

ROLEMASTER[™] FANTASY ROLE PLAYING



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NIANTIC-1037
IPR2025-01273, IPR2025-01274
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FANTASY ROLE PLAYING

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Produced and distributed by
IRON CROWN ENTERPRISES,
Inc., P.O. Box 1605,
Charlottesville, VA 22902

Second U.S. Edition,
Reformatted 1999

Stock #5800
ISBN 1-55806-550-4
Printed in Canada



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Adam Reid, John David Ruemmler,
Tracy Shurtleff, Ruth Sochard,
Polly Strovink, David Wagner,
Mitch Walker, Tommy Williams,
and Tory & Swink.

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 group I've ever run.

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PART I

INTRODUCTION

Rolemaster Fantasy Role Playing is ICE's complete set of rules for those who are looking for a realistic yet playable fantasy role playing system. It is also suitable for experienced gamers who want guidelines and material to inject into their own existing game systems and world systems.

Rolemaster Fantasy Role Playing contains complete rules for handling most of the situations that arise in fantasy role playing games. A variety of tables and charts add a great deal of flavor and detail to a game without significantly decreasing playability.

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 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 takes on the role of his character. 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). The Gamemaster uses detailed descriptions, drawings and maps to help the players visualize the physical settings and other characters. 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 creates a character using the rules of the game and the help of the Gamemaster (for the character's background). 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 Gamemaster and the players themselves.

PERSONAL CHARACTERISTICS (STATS)

Rolemaster 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 *Rolemaster* there are 10 stats, each represented by a number between 1 and 100. They provide detail and flavor and remain relatively simple to work with.

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

Each stat has two values. The potential ("ultimate") value that represents the character's stat can obtain genetically. The temporary value represents the current value of the stat. The temporary stats can rise due to character advancement and other factors, and it can 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).

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. Note that a character may not normally change his profession after it is initially chosen.

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.

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.

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, each character has a total amount of "effort" to devote to skill and skill category development. This effort is represented by the "development points" that a character may allocate to developing skills each time he advances to a new experience level.
- 4) 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 provided in this book are suggestions for what we believe works as a skill set in most fantasy games. A Gamemaster should customize the skill list to fit his specific game or setting.

INDIVIDUALIZING CHARACTERS

It is often desirable to provide each character with certain factors that make him unique. This system already does this to a certain extent: 9 professions and complete freedom in skill development. We also provide a variety of other suggestions, including: races, role traits, equipment, detailed personal backgrounds, background options, training packages, special items, hobbies, etc.

THE COMBAT SYSTEM

Rolemaster has a unique system for handing attacks using: critical strike tables, fumble and failure tables, a resistance roll table, and a wide variety of attack tables (for spells, animal attacks, and medieval weapons).

THE SPELLS

One of the basic aspects of *Rolemaster* 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).



CHARACTER LEVELS

Your character's level is determined by how many experience points he has accumulated. Your 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, your 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: *Chrissa, 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, she is 6th level.*

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 6.0, p. 22).

ADVANCING A LEVEL

When your character advances a level, you must perform several actions:

- "Stat Gain Rolls" must be made to determine if your character's temporary stats change.
- The skill development process is followed. This process is identical to apprenticeship skill development (see Section 6.0, p. 22).
- 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 Character Law.*

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	

STAT GAIN ROLLS

Upon reaching a new experience level, your character must make a stat gain roll for each stat to determine if that temporary stat changes. 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):

- 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. A temporary stat can **never** be greater than its corresponding potential stat.

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

Now the difference between her temporary SD and Potential SD is 17 (78-61), and Rhiannon 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 Rhiannon 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 her next stat gain roll Rhiannon rolls an '8' and an '8', and her temporary stat is increased by 16. However, her Potential SD stat is only 78, so her temporary SD stat only increases to 78.



Part II
Creating a
Character

ROLEMASTER



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PART III

PERFORMING ACTIONS

This part of *Rolemaster* is concerned with how to resolve a variety of actions and activities that commonly arise in role playing games. These guidelines primarily address action in a tactical environment, but they can be easily extended to a more strategic setting (see Part IV).

OVERVIEW

In a tactical situation (usually combat), action is resolved in terms of feet and seconds. Normally during the *Rolemaster* tactical sequence, each character may take up to three actions every 10 seconds. This 10 second period is called a "round." A round usually takes considerably longer than 10 seconds of real time to resolve. Some typical actions are:

- Preparing a spell
- Casting a spell
- Making a missile attack
- Loading or Reloading a missile weapon
- Parrying a missile attack
- Making a moving maneuver
- Making a melee attack
- Full movement
- Making a static maneuver

The basic principle to keep in mind is that each action takes a percentage of the total activity that a character has

for a round. For example, one can view a melee attack as 60-100% of the total activity for a round, casting a spell as 10% or 75% activity, preparing a spell as 90% activity, and movement as 0-100% activity. Of course, the sum of a character's % activities cannot normally exceed 100%.

Certain factors may affect the actions that a character may take. Most of these are ob-

vious and can be resolved by using common sense (e.g., a character with a broken arm can't use a two-handed weapon or a bow; an unconscious character can perform no action, except perhaps breathing, etc.). The Gamemaster is, of course, the final authority on these matters.

DIVIDING UP THE WORK

The Gamemaster and the players should divide up the work involved in controlling a tactical combat situation. The Gamemaster has to handle the physical layout and all of the non-player characters, but the players can help with other factors. For example, one player can keep track of the damage taken and status of each character. Another player can keep track of the round and action sequencing (Section 11.0, p. 40). Another player can record activity by player characters which can later lead to experience points. Other players can handle the tables and read off results during play. By dividing up these tasks the game flows very smoothly, everyone gets involved, and no one is swamped with work.

REPRESENTING THE PHYSICAL SITUATION

The Gamemaster must decide how to keep track of movement, the relative positions of all of the characters, ranges for firing missiles and casting spells, and the layout of the area in which they are adventuring. This usually requires a playing surface that represents the physical situation as well as playing pieces representing the characters and other combatants. Many possibilities exist for such play aids, and the Gamemaster may elect to use whichever seems most appropriate for his game and for a particular situation. Below, we present a few of helpful display techniques and hints.

The Gamemaster can sketch the layout on a sheet of paper (or on a black board) and mark the position of each character on it. For small sheets of paper we suggest a scale of 1" = 50'. For a larger surface, 1" = 20' or 1" = 10' would be more appropriate. Many fantasy role playing game miniatures are scaled for 1" = 5'. You can keep track of distance with a ruler. The problem with this technique is lack of detail and the hassles of erasing each time a character moves.

To solve part of this problem we suggest that a playing piece be used to represent the position of each character. These can be as elaborate as you wish. Suggestions include: commercially available miniatures (small statues of various characters and creatures), chess pieces, coins, or 0.5" square to 1" square pieces of cardboard marked with the characters names. The cardboard pieces are easy to make and use; they can be colored or decorated to aid the flavor of play.

On page 251 there is a sheet of 8.5" x 11" paper with a grid consisting of hexagons (i.e., hexes). This sheet makes keeping track of distances easier; just count the number of hexes between two points. If playing pieces are used, each piece can occupy a separate hex to indicate its location.

Most photo-copying centers have a transparency machine which is capable of copying any black and white figure onto a clear plastic sheet. We suggest that you take a piece of the hex paper and have a transparency made. This can be laid over almost any sort of layout, superimposing a grid on it.



THE ACTIONS



Part III Performing Actions

There are an unlimited number different actions that a character may attempt during a role playing game. However, most fall into the following six classes:

- Attacks (see Section 12.0, p. 42)
- Simple Actions (see below)
- Static Maneuvers (see Section 13.0, p. 44)
- Casting Spells (see Section 14.0, p. 46)
- Moving Maneuvers (see Section 15.0, p. 48)
- Movement (see Section 16.0, p. 51)

The rest of Part III details how such actions are resolved. If a character takes an action that does not specifically fall into one of these classes, the GM will have to extrapolate or use mechanisms similar to those presented to handle the six classes.

Table T-3.2 presents some of the commonly occurring actions and the activity percentages normally required.

MANEUVERS & SIMPLE ACTIONS

Maneuvers are actions (other than attacks and spell casting) which under normal circumstances have a chance of failing and usually entail an element of risk. *Simple actions* do not normally have a significant chance of failure.

Thus, normal movement and activities such as walking, climbing stairs, drawing a weapon, etc. are simple actions. However, unusual activities (swimming, climbing a rope, running up or down stairs, opening a locked chest, etc.) and activities performed under stress (running, dodging, stalking, hiding, etc.) are maneuvers and generally require maneuver rolls.

The Gamemaster is the final judge as to what is a maneuver and requires a roll, and as to what is normal activity and doesn't require a roll. Maneuvers are further classified as being static maneuvers or moving maneuvers. Each class of maneuvers is resolved differently (see Sections 13.0 & 15.0).

COMMON ACTIONS TABLE T-3.2

Action	% of Total Activity
Movement as a snap action	1-20%
Movement as a normal action	1-50%
Movement as a deliberate action	1-80%
Preparing a spell (Section 18.12, p. 55)	90%
Casting a non-instantaneous spell ‡	75%
Casting an instantaneous spell ‡	10%
Concentration (i.e., to maintain a spell, balance, etc.)	50%
Disengage from Melee (may move 10')	25%
Making a moving maneuver (Sec. 15.0, p. 48)	varies
Making a static maneuver (Sec. 13.0, p. 44) †	varies
Making a melee attack (App. A-10.5) *	60-100%
Press & attack (App. A-10.5, p. 216) *	80-100%
React & attack (App. A-10.5, p. 216) *	80-100%
Making a missile attack (App. A-10.4, p. 215)*	30-60%
Parrying a missile attack (App. A-10.4, p. 215)	50%
Loading or Reloading a sling	50%
Loading or Reloading a short bow	50%
Loading or Reloading a composite bow	60%
Loading or Reloading a long bow	70%
Loading or Reloading a light crossbow	160%
Loading or Reloading a heavy crossbow	220%
Shifting a weapon	10%
Drawing a weapon	20%
Changing weapons	50%
Making an Awareness static maneuver (Section 18.3, p. 53)	10%
Controlling mount (Section 18.15, p. 55)	10-100%

* - If less than the maximum % activity indicated is used, the attack has a -1 modification for every 1% under the maximum (see Appendix A-10.2, p. 210).

VARIABLE PERCENTAGE ACTIVITIES

The percentage activity required for certain actions varies based upon the character, the situation, and other variables. The following actions and their corresponding % activities are just suggestions. Each time a character takes one of these actions, the GM should make a ruling on the actual % activity requires.

Action	% of Total Activity
Making rapid Observation Maneuver (-40 mod)	30%
Making half Observation Maneuver (-20 mod)	50%
Making full Observation Maneuver (+0 mod)	70%
Rapid dismount from a riding animal	20%
Careful dismount from a riding animal	50%
Mounting a riding animal	50%
Relaxed swim	50%
Hard swim	90%
Hiding	20%
Stalking	at least 50%
Climbing	60-100%
Standing up from a seated position	10%
Standing up from "on knees/crouch"	20%
Moving up from prone to "on knees/crouch"	30%
Standing up from a prone position	50%
Rapid drop to the ground	10%
Careful drop to the ground	20%
Picking something up off the ground	30%
Dropping something	0%

† - Unless stated otherwise by the GM or by the description of the skill used (see Appendix A-4, p. 102), a static maneuver takes 100% activity. This may be reduced up to 50% by taking a -1 penalty for every 1% reduced.

‡ - A character may only cast one spell each round.



11.0 SEQUENCING ACTIONS IN A ROUND

This section provides guidelines for determining how to sequence the resolution of the actions that take place in a given round. While each action takes a percentage of a character's activity for a round, it is important to keep in mind that when an action is resolved is **not** determined by the percentage activity it requires. Rather, the sequencing of an action is based upon how fast the character is attempting to accomplish the action and the character's initiative roll.

How fast the character is attempting to accomplish his action is abstracted into a simple decision for each character – Is the action:

- A snap action? resolved earlier with a -20 modification
- A normal action? resolved normally
- A deliberate action? resolved later with a +10 modification

Example: A single melee attack is an action that requires 60-100% activity—it represents a number of swings, parries, dodges, etc. However, it is assumed that only one actual blow lands and that the attacker makes such a blow when a good opportunity presents itself.

When a character makes a melee attack as a “snap action,” he has probably taken the first opportunity for a blow and resolves it early in the round sequencing. However, he still spends the rest of the % activity for the action in melee and the fact that he took the first and not the best opportunity is reflected in the -20 OB mod.

A melee attack made as a “normal action” is assumed to take the first good opportunity.

A melee attack made as a “deliberate action” is assumed to wait for the very best opportunity. So it is resolved late in the round and receives a +10 OB mod.

BATTLE ROUND SEQUENCE TABLE T-3.1

- 1) **Action Declaration Phase** – Declare all actions: snap actions, normal actions, and deliberate actions. Each combatant may declare up to one of each of the three types of actions, but the total activity percentage of all of his declared actions may not exceed 100%. If a melee attack or a missile parry is declared, parry proportions must also be declared (see Appendix A-10.3, p. 212).
- 2) **Initiative Determination Phase** – Each combatant must make an initiative roll:
(2d10 + Qu Bonus + modifications)
- 3) **Snap Action Phase** – Resolve all snap actions in the order indicated by initiative rolls. 20% is the maximum activity for a movement action.
- 4) **Normal Action Phase** – Resolve all normal actions in the order indicated by initiative rolls. 50% is the maximum activity for a movement action.
- 5) **Deliberate Action Phase** – Resolve all deliberate actions in the order indicated by initiative rolls. 80% is the maximum activity for a movement action.

MOVEMENT LIMITATIONS

Movement can take up to 100% activity for a round. However, depending upon the phase it is resolved in (i.e., snap, normal, or deliberate), the % activity for a specific movement action is limited. More than one movement action can be taken in a given round. Movement is described in detail in Section 16.0 (p. 51).

- A *snap* movement action can take no more than 20% activity (i.e., up to 20% of your movement rate).
- A *normal* movement action can take no more than 50% activity (i.e., up to 50% of your movement rate).
- A *deliberate* movement action can take no more than 80% activity (i.e., up to 80% of your movement rate).

THE BATTLE ROUND SEQUENCE

Actions are normally performed in the following order during a round (unless an action is canceled or put into an “opportunity state,” see Sections 18.7 & 18.8, p. 54).

- 1) Action Declaration Phase
- 2) Initiative Determination Phase
- 3) Snap Action Phase
- 4) Normal Action Phase
- 5) Deliberate Action Phase

Note: Awareness and Orientation rolls are used when required by circumstance (see Sections 18.3 & 18.4, p. 53).

Note: Conflicting actions may modify this sequence (see Section 18.6, p. 54).

ACTION DECLARATION PHASE

At the beginning of each round, each player should state or write down (the GM must decide which) what actions he wishes his character to perform for that round. Each combatant may declare up to one of each of the three types of actions, but his total declared activity percentage may not exceed 100%. He must also indicate during which phases each action will occur.

At the same time, the GM should decide what actions the non-player characters will take. The actions are then resolved in the order specified by the sequence above. The following sections describe how to resolve the various actions.

INITIATIVE DETERMINATION PHASE

Each character must make an initiative roll:

2d10 + Qu Bonus + Modifications

Condition	Modification
Surprised	-4
Taken more than 50% of hits	-4
Declared Movement	-1 per 10% of maximum movement activity (based on declared pace)

In each phase (snap, normal, deliberate), the character with the highest initiative roll takes his action (if any) first, then the character with the next highest roll takes his action, and so on until all actions for that phase have been resolved.



SNAP ACTION PHASE

During this phase, all snap actions are resolved using the following restrictions:

- A snap action receives a -20 modification.
- All snap actions are resolved in the order indicated by initiative rolls.
- 20% is the maximum activity for a movement action.

NORMAL ACTION PHASE

During this phase, all normal actions are resolved using the following restrictions:

- All normal actions are resolved in the order indicated by initiative rolls.
- 50% is the maximum activity for a movement action.

DELIBERATE ACTION PHASE

During this phase, all deliberate actions are resolved using the following restrictions:

- A deliberate action receives a +10 modification.
- All deliberate actions are resolved in the order indicated by initiative rolls.
- 80% is the maximum activity for a movement action.
- Any unused activity (maximum of 80%) may be used as movement that is simultaneously resolved after all of the deliberate actions have been resolved.

Example: This example uses some combat terms defined later in Part III. You should read it now to get an idea of how the turn sequence, % activity, and initiative works.

Jax (a Halfelf Thief) has just finished climbing a rope onto the flat roof of a tower. His buddy, Naug (a Dwarven

Fighter), is still climbing up behind him. Unfortunately, the large Ogre coming up a stairwell (10' away) sees Jax and is not happy (his buddies downstairs are also upset).

At the start of a new round, Jax declares that he will draw his broadsword as a snap action (20%) and melee attack as a normal action (80%). He also declares that all of his OB will be used to parry. Naug decides to use all of his activity (100%) as a deliberate action to finish climbing the rope. The GM declares that the Ogre will just walk over (snap action) to Jax and attack (normal action).

Jax's initiative roll (IR) is 16, the Ogre's is 9, and Naug's is 7 (as if it mattered).

During the snap action phase, Jax draws his weapon and then the Ogre moves 10' to Jax. Since the Ogre's movement rate is 50'/rnd when walking, it takes 20% of his activity to move the 10'.

During the normal action phase, Jax's action is resolved first (due to his 16 IR)—he makes a +0 OB attack because he used his entire OB to parry. Jax misses and then the Ogre attacks (after he finishes laughing). He must subtract Jax's "OB-20" (Jax used 20% activity to draw a weapon) and "20" (due to 20% activity the Ogre used to move). The Ogre also misses and Jax breathes a sign of relief.

During the deliberate action phase, Naug makes a successful Climbing static maneuver, reaches the top, and reluctantly scrambles onto the roof.

At the start of a new round, Jax declares that he will attack with his broadsword as a deliberate action (100%). He also declares that half of his OB will be used to parry. Naug decides to use 20% activity as a snap action to draw his war hammer, 20% of his activity to move behind the Ogre, and 60% activity to attack as a deliberate action. The Ogre is really incensed—he missed the little elf-boy—this time he attacks as a snap action (100%).

Jax's initiative roll (IR) is 11, the Ogre's is 10, and Naug's is 14.

During the snap action phase, Naug draws his war hammer first (IR: 14). Then the Ogre attacks (IR: 11)—he must subtract Jax's "OB x 0.5" (Jax used 50% activity to parry) and "20" (the penalty for a snap action). The Ogre hits Jax this time but only delivers a few hits.

In the normal action phase, Naug moves behind the Ogre.

During the deliberate action phase, Naug makes his attack first (IR: 14)—he must subtract -40 (due to the 40% activity already used), but he gets +10 for a deliberate action, +15 for a flank attack and +20 for a rear attack. He delivers a mighty blow and the Ogre drops. Jax would like to cancel his attack action, but he cannot because he has already used 50% of his OB to parry the Ogre.





Part III Performing Actions

This section describes attacks and the process used to resolve attacks. Attacks occur when a character (the attacker) attempts to affect or harm an opponent (the defender or target). Normally, an attacks falls into one of five categories:

- Missile Attacks Appendix A-10.4, p. 215
- Melee Attacks Appendix A-10.5, p. 216
- Basic Spell Attacks Appendix A-10.6, p. 218
- Directed Spell Attacks Appendix A-10.7, p. 219
- Area Spell Attacks Appendix A-10.8, p. 219

Note: See Appendices A-10 (p. 208-219) for full details on each type of attack.

12.0 ATTACKS

ATTACK RESOLUTION

An attack is resolved by the attacker making an open-ended attack roll (1d100), adding any applicable modifications, and then applying the modified roll to the appropriate attack table. Attack, critical, and fumble/failure tables can be found in Appendix A-10.9 - A-10.11 (p. 220-241). Results are explained in Section A-10.1 (p. 208) and include:

- Hits delivered
- Fumbles and Failures
- Critical Strikes
- Modifications to Resistance Rolls

The last three results will usually require a second roll on a fumble or failure table (p. 240-241), a critical table (p. 231-239), or the Resistance Roll Table T-3.4 (p. 52).

Example: Rollo with his shield and broadsword faces off with a Gorlu warrior using a scimitar. Both combatants will attack using the One-Handed Edged Weapon Attack Table A-10.9.2. Rollo has an armor type of 9, a defensive bonus of +29, and a skill bonus of +65 (his offensive bonus, OB) with his broadsword. The Gorlu has an armor type of 13, a defensive bonus of +15 and a skill bonus of +69 with his scimitar (his offensive bonus, OB).

Rollo attacks first and rolls a '36', for a modified attack result of '86'—adding Rollo's OB of +65 and subtracting the Gorlu's DB of 15. Cross-indexing '86' with the Gorlu's armor type of 13, we get a result of '6'—the Gorlu takes 6 hits.

The Gorlu then attacks Rollo and rolls a '91', for a modified attack roll of '131'—adding the Gorlu's OB of +69 and subtracting Rollo's DB of 29. Cross-indexing '131' with Rollo's armor type of 9, we get a result of '18D'—Rollo takes 18 hits and an 'D' severity critical. The critical type is 'slash' and another roll is made for the critical—the roll is a '17', Rollo is lucky. Cross-indexing '17' with the severity ('D') on the Slash Critical Strike Table A-10.10.5, we see that Rollo takes 2 extra hits and has a -10 modification to all actions.

Now wounded and worried, Rollo attacks again and rolls a '97'. Because this roll is open-ended, Rollo rolls again—the roll is a '11', so Rollo's attack roll is 108 (97+11). His modified attack roll is '148' (108 +65 OB -15 DB -10 due to the critical). Cross-indexing '148' with the Gorlu's armor type of 13, we get a result of '18E'—the Gorlu takes 18 hits and an 'E' severity critical. The critical type is 'slash' and another roll is made for the critical—the roll is a '66'. Cross-indexing '66' with the severity ('E') on the Slash Critical

ONE-HANDED EDGED WEAPON ATTACK TABLE A-10.9.2

	Plate				Chain				Rigid Leather				Soft Leather				No Armor				
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148-150	8D	10D	12E	14E	15E	15E	18E	18E	16E	18E	18E	22E	22E	20E	25E	28E	22E	25E	28E	30E	148-150
145-147	8C	10C	12D	14E	15D	15D	18E	18E	16E	18E	22E	21E	20E	20E	25E	27E	21E	24E	27E	29E	145-147
142-144	8C	10C	12D	13D	15D	14D	17D	17E	15D	17E	21E	21E	19E	19E	24E	26E	21E	24E	27E	28E	142-144
139-141	8B	10B	11C	13D	14D	14D	17D	17D	15D	16D	20D	20E	19E	19E	23E	26E	20E	23E	26E	27E	139-141
136-138	8B	9B	11C	13D	14C	14C	16D	16D	14D	16D	19D	19E	18D	18E	22E	25E	19E	22E	25E	26E	136-138
133-135	7A	9B	11B	12D	13C	13C	15C	15D	14C	15D	19D	18D	18D	18D	22D	24E	18E	21E	24E	25E	133-135
130-132	7A	9A	10B	12C	13B	13C	15C	15D	13C	15D	18D	18D	17D	17D	21D	23D	17D	20E	24E	24E	130-132
127-129	7A	9A	10B	11C	12B	12B	14C	14C	13C	14C	17D	17D	17C	17D	20D	22D	17D	19D	23E	23E	127-129
124-126	7A	8A	10B	11C	12B	12B	14C	14C	12C	13C	16C	16D	16C	16D	19D	21D	16D	18D	22E	22E	124-126
121-123	7	8A	9A	10B	12A	11B	13B	13C	12C	13C	15C	15D	16C	16D	19D	20D	15D	18D	21E	22E	121-123
118-120	6	8	9A	10B	11A	11A	13B	12C	11B	12C	15C	14C	15C	15C	18D	19D	14D	17D	20D	20D	118-120
115-117	6	7	8A	10B	11A	10A	12B	12C	11B	11C	14C	14C	15C	14C	17C	19D	14C	16D	20D	19D	115-117
112-114	6	7	8A	9A	10A	10A	12B	11B	10B	11B	13C	13C	14C	14C	17C	18D	13C	15D	19D	19D	112-114
109-111	6	7	8A	9A	10A	10A	11A	11B	10B	10B	13C	12C	14B	13C	16C	17C	12C	14C	18D	18D	109-111
106-108	6	7	7	8A	9	9A	10A	10B	9A	9B	12B	11C	13B	13C	15C	16C	11C	13C	17D	17D	106-108
103-105	5	6	7	8A	9	9	10A	9B	9A	9B	11B	11C	13B	12C	14C	15C	10B	13C	17D	16D	103-105
100-102	5	6	7	7A	8	8	9A	9A	8A	8B	11B	10B	12B	12B	14B	14C	10B	12B	16D	15C	100-102
97-99	5	6	6	7	8	8	9	8A	8A	8A	10B	9B	12B	11B	13B	13B	9A	11B	15C	14C	97-99
94-96	5	6	6	6	8	7	8	8A	7A	7A	9A	8B	11A	12B	12B	12B	8A	10B	14C	12C	94-96
91-93	5	5	6	6	7	7	8	7A	7	6A	8A	7B	11A	10B	11B	12B	7	9A	13C	12B	91-93
88-90	4	5	5	6	7	6	7	6	6	6	8A	7B	10A	10B	11B	11B	6	8	13C	11B	88-90
85-87	4	5	5	5	6	6	6	6	6	5	7A	6B	10A	9A	10A	10B	6	7	12B	10A	85-87
82-84	4	4	5	5	6	6	6	5	5	4	6	5A	9	9A	9A	9A	5	7	11B	9	82-84
79-81	4	4	4	4	6	5	5	5	5	4	5	4A	9	8A	9A	8A	4	6	10A	8	79-81
76-78	4	4	4	4	5	5	5	4	4	3	5	4A	8	8	8A	7A	3	—	10A	—	76-78
73-75	4	4	3	3	5	5	4	3	4	3	4	3	8	7	7	6A	—	—	9	—	73-75
70-72	3	3	3	3	4	4	4	3	3	2	3	2	7	7	6	6A	—	—	8	—	70-72
67-69	3	3	3	3	4	3	3	2	3	—	2	—	7	6	6	5	—	—	—	—	67-69
64-66	3	3	2	2	3	3	3	2	2	—	2	—	6	5	5	4	—	—	—	—	64-66
61-63	3	3	2	2	3	2	2	1	2	—	—	—	6	5	4	—	—	—	—	—	61-63
58-60	2	2	2	1	3	2	1	—	—	—	—	—	5	4	—	—	—	—	—	—	58-60
55-57	2	2	1	1	2	2	1	—	—	—	—	—	5	4	—	—	—	—	—	—	55-57
52-54	2	2	1	1	2	2	1	—	—	—	—	—	5	4	—	—	—	—	—	—	52-54
49-51	2	2	1	—	1	1	—	—	—	—	—	—	4	—	—	—	—	—	—	—	49-51
46-48	2	1	—	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	46-48
43-45	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	43-45
40-42	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	40-42
37-39	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	37-39
34-36	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-36
XX-33	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	XX-33

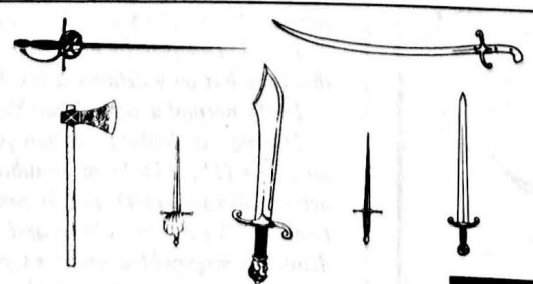
WEAPON DATA

Weapon	Fumble Range	Critical Type	OB Mod	Max Result	Max Critical
Bastard Sword (used 1-handed)	01-04	Slash	-5	150	E
Broadsword	01-03	Slash	+0	150	E
Cutlass	01-03	Slash	-5	150	E
Dagger	01	Puncture	-10	110	D
Falchion ‡	01-05	Slash	+0	150	E
Foil †	01-03	Puncture	-15	110	D
Handaxe	01-04	Slash	+10	150	E
Katana ‡	01-03	Slash	+5	150	E
Long Sword	01-04	Slash	+0	150	E
Main Gauche	01-02	Puncture	-5	120	D
Rapier †	01-04	Puncture	+10	130	E
Sabre	01-03	Slash	+0	150	E
Sai	01-02	Puncture	-10	120	D
Scimitar	01-04	Slash	+0	150	E
Short Sword	01-02	Slash	+0	135	E
Tomahawk	01-04	Slash	+0	140	E

† — Delivers only half of the hits indicated.
‡ — Delivers an extra 50% of the hits indicated.

TYPICAL WEAPON DATA

Length:	2 - 3.5 feet	Range Modifiers:	—
Weight:	3 - 5 pounds		
Fumble Range:	01 - 03 UM (XX=3)		
Critical Type:	Slash (p. 235)		
F — Weapon fumbled, roll on Table A-10.11.1 (p. 240). UM — Unmodified roll. Apply result with no modifications.			



A-10.10.5

	D	E
01-05	Strike lands poorly. +2H	Your attack is weak. +3H
06-10	An opening appears and all you can do is smack foe lightly. +4H	Unbalance foe. You receive Initiative next round. +5H
11-15	You force your opponent back. He keeps you at bay with wild swings. +3H - ✕	You push aside foe's weapon and force him back. +4H - ✕
16-20	You lean in and slash foe's side. You receive Initiative next round. +2H - (-10)	Strong blow to foe's ribs. Foe drops his guard and almost his weapon. ✕ - (-10)
21-35	Arm and chest strikes. Foe cannot defend himself for a moment. You step around his shielded side. +3H - ✕	Foe avoids your main effort, but you nick him on your recovery. Foe receives minor side wound and stumbles back 10 feet. +3H - 4 - (-10)
36-45	Foe blocks your attack on his chest. You slash foe's upper area. +3H - 24	Blow to foe's upper leg. Leg armor helps block the blow. with leg greaves: +5H w/o leg greaves: +3H - 34
46-50	Reach long and catch foe in his lower back. He twists out of it, but is unbalanced. +3H - ✕ - 24	Strike to foe's stomach. He doubles over in pain and you pull your sword clean with one more sweep. +4H - ✕ - 34
51-55	Heavy blow to upper torso. Wound falls open and foe is in pain. His guard is still up, amazingly enough. +5H - ✕ - 34 - (-15)	Cut foe open with little grace. You are unsure of your success until you see all the blood coming out of his chest. +6H - 2✕ - 44 - (-10)
56-60	Tip of your blade gets a hit on foe's thigh. You twist your weapon. +6H - 2✕ - 24	Thigh wound. Your blow cuts deep and severs an important vein. +8H - 2✕ - 54
61-65	You are lucky to strike foe's forearm while recovering from a lunge. +4H - 2✕ - 34 - (-10)	Foe tries to disarm you and pays with a nasty cut to his forearm. +6H - 2✕ - 34 - (-15)
66	You knock foe out for 6 hours with a strike to side of head. If foe has no helm, you kill him instantly. +15H	Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot! +12H - (+10)

Strike Table A-10.10.5, we see that the Gorlu's arm is severed, he is down, he takes 12 more hits, he dies in 12 rounds, and Rollo gets a +10 bonus to his attacks next round.

Heaving a sigh of relief, Rollo sits down and starts to bind his wound.

UNMODIFIED ROLLS

When an attack roll before modification falls within an "Unmodified" (UM) range for the attack table being used, no modifications are made to the attack roll. This includes "open-ended" modifications (i.e., such a roll is not treated as being "open-ended"—do not roll again).

Unmodified results can only be achieved if the unmodified roll falls within these ranges. Modified rolls falling into these ranges are treated as the next higher (or lower) result.

Each unmodified range is marked with a "UM." Each weapon attack table in Appendix A-10.9 (p. 220-230) has an variable unmodified "Fumble Range" specified in the statistics for each specific weapon.

Example: Suppose in the previous example, Rollo had rolled a '02' instead of a '97' on his second attack. '02' is in the unmodified fumble range of 01-03 for Table A-10.9.2. So, even though Rollo would normally add his +65 OB to his attack, his attack roll remains a '02'—Rollo fumbles his broadsword, automatically misses the Gorlu, and must roll on the Weapon Fumble Table A-10.11.1 (p. 240). The roll is '27'. Cross-indexing '27' with the type of weapon ('One-Handed Arms') on Table A-10.11.1, we see that Rollo has dropped his broadsword.

MAXIMUM AND MINIMUM RESULTS

Each attack table has a maximum and a minimum result. If a modified attack roll exceeds the maximum result, the roll is treated as the highest non-unmodified result (see above) allowed. If a modified attack roll is less than a minimum result, the roll is treated as the lowest result that is not an unmodified result.

- On all of the attack tables, the minimum result is one more than the unmodified fumble/failure result.
- On Tables A-10.9.1 - A-10.9.6, the maximum result is 150.
- On Tables A-10.9.7 & A-10.9.8, the maximum result is determined by the type of attack, the animal's size—tiny, small, medium, large, or huge.
- On Table A-10.9.9, the maximum result is determined by the type of bolt—lightning, fire, ice, water, or shock.
- On Tables A-10.9.10 & A-10.9.11, the maximum result is 95 (i.e., one less than the unmodified results).

Example: Suppose in the first example for Rollo's second attack, he had rolled a '97' followed by a '81' instead of a '97' followed by an '11'. His modified attack roll would be '218' (97 + 81 + 65 OB - 15 DB - 10 for the critical). However, the maximum result on Table A-10.9.2 is '150' which would give the same results as '148'.



WEAPON FUMBLE TABLE A-10.11.1

	ONE-HANDED ARMS	TWO-HANDED ARMS	POLEARMS AND SPEARS
01-25	Your palm is sweaty. Maybe you will improve.	My that weapon is heavy! You lose the opportunity to take a swing.	You snag your own clothes and lose the opportunity to take a swing.
26-30	Klutz. Drop your weapon. Spend two rounds recovering it; or draw a new one next round.	Your weapon flies. Take four rounds to recover it; or draw a new one next round.	Fumble your delivery and your weapon is out of position. You lose the option to attack.

SUMMARY

- 1) The attacker makes an open-ended attack roll (not open-ended for Basic Spell attacks).
- 2) If an unmodified result is obtained, proceed to step 4—the roll is not modified by anything.
- 3) All applicable modifications are made to the roll.
- 4) The modified roll is applied to the appropriate attack table.
- 5) The result may require a roll on a second table.



Part III Performing Actions



Part III Performing Actions

Static maneuvers include tracking, hiding, picking locks, disarming traps, reading runes, using items, observation, influencing other characters, and any other complex or unusual activity not involving significant movement.

If a character chooses a static maneuver as his action for a round, the Gamemaster should assign it a difficulty (ranging from "Routine" being the least difficult to "Absurd" being the most difficult):

Routine	+30	Very Hard	-20
Easy	+20	Extremely Hard	-30
Light	+10	Sheer Folly	-50
Medium	+0	Absurd	-70
Hard	-10		

Each difficulty indicates a modification to the static maneuver roll. The Gamemaster may also assign an additional modification to the maneuver roll (e.g., an attempt to hide in a completely empty, small, brightly lit room might be given a difficulty of "absurd -10").

Note: It is important to remember that certain maneuvers may be deemed impossible by the GM. The player should be advised that such a maneuver is doomed to failure.

Unless stated otherwise on the Common Actions Table T-3.2 (p. 39), by the GM, or by the description of the skill used (see Appendix A-4, p. 102), a static maneuver takes one round of 100% activity. Normally, this may be reduced up to 50% by taking a -1 penalty for every 1% reduced (see the example on the next page).

The Gamemaster may require more than one round for maneuvers which he decides are very difficult or complex—see Section 18.10 (p. 54) for a discussion of multi-round actions. He may also allow a character to decrease the difficulty of appropriate maneuvers by using multiple rounds.

After the difficulty is assigned, the character may then decide not to attempt the maneuver (i.e., he reconsiders and decides not to do it). In this case, he cancels his action and may perform some other limited action as described in Section 18.8 (p.54).

If the character decides to proceed with the maneuver, he makes an open-ended roll (1d100) and adds any applicable modifications. These modifications include:

- If a skill applies to the maneuver, add the skill bonus from the character's character record.
- If there is no specific skill that applies to the maneuver, the GM may decide that three times an applicable stat bonus will modify the maneuver.
- Standard modifications from the Standard Static Maneuvers Modifications Table T-4.4.
- Special GM assigned modifications (see Appendix A-4 for suggested modifications for certain skills).

After modifications are made, the resulting total is cross-indexed with the Static Maneuver Table T-4.3 to obtain the maneuver result.

Note: Some results give the maneuverer special bonuses to later maneuvers—these special modifications are **not** cumulative (i.e., only one such modification can be active at a time).

13.0 STATIC MANEUVERS



UNMODIFIED ROLLS

When a static maneuver roll before modification is a '66', no modifications are made to the roll. The '66' result from the appropriate Static Maneuver Table is applied immediately.

When a static maneuver roll before modification is a '100', the roll is not treated as being "open-ended" (i.e., do not roll again). In addition, no modifications are made to the roll—the '100' result from the Static Maneuver Table is applied immediately.

SUMMARY

- 1) The Gamemaster assigns a difficulty to the maneuver.
- 2) The character decides whether or not to perform the maneuver.
- 3) If he decides to perform the maneuver, an open-ended roll (not open-ended for '100') is made.
- 4) If the roll is '66' or '100', proceed to step 5. Otherwise, all applicable modifications are made to the roll.
- 5) The total is applied to the Static Maneuver Table T-4.3.

Example: *Narien uses 60% activity to make a static maneuver to examine a box she has acquired. The GM rules that this is a Light difficulty, so Narien decides to go ahead.*

She rolls a 59 and adds +10 (Light maneuver) and +20 (Observation skill bonus). A full observation maneuver requires 70% activity (see p. 39), so she must also subtract 10 (-1 per 1% under the % activity required). This modified roll of 79 is applied to the Static Maneuver Table 4.3. This is a "Partial Success," so she may not make another maneuver to examine the box until next round. The GM tells Narien that the box is wooden with silver inlays, and that it has some sort of trap. If Narien had a modified roll of 111 or more she would have found out more information like the type of wood, the type of trap, the value of the box, etc.

Narien decides not to examine the box again, and tells the GM that she will make a static maneuver to try and disarm the trap, and that she will be very careful and take the full required % activity. She has a +10 Disarm Trap skill bonus and the GM assigns a difficulty of medium if she takes at least 2 minutes (12 rounds) on the maneuver. She decides to try and rolls a 37, which is modified to a 47. This is a "Failure," so the GM rules that she may not try again for 24 hrs and there is a 20% chance that the trap goes off.

STATIC MANEUVER TABLE T-4.3

-26 down Spectacular Failure:

You make a thorough mess of your attempt as you forget even the most basic principles of this maneuver. You are at -20 modification to your next two actions while you recover from your stunning failure.

-25 - 04 Absolute Failure:

Your remarkable failure marks you for ridicule. Hope your parents weren't watching...

05 - 75 Failure:

You fail. Your skill is not up to the task. Maybe next time.

UM 66 Unusual Event:

Your maneuver is beset by an unusual event. It may or may not be a beneficial occurrence (GM should choose or determine randomly).

76 - 90 Partial Success:

20%

Your attempt bears little fruit, but you appear to be on the right track. Perhaps more attention to detail will improve your chances.

91 - 110 Near Success:

80%

You are within sight of your goal! If appropriate, you may attempt to complete your maneuver with another roll with a modification of +10.

UM 100 Unusual Success:

125%

You have achieved a remarkable success in an unusual fashion. The GM should determine the details; this result may occur because of an unexpected extraneous event or because of a remarkable personal effort.

111 - 175 Success:

100%

Congratulations! You are completely successful in your attempt. Carry on.

176 up Absolute Success:

120%

Zounds! Your masterful performance has stretched the boundaries of your own abilities! You operate at +10 (non-cumulative) to all future attempts to use this skill, until you receive a result of **Absolute Failure** or **Spectacular Failure**.

Note: The "# %" notation indicates the extent to which a maneuver was successful. If partial or extra success is inappropriate, a GM should only take 100% or higher as success.

STANDARD STATIC MANEUVER MODIFICATIONS TABLE T-4.4

General Modifiers

Modification

Any applicable skill bonus varies
Any applicable item bonuses varies
Less than normal % activity used -1 per 1% less

% of Hits Taken

Modification

0% to 25% 0
25% to 50% -10
51% to 75% -20
76% to 100+% -30

Other Wounds

Penalty

Hits/Rnd Being Taken -5 per hit/rnd
Stunned -50 + 3x SD stat bonus

% of ExPs Expended

Penalty

0% to 25% 0
25% to 50% -5
51% to 75% -15
76% to 90% -30
91% to 99% -60
100+% -100

Difficulty

Modification

Routine +30
Easy +20
Light +10
Medium +0
Hard -10
Very Hard -20
Extremely Hard -30
Sheer Folly -50
Absurd -70

Combat Situation

Modification

In a melee environment § -20
Under missile fire -10

Lighting, if Required †

Modification

No Shadows +10
Light Shadows +5
Medium Shadows +0
Heavy Shadows -10
Dark -25
Pitch Black -40

Darkness, if Advantageous †

Modification

No Shadows -30
Light Shadows -20
Medium Shadows +0
Heavy Shadows +10
Dark +30
Pitch Black +40

§ - Some static actions may not be allowed in melee situations (GM's discretion).

† - These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.



Part III Performing Actions

ROLEMASTER



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Part III Performing Actions

14.0 CASTING SPELLS

In order to cast a spell, the character's skill rank for the spell list that the spell is on must be greater than or equal to the spell's level. In addition, the character must have enough Power Points to cast the spell—see Section 8.4 (p. 33) and Appendix A-9 (p.152).

AUTOMATIC SPELL CASTING

If a spell is cast automatically, no static maneuver is required. However, such a spell may still fail:

- All attack spells fail on an unmodified attack roll of 01-02 (see p. 218-219). A 1d100 roll should also be made for each non-attack spell, the spell fails only on an unmodified roll of 01-02.
- Attack spells can also fail on certain modified attack roll results (see p. 218-219).

A spell may automatically be cast if there are no applicable negative modifiers from the Spell Casting Modifications Table T-4.6. Otherwise, a spell may only be cast if a spell casting static maneuver is made.

CONDITIONS REQUIRED FOR AUTOMATIC SPELL CASTING

If any of the following conditions are not met when attempting to cast a spell, a negative modifier from Table T-4.6 applies. In such a case, the caster must make a spell casting static maneuver.

- 1) The spell is *not* of higher level than the caster.
- 2) The spell is from the caster's realm(s) **and** it is not from another profession's base spell lists.
- 3) The spell is not cast as a snap action (instantaneous spells are exempt).
- 4) The caster has not used more than 25% of his overall Power Points.
- 5) If the spell is not instantaneous, the spell is prepared for at least a certain number of rounds:
 - 2 rounds if: (caster's level - spell's level) $\leq$ 2
 - 1 rounds if: $2 < (\text{caster's level} - \text{spell's level}) \leq 5$
 - 0 rounds if: (caster's level - spell's level) $>$ 5
- 6) For *Essence* spells:
 - a) The caster has at least one hand free.
 - b) The caster at least whispers key words for the spell.
 - c) The caster is not wearing armor.
 - d) The caster is not wearing a helmet.
 - e) The caster is carrying less than 52.5 pounds of living organic material.
 - f) The caster is carrying less than 10.5 pounds of non-living organic material.
 - g) The caster is carrying less than 5.5 pounds of inorganic material.
- 7) For *Channeling* spells:
 - a) The caster has at least one hand free.
 - b) The caster at least whispers key words for the spell.
 - c) The caster is not wearing metal armor.
 - d) The caster is not wearing a metal helmet.
 - e) The caster is carrying less than 10.5 pounds of inorganic material.
- 8) For *Mentalism* spells: the caster is not wearing a helmet.

SPELL CASTING STATIC MANEUVERS

If any negative modifiers from Table T-4.6 apply to a given spell, the caster can not automatically cast the spell. Instead, he must make a static maneuver roll in order to be able to cast the spell. If this maneuver is successful, the spell may be cast with the same normal failure chances previously outlined.

This open-ended (1d100) static maneuver roll is modified by the caster's skill bonus for the spell's list **and** all other appropriate modifications from the Spell Casting Modifications Table T-4.6.

Spell Casting Static Maneuver Roll =

- 1d100 (open-ended)
- + caster's skill bonus for the spell's list
- + mods from Spell Casting Modifications Table T-4.6

Note: *This static maneuver is part of the spell casting action and is not a separate action.*

SPELL CASTING STATIC MANEUVER TABLE T-4.5

-76 down Spectacular Failure:

Your spell fails; roll on the Spell Failure Table A-10.11.2 (p. 241) and subtract **triple** the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

-75 – 01 Absolute Failure:

Your spell fails; roll on the Spell Failure Table A-10.11.2 (p. 241) and subtract **twice** the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

02 – 25 Failure:

Your spell fails; roll on the Spell Failure Table A-10.11.2 (p. 241) and subtract the total of all applicable modifications from the Spell Casting Modifications Table T-4.6.

UM 66 Unusual Event:

You become confused and somehow cast the wrong spell. The GM should randomly select one of your other spells. Any results are applied to the target of your original spell (a GM may choose to ignore normal range limitations).

26 – 40 Partial Success:

You complete part of the spell casting. You may cast the spell normally next round as a 50% activity action (i.e., no static maneuver is required).

41 – 60 Near Success:

You cast your spell normally at the end of the deliberate action phase of the current round.

UM 100 Unusual Success:

Your spell is cast and you get a +30 bonus (non-cumulative) to your next spell casting static maneuver (if it occurs in the next 10 minutes).

61 – 125 Success:

Your spell is cast normally.

126 up Absolute Success:

Your spell is cast and you get a +10 bonus (non-cumulative) to your next spell casting static maneuver (if it occurs in the next 10 minutes).



AWARDING EXPERIENCE POINTS

Experience point (EP) accumulation is a significant factor in most FRP systems. Simplistic experience point guidelines have certain advantages, notably quick assessment and a generally diminished opportunity for the Gamemaster to inject bias. This seems to be the rationale behind "gold piece" based systems. Unfortunately, these rules do a disservice to the noble and gutsy player who actually 'experiences' more of the battle or campaign; for quite often the spoils fall into the hands of the cautious, or the gold is divided evenly.

These guidelines are aimed at providing a workable, balanced approach which rewards those who have actually derived the most experience from an adventure without creating situations where the Gamemaster (GM) must make too many or overly subjective decisions.

The suggested experience points awards are guidelines and the Gamemaster should feel free to modify them whenever common sense indicates that they are out of line. The Gamemaster may total and reward experience points at any convenient time, though this usually occurs at the beginning or end of a session of play.

23.1 EXPERIENCE POINT MULTIPLIERS

All of the experience point guidelines given in the next section may be multiplied by 5 if the activity has never been performed by the character, by 2 if the activity has only been performed once before, and by 1/2 if it has become routine. These experience multipliers reflect the "uniqueness" and learning value of a given event or action and may act to significantly increase or decrease the norm. They should be applied to all standard experience values (where applicable) unless stated otherwise.

A routine experience is one where the acting character has employed an idea, maneuver, method, etc. of a nature which has become "common" to him or her. This includes situations where the character has frequently traveled a certain route, kills a specific creature on a frequent basis, always uses a spell in a given fix, or has a given religious experience periodically.

Condition	EP Multiplier
First Time	x 5.0
Second Time	x 2.0
Routine	x 0.5

In addition, certain experience point categories have their own specific multipliers.

Example: *Darien the Illusionist always flees and hides below cliffs when pursued. He then uses an illusion to make the cliff look like a gentle slope, fooling his pursuers and possibly leading them to take a long fall. After the fourth or fifth use of this ploy, the Gamemaster may wish to give Darien half the usual experience points for it has become "routine."*

23.2

BASIC EXPERIENCE POINT CATEGORIES

This Section summarizes some of the activities that normally arise during play which should be rewarded with experience points (EPs). They are the normal rewards, and are subject to modification as a result of circumstance.

The GM may wish to install his own categories or bonuses if needed (e.g., "quest points").

MANEUVER EPS

These experience points are given for unique or inspired maneuvers (static and moving) successfully accomplished during an adventure. For moving maneuvers a "100" result or higher must be obtained. Based upon difficulty, the EPs awarded are given the Maneuver EP Chart and are normally modified by the following factors.

Condition	Modifier
Failure of maneuver involves no danger	x 0.5
Failure of maneuver involves some danger	x 1.0
Failure of maneuver involves danger	x 2.0
Failure of maneuver involves extreme danger	x 3.0
Foe was "defeated" as a result of maneuver	x 5.0

Example: *Jax (a Thief) successfully scouts a cave (the GM ranks this a Light maneuver, 10 EPs). He then sneaks across a clearing without an Orc guard hearing him (a Medium maneuver, 50 EPs), and hides behind a tree next to the Orc (another Medium maneuver, 50 EPs). The GM decides that the first and third maneuver involved "some danger" and the second involved "danger", and records a total of 160 EPs (10x1 + 50x2 + 50x1).*

MANEUVER EP CHART

Routine	0
Easy	5
Light	10
Medium	50
Hard	100
Very Hard	150
Extremely Hard	200
Sheer Folly	300
Absurd	500

Note: Result is a number of experience points received by the character making the maneuver.



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SPELL EP CHART											
Spell Level	Level of the Character Casting the Spell										
	1	2	3	4	5	6	7	8	9	10	11+
1	100	90	80	70	60	50	40	30	20	10	*
2	110	100	90	80	70	60	50	40	30	20	*
3	120	110	100	90	80	70	60	50	40	30	*
4	130	120	110	100	90	80	70	60	50	40	*
5	140	130	120	110	100	90	80	70	60	50	*
6	150	140	130	120	110	100	90	80	70	60	*
7	160	150	140	130	120	110	100	90	80	70	*
8	170	160	150	140	130	120	110	100	90	80	*
9	180	170	160	150	140	130	120	110	100	90	*
10	190	180	170	160	150	140	130	120	110	100	*
11+	200	*	*	*	*	*	*	*	*	*	*

Note: Result is a number of experience points received by the character casting the spell.
* – For characters and/or spells above 10th level the spell EP result is:
100 - (10 x (level of the caster - level of the spell cast)) with a maximum result of 200 and a minimum result of 0.

SPELL EPS

These points are awarded for casting spells during a combat situation and appropriate non-combat situations (i.e., the spell cast must have a valid purpose within the context of the goals of the game). Casting a spell that fails results in 0 points. The experience points awarded are given by the following formula and summarized in the Spell EP Chart.

100 - (10 x (level of the caster - level of the spell cast))
with a maximum of 200 & a minimum of 0

Example: Darien the Illusionist is 20th level. If he casts a 16th level spell—he normally receives 60 EPs. He would receive 0 EPs for casting a 5th level spell, and 200 EPs for casting a 50th level spell (good luck).

Spell EPs may also be modified by the following factors.

Condition	Modifier
Spell caster is in no danger	x 0.5
Spell caster is in some danger	x 1.0
Spell caster is in danger	x 2.0
Spell caster is in extreme danger	x 3.0
Foe was "defeated" as a direct result of spell	x 5.0

COMBAT EPS

A number of different EPs are awarded as a direct result of damage taken and delivered during combat.

Hit EPs

A character receives one experience point for each hit he received during the battle and one EP for each hit he delivered during the battle.

Condition	EP Multiplier
Character is knocked out	x 0.5
Foe is knocked out	x 2.0

Example: Berin takes 10 hits from the killer beaver but is finally able to slay the sucker. Moz gave the beaver 5 hits the round before. Berin receives whatever kill points he gets for the beaver plus 10 EPs; Moz receives 5 EPs.

CRITICAL EPS

These points are awarded for any criticals inflicted on a foe regardless of their effect. The EPs awarded are based upon the level of the foe and are modified depending upon the state of the foe and the combat (see chart on the next page). A character also receives critical EPs when he takes a critical (e.g., 100 EPs for an 'A', 200 EPs for a 'B', etc.).

Note: The critical EPs awarded for criticals against a foe may not exceed the foe's "kill points."

Condition	Multiplier
Foe is dead or dying (i.e., no points)	x 0.0
Foe is unconscious or incapacitated	x 0.1
Foe is down	x 0.2
Foe is stunned	x 0.5
Character is alone in melee combat with the foe ...	x 2.0
Foe is a "Large" creature	x 1.5
Foe is a "Super-large" creature	x 2.0



CRITICAL EP CHART					
Opponent's Level	Critical Delivered				
	A	B	C	D	E
0	3	5	8	10	13
1	5	10	15	20	25
2	10	20	30	40	50
3	15	30	45	60	75
4	20	40	60	80	100
5	25	50	75	100	125
6	30	60	90	120	150
7	35	70	105	140	175
8	40	80	120	160	200
9	45	90	135	180	225
10	50	100	150	200	250
for each level above 10th	+5	+10	+15	+20	+25
to self *	100	200	300	400	500

* - These points are awarded to a character for criticals inflicted upon him by a foe, for these points the "level of the foe" is always treated as 20.

Kill EPs

These experience points are awarded for killing an active opponent or rendering him unconscious. This must occur in a combat situation—a true conflict, not a practice or staged fight. An active opponent is one that is not dead or unconscious. These points all go to the combatant who delivers the blow that knocks out or kills the opponent. The EPs awarded for "killing" a character are given in the chart below.

These EPs are reduced by the number of EPs given for criticals already inflicted on the opponent (to a minimum of zero EPs). In some cases the GM should add extra EPs for creatures with special abilities and powers.

KILL EP CHART											
Opponent's Level	Level of the Character Delivering the "Killing" Blow										
	1	2	3	4	5	6	7	8	9	10	10+
0	50	45	40	35	30	25	20	15	10	5	0
1	200	150	130	110	100	90	80	70	60	50	40
2	250	200	150	130	110	100	90	80	70	60	50
3	300	250	200	150	130	110	100	90	80	70	60
4	350	300	250	200	150	130	110	100	90	80	70
5	400	350	300	250	200	150	130	110	100	90	80
6	450	400	350	300	250	200	150	130	110	100	90
7	500	450	400	350	300	250	200	150	130	110	100
8	550	500	450	400	350	300	250	200	150	130	130
9	600	550	500	450	400	350	300	250	200	150	150
10+	*	*	*	*	*	*	*	*	*	*	*

Note: Result is a number of experience points received by the character delivering the "Killing" blow (this result is reduced by an amount equal to the EPs awarded for individual criticals delivered).

* - EPs awarded for levels above 9th are: $200 + (50 \times (\text{opponent's level} - \text{character's level}))$ with a minimum of 200.

Condition

Modifier

Foe is same race as character x 2.0
 Foe is an "intelligent" creature x 1.5
 Foe is a "Large" creature x 1.5
 Foe is a "Super-large" creature x 3.0

Note: A GM may want to award these points whenever a character(s) **defeats** an opponent, even if combat is not involved. This would involve getting a foe to submit or to perform as you want him to without actually fighting. Examples might include winning a Riddle game with a foe or sneaking into his abode and taking what you are after.

Example: Fulla and Balli are fighting a 9th level Orc. Fulla has delivered two 'A' criticals and a 'B' critical for a total of 180 EPs ($2 \times 45 + 1 \times 90$), and Balli has delivered a 'C' critical for 135 EPs. Balli delivers a critical that kills the Orc. Since Balli is 7th level, the Kill EPs are normally 300, and the GM rules that the Orc is "intelligent" so the 300 EPs is modified by $\times 1.5$ for a total of 450 EPs. However, Balli and Fulla have already delivered 315 EPs ($180 + 135$) worth of criticals; so Balli only gets 135 EPs ($450 - 315$) for delivering the killing blow.

DEATH EPs

A character who takes a "mortal wound" receives EPs equal to the Kill EPs (see above) that a 1st level character would get for "killing" the character. These points are awarded even if the character's mortal wound is healed before he dies.

Condition

Modifier

Character dies, but is later "revived" $\times 2$

Example: If Skal, a 7th level Lay Healer, takes an arrow in his throat that will kill him in 6 rounds, he receives 500 EPs even if he is healed before he actually dies. If he dies and is later revived by a Lifegiving spell, he would receive 1000 EPs (500×2).



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IDEA EPS

These experience points are given for ideas and plans that lead to the accomplishment of a goal or a successful event, set of actions, or adventure. The Gamemaster should keep track of ideas, plans and suggestions made by player characters that prove to be useful or successful. After an event, set of actions, or adventure is completed and experience points from earlier in this section have been awarded, the resulting experience points to **all** group members are totaled. The Gamemaster should award half of this total as "idea points," dividing it among the characters who came up with ideas based upon their respective contributions. This is very subjective, so the Gamemaster doesn't need to keep an exact tally of ideas and can usually rely on his general impressions of the adventure.

Example: Balli, Fulla, and Jax have defeated an Orc guard in the examples presented earlier in this section (Jax remain in hiding as the Orc guard was defeated). Their GM totals the EPs already acquired as: Jax, 160 EPs; Balli, 270 EPs; and Fulla, 180 EPs. Thus, the GM should award 305 idea EPs (half of the 610 total). Jax had come up with the plan for scouting the area and setting up behind the Orc guard as a reserve force, so the GM awards Jax 155 idea EPs and gives Balli and Fulla 75 idea EPs each.

TRAVEL EPS

A character receives one experience point for each mile traveled on land in an unfamiliar area, and one experience points for every 10 miles if flying or at sea. The character must be conscious and interacting with his environment.

Condition	Multiplier
Travel is in civilized region	x 0.5
Travel is in moderately dangerous region	x 2.0
Travel is in extremely dangerous region	x 3.0

Example: A group has traveled 30 miles from through a moderately dangerous region. Thus, each character gets 60 experience points (30 miles x 2 for moderately dangerous) for travel.

MISCELLANEOUS EPS

Most of these experience point guidelines concern action in a tactical situation—a situation involving detailed and precise activity, usually under time constraints, such as fighting, maneuvering, and exploring. It is more difficult to award experience points for activities and accomplishments in a strategic environment—less structured than the tactical environment.

Travel points reflect the experience gained by traveling through new and stimulating regions. In addition, a Gamemaster should award miscellaneous experience points for the other strategic activities not involving travel. For example, figuring out a riddle or clue, planning a successful trip or adventure, etc.

These points may also be awarded by the Gamemaster for events that have special significance to a given character. For example, having a religious experience, visiting a special place, accomplishing a special mission or goal, casting non-combat spells, etc. They are also awarded for any actions or accomplishments that the Gamemaster deems worthy of reward.

NEGATIVE EXPERIENCE POINTS

Negative points can be awarded if the Gamemaster feels that the actions of a character demonstrate a regression in the learning process.

Example: Trenket is wandering through a corridor of a deserted castle and finds a trap (for which the GM awards her 100 EP), skillfully circles it and proceeds (perhaps more EP, depending on difficulty). Some hours later she returns and, having forgotten the trap, walks right into it. The GM determines this is something an adventurer of Trenket's level shouldn't do (i.e., stumble into a known trap), and awards her 100 negative experience points.

In the rare case when negative points awarded bring a character's experience point total below the minimum for his level, he loses all benefits earned for that level (resistance rolls and combat bonuses), although not acquired skills. Skills currently being learned and stat gains are not acquired until the character next reaches a level he had not previously attained.



A-9.3

THE SPELL DESCRIPTION KEY

Several types of codes may follow the spell names in the listings: area of effect, duration, range, and type. In addition, some descriptions will explain that a particular spell has an RR Modification (shown with the notation [RR Mod: #]). This section presents a key to those codes.

SPECIAL SPELL CODES

[RR Mod #] – Any RRs against the effects of this spell are modified by #.

- * – Instantaneous; spell does not require preparation rounds.
- – Spell does not require power points.
- ‡ – Part of a set of spells that must be thrown in conjunction with other spells continuously to be effective (or fully effective).

SPELL TYPES

- E** – Elemental spell. These spells use the force of the spell to manipulate physical elements (heat, cold, wind, light, water, earth, sound, smell, taste, touch). These elements (and not the spell) are used to either create a phenomena that can affect the physical environment of the target (e.g., a “wall” spell) or the sense of the target (e.g., an “illusion” spell). Because the elements are real, no Resistance Rolls are normally allowed.
- BE** – Ball Elemental spell. These are elemental spells that attack an area with one of the physical elements. Such attacks are resolved on the Ball Spell Attack Table A-10.9.10 (p. 229)—see also Appendix A-10.8 (p. 219).
- DE** – Directed Elemental spell. These are elemental spells that directly attack a target with one of the physical elements. Such attacks are resolved on the Bolt Spell Attack Table A-10.9.9 (p. 228)—see also Appendix A-10.7 (p. 219).
- F** – Force spell. These spells involve the direct manipulation of matter, energy, the elements, or living beings through the use of a spell’s force. If the spell has a target capable of resisting, the caster makes an attack roll on the Basic Spell Attack Table A-10.9.11 (p. 230)—see also Appendix A-10.6 (p. 218). to determine the RR modification for the target. Determine the type of armor the target is wearing and roll



on the appropriate column of the table (using the Other column if nothing else applies). After determining the RR modification, the target makes an RR (on Table T-3.4, p. 230, using the target’s level and the attacker’s level as the indices).

- P** – Passive spell. These spells usually only indirectly or passively affect a target. Thus, if an RR is allowed (GM’s discretion), its purpose is only to determine if the target is aware of the spell. Many detection spells are of this type.
- U** – Utility spell. These spells only affect the caster, a willing target, or a target incapable of resistance. Thus, RRs are not usually necessary. A willing target who is capable of resisting may still be required to make an RR (GM’s discretion), but it is modified by -50 (i.e., he mostly likely will not resist). Most healing spells are of this type.
- I** – Informational spell. These spells involve gathering information through means that do not require RRs.

SPELL SUB-TYPES

- s** – Subconscious spell. These spells are capable of being cast (or triggered) by the subconscious. The caster can always cast a spell of this type as a normal spell. In addition, any subconscious spell can be triggered while the caster is unconscious, asleep, in a trance, etc. A subconscious spell can be triggered by conditions that the spell can affect (e.g., a *Regenerate* spell will trigger if the caster is knocked out and has unhealed concussion hits).
A *Stun Relief* spell may be cast normally while stunned (or stunned no parry) with no penalty. Similarly, an *Awake* spell may be cast while unconscious or asleep if circumstances alert the caster/spell’s senses. In both cases, it is assumed that the spell is triggered subconsciously.
- A GM may allow a character to set conditions on his subconscious spells by “programming” his subconscious (e.g., a character might decide to only trigger *Regenerate* if he takes hits and goes unconscious in combat and not if he just trips and falls and knocks himself out). In such a case, the GM may require a maneuver roll to use the “programming” modified by +50 *plus* three times the character’s Self Discipline *plus* any skill developed for this spell list.
- m** – Mental Attack spell. Any spell marked with an ‘m’ is considered a mental attack spell, and is subject to effects and defenses that target mental or mind attacks. It should also be noted that these spells are ineffective against any creature or entity that does not have a “mind” per se (e.g., Undead, plants, politicians, etc.).

SPELL AREAS OF EFFECT

- x target(s)** – The spell affects x number of targets.
- x target(s)/lvl** – The spell affects a number of targets equal to the caster’s level times x.
- distance R** – The spell affects all within a radius equal to distance in size.
- distance R / lvl** – The spell affects all within a radius equal to distance times the caster’s level in size.
- area** – The spell affects all within a fixed area of effect. Sometimes area will be specified as a specific target (e.g., 1 herb, 1 limb, etc.).
- caster** – The spell affects only the caster.
- – The spell has no area of effect.
- varies** – The exact size of the area of effect depends upon some other aspect of the spell.

SPELL DEFENSE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	1 target	1 min/lvl	10'	U
2)	Cancel Channeling	caster	C	self	F
3)	Protection Sphere I	varies	C	10'	U
4)	Cancel Essence	caster	C	self	F
5)	Protection II	1 target	1 min/lvl	10'	U
6)	Cancel Mentalism	caster	C	self	F
7)	Protection Sphere II	varies	C	10'	U
8)	Dispel Channeling I	1 target	C	10'	F
9)	Channeling Shield	caster	1 min/lvl	self	U
10)	Protection III	1 target	1 min/lvl	10'	U

- Protection I** – Subtracts 5 from elemental attack rolls against the target, and adds 5 to all of the target's RRs versus spells.
- Cancel Channeling** – When the caster of this spell is a target of a spell from the realm of Channeling, the "incoming" spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to its caster's level. If the "incoming" spell passes the RR, it may target the caster of this spell normally; otherwise the incoming spell has no effect on this target.
- Protection Sphere I** – As *Protection I*, except for duration and all beings within 10' of target get the benefits.
- Cancel Essence** – As *Cancel Channeling*, except the caster is protected from spells in the realm of Essence.
- Protection II** – As *Protection I*, except bonuses are 10.
- Cancel Mentalism** – As *Cancel Channeling*, except the caster is protected from spells in the realm of Mentalism.
- Protection Sphere II** – As *Protection Sphere I*, except bonuses are 10.
- Dispel Channeling I** – Any active spell from the realm of Channeling that is on the target must make an RR (use the level of that spell's caster as the spell's level). If the spell fails its RR, it is dispelled.
- Channeling Shield** – Creates a shimmering shield in front of the caster. This shield subtracts 10 from all frontal Channeling attack rolls on the caster (base and elemental). In addition, if the caster performs no other actions during a round, he can "parry" (as with a normal shield) one spell attack. The parry bonus is equal to 10 plus the caster's skill rank with this list.
- Protection III** – As *Protection I*, except bonuses are 15.



WEATHER WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Living Gauge	caster	C	self	I
2)	Rain Prediction	caster	—	self	I
3)					
4)	Storm Prediction	caster	—	self	I
5)	Weather Prediction I	caster	—	self	I
6)					
7)	Breeze Call	10'R	1 rnd/lvl	self	E
8)	Fog Call	10'R/lvl	1 min/lvl	self	E
9)					
10)	Weather Prediction III	caster	—	self	I

- Living Gauge** – Caster can ascertain information from the surrounding atmosphere. Information that may be gained includes: temperature, humidity, barometric pressure, and wind speed. The caster can gain a different piece of information each round.
- Rain Prediction** – Gives caster a 95% chance of predicting the time and type of precipitation (± 15 min.) over the next 24 hr. period.
- Storm Prediction** – As *Rain Prediction*, except it allows a 95% chance of predicting the time and type of a storm, ± 15 minutes over the next 24 hour period.
- Weather Prediction I** – As *Rain Prediction* except it allows 95% chance of predicting time, type, and severity of weather (± 15 minutes) over the next 24 hour period.
- Breeze Call** – Caster causes a breeze to come forth that will drive out any gaseous matter (cloud, etc.) and modifies by -10 all missile attacks entering, exiting, or passing through the area of effect. Once set, the direction of the breeze will not change.
- Fog Call** – Caster causes fog to arise that obscures all vision in and through the radius. All missile attacks into or out of the fog are modified by -10 to -50 (GM's discretion). See Appendix A-9.17.12 (p. 206) for more on fog.
- Weather Prediction III** – As *Weather Prediction I*, except that caster has a 95% chance of predicting weather over a 3 day period.

SPECIAL NOTES

- All weather generating spells cause weather to gradually form over a period of one minute. In addition, weather generating spells have no effect in areas where there are not normally occurring weather patterns (i.e., inside buildings, etc.).
- See App. A-9.17.13 (p. 206) for more on information spells.



OPEN ESSENCE LIST 9.9.3 ELEMENTAL SHIELDS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Resist Light	1 target	1 min./lvl	10'	U
2)	Resist Heat	1 target	1 min./lvl	10'	U
3)	Resist Cold	1 target	1 min./lvl	10'	U
4)	Resist Light Sphere	10'R	1 min./lvl	10'	U
5)	Resist Heat Sphere	10'R	1 min./lvl	10'	U
6)	Resist Cold Sphere	10'R	1 min./lvl	10'	U
7)					
8)	Lightarmor	1 target	1 min./lvl	10'	U
9)	Heatarmor	1 target	1 min./lvl	10'	U
10)	Coldarmor	1 target	1 min./lvl	10'	U

- Resist Light** – Target is totally protected from all natural light (includes glare, sunburn, and temporary blinding; but not lightning). This also give a special modification of +10 to all RRs versus light (electricity), and a special modification of +10 to target's DB against elemental electricity attacks.
- Resist Heat** – As *Resist Light*, except protects against natural heat to 200°F and the modifications apply to heat.
- Resist Cold** – As *Resist Light*, except protects against natural cold to -20°F and the modifications apply to cold.
- Resist Light Sphere** – As *Resist Light*, except all beings within a 10' radius of target are protected.
- Resist Heat Sphere** – As *Resist Heat*, except all beings within a 10' radius of target are protected.
- Resist Cold Sphere** – As *Resist Cold*, except all beings within a 10' radius of target are protected.
- Lightarmor** – As *Resist Light*, except protects against all natural light and electricity and the modifications are +20 for RRs and +20 for DB against attacks.
- Heatarmor** – As *Lightarmor*, except protects against heat.
- Coldarmor** – As *Lightarmor*, except protects against cold.

SPECIAL NOTES

No spells on this list are cumulative with each other.



OPEN ESSENCE LIST 9.9.4 ESSENCE HAND

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Vibrations I	1 target, 1 lb	1 rnd./lvl	100'	F
2)	Staying I	1 target, 1 lb	1 min./lvl	100'	F
3)	Telekinesis I	1 target, 1 lb	1 min./lvl(C)	100'	F
4)	Vibrations II	1 target, 5 lbs	1 rnd./lvl	100'	F
5)	Staying II	1 target, 5 lbs	1 min./lvl	100'	F
6)	Telekinesis II	1 target, 5 lbs	1 min./lvl(C)	100'	F
7)	Vibrations III	1 target, 25 lbs	1 rnd./lvl	100'	F
8)	Staying III	1 target, 25 lbs	1 min./lvl	100'	F
9)	Vibrations IV	1 target, 50 lbs	1 rnd./lvl	100'	F
10)	Aiming	1 target	1 rnd(C)	touch	U

- Vibrations I** – Causes an object of up to 1 pound mass to vibrate rapidly; if fragile it may break (roll a RR). If it is an object held by a being the being must make a RR or fumble it (each round).
- Staying I** – Exerts 1 pound of pressure on a person or object. Object cannot be moved by staying alone, and pressure can only be in one direction.
- Telekinesis I** – Can move one object, up to 1 pound in mass, up to 1' per second (with no acceleration). If the caster stops concentration before the duration is up, the object remains stationary as if it had a *Staying* spell of an equal weight limit cast upon it.
- Vibrations II** – As *Vibrations I*, except mass limit is 5 pounds.
- Staying II** – As *Staying I*, except mass limit is 5 pounds.
- Telekinesis II** – As *Telekinesis I*, except mass limit is 5 pounds.
- Vibrations III** – As *Vibrations I*, except mass limit is 25 pounds.
- Staying III** – As *Staying I*, except mass limit is 25 pounds.
- Vibrations IV** – As *Vibrations I*, except mass limit is 50 pounds.
- Aiming** – By concentrating on the mind of a missile firer (the firer cannot be the caster) and the flight of the missile, the caster causes +50 to be added to the attack roll of the missile. The caster must concentrate, touch the firer and see the missile for the entire round that the missile is fired.



MAGICIAN BASE LIST 9.11.5

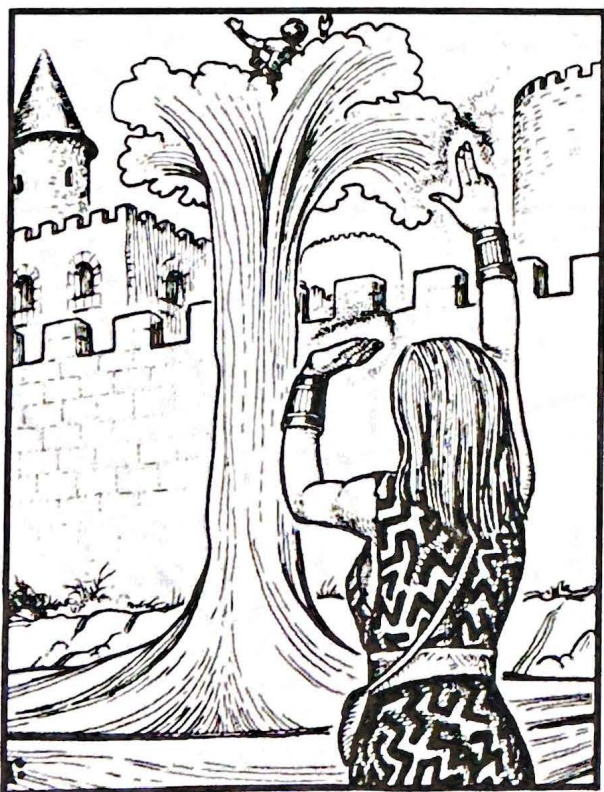
WATER LAW

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

- 1. Condensation** — Condenses 1 cubic foot of water from the surrounding air. Water gradually condenses into caster's hands and may be funneled into any suitable receptacle.
- 2. Fog** — Creates dense fog within up to 10' radius per level of the caster. See Appendix A-9.17.12 (p. 206).
- 3. Waterwall** — Creates a wall of water up to 10' x 10' x 1'. This wall reduces all movement through it by 80%. In addition, all attacks through the wall suffer a -80 penalty.
- 4. Water Bolt I** — A bolt of water is shot from the caster's palm. Resolve attack on the Bolt Spell Attack Table A-10.9.9 (p. 228).
- 5. Unfog** — Disperses any fog in the area of effect. If all of a fog is not dispersed (i.e., the fog covers a greater area than the area of effect for this spell), the fog will refill the area of effect at a rate of 10' radius every 1-5 minutes.
- 8. Calm Water** — Water within radius is calmed. Waves are cut by 20' in center and less towards the perimeter.
- 10. Waterwall True** — As *Waterwall*, except for the duration.

SPECIAL NOTES

All walls created by spells on this list must rest on a solid surface.



MAGICIAN BASE LIST 9.11.6

WIND LAW

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

- 1. Breezes** — Causes a light breeze (up to 20' per round) as long as the caster concentrates. Any gasses in the area are moved by the breeze.
- 2. Airwall** — Creates a wall of dense churning air up to 10' x 10' x 3'. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
- 3. Slumber Mist** — By concentrating, the caster can remove most of the oxygen from the area of effect. After three rounds of concentration, all targets in the area of effect must make an RR each round in the area of effect or fall asleep (1 round per 10 failure). All fire spells in the area suffer a -20 penalty (or are 20% less effective in the case of non-attack spells).
- 4. Stun Cloud I** — Creates a 5' radius cloud of charged gas particles. This cloud delivers a 'C' Electricity critical to all within the area of effect on the first and second rounds; a 'B' on the third and fourth rounds; and an 'A' on the fifth and sixth rounds (after 6 rounds, the cloud dissipates). This cloud drifts with the wind. The cloud takes one round to form (so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical). It dissipates after six rounds.
- 5. Airstop I** — Stops all generalized air movement (e.g., wind) up to winds of 30 mph; cuts stronger winds by 30 mph in the area of effect.
- 6. Stun Cloud X** — As *Stun Cloud I*, except radius is 10'.
- 7. Vacuum I** — Creates a 5' radius near vacuum. Anyone inside the radius must make a successful RR or take a 'B' Impact critical, as air leaves and rushes back in.
- 8. Air Stop II** — As *Air Stop I*, except radius is 20'.
- 9. Slumber Cloud** — As *Slumber Mist*, except for the duration, and it drifts with the wind.
- 10. Stun Cloud IV** — As *Stun Cloud V*, except radius is 20'.

SPECIAL NOTES

- All vacuums created by spells on this list also create a loud noise. The larger the radius, the louder the noise. The GM may wish to rule that all within the radius must make a second RR or be deafened for 1 round per 10 failure (RR attack level equals the radius of the vacuum).
- All walls created by spells on this list must rest on a solid surface.
- An elemental creature made of gas will be cut to 20% activity if it is the target of an *Air Stop* spell (and the creature fits into the area of effect). A *Vacuum* spell thrown upon an elemental creature made of gas will result in a Slaying critical on the creature.

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