stop II – As *Air Stop I*, except radius is 20'.

10. Stun Cloud IV – As *Stun Cloud I*, except radius is 20'.

Note: All "wall" spells created by spells on this list must rest on a solid surface.

EARTHBLOOD PENDANT

This ancient device was created by some ancient enchanter. It was discovered by the Magician Linnea during her forays into a long fogotten city.

- Wearer may add +10 to all spell casting rolls.
- + 5 Power Point Adder - Wearer has an extra 5 power points each day.
- +2 Spell Adder - Wearer may can any known spell that he could normally cast without spending any Power Points in casting them.

4.0 Combat

Before we get into describing how to resolve combat in Rolemaster Express, we need to go over and explain a few things.

4.1 Defensive Capabilities

Your character has two main factors that impact their attempts to avoid being damaged in combat. They are your Armor Type (AT) and your Defensive Bonus (DB).

Armor Type

Rolemaster Express has 5 basic classifications of armor; No Armor, Soft Leather, Rigid Leather, Chain and Plate. A character's Armor Type (AT) also determines which column is used in attacks against the character. The Armor Maneuver Modifications table includes the *Rolemaster Classic* AT in parenthesis next to the name of the armor type for compatibility purposes.

No Armor – This is normal clothing and robes. Certain smaller or thin skinned animals also use this Armor Type.

Soft Leather – This is a tough and pliable type of leather worn as protection. This category can also include heavier hides and furs, padded or quilted cloth, and other similar materials.

Reinforced Leather – This is soft leather than has been reinforced with harder materials such as dragon scales, metal studs or plates sewn to the leather, etc. May also include the natural hides of certain reptiles, dangerous and/or fantastic creatures like Rhinos and Dragons.

Chain – Metal chain link armor, metal scale armor, and the hides of certain fantastic creatures.

Plate – Rigid metal armor made up of plates and the heaviest fantasy animal or monster armors.

Armor Penalties

Due to its weight and the constrictive nature of armor, there are penalties associated with wearing armor. These penalties apply to all actions classified as Moving Maneuvers, which includes the skills Riding, Climbing, Swimming, and Stalking. Refer to Section 2.5 for the Maneuvering in Armor skill description for more detail. The type of armor your character wears also limits how fast your character may move by limiting their maximum pace.

Additionally, the table contains a column that affects missile attacks.

Armor Maneuver Modifications					
Armor Type	Min. Man. Mod.*	Max. Man. Mod.†	Missile Attack Penalty ‡	Quickness Penalty §	Maximum Pace**
No Armor (AT 1)	0	0	0	0	Dash
Soft Leather (AT 6)	0	-20	5	0	Dash
Reinforced Leather (AT 8)	-15	-50	15	15	Fast Sprint
Chain Mail (AT 15)	-25	-120	20	20	Sprint
Plate (AT 20)	-45	-165	40	40	Sprint

* — Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type.

† — Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type.

‡ — The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms of a combatant.

§ — An armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB. Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.

** — Maximum allowed Pace is based upon Minimum Maneuver Modifiers. If the character's Maneuver modifiers are greater than the minimum, then Pace is reduced one more step.

DEFENSIVE BONUS

This number represents a number of individual factors that all add together to help the character keep himself from being hit by foes. The Defensive Bonus that you will record on your character sheet is comprised of the following:

Defensive Bonus
= Quickness Bonus (minus any Armor Qu. Penalty)
+ Any Quality or Magical Armor Bonuses
+ Shield Bonus (if character has/uses a shield)
+ Bonuses from any magic items that aid DB

The above modifiers should be added and recorded on the character sheet.

A character's DB may also be further modified by positional/situational modifiers, cover, spells, and/or parrying. These types of modifiers would be applied on a case by case basis at the time of the combat in which the character is involved. See the Combat Modifiers table (page 54) for modifiers associated with cover.

Note: The bonus from a shield may only be applied to the character's DB against the attacks from one foe per round.

PARRYING

A character may increase their Defensive Bonus by reducing their Offensive Bonus (see section 4.2 Offensive Capabilities below). Basically, the character does this by fighting more defensively overall. The idea of sacrificing offensive capabilities in order to increase defensive capabilities is one of the fundamental aspects of the system, and the attack tables expect a player to do a certain amount of parrying each round.
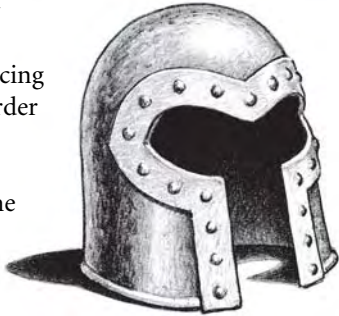
The player must declare what portion of their Offensive Bonus (OB) is going to be applied to their Defensive Bonus (DB). This is referred to as the "OB/DB split".

The character must be aware that they will be the subject of an attack in order to be able to use Parrying to increase their DB. The benefits of parrying may only applied against a single foe each round.

Also, the amount of OB that they transfer to their DB for the round is modified by the type of weapon being used to perform the parry and the type of weapon used in the incoming attack. These modifiers are as follows:

One-handed Weapons – For every point subtracted from the character's OB, one point is added to their DB for the round.

Two-handed Weapons – The character may only use a maximum of 50% of their OB against foes using one-handed weapons.

Pole Arms – The character may only use a maximum of 50% of their OB when parrying anything but other pole arms. Spears and Javelins always count as Pole Arms, regardless of how you use them.

Missile Weapons – If using a missile weapon to parry a melee attack, you are limited to using a maximum of 50% of your OB. The GM should also check to determine whether or not this unusual use breaks the weapon.

Unarmed/Natural Weapons – Creatures and animals who do not have the capability to use weapons may not parry. Those who can use weapons may still parry when unarmed, but only half of the amount subtracted from their OB may be applied to their DB unless they are holding (i.e. a pot, pan, branch) or wearing (i.e. bracers) an item to protect themselves from the weapon that they are parrying. This reflects the fact that parrying is essentially stopping an incoming attack by being hit or hitting it with something and without something other then bare flesh to depend upon, parries will be less effective. With such protective devices, using the full bonus is possible. Refer to the Animal/Natural Attack Types table (page 53) for more information regarding the OB of unarmed attacks.

4.2 OFFENSIVE CAPABILITIES

While avoiding being hit is always a good thing, sometimes your character is going to want or need to hit their opponent. In order to be able to attack foes, your character needs to know what their Offensive Bonus is.

OFFENSIVE BONUS

A character's Offensive Bonus (OB) is the bonus that they use in making an attack. Most often, this is comprised of the character's skill bonus with a given weapon (see Section 2.5 Skill Descriptions, page 15 for more information on Weapon Skills).

Like your character's Defensive Bonus, their Offensive Bonus is comprised of several factors. The first factors are your weapon skills bonus, including the stat bonuses associated. Other static factors include the specific weapon modifiers from the Weapon Statistics table (see page xx), any magical or quality based weapon bonuses and level bonuses. If your weapon is a missile or thrown weapon, then you also have the missile attack penalty from armor worn to include.

In addition to the static modifiers, there are a number of modifiers that applied according to the situation. These include positional modifiers, status modifiers, range modifiers for missile and thrown weapons, and other

possible miscellaneous modifiers. Refer to the Combat Modifiers table (see page 54) for more information about conditional modifiers to your OB.

> *Note: Unless stated otherwise, all bonuses are cumulative. For example, a surprise rear attack on a stunned foe would get a total bonus of +75: +20 for surprise, +35 for rear attack and +20 for a stunned foe. A non-surprise rear attack on a stunned foe would get a total bonus of +55.*

Level Bonuses

Fighters receive a bonus to their OB of +3 per level up to 20th level. After that, the bonus drops to +1 per level. Thieves receive a bonus to their OB of +2 per level up to 20th level, giving them a maximum bonus of +40 to their OB. Neither the Animist nor the Magician receives level bonuses for combat skills.
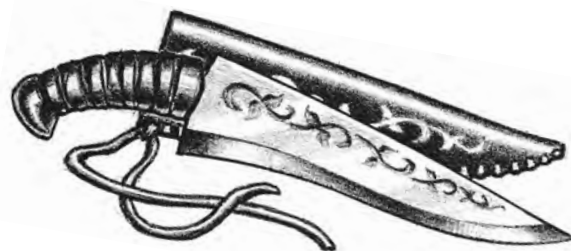
4.3 The Tactical Combat Sequence

The *Rolemaster Express* tactical combat sequence is based on 10-second battle rounds. Normally, each combatant is allowed one attack roll per round, whether that is a spell, missile (bow or thrown fire), or melee. The character may actually make more than a single swing or shot during this time period, but with everything going on, only one such swing/shot is considered to be effective enough to cause damage. A shield, sudden movement, a weapon, fate and/or luck are presumed to have intervened and rendered the rest of the swings/shots ineffective, and the one for which the player rolls is the best of the lot.

The basic principle of this system is that each action takes a percentage of the character's activity to accomplish. Characters may normally use up to a total of 100% activity in a single round. Certain skills or spells may grant a character extra activity that can be used. Should a character use less than a full 100% activity in a given, they are considered to be idle and/or waiting until the next round.

Some actions will require a set activity percentage, while others will have a percentage range. Characters may select which percentage from that range to use, however, using less than the full percentage means that the action receives a modifier of -1 for every point below the full, maximum percentage that the character uses.

> *Example: A melee attack requires between 50% and 100% activity. If a character decides to make an attack using 80% of their activity, that means that they receive a modifier of -20 to their attack since they are using 20 points less than the maximum activity percentage for the action.*

Initiative

Initiative is the order in which actions are resolved. There are several specific places where it is used within the tactical combat sequence, and this section covers how to determine initiative for both characters, and their foes.

There are many different ways that initiative can be determined, however, the default method that *Rolemaster Express* uses is **2d10 + Quickness Bonus + Modifiers**. Various modifiers to initiative can be found on the Initiative Determination table.

Initiative is determined each round as changing conditions can alter the order in which the characters resolve their actions.

The default method for determining initiative allows for a wide range of numbers. The GM will start at the highest number, or **Initiative Point** (IP), and work their way down to the lowest, resolving actions in that order. If there are two or more characters or foes that go in the same IP, the GM should compare their Quickness Bonuses, and use them to determine the order, by going from highest to lowest.

INITIATIVE DETERMINATION	
Effect	**Category and Notes**
+/-(variable)	Quickness Bonus
+20	Weapon ready (only on first round of combat)
+0	One-handed weapon.
-5	Two-handed weapon.
+20	Pole Arm, on 1st round of combat between 2 opponents.
-10	Pole Arm, after 1st round of combat between 2 opponents.
+5	Longer weapon when neither opponent is charging.
+15	Longer weapon when one or both opponents are charging.
-5	Two weapon combination.
-5	Shield.
-25	Surprised.
-20	Encumbered.
-25	Wounded more than 50% (concussion hits).
Note: Total all applicable modifications; the melee combatant with the highest total attacks first.	

Initiative & Monsters: The GM will also roll initiative for monsters as well. However, they will use the following table, Monster Initiative, to determine their base modifiers. Monsters are given two quickness values. The GM should the AQ rating under a monster's Speed (MS/AQ) stat to determine which code is used to determine initiative for attacks. The AQ column is used in place of the "Quickness Bonus" initiative modifier. For initiative in movement or moving maneuvers, use the MS column to determine the bonus.

INITIATIVE & MONSTERS			
Code	Rating	(MS) DB	AQ (Init)
IN	= Inching	-25	-25
CR	= Creeping	-20	-20
VS	= Very Slow	-10	-10
SL	= Slow	+0	+0
MD	= Medium	+10	+10
MF	= Moderately Fast	+20	+20
FA	= Fast	+30	+30
VF	= Very Fast	+40	+40
BF	= Blindingly Fast	+50	+50

COMBAT RESOLUTION

Combat is divided into three specific steps. These steps are meant to provide the Game Master with a method of providing structure and order to the round, to make it easier to resolve the actions of the various characters.

Step 1: Declare Initial Action(s)

During this step each player must declare the initial action(s) of their character and what percentage activity is devoted to that action.

The first thing that the player does is to state their overall intentions regarding the actions to be performed by their character during the round. The player then declares their character's first action for the round.

Next, the GM has to determine whether or not the initial action(s) constitute a normal action or a Simultaneous Action. If the declaration is a Simultaneous Action, then the GM must determine the activity percentage involved. Refer to Declaring Simultaneous Actions under Special Situations, below.

Once initial actions have been declared, along with the activity percentage the action will require, each player must also declare any OB/DB splits for Parrying as well who the Parry will be against. At this point the GM will also declare the initial actions for any NPCs or creatures involved in the combat.

The following table shows the most common actions during melee and the percentages required by those actions. As you can see, most of the listed actions require a majority of the activity percentage that the character has available each round.

ACTIVITY PERCENTAGES	
Cast Spell	75%
Cast from Item*	75%
Concentration**	50%
Instantaneous Spell (No prep needed)	75%
Spell Preparation (for each round)	90%
Melee Attack	50%-100%
Missile Attack	50%
Multiple Attacks in 1 round	90%-100%
Reloading/Loading Sling	50%
Reloading/Loading Short Bow	60%
Reloading/Loading Composite Bow	70%
Reloading/Loading Long Bow	80%
Reloading/Loading Crossbow	230%
Quick Perception/Orientation Roll (-20)	10%
Full Perception Roll	30%
Moving **	Minimum 10%
Static Action/Skill Use (most skills)	Minimum 100%
Riding **	Minimum 15%
Dodge**	50%-100%
Draw Weapon	20%
Simple Actions (GM's Discretion)	10%-30%
Complex Actions (GM's Discretion)	20%-100%
* Spells from items take same amount of prep and casting time as equivalent spell.	

Note: *Players may only declare 1 melee attack action and/or 1 spell casting action per round. Even if a player declares a 50% activity spell or melee attack, they may still only declare one of each per round.*

Note: *For the first round of combat, combatants with ready weapons must declare their OB/DB split as they enter into combat. (This reflects their posture in the moments before combat started.). At all other times, OB/DB split remains the same until the player declares a new melee attack, changes weapons, is stunned, or otherwise falls out of "combat posture". (At the judgment of the GM.)*

Step 2: Roll Initiative

Once all players have declared their initial actions, and the GM has declared the actions of all NPCs and creatures, it is time to determine the order in which the characters actually perform these actions. Use the guidelines presented in Section 4.3 for determining the initiative order for the round.

Step 3: Resolve Actions

Once it has been determined in which order the characters will resolve their actions, it is time to actually start resolving actions. The actions are resolved in two steps; in order of the character's initiative. The GM starts with the highest initiative point total and works their way down to the lowest.

Example: John, Mark, and Andy are playing fighters, and they have encountered a band of 3 Orcs while exploring an abandoned underground complex. After declaring their actions, the GM calls for initiative order. John gets a total of 14, Mark gets a 19, and Andy gets a 15. The GM rolls a 12, 15, and 9 for the Orcs. This means that Mark goes first, followed by Andy (who has a Quickness stat of 75) and then Orc #2 (who has a Quickness stat of 70), then John, followed by Orc #1 and Orc# 3 goes last.

Step 3A: Resolve Short Actions: Starting at the top of the initiative order, the GM resolves the actions of characters who have declared actions that require less than 50% activity. The GM will then repeat this cycle for those players whose characters have completed their initial actions, allowing them to declare another action and resolve it, so long as the total activity percentage for the newly declared action does not have the character meet or exceed a total of 50% activity for the round. If a newly declared action causes the character's total activity for the round to be equal to or greater than 50%, then the player must wait until the Step 3B to complete their action.

Note: Instantaneous Spells are considered Short Actions, no matter how much activity is required for them. The activity percentage required is considered to be recovery time from the sudden casting.

Step 3B: Resolve Long Actions: The GM now begins again from the top of the initiative order, resolving the character's actions as they occur. The GM then repeats this cycle, allowing characters that have not used 100% of their activity to declare and resolve new actions, so long as those actions do make the character exceed 100% activity for the round.

Actions such as reloading missile weapons or specific uses of skills, which take multiple rounds, are also allowed; they merely carry over from one round to the next until the percentage of activity needed is reached. Actions such as spell casting, melee attacks and other actions that require less than 100% activity cannot be carried over from one round to the next.

Step 3C: Upkeep: The GM resolves any ongoing effects after 100% activity has been reached. This includes applying any hits per round from Bleeding or marking off rounds of stun. Refer to Critical Damage Resolution under Special Situations (page 44) for more information.

SPECIAL SITUATIONS

As with all systems, there are a few special situations or conditions that merit an extra note or a more detailed explanation. This section provides it.

Canceling an Action: There may be times when a player, after declaring their action, may decide that they need to cancel their declared action and declare a different action. There are several guidelines to be followed when canceling actions.

- Actions may only be canceled only during the player's turn.
- Only actions that have not been resolved may be canceled.
- The character loses 10% of their remaining activity for canceling an action.
- The character may declare a new action, so long as they have enough percentage of activity to complete the new action.

Charging: Charging is the act of moving into combat and attacking at the end of that move. As noted in the Initiative Modifiers table, a Charge can impact the combatant's initiative. It can also impact the combatant's OB and DB.

The combatant must use a Pace of at least Run to close with their foe. They may make turns while running, but only the distance in Final Approach is used to determine the bonus to OB.

Final Approach is the distance between the combatant's last turn and their foe.

The bonus to OB is equal to the number of feet of the final approach; it cannot be greater than +50.

The charging combatant also receives a penalty to their DB equal to the OB bonus.

Combat Perception: As a general rule, a combatant is going to be aware of everything going on within a 10' radius hemisphere that is directly to their sides and in front of them (i.e. they are not automatically aware of what is to their rear flanks or rear). The two Perception actions listed in Activity Percentages table specifically to allow the character to discover more than what is going on directly around them.

Concentration: In most instances, Concentration will refer to concentrating on maintaining a spell, but it can occasionally refer to skill use as well. On the Activity Percentage table, Concentration is listed as requiring 50% activity. This is not quite accurate. Concentration does not actually require any actual activity, but while a combatant is Concentrating, all other actions will require double their normal activity percentages to reflect that they are using only a portion of their attention on what they are attempting to accomplish.

Critical Damage Resolution: When an attack or a spell is resolved it may cause the target damage of some type. For specific information on the meanings of the types of damage involved, refer to Section 4.5. The following list related to how and when damage is resolved.

Hits – Hits are applied to the character who received the damage immediately.

Penalties – Penalties are also applied immediately, and they will affect any relevant maneuvers or actions that the target may already have in progress.

Bleeding – Any criticals that call for a number of hits per round or other specific instances of bleeding take place in Step 3C: Upkeep.

Stuns – If the target receives the stun before they have accomplished 50% of the activity for the round, then they are considered stunned for the rest of the round, losing whatever activity they had been attempting to accomplish and the current round counts as one stun round. If the stun occurs after 50% activity has been expended, then the character is able to finish their action with a -25 modifier and this round does NOT count as one of their rounds of stun.

All other sorts of damage or specific conditions that last for one or more rounds will be marked off or applied during Upkeep as needed.

Dodging: Parrying includes small blocks, dodges, and other movements designed avoid being hit. Parrying also requires that the character be wielding a weapon.

However, there are likely to be times when a character does not have a weapon or cannot use their weapon for, or they just want to avoid combat. In these instances, a character can attempt to Dodge an attack. This is a dedicated attempt to avoid being hit by getting out of the way of the incoming attack.

To Dodge, the player must a roll and add the average of their character's Agility and Quickness bonuses, or the character's Acrobatics skill. This roll is made on the Extremely Hard column of the Movement & Maneuver Table, and any numeric results are applied to the character's DB. If the result falls on the low end of the column, then the character has fumbled their attempt to Dodge and the results are applied. If the result falls on the high end of the table, then the character receives the highest numeric result on that chart column to their DB and the prose result is also applied accordingly.

A Dodge is considered 100% activity, if this exceeds the character's activity for the current round, then the action carries over into the next round. So a character who dodges with 40% activity left begins the next round spending the first 60% activity of the next round still dodging—and still getting the DB bonus, if any. Canceling any action to dodge is therefore 110% activity in total.

In either case, the bonus to DB from the Dodge roll applies equally against all foes.

Melee Range: Combatants are assumed to be able to attack and use footwork to cover a 5' radius area. A weapon extends this range. Combatants still need to be able to see their opponents, so melee range is usually a semi-circle extending out to the front, and front flanks, unless the combatant can extend their perception beyond that 180 degree arc. A combatant can declare a melee attack on anyone within their melee range without expending movement to "close to melee range". (Thus, two combatants might be 8' apart and still able to attack each other.)

Melee Range = 5'+Weapon Length

Movement Guidelines: There are some special considerations to keep in mind when adjudicating Moving maneuvers. In general, a character is practically limited to moving at no greater Pace than a Run while moving and fighting. This is because of the sheer difficulty of performing other actions while moving. It is recommended that movement not be allowed exceed the Pace of Run while attempting to perform other actions (such as melee attacks).

Some actions are better performed with a running start, such a jumping, leaping, or certain acrobatic/tumbling maneuvers. For these skills it is recommended that movement Paces of up to Dash be allowed.

A character is required to spend 10% activity for each 10% of their BMR rate (times their Pace Multiplier) that they move.

Unlike other actions, it is possible for Movement to be interrupted before it is completed. This interruption could be either voluntary or not depending upon the circumstances. If movement is interrupted, the combatant will have expended a percentage of activity equal to the movement completed. The character also expends an additional 10% activity to re-orient themselves from the canceled movement. They may then declare and take action normally from that point forward.

Example: Joe's character Grog has a BMR of 50'. Grog's friend, Geoff is 45' away, down a tunnel, fighting an Orc. Joe tells the GM that Grog will Run the 45', and when he arrives he wants to make an attack against the Orc with his remaining 55% activity. Grog begins his first action, the 45% move (45' is 45% of 50' x 2 (Run Pace)). As he reaches the side tunnel, 25' down from his original position, a hidden Orc attacks him from a side tunnel. Since the Orc has interrupted his movement, Grog's movement ends at 25% activity since that would be the amount of activity required to Run that distance. Grog also loses another 10% activity because of his canceled action. This leaves him with 65% activity left to use fighting the Orc who has grappled him.

Orientation Roll: Sometimes characters will perform actions in which their situation or location suddenly changes, such as with a Long Door spell or an Acrobatics or Tumbling maneuver. In such cases, the character is required to make an Orientation Roll to get their bearings prior to being allowed to act. An Orientation Roll is nothing more than a Quick Perception maneuver. Should the character fail the Quick Perception maneuver, they can expend another 10% activity and be fully oriented without having to roll a second time.

Parrying: When a character declares a melee attack, they must also declare how much of their OB will be applied to their DB. Rolemaster Express assumes that most combatants will be shifting at least some of their OB to their DB.

Calculating a character's OB/DB split is done after the modifiers for activity percentage and character condition have been applied. Situational Modifiers, such as for foe's position, are applied after the OB/DB split has been made. The DB modifier from Parrying applies only to one foe, which is designated at the time that the Parry is declared.

In all cases, the bonus to DB from the Parrying applies for the entire round, until the next Declaration Phase. The character may be the last one to go in initiative order, but their bonus to DB from Parry still applies against all attacks from the designated foe.

4.4 ATTACK RESOLUTION

A melee swing or missile attack is resolved by cross-indexing the net attack roll with the target's armor type (AT) on the correct Attack Table. The effects of Failures and Critical Strikes are found on the correct Fumble Table or the appropriate Critical Strike Table.

THE ATTACK ROLL

To resolve an attack, the player makes an attack roll, they then add their OB and any other conditional or situational attack modifiers. Next they subtract the defender's DB and any other conditional or situational defensive modifiers. The net results of this roll are then looked up on the proper attack table, cross-indexed against the type of armor that the defender has.

This attack roll is a "High open-ended roll". That means that if the initial roll is between 96 and 100, then you roll a second time and add the second roll to the first before applying the modifiers.

However, if the initial roll is too low, you could Fumble.

FUMBLE RESULTS

The Weapon Statistics table (page 52) has a column that lists the upper end of the Fumble Range for each weapon. If the attack roll is between 01 and the high end of the Fumble Range for your weapon, then you immediately make another "High open-ended roll" and look up the results on the proper column of the Fumble & Failure table (page 61).

Example: Coma the Dwarven Fighter playfully swings his battle-axe at his "friend" Trevor. His attack roll is 04 and thus falls into the fumble range for a battle-axe (i.e. 01-05 – Coma fumbles his weapon). As Trevor begins to laugh, Coma makes a roll of 83 and cross-indexes it with the "Melee Weapon Fumble" column on the Fumble & Failure table. Coma bites and swallows his tongue in the excitement and is stunned for 2 rounds and thus may not attack; he can still parry. If Trevor can stop laughing, he can attempt to stab the juggling dwarf with his magic spear. If Coma's initial roll had been a 06 or better, he would not have fumbled and he would have resolved his attack normally.

OTHER RESULTS

If the attack does not result in a fumble, then you continue on looking up the result on the proper attack table. Net results that are greater than 150 are treated as if they were 150.

Some attack tables have break-points indicating the maximum result possible for a given size or type of attack. In the case of such attacks, any net results greater than the maximum allowed for that attack size or type is reduced to the maximum allowed.

In looking up the results, the table will give either just a number or a number and letter combination such as "4" or "16D". The number represents how much concussion hit damage is done to the defender. A result of "0" from the attack table means that no damage was done to the defender. This could be from a miss or from a hit that just was not strong enough to hurt the defender. It is up to the GM to describe it according to the situation at the time of the attack.

The letter portion of the result indicates that the defender also receives a critical. There are six letter codes. "T" for Tiny, and then "A" through "E" with "E" being the highest severity critical. If the result includes one of these letters then the player makes another roll on the proper critical table.

The Weapon Statistics table (page 52) indicates what type of critical each weapon does. Some weapons have a limitation on the maximum severity of critical that may be done, so if a critical result exceeds that maximum, it should be reduced to the maximum.

Example: A Dagger does a maximum of a "C" Puncture, so if a 16D is the result, it becomes a 16C for the purposes of this attack.

The roll that the player makes on the Critical Table is adjusted by the severity of the attack. The table contains a list of the modifiers to be used at its bottom.

CRITICALS VS. LARGE CREATURES

Certain creatures are larger or more powerful than normal creatures. These are indicated by a "LA" in the crit portion of the Size/Crit column of the Monster Statistics table (page 76). Such creatures do not receive criticals like other creatures. Instead, when a critical is indicated, the Large Creature Physical Criticals or the Large Creature Spell Criticals tables are used, depending upon whether the attack was a physical or magical one.

Note: Rolemaster Classic contains creatures that receive Super-Large Criticals in addition to creatures that receive Large Criticals.

4.5 CRITICAL INTERPRETATIONS

Most of the critical strike results are self-explanatory. However, certain results may have to be modified due to circumstances.

Example: A target behind a low stone wall is hit by an arrow and receives a critical calling for damage to his ankle. Instead the GM should rule that he is hit in the wrist. Note that he already receives a defensive bonus for being behind the stone wall and was hit in spite of it. If a critical strike calls for an unspecified limb to be broken, the GM should determine the limb affected, based on the circumstances, or randomly.

OVERALL GUIDELINES

All damage (including concussion hits), unless otherwise noted, is only applicable to the target combatant.

Often bleeding, bruises, burns, frostbite, etc. indicated on the critical strike tables are reflected in the form of additional concussion hits. This is meant to show the gradual weakening brought about by shock, bleeding, and pain.

Next swing/roll can refer to a missile attack, maneuver, and spell attack as well as to a melee attack.

If a target takes a critical result that lasts for a certain number of rounds and they have performed less than 50% activity for the current round, the current round counts as one of the rounds affected by the result. Otherwise, the effects begin the round after the critical is received.

If an item is indicated as being destroyed by a critical result, it is automatically destroyed unless it is made of an extraordinary material (e.g. Mithril) or it is incredibly magical (i.e. an Artifact). In this case, if the GM allows it, the item may make a RR to avoid destruction.

CRITICAL & FUMBLE RESULTS

Below we provide guidelines for specific criticals/fumbles.

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

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

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

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

Stunned # rounds—(e.g. "stunned 4 rounds") For this number (#) of rounds, the target may not attack, they may only parry with half of their Offensive Bonus (Normal DB due to Quickness, shield, etc. is not affected), and the only other actions allowed are movement and maneuvers, both modified by -50.

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

Down for # rounds—(e.g. "down 2 rounds") The target falls to the floor, and for this number (#) of rounds, the target may not attack or parry, the only actions allowed are movements or maneuvers, both modified by –100. If the result does not specify a number of rounds, then the target is down for one round.

Out for # rounds—(e.g. "out 12 rounds") The target falls to the floor, unconscious. They cannot act, and they loose all parry, movement or quickness related DB. They only gain DB from items or magical effects. They are considered "Helpless" for combat purposes. (see page 48).

If the critical does not specify a number of rounds, then the combatant is unconscious until someone performs a successful Very Hard First Aid maneuver on them, or casts a spell (Like "awakening," see page 27) on them, or the GM decides sufficient time has passed. If combat is still proceeding, the combatant will be at "Stunned No Parry" until the GM decides they recover their wits.

A combatant prematurely awakened using first aid from an out result with an "X rounds" duration will be "Stunned No Parry" until those rounds wear off.

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

EFFECTS OF BLEEDING

Bleed and pain damage is expressed as #/round, meaning the target looses # concussion hits per round from bleeding, pain or other forms of continuing damage.

Hits per round can normally be stopped with a compress and bandage if the patient does not move at more than a walking pace for the next 8 hours (up to 1, 2, or 3 hits per round depending upon a maneuver roll). A tourniquet on a limb can stop 4 to 10 hits per round on a limb wound, but until the wound heals the tourniquet must be loosened once every 24 rounds and 3 hits per round taken for 5 rounds. (Full injury and healing rules can be found in Section 5.6)

Bleed damage is taken each round on Upkeep Phase.

Some creatures, like certain constructs or undead, are immune to the effects of bleeding.

EFFECTS OF MUST PARRY

Being knocked off balance or out of position, either physically, or mentally, results in the target being unable to execute an attack. They can parry with half their OB, or perform a movement/maneuver at -25.

Note: "*Must Parry*" results are not stun rounds

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EFFECTS OF STUN ROUNDS

During play a combatant may be "stunned" for a number of rounds due to critical strikes (From least to worst, this includes four critical results; "Stunned," "Stunned No Parry," "Down" or "Out" rounds). All of these "stuns" due to multiple critical strikes accumulate. Normally the total number of rounds of "stuns" decreases by one each round, on upkeep phase with the most severe type of "stun" taking effect first, and wearing off first. Any stun rounds inflicted on an already stunned target add into the total. These additional rounds take effect and wear off in order of severity, not in the order in which they were inflicted. Only the worst penalty applies at any time, the penalties do not stack.

Example: If Drog is struck for multiple criticals in one round, resulting in him being "Stunned" for 4 rounds, "Stunned No Parry" for 2 rounds, "Down" for 1 round, and "Out" for 4 rounds, he has 11 rounds of accumulated stun. Without some form of assistance, Drog will be "Out" for 4 rounds, then "Down" for 1 round, then "Stunned No Parry" for 2 rounds, then "Stunned" for 4 rounds, only on the 12th round will he shake off the effects and return to "Normal" status.

In the first round of being "Out" someone falls on Drog, resulting in a critical that inflicts 2 more rounds of "Stun No Parry," while one round of "Out" wears off. Drog now has 12 rounds of accumulated stun; 3 rounds "Out," 1 round "Down," 4 rounds "Stunned no Parry" and 4 rounds of "Stunned."

All stun takes effect immediately upon being inflicted. If a target takes a stun result that lasts for a certain number of rounds and they have performed less than 50% activity for the current round, the current round counts as one of the rounds affected by the result, and one round wears off during the upkeep phase of this round. Otherwise, the effects begin to wear off during the upkeep phase of the round after the critical is received.

Some creatures, like certain constructs or the undead, are immune to the effects of stun, ignoring it completely.

ATTACKS ON HELPLESS, UNCONSCIOUS OR SLEEPING TARGETS

There is no need to make an attack on a helpless foe—simply make a maneuver roll. The difficulty is based on the situation. For example, killing a sleeping knight wearing Plate with your bare hands might be an Absurd maneuver, while killing an unconscious, unarmored, tied prisoner with a dagger would be a Very Easy Maneuver. Failure only matters if the target might awaken and respond, (Like the sleeping knight.), or if you fumble and injure yourself, otherwise you can just repeat the maneuver next round.

If a target has a conscious and mobile defender or is amidst an ongoing melee where you cannot casually strike them, so you must attack them as normally (with a "Helpless" bonuses etc.). They have 0 DB from quickness or parry, only gaining DB from items, cover or magic. A defender can choose to spend OB to parry to protect them.

DAMAGE TO STRUCTURES

Rolemaster Express does not have a fixed method for handling damage to structures. Most buildings are not susceptible to hand held weapons in the time frames possible in combat rounds. (So, if a player wants to tear down a brick building with just their war hammer, it is best wait until non-combat time, then just role-play it out). For structures more on a human scale, it's best just to jury-rig something when you need it. For instance, we assign doors an armor type of Plate (stone, metal, or reinforced metal) or Reinforced Leather (wood) and a certain number of hits (50-1000) and have characters "attack" them normally.

4.6 Combat Example

The following example is meant to help walk you through the beginning stages of a combat so that it is easier to understand everything that is happening. Since this is a large example, we are not going to use our normal format for examples.

Initial Setup

Our three heroes, Gauth the Fighter, Athlon the Scout (i.e. Thief), and Aurin the Magician, exit a small canyon into a mountain pass, only to find themselves confronted by two Goblins, led by a Hobgoblin, blocking their path. Two Lesser Orcs with short bows crouch on a ledge 30' above and to the left of the three blocking the path. Since the bad guys knew that our fine adventures were coming they are prepared. Our stalwart heroes have their weapons in hand, being in dangerous territory, so neither side suffers from surprise.

The Hobgoblin bellows to his companions, pointing at the three adventurers, and so Combat time starts.

Declare Initial Actions Step

Aurin: I'll cast Fireball, using my spell accelerator, on the ledge that the Lesser Orcs are upon, then wait (requires 1 round, 75% activity).

Athlon: I'll fire on the Hobgoblin (90% activity) using a Rapid Load & Fire action (RLF – see Weapon Statistics table, page 52) and then see what is needed (10% activity perception).

Gauth: I advance on the Goblins using 50% activity and attack with 50% activity. (90/20 OB/DB split)

Hobgoblin: Throw spear at the one with the bow (Athlon), a 50% activity and then draw short sword (20% activity).

Lesser Orc 1: Perform a RLF on the one with the bow (Athlon), a 90% activity. The Lesser Orcs had been dicing for coppers up on the ledge and were unprepared.

Lesser Orc 2: RLF on the one with the bow (Athlon), a 90% activity.

Goblin 1: Advance 30% and attack Gauth using 70% activity. (30/10 OB/DB split)

Goblin 2: advance 30% and attack Gauth using 70% activity. (30/10 OB/DB split)

The GM combines Gauth and the Goblins' actions into 100% "move up and attack" actions. Gauth chooses to run, but not charge, not wanting the DB penalties.

Determine Initiative Step

Now that the players and the GM have declared the actions for the characters, it is time for them to roll initiative. This is a 2d10 roll plus any appropriate modifiers.

The Hobgoblin and Gauth are the only ones with shields. They both receive a -5 to their initiative rolls. Since they are also both wearing Chain, their quickness bonuses are also reduced to 0. Aurin and Athlon both receive a +5 because of their quickness bonuses. The Goblins and Lesser Orcs do not receive any modifiers at all.

The GM also decides that he is going to make 1 roll for the Lesser Orcs and 1 roll for the Goblins, and 1 roll for the Hobgoblin.

Aurin rolls a 17, giving him a total of 22.
Athlon rolls a 9 giving him a total 14.
Gauth rolls a 14, giving him a total of 9.
The Hobgoblin rolls a 20, which makes his total 15.
The Lesser Orcs get a roll of 7.
The Goblins get a roll of 5.

The order of resolution is set from the highest total to the lowest. The rolls are such that the order is Aurin, Hobgoblin, Athlon, Gauth, Lesser Orc 1, Lesser Orc 2, Goblin 1, Goblin 2.

Resolve Short Actions (Step 3A)

Everyone's actions exceed 49% activity so we move to the next step.

Resolve Long Actions (Step 3B)

We resolve actions in Initiative order. Once everybody has gone at least once, we will cycle through the initiative order again, and again, until all activity percentages have been accounted for.

Aurin

Aurin is first. Aurin has a magic item that allows him to, once a day, cast a spell without any preparation. He calls this his "Spell Accelerator". He has decided that being outnumbered makes this a good time to use it, and so he does, to cast a Fireball upon the two Lesser Orcs upon the ledge. The GM determines that because of the angle that Aurin won't be able to get "Center of Effect" on either Lesser Orc. The range is 50' so there are no modifiers for that.

Aurin rolls a 68 for his attack. The Lesser Orcs each have a DB of 10 (no shield handy) and are wearing Reinforced Leather. Looking up the net result of 58 (68-10) gives us a result of 9A for damage against both Lesser Orcs (The same attack roll is used for all targets within a ball attack. Criticals are rolled separately though).

Next, Aurin rolls for the critical for the first Lesser Orc and lucks out, rolling 00 (100). He rolls again for a 12, which gives, with the -20 modifier for an "A" critical, a total critical roll of 92. Looking up the result, the GM reads that if the targets do not have shields, that they lose an arm and are knocked out.

Finally, Aurin rolls the critical for the other Lesser Orc. He rolls well, but not as well as against the first one, an 84. With the -20 modifier for it being an "A" critical, that makes it a 64, which results in the foe's clothing catching on fire. This Lesser Orc will take an additional 8 hits per round for the two rounds that it will take him to extinguish himself.

The two Lesser Orcs are now effectively out of the fight. One for 2 rounds, the other pretty much permanently as he won't recover enough during the course of the battle to be of any aid.

Casting this spell took 75% of Aurin's activity for the round, leaving him with 25% remaining.

Hobgoblin

The Hobgoblin, seeing the Fireball attack against the Lesser Orcs, decides to re-direct his attack from Athlon to Aurin. The GM decides that this is equivalent to Canceling an Action and that it will cost the Hobgoblin an additional 10% and his place in the initiative order, moving him behind Athlon and allowing Athlon to resolve his actions first.

Athlon

Athlon continues with his Short Bow attack against the Hobgoblin. This is a Rapid Load & Fire (RLF) action, which combines loading and firing his bow into a single quicker action.

He rolls a 54. His OB is 110 and the range is 35' (no range modifier). The Hobgoblin is wearing Chain, and holding a shield in one hand and a spear in the other. This gives him a total DB of 25. That makes Athlon's net attack roll 124 (110+54-15-25). Looking up on the Missile Attack table, this gives us a result of 17C. The Hobgoblin receives 17 hits and a "C" Puncture critical. Athlon rolls an 87 which strikes him in the lower leg, severing muscles and giving him a -50 to all actions.

Athlon has used 90% of his activity and has 10% left.

Hobgoblin

It is now the Hobgoblin's turn again. However, Athlon has wounded him in the meantime. This means that his attack against Aurin will be modified the -50 he just received. The Hobgoblin has an OB of 30. He rolls a 72. Aurin has a DB of 10. Aurin is 35' away, putting him in Medium range for a thrown spear, so it receives a -25. This gives the Hobgoblin a net attack of 17 (30+72-50-25-10). Looking up the result on the Missile Attack table shows a result of 0. The GM looks at Aurin's player and says

"Athlon's arrow strikes the Hobgoblin just as he throws his spear at you. The spear hits the ground in front of you, and then flips up to bounce against you harmlessly before it falls back to the ground."

The Hobgoblin has used 60% activity (10% for changing his target, 50% for the thrown attack), and has 40% left.

Gauth

Gauth's "combined" action is to move forward and attack the two Goblins as they also move to close with him. The GM informs Gauth that the terrain is very rough and that attempting to move at a Run or faster will require a maneuver roll. Gauth decides to run anyway. His BMR while in armor is 50' per round, which makes it 100' while running. He is using 50% to run, so he can move a maximum possible distance of 50'. The GM has Gauth make a Hard Maneuver Roll. Gauth rolls a 94, and adds in his Agility Bonus of +5 as directed by the GM and then subtracts 25 because of his Minimum Maneuver Penalty for his armor,. This gives him a total roll of 74, which gives a result from the Moving Maneuver table of "40". This means that Gauth was able to move 40% of his maximum possible distance moved (50') which results in him being able to move 20' in total. However, since the Goblins are also moving towards Gauth, the GM decides that they moved 15' from the Hobgoblin, meeting Gauth 20' from his original location. Gauth still spent 50% activity on the move.

As Gauth closes with the Goblins, he makes his attack against Goblin 1. Gauth has an OB of 110, 20 of which he is using to Parry Goblin 2. Gauth is also applying his shield bonus against Goblin 2, in the hopes that be can take out Goblin 1 right away. This leaves Gauth an OB of 90 for his attack. The attack is modified by -50 because he is not making a 100% activity attack. Gauth rolls a 93. Goblin 1 is wearing Reinforced Leather has a DB of 10 (no shield, +10 parrying, no Quickness bonus). This gives Gauth a net attack roll of 123 (90+93-50-10). Looking up his Broadsword attack on the 1-Handed Edged Attack table to get a result of "16C". It does 16 hits to the Goblin and Gauth now rolls for his critical. He gets a "75". This means that Gauth has sliced the Goblin's thigh pretty good. The Goblin takes 6 additional hits, is bleeding at a rate of 1 hit per round and stunned for 2 rounds.

Gauth is happy with that result even though he has used 100% of his activity for the round.

Lesser Orc 1

He lies unconscious and smoldering upon the ledge.

Lesser Orc 2

He is hopping about, his clothing on fire. The GM decides that there is a 25% chance each round (non-cumulative) of him falling off the ledge as he tries to put himself out. The GM decides that this will be a low roll, so a result of 01-25 means he falls, anything else and he continues on as he was. The GM rolls, and gets a 90. He does not fall this round.

Goblin 1

Goblin 1's combined action to move up and attack Gauth needed to be partially resolved (the moving portion) during Gauth's action, so he moved up 20' and was then struck by Gauth. He is laying on the ground now, moaning and bleeding, stunned for 2 rounds. Since he had only completed 30% of his 100% activity move and attack action, which is less the 50% break point, this round counts as one of this Goblin's 2 rounds of stun.

Goblin 2

Goblin 2's combined action to move up and attack Gauth needed to be partially resolved (the moving portion) during Gauth's action, so he moved up 20'. He is going to attack Gauth. He has an OB of 40, 10 of which is dedicated to parrying because of his declared OB/DB split, leaving him an OB of 30 for the round. Since he also used 30% of his activity to move to Gauth, that gives him a -30 to his OB. Gauth is wearing Chain and also has a DB of 40 (+20 shield, +20 parrying,+0 Quickness bonus). Goblin 2 rolls a 96 and then rolls his second roll of 16, giving him a total roll of 112. This makes his net attack roll a 72 (30+112-30-40) with his mace. Looking up the result on the 1-Handed Concussion Attack table results in Gauth receiving 7 points of damage.

Goblin 2 has expended 100% of his activity for the round, 30% in moving and 70% in his attack.

Recap

Aurin has expended 75% of his activity and has 25% left.
Athlon has expended 90% of his activity and has 10% left.
Hobgoblin has expended 60% activity and has 40% left.
Gauth has expended 100% activity and has none left.
Lesser Orc 1 is unconscious and not able to do anything.
Lesser Orc 2 is on fire and is expending all activity for this round and the next in extinguishing himself.
Goblin 1 is stunned for this round and the next, unable to do anything.
Goblin 2 has expended 100% of his activity and has none left.

SECOND INITIATIVE CYCLE

Since there are characters with activity percentages still left, the GM cycles through the initiative again, asking for and resolving their actions. He will continue to do this until everybody involved in the fight has used 100% of their activity for the round or is unable to act for some reason. At this point, however, there are only 3 characters who have activity remaining..

Aurin

Aurin decides to just wait until the next round, spending the time figuring out who to attack next, and which spell to use as the fireball took 8 of his 21 Power Points. He uses all of his remaining activity percentage on looking around (perception).

Athlon

Athlon also decides to just wait until the next round. He is already planning on attacking the Hobgoblin again. He uses all of his remaining activity percentage looking around (Perception).

Hobgoblin

The Hobgoblin pulls his broadsword (20% activity) and then begins hobbling towards Gauth. He is only able to move 5' before the end of the round due to his wound. (20% activity at -50 because of the leg wound). The GM allows the Hobgoblin to use all of his activity on 2 different actions because the other characters have used all of their activity for the round by this point

UPKEEP PHASE

At this point, we now resolve any "per round" issues, applying the damage or modifiers as required. We also reduce all rounds of stun by 1 at this point as well. We only have 2 characters to whom this phase of the round will apply.

Goblin 1

Goblin 1 is bleeding at a rate of 1 point per round, so he removes 1 point from his hits. He also reduces the number of rounds that he is stunned by 1 at this point.

Lesser Orc 1

Lesser Orc 1 now takes the extra 8 points of damage for this round because of the flaming of his clothing. It will take him take him at least one more full round (and another 8 points of damage) to put out the flames.

END OF ROUND 1

It is the end of first round and our intrepid heroes are still up and fighting. Gauth has received a wound, but it isn't enough to slow him down. Both Aurin and Athlon are fine and ready to go.

As for the bad guys, one is unconscious, another is stunned, and another is dancing around on fire. However, one of the Goblins is still healthy and hale, and the Hobgoblin, although injured, is still game to fight and he will likely reach Gauth the next round.

Things seem to be turning in favor of the PCs, but you never know.

WEAPON STATISTICS

Weapon	Length	FR	Primary Crit	Secondary Crit	Base Range #	Special Modifications
1-H Edged (can be used with a shield)						
Broadsword	3'	3	SL	—	—	
Dagger	1'	2	PU(C)	—	15	-15 OB (vs. chain/plate)
Handaxe	2'	4	SL	—	15	+5 OB (vs. chain/plate)
Scimitar	3'	4	SL	—	—	-5 OB (vs. chain/plate), + 5 OB (vs. other)
Short Sword	2'	2	SL	—	3	-10 OB (vs. chain/plate), + 10 OB (vs. other)
Whip	7'	6	GR(C)	SL(A)	—	-10 OB
1-H Concussion (can be used with a shield)						
Club	3'	4	CR(D)	—	2	-10 OB.
Mace	2'	2	CR	—	5	
Morning Star	3'	3	CR	PU(A)	—	+10 OB take "B" crit if fumbled.
Net	3'	6	GR	—	10	Grappling attack table; max of Medium attack.
War Hammer	3'	4	CR	—	10	+5 OB.
1-H Pole Arms (use 1-Handed Edged Attack Table with a shield (-10 to OB) OR 2-Handed Attack Table)						
Javelin	6'	4	PU	—	30	-10 OB0
Spear	7'	5	PU	SL(A)	20	-5 OB
2-H Pole Arms (use 2-Handed Attack Table)						
Mounted Lance	10'	7	PU	UB	—	+15 OB, take "B" crit if fumbled.
Halbard	8'	7	SL	PU	—	-5 OB
2-Handed Weapons (can not be used with a shield)						
Battle-Axe	4'	5	SL	CR	—	+5 OB (chain/plate), - 5 (other)
Flail	4'	8	CR	PU	—	+10 OB, take "C" crit if fumbled.
Quarterstaff	6'	3	CR	—	—	-10 OB.
2-Handed Sword	5'	5	SL	CR	—	
Missile Weapons (may not be used in melee or with a shield)						
Composite Bow	4'	4	PU	—	75*	RLF(90%) at -20 OB.
Crossbow	4'	5	PU	—	90	RLF(185%) at -35 OB, +20 OB at up to 50'.
Long Bow	6'	5	PU	—	100*	RLF(90%) at -25 OB.
Short Bow	3'	4	PU	—	60*	RLF(90%) at -15 OB.
Sling	2'	6	CR(D)	—	50*	RLF(90%) at -10 OB, may use with shield.

CR - Crush critical; GR — Grapple critical; PU — Puncture critical; SL - Slash critical; UB - Unbalance critical

* - May not move with these weapons loaded and ready to fire. They may be carried in hand and fired as if reloading (penalty applies).

\# - All non-Missile weapons with a range are treated as "thrown weapons" (for skill purposes) when used as missiles.

Fumble Range (FR): if unmodified attack roll is less than or equal this number the attack fails and a roll must be made on the Fumble Table.

Primary Crit — The type of critical delivered by the attack; a letter in parentheses indicates the maximum critical that can be obtained (if none is given it is "E"). Higher criticals are treated as the maximum.

Secondary Crit — If a critical higher than an "A" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is at least one step less severe than is indicated by the attack result. The same dice roll is used for both criticals. A letter in parentheses indicates the maximum critical that can be obtained (if none is listed it is "D").

 (e.g., an "E" result delivers a "D" secondary critical, a "C" delivers a "B", etc.).

Base Range: The base range in feet for the weapon to be thrown or fired. Short range is between 1' and the base range, and there is no OB modification. Medium range is between the base range and double the base range, and the OB modification is -25.

RLF(#%): This stands for "**Rapid Load & Fire**" and represents a quick reloading and firing of a missile weapon as a single action. The notes for the missile weapon gives the activity percentage required for this action and the modifier to the character's OB.

	Base Range	Short Range	Medium Range	Long Range	Maximum Range	
Long range is between double the base range and triple the base range, and the OB modification is -50. Maximum range is between triple the base range and four times the base range, and the OB modification is -75.	2	1'-2'	3'-4'	5'-6'	7'-8'	Missile Weapons may not be used if the wielder is engaged in Melee. The following table summarizes the various ranges.
	3	1'-3'	4'-6'	7'-9'	10'-12'	
	5	1'-5'	6'-10'	11'-15'	16'-20'	
	10	1'-10'	11'-20'	21'-30'	31'-40'	
	15	1'-15'	16'-30'	31'-45'	46'-60'	
	20	1'-20'	21'-40'	41'-60'	61'-80'	
	30	1'-30'	31'-60'	61'-90'	91'-120'	
	40	1'-40'	41'-80'	81'-120'	121'-160'	
	50	1'-50'	51'-100'	101'-150'	151'-200'	
	60	1'-60'	61'-120'	121'-180'	181'-240'	
	75	1'-75'	76'-150'	151'-225'	226'-300'	
	90	1'-90'	91'-180'	181'-270'	271'-360'	
	100	1'-100'	101'-200'	201'-300'	301'-400'	

ANIMAL/NATURAL ATTACK TYPES

Attack Type	(Abbreviation)	Attack Table	Primary Crit	Secondary Crit
Pincher/Beak	(Pi)	Tooth & Claw	SL	CR*
Bite	(Bi)	Tooth & Claw	PU	SL(C)
Claw/Talon	(Cl)	Tooth & Claw	SL	PU(B)*
Horn/Tusk	(Ho)	Tooth & Claw	PU	CR(C)*
Grapple/Grasp/Envelop/Swallow	(Gr)	Grappling & Unbalancing	GR	UB(C)
Ram/Butt/Bash/Knock Down/Slug	(Ba)	Grappling & Unbalancing	UB	CR(C)*
Stinger	(St)	Tooth & Claw	Pu	CR(B)*
Tiny animals	(Ti)	Tooth & Claw	SL(T)	---
Trample/Stomp	(Ts)	Tooth & Claw	CR	CR*
Crush/Fall**	(Cr)	Tooth & Claw	CR	CR*
Fist/Kick***	(Fi)	Tooth & Claw	UB(A)	---
Wrestling/Tackles***	(Wr)	Grappling & Unbalancing	GR(A)	---

CR — Crush critical; GR — Grapple critical; PU — Puncture critical; SL — Slash critical; UB -—Unbalance critical

* — For these attacks only "large" and "huge" attacks get the secondary critical listed above.

** — If a character falls, this attack is rolled with the number of feet fallen added to the roll and the character's agility (only) subtracted. The size of the attack is based upon distance fallen:

1'-10' (Small), 11-50' (Medium), 51-100' (Large), over 100' (Huge).

*** — These attack types are for hand-to-hand attacks. The attacker's OB is his strength bonus plus his agility bonus.

Primary Crit — The type of critical delivered by the attack; a letter in parentheses indicates the maximum critical that can be obtained (if none is given it is "E"). Higher criticals are treated as the maximum.

Secondary Crit — If a critical higher than an "A" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is one step less severe than is indicated by the attack result.

 (e.g., an "E" result delivers a "D" secondary critical, a "C" delivers a "B", etc.). Each critical is rolled separately. A letter in parentheses indicates the maximum critical that can be obtained (if none is given it is "D").

TOOTH & CLAW ATTACKS

Roll	Plate	Chain	Reinf.	Soft	None
				Leather	
----- Max Results - Huge Attacks -----					
146-150	24E	27E	32E	36E	40E
141-145	22D	25D	29E	33E	38E
136-140	20C	23D	26D	30E	36E
----- Max Results - Large Attacks -----					
131-135	18C	20C	22D	25D	30E
126-130	16B	18C	20C	23D	28E
121-125	14B	15B	18C	20C	26D
----- Max Results - Medium Attacks -----					
116-120	10B	11B	14C	17C	20D
111-115	9A	11B	13B	16C	19C
106-110	8A	10A	12B	15B	17C
------ Max Results - Small Attacks ------					
101-105	7A	9A	11A	13B	15B
96-100	7T	8A	10A	12A	14B
91-95	6T	7T	9A	11A	13B
86-90	6	6T	8T	10A	12A
81-85	5	5	7T	9T	10A
76-80	4	4	5	7T	9A
71-75	3	3	3	5	8T
66-70	2	2	2	4	6T
61-65	1	1	1	2	5T
56-60	1	0	0	1	4
51-55	0	0	0	0	2
46-50	0	0	0	0	1
41-45	0	0	0	0	0
36-40	0	0	0	0	0
09-35	0	0	0	0	0
UM 01-02	------------ Attack Failure ------------				

GRAPPLING & UNBALANCING ATTACKS

Roll	Plate	Chain	Reinf.	Soft	None
				Leather	
----- Max Results - Huge Attacks -----					
146-150	18E	23E	27E	30E	33D
141-145	16E	21E	25D	28D	30C
136-140	14E	19D	22C	26D	28C
----- Max Results - Large Attacks -----					
131-135	12D	15D	18C	20D	22C
126-130	11D	13D	16C	18C	20B
121-125	10D	11C	14B	16C	18B
----- Max Results - Medium Attacks -----					
116-120	8C	10C	12B	14C	16B
111-115	7C	9C	11B	13B	15A
106-110	6C	8B	10A	12B	14A
------ Max Results - Small Attacks ------					
101-105	5B	7A	8A	10A	11A
96-100	5B	6A	7A	9A	10T
91-95	4A	5A	6T	8A	8T
86-90	4A	4A	5T	7T	7T
81-85	3A	4A	4T	6T	5
76-80	3A	3T	2	4T	4
71-75	2A	2T	1	3	2
66-70	2T	1	0	1	1
61-65	1	0	0	0	1
56-60	1	0	0	0	0
51-55	0	0	0	0	0
46-50	0	0	0	0	0
03-45	0	0	0	0	0
UM 01-02	------------ Attack Failure ------------				

1-HANDED CONCUSSION ATTACKS		Leather			
Roll	Plate	Chain	Reinf.	Soft	None
146-150	16E	22E	20E	20E	23E
141-145	16D	21E	19E	19E	22E
136-140	15D	20D	18D	18E	21E
131-135	14C	19D	17D	17D	19E
126-130	13C	18C	16C	16D	18E
121-125	13B	17C	15C	15C	17D
116-120	12B	16C	13C	14C	15D
111-115	11A	15B	12C	13C	14D
106-110	10A	14B	11B	12B	13C
101-105	10	13A	10B	11B	12C
96-100	9	12A	9B	10B	10B
91-95	8	11	8A	9A	9A
86-90	8	10	7A	8A	8
81-85	7	9	6	7A	6
76-80	6	8	4	6	0
71-75	5	7	3	5	0
66-70	5	6	2	3	0
61-65	4	5	0	0	0
56-60	3	4	0	0	0
51-55	3	3	0	0	0
46-50	2	2	0	0	0
41-45	1	1	0	0	0
36-40	1	0	0	0	0
09-35	0	0	0	0	0
UM 01-08	----------- Possible Fumble -----------				

1-HANDED EDGED ATTACKS		Leather			
Roll	Plate	Chain	Reinf.	Soft	None
146-150	12E	18E	22E	25E	30E
141-145	12D	17D	21E	24E	28E
136-140	11C	16D	20D	23E	27E
131-135	11B	15C	18D	22D	25E
126-130	10B	14C	17D	20D	23E
121-125	9A	13C	16C	19D	21E
116-120	9A	13B	15C	18D	20D
111-115	8A	12B	13C	17C	19D
106-110	8	11A	12B	15C	17D
101-105	7	10A	11B	14C	15C
96-100	6	9	10B	13B	13C
91-95	6	S	9A	12B	11B
86-90	5	7	7A	10B	10A
81-85	5	6	6	9A	9A
76-80	4	5	5	7A	7
71-75	3	4	3	5	0
66-70	3	3	2	3	0
61-65	2	2	0	0	0
56-60	2	1	0	0	0
51-55	1	1	0	0	0
46-50	1	0	0	0	0
41-45	0	0	0	0	0
36-40	0	0	0	0	0
09-35	0	0	0	0	0
UM 01-08	----------- Possible Fumble -----------				

COMBAT MODIFIERS

Criticals:

T --- Critical roll is modified by -50
A --- Critical roll is modified by -20
B --- Critical roll is modified by -10
C --- Critical roll is modified by 0
D --- Critical roll is modified by + 10
E --- Critical roll is modified by + 20
The type of critical is determined by the specific weapon or animal attack being used.

Offensive Modifiers:

+ 15 --- Flank attack *
+ 35 --- Rear attack *
+ 20 --- Surprise Foe
+ 20 --- Foe stunned **
+30 --- Foe down **
+50 --- Foe prone **
-10 --- Per 25% of hits taken
-20 --- Using off-hand
-var. --- RLF modifier §

Defensive Modifiers:

+100 --- Full "hard" cover ‡
+50 --- Half "hard" cover ‡
+40 --- Full "soft" cover ‡
+20 --- Half "soft" cover ‡

-var. --- Armor missile attack penalty §

* = only one mod at a given time.
** = only one mod at a given time.
‡ = not versus spells
§ =Missile/Thrown weapons only

2-HANDED WEAPONS ATTACKS	Leather				
Roll	Plate	Chain	Reinf.	Soft	None
146-150	22E	33E	40E	43E	48E
141-145	21E	31E	37E	40E	45E
136-140	20D	29E	34E	38E	42E
131-135	19D	28D	32E	36E	39E
126-130	17C	26D	29D	33E	36E
121-125	16C	24C	27D	31D	33E
116-120	15B	22C	24D	29D	31E
111-115	14B	20C	22C	27D	28E
106-110	13A	18B	19C	24C	25D
101-105	12A	16B	17C	22C	22D
96-100	11	14A	14C	20C	19D
91-95	9	12A	12B	17C	16C
86-90	8	11	9B	15B	13B
81-85	7	9	7A	13B	10A
76-80	6	7	4A	10A	0
71-75	5	5	2	8A	0
66-70	4	3	0	6	0
61-65	3	0	0	0	0
56-60	2	0	0	0	0
51-55	1	0	0	0	0
46-50	0	0	0	0	0
41-45	0	0	0	0	0
36-40	0	0	0	0	0
09-35	0	0	0	0	0
UM 01-08	----------- Possible Fumble -----------				

MISSILE ATTACKS	Leather				
Roll	Plate	Chain	Reinf.	Soft	None
146-150	15E	25E	26E	26E	27E
141-145	14D	23E	25E	25E	25E
136-140	13C	22D	23D	23E	23E
131-135	12C	20D	21D	22D	22E
126-130	11B	19C	19D	20D	20D
121-125	11B	17C	17C	19D	18D
116-120	10A	16B	15C	17C	16D
111-115	9A	14B	13B	16C	15C
106-110	8A	13B	12B	14B	13C
101-105	7	10A	10B	13B	11C
96-100	6	8A	9A	12B	10B
91-95	5	7	7A	10A	8A
86-90	4	6	5	8A	0
81-85	3	4	3	6	0
76-80	2	2	0	4	0
71-75	1	0	0	0	0
66-70	0	0	0	0	0
61-65	0	0	0	0	0
56-60	0	0	0	0	0
51-55	0	0	0	0	0
46-50	0	0	0	0	0
41-45	0	0	0	0	0
36-40	0	0	0	0	0
09-35	0	0	0	0	0
UM 01-08	----------- Possible Fumble -----------				

COMBAT MODIFIERS

Criticals:

T --- Critical roll is modified by -50
A --- Critical roll is modified by -20
B --- Critical roll is modified by -10
C --- Critical roll is modified by 0
D --- Critical roll is modified by + 10
E --- Critical roll is modified by + 20
The type of critical is determined by the specific weapon or animal attack being used.

Offensive Modifiers:

+ 15 --- Flank attack *
+ 35 --- Rear attack *
+ 20 --- Surprise Foe
+ 20 --- Foe stunned **
+30 --- Foe down **
+50 --- Foe prone **
-10 --- Per 25% of hits taken
-20 --- Using off-hand
-var. --- RLF modifier §

Defensive Modifiers:

+100 --- Full "hard" cover ‡
+50 --- Half "hard" cover ‡
+40 --- Full "soft" cover ‡
+20 --- Half "soft" cover ‡
-var. --- Armor missile attack penalty §
* = only one mod at a given time.
** = only one mod at a given time.
‡ = not versus spells
§ =Missile/Thrown weapons only

BOLT ATTACK					
			Leather		
Roll	Plate	Chain	Reinf.	Soft	None
----- Max Result - Lightning Bolt -----					
146-150	18E	22E	22E	31E	36E
141-145	17D	20E	20E	30E	34E
136-140	16D	18D	19E	28E	32E
----- Max Result - Fire Bolt -----					
131-135	15C	17D	18E	26E	30E
126-130	14C	I6D	17D	24E	2SE
121-125	BC	15C	I6D	22D	26E
----- Max Result - Ice Bolt -----					
116-120	12C	14C	I5C	20D	240
111-115	12B	13C	14C	18C	22D
106-110	1 IB	12C	13C	16C	20C
----- Max Result - Water Bolt -----					
101-105	10B	11B	12C	14C	18C
96-100	10A	10B	11B	12C	16C
91-95	9A	9B	10B	10B	15C
----- Max Result - Shock Bolt -----					
86-90	9A	8A	9B	8B	14B
81-85	8A	7A	8A	78	13B
76-80	8A	6A	7A	6B	12B
71-75	7A	5A	6	5A	11B
66-70	7A	4	5	4A	10A
61-65	6	3	4	3	8A
56-60	5	2	2	2	0
51-55	4	2	1	1	0
46-50	3	1	0	1	0
41-45	2	I	0	0	0
35-40	1	0	0	0	0
21-35	0	0	0	0	0
11-20	F	F	0	0	0
03-10	F	F	F	F	F
UM 01-02	F	F	F	F	F

BALL ATTACK					
			Leather		
Roll	Plate	Chain	Reinf.	Soft	None
UM 100	22E	21E	20E	19E	34E
UM 97-99	19D	18D	17D	16D	28D
93-96	16C	15C	14C	13C	22C
89-92	15C	14C	13C	12B	21C
85-88	15C	14C	13C	123	20C
81-84	14C	13C	12C	11B	19C
77-80	14C	13C	12B	11B	18C
73-76	13C	12B	11B	10A	17C
69-72	13B	12B	11B	10A	16C
65-68	12B	11B	10B	9A	15C
61-64	12B	11B	10B	SA	14B
57-60	11B	10B	9A	7A	13B
53-56	10B	9A	8A	6A	12B
49-52	9A	8A	7A	5	11B
45-48	8A	7A	6A	4	10B
41-44	7A	6A	5A	3	9A
37-40	6A	5A	4	2	8A
33-36	5A	4	3	1	7A
29-32	4	3	2	0	6A
25-28	3	2	I	0	5A
21-24	2	1	0	0	4
17-20	1	0	0	0	3
13-16	0	0	0	0	2
09-12	0	0	0	0	1
05-08	F	F	F	F	F
UM 01-04	F	F	F	F	F

SPELL STATISTICS			
Spells	Primary Crit	Secondary Crit	Special Modifications
Fire Bolt	HE	—	—
Ice Bolt	IM	CO	-10 vs. plate & reinforced leather
Lightning Bolt	EL	IM	+10 against chain/plate.
Shock Bolt	EL	—	+10 against chain/plate.
Water Bolt	IM	—	-5 vs. plate & reinforced leather
Cold Ball	CO	—	—
Fire Ball	HE	—	—

CO — Cold critical; EL — Electricity critical; HE — Heat critical; IM — Impact critical

Primary Crit — The type of critical delivered by the attack; a letter in parentheses indicates the max. critical that can be obtained (if none is given it is "E"). Higher criticals are treated as the maximum.

Secondary Crit — If a critical higher than an "B" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is one step less severe than is indicated by the attack result. *(e.g., an "E" result delivers a "D" secondary critical, a "C" delivers an "B", etc.).* Each critical is rolled separately.

Criticals	Modifications:
A --- Critical roll is modified by -20	+ Attacker's Offensive Bonus - Defender's Defensive Bonus
B --- Critical roll is modified by -10	+ Caster's Level
C --- Critical roll is modified by 0	+20 --- If target is at the center point (ball attacks only).
D --- Critical roll is modified by +10	-5 --- Defender has shield (bolt attacks only)
E --- Critical roll is modified by +20	-*x* --- Full Cover: -60 vs. EAR, -20 vs. BAR
	-*x* --- Partial Cover; -30 vs. EAR, -10 vs. BAR
	+/- --- GM decision or special item/skill/ability

Note - Defender's DB against directed spells is their normal DB + any special modifiers (includes shield). Defender's DB against Ball attacks does not include shield.

Range Modifications	Bolts	Balls	Base Spells
Touch	+50	---	+30
0'-10'	+35	+35	+10
11'-50'	+0	+0	+0
51'-100'	-20	-20	-10
101'-200'	-40	-40	-20
201'-300'	-55	-55	-20
301' and up	-75	-75	-30

BASE SPELL ATTACK			
Roll	Metal Armor	Leather Armor	No Armor
UM 100	-90	-90	-90
UM 97-99	-65	-65	-65
93-96	-50	-45	-55
89-92	-45	-40	-50
85-88	-40	-35	-45
81-84	-35	-30	-40
77-80	-30	-25	-35
73-76	-25	-20	-30
69-72	-10	-15	-25
65-68	-5	-10	-20
61-64	-5	-5	-15
57-60	0	-5	-10
53-56	0	0	-5
49-52	+ 5	0	0
45-48	+ 10	+ 5	0
41-44	+ 15	+ 10	+ 5
37-40	+ 20	+ 15	+ 15
33-36	+ 25	+ 20	+ 20
29-32	+ 30	+ 25	+ 30
25-28	+ 35	+ 30	+ 35
21-24	+ 40	+ 35	+ 45
17-20	+ 45	+ 40	+ 50
13-16	F	+ 45	+ 60
09-12	F	F	+ 65
05-08	F	F	+ 70
03-04	F	F	F
UM 01-02	F	F	F

Note: The number results from this table are modifications for a Resistance Roll that must be by the target. An F indicates spell failure and requires a spell failure roll.

For Channeling Spells: If target is wearing leather armor, use the "no armor" column; if target is wearing plate or chain, modify the attack roll by -10.

RESISTANCE ROLLS											
Target Level	Attack Level *										
	1	2	3	4	5	6	7	8	9	10	11+
1	50	55	60	65	70	73	76	79	82	85	**
2	45	50	55	60	65	68	71	74	77	80	**
3	40	45	50	55	60	63	66	69	72	75	**
4	35	40	45	50	55	58	61	64	67	70	**
5	30	35	40	45	50	53	56	59	62	65	**
6	27	32	37	42	47	50	53	56	59	62	**
7	24	29	34	39	44	47	50	53	56	59	**
8	21	26	31	36	41	44	47	50	53	56	**
9	18	23	28	33	38	41	44	47	50	53	**
10	15	20	25	30	35	38	41	44	47	50	**
11+	***	***	***	***	***	***	***	***	***	***	

Modifications to the Resistance Roll:

+ Target's appropriate RR bonus.

(-90) - (+70) -- Modification resulting from the base attack roll.

-50 -- Willing Target

* For spells the attack level is the caster's level.

** For attacks from level 11-15, add 2/lvl and for attacks above level 15, add 1/lvl.

*** For defenders level 11-15, subtract 2/lvl and for defenders above level 15, subtract 1/lvl.

To resist the target's RR must be greater than or equal to the number given above

	Crush Criticals	Slash Criticals	Puncture Criticals	Unbalancing Criticals
	...			

COMBAT CRITICALS

	Crush Criticals	Slash Criticals	Puncture Criticals	Unbalancing Criticals
-49-05	Weak grip. No extra damage. +0	Weak strike yields no extra damage. +0.	Glancing blow. No extra damage. +0	Fairly weak. +0 hits. Zip.
06-20	Minor fracture of ribs. +5 Hits. -5 to activity.	Minor calf wound. 1 hit per rnd.	Glancing blow to side. +3 hits.	Arm strike. +2 hits. -5 to activity for 2 rnds.
21-35	Blow to side. +4 hits. -40 to activity for 1 rnd.	Blow to upper leg, +5 hits. If no leg armor: 2 hits per rnd.	Thigh strike, +3 hits. If no leg armor: 3 hits per rnd.	Leg strike. +4 hits. If no leg armor: +7 hits & stunned 1 rnd.
36-50	Blow to forearm. +5 Hits. Stunned 1 rnd.	Minor chest wound. +3 hits. 1 hit per rnd. -5 to all actions.	Minor forearm wound. +2 hits. Stunned 1 rnd.	Chest strike. Knocked back 3'. +5 hits. -10 to actions for 2 rnds.
51-65	Blow to shield shoulder breaks shield. If no shield: shoulder broken, arm useless.	Minor forearm wound. +4 hits. 2 hits per rnd. Stunned 1 rnd.	Strike along side of chest. 1 hit per rnd. Stunned 1 rnd.	Blow to shield arm. +5 hits. Shield torn away. If no shield: +8 hits and stunned 2 rnds.
66-79	Blow breaks bone in leg. +12 hits. -40 to actions. Stunned 2 rnds.	Medium thigh wound. +6 hits. 1 hit per round. -10 to activity. Stunned 2 rnds.	Strike to lower leg. Tendons torn. +3 hits. -25 to actions. Stunned 1 rnd.	Elbow strike. Forearm numb. +8 hits. Drop weapon. -10 to actions for 10 rnds.
80	Strike to forehead. +30 hits. Stunned 24 rnds. If no helm: a 1 month coma results.	Neck strike severs carotid artery. Neck broken. Dies in 1 round of intense agony.	Strike to neck. Nerves and blood vessels severed. Dies of a massive heart failure.	Brutal hip strike. Knocked down. Tendons torn and joint crushed. Leg useless. 80 to activity.
81-86	Blow breaks weapon arm. Arm useless. Tendon damage. +8 hits. Stunned 2 rnds.	Slash muscle and tendons in weapon arm. Arm useless. +10 hits. 1 hit per rnd.	Strike to weapon arm. Bone broken. +10 hits. Stunned 3 rnds.	Shot to side. Knocked 5' to the side. Drop anything carried in hands. Stunned 3 rnds.
87-89	Shatter knee. +9 hits. -60 to activity. Knocked down and stunned for 3 rnds.	Destroys one eye. +10 hits. Stunned for 30 rnds.	Strike through lower leg. Sever muscle. -50 to activity. Stunned 3 rnds.	Side strike. Stumble clumsily to an embarrassingly prone position. Stunned 6 rnds.
90	Blow to back of neck paralyzes from the shoulders down. +25 hits. Foe stunned 4 rnds.	Disemboweled, dies instantly. 25% chance your weapon is stuck in opponent for 2 rnds.	Strike through both lungs. Drops and passes out. Dies in 6 rnds.	Inspired back strike. Knocked flying 10 feet and onto face. Paralyzed from waist down.
91-96	Unconscious for 4 hours due to blow to side of head. If no helm: skull crushed. +20 hits.	Knocked out for 6 hours with a strike to side of head. +15 hits. If no helm: dies instantly.	Strike to side of head. Knocked out for 6 hours. +10 hits. If no helm: dies instantly.	Hard head strike. Knocked back 10' and stunned 6 rnds. If no helm: out cold for 24 hours.
97-99	Blast to chest sends ribcage through lungs. Drops and dies in 6 rounds. Vicious.	Sever lower leg. 20 hits per round. Drops and lapses into unconsciousness.	Strike through neck breaks backbone and severs spine. Paralyzed from the neck down.	Totally awesome strike! Knocked to knees. If using weapon: it is back 10'. Stunned 15 rnds.
100	Blow to jaw. Drives bone into brain. Dies instantly.	Slash side. Down, out and dies in 3 rnds due to massive internal organ damage.	Strike through eye. Dies instantly. A real eye full.	Upper chest strike. Knocked 10'. Fall and break both arms. A 2 month coma results.
101-106	Blow breaks hip. +15 hits. -75 to activity. Knocked down and stunned 3 rnds.	Major abdominal wound. +10 hits. 8 hits per rnd. -10 to actions. Stunned 4 rnds.	Major abdominal wound. +10 hits. 6 Hits per rnd. -20 to actions. Stunned 4 rnds.	Blow breaks leg. +12 hits. -50 to actions. Stunned 1 rnd.
107-109	Neck strike crushes throat. Cannot breath and stunned for 12 rnds. Poor fool then expires.	Sever weapon arm. 15 hits per round. Down and unconscious immediately.	Nailed in lower back. Down and out. Dies from internal bleeding and shock in 6 rnds.	Strike to head. Knocked 10' back. +9 hits. Stunned 6 rnds. If no helm: a 4 week coma results.
110	Crushes hip. +35 hits. Stunned for 2 rnds. Active for 4 rnds, but then dies of nerve failure.	Impaled in heart. Dies instantly. Heart destroyed. 25% chance your weapon is stuck in foe 3 rnds.	Shot through heart. Reels 10' to a spot suitable for dying. Weapon stuck in spinning victim for at least 3 rnds.	Savage blow to head. Knocked down. Dies in 12 rounds due to a severed vein.
111-116	Shatter elbow in weapon arm. Arm useless. Stunned 5 rnds.	Sever hand. 12 hits per round. Knocked down and stunned for 6 rnds.	Strike through leg. Artery severed. Down and out. 12 hits per rnd.	Awesome side shot. Knocked 5'. Lower leg broken. Stunned 7 rnds. -40 to actions.
117-119	Blow to side crushes chest cavity. Foe drops immediately and dies in 3 rnds.	Sever spine. Collapses like puppet with strings cut. +20 Hits. Paralyzed from neck down,	Strike to kidneys. +9 hits. Down and dies after 6 rnds of very intense agony. Sad.	Blow to shield shoulder. Stunned 9 rnds. -20 to actions. If no shield: out cold & arm shattered.
120	Blast to chest area. Destroy heart. Dies immediately. +25 hits. Fine work.	Strike to head destroys brain & makes life difficult for the fool. Expires in a heap, immediately.	Shot through both ears. Hearing impaired, dies instantly. Awesome shot.	Frightening strike to temple. Knocked back 20'. Dies instantly. Not nice.
	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	**Modifications:** -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	**Modifications:** -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	**Modifications:** -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical

	Heat Criticals	Cold Criticals	Electricity Criticals	Impact Criticals
ELEMENTAL CRITICALS				
-49-05	Hot air. +0 hits.	Cool breeze. +0 hits.	Hair stands up. +0 hits.	Not even a scratch. +0 hits.
06-20	Strong heat, little effect. +3 hits.	Cold blast. +3 hits. If no cloak or armor: stunned 1 rnd.	Light charge. +3 hits. If metal armor: stunned 1 rnd.	Grazing shot. +5 hits.
21-35	Minor bums. +8 hits. 1 hit per rnd.	Frosty "burn". + 7 hits. 1 hit per rnd.	Explosion of light. Stunned 1 rnd.	Staggered by strike to side. +10 hits. Stunned 1 rnd.
36-50	Blinded by hot smoke. +12 hits. Stunned 1 rnd.	Mild frostbite. +5 hits. 2 hits per rnd and -10 to actions.	Medium charge. +6 hits. -5 to actions. If metal armor: stunned 2 rnds.	Strike to shoulder. Spun about. Reel backwards 10'. +12 hits. If no armor: stunned 2 rnds.
51-65	Clothing catches on fire. +12 hits. Takes 2 rnds to extinguish the fire. 8 hits each rnd alight.	Cold strike to back. +9 hits. 2 hits per rnd. Stunned 2 rnds. All wood on back is useless & brittle.	Heavy charge. +9 hits. -10 to actions. Stunned 1 rnd. If metal armor: stunned 3 rnds.	Strike to leg. Knocked down. +8 hits. If no leg armor: stunned 2 rnds.
66-79	Knocked down by fiery blast. Any organic foot and calf covering destroyed. +10 hits.	Low blast. Stunned 1 rnd. Foot covering destroyed. If no foot covering: frostbite, -30 to actions.	Strike to shield arm. +12 hits. -20 to actions. If metal armor and no shield: out for 1 day.	Blast to shield arm. +10 hits. Shield is destroyed. If no shield: arm broken, stunned 3 rnds.
80	Blast to head. Face horribly scarred. Knocked out. +15 hits. 5 hits per rnd. If no helm: 1 month coma results.	Icy blast to head. A month long coma (and head cold) results. Loses nose as a result of severe frostbite and shock.	Strike to side devastates nervous system. Severe shock results. Victim is a living vegetable for 1 month.	Strike to head. +12 hits. Helm is shattered. Knocked down and out for 1 day. If no helm: skull fractured, dies in 3 rnds.
81-86	Fire engulfs back. Knocked down. All organic material on back destroyed. 2 hits per rnd. Stunned 1 rnd.	Strike to leg. Knocked down. Stunned for 3 rnds. If no leg armor: frostbite, lower leg useless and -40 to actions.	Strike to weapon arm. Muscle and cartilage mangled. Ana useless. 2 hits per rnd. Stunned 6 rnds.	Blow to upper teg. Muscles torn. +15 hits. -10 to actions. If no leg armor: -20 to actions and stunned 3 rnds.
87-89	Strike to head. Blinded for 6 rnds. Any organic head covering destroyed. If no helm: head hair destroyed.	Strike to neck and collar area. Knocked out. Lose outer ear. If no neck armor: neck is frozen and dies in 9 inactive rnds.	Permeated by electricity. Entire nervous system rearranged. Drops and lies in shock for 12 rnds before dying.	Blast to collar area. +12 hits. Stunned 5 rnds. Cannot speak for 1 week. If no neck armor: voice loss is permanent.
90	Head becomes a charred stump. Sadly, foe dies instantly due to this unacceptable condition.	Blast freeze-dries head. Dies in 2 rnds. Skull and brain are brittle and lifeless.	Brain is fried. If leather helm: it is destroyed and a 2 week coma results. If not: dies instantly.	Strike to neck. Paralyzed from the shoulders down. +20 hits. Foe is in a melancholy mood.
91-96	Shield arm fried. Any shield is destroyed along with hand. Stunned 5 rnds. If no shield: loses arm and knocked out.	Thigh iced. Broken bone and frostbite. 5 hits per rnd. -30 to actions. Stunned for 4 rnds.	Chest strike. If metal armor: it becomes fused and immobile. If not: knocked out for 6 hours.	Blow to knee. Knee dislocated. Cartilage and tendons ripped. +15 hits. -50 to actions. Stunned 9 rnds.
97-99	Upper leg burn. Use of leg lost due to tissue damage. 3 hits per rnd. -60 to actions. Stunned for 6 rnds.	Side strike freezes and shatters pelvis. Dies in 12 rnds due to shock and nerve damage.	Electrifying experience. Massive shock and surface burns to brain. Passes out and dies in 6 rnds.	Strike abdomen. +18 hits. Stunned 12 rnds. If no abdomen armor: dies in 6 rnds due to destroyed organs.
100	Blast to neck fuses vertebrae and unites skin uith clothing. Paralyzed permanently. +25 hits.	Head strike. Eyes are frozen. A 3 week coma results. Paralyzed from the neck down.	Sparks fly wildly. Instant death provides all with a fine light show.	Blast to head fractures skull. A 3-week coma results. If no helm: dies immediately.
101-106	Blast to leg. 2 hits per rnd. -20 to actions. If no leg armor: massive tissue damage, -70 to actions.	Blast freezes both hands. Loses use of both arms for 1 hour. 6 hits per rnd. Stunned 5 rnds.	Strike face. Loses nose. Stunned 8 rnds. Blinded 2 weeks. If no helm: knocked down as well.	Jaw broken. Cannot speak or eat solid food until healed. + 15 hits. -10 to actions. Stunned 7 rnds.
107-109	Head strike. If helm: blinded for 2 weeks. If not: dies in 6 rnds due to shock & brain damage.	Heart and lungs suddenly frozen. Dies in 6 inactive rnds of shock and suffocation.	Chest strike destroys heart/lungs. If metal armor: it is fused, & dies in 6 rnds. If not: dies instantly.	Blow to side. Bone is driven into kidneys, dies in 6 rnds.
110	Midsection vaporized. Cut in half and dies. Clothing, armor, and all items destroyed.	Massive strike shatters chest and freezes precious bodily fluids. Dies in 3 rnds.	Head is no longer available for use. Smoke and ozone surrnd the lifeless body.	Disrupt chest. Lungs and heart explode from impact. Dies instantly. Very messy.
111-116	Blast to chest. Any chest armor destroyed. +12 hits. Stunned 3 rnds. If no chest armor: knocked down, 6 hits per rnd.	Icy blast to upper chest. Knocked down and out. If no chest armor: dies in 10 rnds due to a cold, cold heart.	Abdomen strike. Stunned 7 rnds. 6 hits per rnd. If no armor over abdomen: dies of shock and bleeding in 12 rnds.	Spun by blow. Knocked down. Breaks both arms. -60 to actions. Stunned 3 rnds.
117-119	Fire engulfs foe. Dies of shock & nerve damage in 6 rnds. +25 hits.	Frozen into a lifeless statue - well preserved, but quite dead.	Chest strike cuts foe in half. Charge extends 10' giving an "A" critical to anyone in the way.	Blast shatters skull into thousands of particles. Dies instantly. Nice shot!!
120	All that remains are charred bits of teeth and bone.	Frozen solid, then shatters into thousands of pieces after being slammed into the grnd.	Charge disrupts cell structure. Entire body turned to dust.	Blast annihilates entire skeleton. Reduced to a gelatinous pulp. Try a spatula.
	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	**Modifications:** -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	**Modifications:** -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	**Modifications:** -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical

Roll	Grappling Criticals	Large Creature Physical Criticals	Large Creature Spell Criticals
MISCELLANEOUS CRITICALS			
-49-05	An oppportunity lost.	+10 hits. Your weapon breaks in half. You are upset.	Size of creature awes you. +0 hits.
06-20	Passing strike. +2 hits.	+6 hits.	+5 hits.
21-35	Attack fended off. + 3 hits. If arm armor: stunned 1 rnd.	+12 hits.	+8 hits.
36-50	Attack to upper leg. Spun about, but breaks loose. Stunned 1 rnd.	+18 hits.	+10 hits.
51-65	Shield arm entangled. If shield: -50 to all actions until shield is dropped. If no shield: -50 to all actions.	Staggered by strong blast. +20 hits. -10 to activity. Stunned 2 rnds.	+12 hits.
66-79	Weapon arm grasped. Disarmed & wrist sprained. Stunned 2 rnds. -25 to actions.	Fine leg strike. +18 hits. 5 hits per rnd. -20 to activity. Stunned 3 rnds.	+15 hits.
80	Both legs entangled. Down and knocked out. +9 hits.	Well placed strike to neck severs the jugular vein. +15 hits. Dies in 6 rnds, but may act at -60 to all actions until then.	Unbalanced by blast. +15 hits. Stunned 2 rnds.
81-86	Weapon arm grappled. Ligaments torn and muscle pulled. Disarmed and stunned for 3 rnds. -40 to activity.	Hard blow. +25 hits. 3 hits per rnd due to light wound. -10 to actions. Stunned 2 rnds.	Staggered by strong blast. +20 hits. Stunned 1 rnd.
87-89	Completely entangled and immobilized. Knocked down, but still conscious. No actions possible.	Strike severs an artery in leg. May act at -30 to actions for 4 rounds, then drops and dies after 6 more rnds.	Strike to leg. +15 hits. -20 to actions. Stunned 2 rnds.
90	Vicious hold around neck. Knocked out. Sprained neck: -60 to actions.	Sever a vein in forelimb. +20 hits. Stunned for 6 rnds, then falls dead.	Blast into mouth. Knocked down. A month-long coma results. +30 hits.
91-96	Head grappled. Stunned 9 rnds. If no helm: coma results from a fractured skull.	Strike to leg. +15 hits. -20 to activity. 2 hits per round. Stunned 3 rounds.	Spun about by blast. Off balance. +18 hits. -10 to actions. Stunned 1 rnd.
97-99	Both arms entangled and pinned to chest. Arms may not be moved until entanglement removed. -75 to actions.	Strike to head. Skull fracture. +30 hits. Knocked out. Fine shot.	Side strike. +25 hits. -20 to actions due to broken ribs. Stunned 3 rnds.
100	Neck grappled. If neck armor: -60 to actions due to neck sprain and stunned 3 rnds. If not: dies from broken neck.	Instant death heart strike. Weapon stuck and trapped under body. Chance that weapon breaks is 60% - weapon bonus.	Strike to midsection. Bladder destroyed. Dies in 4 rnds, but is fully active until then.
101-106	Chest grasped. Ribs broken. Stunned 5 rounds. -10 to actions.	Shatter weapon arm shoulder. +15 hits. Stunned 3 rnds. Arm is quite useless.	Head strike. Momentarily confused. +20 hits. Stunned 2 rnds.
107-109	Legs entangled & completely immobilized. Fall and break weapon arm. Disarmed and knocked out. +20 hits.	Vicious crossing strike. Blinded and upset. Stunned 2 rnds, but then the poor brute can blunder around.	Blast buckles leg. Severe thigh wound. +25 hits. Dies in 5 rnds due to nerve damage, but is fully active until then.
110	Neck grappled. If neck armor: disarmed & stunned 5 rnds. If not: dies in 6 rnds.	Cheeky Strike kills immediately. But the weapon is stuck in the bone for 2 rnds.	Vicious blast. Neck crunched and spine severed. Drops and dies in 3 rnds.
111-116	Foot entangled. Stumble, fall, break weapon, so sad. Stunned 2 rounds. If no chest armor: take a "D" crush crit.	Strike to chin. Jaw shattered. Knocked out. +60 hits. A one-month coma results.	Strike to eyes. Blinded for 2 rounds. +15 hits. -20 to actions.
117-119	Both legs wrapped up. Tumbles to ground & knocked out. -80 to actions due to a broken arm and ankle. +20 hits.	Strike through the eye. Dies instantly and falls upon attacker, who then takes 20 hits and is pinned for 6 rnds.	Strike to body destroys a variety of organs. Dies in 3 rnds, but the ignorant lummox is fully active until then.
120	Windpipe crushed. Dies instantly due to massive shock and savage asphyxiation.	Strike through ear destroys brain. The brute dies instantly, but with a clean ear.	Superb strike drives rib through heart. Drops and dies in 6 agonizing rnds.
	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	**Modifications:** -20 - Normal Weapon -10 - Magic Weapon +0 - Mithril Weapon +10 - Holy Weapon +20 - Slaying Weapon	**Modifications:** -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical

	FAILURES & FUMBLES			
Roll	**Melee Weapon Fumble**	**Missile Weapon Fumble**	**Spell Failure/Fumble**	**Moving Maneuver Fumble**
-49-05	Lose your grip. No further activity this rnd.	Lose your grip. No further activity this rnd.	Lose concentration from strain. Spell lost, but not power points.	You hesitate and fail to act.
06-20	You slip. If weapon is 1-handed and non-magic, it breaks.	One's ten thumbs cannot handle loading. Lose this rnd.	Second thoughts. No spell may be cast or prepared next rnd.	You have second thoughts, and decide to wait 1 rnd.
21-35	Bad follow-through. You lose opportunity, give yourself 2 hits.	Fumble ammunition. Lose this round. -50 next rnd.	Indecision due to mild mental lapse. Spell delayed one rnd.	You slip. 30% chance of falling. -20 from any maneuvers for 2 rnds.
36-50	Drop your weapon. It will take 1 rnd to draw a new one, or 2 rnds to recover old one.	Break ammunition and lose your cool. You find yourself at -30 for 3 rnds.	Serious mental lapse. Spell lost, but not PP. -30 to for 3 rnds.	You stumble. 45% chance of falling. -30 for 2 rnds.
51-65	You lose your "wind" and realize that you need to relax. -40 for 2 rnds.	Drop ammunition. Stunned this rnd and next trying to decide whether to retrieve it.	Moderate but serious, strain. Spell lost along with power points. Stunned 1 rnd.	You stub your toe. 60% chance of falling. +3 hits. -10 to activity.
66-79	You stumble, and are stunned 2 rnds from the shame. With luck, you might survive.	You really mishandle your weapon. Stunned 2 rnds.	Subconscious fear. Spell lost along with PP. Stunned 2 rnds.	You slip. 75% chance of falling. Stunned 2 rnds.
80	Incredibly inept move. Roll a "B" crush crit on yourself. If foe is using a slashing weapon, your weapon is broken.	Poor judgment. +5 hits. If using a bow, you let arrow fly, lose an ear and take 2 hits per rnd.	Spell internalized. +15 hits. You knock yourself down. Stunned 1 hour.	You twist your ankle. +5 hits. -10 to all actions.
81-86	Bite and swallow tongue in the excitement. Stunned 2 rnds.	Bowstring breaks. It will take 2 rnds to draw a new weapon or 6 rnds to restring bow.	Serious strain. Spell lost, but not power points. Stunned 3 rnds.	You fall down. +3 hits. -20 to all actions for 3 rnds.
87-89	Lose your grip on your weapon and reality. Stunned 3 rnds.	Fumble ammo when loading. You scatter all of your ammo over a 10' radius area.	Internalizaton; overload senses. +20 hits. Blinded and deaf for 10 minutes.	You sprain your ankle and tear some tendons. + 7 hits. -20 to all actions. Stunned 1 rnd.
90	You attempt to maim yourself as your weapon breaks. Roll a "C" slash crit on yourself.	Weapon shatters. You are stunned for 4 rnds of action. Good luck, pal.	Strain causes mild stroke. +20 hits. Knocked out for 12 hours.	Fall breaks your leg. + 8 hits. -30 to all actions. Stunned 3 rnds.
91-96	Unbelievable mishandling of weapon. Any friend within range takes a "B" crush critical.	You let your arrow fly way too soon. You strike 20' short of target. You are at -30 for 3 rnds.	Severe strain causes misfire. +5 hits. Stunned 3 rounds.	You break your wrist when you fall. + 12 hits. -20 to all actions. Stunned 2 rounds.
97-99	Trip over an unseen imaginary deceased turtle. You are very confused. Stunned 3 rnds.	Is it a baton or a bow? It slips and in trying to recover it, you knock it 5-15' away.	Target's essence causes spell to backfire. Reverse roles of target and caster in spell effects.	Your arm breaks when you land on it. +14 hits. -30 to all actions. Stunned 4 rnds.
100	Worst move seen in ages. -60 to all actions from a pulled groin. Foe is stunned 2 rnds laughing.	Your ammo slips & goes through your hand as you fire. Hand useless. +8 hits. 2 hits per rnd.	Identity crisis. Lose spell casting capabilities for 2 weeks.	In an attempt to break your fall you break both of your arms; they are useless. +30 hits. Stunned 6 rnds.
101-106	You stagger & fall in an obvious attempt to commit suicide. Stunned 3 rnds. If using a pole arm, its shaft is shattered.	Slip and fall down. Your shot goes astray. Stunned 5 rnds.	Extreme mental pressure causes misfire. Knocked down. +10 hits. Stunned 6 rnds.	When you fall your leg twists under you and breaks. +15 hits. -50 to all actions. Stunned 3 rnds.
107-109	You break your weapon through ineptness. Stunned 4 rnds. Foe chuckles evilly.	Fletching on missile scratches eye as it is released. +5 hits. -20 to activity. Stunned 2 rnds.	Internalizes spell. Lose all spell casting ability for 3 weeks. +25 hits. Unconscious for 3 hours.	Your knee strikes a hard object and shatters as you fall. +10 hits. -80 to all actions. Stunned 4 rnds.
110	You stumble & drive the tip of your weapon into the ground. Stunned 5 rnds. If mounted: you pole vault 30' and take a "C" crush crit from the landing.	Tip of weapon catches on closest object and breaks off. If applicable, the object takes an "A" puncture crit.	Strain causes severe stroke. Paralyzed from the waist down.	You fall and the resulting concussion causes a year-long coma.
111-116	Your mount rears suddenly. Stunned 3 rnds recovering.	You slip while you are bringing up your weapon. Make an attack with no mods on the closest combatant.	Spell strays and travels to a point 20 feet right of target. Anyone in line takes an unmodified attack. Stunned 3 rnds.	You fall and land on your lower spine. You are paralyzed from the waist down. +30 hits.
117-119	You do not coordinate your movements with your mount's. -90 to all actions for next 3 rnds while trying to stay mounted.	While daydreaming you put your hand in front of the bolt while firing. Lose a finger. +4 hits. 2 hits per rnd.	Spell strays and travels to a 20' to left of target. Anyone in line takes an unmodified attack. Stunned 3 rnds.	You fall and are paralyzed from the neck down. +20 hits.
120	You fall off your mount. Roll a "D" crush crit on yourself.	You slip and pin your foot to the ground with a bolt. +10 hits. 2 hits per rnd. -30 to all actions & stunned 3 rnds.	Spell is cast in opposite direction than intended. Lose all spell ability for 3 months.	Your fall turns into a dive. You crush your skull and die.
	Modifications: -20 - 1-H Concussion -10 - 1-H Slashing +0 - 2-Handed +10 - Pole Arms +20 - Mounted	**Modifications:** -20 - Sling -10 - Short Bow +0 - Composite Bow + 10 - Long Bow + 20 - Crossbow	**Modifications:** -20 - Class "I" Spells -10 - Class "U" Spells +0 - Class "D" Spells +10 - Class "F" Spells +20 - Class "E" Spells	**Modifications:** -50 - Routine +5 - Very Hard -35 - Easy +10 - Extr. Hard -20 - Light +15 - Sheer Folly -10 - Medium +20 - Absurd +0 - Hard

5.0 Running Rolemaster Express

Taking an action in Rolemaster Express is simple—just tell the Gamemaster what you want to do, and "make a maneuver roll". Your skills, situational modifiers, and maneuver difficulty affect your maneuver roll. Most in-game actions do not require a roll. Normally, you will make a maneuver roll only for actions performed under stress or pressure.

Assigning Activity Percentage: If the maneuver is being performed in combat, the GM must assign an activity percentage to complete the maneuver, this may take the action into the next round. Some common maneuvers and actions are listed in the Tactical Section (Activity Percentages table, page 42) anything else must be assigned at the GMs discretion.

5.1 Movement

A character's movement rate in a round is based upon their **Base Movement Rate** (BMR), their Pace, and possibly a maneuver roll. A character's movement rate for a given round is obtained by multiplying the character's Base Rate by their Pace (and possibly modified by the result of a maneuver roll).

Movement Rate = (Base Movement Rate) x (Pace Multiplier) x (Maneuver Roll Result/100)

When movement is only a portion of a round's action the distance moved is the movement rate x the percentage of activity alloted.

Pace

Each round a character must decide the Pace at which he wishes to move. This Pace determines movement rate (pace x BMR) and it adds to the difficulty of the maneuver required.

The Armour worn reduces the maximum pace to the amount listed in Armor Maneuver Modifications Table. For every full -20 of encumbrance penalties, their possible maximum movement rate is reduced by one step (up to a maximum of three steps).

Example: Stongar wears chain mail which reduces his maximum pace to Sprint (x3). Though normally unencumbered, during an adventure he finds himself lugging around a bag of coins. The added weight gives him and encumbrance penalty after Strength modifiers of -25 which is more than -20 but less than -40 so his pace is further reduced by one step to Run (x2) while carrying the loot.

Movement Maneuvers

Use the Moving Maneuver table only for movement under pressure from attackers, the weather, time limit, or some other perceived threat. Determine the appropriate difficulty (from the Pace Chart, or by GM assignment); the result is the percentage of the distance they would normally move given their rate of speed. It is possible to move faster than normal due to this process.

PACE		
Pace	**Pace Multiplier**	**Normal Maneuver Difficulty**
Walk	1x	none
Fast Walk/Jog	1.5x	routine
Run	2x	easy
Sprint/Fast Run	3x	light
Fast Sprint	4x	medium
Dash	5x	hard

Example: Stongar is fleeing from the dreaded Malevolent Moose. He has a Base Movement Rate of 35'/rnd, he is running, and thus he would normally move 70' per round.

Due to the pressure of the chase, however, the GM asks him to roll on the Maneuver/Movement Table. Stongar knows the terrain, so the difficulty is "Easy" (see Pace Chart).

Stongar rolls an 68 and the result is '100'. He moves the full 70 feet. Had he rolled lower and gotten a '60' result, he would move but 42' that round. Had the chase been at night a higher difficulty category may have been applicable.

5.2 MOVING MANEUVERS

Moving Maneuvers include climbing, swimming, riding, stalking, and any complex or unusual movement (acrobatics, dodging, tumbling, diving, etc).

ASSIGNING A DEGREE OF DIFFICULTY

When a player indicates that they want their character to attempt a specific moving maneuver, the GM should assign a degree of difficulty. The degree of difficulty is chosen from those listed across the top of the Moving Maneuvers Table.

Note: It is important to remember that the GM may deem certain maneuvers impossible. The player should be advised that such a maneuver is doomed to failure.

MANEUVER ROLL

After the difficulty is assigned, the character may then decide not to attempt the maneuver. In this case, they cancel their action and may perform some other limited action as described in "Canceling an Action" on page 43.

The Gamemaster may assign any additional stat or other modifiers to the maneuver roll as they see fit (e.g., a character that is stunned may receive an additional -50 to the roll)

If a character decides to proceed with the maneuver, they make an open-ended roll and add their appropriate bonus along with any other applicable modifications. The resulting total is cross-indexed with the difficulty on the Moving Maneuvers Table to obtain the maneuver result.

MANEUVER RESULTS

The net maneuver roll is cross-indexed with the degree of difficulty on the Moving Maneuvers Table. The result is either a percentage result or an "F" for failure. Failures require a roll on Moving Maneuver Failure Table. The The GM can interpret these results to suit the situation. In the case of an all-or-nothing maneuver the roll must be 100 or better for success. For results over 100 the GM decides whether this means additional activity left in the round, a reduction in the activity required for the maneuver or a chance for complete and exceptional success.

Example: Suppose a combatant attempts to leap 15 feet over a chasm 11 feet wide. The GM assigns the leap a degree of difficulty of "Medium". If the combatant does not cancel his maneuver, the GM further modifies his roll by -15 for his Armor Maneuver penalty, by +20 for an excellent Agility. He rolls a 91 for a net maneuver roll of 96 (91 -15 + 20). Cross-indexing on the movement and maneuver table, we get a result of "80". This means that the combatant has leaped 12' (15'x80%) and therefore has crossed the chasm safely.

If this maneuver had been to throw a rope around a rock on the other side of the chasm (an all-or-nothing result) and the same result had been obtained, then it would fail.

MOVING MANEUVERS									
Open-Ended Roll	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
(-151) down	F	F	F	F	F	F	F	F	F
(-150)-(-101)	10	F	F	F	F	F	F	F	F
(-100)-(-51)	30	10	F	F	F	F	F	F	F
(-50)-(-26)	50	30	10	F	F	F	F	F	F
(-25)-0	70	50	30	5	F	F	F	F	F
01-20	80	60	50	10	5	F	F	F	F
21-40	90	70	60	20	10	5	F	F	F
41 55	100	80	70	30	20	10	5	F	F
56-65	100	90	80	40	30	20	10	F	F
66- 75	100	100	90	50	40	30	20	5	F
76-85	100	100	100	60	50	40	30	10	F
86-95	100	100	100	70	60	50	40	20	5
96-105	110	100	100	80	70	60	50	25	10
106-115	110	110	100	90	80	70	60	30	20
116-125	120	110	110	100	90	80	70	40	30
126-135	120	120	110	100	100	90	80	50	40
136-145	130	120	120	110	100	100	90	60	50
146-155	130	130	120	110	110	100	100	70	60
156-165	140	130	130	120	110	110	100	80	70
166-185	140	140	130	120	120	110	110	90	80
186-225	150	140	140	130	120	120	110	100	90
226-275	150	150	140	130	130	120	120	100	100
276 +	160	150	150	140	130	130	120	110	100

Results:

F — Failure, roll on Moving Maneuver Failure Table .

\# — A number result is …

    1) the percentage of the attempted moving maneuver that is accomplished. A result over 100 indicates that the maneuver was accomplished AND the character performing the maneuver has (# - 100) % of his normal activity left for the round, or

    2) reduces activity by (100-#) or

    3) the chance of complete success.

Modifications:

+ appropriate skill bonus: -50 stunned, -70 down, -30 one limb out.

5.3 STATIC MANEUVERS

Static Maneuvers include tracking, picking locks, disarming traps, reading runes, using items, perception, influencing other characters, and any other complex or unusual activity not involving significant movement.

If a character chooses a Static Maneuver as their action for a round, the Gamemaster must assigns a difficulty and any situational modifiers as they see fit. Then the character must decide whether or not to actually perform the maneuver, if they cancel, see "Canceling an Action" in Section 4.3.

The Gamemaster may require more than one round for the maneuvers that they decide are very difficult or complex. The GM may also allow a character to decrease the difficulty of appropriate maneuvers by using multiple rounds.

If the character decides to proceed with the maneuver, they make an open-ended roll and add their appropriate bonus along with any other applicable modifications. If the modified roll is greater than 100, the action is successful. If not, the action fails.

5.4 SPECIAL PURPOSE BONUSES

Skills that are not particularly applicable to moving maneuvers, static maneuvers, or attacks are classified as "Special Purpose" skills. The effects of bonuses vary for each of these skills and are included in their descriptions.

5.5 RESISTANCE ROLLS

Certain effects and attacks may be resisted, the target of such an attack must make a Resistance Roll (RR). This roll represents the target's innate resistance to the effects of the effect and may be modified by a number of factors. This roll is open-ended and thus always represents the chance that a weak target may not be affected by a very powerful effect, as well as the chance that a strong target may fail to resist a very weak effect.

MODIFICATIONS TO THE RESISTANCE ROLL

Resistance Rolls bonuses calculated in section 2.7, Totaling the Bonuses (page 18) are added to the roll. Any other item, spell, or special attack spell modifiers that the GM finds applicable are added to the roll as well.

Certain targets may submit themselves as willing participants in a spell, in such a case, the RR should be modified by -50, and the level of the target should be 1 for the purposes of the RR.

THE RESISTANCE ROLL TABLE

To use the Resistance Rolls table, located on page 57, cross-index the attack level (usually the level of the caster) with the level of the target. If the Modified RR is greater than or equal to the result obtained by the cross-indexing, the target has resisted the spell. Otherwise, the target has not resisted the spell and suffers the results given in the description of that spell.

Example: Our attacker is a 10th level Magician. He rolls a 60 for his BAR, modified (+10 for level, -10 for range) to a 60. Cross-indexing 60 with the Leather Armor column on the Base Attack Table we find that a RR modification of -5 is the result. The Fighter rolls a 62 for his Resistance Roll. The BAR modification is -5 and the Fighter's Empathy stat is 50 (stat bonus is +0). No items are affecting the spell (+0) and the Common Man Fighter is not of a particularly magic resistant race (+0). He is not a willing target (+0) and the spell being used is not particularly powerful (+0). So -5 is the only modification to his RR. His Modified RR is 57. Cross-indexing his level (9th) with the attack level (l0th), we note that he needed a Modified RR of 53 or more to success fully resist the spell. So he does resist the spell; had he rolled a 57 or lower initially, he would have failed to resist the spell.

Minimum Result Spells — Certain spells also have minimum effects. These are applied even if a successful RR is made.

STATIC MANEUVERS	
-26 down	**BLUNDER:** You fail spectacularly. If possible, your static action has the opposite effect from what you intended.
-25 - 04	**ABSOLUTE FAILURE:** Utter incompetence causes a mental lapse. Any static actions tried during the next 10 min (60 rnds) will result in failure (see 05-75 below).
05 - 75	**FAILURE:** You have failed. You may not try again the same static action in the same place for 1 day.
76 - 90	**PARTIAL SUCCESS:** If partial success is possible, you accomplish 20% of your static action. You may not try the same static action in the same place for 1 hour.
91 - 110	**NEAR SUCCESS:** If partial success is possible, you accomplish half of your static action. You may try again after 3 rnds of contemplation.
111 - 175	**SUCCESS:** Your static action is successful.
176 up	**ABSOLUTE SUCCESS:** Your static action is successful and you get a +20 bonus to further static actions for the next 10 min. (60 rnds).

Modifications:
* Difficulty -
+30 - Routine
+20 - Easy
+10 - Light
+0 - Medium
-10 - Hard
-20 - Very Hard
-30 - Extremely Hard
-50 - Sheer Folly
-70 - Absurd

Critical Hit Tables — Some spell attacks require a roll on one of the Critical Hit Tables. In these cases, the BAR and Resistance Rolls are made as usual, and, if the target fails their RR, the spell user casting the spell then makes an unmodified roll on the appropriate column of the table indicated. (E.g., a target in the radius of a first round Stun Cloud on the Magician Base list, Wind Law, is subjected to a 'C' electricity critical if they fail their RR.) Normally, the caster rolls a separate critical for each affected target each round that the target is affected (i.e., for lingering spells like Stun Cloud); in some situations, the GM may decide to have a "group" critical roll for a number of targets in order to speed play.

5.6 Injuries, Healing and Death

The challenge of adventure brings a risk of injury or death. This heightens the sense of danger and makes the rewards of successful adventuring all the much greater. A taste of fright starts the adrenaline running.

Because so much of FRP action involves situations where characters are hurt or killed, Rolemaster provides detailed guidelines covering specific injuries, death, and healing. These rules are based on certain basic principals and assumptions.

Body & Soul

In Rolemaster Express, life is a union of body and soul. The body is a physical (or, in rare cases, enchanted) construct that accommodates the intangible soul or spirit. In turn, the soul gives the body life. Without a body, a soul dissipates and cannot interact in normal affairs. Absent a soul, a body is little more than an unordered organic sculpture destined to rot away.

Injuries

Generally, injuries in Rolemaster Express only occur as a result of damage from a critical strike. As such, the injuries are often described quite specifically. This provides a tremendous variety of effects and adds flavor to the game. It also requires a very specific healing system, spells and herbs covering every possible plight. The healing spells found in Section 3 and the healing herbs found in the Herbs & Poisons , page 69, table are both designed to provide detailed descriptions covering many injuries that might arise in an FRP game. (The rest are covered by the enhanced magical healing option at the end of this section.)

General Degrees Of Injury

It is still helpful to categorize injuries in broad, manageable groupings. These enable the Gamemaster to apply certain general rules regarding recovery and effect.

Light Injuries — If a specific injury results in a penalty of -0 to -20, it is considered "light." In addition, light injuries include wounds that yield 1-5 hits per round as a result of bleeding, and sprains.

Medium Injuries — Specific injuries that result in a penalty of -21 to -50 are considered of "medium" severity. Medium injuries also include wounds that yield 6-10 hits per round as a result of bleeding. Fractures with an unspecified penalty are medium injuries, as are injuries that render a limb or organ (e.g., eye, kidney, etc.) inoperable for a day or less.

Severe Injuries — Should a specific injury result in a penalty of -51 or more, it is "severe." In addition, severe injuries include shattered bones and wounds which yield more than 10 hits per round as a result of bleeding. Any wound that destroys a limb or organ or renders a limb or organ inoperable for more than 1 day (But fails to kill the character outright) is also considered severe.

Poisons

Poison adds spice and intrigue to a game. Some characters use them to coat weapons, while others perish after drinking a tasty but poisonous draught. Their hidden dangers are frightening. If a character is exposed to a poison, they must make a resistance roll of their level vs. the poison level to avoid the effects. A failed resistance roll could mean nausea, delirium, damage, unconsciousness, or even death, depending on the toxin.

The amount the RR is failed by usually determines the severity of the effect:

Fail by up to 25 = **Mild**
Fail by 26-50 = **Moderate**
Fail by 51-100 = **Severe**
Fail by 101+ = **Extreme**
These results will be given in the following format:

Poison, Level: Effect (Mild/Moderate/Severe/Extreme)

TREATMENT

Even after an injury is treated, however, recovery is rarely instantaneous. The Gamemaster must still consider the effect of the wound after treatment. For instance, how long does it take to recover? Will there be any permanent damage (e.g., a lowering of stats)? What effect does the wound have on the character while they are recovering?

The form of treatment for a given injury is normally prescribed by:

The description of the wound

or

By the explanation of the spell, medical technique, or herb employed.

Some injuries, for instance, are healed by spells with descriptions that require the victim to remain immobilized during treatment. Certain herbs must be administered with an external compress that cannot be jarred. Whatever the treatment, the procedures should be followed, lest the treatment fail.

FIRST AID

First aid can be employed by virtually anyone, but has limited effectiveness. Essentially, the actor must make a successful Static Action (see section 5.3) in order to aid the victim. This roll is modified by the actor's First Aid skill bonus. Anyone having a "0" First Aid skill rank operates with a skill rank bonus of -25.

First aid skills enable a character to heal any light injury, so long as they utilize the necessary equipment (e.g., a compress and bandage for light bleeding, splints or slings for light sprains or fractures, etc.). In addition, this skill can be used to slow or halt the effects of medium or severe injuries. For example, you can reduce any bleeding rate by 5 hits/round, or more if you use a tourniquet; you can set a medium fracture and stop any associated

deterioration. First aid is generally ineffective when dealing with medium or severe nerve or organ damage.

Once healed in this manner, the victim cannot engage in any activity that might strain the wounded area without losing the benefits of the first aid. For instance, the victim probably cannot fight move at a pace faster than a walk without re-injuring himself.

RECOVERY FROM WOUNDS

Most spells and some herbs specify recovery time. Where they do not, use the Healing Recovery Chart, which gives some suggested recovery times for general injuries. As a general rule, the recuperation period for multiple injuries equals that of the worst wound plus half the cumulative recovery time for all other concurrent wounds.

Example: As a result of a swindle, Onree moves into an unsound tower. A storm erupts and the tower collapses in the wind. Onree receives a severe head wound (recovery time 30 days), a medium bone wound (recovery time 6 days), and a light tissue wound (recovery time 1 day) in the ensuing fall. Assuming he is healed, his total recovery time is 33.5 days (30 + 3 + .5). Poor Onree.

While recovering, a character's penalty gradually declines. To determine the rate at which the character returns to normal health, divide the penalty by the recovery time (in days). The result is the daily reduction in character's penalty. Round off any fractions and apply any leftover penalty to the amount recovered the first day. If the recovery time is less than or equal to two days, the Gamemaster may wish to determine recovery on an hourly basis.

Example: Onree received a total penalty of-70 as a result of his plunge. If his recovery time is 33.5 days, he divides 70 by 33.5, yielding a restoration rate of 2.09. He rounds this to 2. So, Onree's penalty is reduced by 2 for each day of recuperation. Since 2 times 33.5 equals only 67, there is a 3 remainder. This remainder is applied to the first day of recovery, meaning that Onree's penalty is reduced by 5 during the first day.

When an injury description specifies that the organ, appendage, etc. is useless, the penalty is considered -100. Recovery usually begins when the area is healed.

If a critical strike description specifies that an area of the victim's body is useless or at a subtraction for a set period, it is penalized accordingly for the entire prescribed period. However, once the period passes, recovery begins as if the area was healed. Any healing during the set period with start the recovery in motion earlier.

RECOVERY FROM HITS

Concussion hits heal at a rate of 1 per hour if the victim is resting. Should the victim be active, the rate drops to 1 every three hours.

HEALING

Because injuries and death are central to most FRP games, a Gamemaster should develop a comprehensive healing system for their world. This is a factor that controls how many and how often characters die permanently and how long they are out of commission healing. There are a number of means of healing.

Healing Spells — Section 3, page 27 provides some spells for healing by Channeling Users. For a more complete and comprehensive coverage of the topic, you may wish to look to the full version of Spell Law. In a campaign game, healing spells might be available in towns and cities. The Gamemaster should experiment with costs and requirements for healing services. Options include everything from mercenary spell users requiring only money for their services to suspicious enchanters who will only heal "true believers" of their religion (or race). Large settlements might contain readily accessible healing runes.

Healing Herbs — The use of healing herbs or drugs forms one of the prime components of a well-rounded healing system. These cures augment the services of physicians and some herbs even simulate the effects of certain spells by producing miraculous cures. They are also portable, and are usually more available than high level healing spell users. The Gamemaster can experiment with the numbers, prices and effects of herbs they feel are necessary in their game. A sampling of herbs (including prices, availability, effects, etc.) is provided in the Herbs & Poisons tables (see page 69).

Medicine and First Aid — Of course a Gamemaster should not ignore the mundane results of medicine and first aid. These services are often equal to the task of healing minor injuries or reducing the burden of major wounds or illness.

Natural Healing — The body often heals itself, albeit slowly. Even without the aid of spells, herbs, or medicine, an adventurer can rally from most injuries. The Healing Recovery Chart below gives the recovery time for a variety of injuries. Recuperation periods can be multiplied by a factor based on the character's race, modifications given in Race Abilities Table.

HEALING & RECOVERY

This chart provides recovery times for most general injuries. When using it, apply the character's Constitution bonus to any roll. The result is the recovery time for light injuries. Multiply the figure by 5 for medium injuries and by 10 for severe injuries. Halve the recovery time if the victim is hospitalized or placed in some other special care

	TYPE OF DAMAGE (in days)					
Roll	Burn	Bone	Tissue	Head	Organ	Muscle/ Tendon
01-15	3	5	3	10	9	7
16-35	3	3	2	7	6	4
36-65	2	2	1	5	4	3
66-90	1	1	1	3	3	2
91+	1	1	1	2	2	1

OPTION: RM EXPRESS ENHANCED MAGICAL HEALING

Rolemaster Classic: Spell law contains many more healing lists than Rolemaster Express, dealing with the specific injuries dealt on the critical tables. To allow you to heal these injuries using just the one healing list presented in this book, this option allows for concussion hit healing to repair injuries.

Hits	Injury Repaired
25	Light Injury
50	Moderate Injury
100	Severe Injury

Wounds healed in this manner will be stiff and sore, so the penalties associated with the injury will only be halved, not go away (So "broken ankle –30 to all actions" becomes "Stiff and sore ankle –15 to all actions"). These post healing aches and pains will linger until the character has a chance to get a full rest period of sleep (Generally 8 hours).

DEATH

Death occurs when the body can no longer function (i.e., it cannot convey the soul) or the soul is destroyed. Typically, the body ceases to operate when it either:

Receives a specific wound or series of wounds (i.e., critical strikes)

Or

Shuts down due to pain or system shock (i.e., hits).

Once the body quits working, the soul will eventually depart. When the soul separates from the body any prospects for recovery are remote. Death comes in more than one form, although it inevitably leads to the sundering of body and soul. These unfortunately fatal situations require elaboration.

DEATH DUE TO CONCUSSION HITS (MASSIVE SHOCK)

Depending on body development, a character is allotted a certain number of concussion hits (or simply "hits"). These hits reflect the amount of pain and bleeding the character can withstand before succumbing to shock or unconsciousness. Once a character receives a sum of hits equal to or greater than their concussion hit allotment, they pass out due to shock.

Note: The Body Development skill and the acquisition of "hits" is described on page 12.

If a character receives more concussion hits than the sum of their total hit points plus their Constitution stat (see Body Development skill description, page 12) they begin dying, and will be dead in 6 rounds (1 minute). This process of dying can be halted by lowering the number of hits on the character below the critical point via healing or first aid. However, once the character dies, the normal death rules apply.

Example: Jaide takes 24 hits and has a 90 constitution. He receives 114 hits after a few rounds of brutal fighting. Once he reaches 114 hits he drops and begins to die of massive shock.

DEATH DUE TO CRITICAL STRIKES (MAJOR WOUNDS)

A character can also die due to a major wound or wounds. Occasionally a mortal blow or combination of blows will fell a character who has not yet received the number of hits necessary to send them into unconsciousness. In these cases, an attack or accident results in a critical strike, which specifies damage to a particular part of the character's body. Should the critical strike description specify that the effects are fatal, the character dies in the prescribed manner and at the appointed time unless someone or something intervenes.

Example: Argwinkle the Ranger gets drunk and falls off his camel He rolls a Fall/Crush attack appropriate to the situation and, although he takes few hits, he receives a critical strike. He rolls again. The critical strike description states that he hits his head, fracturing his skull, and that he will die in 2 minutes (12 rounds). Unless someone repairs the damage in less than two minutes, Argwinkle is a goner.

THE EFFECTS OF DEATH

In RMC there are a few ways to return from the dead, but in Rolemaster Express there are none. So the effects of death are simple. Short of the GM deciding to intervene, the character is dead.

**HERBS & POISONS**				

Name	Codes	Form/Prep	Cost	Effect
Bone Repair				
Arfandas	c-F-6	stem/apply	2 sp	Doubles rate of healing for fractures
Bursthelas	t-S-8	stalk/brew	110 gp	Repairs shattered bones and joints.
Edram	c-F-8	moss/ingest	31 gp	Mends bone.
Burn & Exposure Relief				
Aloe	t-H-4	leaf/apply	5 bp	2x healing rate for burns/minor cuts. Heals 5 hits from burns.
Culkas	a-Z-4	leaf/apply	35 gp	Heals 10 square feet of burns.
Jojojopo	f-M-4	leaf/apply	9 sp	Cures frostbite. Heals 2-20 hits resulting from cold.
Circulatory Repair				
Belan	h-O-5	nut/ingest	40 gp	Stops any bleeding. Takes 1-10 rnds to take effect. Patient cannot move for 1 hour without wound reopening.
Harfy	s-S-6	resin/apply	150 gp	Immediately stops any form of bleeding.
Concussion Relief				
Draaf	s-O-2	leaf/ingest	5 sp	Heals 1-10 hits for each of 2 consecutive rounds.
Mirenna	c-M-3	berry/ingest	10 gp	Heals 10 hits. Instant Effect.
Rewk	t-D-3	nodule/brew	9 sp	Heals 2-20 hits.
General Purpose Herbs				
Arkasu	m-T-4	sap/apply	12 gp	Heals 2-12 hits. Doubles rate of healing for major wounds.
Attanar	t-F-4	moss/apply	8 gp	Cures fever.
Melandar	c-F-3	moss/brew	12 sp	Adds 10 to Resistance Rolls against disease for 1-10 days.
Ur	f-H-3	nut/ingest	3 gp	One day's nutrition.
Muscle, Cartilage & Tendon Repair				
Arnuminas	m-S-2	leaf/apply	6 bp	Doubles rate of healing for ligament, cartilage and muscle damage.
Arpsusar	t-F-5	stalk/brew	30 gp	Mends muscle damage.
Dagmather	s-S-5	spine/brew	28 gp	Heals cartilage damage.
Nerve Repair				
Belramba	s-C-6	lichen/brew	60 gp	Repairs nerve damage.
Terbas	m-D-3	leaf/apply	2 gp	Doubles rale of healing for nerve damage.
Organ Repair & Preservation				
Sirukal	s-S-6	nut/ingest	85 gp	Restoration of 1 organ. Side effect: skin disease (PR reduced to 10% of normal).
Tarnas	h-J-6	nodule/brew	220 gp	Nausea for 1-10 hours (-50). Repairs organ damage.
Physical Alteration & Enhancement				
Breldiar	m-V-4	flower/ingest	25 gp	-30 to maneuvers & melee. +50 to spell & missile attacks. Euphoria. Lasts 1 hr.
Gylvir	m-O-6	algae/ingest	45 gp	Allows one to breathe under water (only) for 4 hrs.
Kathkusa	f-W-3	leaf/ingest	50 gp	2x strength (1-10 rnds}. +10 to 0B's. double hits given to foes.
Zulsendura	a-U-4	mushroom/ingest	70 gp	Haste (3 rnds).
Stun Relief				
Suranie	t-F-3	berry/ingest	2 gp	Stun relief (1 rnd).
Vinuk	s-S-4	root/brew	12 sp	Keeps 10 days. Stun relief (1-10 rounds).
Witav	h-J-6	leaf/ingest	12 gp	Relieves 2 rounds of stun effects.
Poisons (Level is the Attack Level)				
Acaana	f-M-7	flower/paste	600 gp	(Level 10) Kills instantly.
Kly	s-H-5	berry/paste	154 gp	(Level 3) Inflicts 3-300 hits of damage.
Silmaana	m-T-2	stalk/powder	4 gp	(Level 9) Scars skin, add inflicts 2-20 hits of damage.
Slota	t-D-7	spider/paste	36 gp	(Level 5) Slow (1 day) paralysis and death (1-10 days).
Uraana	t-S-3	leaf/paste	12 gp	(Level 6) Inflicts 3-30 hits of damage.

HERB & POISON CODES

Climate Codes			Locale Codes		
a	=	arid	A	=	Alpine
c	=	cold	B	=	Breaks/wadis
e	=	everlasting cold	C	=	Coniferous (evergreen) forest
f	=	severe cold (frigid)	D	=	Deciduous/mixed forest
h	=	hot and humid	F	=	Freshwater coasts & banks
m	=	mild temperate	G	=	Glacier/snowfield
s	=	semi-arid	H	=	Heath/scrub
t	=	cool temperate	J	=	Jungle/rain forest

Dificulty of Finding

Code	Difficulty	Mod.			
			M	=	Mountain
1	= Routine	(+30)	O	=	Ocean/saltwater shores
2	= Easy	(+20)	S	=	Short grass
3	= Light	(+10)	T	=	Tall grass
4	= Medium	(+0)	U	=	Underground (caverns etc.)
5	= Hard	(-10)	V	=	Volcanic
6	= Very Hard	(-20)	W	=	Waste
7	= Extremely Hard	(-30)	Z	=	Desert
8	= Sheer Folly	(-50)			
9	= Absurd	(-70)			

Form / Prep (Form and Required Preparation)

Brew — Takes 20 rounds after water is boiled, then it may be drunk.

Ingest — May be eaten, chewed, drunk, or inhaled; whichever is appropriate.

Apply — Takes 1-10 rounds to prepare. The herb is then applied to the area of injury.

Paste — Made into a paste and applied to edged or pointed weapons (or put into food or drink). Remains effective for up to 1 week, or until an opponent is struck. If a critical is obtained, opponent must make an RR or suffer effect.

Liquid — As paste, except it only remains effective for 1 hour.

Powder — May not be applied to weapons, it may be placed in food or drink.

Effect — A max of 1 dose can take effect on a character each round. Effect is based on a dose weighing 0.5 ounce.

Addiction — A Gamemaster may wish to make certain herbs addictive. In such a case, use of the herb will become less effective, and the herb will be required to operate at full effectiveness.

6.0 Experience & Levels

Like ordinary people, as characters go through life, they grow and develop. The mechanisms for this in *Rolemaster Express* are "Experience Points" and "Levels". Characters gain Experience Points (EP) over time based on the choices and actions they take, and the events they take part in. When they gain enough EP, they advance a Level, giving them another set of development points to spend on skills, and improve all other level based characteristics (Resistance rolls, Casting Level, etc.)

6.1 Goal Based Experience Points (Streamlined)

Types of Experience Points

Experience points are awarded by the Gamemaster through a goal oriented experience point system. Characters can gain experience by accomplishing two main types of goals. They are as follows:

Major Goal – This type of goal is an important point that needs to be resolved in order to complete the adventure. It is often the primary focus of the adventure. However, and adventure may have multiple major goals, depending upon its complexity. Many times, but not always, a Major Goal will have Minor Goals that need to be completed in order to accomplish the major goal. Goals can be anything. They may require the characters fight a dragon or may require them to rescue a child or even to get a treaty signed without using violence.

Minor Goal – These normally represent the various steps required to fulfill the Major Goal. However, there may be minor goals that are totally unassociated with the adventure goals. Such unrelated goals are often major goals for the individual characters in the game. And in these cases, should represent a major life altering change that the character is working towards, such as trying to join an elite order of knight.

Bonus Experience Points - Varies. The GM is free to award bonus experience points to the characters for good role-playing, good ideas, or any other thing that the GM wishes to award experience points for. No more than 500 – 1000 bonus experience point awards should be awarded at any given time.

Difficulty	Major Goal	Minor Goal
Routine	0	0
Light	150	100
Easy	250	150
Medium	500	250
Hard	1000	500
Very Hard	1500	750
Ext Hard	2000	1000
Sheer Folly	2500	1250
Absurd	5000	1500

Keep in mind that not every action the character wants to complete can be treated as a goal. Major Goals should be considered the climax or specific focus of the adventure, and yes it is quite possible to have multiple smaller adventures going on at the same time. Minor Goals should be considered the stepping stones required to achieve those Major Goals, life changing personal goals, or even the focus of a side adventure that is not directly related to the main adventures going on.

Goal Difficulty

Not every goal that the characters will want to accomplish will be as difficult as every other goal; some will even be extremely easy to complete; some will be

extremely hard or even almost impossible. It is up to the GM to determine how difficult a goal may or may not be for their players. This leaves a lot up to the GM's discretion, but they are the only one who really knows how difficult accomplishing a goal is for the characters.

The following table lists the difficulty levels for the various goals and the experience point award that each character should get for achieving that goal.

Determining Goal Difficulty

Determining the difficulty of a goal is likely to be one of the more difficult tasks for a GM. It will take a little bit of practice to be able to properly gauge what the difficulty of a goal will be. Even when you get proficient with it, the players will always do something to prove your guess wrong. Be it a lucky roll, or some convoluted plan that comes at the goal from an unexpected angle. It is because of this that it is recommended that the GM not determine the final goal difficulty until after the goal has been dealt with.

The GM should start with a Base Difficulty Rating for what they consider the Adventure to be for their players. From that starting point, the GM needs to move the final difficulty up or down depending upon how hard it was for the characters, and how involved the players were.

Combat Encounters/Goals: These are the easiest to judge. A basic combat encounter should be a Hard difficulty to overcome. Lucky rolls may reduce the final rating you give to this, while being outnumbered, or fighting against more skilled foes can increase the difficulty. The GM needs to take all factors into consideration before making a final determination. Unless the combat is part of the climax of the adventure, it should always be treated as a Minor Goal, and all random encounters should always be considered to be Minor Goals.

Non-Combat Encounters/Goals: These will make up the rest of the opportunities for the players to acquire experience points. Again, as the GM, you should try to gauge the general Difficulty Rating. To do so, you will want to determine what things need to be done in order to accomplish the goal. All goals should start off with the base Difficulty Rating of Medium. Then you adjust the Difficulty Rating according to how hard you want it to be for the players to accomplish the goal. Since these types of goals are role-playing oriented, their Difficulty Rating is going to be more subjective. One way of determining the Difficulty Level would be to use the Difficulty Rating of any maneuvers used in accomplishing the goal as a guideline.

Player Plans and Actions: The plans and actions of the characters in their attempts to accomplish their goals can also help determine the Difficulty Rating of the goal as well. The more complex a plan that the characters come up with, the more things that can possibly go wrong with the plan. If the characters are using a complex, or detailed plan in accomplishing their goal, then you should raise the Difficulty Rating accordingly or include a number of additional Minor Goals to account for each step in the plan.

As GM, you need to remain flexible and be able to assign Difficulty Ratings to goals on the fly. You also need to make sure that you do not limit yourself to thinking that there are only one or two ways of accomplishing something. Players will always come up with something that you have never considered. In Example 2, our GM turned the party's plan into a series of Minor Party goals. This allowed them to reward them better for their cleverness and effort.

6.2 Advancing A Level

Characters finish character generation and begin play at 10,000 experience points and 1st level. As they gain EP they will go up levels as they reach the levels of experience points as shown on the table.

When their character advances (goes up) a level, a player must perform several actions:

- DP are gained based on the temp Development stats at their new levels.
- Spend DP on skills.
- Finally, any skill rank bonuses whose components have changed must be re-totaled.

Skill Development

Upon reaching a new experience level, a character gains another 35 Development Points. These DP must now be spent on skills. DP may not be stored or banked to be spent later; they must be spent completely upon gaining a level.

Level Combat Bonuses

Fighters and Thieves improve their combat abilities with a cumulative bonus to their weapon skills with each level they advance. Fighters gain +3/level to all their weapon skills, while Thieves gain +2/level.

Level Spell Bonuses

Magicians and Animists improve their spell casting abilities with a cumulative bonus to their spell casting skills with each level they advance. Both modify their spell casting die rolls by +1/level.

Experience Points vs. Level	
All folk begin "first level" having a base of 10,000 experience points. The following table illustrates the progression from this stage on.	
Level	**Points Required**
1	10,000
2	20,000
3	30,000
4	40,000
5	50,000
6	70,000
7	90,000
8	110,000
9	130,000
10	150,000
11	180,000
12	210,000
13	240,000
14	270,000
15	300,000
16	340,000
17	380,000
18	420,000
19	460,000
20(Lord)	500,000
21	550,000
All of the levels after one attains "lord" status (i.e., after 20th level) cost an additional 50,000 XP.	

7.0 NPCs & Creatures

7.1 Non-Player Characters

NPCs are just like player characters, but controlled by the GM. Creatures are everything else; Monsters, Animals, etc.

The statistics given describe typical or average creatures. Many statistics for a given creature (animal or monster) are actually given for a family of related creatures. Individual species of such a family may be smaller, larger, faster, etc. In certain cases, a percentage (%) chance of special properties (e.g., poison, flight, etc.) is given. This information is provided to aid in play and is not necessarily accurate with respect to our world.

These stats are of course abstracted to fit into an FRP environment and speed play. Additional codes provide a gamemaster with guidelines for generating creatures that vary from the average in terms of level, hits, bonuses, etc. These additional statistics can be ignored when a gamemaster does not want to or have time to generate each creature encountered.

A gamemaster may also wish to generate skills for some creatures using *Rolemaster Express* skill development (e.g., a Goblin Animist, a Centaur Scout, etc.). To do this the gamemaster should assign a profession to the creature and then use the non-player character chart in this section or develop the creature's skills himself. The table on the next page contains sample common men, slight modifications can give you Dwarves, Wood Elves or Halflings.

7.2 Monsters

These rules assume several different environments of activity for creatures: on land, in the water, and flying in the air (and in certain rare cases underground movement). Some creatures that can operate in several environments will have several sets of statistics describing their capabilities in the various environments. In these cases, the set of statistics for the creature's primary environment is given first, then on the following line any statistics that change in a different environment are given.

The groupings and classifications of the creatures are not entirely biological; they are keyed more to environmental and attack patterns.

Type

This is the generally accepted name for the given type of creature. If the movement statistics given are not for land movement, the type of movement is given in parentheses (e.g., fly, swim, burrow, etc.).

Note: the generic sub-classifications given for some types of creatures (small, medium, large) are not the creature's size relative to other creatures, but instead they are the creature's size relative to other creatures of its own type.

Level

The number given here is the level of an average creature of the given type; it is primarily used for determining the creature's hits, attacks an experience points and resistance points.

Movement Statistics

These movement statistics assume average quickness and encumbrance for the particular monster and may be adjusted for special cases.

A creature's actual movement rate is determined by its base rate as modified by its "pace" (up to its max pace) and possibly a maneuver roll using its MM bonus (movement and maneuver bonus). To determine a creature's movement rate for a given round, the gamemaster should first decide on the creature's pace (up to the maximum allowed) and then the base movement rate can be multiplied by the movement rate multiplier given in the pace chart below.

Non-Player Characters																				
Profession	**Fighter**					**Thief**					**Magician**					**Animist**				
Level	1	3	5	7	10	1	3	5	7	10	1	3	5	7	10	1	3	5	7	10
Combat Statistics																				
Armor Type	RL	RL	CH	CH	Any	SL	SL	RL	RL	Ch	No	No	No	No	No	No	No	RL	RL	RL
Defensive Bonus*	25	25	25	25	25	10	10	10	10	10	0	0	0	0	0	25	25	25	25	25
Shield	Y	Y	Y	Y	Y	N	N	N	N	N	N	N	N	N	N	Y	Y	Y	Y	Y
Total Concussion Hits	54	76	94	104	130	39	49	59	69	84	34	39	44	49	54	39	44	49	54	64
Power Points	10	10	10	10	10	10	10	10	10	10	12	14	16	18	21	12	14	16	18	21
Initiative	5	5	5	5	5	10	10	10	10	10	0	0	0	0	0	5	5	5	5	5
Base Movement Rate	55	55	55	55	55	60	60	60	60	60	50	50	50	50	50	55	55	55	55	55
Offensive Bonus ***																				
Melee OB	35	61	81	95	114	23	34	55	71	92	14	19	24	29	34	19	24	29	34	44
Missile OB	33	59	79	93	111	33	59	79	93	111	-25	-25	-25	-25	-25	-25	-25	12	17	22
Skills																				
Ambush	1	3	4	6	7	4	8	12	16	22	0	0	0	0	0	0	0	0	0	0
Directed Spell Bonus	-25	-25	-25	-25	-25	-25	-25	-25	-25	-25	-15	10	20	40	55	-25	-25	-25	-25	-25
Climbing	10	15	20	25	35	20	35	50	60	70	-25	5	5	5	10	5	10	15	20	30
Riding/Swimming	10	20	30	40	50	10	20	30	40	50	5	10	15	20	30	5	10	15	20	30
Disarm Traps/Pick Locks	10	15	20	25	35	20	40	50	60	70	-25	-25	-25	5	5	-25	-25	-25	5	5
Stalk/Hide	10	20	30	40	50	20	40	50	60	70	5	5	10	10	15	5	10	15	20	30
Perception	10	20	30	40	50	20	40	50	60	70	5	10	15	20	25	5	10	15	20	25
Language to Level 5	2	2	2	3	3	2	2	2	3	3	3	4	5	6	7	2	3	3	4	4
Runes/Staves & Wands	-25	5	5	5	5	5	10	15	20	30	25	40	55	65	75	15	25	40	45	55
Spells																				
Spell Lists Known	0	0	0	0	0	0	0	1	1	2	3	7	10	12	15	3	6	9	12	15
Total Ranks Known**	0	0	0	0	0	0	0	2	4	6	9	36	60	100	125	9	36	55	90	110

* Defensive bonuses should be adjusted if the NPC has thrown his defensive spells (usually shield, blur, etc.).

** Total number of ranks are split among the known lists. No list may have more ranks than 3x level.

*** Missile/Melee values can be swapped for characters if appropriate to the NPC concept.

   Armor: No = No Armor; SL = Soft Leather; RL = Reinforced Leather; Ch = Chain; Pl = Plate; Any = Any; All armor is worn with min. man. penalties.

   Shields - if Y, then the shield bonus is figured into the DB of the NPC.

Racial Mods - NPCs listed are human. Use following adjustements for the other races.

   Dwarf - **Hits**: +10 and +1/lvl; **PP**: -1 (Mage); **DB**: -5; **OB**: +2 melee -2 missile; **Skills**: -5 Climb/Swim; -3 Locks/Traps; -5/+5 Stalk/Hide; -5 Init; -20 BMR;

   Elf - **Hits**: -4; **PP**: +1 (Mage); **DB**: +5; **OB**: +3 melee +7 missile; **Skills**: +10 Climb/Swim; +5 Locks/Traps; +10/-20 Stalk/Hide; +5 Init; +5 BMR;

   Halfling - **Hits**: -8 Hits; **PP**: -1 (Mage); **DB**: +10; **OB**: -8 melee +3 missile; **Skills**: +15 Climb/Swim; +8 Locks/Traps; +15/-10 Stalk/Hide; +10 Init; -15 BMR;

Note: These NPCs have the same stats as the ones listed for the Player Characters on page 9.

PACE		
Pace	**Pace Multiplier**	**Normal Maneuver Difficulty**
Walk	1x	none
Fast Walk/Jog	1.5x	routine
Run	2x	easy
Sprint/Fast Run	3x	light
Fast Sprint	4x	medium
Dash	5x	hard

Base rate: a creature's base movement rate is the distance which the creature may normally move each round at a "walking" pace. Base rates less than 1' are given as 1' (usually tiny creatures).

Max pace: the pace given in the statistics is the maximum allowed pace for the given animal. In flight, 'fast sprint' and 'dash' may only be used if in a dive.

Speed (MS/AQ): a creature's speed is given in terms of "Movement Speed" / "Attack Quickness". Movement speed helps determines a creature's "base defensive bonus", while attack quickness determines a creature's "initiative". Both factors can be used to determine a creature's defensive bonus (DB) in various tactical situations. The DB's given in this product already include the base DB, but they do not include the modifications for charge/lunge or flee/evade.

INITIATIVE & MONSTERS			
Code	**Rating**	**(MS) DB**	**AQ (Init)**
IN	= Inching	-25	-25
CR	= Creeping	-20	-20
VS	= Very Slow	-10	-10
SL	= Slow	+0	+0
MD	= Medium	+10	+10
MF	= Moderately Fast	+20	+20
FA	= Fast	+30	+30
VF	= Very Fast	+40	+40
BF	= Blindingly Fast	+50	+50

COMBAT STATISTICS

Size: this is the size of the given type of creature: 'T' = tiny, 'S' = small, 'M' = medium, 'L' = large, and 'H' = huge. This is merely an approximation of the creature's size with medium being approximately man-sized.

Crit: this statistic indicates how critical strikes inflicted on the given type of creature are resolved. In some cases more than one of these codes apply:

-   Use normal critical procedure.
- **I**   Decrease the critical severity by one ('T' - modify by -20, 'A' becomes an 'T', 'B' becomes a 'A', etc.).
- **II**   Decrease the critical severity by two ('T' - modify by -50, 'A' becomes an 'T'-20, 'B' becomes an 'T', etc.).
- **LA**   Use the large creature critical table.
- **@**   Stun results do not affect creature.
- **#**   Stun results and hits/rnd do not affect creature.

Base hits: A creature's base hits are the number of concussion hits which an average creature of the given type can absorb before becoming unconscious.

AT (DB): The armor type letter code indicates what armor the creature has (No = No Armor, SL = Soft Leather, RL = Reinforced Leather, Ch = Chain, Pl = Plate), the number in parentheses is the creature's defensive bonus. This defensive bonus does not include any shield bonuses, but certain creatures may be capable of using a shield or the equivalent of a shield. If a shield is normally used, an 's' is included after the number inside the parentheses.

Attacks: these statistics indicate how a creature attacks using the Rolemaster Classic tables. Usually a number of attacks are given for each creature, separated by slashes, "/". Each creature usually initiates combat using one of these attacks as indicated. During later rounds, the same or other attacks may be used depending upon the situation or success of earlier attacks.

    Each attack is usually described by the following statistics:

      1) Offensive bonus - the first number is the offensive bonus for that attack.

      2) Attack type - the letter codes which follow the first number indicate the attack type.

    For most animal attacks, the first letter indicates the size of the attack:

T = Tiny	**L** = Large
S = Small	**H** = Huge
M = Medium	

    The next two letters indicate the type of attack (see page 53 for information on how to resolve these attacks):

Ba = Ram/Butt/Bash/Knock down/Slug	**St** = Stinger
Bi = Bite	**Ti** = Tiny animals
Cl = Claw/Talon	**Ts** = Trample/Stomp
Cr = Crush/Fall	**We** = Melee weapon (see pg 52)
Gr = Grapple/Grasp/Envelop/Swallow	**Mi** = Missile/Thrown weap. (see pg 52)
Ho = Horn/Tusk	**Fi** = Fist/Kick
Pi = Pincher/Beak	**Wr** = Wrestling/Tackling

ENCOUNTER STATISTICS

 # Enc.: this is the size range of a typical group of the creatures when encountered in their lair. A pack will often contain a wide range of levels/ages (including some young). Often only a patrol will be encountered away from the creature's lair that will be of a much smaller size than a whole group. A gamemaster should vary the number encountered based upon the game situation and location of the encounter. If no range is given, one such creature is normally encountered, or the gamemaster must determine the number based upon the situation in their game and world.

Treasure: these codes indicate the type and how much treasure each group of these creatures will normally have. Each letter code for this class indicates the richness of "part" of the creature's treasure, as specified in the table below (see section 8.0, Treasures for information on using these ratings). A treasure may consist of several "parts", each specified by a separate letter. Often all of a creature's (or group's) treasure will not be with it since all or part of it remains in the creature's lair. These codes are only used if a gamemaster wishes to randomly generate treasures.

Outlook: this code is meant to be a general measure of the creature's outlook (i.e., attitude, demeanor, reaction; behavior pattern). Neutral creatures will generally only attack if provoked, Aggressive creatures will attack if they feel they have the advantage, Berserk creatures will attack on sight regardless of the odds.

THE GENERAL DESCRIPTIONS

Along with the tables containing detailed system information on the various creatures, each creature of type of creature has a "description". These descriptions contain information on the creature's sizes, habitats, behavior, and unusual properties.

Often the statistics given for a particular animal are also applicable to a number of similar species. These animals are either mentioned in the text or listed at the end of the description in italics and enclosed in brackets.

ANT, GIANT

1'-3' long

    Giant ants will use their strong mandible pincers to eat almost anything. They can also communicate and work together to go after tougher prey.

BEAR, SMALL

3'-8' long

    Bears supplement their meat diet with a wide variety of plant matter, but also consume insects, fruits and nuts. During the cold months, bears go into winter sleep, or torpor, a state similar to hibernation. Bears vary in size from 3' to over 8' long.

MONSTER STATISTICS											
Type	Lvl	Base Rate	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Outlook	
Ant, Giant	1	30	VS/MD	S/II	40	SL(20)	30 SPi	2-20	—/—	Aggressive	
Bear, Small	5	80	MF/MF	L/—	150	RL(20)	60 LGr/50 MBi/70 MBa	1-5	—/—	Aggressive	
Bee/Wasp, Great	2	130	VF/FA	M/@	50	SL(45)	60 LPi/80 MSt/poison	1	P/VP	Berserk	
Beetle, Large (Jadeback)	2	50	SL / MF	M/II	65	PL(10)	70 MPi/poison	1-5	VP/VP	Aggressive	
Boar, Small	3	80	FA / MF	M/—	110	SL(30)	50 MHo/50 MBa/40 STs	2-20	—/—	Aggressive	
Cat, Small	3	110	VF/VF	S/—	60	SL(60)	30 MCl/20 SBi	1-2	—/—	Aggressive	
Cave Drake, Young	6	180	VF/VF	H/LA	250	RL(60)	80 LBi/90 LCl/90 HBa/60 LHo	1	R/VR	Aggressive	
Centaur	3	110	FA/MD	M/—	50	SL(25s)	50 We/60 Mi	*	*/*	Aggressive	
Gargoyle	5	80	MF/FA	M/@	80	Ch(35)	60 LCl/40 MBi/50 We	1-10	N/R	Aggressive	
Goblin	2	45	SL/MD	M/—	40	RL(30s)	40 We/20 Mi	*	*/*	Berserk	
Hobgoblin	2	50	SL/MD	M/—	60	Ch(25s)	50 We/30 Mi	*	*/*	Berserk	
Ogre, Small	4	80	MD/MF	M/I	100	SL(20)	40 We/75 MBa/50 MCl	*	P/N	Aggressive	
Orc, Lesser	2	50	SL/MD	M/—	50	RL(30s)	40 We/40 Mi	*	*/*	Aggressive	
Skeleton	1	40	VS/MD	M/I #	25	No(0)*	25 We/40 MBa	2-20	VP/VP	Berserk	
Spider, Lesser Giant	3	60	MF/FA	S/—	30	SL(30)	20 S Pi/40 SSt/poison	2-20	N/N	Aggressive	
Trapping Plant (General)	2	—	—/MD	M/II @	50	RL(10)	20 SGr (1d10 attacks per round)	2-20	P/P	Aggressive	
Troll, Forest	6	80	MF/MD	L/II	150	RL(10)	70 LCl/60 LBi/40 We/50 Cr(rocks)	*	P/R	Berserk	
Warhorse, Lesser	5	90	MF/FA	L/—	140	SL(30)	50 MCr/50 MTs/40 MBi	*	*/*	Neutral	
Werewolf	7	130	VF/VF	M/—	130	SL(50)	70 MBi/60 SCl	1-5	N/N	Aggressive	
Wolf	3	110	FA/FA	M/—	110	SL(30)	65 MBi	2-20	—/—	Aggressive	
Wolverine	2	60	FA/VF	S/—	45	SL(50)	50 MBi/45 MCl	1-2	—/—	Berserk	
Wyvern, Land	8	180	BF/VF	H/LA	200	Pl(35)	70 LCl/110 HSt/80 LBi/poison	1	R/R	Aggressive	
Zombie	2	30	VS/MD	M/I #	45	No(15)	30 MBa/Special	2-20	VP/VP	Berserk	

BEE/WASP, GREAT

Up to 2' long.

Innate Abilities: *Poison Sting, Lvl 3; Complete Paralysis (1-100 sec/1-100 rnd/1-100 min/1-100 hr)*

Giant wasps live in colonies of dozens or hundreds. They attack with a quick bite from their powerful mandibles or jaws; the painful sting is used only as a last resort. All wasps are mixed feeders, eating both plants and other insects. Any stinger attacks that do a non-Tiny critical also delivers the poison described above. The poison will need to be resisted.

BEETLE, LARGE (JADEBACK)

5'-8' body, 4"-7" pinchers.

Innate Abilities: *Poison Bite, Lvl 4; Dissolves Flesh (T Heat Crit/A Heat/B Heat/C Heat)*

The blue-green jadeback is a nocturnal predator. These giant beetles are well-armored and have adapted to virtually any ecosystem. A jadeback will eat virtually anything they can get their pinchers on, which includes men. Their poisonous bite can slay even a hearty soul, so it is good advice to avoid resting on shiny green jade-like rocks (particularly those that move).

BOAR, SMALL

3'6"-4'3" long.

The ancestor of the domestic pig, the wild boar differs from its tame relatives by virtue of its long, bristly hair and (in males) prominent tusk-like canine teeth. These creatures are agile and fast and run on thin legs which are supported by sharp "two-toed" hooves. Although they are omnivorous, they generally feed on nuts, bulbs, and tubers, using their long, tough, sensitive snouts to dig up dinner. They will not overlook an offering of carrion, however, and when alarmed, may be quite dangerous. They can easily kill a foe by charging and biting or goring with their upward-curving tusks.

CAT, SMALL

19"-36" long.

Cats are particularly admired for their very efficient killing. The cat body type is powerful and very flexible. Cats stalk and run down their prey, delivering death with a bite from their strong jaws. Small cats include bobcats, mountain lions and others.

CAVE DRAKE, YOUNG

15'-40' long (including 5'-12' tail), Daylight sensitivity (-50 all actions)

Innate Abilities: *Bite accompanied by burning acidic saliva attack (with critical, delivers heat critical 1 severity higher).*

Lesser drakes resemble the great drakes (dragons) in structure and habits, but lack the overall size and enchanted qualities of their more lordly and less numerous brethren. These creatures possess no breath weapons and, with the exception of the land drake, only rarely (10%) cast spells. They are, however, quicker than dragons.

Lesser drakes are quite bright and enjoy riddles, though they are less vain and their preference for debate and word games is less pronounced than that of dragons. They are much more prone to attacking an intruder or adversary, despite having a relatively even temper. This makes them more predictable, but no less dangerous, than the great drakes.

CENTAUR

6'6"-7'4" tall from front hooves to head.

Nobly proportioned men and women whose torso joins at the waist to the four-legged body of a horse, centaurs strive for less tangible goods such as knowledge, power, and friendship.

GARGOYLE

5-7' wingspan.

Winged lizards or goblins of stone, gargoyles resemble statuary when still, but rarely display uniformity. All covet bright, shiny things, which they hoard in concealed nooks. Skilled counterfeits of architectural ornamentation, gargoyles are difficult to perceive and recognize except when in motion.

GOBLIN

3'6"-4'6" tall; Daylight sensitivity (-75 to all activities)
Innate Abilities: *Nightvision, Darkvision*

Round-headed imps with snub noses and wide, grinning mouths, goblins possess greenish, yellow skin and tender, toeless feet. To protect these sensitive appendages from hurt, goblins wear clumsy, stone clogs. Mechanical devices appeal to the clever cruelty intrinsic to goblins; they have invented many machines of torture as well as those useful in warfare and siege. Utility and strength mark most of their creations, but beauty eludes them. Goblins stay below ground by day, but night sees them swarming the lands in search of brutal amusement.

HOBGOBLIN

4'-5' tall; Daylight sensitivity (-25 to all activities)
Innate Abilities: *Nightvision, Darkvision*

Larger, tougher goblins whose skin has a muddy tinge and whose feet feel no pain, hobgoblins often mingle with their lesser brethren. Superior size and strength offer them dominance over those who revere the rule of brute force, and the goblins frequently submit to a hobgoblin king. The brilliance of the sun, although unpleasant, holds no horror for hobgoblins who fearlessly follow enemies through daylight.

OGRE

8'-10' tall

An unkempt, slovenly race whose coarse, grizzled features betray their rapacious greed, ogres resemble giants when distance blurs details and disperses their rank odor. Wood or stone clubs are frequent weapons, but they are frequently abandoned in the heat of battle for the more satisfying sensation of knuckle against tender flesh and bone.

ORC, LESSER

4'-5' tall Daylight Sensitivity (-50 to all activities)
Innate Abilities: *Darkvision, Nightvision*

Rumor asserts that Orcs possess as ancestors elves whose minds and bodies were twisted by evil. Grotesque faces with slanting eyes and flattened snouts full of sharpened tusks further deform the heavily built, muscled body with its long arms and thick, swarthy hide. Cannibalistic cruelty motivates their distorted souls, and orcs respect little save superior force. Most are superb smiths, but they rarely make items unassociated with war. Lesser orcs are born to live, fight, and die in darkness; they hate the stars and moon, and panic under the brighter sun.

SKELETON

4.5'-7' tall
Innate Abilities: *Undead Regeneration, Unaffected by puncture criticals*

The animated skeletons of dead creatures, man or beast, possess little except bones and hostility. Retaining expertise at wielding weapons or claws and tusks, they scamper to denude bones of their cloaking flesh at every encounter with the living. Since sorcery rather than muscles and ligaments holds their own limbs intact, broken or shattered bones rejoin during tranquil times unless they have been burned.

SPIDER, LESSER GIANT

1'-2'
Innate Abilities: *Poison Bite can inflict two different poisons, Lvl 2; Complete Paralysis (1-100 sec/1-100 rnd/1-100 min/1-100 hr), or Lvl 3; Dissolves Flesh (T Heat Crit/A Heat/B Heat/C Heat)*

Giant spiders are huge predatory arachnids, the largest variety of venomous, eight-legged web-spinners. Armed with 2 types of poisons, they lurk in large trees or rocky defiles, suspending themselves above their complex web traps. The Lesser Giant Spider selects which poison to inflict when it attacks.

TRAPPING PLANT (GENERAL)

Those who run on legs, slither on scales, or fly with wings are threatened by trapping plants. Flesh and blood forms an integral part of their diet, and these flora have devised many tricks with which to obtain both.

Troll, Forest

8-10' tall, Daylight Sensitivity (-50 all activities)
Innate Abilities: Nightvision, Darkvision

Trolls possess huge, hulking bodies patched by bushes of harsh, wiry hair. Ill-proportioned hands and feet display granite claws, while flattened nostrils deform a cruel visage.

Warhorse, Lesser

7.5-8'

Horses bred and trained not to panic during combat.

Werewolf

Innate Abilities: Infection with lycanthropy by bite (10%); unharmed by non-magic, non-silver weapons while in beast form; occasionally maintains the partially transformed shape of a wolf-man.

During the hours of darkness between dusk and dawn, the phase of the moon affects the shape assumed by lycanthropes. The new moon helps a were-beast to retain their human form, while the full moon tries to mold them into a beast. With morning, the sun's brilliance conquers the moon's gentler elegance, restoring to were-creatures more control over their humanity. Strength of will and experience help free some from the dominion of these luminaries; both in inhibiting the transformation when it is undesired and in aiding the transformation when it is desired.

Wolf

3'-5' long

Wolves are easily recognized by their powerful canine body and thick, bushy tail. They vary in coloring from white to yellowish brown and almost black. Wolves live and hunt in packs, a fact which allows them to take on large prey such as deer, horses and caribou. They also feed on smaller animals such as rabbits, and mice.

Wolverine

25"-35" long

Wolverines have solid bodies and possess great strength, both of which allow them to bring down animals much larger than themselves. They have keen senses and are good climbers. Their meat eating is supplemented with berries and nuts. Wolverines are considered the most ferocious medium-sized animal. Wolverines spray urine to mark their territory.

Wyvern, Land

15'-30' body (including 5'-10' prehensile tail)
Innate Abilities: Bite or tail-stinger attack injects poison, Lvl 8; Deadly Toxin stops heart (Dead in 1-100 hrs/1-100 min/1-100 rnds/1-100 sec)

Like the lesser drakes, wyverns do not have a breath weapon; nor do they employ incantations. Instead, they rely on their superb agility and deadly venoms. Land wyverns have muscle poison glands in their mouths and tails, with ducts through their 5" fangs and barbed tail-stingers.

Wyverns are smaller and more graceful than either dragons or lesser drakes. They are also less intelligent, scoffing at word games and trite conversation. Instinctive and physical, they are active, predatory hunters who spend little time (20%) asleep or confined at home (30%). Food excites them more than treasure. Although they shy away from civilization, they never bypass a meal and are apt to ambush their quarry before contemplating the consequences.

Zombie

Innate Abilities: Touch causes nausea, -10 to activity (RR), Undead Regeneration

The rotted, shambling remains of dead men drip from the frames of these mindless monstrosities, creatures who serve the wishes of necromancers or more powerful undead. Zombies unimaginatively batter their victims, raising bruises and an often-incapacitating nausea.

7.3 Special Abilities

Darkvision – Is able to see up to 50' in total darkness and up to 100' in dimly lit areas. Sight ranges for illumination sources, such as torches or lanterns, are doubled.

Nightvision – Is able to see on clear star-lit and/or moon-lit night as if it were a cloudy day. May see up to 10' in total darkness. Sight ranges for illumination sources, such as torches or lanterns, are doubled.

Poison *xx* – Some creatures have the ability to inject a poison with an attack. If the attack results in a non-Tiny critical, the poison is injected and the target must resist it or suffer its effects. (i.e. Poison Sting means that a Stinger attack may inject a poison if it results in a non-Tiny critical)

Undead Regeneration – Some undead creatures will regenerate and heal damage slowly over time, approximately 1 hit per minute, during periods where the creature is inactive. The only way to stop this regeneration is through the use of fire or acid in damaging the creature.

8.0 TREASURE

In the Monster Statistics table, there is a column called Treasure. Under this column, there are two main entries; one for monetary treasure and one for magical treasure, with the entries being separated by a slash. Each entry represents the creature's, or the group of creature's, treasure. As noted in the descriptive text for the Monster Statistics table, the creatures may not always have this treasure with them, and the Gamemaster should use the following tables to generate their treasure randomly only if they do not have any specific treasure in mind for them.

The Gamemaster is also free to totally ignore the results from these tables if they feel that the results are out of line with their perceptions of the situation. These tables are meant as an aid, not as something that must be followed.

It is also important to note that only intelligent creatures will ever carry treasure on them. Unintelligent creatures will usually only have treasure as a side effect of their diet, and what treasure they do have will normally be found either in their stomachs, or in the places where they deposit waste products and other inedible material.

GENERAL NOTES

The Treasure column of the Monster Statistics table contains 2 letter codes, one for Monetary Treasure and one for Magic Treasure. The codes are the same for each entry and represent the relative richness or value of that type of treasure. Generation of actual treasure is then determined by that richness. The following table shows what the codes mean.

Certain Monsters have an * instead of a letter code. For these creatures, they will usually have Normal for both, but it is up to the GM to actually determine the codes to use based on their setting.

For items, the GM is left to determine the actual items based upon the adventure and the setting. The GM should also remember that such items should be determined in advance, before the actual encounter, as any intelligent creatures are going to use their magic items against foes if possible.

MONETARY TREASURE

Determining Monetary Treasure is done in 2 main steps. First, the GM rolls percentile dice to see how many rolls to make in determining the amount of monetary treasure, and then make that many rolls on the appropriate column as determined by the code before the slash on the Treasure column of the Monster Statistics table.
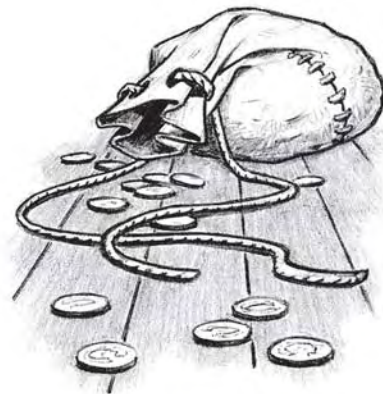
Code	Value
VP	Very Poor
P	Poor
N	Normal
R	Rich
VR	Very Rich

MONEY, GEMS & JEWELRY		

First roll to determine the size of the treasure (the number of rolls allowed), then make a number of rolls to determine the actual composition.

Size

First Roll	# Composition Rolls
01-30	1
31-55	2
56-75	3
76-90	4
91-00	5

Composition

	Relative Richness				
Roll	Very Poor	Poor	Normal	Rich	Very Rich
01-10	50 tp	500 tp	1000 tp	5000 tp	10000 tp
11-20	100 tp	1500 tp	3000 tp	7500 tp	5000 cp
21-30	500 tp	2500 tp	5000 tp	1000 cp	10000 cp
31-35	1000 tp	500 cp	1000 cp	1750 cp	1500 bp
36-40	2000 tp	750 cp	1500 cp	2500 cp	2000 bp
41-45	300 cp	1000 cp	2000 cp	400 bp	250 sp
46-50	400 cp	1250 cp	250 bp	500 bp	300 sp
51-55	500 cp	150 bp	300 bp	600 bp	400 sp
56-60	600 cp	200 bp	350 bp	70 sp	60 gp
61-65	70 bp	250 bp	40 sp	90 sp	80 gp
66-70	80 bp	30 sp	50 sp	110 sp	100 gp
71-75	90 bp	35 sp	60 sp	15 gp	125 gp
76-80	100 bp	40 sp	70 sp	25 gp	150 gp
81-85	12 sp	50 sp	8 gp	35 gp	2mp
86-90	15 sp	60 sp	10 gp	45 gp	Gem (250)
91-94	20 sp	7 gp	15 gp	Gem (60)	Gem (300)
95-97	3 gp	8 gp	Gem (20)	Gem (80)	Jewelry (400)
98-99	5 gp	Gem (10)	Gem (50)	1 mp	Jewelry (600)
100	Gem (10)	Jewelry (25)	Jewelry (100)	Jewelry (500)	Jewelry (1000)

MAGICAL TREASURE

Determining what magic items a creature has is a bit more involved than determining the amount of money they have.

First, the GM makes a roll on the Size portion of the table to determine the actual size of the treasure. The column used is based on the entry after the slash on the Treasure column of the Monster Statistics table. This determines how many rolls to make on the next section of the table.

Next, make the number of required rolls on the Composition section of the table, the column used is the same one as use in the Size section. Consult the Key section of the table to see what the result mean.

MAGIC ITEMS		

First roll to determine the size of the treasure (the number of rolls allowed), then make a number of rolls to determine the actual composition. If any "Spell" results are obtained, further rolls are required to determine what the spell item is and what spell is in it.

Size

	Relative Richness				
First Roll	Very Poor	Poor	Normal	Rich	Very Rich
01-20	0	0	0	0	2
21-40	0	0	0	1	2
41-55	0	0	1	2	2
56-70	0	1	1	2	3
71-80	0	1	2	2	3
81-90	1	1	2	3	4
91-95	1	2	3	3	4
96-98	2	3	4	4	5
99-00	3	3	4	5	6

Composition

	Relative Richness				
Roll	Very Poor	Poor	Normal	Rich	Very Rich
01-10	Normal	Normal	Normal	80% Light	60% Light
11-20	Normal	Normal	80% Light	60% Light	40% Light
21-30	Normal	80% Light	60% Light	40% Light	Spell
31-40	80% Light	60% Light	40% Light	+5 Bonus	Spell
41-50	80% Light	60% Light	+5 Bonus	+10 Bonus	Spell
51-55	60% Light	+5 Bonus	+5 Bonus	+10 Bonus	+5 Bonus
56-60	60% Light	+5 Bonus	+10 Bonus	+15 Bonus	+10 Bonus
61-65	+5 Bonus	+5 Bonus	+10 Bonus	+15 Bonus	+10 Bonus
66-70	+5 Bonus	+5 Bonus	+10 Bonus	Spell	+15 Bonus
71-75	+5 Bonus	+10 Bonus	+15 Bonus	Spell	+20 Bonus
76-80	+5 Bonus	+10 Bonus	Spell	Spell	+1 Adder
81-85	+10 Bonus	+15 Bonus	Spell	Spell	+2 Adder
86-90	+10 Bonus	Spell	Spell	+1 Adder	x2 Mult.
91-94	Spell	Spell	+1 Adder	+2 Adder	+3 Adder
95-97	Spell	+1 Adder	+2 Adder	x2Mult.	x3 Mult.
98-99	+1 Adder	+2 Adder	x2 Mult.	+3 Adder	Special
100	Special	Special	Special	Special	Artifact

Key

Normal	= A normal non-magic item.
# % Light	= Equipment which weighs # % of normal.
+ # Bonus	= An item with a + # bonus.
Spell	= An item containing a spell, GM's Choice. Roll again, 01-02 means item is cursed.
+# Adder	= A bonus spell item, a +# "Spell Adder".
x# Mult.	= A bonus spell item, a x# "PP Multiplier".
Special	= The GM should choose a special magic item.
Artifact	= An artifact may be present.

Note: The Gamemaster should determine the type of item based upon the adventure site and situation. See the descriptions of magic items to determine the type of items. Suggested items include: weapons, armor, helmets, greaves, shields, tools, saddles, cloaks, boots, gloves, glasses, etc.

For all results, except Spell, the GM should determine the item based upon the campaign and the situation. If the result is Spell, the GM should roll on the Item & Spell Level table. First, making a percentile roll to determine the item, and then a second roll to determine the level of the spell involved. The table itself contains a few more notes regarding fleshing out these items.

<table>
<thead>
<tr><th colspan="10">ITEM & SPELL LEVEL</th></tr>
<tr><th colspan="10">First Roll (if necessary) Determines The Type of Item</th></tr>
<tr>
<th>Roll</th>
<th>01-40
Rune Paper</th>
<th>41-65
Potion</th>
<th>66-70
Daily I</th>
<th>71-75
Daily II</th>
<th>76-80
Daily IIII</th>
<th>81-85
Daily IV</th>
<th>86-94
Wand</th>
<th>95-98
Rod</th>
<th>99-00
Staff</th>
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</thead>
<tbody>
<tr><td>01-20</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td></tr>
<tr><td>21-25</td><td>2nd</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>2nd</td></tr>
<tr><td>26-30</td><td>2nd</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>2nd</td></tr>
<tr><td>31-35</td><td>2nd</td><td>2nd</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>2nd</td><td>3rd</td></tr>
<tr><td>36-40</td><td>2nd</td><td>2nd</td><td>2nd</td><td>1st</td><td>1st</td><td>1st</td><td>1st</td><td>2nd</td><td>3rd</td></tr>
<tr><td>41-45</td><td>3rd</td><td>2nd</td><td>2nd</td><td>2nd</td><td>1st</td><td>1st</td><td>1st</td><td>2nd</td><td>4th</td></tr>
<tr><td>46-50</td><td>3rd</td><td>2nd</td><td>2nd</td><td>2nd</td><td>2nd</td><td>1st</td><td>1st</td><td>2nd</td><td>4th</td></tr>
<tr><td>51-55</td><td>3rd</td><td>2nd</td><td>3rd</td><td>2nd</td><td>2nd</td><td>1st</td><td>1st</td><td>2nd</td><td>5th</td></tr>
<tr><td>56-60</td><td>4th</td><td>3rd</td><td>3rd</td><td>2nd</td><td>2nd</td><td>2nd</td><td>2nd</td><td>3rd</td><td>5th</td></tr>
<tr><td>61-65</td><td>4th</td><td>3rd</td><td>3rd</td><td>3rd</td><td>2nd</td><td>2nd</td><td>2nd</td><td>3rd</td><td>6th</td></tr>
<tr><td>66-70</td><td>4th</td><td>3rd</td><td>4th</td><td>3rd</td><td>2nd</td><td>2nd</td><td>2nd</td><td>3rd</td><td>6th</td></tr>
<tr><td>71-75</td><td>5th</td><td>4th</td><td>4th</td><td>3rd</td><td>3rd</td><td>2nd</td><td>2nd</td><td>3rd</td><td>7th</td></tr>
<tr><td>76-80</td><td>5th</td><td>4th</td><td>5th</td><td>4th</td><td>3rd</td><td>2nd</td><td>2nd</td><td>4th</td><td>7th</td></tr>
<tr><td>81-85</td><td>6th</td><td>5th</td><td>5th</td><td>4th</td><td>3rd</td><td>2nd</td><td>2nd</td><td>4th</td><td>8th</td></tr>
<tr><td>86-90</td><td>7th</td><td>6th</td><td>6th</td><td>5th</td><td>3rd</td><td>3rd</td><td>2nd</td><td>4th</td><td>8th</td></tr>
<tr><td>91-94</td><td>8th</td><td>7th</td><td>7th</td><td>5th</td><td>4th</td><td>3rd</td><td>2nd</td><td>5th</td><td>9th</td></tr>
<tr><td>95-97</td><td>9th</td><td>8th</td><td>8th</td><td>6th</td><td>4th</td><td>3rd</td><td>2nd</td><td>5th</td><td>9th</td></tr>
<tr><td>98-99</td><td>10th</td><td>9th</td><td>9th</td><td>7th</td><td>5th</td><td>3rd</td><td>2nd</td><td>5th</td><td>10th</td></tr>
<tr><td>100</td><td>10th</td><td>10th</td><td>10th</td><td>7th</td><td>5th</td><td>3rd</td><td>2nd</td><td>5th</td><td>10th</td></tr>
</tbody>
</table>

Note: The Gamemaster should determine the number of charges left in a wand (max of 10), a rod (max of 30), or a staff (max of 100). A 1-100 die roll can help; low rolls indicating few charges and high rolls indicating lots of charges.

The GM may also want to include multiple charges (or doses) on special scrolls and potion.

A Daily # item may be used to cast a spell a number (#) of times each day (e.g. a Daily III item could be used 3 times a day, and may take any form that the Gamemaster wishes (e.g. a ring, a weapon, a bracelet, an earring, a rod, etc.).
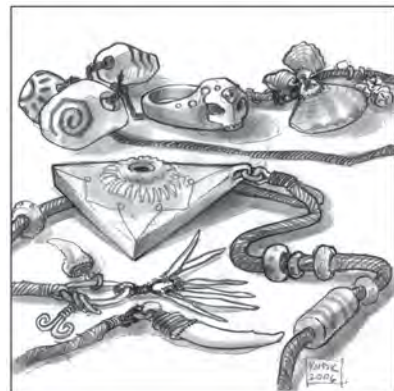
# In Search of Valen

Introduction

Days of searching, growing more desperate, finally a break, tracks dragging what could be a prisoner... possibly the child. The innkeeper hired you to find his boy and you finally have a lead. The path leads straight into a hillside... to a cave mouth.

The trail of the lost child ends here. Horwath the inn keeper is beside himself with desperation. Here is your chance to prove you have what it takes to be the adventurers you fancied yourself after five pints. The cave mouth gapes before you, whispering a solemn oath to swallow you whole.

The purpose of this adventure is for the PCs to enter the cavern and to rescue the child that has been kidnapped. This adventure is for a group of 4-6 first level adventurers of varying capabilities.

Background

The son of a wealthy merchant has disappeared, and he has hired your group to search for and rescue the child. After several days of searching, you finally find a trail that leads to the mouth of a cave. This is where our adventure begins.

Dramatis Personae

The Good Guys:

Valen, the merchant's son: Valen is about 10 years old, and is very scared of those who captured him. He will not be any of any aid. However, it is very important that the PC's keep Valen alive.

The Bad Guys:

Giant Ants: They are hungry and won't like their meal being disturbed.

Goblins: These are mercenary spearmen hired to help defend the caves in case of a rescue attempt.

Lesser Orcs: The Lesser Orcs are mercenary fighters who have been hired specifically to kidnap the child. They are in charge of the Goblins.

The Adventure

1.   The Gap Mouth Cave

The starting point for your adventure... you can use any of the descriptive text below or create your own to fit your situation.

"Days of searching, growing more desperate, finally a break, tracks dragging what could be a prisoner... possibly the child. The merchant hired you to find his boy and you finally have a lead. The path leads straight into a hillside…to a cave mouth."

"The tracks end at the mouth of the cave and disappear on the cave's hard floor. Pale light appears within.

Strange clicking and a whiff of something vile come from the cave opening."

You can have players use either tracking or perception to check the tracks.

Valen

1 Hex = 5'
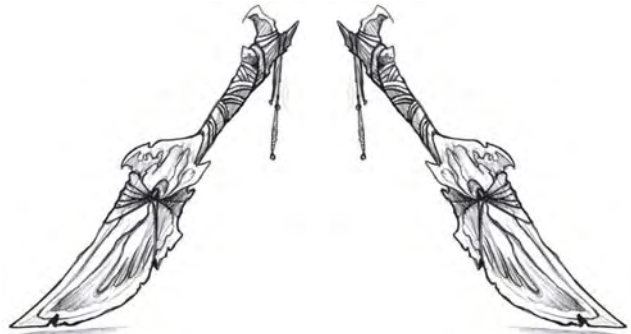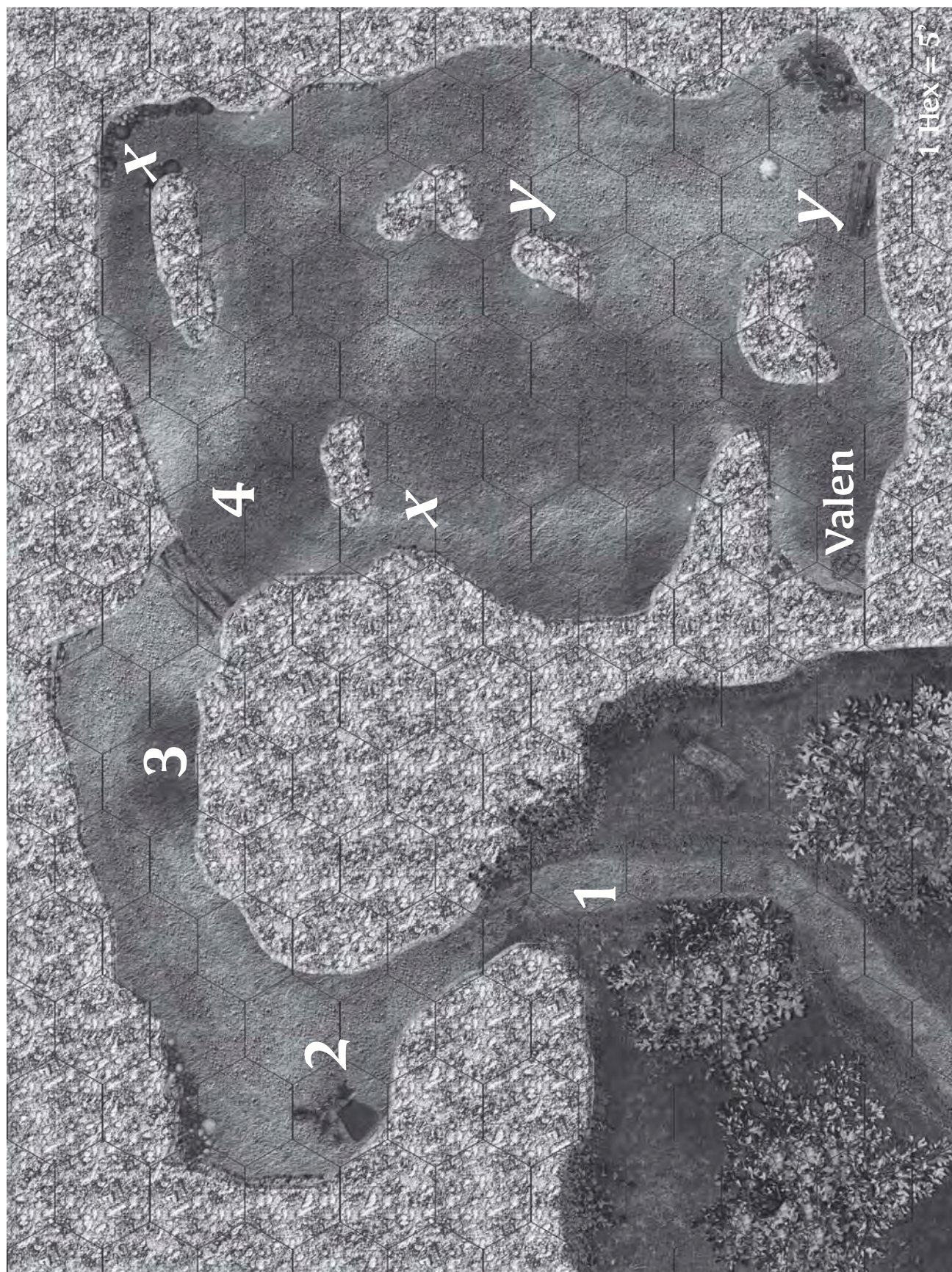
A Light Tracking check (or Medium Perception) will yield the following results depending upon how well the player rolls:

Failure: There are tracks, from more than one person and the smell is rotting meat of some kind.

Partial Success: There are more than 3 and as many as 6 people dragging a small child and sets of tracks from some strange creature. The smell is rotting meat of some kind.

Near Success: There are 4 small people dragging a child and sets of tracks from some six legged creature. The smell is rotting meat of some kind.

Success: The tracks are from two distinctly different types of creatures both smaller than men, dragging a child and at another time one or more six legged creatures has also entered the cave. The smell is rotting meat of some kind.

Absolute Success: The tracks are from two distinctly different types of creatures both smaller than men possibly goblins or kobold, dragging a child. At another time 2 six legged creatures, the tracks are ant like except for the size, has also entered the cave. The smell is rotting meat of some kind

GM's Note: Depending upon the strength of the PCs, you might want to include more than just 2 Giant Ants. If this is the case, be sure to include tracks of multiple Ants. A Medium result is required to know that more than 1 has entered the cave, and a Hard or better result is required to show that none of the Giant Ant tracks leave the cave. Also, if there is more than 2 Giant Ants, there will be more clicking.

2. Ants at the Picnic

Just in from the mouth of the cave in the gloom beyond, there two ants feeding on a sack of nasty small game carcasses, that a few weeks prior may have made a decent broth. The ants will recognize fresh food (the PCs) and attempt to munch on one or two characters. If it is moderately wounded it will attempt to run away from the cave and characters altogether.

GM Note: If the party is relatively tough, you might want to have more Giant Ants be present. If that is the case, be sure to have more tracks be visible in #1 above.

Now combat begins. Declare actions and roll initiatives. There is not likely to be a surprise unless the party was sneaking in (stalk/hide maneuver) or the characters were totally oblivious to the clicking noises.

3. The Pit

Hidden here, along the wall is a pit trap that requires Success at a Medium Perception maneuver to find. The first character to walk over it (determine this using the normal RPG methods, of marching order or who ever moves their icon first or what ever method of your devising) will trigger the trap. They will need to get 100 or higher in making a Light Agility Maneuver (roll and add Agility bonus, look up results on Light column of Moving Maneuver Table) to avoid falling in and taking a Tiny (-50 to roll) Impact Critical. When making the Agility maneuvers, the difficulties given are for jumping backwards to the area before the pit. Increase the difficulty by 1 degree if they attempt to continue moving forward while trying to escape the pit.

Those next in line will need an Easy Agility Maneuver to avoid the fall once the pit has been revealed.

Getting out of the pit which is 10' deep will require help from a rope and/or the other players, or a Hard Climbing maneuver.

4. The Ambush

When the characters battled the Giant Ants, the occupants were alerted to their presence and have made preparations. They have hidden around the cave behind cover. The Lesser Orcs (marked with an *y* on the map) have had time to load crossbows and the Goblins (marked with *x* on the overview map) have spears ready for a charge. The room is dimly lit with torches, there was not time enough to extinguish them and hide.

With all their positional advantages, the characters will need to succeed at a Hard perception maneuver to not suffer surprise when entering the cavern.

While the characters are rescuing those who have fallen into the pit, the Lesser Orcs and Goblins will spring the ambush. The Lesser Orcs will fire their crossbows from cover then reload and fire again if there is time before joining the fray with melee weapons. The Lesser Orcs gain +25 to their DB while firing their bows from behind the rocks, and +50 to their DB when reloading. This bonus only applies against missile fire from the tunnel.

The Goblins will, after the Lesser Orcs have fired their crossbows, charge those who get past the pit trap and actually enter the chamber and yell for the Lesser Orcs to join in.

The Goblins and Lesser Orcs will attempt to surrender if two or more Goblins are down and out or if all of them are wounded and the battle is clearly lost.

If the characters allow the villains to parley, they will offer the coins from their stash in the wall and the orders that they were acing on.

If the PCs do not allow them to parley or seem intent on killing them all, they will attempt to use the child as a hostage to escape.

The child is bound and gagged in the nook in the back. He is hungry and bruised but otherwise fine.

It requires a successful Easy perception maneuver to locate the small bag of coins (see "The Rewards" for a total of the coins contained in the sack) and the scrap of parchment containing the orders to the Lesser Orcs. They are located in a niche in the wall above where Valen is trussed up during the ambush.

The parchment contains the following:

"To Gravox and company:

I will send word when the ransom is received.

Keep the child alive until then ... your instructions for the disposal of the evidence will be included in our next communique.

Stark."

GM's Note: *The GM should adjust the number of Goblins and Lesser Orcs so that they will give the PCs a tough fight, but not too tough for the PCs. There should be at least 2 Goblins and 2 Lesser Orcs. Add one additional Goblin for each additional member of the party if there are more than 4 PCs.*

LOOSE ENDS

Valen's father has no idea who Stark is or why he might want to kidnap his son, but he is willing to hire the PCs to attempt to find out. In order for them to succeed, they will need to back-track the merchant's path to other villages and towns. It will take a while, but they can eventually find out.

Stark could be a rival merchant who wants to prevent him from making a purchase in the next town by bankrupting him for the ransom or who wants to steal his trading route, or he could be an evil priest who wants the child for some nefarious purpose, and the mention of ransom was a red herring to make the Goblins believe that more money was coming their way.

Or it could be something completely different. In short, the search for Stark is an excellent jumping off point for the GM to use in the continuing adventures of the PCs.

THE REWARDS

MONETARY REWARDS

Valen's father is paying the adventures what he considers a princely sum of a 4 gold and 15 silver pieces for the safe return of his son.

In the niche in the wall of the cave above Valen is a bag of coins containing 13 gold, 11 silver and 25 copper pieces. The adventurers get to keep this if they rescue Valen. If the PCs parleyed with the Goblins, they get to keep whatever the Goblins offer in exchange for their lives.

EXPERIENCE REWARDS

Experience for this adventure is given based on the rules presented here in **Rolemaster Express**. The following list gives the various XP awards for each portion of the adventure. All XP awards are what EACH character involved would receive.

1.　　**Reading the Tracks** – If any of the PCs have the sense or skill to attempt read the tracks outside the cave, they deserve to receive between 100 and 500 XP, depending upon the success of the Tracking/Perception maneuver used.
2.　　**The Giant Ants** – The battle with the Giant Ants should not be one sided, but it should not be a pushover either. The GM should treat it as a Hard Minor Goal (to defeat or drive off the ants) worth (500 XP)
3.　　**The Pit** – Avoiding the pit once its presence is known, and/or rescuing somebody caught by it can be considered to be an Easy Minor Goal (150 XP), while escaping from it after being caught would be a Medium Minor Goal (250 XP). Finding and avoiding the pit altogether, before anybody falls in, can be considered to be Hard Minor Goal worth (500 XP).
4.　　**The Ambush** – The goal here is to defeat the Kobolds and Goblins and rescue Valen without him getting hurt. This is at least a Very Hard Major Goal (1500 XP each) if they are willing to parley, or an Extremely Hard Major Goal (2000 XP) if the PCs do not parley. Should Valen be injured, each member of the party only receives half the normal XP. Should Valen be killed, then each member of the party gets only ¼ of the normal amount of XP.

OTHER REWARDS

Valen's father is so grateful that he will give the adventures a 10% discount on his wares should they ever want or need to purchase anything from him. Valen's father is an herb merchant, buying and selling herbs in many different towns and villages.

The villagers will ask the party to tell their story of the rescue. They will, in turn tell this to other merchants and peddlers and travelers that pass through the village. Over the course of time, the party will become slightly famous for their actions. Should they continue with their heroic actions, and continue to brag, this can lead to people seeking them out to hire them.

THE STATS

The following table shows the combat statistics for the monsters used in this adventure.

		Base	Speed	Size/		AT		#		
Type	Lvl	Rate	MS/AQ	Crit	Hits	(DB)	Attacks	Enc.	Treasure	Outlook
Ants, Giant	1	30	VS/MD	S/II	40	SL(20)	30 S Pi	2-20	—/—	Aggressive
Goblins	2	45	SL/MD	M/—	40	RL(30s)	40 Melee / 20 Missile	*	*/*	Berserk
Orcs, Lesser	2	50	SL/MD	M/—	50	RL(30s)	40 Melee / 40 Missile	*	*/*	Aggressive

MONSTER STATISTICS for "IN SEARCH OF VALEN"

APPENDIX: RMC COMPATIBILITY

Rolemaster Express (RME) is designed as a fully functional one book role-playing system. However, if you decide to expand the game by adding elements of **Rolemaster Classic** (RMC), it is important to know which elements were modified and/or truncated to create RME.

A.1 CHARACTER CREATION

Professions: While RME has 4 professions, Character Law (CL) adds 15 more for a total of 19.

Profession Types: RME has two Pure Arms professions, and two Pure Caster Professions. CL adds Semi Casters who combine martial skill with magic; and Hybrid Casters, who combine two realms of magic.

Realms: RME has 2 realms, CL adds Mentalism, a realm that focuses on the magic of the mind.

Races: RME has only 4 races; CL adds 11 more. RMC Creatures & Treasures (CT) adds another 54 playable races.

Stats: RME uses a fixed array of stats, while RMC uses random stat generation, allowing for a wider range of variation. Stats are also measured in both temporary and potential stats in RMC, allowing stats to rise or fall during play (within limits).

Development Points: RME gives 35 fixed DP per level, making all characters roughly equal. In RMC your DP are based on your development stats, so there is variation in the amount between characters.

Skills: RME includes 24primary skills and 4 secondary skills in it's 28 skill listing. CL has 28 primary and 46 secondary skills.

Body Development Ranks: Ranks in RME give a fixed amount of hits per rank. CL has random hit development, with each race getting a different die to roll, the RME fixed number is the racial hit die average rounded up. (D8 for all but Dwarves, who roll a D10.)

Racial Starting Hits: RME uses a totally new calculation to improve low-level character's hits, which is equal to 20% of the CL "Racial Maximum Hits".

Body Development and Constitution: RME applies Co bonus directly, while CL applies it as a percentage bonus to both total and maximum hits.

Lores: RME combines all four CL lore skills into one skill.

Runes & Attunement: RME simplifies these skills and their modifiers.

Spell List Acquisition: RME uses a simplified version of the non-random Option 2.2 from Spell Law (SL) instead of the more random method in Character Law/Spell Law.

Outfitting: CL has more detailed equipment lists and rules.

Encumbrance: The encumbrance rules in CL are more detailed than those given in RME.

A.2 SPELL CASTING

Power Points: RME uses Option 4 from SL to give more power points to low-level characters.

Casting Requirements: Beyond adding a whole third realm per above, SL also gives more detailed rules on casting, and mechanisms to stretch them.

Resolving Spell Effects: RME uses simplified tables for casting resolution for all types of spells compared to SL.

Spell Lists: The 30 lists in RME are limited to level 10. SL has 162 lists with spells up to 50th level (Over 2,000 spells total).

A.3 COMBAT RESOLUTION

Armor: The four armor types used in RME are expanded to 20 armor types in Arms Law (AL).

Combat Actions: The overall combat system is simplified; AL adds more options and specific actions.

Rapid Load & Fire: The faster fire rules presented in RME are a version of the faster fire rules detailed in the CC.

Attack Tables: In Arms Law, each weapon or unarmed attack has it's own combat table, that has differing effects on each of the 20 armor types.

Criticals: In Arms Law and Spell Law, each critical is broken into five columns A-E based on severity, offering roughly 5x as many possible results.

Unarmed Combat: The skill rules in CL add Martial Arts (MA) to the mix, and AL has 2 MA attack tables and 11 animal attack tables.

A.4 RUNNING ROLEMASTER

Maneuvers: The rules used in RME are simplified from those used in RMC, and the tables have been truncated.

Resistance Rolls: The Table used in RME has been simplified, mostly by reducing it to 1-10th level for both attacker and defender.

Healing: General injury rules in RME are simplified from those in RMC. The SL rules contain spells that heal essentially any kind of possible injury, including death. The Option given in the healing section of this book allows for simple healing of hits of damage to cure any injury other than death.

A.5 EXPERIENCE & LEVELS

Experience: The system used in RME is a modification of the simple XP rules from HARP. The RMC method is more detailed and complex, and very different.

A.6 NPCS AND CREATURES

NPCs: The table in RME is limited to the professions and races in this book, and only extends to level 10.

Creatures: There are hundreds of creatures in CT, with far more complicated innate abilities, and extending out to far higher monster levels to challenge higher-level characters.

A.7 TREASURES

Treasures: The Treasure generation system in CT is more detailed and complex, and that book also contains hundreds more magical items.

INDEX

Name:

Profession _____
Race _____
Realm _____
Lvl _____ XP _____
Ht _____ Wt _____ Age _____
Eyes _____ Hair _____
Appearance _____ Sex _____
BMR _____ Max Pace _____
Base Hits _____ Hits/Rank _____
Max Hits _____ xRecovery _____
Base PP _____ PP/Level _____

Stats

	Temp	Bon +Race+ Spec= Total
Co	_____	_____ _____ _____ _____
Ag	_____	_____ _____ _____ _____
SD	_____	_____ _____ _____ _____
Re	_____	_____ _____ _____ _____
Me	_____	_____ _____ _____ _____
St	_____	_____ _____ _____ _____
Qu	_____	_____ _____ _____ _____
Pr	_____	_____ _____ _____ _____
In	_____	_____ _____ _____ _____
Em	_____	_____ _____ _____ _____

Languages   W   S

_____
_____
_____
_____
_____
_____
_____

Treasure

MP _____	BP _____
PP _____	CP _____
GP _____	TP _____
SP _____	Gems _____

Brief Notes

Defensive Bonus

Armour Type	AT	Qu Bonus	Magic	Shield	Total DB
	_____	_____	_____	_____	_____

Hit Points ⬚ RUNNING TOTAL
Power Points ⬚ RUNNING TOTAL

Skill	Cost	Rank	Rk Bn.	Stat Bn.	Special	Total

Weapon	Cost	Rank	Rk Bn.	Stat Bn.	Weapon Bonus	Armour Penalty	Misc	Total	Special Abilities

Spell List	Level Known

RRs Vs

	Stat	Race	Total
Essence	_____	_____	_____
Channeling	_____	_____	_____
Mentalism	_____	_____	_____
Disease/Poison	_____	_____	_____
Fear	_____	_____	_____

Equipment

Item	Location	Weight

Total Weight _____

Weight Unit	Total Units Carried	Encumbrance Penalty

by Ictus

ROLEMASTER EXPRESS™

Stongar gave a mighty heave and slithered up over the edge \of the pit, collapsing in a lump with a sigh. His colleagues who avoided the fall were wary. Suddenly a crossbow bolt glanced off of Linthea's bare upper arm, leaving \a bloody trail behind.

Stongar staggered to his feet, grabbing his shield and drawing his mace. The goblins charged through the gloom, spear tips glinting in the flickering lantern light. He smiled grimly as he prepared to face the onslaught…

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