

D20 to Rolemaster Conversion Guidelines

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Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

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Introduction

The purpose of this set of conversion guidelines is to help you, the player, convert your d20 characters to Rolemaster. Because of the tremendous amount of material available to both systems, I will only be explaining how to convert characters made from the core rules as detailed in the System Reference Document (SRD) to characters made with the Rolemaster Fantasy Roleplaying Game (RMFRP).

On the Rolemaster side, I will attempt to keep all conversion notes to what can be done with just the main RMFRP rulebook, although I may offer additional options for using other Rolemaster expansion books where it may be applicable.

I will be covering the conversion in sections. Each section will cover a different aspect of your character, which will also allow you to convert them with a minimum of fuss.

It is important to note that these conversions are not for those who have never created a Rolemaster character before. It will not cover such details such as totaling skill bonuses, or normal character creation methods. What it will do is give you the options you need to convert your character to Rolemaster, and make it as close as possible to the original character within the Rolemaster rules system.

Just remember that no conversion process between different systems will ever be 100% complete, as each will do things differently, and in such a way to make them slightly less than fully compatible. The goal of this document is to help you make such a conversion as closely as possible.

Stats

Where the d20 system only has six stats, Rolemaster has ten. Even though a quick glance may have you assume that just multiplying a stat in d20 by 5 will give you the converted stat, this is not the case. In the d20 system, racial and other bonuses and penalties are added directly to the stat itself, while in Rolemaster such things are added to the stat's bonus.

Use the following chart to compare your d20 stats, prior to racial or other adjustments. Your unmodified stat in the D20 Stat column will match up to the Rolemaster Stat column to give you a converted stat.

For stat bonuses other than racial, compare the amount of the bonus in the D20 Bonus column, and use the equivalent Rolemaster Bonus to add to your overall stat bonus.

Finally, use the second chart, to determine which D20 Stat converts to which Rolemaster Stat. You will notice that a single stat often converts to multiple Rolemaster stats. These are pretty much straightforward with the exception of Intelligence. It is the

primary stat for Wizards, yet in Rolemaster, those who are often considered to be a wizard are spell users of the magical realm of Essence, so it is also used for the Empathy Stat, since that is one of the prime stats for those of this realm.

D20 Stat	D20 Bonus	Rolemaster Stat	Rolemaster Bonus
0	-5	1	-10
1	-5	2	-9
2	-4	4	-8
3	-4	6	-7
4	-3	8	-6
5	-3	10	-5
6	-2	15	-4
7	-2	20	-3
8	-1	25	-2
9	-1	30	-1
10	0	50	0
11	0	70	1
12	1	75	2
13	1	80	3
14	2	85	4
15	2	90	5
16	3	92	6
17	3	94	7
18	4	96	8
19	4	98	9
20-21	5	100	10
22-23	6	101	12
24-25	7	102	14

D20 Stat	Rolemaster Stats
Strength	Strength
Dexterity	Agility, Quickness
Constitution	Constitution
Intelligence	Memory, Reasoning, Empathy*
Wisdom	Self Discipline, Intuition
Charisma	Presence

**While not really related to Intelligence, Empathy is the prime stat for magic users from the realm of Essence, so it is placed with Intelligence for the purpose of the conversion.*

Race

This section will cover the conversion of races to the equivalent Rolemaster races. For most of the races, the conversion to Rolemaster races will be extremely straightforward.

D20 Races	Rolemaster Races		
Dwarf	Use the standard Rolemaster Dwarven race		
Elf	Use the standard Rolemaster Elven Race		
Gnome	The basic RMFRP book does not contain this race, but it is included in the Rolemaster book, <i>Races & Cultures: Underground Races</i>. If you do not have this book, you can use the following Rolemaster stats from <i>Underground Races</i> in the meantime. <i>Underground Races</i> contain much more information than just these stats. See the section on Classes for more information on the contents of this product. <table> <tr> <td> Stat Bonuses Ag: +0 Co: +1 Me: +6 Re: +3 SD: +3 Em: +5 In: -4 Pr: -2 Qu: -2 St: -3 Background Options: 4 </td><td> RR Mods: Ess: +0 Chan: +20 Ment: +5 Poison: +0 Disease: +0 Body Dev. Progression: 0•6•2•2•1 Ess. PP Progression: 0•6•6•4•3 Chan. PP Progression: 0•2•1•1•1 Ment. PP Progression: 0•6•4•3•2 </td></tr> </table>	Stat Bonuses Ag: +0 Co: +1 Me: +6 Re: +3 SD: +3 Em: +5 In: -4 Pr: -2 Qu: -2 St: -3 Background Options: 4	RR Mods: Ess: +0 Chan: +20 Ment: +5 Poison: +0 Disease: +0 Body Dev. Progression: 0•6•2•2•1 Ess. PP Progression: 0•6•6•4•3 Chan. PP Progression: 0•2•1•1•1 Ment. PP Progression: 0•6•4•3•2
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Half-elf	The basic RMFRP book does not contain this race, but it is included in the Rolemaster book, <i>Character Law</i>. If you do not have this book, you can use the following racial stat modifiers from <i>Character Law</i> in the meantime. <i>Character Law</i> contains much more information than just these stats. See the section on Classes for more information on the contents of this product. <table> <tr> <td data-bbox="451 449 634 478">Stat Bonuses</td><td data-bbox="927 449 1068 478">RR Mods:</td></tr> <tr> <td data-bbox="451 487 552 516">Ag: +2</td><td data-bbox="927 487 1019 516">Ess: -5</td></tr> <tr> <td data-bbox="451 525 552 554">Co: +2</td><td data-bbox="927 525 1047 554">Chan: -5</td></tr> <tr> <td data-bbox="451 562 557 592">Me: +0</td><td data-bbox="927 562 1047 592">Ment: -5</td></tr> <tr> <td data-bbox="451 600 550 630">Re: +0</td><td data-bbox="927 600 1068 630">Poison: +0</td></tr> <tr> <td data-bbox="451 638 545 667">SD: -3</td><td data-bbox="927 638 1096 667">Disease: +50</td></tr> <tr> <td data-bbox="451 676 558 705">Em: +0</td><td data-bbox="927 709 1247 739">Body Dev. Progression:</td></tr> <tr> <td data-bbox="451 714 544 743">In: +0</td><td data-bbox="927 747 1063 777">0•7•5•3•1</td></tr> <tr> <td data-bbox="451 751 545 781">Pr: +4</td><td data-bbox="927 785 1206 814">Ess. PP Progression:</td></tr> <tr> <td data-bbox="451 789 553 819">Qu: +4</td><td data-bbox="927 823 1063 852">0•6•6•4•3</td></tr> <tr> <td data-bbox="451 827 540 856">St: +2</td><td data-bbox="927 861 1235 890">Chan. PP Progression:</td></tr> <tr> <td data-bbox="451 898 753 928">Background Options:</td><td data-bbox="927 898 1063 928">0•6•5•4•3</td></tr> <tr> <td data-bbox="451 936 472 966">4</td><td data-bbox="927 936 1235 966">Ment. PP Progression:</td></tr> <tr> <td></td><td data-bbox="927 974 1063 1003">0•7•5•4•3</td></tr> </table>	Stat Bonuses	RR Mods:	Ag: +2	Ess: -5	Co: +2	Chan: -5	Me: +0	Ment: -5	Re: +0	Poison: +0	SD: -3	Disease: +50	Em: +0	Body Dev. Progression:	In: +0	0•7•5•3•1	Pr: +4	Ess. PP Progression:	Qu: +4	0•6•6•4•3	St: +2	Chan. PP Progression:	Background Options:	0•6•5•4•3	4	Ment. PP Progression:		0•7•5•4•3
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Half-orc	The basic RMFRP book does not contain this race, but it is included in the Rolemaster book, <i>Character Law</i>. If you do not have this book, you can use the following stats from <i>Character Law</i> in the meantime. <i>Character Law</i> contains much more information than just these stats. See the section on Classes for more information on the contents of this product. <table> <tr> <td data-bbox="451 1339 634 1369">Stat Bonuses</td><td data-bbox="927 1339 1068 1369">RR Mods:</td></tr> <tr> <td data-bbox="451 1377 552 1407">Ag: +0</td><td data-bbox="927 1377 1027 1407">Ess: +0</td></tr> <tr> <td data-bbox="451 1415 552 1444">Co: +2</td><td data-bbox="927 1415 1053 1444">Chan: +0</td></tr> <tr> <td data-bbox="451 1453 557 1482">Me: +0</td><td data-bbox="927 1453 1053 1482">Ment: +0</td></tr> <tr> <td data-bbox="451 1491 550 1520">Re: +0</td><td data-bbox="927 1491 1068 1520">Poison: +5</td></tr> <tr> <td data-bbox="451 1528 550 1558">SD: +2</td><td data-bbox="927 1528 1079 1558">Disease: +5</td></tr> <tr> <td data-bbox="451 1566 558 1596">Em: +0</td><td data-bbox="927 1600 1247 1629">Body Dev. Progression:</td></tr> <tr> <td data-bbox="451 1604 544 1633">In: +0</td><td data-bbox="927 1638 1063 1667">0•7•4•2•1</td></tr> <tr> <td data-bbox="451 1642 545 1671">Pr: +0</td><td data-bbox="927 1675 1206 1705">Ess. PP Progression:</td></tr> <tr> <td data-bbox="451 1667 553 1696">Qu: +0</td><td data-bbox="927 1713 1063 1743">0•6•4•3•2</td></tr> <tr> <td data-bbox="451 1705 540 1734">St: +2</td><td data-bbox="927 1751 1235 1780">Chan. PP Progression:</td></tr> <tr> <td data-bbox="451 1789 753 1818">Background Options:</td><td data-bbox="927 1789 1063 1818">0•6•5•4•3</td></tr> <tr> <td data-bbox="451 1827 472 1856">4</td><td data-bbox="927 1827 1235 1856">Ment. PP Progression:</td></tr> <tr> <td></td><td data-bbox="927 1864 1063 1894">0•6•4•3•2</td></tr> </table>	Stat Bonuses	RR Mods:	Ag: +0	Ess: +0	Co: +2	Chan: +0	Me: +0	Ment: +0	Re: +0	Poison: +5	SD: +2	Disease: +5	Em: +0	Body Dev. Progression:	In: +0	0•7•4•2•1	Pr: +0	Ess. PP Progression:	Qu: +0	0•6•4•3•2	St: +2	Chan. PP Progression:	Background Options:	0•6•5•4•3	4	Ment. PP Progression:		0•6•4•3•2
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Halfling	Use the standard Halfling race Options If you have the Rolemaster book, <i>Races & Cultures: Underground Races</i> then you may select from the four variations of Halflings presented there.
Human	Use the standard Common Man race or the High Man race Options If you have Rolemaster book, <i>Character Law</i>, then you may select one of several different human/culture combinations. These include such Human races as Mixed Men as well as the two already available. It also includes such culture choices like Urban men, Hillman, Mariners, and Nomads.

Class/Profession

In Rolemaster, there is no need for what the d20 system calls multi-classing. This is because every profession in Rolemaster has the capability for any character to learn anything. The real main difference between the professions is how easy or difficult it is to learn a given skill for that profession.

Another reason for the absence of multi-classing is the advent of what Rolemaster calls Training Packages. These are basically package deals that give the character a group of skills, and other small perks for a reduced development point cost.

When determining what Rolemaster profession your character should become, you need to take into account not only the primary class of your character, but also what multi-classing the character has done, as well as what Prestige Classes the character has acquired.

You, as the player, and your GM must then consider which Rolemaster professions and Training Packages will combine to give your character the same flavor as your original character.

Below there are two charts. The first will be used in converting your base class from D20 to Rolemaster. If your character has multi-classed, then you will have to select a primary profession which most closely matches your character, and then you will have to select those Training Packages which help round out the character to most closely match your character's concept.

I will not be detailing every possible combination, but I will give not only short descriptions of the various Training Packages available in the RMFRP, but also descriptions of the professions and Training Packages available in other Rolemaster products as well. If you happen to have these products, and wish to use them, you will have to use the information below as a guide in how to convert your character to those other professions.

Training Packages come in two varieties, Lifestyle and Vocational. A character should not have more than one Training Package per level of the character, and only one package is allowed to be a Lifestyle package. It is also important to note that the skill ranks gained through a Training Package cannot normally give a character any ranks if those ranks would give him a total number of ranks greater than 10 in total.

D20 Class	Rolemaster Profession
Barbarian	For this class, you would use the Fighter profession. The fighter would include lots of skill ranks in the Frenzy skill. At least 2 ranks of the Self Control category and 2 ranks of Frenzy for each level. • If you do not have Character Law, the character would have a bonus of 4 ranks in both the Self Control category and the Frenzy skill. • The character would also have 2 ranks per level of the Maneuver in Armor (light), and Maneuver in Armor (medium) skills • 2 ranks per level of two weapon categories, and 2 ranks per level of any 4 weapons within those two categories. • For every level in this class, you gain two ranks in Body Development. Option • If you have <i>Character Law</i>, you would also have the Lifestyle training package of Berserker instead of 4 ranks in Self Control and Frenzy. • If you have the ICE product, <i>School of Hard Knocks</i> you can just use the Barbarian profession detailed in that product.
Bard	For this class, you would use the core RMFRP profession of Bard. • For each level in this class you gain 2 ranks in either Maneuver in Armor (light) or Maneuver in Armor (medium). • For each level in this class you gain one rank each in two weapon categories, and one rank each in any two weapons from those two categories. • For each level in this class, you get 3 ranks in 2 of your Base lists. • For every second level in this class, you gain 2 ranks in one Open list. • For every third level in this class you gain 1 rank in a single Closed list • For every level in this class, you gain 2 ranks in the Artistic•Active category, and 2 ranks in each of three skills within that category. • For every level in this class, you gain one rank in Power Point Development • For every level in this class, you gain one rank in Body Development.
Cleric	For this class, you would use the core RMFRP profession of Cleric. Extra Base lists should be selected according to the spheres of influence of the deity that the Cleric worships. • For each level in this class, you gain 2 ranks in Maneuver in

	Armor (light), Maneuver in Armor (medium), or Maneuver in Armor (heavy). • For each level in this class you gain one rank each in two weapon categories, and one rank each in any two weapons from those two categories. • For each level in this class, you gain 3 ranks in each of three of your Base lists. • For every second level in this class, you gain 3 ranks one Open list. • For every third level in this class, you gain 3 ranks in one Closed list. • For every level in this class, you gain one rank in Power Point Development • For every level in this class, you gain one rank in Body Development.
Druid	For this class, you would use the core RMFRP profession of Druid. For the Druid, use the six Ranger Base lists as your six normal Base lists. • For each level in this class, you gain 2 ranks in Maneuver in Armor (light), Maneuver in Armor (medium), or Maneuver in Armor (heavy). • For each level in this class you gain one rank each in two weapon categories, and one rank each in any two weapons from those two categories. • For each level in this class, you gain 3 ranks in each of three of your Base lists. • For every second level in this class, you gain 3 ranks one Open list. • For every third level in this class, you gain 3 ranks in one Closed list. • For every level in this class, you gain one rank in Power Point Development • For every level in this class, you gain one rank in Body Development. Option • If you have Character Law, instead of using the Cleric profession, use the Animist profession as well as using the Animist Base lists.
Fighter	For the Fighter, you would use the core RMFRP profession of Fighter. • For each level in this class, you gain 2 ranks of Maneuver in Armor (light), Maneuver in Armor (medium), and Maneuver in Armor (heavy) • For each level in this class, you gain 2 ranks in each of three different weapon categories, and 2 ranks each in 6 different weapons, split how you want among those categories. • For every level in this class, you gain two ranks in Body

	Development.
Monk	Unfortunately the core RMFRP book does not include a Monk, although Character Law does provide both the Warrior Monk (who does not use spells), and the Monk (who has mystical abilities in the form of spells). For Martial Arts Strikes, use the Tooth & Claw attack table, with Strikes Rank 4 resulting in the table's maximum attack, and each lesser rank doing one attack size less accordingly. For Martial Arts Sweeps, use the Bash & Grapple attack table, with Sweeps Rank 4 resulting in the table's maximum attack, and each lesser rank doing one attack size less accordingly. You may simulate a Monk using one of the two following choices. Warrior Monk For this class, you would use the core RMFRP profession of Rogue, changing the Marital Arts • Striking cost to 1/3 and adding a Marital Arts • Sweeps category with the same cost. Under each category, there will be four skills, Strikes Rank 1 – 4, and Sweeps Rank 1 – 4 respectively. • For each level in this class, you gain 2 ranks in both the Strikes and Sweeps categories, and 2 skill ranks in each of the four Strikes skills and each of the four Sweeps skills. • For each level in this class, you gain 2 ranks in the Self Control category and 2 ranks each in Meditation and Stun Removal. • For every level in this class, you gain one rank in a special skill called Adrenal Defense, which provides a bonus of +5 to DB for each rank in this skill. (ranks in this skill costs 6/10 normally). • For every level in this class, you gain 2 ranks in Body Development Monk For this class, you would use the core RMFRP profession of Dabbler, except that the realm would be Essence instead of Mentalism, and you would use the following spell lists as the Monk's Base lists. Also change the Marital Arts • Striking cost to 2/5 and adding a Marital Arts • Sweeps category with the same cost. Under each category, there will be four skills, Strikes Rank 1 – 4, and Sweeps Rank 1 – 4. • Use the folling Spell Lists as your Base lists for this version of the Monk: <i>Physical Enhancement</i> <i>Movement Mastery</i> <i>Senses</i> <i>Self Healing</i> <i>Anticipations</i> <i>Attack Avoidance</i>

	• For each level in this class, you gain 2 ranks in both the Strikes and the Sweeps categories, and 1 rank in each of the four Strikes skills and each of the four Sweeps skills. • For each level in this class, you gain 1 rank in the Self Control category and one rank each in the Meditation and Stun Removal skills. • For each level in this class, you gain 3 ranks in each of two of your base lists. • For every second level in this class, you get 2 ranks in one Open list. • For every third level third level in this class, you gain 1 rank in a single Closed list. • For every level in this class, you gain one rank in Power Point Development • For every level in this class, you gain one rank in Body Development. Option • If you have the RMFRP book, Character Law, then you can use the proper profession costs for the Warrior Monk and/or the Monk, along with the proper Base lists for the Monk. Character.
Paladin	For this class, you would use the core RMFRP profession of Rogue with the following exceptions. • Use the spell lists costs for the Ranger • Add the Knight Training Package • Use the development costs of the Cleric for the three Subterfuge skill categories. • Use the following spell lists as the Base lists for the Paladin. <i>Spell Defense</i> <i>Protections</i> <i>Repulsions</i> <i>Purifications</i> <i>Concussion's Ways</i> <i>Lore</i> • For each level in this class, you gain 2 ranks in either Maneuver in Armor (medium) or Maneuver in Armor (heavy). • For each level in this class you gain one rank each in two weapon categories, and one rank each in any two weapons from those two categories. • For each level in this class, you get 3 ranks in 2 of your Base lists. • For every second level in this class, you gain 2 ranks in one Open list. • For every third level in this class you gain 1 rank in a single Closed list • For every level in this class, you gain one rank in Power Point

	Development - For every level in this class, you gain one rank in Body Development. Option - If you have <i>Character Law</i>, then use the Paladin profession and Base lists detailed in that product.
Ranger	For this class, you would use the core RMFRP profession of Ranger. - For each level in this class you gain 2 ranks in either Maneuver in Armor (light) or Maneuver in Armor (medium). - For each level in this class you gain one rank each in two weapon categories, and one rank each in any two weapons from those two categories. - For each level in this class, you get 3 ranks in 2 of your Base lists. - For every second level in this class, you gain 2 ranks in one Open list. - For every third level in this class you gain 1 rank in a single Closed list - For every level in this class, you gain 2 ranks in the Awareness•Searching category and 2 ranks in the skills Read Tracks and Tracking. - For each level in this class, you gain 2 ranks in the Outdoor•Environment category and 2 ranks in one skill within that category. - For every level in this class, you gain one rank in Power Point Development - For every level in this class, you gain one rank in Body Development.
Rogue	For this class, you would use the RMFRP core professions of Rogue. - For every level in this class, you would gain 2 ranks in either Maneuver in Armor (light) or Maneuver in Armor (medium). - For every level in this class you get 2 ranks in two weapon categories, and 2 ranks per level of any 4 weapons within those two categories. - For every level in this class, you gain 2 ranks in Body Development
Sorcerer	For this class, you would use the RMFRP core profession of Magician or Mentalist. Base lists would be according to the profession selected. To decide which one to select, compare your current spells against the spell lists for each profession to see which is more suited to your character. - You would also select 4 additional Open or Closed spell lists of the proper Realm to be considered as additional Base lists. - For every level in this class, you gain one rank in two different weapon categories, and one each in one weapon from each

	category. • For each level in this class, you gain three ranks in each of three different Base spell lists. • For every other level in this class, you gain 2 ranks in each of two Open lists. • For every third level in this class you gain 2 ranks in one Closed list. • For every level in this class, you gain one rank in Power Point Development • For every level in this class, you gain one rank in Body Development. Option • If you have Character Law, you may also select from the RMFRP core classes of Sorcerer, Mystic, Lay Healer, Healer, or Illusionist. To decide which one to select, compare your current spells against the spell lists for each profession to see which is more suited to your character.
Wizard	For this class, you would use the RMFRP core profession of Magician or Mentalist. Base lists would be according to the profession selected. To decide which one to select, compare your current spells against the spell lists for each profession to see which is more suited to your character. • You would also select 4 additional Open or Closed spell lists of the proper Realm to be considered as additional Base lists. • For every level in this class, you gain one rank in two different weapon categories, and one each in one weapon from each category. • For each level in this class, you gain three ranks in each of three different Base spell lists. • For every other level in this class, you gain 2 ranks in each of two Open lists. • For every third level in this class you gain 2 ranks in one Closed list. • For every level in this class, you gain one rank in Power Point Development • For every level in this class, you gain one rank in Body Development. Option If you have Character Law, you may also select from the RMFRP core classes of Sorcerer, Mystic, Lay Healer, Healer, or Illusionist. To decide which one to select, compare your current spells against the spell lists for each profession to see which is more suited to your character.

The follow chart will give a short list and description of the various professions and Training Packages available in the various Rolemaster products. Lifestyle Training Packages are indicated with (L) while Vocational Training Packages are marked with (V).

Please note that this list does not contain every single Rolemaster product. A number of products are either out of print or do not contain information that includes additional professions or training packages.

Rolemaster Product	Professions & Training Packages Available
RMFRP	Professions • Fighter – non-spell user with good combat skills • Thief – non-spell user who is adept at subterfuge and maneuvering skills. • Rogue - non-spell user who is a cross between the Thief and the Fighter. Very good at a wide variety of skills. • Magician – pure spell user who specializes in elemental spells. Of the realm of Essence • Cleric – pure spell user of Channeling, dedicated to a deity. • Mentalist – pure spell user of Mentalism, who concentrates on spells that interact and deal with the mind. • Ranger – semi-spell using outdoorsman of the realm of Channeling • Dabbler – semi-spell user of Essence who concentrates on spells dealing with subterfuge and self-enhancement. • Bard – semi-spell user of Mentalism who concentrates on spells dealing with music, entertainment and lore. Training Packages • Adventurer (L) – this is for those who seek adventure for a living. • Amateur Mage (L) – somebody who studies magic in their spare time • Animal Friend (L) – wilderness lover who spends time with his animal friends • Burglar (V) – he who robs houses for a living • City Guard (V) – your average town cop • Doctor (V) – dedicated to healing the sick • Herbalist (V) – specializes in growing and preparing herbs for use • Hunter (L) – hunts for a living • Knight (L) – a warrior dedicated to a lord or cause • Loremaster (V) – the perpetual scholar • Merchant (V) – seller of goods

	• Performer (V) – the entertainer • Scout (V) – he who goes first to check things out • Soldier (V) – the professional warrior • Traveller (V) – knows where he is going Races • Common Men • High Men • Wood Elves • Dwarves • Halflings
Character Law	Professions • Warrior Monk – non-spell user who specializes in the Martial Arts • Layman – non-spell user who represents your average NPC character • Illusionist – pure spell user of Essence who specializes in illusion spells • Animist – pure spell user of Channeling who specializes in nature and animal spells (much like a Druid) • Lay Healer – pure spell user of Mentalism who specializes in spells that heal, and in artificial limbs • Healer – hybrid spell user of Channeling and Mentalism who specializes in healing others by taking wounds upon themselves before healing them • Mystic – hybrid spell used of Essence and Mentalism who specializes in spells of misdirection and personal illusions • Sorcerer – hybrid spell user of Essence and Channeling who specializes in spells of destruction • Paladin – semi-spell user of Channeling, specializing in combat and protections • Monk – semi-spell user of Essence who specializes in enhancing their own minds and bodies • Magent – a semi-spell user of Mentalism who specializes in spying Training Packages • Assassin (V) – bringer of death for hire • Berserker (L) – a frenzied fighting machine • Cloistered Academic (L) – spends time hiding from the world to learn all he can • Con Man (V) – the scam artist • Crafter (V) – specialist in his craft • Crusading Academic (L) – after years of study, they now follow a cause

	• Cut Purse (V) – specializes in picking pockets • Detective (V) – the investigator • Diplomat (V) - he smoothes things over • Explorer (L) – going where no man has gone before • Guardian (L) – guards something or somebody • Highwayman (V) – waylays travelers on the road • Martial Artist (L) – studies the Martial Arts • Mercenary (L) – fights for money • Philosopher (L) - thinker looks for reasons • Sailor (V) – works on ships • Shaman Priest ((L) – tribal holy man • Spy (V) – sneaky guy checking out the opposition • Wanderer (L) – likes to move from place to place • Weapon Master (L) – skilled in many weapons • Zealot (L) – willing to die for a cause Races • Common Orcs • Greater Orcs • Grey Elves • Half-Elves • Half – Orcs • High Elves • Hillmen • Mariners • Nomads • Urbanmen • Woodmen
Channeling Companion	Professions • Summoner – hybrid spell user of Channeling and Essence who specializes in summoning and controlling spells • Warlock – hybrid spell user of Channeling and Mentalism who specializes in manipulating the fates of others • Mythic – semi-spell user of Channeling who specializes in infiltrating other religions • Priest – pure spell user who is extremely customizable and dedicated to a specific deity. Training Packages • Chancellor (V) – a religious institution’s administrator • Cultist (L) – a poor man’s Summoner • Inquisitor (V) – heretics beware • Medic (V) – a jackleg healer, trained in various healing

	methods • Medium (L) – likes getting spiritual, and doing trances • Minister (V) – a religious teacher • Missionary (L) – likes to spread the word • Pilgrim (L) – a seeker of truth, or at least a place to worship • Protector (L) – hunts specific types of creatures for his religion • Templar (L) – defenders of temples and holy lands • Theurgist (L) – battlefield medic • Witch (L) – consorts with demons in exchange for power
Mentalism Companion	Professions • Seer – pure spell users of Mentalism, they are seekers of information through magical means • Astrologer – hybrid spell user of Channeling and Mentalism, specializes in spells of information gathering using the stars • Enchanter - hybrid spell user of Essence and Mentalism, concentrates on mind affecting spells • Arms Master – semi-spell user who concentrates in spells used to lead armies Training Packages • Beastmaster (L) – has animal friends • Charlatan (L) – a magical con man • Dream Traveller (L) – walks the world of dreams • Dreamweaver (L) – shapes the dreams of others • Fortune Teller (V) – want your palm read? • Hermit (L) – likes to live alone • Houri (L) – a magical seductress • Mariner (L) – a magical sailor • Oracle (L) – the ultimate in divinations • Physician (L) – a professional healer • Protégé (L) – the apprentice • Sage (L) – the consummate scholar
Arcane Companion	Note: Arcane magic is an ancient, powerful, and dangerous magic that is extremely hard to control Professions • Arcanist – pure arcane spell user who deal with the manipulation of raw magical power • Wizard – pure arcane spell user who concentrates in spells that affect other spells • Chaotic – arcane semi-spell user, often called the Wild Mage because his self-taught spells often act in ways not expected

	• Magehunter – arcane semi-spell user who uses his spells to hunt down rogue mages Training Packages • Conjuror (L) – likes to summon his own friends • Famulus (V) – the wizard’s assistant • Manipulator (L) - like to work behind the scenes • Necromancer (L) – digs dead bodies • Runemaster (L) – into magical symbols of all sorts • Warlock (L) – controls others through magic
Martial Arts Companion	Professions • Taoist Monk – a semi-spell user of Essence, his spells are for the control and enhancement of his own body, while studying the Martial Arts • Zen Monk – a semi-spell user of Mentalism, uses his spells for the enhancement of his physical abilities Training Packages • Arms Instructor (L) – teaches wealthy students • Bodyguard (V) – one who protects others • Caravan Guard (V) – he guards caravans • Chi Master (L) – a master of his chi powers • Martial Artist (L) – studies the Martial Arts • Martial Arts Challenger (L) – got to be the best • Martial Arts Champion (V) – fights for others • Martial Arts Opera Performer (L) – an acrobatic opera performer • Ninja (L) – a master of stealth and the deadly arts • School Master (V) – trains other in a specific style • Secret Society Member (V) – hides from authorities • Martial Arts Street Performer (V) – uses his skills to earn money on the streets • Temple Monk (L) – spends his life in a temple • Wandering Monk (V) – wanders to gain wisdom • Warrior Priest (L) – a fighting priest • Weapon Master (L) – a master of weapons
Treasure Companion	Professions • Essence-Based Alchemists – pure spell users of the Essence who specialize in the creation of magic items • Channeling-Based Alchemists – pure spell users of Channeling who specialize in creating magic items • Mentalism-Based Alchemists – pure spell users of Mentalism who specialize in creating magic items
School of Hard Knocks	Professions • Barbarian – an uncivilized outdoor fighter

	• Outrider – another type of scout • Sage – a non-spell using scholar • Swashbuckler – he does everything with style Training Packages • Athlete (V) – pursues physical prowess • Cavalier (V) – an honorable warrior in service to another • Chamberlain (L) – runs the noble’s household • Escort (V) – a professional companion • Farmer (L) – likes to grow crops • Gladiator (L) – a professional arena fighter • Gossip (V) – likes to tell tales out of school • Guide (V) – leads people from place to place • Guild Member (V) – member of some sort of guild • Henchman (V) – hired servant • Innkeeper (V) – runs the local inn • Librarian (V) – works in a library • Mother (V) – a female parent • Noble (L) – member of the ruling class • Panhandler (V) – makes a living by begging • Pirate (L) – thieves of the high seas • Scribe (V) – makes a living by writing things for others • Veterinarian (V) – animal healers
Races & Cultures: Underground Races	This section will take a different style from the others presented. In it, I will list each player character race from the product, and then list the racial Training Packages underneath it. Afterwards, I will list the other races contained in the book, but not their Training Packages, since they are normally NPC/Monster races. Dwarves • Meneumerakkinîm [Cunning Hands] (V) – those who specialize in disarming traps • Bherscheurkûm [Wrothful Beards] (L) – Dwarven berserkers • Ghârnurghir [They Who Defend] (L) – defenders of the dwarven realms • Hoythij Râk [The Unhomed] (L) – Dwarves who wander the world • Hephuzâd [Smith/Forgebeard] (L) – Dwarven forge workers • Shieldsman (V) – Dwarven shield formations • Bhoudirrim [Woodwise] (L) – Dwarven woodsmen • Sokhudnerrim [The Undrowned] (L) – underground sailors • Dërnakwmün [Rockfists] (L) – Dwarven priests Gnomes

	• Collector (L) – likes to collect magic items • Scholar (V) – studious Gnomes • Tabula Rasa (L) – likes to search for knowledge Halflings • Shirriff (V) – Halfling police • Finder (V) – thieves Gnolls Goblins Hobgoblins Common Orc/Scrug Orc Greater Orc/Vard Orc Grey Orcs Kobolds Trglodytes
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Skills

The following table is used to convert your d20 skills to their equivalent Rolemaster skills. In most cases one skill will convert to multiple skills. This conversion works on a 1 to 1 basis. Meaning that for each rank you have in the d20 skill, you get one rank in each of the listed Rolemaster skills.

Special Note: The D20 system provides characters with skill points based upon the class of the character, rather than their stats. In converting to the Rolemaster system, you will need to give the players some extra skill ranks to place into skills that their d20 skills do not convert into.

The following list is broken down by the number of skill points a class gets each level. Use it to determine how many extra skill ranks are given for each level the character has. These skill ranks should be assigned to any skill available that is **not** listed on the chart below. This will help to round out character. The skill ranks cannot be used to give more ranks in a skill than is normally allowed for one level, and they must be assigned to skills with a development cost of less than 10 points for any rank.

These skill ranks are given to round out the characters, and not to be used for weapon skills, although spell users may use them to gain additional Open or Closed spell lists that they do not already have.

- **2 points per level** – 20 skill ranks per level
- **4 points per level** – 15 skill ranks per level
- **6 points per level** – 10 skill ranks per level
- **8 points per level** – 5 skill ranks per level

- All Rolemaster skills are from the core RMFRP book with the exception of those in italics, which are from Character Law.

D20 Skills	Rolemaster Skills
Alchemy	Science/Analytic•Specialized (no ranks in category) Alchemy
Animal Empathy	Outdoor•Animal Animal Handling Animal Training <i>Animal Healing</i> <i>Animal Mastery</i>
Appraise	Technical/Trade•Vocational (no ranks in category) Appraisal Evaluate Armor Evaluate Metal Evaluate Stone Evaluate Weapon
Balance	Athletics•Gymnastics Acrobatics Athletic Games (Gymnastics) <i>Self Control</i> <i>Adrenal Balance</i>
Bluff	Artistic•Active Acting Influence Duping Public Speaking Seduction
Climb	Athletics•Gymnastics Climbing
Concentration	Self Control Meditation <i>Adrenal Concentration</i>
Craft	Crafts (no ranks in category) One rank in an appropriate crafting skill.
Decipher Script	Communication 5 skill ranks each in both Spoken and Written for each language spoken by the character. <i>Magical Languages</i>
Diplomacy	Influence Diplomacy
Disable Device	Subterfuge•Mechanics Disarming Traps Setting Traps <i>Trap Building</i>

Disguise	Subterfuge•Mechanics Disguise
Escape Artist	Athletic•Gymnastics Contortions
Forgery	Subterfuge•Mechanics <i>Counterfeiting</i> <i>Forgery</i>
Gather Information	Urban Contacting Mingling Streetwise
Handle Animal	Outdoor•Animal Animal Handling Animal Training <i>Animal Healing</i>
Heal	Technical/Trade•General First Aid Technical/Trade•Professional (no ranks in the category) Second Aid
Hide	Subterfuge•Mechanics Camouflage Subterfuge•Stealth Hiding
Innuendo	Influence Bribery Diplomacy Public Speaking Seduction <i>Propaganda</i>
Intimidate	Influence Duping Leadership
Intuit Direction	Awareness•Senses Direction Sense
Jump	Athletic•Brawn Jumping
Knowledge	For each of these skills, select the appropriate Lore category and one appropriate skill under that category.
Listen	Awareness•Senses Sense Awareness (Hearing)
Move Silently	Subterfuge•Stealth Stalking

Open Lock	Lore•Technical Lock Lore Subterfuge•Mechanics Pick Locks
Pick Pocket	Subterfuge•Stealth Picking Pockets
Profession	Select the Technical/Trade•Professional or the Technical/Trade•Vocational skill that is the closest match to this skill, with no skill ranks to the category.
Read Lips	Communication Lip Reading
Ride	Outdoor•Animal Riding
Scry	Power Awareness <i>Divinations</i>
Search	Awareness•Searching Detect traps Locate Hidden
Sense Motive	Awareness•Searching Lie Perception
Speak Language	Communication Speak Language (five ranks of Spoken in each language the character speaks)
Spellcraft	Lore•Magical Artifact Lore Spell Lore <i>Circle Lore</i> <i>Planar Lore</i> <i>Symbol Lore</i> <i>Warding Lore</i>
Spot	Awareness•Perceptions (no ranks in the category) Alertness Sense Ambush Awareness•Searching Observation
Swim	Athletic•Endurance Swimming
Tumble	Athletic•Gymnastics Acrobatics Tumbling <i>Combat Maneuvers (no ranks in the category)</i> <i>Tumbling Evasion</i>
Use Magic Device	Power Awareness Attunement Read Runes

Use Rope	Crafts (no ranks in the category) Rope Mastery
Wilderness Lore	Awareness•Searching Reading Tracks Tracking Outdoor•Environmental Caving Foraging Hunting Survival (one environment type) Weather Watching

A Note on Armor

In regards to your armor, there are two main things to remember in Rolemaster. First, shields to **not** add to your armor type, they add to your Defensive Bonus, which in turn is subtracted from attacks against you.

Secondly, Rolemaster armors are slightly different from the armors you are used to. Studded Leather armor would translate to Rigid Leather armor for Rolemaster. As a general rule of thumb, read the actual description of your armor and compare it against the descriptions of Rolemaster armors to find out what your Armor Type (AT) is going to be.

Special Abilities

The D20 system provides a number of special abilities, which it calls Feats. Use the chart below to convert your D20 system Feats to Rolemaster. It is important to note that the Rolemaster Talent/Flaw system is much more detailed and full of many more interesting abilities than just what is available to you through this conversion.

For each Feat listed below, I have supplied 2 choices. The first choice, listed under the heading of *Rolemaster Conversion* is for use if you do not have Character Law to be able to use Talents out of it. Because of the nature of the conversions in this column, with them being derived from the actual Feats, this column is open gaming content. The final column is a more direct mapping of D20 feats to the closest equivalent Talent in Character Law. This final column is not open game content. There may be cases where a Feat is not close to any specific Talent. In those cases, you can either use the open game content version, or just select a new Talent from Character Law with your GM's approval for both options. It is also important to note that a given Feat may map to more than one Talent. In such cases, you select only one of the Talents listed.

Important Note: Unlike the system you are converting from, Rolemaster uses a balanced system of Talents and Flaws. In doing a straight conversion, your converted character will end up with a number of Talents without any flaws. This alone will tend to make them much more powerful than your average character. To counteract this imbalance, I would suggest the inclusion of one of the following two options.

Option 1: Since the player characters do not have flaws remove any flaws from any NPCs you are using, without diminishing any of their Talents.

Option 2: In combination, the GM and the Player should select a number of Flaws for the character being converted. I recommend a ratio of 1 Flaw for every 2 Talents gained from the chart below.

Option 2 is the option that I recommend be used.

D20 Feats	Rolemaster Conversion	Character Law Talents
Alertness	The character gains a +10 to all observation related skills	Skilled (Minor) – limited to the Awareness•Searching category.
Ambidexterity	You may use either hand equally well, and receive no penalty for using a weapon in your “off-hand”.	Ambidexterity (Lesser) or Ambidexterity (Minor)
Armor Proficiency (heavy)	You gain a +10 bonus to your heavy armor skills	Natural Facility With Armor
Armor Proficiency (light)	You gain a +10 bonus to your light armor skills	Natural Facility With Armor
Armor Proficiency (medium)	You gain a +10 bonus to your medium armor skills	Natural Facility With Armor
Blind-Fight	You gain a +20 to all attacks while blinded to offset the penalties.	Character law has no matching Talents
Brew Potion	Use as written	Character law has no matching Talents Option: If you have <i>Treasure Companion</i> , you can allow the character access to the appropriate Alchemist Spell List
Cleave	If the character does enough damage to a creature to drop it (reduce it to 0 hits, knock it unconscious, etc), he may immediately make an extra attack against a foe within reach. This ability may only be used once per round.	Reverberative Strength
Combat Casting	You may cast spells in melee without a penalty	Aggression

Combat Reflexes	You have extremely advanced reflexes. You gain a special +5 bonus your melee skills, as well as being able to roll an extra die for initiative, and discard the die of your choice.	Combat Reflexes
Craft Magic Arms and Armor	Use as written	Character law has no matching Talents Option: If you have <i>Treasure Companion</i> , you can allow the character access to the appropriate Spell List
Craft Rod	Use as written	Character law has no matching Talents Option: If you have <i>Treasure Companion</i> , you can allow the character access to the appropriate Spell List
Craft Staff	Use as written	Character law has no matching Talents Option: If you have <i>Treasure Companion</i> , you can allow the character access to the appropriate Spell List
Craft Wand	Use as written	Character law has no matching Talents Option: If you have <i>Treasure Companion</i> , you can allow the character access to the appropriate Spell List
Craft Wondrous Item	Use as written	Character law has no matching Talents Option: If you have <i>Treasure Companion</i> , you can allow the character access to the appropriate Spell List
Deflect Arrows	You must have one hand free, with nothing in it. When targeted by a missile, you may make an appropriately stat based saving roll versus level 20. If successful, you deflect the missile. Other aspects of this ability remain the same.	Skilled (Major) – applied towards Combat Maneuvers● Adrenal Deflecting

Dodge	During your action, you may designate one foe, against which you receive a special +5 bonus to your defenses. You may change which foe this applies to no more than once a round, and only during your action.	Instinctive Defense
Empower Spell	All variable spell parameters are 1.5 times normal. This spell is treated as 6 levels higher than normal for casting purposes.	Innate Magician
Endurance	You gain a +20 to all actions that take place over a period of time (running, swimming, etc.)	Unnatural Stamina
Enlarge Spell	Spell has its ranges doubled. They are treated as being 3 levels higher than normal.	Spatial Skills (Minor)
Extend Spell	Spells have their duration doubled. Spells requiring concentration are not affected. This makes spell be treated as if they were 3 levels higher than normal for casting purposes.	Temporal Skills
Extra Turning	Your turning spells have double the number of targets.	Scope skills (targets)
Exotic Weapon Proficiency	You gain a +10 bonus for one exotic weapon.	Directed Weapons Master (Minor)
Expertise	You may use part of your attack bonus for defense. This is integral to the system being converted to.	Survival Instinct
Far Shot	Your range for missile weapons is increased by 1.5 times, and your range for thrown weapons is doubled.	Natural Archer and Great Arm both are gained for this ability.
Forge Ring	Use as written	Character law has no matching Talents Option: If you have <i>Treasure Companion</i> , you can allow the character access to the appropriate Spell List
Great Cleave	This ability is the same as Cleave, except that it has no limits on how many times it may be used per round.	General Weapons Master (Minor)

Great Fortitude	The character gains a +10 bonus to all Constitution based saving rolls.	Sturdy Build
Heighten Spell	Your spells will be treated as being one level higher for purposes of all level dependant attributes, resistance purposes, and casting requirements.	Character Law has no matching Talents Option: Allow the use of the Rolemaster conversion to the left or allow the player to select another Talent for his character. Eloquence is the one I would suggest.
Improved Bull Rush	When charging a foe, the character does not receive any penalties on his attack.	Battle Cry
Improved Critical	With this ability, your criticals are increased by one point.	Precision
Improved Disarm	The character gains a +10 bonus to all attempts to Disarm an opponent.	Disarm Skill
Improved Initiative	The character gains a special +4 bonus to all initiative rolls.	Battle Reflexes
Improved Trip	If the character successfully trips his foe, he is immediately able to make a normal attack against the prone foe.	Fluid Wrists
Improved Two-Weapon Fighting	You are able to wield two weapons at once, with no modifier to your attack bonus.	Skilled (Major) using the Combat Maneuvers• Two Weapon Combat skill.
Improved Unarmed Strike	With this ability, the character may make Martial Arts attacks without a penalty.	Martial Arts Training (Minor)
Iron Will	The character gains a +10 to all saving rolls that are versus any spell with a <i>mental</i> effect.	Immovable Will
Leadership	This ability gives a +10 bonus to all leadership related skills.	Commanding Demeanor
Lightning Reflexes	The character receives a +10 bonus to all rolls were fast reflexes would be a benefit, such as for saving against falling in a pit that opens suddenly beneath him.	Nimble Skeleton

Martial Weapon Proficiency	For each instance of this ability, you gain a +10 in one individual weapon. This may be taken multiple times for different weapons.	Directed Weapons Master (Minor)
Maximize Spell	All numerical variables of the spell (ranges larger than <i>touch</i> , area of effect, duration, and any non-chart related numerical effects) increase by 50%. This means that a spell which heals 1d10 points will heal 1d10 and an additional 1d5 points, and that a spell that damages a target for 25% of their hits will now do 37% (25% + 12.5%, rounded down) of the target's hits. Any spell used with the ability is treated as being 3 times its normal level for casting purposes.	Exceptional Magical Abilities
Mobility	Foes do not gain positional modifiers to their attack rolls as your character moves past them during melee. In addition, you gain an additional +20 to your defense while moving past foes (without attacking them).	Character Law has no matching Talents Option: Allow the use of the Rolemaster conversion to the left or allow the player to select another Talent for his character.
Mounted Archery	You gain a special +20 modifier to using missile weapons while mounted. This bonus can only be used to offset any penalties from riding. (if you receive no penalties, then this bonus does not apply).	Natural Archer
Mounted Combat	Once per round, if your mount is hit during combat, you may attempt a <i>Very Hard</i> Riding maneuver. If successful, that particular hit against your mount is negated.	Natural Horseman
Point Blank Shot	You gain a special +10 bonus in addition to normal range modifiers for all missile attacks that are less than 30' in range.	Character Law has no matching Talents Option: Allow the use of the Rolemaster conversion to the left or allow the player to select another Talent for his character.

Power Attack	Before making your attack, you may subtract some of your attack bonus to increase the damage of your critical should your attack succeed. For every 5 points you remove from your attack bonus, you may add a +1 to your critical roll. You may not use this ability to add more to your critical roll than the number of ranks you have with the weapon you are using.	Skilled (Greater) with the skill: Power-Striking in the Athletic•Brawn category.
Precise Shot	You may shoot or throw missiles into melee without suffering any penalties to your attack bonus.	Character Law has no matching Talents Option: Allow the use of the Rolemaster conversion to the left or allow the player to select another Talent for his character.
Quick Draw	Drawing your weapon is a free action, rather than the normal activity percentage it requires.	Skilled (Minor) with the skill Self Control • Adrenal Quickdraw
Quicken Spell	Once per round, you may cast any spell, that has been properly prepared for the correct length of time, as an instantaneous action, allowing you to perform other actions during the round, including attacking or casting another spell. Any spell cast in this manner is treated as double its normal level for casting purposes.	Character Law has no matching Talents Option: Allow the use of the Rolemaster conversion to the left or allow the player to select another Talent for his character.
Rapid Shot	The character gains an extra shot per round with a missile weapon. This second attack has a modifier of –10 to the attack bonus.	Subconscious Preparation
Ride-By Attack	You gain a special bonus of +10 to your mounted combat skill.	Skilled (Minor) with the skill Combat Maneuvers • Mounted Combat
Run	With this ability, you may move one pace category higher than your normal maximum as determined by the pace limitations chart.	Blazing Speed

Scribe Scroll	Use as written.	Character law has no matching Talents Option: If you have <i>Treasure Companion</i> , you can allow the character access to the appropriate Spell List
Shield Proficiency	You gain a special +10 bonus to your defense.	Shield Mastery
Shot on the Run	This ability allows you to move your full base movement rate and still fire your missile weapon without penalty. This movement may be taken before and/or after your attack, split up any way you select.	Character Law has no matching Talents Option: Allow the use of the Rolemaster conversion to the left or allow the player to select another Talent for his character.
Silent Spell	With this ability, you may cast any spell without its normal verbal component. Spells without a verbal component are not affected when using this ability. The use of this ability requires double the normal casting requirements.	Character Law has no matching Talents Option: Allow the use of the Rolemaster conversion to the left or allow the player to select another Talent for his character.
Simple Weapon Proficiency	With this ability you are able to use any Simple Weapon (see the rules for the game you are converting from for a list of Simple Weapons) with your attack bonus for your normal weapon of use.	General Weapons Master (Minor)
Skill Focus	You gain a special +10 bonus to the selected skill(s). Use the chart above to see what that specific skill translates into for Rolemaster.	Skilled (Lesser) – Use the skills conversion chart above to determine which skills in Rolemaster gain this bonus based upon the original skill selected.
Spell Penetration	All saving rolls against spells that you cast have a special modifier of –10 the person trying to resist your spells.	Eloquence
Spell Focus	You gain a +10 bonus to all spell casting rolls for one particular type of spell.	Innate Magician

Spell Mastery	This ability normally gives you the ability to have spells that you do not have to memorize. This is already a part of the system being converted to. Therefore, for every skill rank you purchase in one selected list, you actually gain 2 ranks.	Magical Affinity
Spirited Charge	You deal double concussion damage when making a mounted charging attack. Any critical received from such an attack gains a +10 to its roll.	Character Law has no matching Talents Option: Allow the use of the Rolemaster conversion to the left or allow the player to select another Talent for his character.
Spring Attack	You make a full move in addition to a normal attack. You may split this move up between the time before and after the attack in any manner you select. The attack has no penalty against it for this move.	Character Law has no matching Talents Option: Allow the use of the Rolemaster conversion to the left or allow the player to select another Talent for his character.
Still Spell	In this game, spell casting does not have somatic components per se, but it does require that the caster have at least one hand free. With this ability, you may cast a spell without having one hand free and without receiving any penalty to your spell-casting roll.	Character Law has no matching Talents Option: Allow the use of the Rolemaster conversion to the left or allow the player to select another Talent for his character.
Stunning Fist	You must declare that you are using this ability prior to making your attack. If the attack is successful, the target must make a successful Constitution based saving roll versus your level, or be stunned for one round for each severity level of the critical. Note: this ability may only be used a number of times each day equal to your current level.	Character Law has no matching Talents Option: Allow the use of the Rolemaster conversion to the left or allow the player to select another Talent for his character. Hammerhands is the Talent that I would suggest.

Sunder	When attempting to strike a foe's weapon or shield, in order to damage it, you do not receive any penalties.	Character Law has no matching Talents Option: Allow the use of the Rolemaster conversion to the left or allow the player to select another Talent for his character. I would suggest selecting a Talent like Disarm Skill.
Toughness	You gain an extra hit point for each set of hits you get.	Natural Physique
Track	This ability gives you a +20 bonus to tracking skills	Outdoorsman
Trample	You gain a special bonus of +25 to your attempts to overrun an opponent with a mount, using a standard <i>Very Hard</i> Maneuver. If the maneuver is successful, the mount gets a free hoof/trample attack on the now prone foe.	Character Law has no matching Talents Option: Allow the use of the Rolemaster conversion to the left or allow the player to select another Talent for his character. I would suggest something like Reverberative Strength
Two-Weapon Fighting	You are able to wield two weapons at once, with the second weapon having a -20 modifier to your attack bonus.	Skilled (Minor) using the Combat Maneuvers• Two Weapon Combat skill.
Weapon Finesse	With this ability, you may replace the normal stat bonuses for this one weapon with 3 times your Agility bonus.	Weapon Control
Weapon Focus	You gain a special +5 bonus to your chosen weapon skill.	Directed Weapons Master (Major)
Weapon Specialization	You gain a special bonus of +10 to all attack rolls with the selected weapon type. If the weapon type is a missile weapon, then the target must be within 30' for this ability to apply.	General Weapons Master (Major)
Whirlwind Attack	With this ability, you may make one attack against all foes within 5' of you, but only if you spend 100% of your activity on this action.	Character Law has no matching Talents Option: Allow the use of the Rolemaster conversion to the left or allow the player to select another Talent for his character.

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