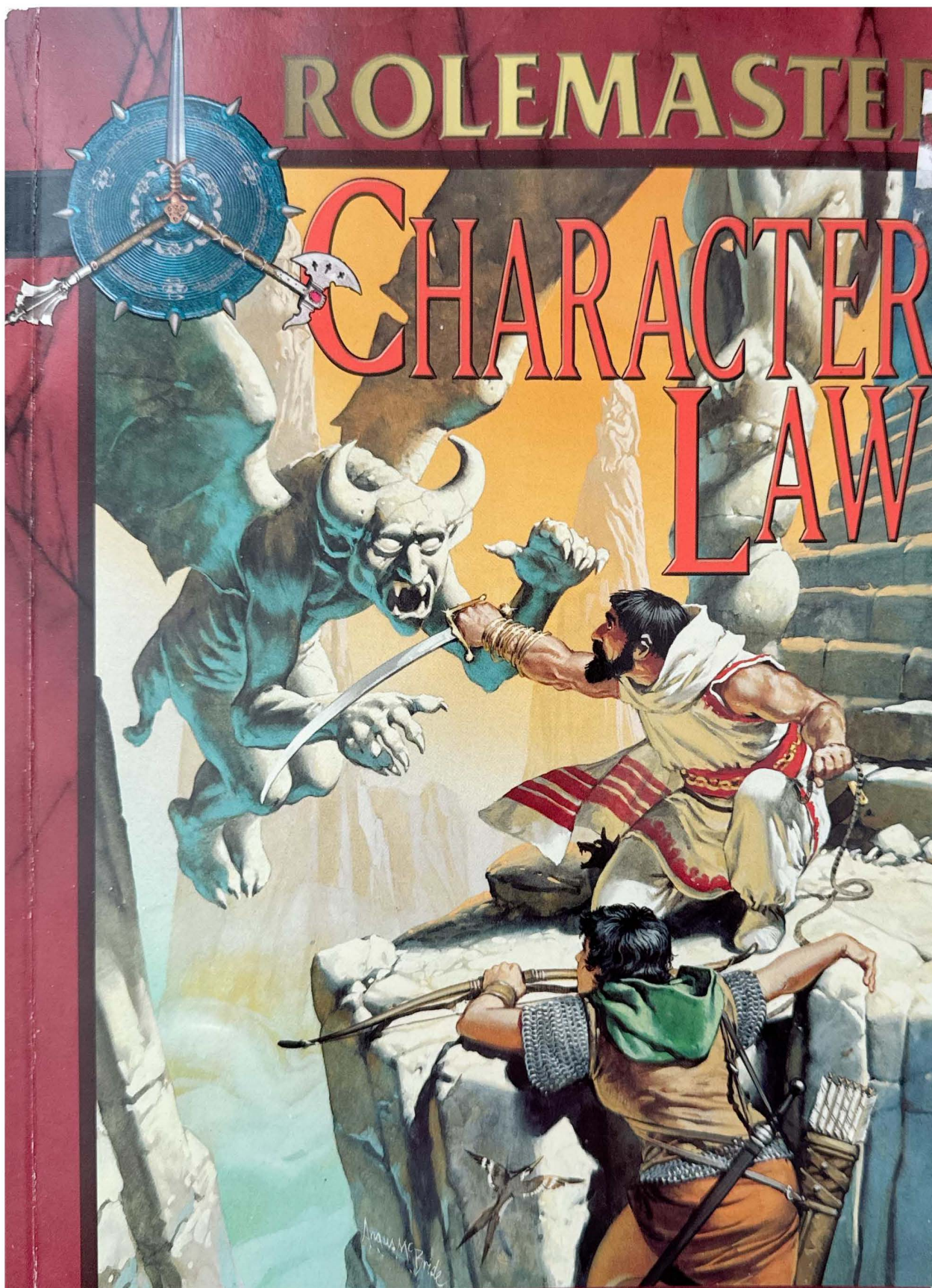


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ROLEMASTER™

CHARACTER LAW



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NIANTIC-1023

IPR2025-01273, IPR2025-01274

IPR2025-01275, IPR2025-01276

CHARACTER LAW™

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Special thanks from Eric Dewey to: God (Proverbs 16:3), Amy ("You want it read by when?") Dewey my lovely and talented wife, David ("Anybody have a pencil I can borrow?") Reeder, Tim ("PLASMA BOLT!") Parker, Mike ("It's not easy playing a dullard.") Hall, Pat ("Hey, what's this red ribbon doing in the middle of the road?") DuFriend, Kris ("I sneak up to the . . . AAARGH!") Kealiher, John ("I pull out the W.O.W.") Bryant, Chris ("What are the odds of me finding a magical Falcotta?") Tennefos, Neil ("How do, Pardner?") Erichson, and Carole ("Law Babe") Dewey..





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INTRODUCTION



Introduction

Character Law expands the *Rolemaster Fantasy Role Playing (RMFRP)* character development process by providing a wealth of new choices and options:

- 11 additional races and cultures
- 11 additional professions
- 21 additional training packages
- 5 additional skill categories and dozens of additional skills
- A complete, detailed system for using background options to determine your character's talents, flaws, status, wealth, and starting items

Character Law also includes guidelines for creating a believable and unique character. Parentage, culture, religion, and other facets of a character's life are all discussed with suggestions to breathe life into your paper character. The character should take on a life of his own, possibly even surprising you in his completeness.

The master tables in the back of *Character Law* summarize all of the character development information from both *RMFRP* and *Character Law*.

YOUR CHARACTER'S BACKGROUND

The most important aspect of any *Rolemaster* campaign has to be the characters. Everything revolves around what they do, how they do it, and most importantly why they do it. The better developed the characters are, the better the campaign will be. The Gamemaster can spend hours planning intricate plots and sub plots, but if the characters themselves are nothing better than mediocre, all the Gamemaster's planning could be for naught.

When a character has a complete background, it gives the Gamemaster much more to work with in terms of setting up an adventure. As your gaming group's characters start to become more developed, the adventures should become equally more developed. A campaign that started out with "You were hired by a wizard in a tavern to retrieve an item stolen by a party of orcs..." could turn into something like "Your cousin, the Grand Vizier of the Northern Marshes, is currently trying to throw your parents off of the throne. He has been consulting with men of a darker profession, seeking to enlist their aid in his bid for power. Not only that, but the bounty hunter who has been trailing you for the past two months has instigated an effective campaign against your integrity; townspeople who once thought you were their hero have been repulsed with the tales (all false) of your brazen disregard for the morals of the town. Meanwhile, in another part of the town..." It is easy to see how a detailed character can lead to a detailed campaign.

Character Law will allow players more diversity in creating their characters. No longer will a character's background be determined by a mere roll of the dice. Each background option, skill choice, and talent may be selected by the player himself.

Enjoy *Character Law*—death to the two-dimensional character.

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



CHARACTER
LAW



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CHARACTER LAW™

From the ranks of paupers...

Add the power of expanded character development to your game. *Character Law* is the ultimate Player's Guide for *Rolemaster Fantasy Role Playing*.™

Double your available professions and triple your races and cultures. Enjoy more than twenty new training packages along with new skills and skill categories.

Customize your characters using comprehensive background options: status, wealth, items, talents, and flaws. Choose from hundreds of talents, such as Natural Horseman, Lucky, Eye of the Hawk, Battle Reflexes, Destiny Sense, & Look of Eagles.

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ICE, Inc.
PO Box 1605
Charlottesville, VA 22902
USA

<http://www.ironcrown.com>

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Printed in Canada

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