

#5500

**ROLEMASTER™**  
THE STANDARD SYSTEM

Standard Rules



The cornerstone of ICE's highly  
acclaimed FRP system, *Rolemaster*.

# ROLEMASTER™ STANDARD RULES

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### John would like to thank...:

Suzy Curtis, for all she has to put up with in me — Jay Bryan,  
for running the best game I've ever played in (and being the best  
GM I've ever had) — Jim Andrews, for being the best friend and  
gamer — Janis Mason, for believing in me — The Tallfellows,  
for being the best gaming group I've ever run.

### Steve would like to thank...:

Mark Boynton and Jay Colligan for their friendship and  
ceaseless energy in my games; and all of the people at I.C.E. for  
letting me be a part of their family.

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John Curtis, Coleman Charlton, Mike Hine, Steve Marvin, Chad McCulley, Nick Morawitz, Mike Reynolds, Stuart Templeton  
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Paul Stafford, Roxanne Hatfield, David Mullin, Leon Self, and Shanna and Shelby  
Dennis Tomlin, Jason Carroll, Chris Eldrich, Monty Perry, Chad Walsh  
Neal Baedke, Deb Baedke, Eric McCluen, John Micelli, Derek Rolf, James Stellmach  
David Blank, Lem Richards, Ross Henton, Bill Mason, Brian Weller, and friends  
Everyone who has played in the Rolemaster Features at GenCon.

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Produced and distributed by IRON CROWN ENTERPRISES, Inc., P.O. Box 1605, Charlottesville, VA 22902  
First U.S. Edition, First Printing 1995

Stock #5500  
ISBN 1-55806-233-5

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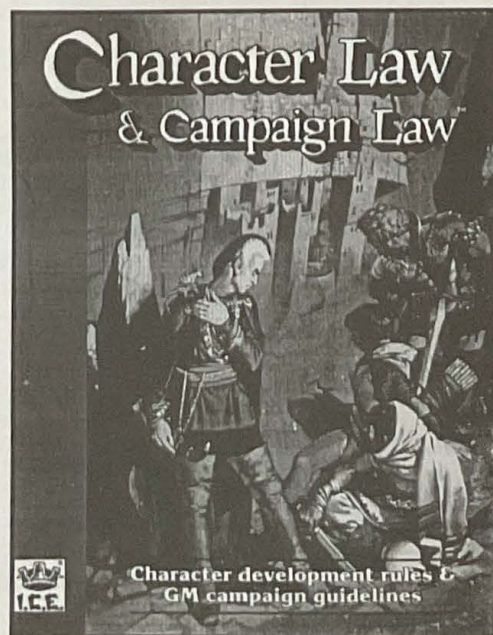
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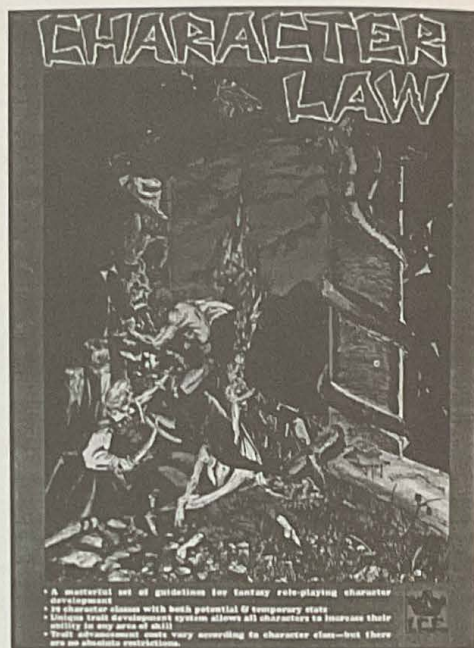


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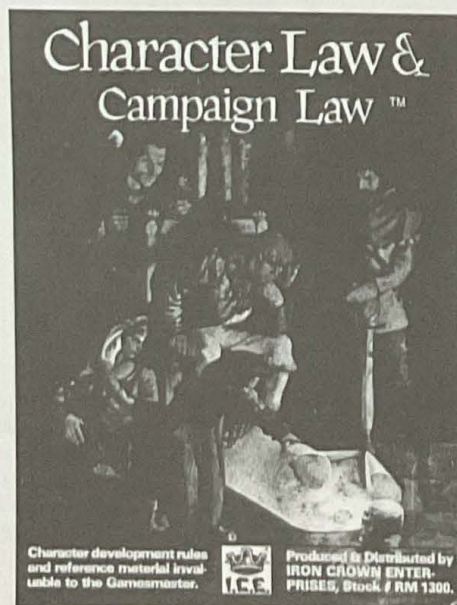
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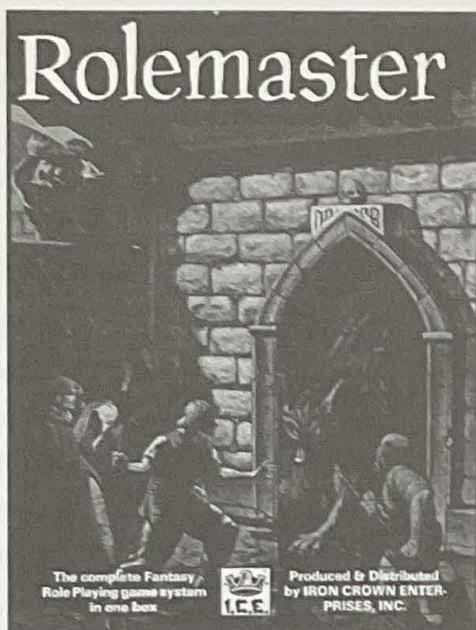
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# PART I INTRODUCTION

## PART I CONTENTS

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The *Rolemaster Standard System* (RMSS) is ICE's complete fantasy role playing system, combining four basic parts: the *Rolemaster Standard Rules* (this product), *Arms Law*, *Spell Law*, and *Gamemaster Law*. The RMSS is suitable for experienced gamers who want guidelines and material to inject into their own existing game systems and world systems, as well as for those who are looking for a realistic yet playable fantasy role playing system. It contains complete rules for handling most of the situations that arise in FRP games. A variety of tables and charts add a great deal of flavor and detail to a game without significantly decreasing playability.

The RMSS is provided in a convenient 3-hole punch format with a system of access tabs for easy reference. So as future optional guidelines and rules are released, a GM can easily update his world's rules system with the material he deems appropriate.

The *Rolemaster Standard System's* four basic components are:

The *Rolemaster Standard Rules* (RMSR) provides all the guidelines and rules needed to play *Rolemaster*. Its primary parts are concerned with character definition, character design, performing actions, and outlining the Gamemaster's tasks.

*Arms Law* (AL) provides the melee and missile combat tables and charts for the RMSS, while the *Rolemaster Standard Rules* (this product) fully describes their use within the system.

*Spell Law* (SL) provides the spell lists and spell combat tables and charts for the RMSS, while the *Rolemaster Standard Rules* (this product) fully describes their use within the system.

*Gamemaster Law* (GML) provides the detailed guidelines and material that a Gamemaster needs to run a role playing game in general and specifically using the RMSS.

These four products allow a Gamemaster to expand an existing system by gradually inserting components. Such a process can increase the variations and options available to the Gamemaster and the players without forcing an abrupt transition to a new game system. A more detailed description of each component system is presented in Section 1.3.1.

The rest of this section is meant to be an introduction for someone who is unfamiliar with the concept of fantasy role playing. More experienced readers may want to skip this material, but the novice should read them carefully.

**Note:** For readability purposes, *Rolemaster* uses standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/his, etc.



## WHAT IS FANTASY ROLE PLAYING?

The easiest way to understand a role playing game is to think of it as a work of fiction such as a novel or a play or a movie. In a novel the author determines the setting of the novel along with the actions of all of the characters and thus the plot. In a role playing game, the author (called the Gamemaster) determines the setting and some of the basic elements of the plot. The actions of the characters (and thus part of the plot) are determined during the game by the game "players" and the Gamemaster. Each "player" controls the actions of his "player character" or alter ego, while the Gamemaster controls the actions of all of the other characters (called non-player characters). Thus each player assumes the role of (role plays) his character and the Gamemaster role plays the non-player characters. A fantasy role playing game is a "living" novel where interaction between the actors (characters) creates a constantly evolving plot.

The Gamemaster also makes sure that all characters perform actions which are possible only within the framework of the setting that he has developed (his "fantasy" world). In a sense, the Gamemaster acts as a referee. This is where the "fantasy" part and the "game" part come into the definition of a fantasy role playing game. A Gamemaster creates a setting which is not limited by the realities of our world; thus, the setting falls into the genre of fiction known as "fantasy." However, the Gamemaster commonly uses a

set of "rules" which define and control the physical realities of his fantasy world. Using these rules turns the role playing "novel" into a game.

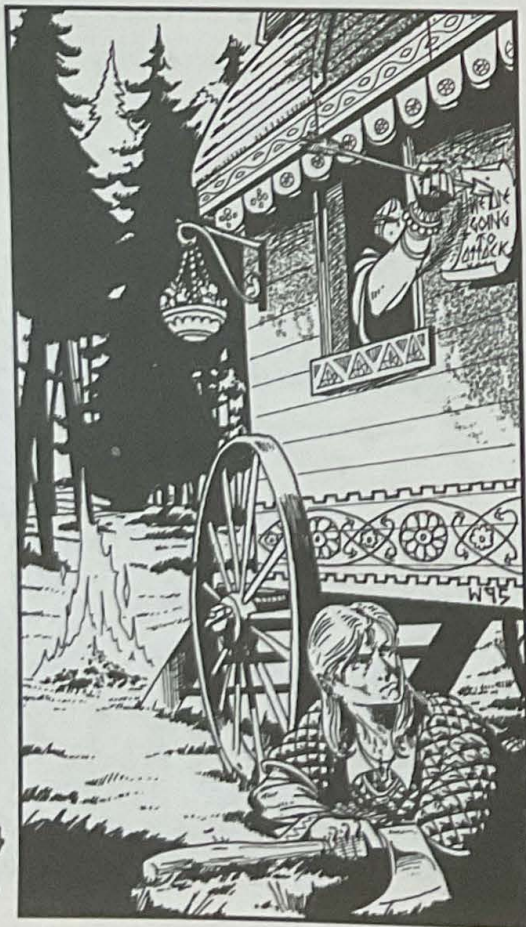
Thus, a fantasy role playing (FRP) game is set in a fantasy world whose reality is not defined solely by our world, but instead is defined by a set of game rules. The creation of the plot of a FRP game is an on-going process which both the Gamemaster and players may affect, but which neither controls. The plot is partially determined along with the setting, but it is heavily influenced by the interaction of the characters with one another and and random events.

Since fantasy role playing is a game, it should be interesting, exciting, and challenging. One of the main objectives of a FRP game is for each player to take on the persona of his (or her) player character, reacting to situations as the character would. This is the biggest difference between FRP games and other games such as chess or bridge. A player's character is not just a piece or a card; in a good FRP game, a player places himself in his character's position. The Gamemaster uses detailed descriptions, drawings and maps to help the players visualize the physical settings and other characters. In addition, each player character should speak and react to the other players as his character would. All of this creates an air of involvement, excitement, and realism (in a fantasy setting of course).

The Gamemaster has been described as "author" of the FRP game; actually, he functions as more than this. The Gamemaster not only describes everything which occurs in the game as if it were really happening to the player characters, but he also acts as a referee or judge for situations in which the actions attempted by characters must be resolved. The Gamemaster has to do a lot of preparation before the game is actually played. He must develop the setting and scenarios for the play of the game, using the game rules and material of his own design (or commercially available play aids). Until the players encounter certain situations during play, some material concerning the setting and the scenario is known only to the Gamemaster. In addition, the Gamemaster plays the roles of all of the characters and creatures who are not player characters, but still move and act within the game setting, affecting play.

Each player develops and creates a character using the rules of the game and the help of the Gamemaster (for the character's background and history). Each player character has certain numerical ratings for his attributes, capabilities and skills. These ratings depend upon how the player develops his character using the rules of the game. Ratings determine how much of a chance the character has of accomplishing certain actions. Many of the actions that characters attempt during play have a chance of success and a chance of failure. Therefore, even though actions are initiated by the Gamemaster and the players during the game, the success or failure of these actions is determined by the rules, the characters' ratings, and the random factor of a dice roll.

Finally, a fantasy role playing game deals with adventure, magic, action, danger, combat, treasure, heroes, villains, life and death. In short, in a FRP game the players leave the real world behind for a while, and enter a world where the fantastic is real and reality is limited only by the imagination of the GM and the players themselves.



# ROLE PLAYING WITH ROLEMASTER

Part I

Sections  
1.0, 1.1Role Playing  
with *RM*Key Concepts:  
*RM* Standard  
Rules

This section provides an overview of some of the key concepts and mechanisms of the *Rolemaster Standard System*. It also summarizes some of the key differences between this edition of *Rolemaster* and earlier editions, and it provides an overview of the *RMSS* and the *RM* product line. Finally, this section presents some definitions of some commonly used key terms along with the *RMSS* calculation and dice rolling conventions.

## 1.1

### KEY CONCEPTS AND MECHANISMS

This section is meant to serve as a summary for and introduction to some of the key features of the *RMSS*. Some of the major factors that separate the *RMSS* from other FRP systems will be briefly described here. This discussion should be enough to allow many experienced fantasy role players to get the basic ideas behind this system, then each section (or product) dealing with a specific feature can be for details.

The basics of the *RMSS* are relatively simple to master. It is designed for those acquainted with FRP in general, or for those interested in a flavorful, detailed set of guidelines—not rules. The *RMSS* is intended for GMs who may wish to pick and choose their some of the parameters that define the environment of their game. ICE hopes that GMs will feel free to build upon the foundations provided.

#### 1.1.1 • ROLEMASTER STANDARD RULES

The *Rolemaster Standard System* is designed to provide both the Gamemaster and his players with tremendous detail and flexibility in character development and the resolution of a wide variety of actions and activities.

#### PERSONAL CHARACTERISTICS (STATS)

The *RMSS* also provides a unique approach to the statistics that define a character's physical and mental attributes (i.e., stats). Under these guidelines each stat is quite important, and no one or two stats clearly dominate. Rarely will a character be without flaws or a "chink in his armor." A character must choose his strengths and weaknesses. In the *RMSS* there are 10 stats, each represented by a number between 1 and 100 (1-100). They provide detail and flavor and remain relatively simple to work with.

The stats include 4 physical characteristics: Strength, Constitution, Quickness, Agility. They also include 4 mental characteristics: Intuition, Empathy, Memory, Reasoning. Finally, there are two stats included that represent characteristics partially mental and partially physical: Presence, Self Discipline. These stats are described in detail in Section 5.0. Each stat may affect the ability of the character to perform specific actions; this is discussed in Section 5.4.

Each stat has two values. The potential ("ultimate") value (genetically) that the character's stat can obtain. The temporary value represents the value of the characteristic's current level. The temporary stats can rise (due to character advancement and other factors) and fall (due to injury, old age, etc.). However, the potentials rarely change. Of course,

the temporary stat for a particular characteristic can never be higher than the potential for the same characteristic. For example, a character could have a temporary Strength of 80 and a potential of 92; and the 80 would be his effective Strength for combat purposes (circumstances could raise or lower the 80 but never above 92). This feature is described in detail in Sections 5.1 and 12.0.

#### SKILLS & SKILL CATEGORIES

As a character advances in levels he develops and trains in certain abilities called skills and skill categories. His capability (i.e., rank) in each skill and skill category affects his chances of accomplishing certain actions and activities (e.g., fighting, maneuvering, spell casting, etc.). The key features of skills in this system are:

- 1) Each skill is grouped with other similar skills in a skill category. Both the skill and its skill category affect his chances of accomplishing certain actions.
- 2) Any character may develop any skill and skill category regardless of profession. However, depending upon the specific character's training early in life, certain skills and skill categories require more or less effort relative to other characters. How much effort is required to develop a skill or skill category depends upon the profession chosen by the player.
- 3) Based upon the values of certain stats (Section 15.0), each character has a total amount of "effort" to devote to skill and skill category development at each level.
- 3) Each character has complete freedom in how to allocate his "effort" among the various skills and skill categories he decides to develop. Development costs will be the same for characters of the same profession and will tend to reduce the degree of variation. Yet, this "cost effectiveness" will direct development only along vaguely similar lines.

The skills and skill categories are the ones required by normal play, and a Gamemaster can easily add more if his specific game requires others. Skills are discussed in great detail in Section 6.0 and Appendix A-1.

#### PROFESSIONS

Each character has a profession which reflects his training and inclinations in early life. A profession dictates the ease in which a particular skill or skill category may be developed, but it does not generally act to prohibit development. Thus, a player is allowed to enhance his abilities in certain skill areas which would not be accessible to his profession under other systems. Only the "cost" in time and lost opportunities in "easily developed skills" act to bias the selection process.

Each profession requires different "efforts" to develop each individual skill. For example, in order to gain a certain expertise in using a sword, a Fighter might only expend 20% of the effort that a Magician might; this is because a Fighter is trained in physical activities (fighting in particular), while a Magician has spent much of his early life studying spells. However, the effort required for the same Fighter to learn to cast a spell might be 20 times that required of a Magician, and he would never be very effective with it. Twenty different professions are provided and discussed in detail in Section 4.0 and Appendix A-4.



Part I  
Section 1.1

Key  
Concepts:  
RMSR,  
Arms Law,  
Spell Law,  
GM Law

## EXPERIENCE LEVELS

Each character while adventuring will reach stages of development called experience levels (or just "levels"). At each new level the character becomes more powerful and skillful in his chosen areas of expertise. Ideally, for realism, the character would develop after each activity or experience. However, this is extremely difficult to handle in practice. It necessitates stopping action in the game, performing bookkeeping, calculating the value of the experience, and determining what the character learned. Thus, we limit these factors by allowing a character to develop only at discrete intervals called levels (this factor is common to many FRP systems). Levels are discussed in detail in Section 7.0.

## INDIVIDUALIZING CHARACTERS

It is often desirable to provide each character with certain factors that make him (or her) unique. This system already does this to a certain extent: 20 professions and complete freedom in skill development. We also provide a variety of other suggestions, including: 16 detailed cultures/races, role traits, equipment, detailed personal backgrounds, background options, training packages, talents, special items, hobbies, etc.

### 1.1.2 • ARMS LAW

*Arms Law* applies the *RMSS*'s unique system for handling attacks to melee and missile combat. Its key features include:

- A fantasy medieval melee and missile combat system with individual attack tables for twenty-nine weapons and statistics for dozens more.
- Thirteen attack tables that integrate the size, instincts, and fighting patterns of a wide variety of animals, monsters, and practitioners of the martial arts.
- Twelve critical strike tables that give specific, detailed damage descriptions for a variety of different types of attack results: slashing, puncturing, crushing, grappling, unbalancing, etc.
- Two fumble tables that give specific, detailed descriptions of the results of various types of weapon fumbles and attack failures.

### 1.1.3 • SPELL LAW

One of the basic aspects of the *RMSS* is the use of spell lists and experience levels (or just levels). The ability to cast and learn spells is closely tied to a character's level.

Spells are grouped into lists. A spell list is an ordering of spells based upon their level, intricacy, and potency. All spells in a list have common characteristics and attributes, although each may have vastly different effects and applications. Spell lists are grouped into categories based upon professions and realms of power (Channeling, Essence, and Mentalism). There are over 2,000 spell descriptions organized into 186 spell lists divided into:

- 1 set of "open" spell lists for each realm of power (i.e., spell lists that are learnable by characters in any profession of the realm and even by some professions outside the realm)
- 1 set of "closed" spell lists for each realm of power (i.e., spell lists are learnable by most characters who cast spells from the realm)

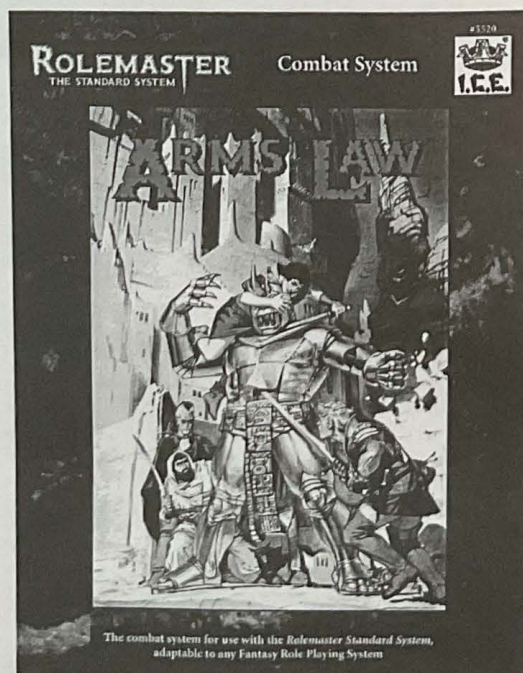
- 15 sets of professional "base" spell lists (i.e., a set of base spell lists are usually learnable only by characters of a specific profession)
- 1 set of "evil" spell lists for each realm of power (i.e., spell lists usually learnable only by "evil" characters)
- 3 sets of "other" professional "base" lists (i.e., spell lists associated with non-standard professions).

In addition, *Spell Law* uses the *RMSS*'s unique system for handling attacks using: critical strike tables (for heat, cold, electricity, etc.), a spell failure table, a resistance roll table, and a variety of spell attack tables.

### 1.1.4 • GAMEMASTER LAW

*Gamemaster Law* is an aid for those who wish to create and employ an alternate world setting for their fantasy role playing game. It is designed to give Gamemasters an idea of the essential elements of a fantasy realm, and provides ways to develop a rich, consistent foundation upon which to build as their campaign progresses. It also provides a wealth of material that can help a GM handle difficult and unusual situations that can arise in a FRP game. Some key features include guidelines for:

- Determining what type of game to run based upon the types of players available and the GM's personality and skills.
- Designing exciting and intriguing stories, NPCs, and backgrounds; and, letting them evolve to create an ever-changing world for adventuring.
- Enhancing the enjoyment of gaming sessions.
- Tournament gaming and on-line gaming.
- Using *RMSS* mechanisms for very specific situations: commerce & trading, healing, diseases, poisons, equipment, etc.



# PART II YOUR CHARACTER

## PART II CONTENTS

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In a fantasy role playing game, each of the "players", controls the actions of his "player character," while the Gamemaster controls the actions of all of the other characters (called non-player characters). Thus, one of the main objectives of a FRP game is for you to take on the persona of your player character, reacting to situations as your character would. This is the biggest difference between FRP games and other games such as chess or bridge. Your player character is not just a piece or a card. In a good FRP game you place yourself in your character's "role."

A role playing game deals with adventure, magic, action, danger, combat, treasure, heroes, villains, life, and death. So, by taking on the role of your characters, you can leave the real world behind for a while, and enter a world where the fantastic is real and reality is limited only by your imagination and that of the other players and the Gamemaster.

## YOUR CHARACTER

Your character will have certain factors that define his attributes, capabilities, and skills. These factors determine how much of a chance your character has of accomplishing certain actions. Many of the actions that your character will attempt during play have a chance of success and a chance of failure. Therefore, even though actions are initiated by the Gamemaster and the players during the game, the success or failure of these actions is determined by the *Rolemaster* rules, the factors that define your character and the random factor of a roll of the dice.

The specific factors that define your character are presented and discussed in the rest of Part II (Sections 3.0-10.0). Part III (Sections 11.0-17.0) presents the actual character design process, while Part IV (Sections 18.0-26.0) presents the guidelines for performing actions.



# STATS

## Part II

Sections  
5.1, 5.2, 5.3

Stats:  
Temporary,  
Potential,  
Development,  
Primary

The base mental and physical attributes of a character are represented by 10 statistics (called stats): 5 "primary" stats and 5 "development" stats. Each character has two numerical values on a scale of 1 to 101 (normally) for each stat (see Section 12.0). The value of a stat 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 stats give bonuses (see Section 5.4) which apply to attempts to accomplish certain activities and actions.

An individual's stats represent prowess in various areas in comparison to the average man. John Smith, the townsman, might be theoretically assumed to have stats of 50 across the board. In the primitive society favored for most role playing games, however, it is quite likely that those with stats below 10 will be the first claimed by nature and survivors might tend to have a set of stats that are above the "average" (assume that John Smith has stats of 55). Those with access to better health care (the rich) might tend to live even if weak in critical areas, however. So Noble John Smith's stats might well average 50.

Adventurers are likely to be superior to the general population. Adventurers are presumed to start with no stat below 20, though the rigors they face may reduce their stats below this level. This is to reflect the fact that weak characters are unlikely to leave the safety of their homes and go out in the world to make their fortunes.

Higher level non-player characters (NPCs) are also likely to be superior to the general population. It is a fact of life that in attempting to increase one's experience level one has an excellent chance of dying. Superior characters are more likely to survive; thus, in creating and running NPCs, the Gamemaster is urged to consider their experience level when determining their stats.

## ★ 5.1 ★

### TEMPORARY AND POTENTIAL STATS

Each stat has two values: a potential value and a temporary value. The potential value reflects the highest value that the character's stat can obtain (i.e., due to genetics and/or early childhood environment). The temporary value represents the stat's current value. Thus, each character has a set of "temporary" stats and a set of "potentials."

During play, the temporary stats can rise due to character advancement and other factors and fall due to injury, old age, etc. However, potentials rarely change. Of course, the temporary value for a given stat may never be higher than its potential. Note that a character's stats do not always increase beyond their starting level: two months of adventuring does not necessarily accomplish what eighteen or more years of youthful exuberance failed to do.

## ★ 5.2 ★

### DEVELOPMENT STATS

In addition to affecting play, some stats affect the character development process. Agility, Constitution, Memory, Reasoning, and Self Discipline are relevant in determining how many skills a character can learn (development points are equal to the average of these five stats). Note that the five stats above will often be referred to as Development Stats. In game terms, other characteristics do not aid in the acquisition of skills in any way.

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

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

**Memory (Me)** — The ability to retain what has previously been encountered and learned. Note that in many instances it may be necessary for the character to rely on the player's memory, since that tends to be used whenever it is advantageous anyway. Memory provides a good basis for determining how much is retained of the pre-adult period that the Gamemaster doesn't have time to devise and describe in absolute detail to each player. Also referred to as: intelligence, wisdom, 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.

**Self Discipline (SD)** — The control of mind over body, the ability to 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.

## ★ 5.3 ★

### PRIMARY STATS

The following characteristics have an influence on direct play, but do not aid in character development.

**Empathy (Em)** — The relationship of the character to the all-pervading force that is common to all things natural and is the basis of most things supernatural. Also referred to as: emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, 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: wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.



## Part II

Sections  
5.3, 5.4

Stats

Stat Bonuses

Basic  
Stat Bonus  
Table T-2.1

**Presence (Pr)** — Control of one's own mind, courage, bearing, self esteem, charisma, outward appearance and the ability to use these to affect and control others are the principal elements of a character's presence. Also referred to as: appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.

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

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



## ★ 5.4 ★ STAT BONUSSES

Certain bonuses and penalties may apply to a character's skills and activities if his stats are high enough or low enough. These bonuses and penalties are called stat bonuses.

For each stat, a character's *stat bonus* is equal to the stat's *basic stat bonus* plus its *racial stat bonus modification* plus any *special modifications*:

**Stat Bonus** = basic stat bonus  
+ racial stat bonus modification  
+ special modifications



BASIC STAT BONUS TABLE T-2.1

| Stat  | Basic Stat Bonus | Optional Formula |
|-------|------------------|------------------|
| 102+  | 14               | (Stat - 95) x 2  |
| 101   | 12               | (Stat - 95) x 2  |
| 100   | 10               | (Stat - 81) + 2  |
| 98-99 | 9                | (Stat - 81) + 2  |
| 96-97 | 8                | (Stat - 81) + 2  |
| 94-95 | 7                | (Stat - 81) + 2  |
| 92-93 | 6                | (Stat - 81) + 2  |
| 90-91 | 5                | (Stat - 81) + 2  |
| 85-89 | 4                | (Stat - 67) + 5  |
| 80-84 | 3                | (Stat - 67) + 5  |
| 75-79 | 2                | (Stat - 67) + 5  |
| 70-74 | 1                | (Stat - 67) + 5  |
| 31-69 | 0                | —                |
| 26-30 | -1               | (Stat - 33) + 5  |
| 21-25 | -2               | (Stat - 33) + 5  |
| 16-20 | -3               | (Stat - 33) + 5  |
| 11-15 | -4               | (Stat - 33) + 5  |
| 10    | -5               | (Stat - 21) + 2  |
| 08-09 | -6               | (Stat - 21) + 2  |
| 06-07 | -7               | (Stat - 21) + 2  |
| 04-05 | -8               | (Stat - 21) + 2  |
| 02-03 | -9               | (Stat - 21) + 2  |
| 01    | -10              | (Stat - 21) + 2  |

The basic stat bonuses are determined by the value of each given stat (see the Basic Stat Bonus Table T-2.1), while the racial stat bonus modifications are determined by the character's race (see Section 3.3). Special modifications come primarily from Talents and Flaws (see Appendix A-5).

**Example:** A High Man and a Halfling could both have 99 Strengths; even though the high man was 6'7" and the Halfling was 3'4". However, due to the racial stat bonus modifications given in Table T-1.1, the High Man's stat bonus due to Strength is +13 [a +9 basic stat bonus for 99 St, +4 due to his racial stat bonus modification]; while the Halfling's total stat bonus due to Strength is +1 [a +9 basic stat bonus + (-8) due to his racial stat bonus modification]. Stat bonuses may become negative through such modifications.

The primary uses for stat bonuses are:

**Skill Category Bonuses** — Usually three stat bonuses apply to each skill category. The correspondence between stats and related skill categories are given in the Skill Summary Table T-2.5.

**Defensive Bonus (DB)** — A character benefits defensively from his Quickness—one of the major factors that affects a character's Defensive Bonus is **three times** his Quickness bonus (see Section 8.5).

**Resistance Rolls (RR)** — Resistance Rolls against spells and poison or disease are affected by various stat bonuses depending on the type of attack (see Sections 8.7 & 21.1).

# EXPERIENCE & ADVANCING LEVELS

Each character in a fantasy role playing game has a "level" that provides an indication of his capabilities. Characters become more powerful and skilled by advancing levels as they gain experience. Experience is represented in play by experience points (EPs) which the Gamemaster awards to characters for certain experiences, activities, and achievements. Normally, a character starts play as a 1st level character and his level increases as he acquires experience points from his adventures. A character's level does not necessarily increase each time he gains experience points; it increases when his experience point total reaches certain points, as explained in Section 6.3 and the Experience Point Table T-2.6.

## ★ 7.1 ★

### EXPERIENCE POINTS

The rewards derived from fantasy role playing are many, and among these, experience point (EP) accumulation is probably the most graphic. It is a significant factor under most FRP systems. Unfortunately, the goal of the adventurer often proves to be the bane of the Gamemaster, especially in cases where the computation of the points is time-consuming.

Section 31.0 provides some experience point guidelines and suggestions for Gamemasters.

## ★ 7.2 ★

### CHARACTER LEVELS

The level for each character is determined by how many experience points he has accumulated. A character starts at 1st level with 10,000 experience points. The Experience Point Table T-2.6 summarizes which experience point totals correspond to which levels.

Normally, a character's level only directly affects his Resistance Rolls and determines when and how often he develops his skills. Characters of 20th level and above, however, are generally classified as "Lords" and are usually identifiable amongst a collection of lesser beings by their bearing and deference shown them by others knowledgeable of their status.

**Example:** *Dral, after a series of adventures, has a total of 75,614 experience points, which is more than the 70,000 minimum for 6th level and less than the 90,000 required to be 7th level. Thus, Dral is 6th level.*

EXPERIENCE POINT TABLE T-2.6

| Level     | EPs 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 .....  | 500,000                              |
| 21+ ..... | 500,000 + 50,000 per level over 20th |

Part II  
Sections  
7.0, 7.1, 7.2

Experience

Advancing  
Levels

Experience  
Points

Character  
Levels

Experience  
Point  
Table T-2.6



## ★ 7.3 ★ ADVANCING A LEVEL

Designing your character doesn't stop when you begin play at first level, it is a process that continues as you adventure. When your character advances (goes up) a level, he may develop skills and update his bonuses. To develop a skill he allocates development points to it in order to increase the skill's rank. This process is identical to apprenticeship skill development (see Section 15.0).

### ADVANCING A LEVEL

When his character advances (goes up) a level, you must perform several actions:

- "Stat Gain Rolls" must be made to determine if your temporary stats change (see below).
- The skill development process is followed. This process is identical to apprenticeship skill development (see Section 15.0).
- Finally, any skill rank bonuses whose components have changed must be re-totaled.

**Note:** Some GMs may wish to require time and/or facilities for training before skill development actually takes place. As a simple mechanism, we suggest two hours of "practice" or "contemplation" for each rank developed. For a more comprehensive approach, a GM should refer to Appendix A-9.1.

### STAT GAIN ROLLS

Upon reaching a new experience level, your character must make stat gain rolls to determine if his temporary stats change. During his adventures, it is assumed that a character's faculties will be exercised heavily, possibly affecting their value. A stat gain roll must be made for each stat—roll two dice (d10):



STAT GAIN TABLE T-2.3

| High Die  | Low Die | (Diff = Potential - Temporary) |                |             |
|-----------|---------|--------------------------------|----------------|-------------|
|           |         | Diff ≤ 10                      | 10 < Diff ≤ 20 | Diff > 20   |
| 1         | 1       | -1                             | -1             | -1          |
| 2         | 2       | -2                             | -2             | -2          |
| 3         | 3       | -3                             | -3             | -3          |
| 4         | 4       | -4                             | -4             | -4          |
| 5         | 5       | -5                             | -5             | -5          |
| 6         | 6       | +12                            | +12            | +12         |
| 7         | 7       | +14                            | +14            | +14         |
| 8         | 8       | +16                            | +16            | +16         |
| 9         | 9       | +18                            | +18            | +18         |
| 10        | 10      | +20                            | +20            | +20         |
| Otherwise |         | Low Die                        | High Die       | Sum of Dice |

- If the result is double 1s, 2s, 3s, 4s, or 5s, the temporary stat goes down by 1, 2, 3, 4, or 5 respectively—treat resulting stats of less than 1 as 1; *otherwise*,
- If the result is double 6s, 7s, 8s, 9s, or 10s, the temporary stat goes up by up to the sum of the two dice (i.e., 12, 14, 16, 18, or 20 respectively); *otherwise*,
- If the difference between the potential stat and temporary stat is between 1 and 10, the temporary stat is increased by up to the value of the lower of the two dice; *otherwise*,
- If the difference between the potential stat and temporary stat is between 11 and 20, the temporary stat is increased by up to the value of the higher of the two dice; *otherwise*,
- If the difference between the potential stat and temporary stat is greater than 20, the temporary stat is increased by up to the sum of the two dice.

This process is summarized in the Stat Gain Table T-2.3.

**Important**—Remember, if a stat gain roll results in a temporary stat greater than its corresponding potential stat, the temporary stat becomes equal to the potential stat.

**Example:** Suppose Skal has a temporary Self Discipline stat of 54 and a potential of 78—a difference of 24. Skal rolls a '4' and a '7' for a stat gain roll, so his SD stat increases by 11 (4+7) to 65. Unfortunately, on his next stat gain roll (at a later level advancement), he rolls a '2' and a '2', and his temporary stat drops by 4 (2+2) from 65 to 61.

Now the difference between his temporary SD and Potential SD is 17 (78-61), and Skal later makes a stat gain roll of '2' and '9'. Since, the difference between temporary and potential is 17, the temporary SD stat is increased by the higher of the two dice (i.e., by 9) to a new value of 70.

The next time Skal makes a stat gain roll, it is a '4' and a '7'. Since, the difference between temporary SD and potential SD is 8 (78-70), the temporary SD stat is increased by the lower of the two dice (i.e., by 4) to a new value of 74.

For his next stat gain roll Skal rolls a '8' and a '8', and his temporary stat is increased by 16. However, his Potential SD stat is only 78, so his temporary SD stat only increases to 78.



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Made in USA #5500

Produced and  
distributed by:  
I.C.E., Inc.  
P.O. Box 1605  
Charlottesville,  
VA 22902 USA