



Rolemaster Basics

Iron Crown Enterprise RMFRP 1999 (4th Edition)

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Based on

Based on Rolemaster Fantasy Role Playing (ICE #5800) – RMFRP 1999 (4th Edition), a tabletop roleplaying game from Iron Crown Enterprises (1980).

Dice rolls

- Percentile Rolls: 1d100 (1-100):
 - o Low Open-ended Roll
 - o High Open-ended Roll
 - o Open ended d100
- Non-1-100-Rolls
- Unmodified Rolls (UM): 1d100 no modifications

Basics

Units

1 lbs (Pfund)	0,453 kg	1 kg	2,205 lbs
1 inch	2,5 cm	1 cm	0,39 inch
1 foot	0,3 m	1 m	3,2 feet
1 mile	1,609 km	1 km	0,622 miles
Fahrenheit	= C * 1,8 + 32	Celsius	= (F - 32) / 1,8
1 round	10 sec		

Money

We suggest that money be in the form of coins, each weighing 0.25 of an ounce (64 to the pound). The coins have different values based upon the metal (mithril, gold, silver, bronze, copper, or tin) that they consist of:

1 mithril piece (mp)	=	10 platinum pieces (pp)
1 platinum piece (pp)	=	10 gold pieces (gp)
1 gold piece (gp)	=	10 silver pieces (sp)
1 silver piece (sp)	=	10 bronze pieces (bp)
1 bronze piece (bp)	=	10 copper pieces (cp)
1 copper piece (cp)	=	10 tin pieces (tp)

Character:

Hitpoints

Hitpoints: Skill Bonus Bonus Fertigkeit Body Development (10 + (2 CO stat bonus) + SD stat bonus + profession bonus + skill rank bonus + special)

Hit Exhaustion

% of Hits Taken	Mod Att/Man.
0-25%	0
26-50%	-10
51-75%	-20
76-100%	-30

Hit Healing

- Character active: alle 3h 1 hit healed
- Character rests: Co stat bonus / 2 pro resting hour (min 1 hit)
- Character sleeps: Co stat bonus * 2 pro 3 h (min 3 hit)

Exhaustion Points

(p. 57)

Exhaustion Points = 40 + (3 x CO stat Bonus) + any special bonus.

Power Points

Power Points: Skill Bonus Power Point Development

- Recovering Power Points:
 - o CH active: alle 3 h 1 PP recovered
 - o CH rests: Real stat bonus / 2 pro resting hour (min 1 PP)
 - o CH sleeps: 3h 50% of PP are recovered

Defensive Bonus

Defensive Bonus: (Der Defensive Bonus wird beim Angriff eines Gegners beim Attack Roll abgezogen):

Basiswert Berechnung: Quickness Stat Bonus * 3 + Amor Quickness penalty ([T-3.3](#)) + Shield/special Armor

Known Spells

Every spell from known spell list can be spoken which spell level <= CH Level

Resistance Rolls

Resistance Bonus	Race Bonus + xx Stat Bonus
Essence Spells	3x Empathy Stat Bonus
Channeling Spells	3x Intuition Stat Bonus
Mentalism Spells	3x Presence Stat Bonus
Poisons	3x Constitution Stat Bonus
Diseases	3x Constitution Stat Bonus
Fear	3 x Self Discipline Stat Bonus

Resistance Roll: open ended d100 + Resistance Bonus >= Resistance Roll table T-3.4

RESISTANCE ROLL TABLE T-3.4																	
Target Level	Attack Level of the Spell Caster															Target Level	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15		>15 †
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	+	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	+	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	+	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	+	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	+	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	+	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	+	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	+	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	+	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	+	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	+	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	+	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	+	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	+	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	+	15
> 15 †	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	>15

† -For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

To resist the target's Resistance Roll must be greater than or equal to the number given.

Standard RR Modifications:

- Basic Spell Attack Roll modifications varies from -125 to +70
- Special bonuses due to items or the spell varies
- Bonus due to the target's race varies
- Willing target (the target doesn't want to resist the spell) -50
- Same realm (target's realm of power is the same as the spell's) +15
- 3x target's stat bonus for the spell's realm -30 to +30 (In for Channeling, Em for Essence, and Pr for Mentalism)

Moving Maneuver Penalty

(MMP section 15.0 p. 48)

Lesser of: armor's Minimum Maneuver Modification OR (armor's Maximum Modification) + (skill Bonus for worn armor) (Armor's Min/Max Modification T.3.3.) -e.g. *rigged leather breastplate (AT: 9): Min Man Mod: -5, Max Man Mod: -50, Rigid Leather skill bonus +27* ☑ $--50 + 27 = -23$ MMP

Base Movement Rate

(p. 35) Base Movement Rate = 50' + 3x Quickness Stat Bonus + Stride Chart

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

PACE CHART			
Pace	Pace Multiplier	Normal Maneuver Difficulty †	Exhaustion Point Cost/Rnd
Walk	1x	none	1 every 60 rnds
Fast Walk / Jog	1.5x	none	1 every 30 rnds
Run	2x	none	1 every 12 rnds
Sprint / Fast Run	3x	easy	2/rnd
Fast Sprint	4x	light	6/rnd
Dash	5x	medium	50/rnd

† – Assumes a Weight Penalty of -1 to -10 (see above).

Movement Rate / Round = Base Movement Rate x Pace Multiplier

Weight Penalty

(p. 56)

Weight Allowance = 10% of CH Weight

Encumbrance Penalty: If Weight of CH equipment (not clothes/armor) is higher than CH Weight Allowance: determine Encumbrance Penalty by how many times the weight allowance is higher.

Weight Penalty = Encumbrance Penalty + Armor Quickness Penalty (T-3.3)

ENCUMBRANCE CHART		
Number of Weight Allowance Units		Encumbrance Penalty
More Than	Less Than or Equal to	
0x	1x	0
1x	2x	-8
2x	3x	-16
3x	4x	-24
4x	5x	-32
5x	6x	-40
6x	7x	-48
7x	8x	-56
8x	9x	-64
9x	10x	-72
10x and up		-72 + (-8 per additional weight allowance)

Note: Encumbrance Penalty = -8 x truncated [10 x weight + character's weight]

ARMOR TABLE T-3.3				
Armor Type	Minimum Maneuver Mod.*	Maximum Maneuver Mod.†	Missile Attack Penalty‡	Armor Quickness Penalty§
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-20	5	0
7	-10	-40	15	10
8	-15	-50	15	15
9	-5	-50	0	0
10	-10	-70	10	5
11	-15	-90	20	15
12	-15	-110	30	15
13	-10	-70	0	5
14	-15	-90	10	10
15	-25	-120	20	20
16	-25	-130	20	20
17	-15	-90	0	10
18	-20	-110	10	20
19	-35	-150	30	30
20	-45	-165	40	40

* – Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type—see Section 8.4 (p. 34) and Appendix A-4.1 (p. 104).

† – Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type—see Section 8.4 (p. 34) and Appendix A-4.1 (p. 104).

‡ – The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms and hands of a combatant (see Appendix A-10.4, p. 215).

§ – An Armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB—see Section 8.4 (p. 33) and Appendix A-10.3 (p.212). Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.

Encumbered Movement

(p. 56) Weight Penalty may limit maximum pace and makes maneuver more difficult

PACE LIMITATIONS CHART							
Weight Penalty †	Maximum Pace	MANEUVER DIFFICULTY BASED ON PACE *					
		Walk	Jog	Run	Sprint	Fast Sprint	Dash
0	Dash	none	none	none	Routine	Easy	Light
-1 to -10	Dash	none	none	none	Easy	Light	Medium
-10 to -25	Fast Sprint	none	none	Easy	Light	Medium	—
-26 to -40	Sprint	none	Easy	Light	Medium	—	—
-41 to -65	Run	Easy	Light	Medium	—	—	—
-66 to -100	Jog	Light	Medium	—	—	—	—
-101 and up	Walk	Medium	—	—	—	—	—

* — Modify maneuvers for the walk, jog, and run paces by either three times the character's Ag stat bonus or his distance running skill bonus (use the highest). Modify maneuvers for sprint, fast sprint, and dash paces by the character's sprinting skill bonus.

Miscellaneous Topics

Offensive Capabilities

(p. 210)

OFFENSIVE CAPABILITIES TABLE T-3.5						
ATTACK ROLL MODIFICATIONS VERSUS:						
Factor	Melee	Missile	Basic Spells	Directed Spells	Area Spells	Special
Skill Bonus	full	full	none	full	none	OB for the weapon or spell.
Skill Rank	none	none	full	none	full	Skill rank of spell's list.
Special Items	full	full	full	full	full	Varies due to type of item.
Weapon Quality	full	full	none	none	none	This is normally part of the OB.
Using Less Than Max. % Activity	varies	varies	none	none	none	-1 mod for each 1% less than max used.
Position:						
Flank Attack	+15	0	0	0	0	Cumulative with other position mods.
Rear Attack	+20	0	0	0	0	Cumulative with other position mods.
Surprise Attack	+20	0	0	0	0	Cumulative with other position mods.
Advantageous Position	varies	0	0	0	0	Cumulative with other position mods.
Target Status:						
Static Target	0	0	+10	+30	+10	Applies to prone and/or surprised targets not moving and with no cover. Target gets no Qu bonus to his DB.
Stunned Target	+20	+20	0	0	0	Not cumulative with other target status mods.
Downed Target	+30	+30	0	0	0	Not cumulative with other target status mods.
Prone Target	+50	+50	0	0	0	Not cumulative with other target status mods.
Attacker Status:						
% of Hits Taken:						
26-50%	-10	-10	-5	-10	-5	Not cumulative with other Hits Taken mods.
51-75%	-20	-20	-10	-20	-10	Not cumulative with other Hits Taken mods.
76-100%	-30	-30	-20	-30	-20	Not cumulative with other Hits Taken mods.
% of Exhaustion Points Taken:						
26-50%	-10	-10	-5	-10	-5	Not cumulative with other ExPs Taken mods.
51-75%	-20	-20	-10	-20	-10	Not cumulative with other ExPs Taken mods.
76-90%	-30	-30	-15	-30	-15	Not cumulative with other ExPs Taken mods.
91-99%	-60	-60	-20	-60	-20	Not cumulative with other ExPs Taken mods.
100+%	-100	-100	-30	-100	-30	Not cumulative with other ExPs Taken mods.
Range Mods:	none	varies	varies	varies	varies	Based on weapon or spell used (see the specific attack table).
Center Point:	none	none	none	none	+20	Only applies to area attack spells.
Armor Penalty:	none	varies	none	none	none	Based on armor worn (Armor Table T-3.3, p. 213).

Defensive Capabilities
(p. 212)

DEFENSIVE CAPABILITIES TABLE T-3.6

Factor	DEFENSIVE BONUS MOD. VERSUS:					
	Melee	Missile	Basic Spells	Directed Spells	Area Spells	Special
(Qu Stat Bonus) x 3	full	full	none	full	full	Modified due to armor worn.
Adrenal Defense	full	half	none	half	none	Special restrictions.
Special Items	full	full	full	full	full	Varies due to type of item.
Armor Quality	full	full	none	full	half	–
Shield:						
Wall Shield	+30	+40	*	+30	0	May parry melee & missile attacks.
Full Shield	+25	+25	*	+20	0	May parry melee & missile attacks.
Normal Shield	+20	+20	*	+15	0	May parry melee & missile attacks.
Target Shield	+20	+10	*	+5	0	May parry melee & missile attacks.
Weapon:						
Main Gauche	+15§	0	0	0	0	May parry melee attacks.
1-Handed Weapons	+5§	0	0	0	0	May parry melee attacks.
2-Handed Weapons	+5§	0	0	0	0	May parry melee attacks; only up to 50% of OB can be used against 1-Handed weapons.
Pole Arms	+5§	0	0	0	0	May parry melee attacks; only up to 50% of OB can be used against non-pole arm weapons.
Helmet:						
No Helmet	0	0	**	-5	-5	–
Helmet	0	0	**	0	0	–
Full Helmet	0	0	**	+5	+5	–
Cover:						
Full "Soft" Cover †	na	na	+20	na	+40	–
Half "Soft" Cover ††	+20	+40	+10	+20	+20	May parry melee & missile attacks (e.g., a light wooden wall could be used to parry a missile).
Partial "Soft" Cover †‡	+10	+20	0	+20	+20	May parry melee & missile attacks (e.g., a light wooden wall could be used to parry a missile).
Full "Hard" Cover †	na	na	+20	na	+60	–
Half "Hard" Cover ††	+30	+60	+10	+30	+30	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile).
Partial "Hard" Cover †‡	+15	+30	0	+30	+30	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile).
<p>na – Normally, an attack may not be made against such a target.</p> <p>* – If the target of a basic Channeling spell is not wearing metal armor, a metal shield (i.e., most shields have a significant amount of metal) will determine the column used for a basic spell attack.</p> <p>** – A target's leather or metal helmet will determine the column used against a basic Mentalism spell.</p> <p>§ – Can only be used if the weapon is not used to attack or if 100% of OB is used to parry.</p> <p>† – The target is detected but not sighted (i.e., no line of sight) and the target does not use its tripled Quickness bonus for its DB (i.e., the target is hiding behind something). Normally melee and missile attacks may not be made.</p> <p>†† – 01-49% of the target can be seen.</p> <p>†‡ – 50-75% of the target can be seen.</p>						

Injury, Death & Healing

(p. 75)

Life is a union of body and soul. Death can be caused by

- Physical death: body can no longer function
- Soul death: by Absolution spell (by evil priest) or other soul destroying spells (Channeling) or by Unlife/Undead

General Degrees of Injury

Injuries are a result of damage from a critical strike.

- **Light Injuries:** injury results in penalty of 0 to -20 & wounds 1-5 hits per round as a result of bleeding
- **Medium Injuries:** specific injuries with penalty of -21 to -50 & 6-10 hits per round of bleeding. Fractures with unspecified penalty are medium injuries,
- **Severe Injuries:** specific injury result in a penalty of -51 or more. Shattered bones and wounds wight more than 10 hits per round as result of bleeding. Any wound which destroys an organ

Healing

- Healing Spells: Spell Law
- First Aid: successful static maneuver (A-4.20, p. 130) will heal any "light" injury, if necessary, equipment (e.g. compress, bandage)
- Healing Hits: by four ways:
 - o If CH is active: 1 hit / 3 hours is recovered
 - o If CH is resting (CO Stat Bonus / 2) hits are healed every hour of rest (at least 1 hit is recovered / hour)
 - o If CH is sleeping: (CO Stat Bonus x 2) hits are healed every 3 hours (at least 1 hit/3 hours)
 - o Additional outside methods like spells, herbs can heal hits
- Natural Healing: recovery time (without healing actions, medicine, herbs, spells) T-5.4 (p. 75):
Healing Days = D100 open ended + 3 x CO Stat Bonus 📧 look up result in the type and degree of Injury:

HEALING RECOVERY TABLE T-5.4			
Burn	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	4	20	48
-25 - 15	3	15	36
16 - 65	2	10	24
66 or more	1	5	12
Bone	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	7	28	70
-25 - 15	5	20	50
16 - 35	3	12	30
36 - 65	2	8	20
66 or more	1	4	10
Skin/Tissue	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	5	25	40
-25 - 15	3	15	24
16 - 35	2	10	16
36 or more	1	5	8
Head	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	13	78	130
-25 - 15	10	60	100
16 - 35	7	42	70
36 - 65	5	30	50
66 - 90	3	18	30
91 - 105	2	12	20
106 or more	1	6	10
Organ	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	13	65	130
-25 - 15	9	45	90
16 - 35	6	30	60
36 - 65	4	20	40
66 - 90	3	15	30
91 - 105	2	10	20
106 or more	1	5	10
Muscle/Tendon	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	11	44	88
-25 - 15	7	28	56
16 - 35	4	16	32
36 - 65	3	12	24
66 - 90	2	8	16
91 or more	1	4	8
Note: To use this table, roll d100 (open-ended and add 3x the character's Co stat bonus. Then look up the result in the section for the most appropriate type of wound. The result is the normal number of days needed for a given wound to heal. Some races heal faster or slower than others. Each race has a healing "recovery multiplier"—just multiply this factor by the normal number of healing days to get the actual number of healing days required.			

- Sprains: must be protected from further strain during healing time
- Healing the Soul: proximity to Undead can often damage the soul. ☑ temporary reduction of CO Stat.
- Nerve Damage: description by spell or Critical Table
- Permanent Nerve Damage: a wound that gives a penalty – there is a change of nerve damage = D100 open ended + 3 x CO Stat Bonus – if result is less or equal to penalty (as positive number) – add to penalty (can only be healed by magical healing)

Death

- **Major Wounds:** described by Critical Tables
- **Massive Shock:** if a CH receives more hits than his total hits + CO Stat, CH begins to die: (T-5.5, p. 78):

CH dies in rounds = 12 + Soul Departure by Race + CO Stat Bonus

Race	Soul Departure #	Race Type for Stat Loss	Recovery Multiplier
Common Men	12	2	x1.0
Mixed Men	11	2	x0.9
High Men	10	2	x0.75
Wood Elves	3	3	x1.5
Grey Elves	2	4	x2.0
High Elves	1	5	x3.0
Half-elves	6	3	x1.5
Dwarves	21	1	x0.5
Halflings	18	1	x0.5
Common Orcs	1	2	x0.5
Greater Orcs	1	2	x0.5
Half-orcs	6	2	x0.75

This process of dying can be halted by healing hits on CH.

- **Soul Death:** can only be achieved by a few spells – it is irrevocable
- **Undead:** are opposite of living – they gain their power by draining life form the living. CO Stat will be lowered (more see Creatures and Monsters). If CO Stat drops to <=0, soul departs and CH become undead.
- **Death and Lifegiving:** As CH dies, the soul leaves. To restore life, first repair the damage on the body and than restore the soul. Lifegiving Spells reunite the soul and the body. (no restore for Dark Absolution Spell)
- **Effects of Death:**
 - o Deterioration of stats (due to lack of oxygen flow to he brain), following death and
 - o Departure of the soul from the body
- **Stat Loss:** Memory, Reasoning, Empathy, Institution, Self Discipline and Presence will deteriorate first: Each round after death: Mental Stat Loss Table determine the amount each stat drops (to minimum of 0)

Rounds After Death	Race Type				
	1	2	3	4	5
1 - 6	0	1d2-1	1d5-1	1d5-1	1d10
7 - 18	1d2-1	1d5-1	1d5-1	1d10	2d10-1
19 and up	1d5-1	1d5+1	1d10	2d10-1	2d10-1

Every hour after death a temporary stat is reduced to 0, the potential for that stat is reduced by d10-1.

60 rounds/1 hour after death physical stats (Constitution, Agility, Strength & Quickness) begin to deteriorate. Each hour roll d10-1 (stat is reduced by this roll to a minimum of 0) for each physical stat.

If any stat is 0, CH is in coma.

- **Soul Departure** (T-5.5): For a normal human, 2 minutes (12 rounds) after death CH soul will leave the body. Soul can only be returned by powerful spells or herbs.
- **Soul Withering:** if a CH Constitution Stat is lowered to 0 because of proximity to Undead creatures, the CH becomes Undead himself (Creatures & Monsters). Soul Damage is slower in healing: 1 hit / day if CH is resting, by eg. Traveling 1 hit/week. Process can be fastened by spending time on "holy" ground (d10 hits/day)
- **Permanent Damage:** For each severe wound CH roll an D100 open-ended + CO Stat. If roll is greater than 100, no permanent damage is sustained.

Magic Items

Types of magic items

- **Bonus spell items** (2.5'-5' long): enable a CH to cast more spells than he would be able. Only one item is usable by a given CH between period of rest (at least 3 hours sleep). Item must be worn through resting time.
- **Spell Adder / Spell Multipliers:**
 - o **Spell Adder:** allows CH to cast one extra spell between periods of rest in addition to those which he can normally cast by using his power points. E.g. +3 spell adder allows 3 additional spells (CH must be able to cast these spells normally)
 - o **Spell Multiplier:** multiplies the number of power points available to a CH
- **Magic Items with Bonuses:** eg. + 10 mace, +5 lock pick: add their bonus to the total skill bonus of any skill that normally utilizes an item of that type for. To use such items no Attunement static maneuver roll is required (A-4.14, p. 122).
- **Magic Items with containing Spells:** item contain spells which a CH may cast. No Power Points are needed to spend and caster do not need to have learned the spell/spell list. To successfully use, caster make an Attunement (or read runes) static maneuver roll (T-4.3 p. 45).

Some items do not require a static maneuver roll:

- o **Rune Paper:** a scroll with a spell inscribed. The spell may only be cast once from the rune paper before it disappears (Rune Mastery Spell list p. 175)
- o **Potion:** A vial of special liquid with a spell "in" it. Spell takes immediate effect when swallowed (no roll necessary to use) or cast allowed to cast a certain spell. It only has effect once.
- o **Daily Spell Item:** a magic item containing a spell that may be cast a certain number of times each day.
- o **Charged Spell Item:** A magic item containing a spell that may only be casted a limited number of times (called number of charges). After usage the item is exhausted. The size of the magic item determines the maximum number of charges and spell level:

	Minimum Length	Maximum # Charges	Maximum Spell Level
Wand	1'	10	2nd
Rod	2.5'	30	5th
Staff	5'	100	10th

Magic Item relative values

Value of magic Item = base cost of item (p. 144-149) + Additional Costs x Multiplicative Factors (T-5.3, p. 81):

MAGIC ITEM PRICING TABLE T-5.3												
<p>COST = (Base Cost + Additional Cost) x Multiplicative Factors</p> <p>MULTIPLICATIVE FACTORS:</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; vertical-align: top;"> <p>Due to Item Bonus</p> <p>10x +5 bonus 50x +10 bonus 250x +15 bonus 1000x +20 bonus 5000x +25 bonus</p> </td> <td style="width: 50%; vertical-align: top;"> <p>Due to Item Weight</p> <p>1x 100% of weight given 10x 80-99% of weight given 50x 60-79% of weight given 100x 40-59% of weight given</p> </td> </tr> </table>					<p>Due to Item Bonus</p> <p>10x +5 bonus 50x +10 bonus 250x +15 bonus 1000x +20 bonus 5000x +25 bonus</p>	<p>Due to Item Weight</p> <p>1x 100% of weight given 10x 80-99% of weight given 50x 60-79% of weight given 100x 40-59% of weight given</p>	<p>BASE COST:</p> <p>A piece of Rune Paper (holds one spell) 1 gp A vial of Potion (holds one spell) 10 gp A Charge Item: Wand 10 gp + the normal cost of the item Rod 30 gp + the normal cost of the item Staff 100 gp + the normal cost of the item A Daily Item 20 gp + the normal cost of the item +1 spell adder 50 gp +2 spell adder 100 gp +3 spell adder 200 gp +4 spell adder 400 gp x2 spell multiplier 200 gp x3 spell multiplier 400 gp A bonus item the normal cost of the item</p>					
<p>Due to Item Bonus</p> <p>10x +5 bonus 50x +10 bonus 250x +15 bonus 1000x +20 bonus 5000x +25 bonus</p>	<p>Due to Item Weight</p> <p>1x 100% of weight given 10x 80-99% of weight given 50x 60-79% of weight given 100x 40-59% of weight given</p>											
ADDITIONAL COST (in gold pieces) DUE TO IMPLANTED SPELLS:												
Type of Item or Bonus	Level of the Spell in the Item *											
	1	2	3	4	5	6	7	8	9	10		
Rune Paper	3	10	20	30	40	60	80	100	125	150		
Potion	5	15	30	45	60	90	120	150	200	225		
Daily Item †	15	50	100	150	200	300	400	500	600	750		
Wand	10	30	-	-	-	-	-	-	-	-		
Rod	40	80	120	150	200	-	-	-	-	-		
Staff	100	150	200	250	300	400	500	600	700	800		
<p>Note: Recharging a wand, rod or staff after it has been exhausted costs half of the above—although, finding someone with both the skill and the willingness to perform such an operation may be difficult.</p> <p>* - Channeling spells cost double these prices.</p> <p>† - Once per day; add half of factor for each additional time per day. There is a multiplicative factor of 1.5x for a wearable item or 2x for a ring.</p>												

Actions

Classes:

- [Simple Actions](#) (p. 39)
- [Moving Maneuvers MM](#) (p. 48)
- [Static Maneuvers SM](#) (p. 44)
- [Casting Spells](#) (p. 46)
- [Attacks](#) (p. 42)
- [Movement](#) (p. 51)

1-3 Actions per round (10 sec) are allowed.

Maneuver: An action of CH which does not need special concentration, or is performed under time pressure or dangerous surroundings .

Simple Actions (p. 39)

Simple Actions do not have a chance of failure (eg. Walking, drawing a sword, so no roll for a successfully taken action is needed. GM has to decide if an action needs a roll because of stress and dangerous situation (☑ Moving Maneuver, Static Maneuver). The Common Actions Table presents some of the commonly occurring actions and activity percentages:

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.	

Moving Maneuver (MM) (p. 48)

eg.. Climbing, swimming, riding, stalking, and other complex and unusual form of movement (eg. Acrobatic, Diving)

1. GM determines level of difficulty:

Routine
Easy
Light
Medium
Hard
Very Hard

Extremely Hard
Sheer Folly
Absurd

2. CH decides to attempt the maneuver or not – if CH proceed maneuver, next step:
3. D100 open ended +Skill bonus (without Skill, 3x AG stat bonus)
4. Add Characters Moving Penalty MMP (p.34):
MMP = Armor Minor Maneuver Modification OR
(Maximum Modification + Skill Bonus for worn armor)

ARMOR TABLE T-3.3				
Armor Type	Minimum Maneuver Mod.*	Maximum Maneuver Mod.†	Missile Attack Penalty‡	Armor Quickness Penalty§
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-20	5	0
7	-10	-40	15	10
8	-15	-50	15	15
9	-5	-50	0	0
10	-10	-70	10	5
11	-15	-90	20	15
12	-15	-110	30	15
13	-10	-70	0	5
14	-15	-90	10	10
15	-25	-120	20	20
16	-25	-130	20	20
17	-15	-90	0	10
18	-20	-110	10	20
19	-35	-150	30	30
20	-45	-165	40	40

* – Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type—see Section 8.4 (p. 34) and Appendix A-4.1 (p. 104).

† – Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type—see Section 8.4 (p. 34) and Appendix A-4.1 (p. 104).

‡ – The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms and hands of a combatant (see Appendix A-10.4, p. 215).

§ – An Armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB—see Section 8.4 (p. 33) and Appendix A-10.3 (p.212). Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.

5. Standard Modification from the Standard Maneuvers Modification Table (p. 50, T-4.2.):

STANDARD MOVING MANEUVER MODIFICATIONS TABLE T-4.2	
General Modifiers	Modification
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Moving Maneuver Penalty	See Section 8.4
Weight Penalty (if used)	See Section 18.16
% 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
Combat Situation	Modification
Engaged in melee	-30
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
† – 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.	

6. Special GM modifications

7. After Modification check result in Moving Maneuver Table T-4.1:

Static Maneuver (SM)

(p. 44)

(incl. Tracking, hiding, picking locks, disarming traps reading runes, using items, observation, unusual activity without)

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

MOVING MANEUVER TABLE T-4.1									
ROLL	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
-201	Fall down. +2 hits. You are out 3 rounds.	Fall. Knock self out. You are out for 12 rounds. +9 hits.	Fall. Break arms. You are out for 6 rnds. +10 hits.	Fall. Break arm. You are out for 9 rnds. +15 hits.	Fall. Break arms. Your arms are useless, out for 18 rnds. +20 hits.	Fall. Break both arms and neck. You are out for 60 rnds. +30 hits.	Fall sends you into a coma for 3 yrs. Broken spine. +30 hits.	Fall breaks neck. You die in 3 rounds.	Fall crushes skull.
(-200) – (-151)	Fail to act.	Fall down. Lose 2 rounds. +2 hits.	Fall down. You are out for 4 rnds. +3 hits.	Fall. Break wrist. You are out for 6 rnds. +10 hits.	Fall. Break leg. You are out for 9 rnds. +15 hits.	Fall. Break arms. Your arms are useless, out for 18 rnds. +20 hits.	Fall. Break back and legs. Paralysis of lower body. +25 hits.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from the neck down.
(-150) – (-101)	10	Fail to act.	Fall down. You are out for 2 rnds. +2 hits.	Fall down. Sprain ankle. You are at -25. +6 hits.	Fall. Break arm. Out for 6 rnds, stunned for 3 rnds. +10 hits.	Fall. Break leg. You are out for 6 rnds. +15 hits.	Fall. Shatter knee. You are at -80, out for 6 rnds. +30 hits.	Fall. Break both arms and neck. You are out for 60 rnds. +30 hits.	Fall. You smash your backbone and are in a coma for 1 year.
(-100) – (-51)	30	10	Fail to act.	Fall down. Lose 2 rnds. +3 hits.	Fall down. Sprain ankle. You are at -25. +5 hits.	Fall. Break your wrist. Out for 6 rnds. +20 hits. Not very smooth.	Fall. Break arm. You are out for 6 rnds. +12 hits.	Fall. Shatter knee. You are at -80, out for 9 rnds. +30 hits.	Fall. Break back and legs. Paralysis of lower body. +25 hits.
(-50) – (-26)	50	30	10	Fail to act.	Fall down. You are out for 3 rnds. +5 hits.	Fall. Sprain ankle and tear ligament. You are at -30. +15 hits.	Fall. Knock yourself out for 18 rnds. +10 hits. You lose, pal.	Fall. Break arm. You are out for 6 rnds. +12 hits.	Fall. Break both arms. You are out for 18 rnds. +25 hits.
(-25) – 0	70	50	30	5	Fail to act.	Fall down. You are out for 3 rnds. +5 hits.	Fall. Sprain ankle and tear ligament. You are at -30. +10 hits.	Fall. Break your wrist. Out for 2 rnds. +20 hits. Not very smooth.	Fall. Break leg. You are at -75, out for 6 rnds. +10 hits.
01 – 20	80	60	50	10	5	Fail to act.	Fall down. You are out for 3 rnds. +5 hits.	Fall. Pull a leg muscle. You are at -25. out for 2 rnds. +5 hits.	Fall. Break arm. You are out for 6 rnds. +15 hits.
21 – 40	90	70	60	20	10	5	Fail to act.	Fall down. You take 3 hits per rnd. out for 2 rnds. +7 hits.	Fall. Knock yourself out. You are out for 3 rnds. +10 hits.
41 – 55	100	80	70	30	20	10	5	Fall down. You are out for 3 rnds. +5 hits.	Fall. Sprain ankle. You are at -30. +15 hits.
56 – 65	100	90	80	40	30	20	10	Fail to act.	Fall. 3 hits per rnd. out for 2 rnds. +7 hits.
66 – 75	100	100	90	50	40	30	20	5	Freeze for 2 rounds.
76 – 85	100	100	100	60	50	40	30	10	Fail to act.
86 – 95	100	100	100	70	60	50	40	20	5
96 – 105	110	100	100	80	70	60	50	25	10
106 – 115	110	110	100	90	80	70	60	30	20
116 – 125	120	110	110	100	90	80	70	40	30
126 – 135	120	120	110	100	100	90	80	50	40
136 – 145	130	120	120	110	100	100	90	60	50
146 – 155	130	130	120	120	110	100	100	70	60
156 – 165	140	130	120	120	120	110	100	80	70
166 – 185	140	140	130	Super move. You feel great. Heal 4 hits.	Excellent move. You are unstunned. +10 to allies' rolls for 2 rnds.	120	110	90	80
186 – 225	150	140	Great move. You feel better. Heal 4 hits.	Move inspires all. You are unstunned. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 2 rnds.	120	100	90
226 – 275	150	Incredible move. You feel great. Heal 3 hits.	Move inspires all. You are unstunned. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +25 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 3 rnds.	You have half the round to act.	100	100
275+	Incredible move. You feel great. Heal 3 hits.	Brilliant move inspires all. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +25 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 4 rnds.	Move inspires your allies. +30 to friendly rolls for 4 rnds.	Move stuns foes within 30' for 1 rnd. You still have half a rnd.	Move stuns foes within 50' for 1 rnd.

Normal: 1 static Maneuver takes one round of 100% activity, kann bis -50% reduziert werden -1 penalty for every 1% reduced

Multiple Rounds: (p. 54)

Procedure:

1. CH: 1d100 open-ended
2. Wenn Skill zu Maneuver, addiere Skill bonus von Character Record
3. Wenn kein Skill, GM 3x passender stat bonus addiert wird

4. Standard Modification T4.4. p 45

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.	

5. Ergebnistabelle:

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).

Casting Spells

(p. 46) If spell is cast automatically, no static maneuver is required

- All spells fail on an unmodified attack roll 01-02

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 <i>not</i> 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: <ul style="list-style-type: none">• 2 rounds if: (caster's level - spell's level) \leq 2• 1 rounds if: $2 <$ (caster's level - spell's level) \leq 5• 0 rounds if: (caster's level - spell's level) $>$ 5	
6) For <i>Essence</i> spells: <ul style="list-style-type: none">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 <i>Channeling</i> spells: <ul style="list-style-type: none">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 <i>Mentalism</i> spells: the caster is not wearing a helmet.	

- Attack spells can also fail on certain modified attack rolls (p. 218-219)

Spell Casting static Maneuvers

SPELL CASTING MODIFICATIONS TABLE T-4.6

MODIFICATIONS DUE TO LEVELS AND PREPARATION ROUNDS								
Caster's Lvl - Spell Lvl	Instantaneous Spell	Non-instantaneous Spell - # of Preparation Rounds Taken						
		0	1	2	3-4	5-6	7-8	9+
9+	+15	+5	+10	+15	+20	+25	+30	+35
6-8	+10	0	+5	+10	+15	+20	+25	+30
5	+5	-10	0	+5	+10	+15	+20	+25
4	+5	-20	0	+5	+10	+15	+20	+25
3	+5	-30	0	+5	+10	+15	+20	+25
2	+0	-35	-10	0	+5	+10	+15	+20
1	+0	-45	-20	0	+5	+10	+15	+20
0	+0	-55	-30	0	+5	+10	+15	+20
-1	-30	-85	-60	-30	-25	-20	-15	-10
-2	-35	-90	-65	-35	-30	-25	-20	-15
-3	-40	-95	-70	-40	-35	-30	-25	-20
-4	-45	-100	-75	-45	-40	-35	-30	-25
-5	-50	-105	-80	-50	-45	-40	-35	-30
(-6) - (-7)	-70	-125	-100	-70	-65	-60	-55	-50
(-8) - (-10)	-95	-150	-125	-95	-90	-85	-80	-75
(-11) - (-15)	-120	-175	-150	-120	-115	-110	-105	-100
(-16) - (-20)	-170	-225	-200	-170	-165	-160	-155	-150
≤ -21	-220	-275	-250	-220	-215	-210	-205	-200

OTHER MODIFICATIONS ‡				
CONDITION		Channeling	Essence	Mentalism
Non-instantaneous Spell Cast as a Snap Action:		-20	-20	-20
Overall Power	26% to 50%	-10	-10	-10
Points Used:	51% to 75%	-20	-20	-20
	76% to 100%	-30	-30	-30
Spell List Type:	Own Base, Own Realm	+10	+10	+10
	Open, Own Realm	+5	+5	+5
	Closed, Own Realm	+0	+0	+0
	Arcane Lists	-5	-5	-5
	Other Base, Own Realm	-10	-10	-10
	Open List, Other Realm	-10	-10	-10
	Closed List, Other Realm	-20	-20	-20
	Base List, Other Realm	-30	-30	-30
Free Hands (*):	None	-20	-30	+0
	One	+0	+0	+0
	Two	+5	+10	+0
Use of Voice (*):	None	-10	-5	+0
	Whisper	+0	+0	+0
	Normal	+5	+0	+0
	Shout	+10	+5	+0
Helmet (*):	None	+0	+0	+0
	Leather	+0	-20	-30
	Leather & Metal	-10	-30	-40
	Metal	-20	-40	-60
Equipment (**):	Organic Material, living	+0	-1 per 5 lb over 50 lb	+0
	Organic Material, non-living	+0	-1 per 1 lb over 10 lb	+0
	Inorganic Material	-1 per 1 lb over 10 lb	-2 per 1 lb over 5 lb	+0
Armor Status (*):	Normal ATs 1, 2, 3, 4	+0	+0	+0
	Normal ATs 5, 6	+0	-10	+0
	Normal ATs 7, 8	+0	-20	+0
	Normal ATs 9, 10	+0	-25	+0
	Normal AT 11	+0	-40	+0
	Normal AT 12	+0	-50	+0
	Normal ATs 13, 14	-30	-40	+0
	Normal ATs 15, 16	-60	-70	+0
	Normal ATs 17, 18	-35	-45	+0
	Normal AT 19	-60	-75	+0
	Normal AT 20	-75	-90	+0

* - With each condition, use the worst (to the caster) modification applicable during any preparation round or casting round.
† - Equipment other than helmet, armor, normal light clothing, and boots. Round up to the nearest pound.
‡ - Remember that the caster's skill bonus for the spell's list is also added to the spell casting static maneuver roll.

**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).

Attacks

Categories:

- [Missile Attacks](#) (p. 215)
- [Melee Attacks](#) (p. 216)
- [Basic Spell Attacks](#) (p. 218)
- [Directed Spell Attacks](#) (p. 219)
- [Area Spell Attacks](#) (p. 219)

General Battle Round Sequence

(p.40)

#	Battle Round Sequences
1	Action Declaration Phase: <ul style="list-style-type: none"> • Declare all snap/normal/deliberate actions (>=100%) / if parry is declared: declare parry proportion (p. 212)
2	Initiative Determination Phase: <ul style="list-style-type: none"> • Each combatant initiative roll: 2d10 + QU stat Bonus + modifications (surprised: -4, >50% of hits: -4, declared movement: -1 per 10% of max movement activity) ⇒ In each phase (snap/normal/deliberate): character with highest initiative

	roll takes action till character with lowest roll
3	Snap Action Phase: <ul style="list-style-type: none"> Resolve all snap actions in order of initiative rolls All Snap actions receive a -20 modification 20% is the maximum activity for a movement action (Common Actions table T-3.2, p. 39)
4	Normal Action Phase: <ul style="list-style-type: none"> Resolve all snap actions in order of initiative rolls 50% is the maximum activity for a movement action (Common Actions table T-3.2, p. 39)
5	Deliberate Action Phase <ul style="list-style-type: none"> Resolve all snap actions in order of initiative rolls All Deliberate actions receive a +10 modification 80% is the maximum activity for a movement action (Common Actions table T-3.2, p. 39)

Attack Resolution

(p. 42)

1. Attacker: open ended 1d100 + Modifications (Weapon Skill Bonus, snap/deliberate, etc.)
2. Attack table for weapon:
 - fumble & failures
If unmodified dice roll of 1d100 is in fumble range: fumble table (p. 240; AL: p. 106, 107)
 - Hits: open ended 1d100 (with Mods) – Defensive Bonus

Missile Attack	Melee Attack
<p>Armor Missile Attack Penalties (p. 213 T-3.3)</p> <p>ATs Missile Attack Penalty (ArmorClass – Penalty):</p> <ul style="list-style-type: none"> • 6: -5 • 10, 14, 18: -10 • 7, 8: -15 • 11, 15, 16: -20 • 12, 19: -30 • 20: -40 <p>Resolve by Attack tables</p> <p>OB: d100oe roll + Skill Bonus + Special Item Bonus + Position Bonus +/- Status Bonuses/Panalties – Parrying Bonus +/- range modification – missile Attack Penalty (Armor Table T-3.3., p. 213) – 1 per 1% activity not used for the attack</p> <p>DB: Armor Quality Bonus + (3 x QU Stat Bonus – Armor Quickness Penalty [min. 0] + Half of Adrenal Defense Skill Bonus + Position/Cover Bonus + Special Item Bonus + Shield Bonus + Parrying Bonus</p>	<p>Resolve by Attack tables</p> <p>OB: d100oe roll + Skill Bonus + Special Item Bonus + Position Bonus +/- Status Bonuses/Panalties – Parrying Bonus – 1 per 1% activity not used</p> <p>DB: Armor Quality Bonus + (3 x QU Stat Bonus – Armor Quickness Penalty [min. 0] + Adrenal Defense Skill Bonus + Position/Cover Bonus + Special Item Bonus + Shield Bonus + Parrying Bonus</p>

Armor Type of pray (column) and modified dice roll: Hits delivered & Critical Strikes

- **Critical Strikes**

$$+BH - B\text{☉} - B\text{⊗} - B\text{●} - B(-\alpha) - B(+\alpha)$$

where α and β are numbers. Unless specified otherwise, when β is not specified, it is assumed to be one. In general:

H	hits
☉	rounds of stun
⊗	rounds of no parry
×	rounds of must parry
●	hits per round
(- α)	penalty
(+ α)	bonus

- **Modifications**

3. Attack Results (p. 208)
4. Fumble Range (unmodified roll) fumble table for weapon: fumble roll (p. 240)

Basic Spell Attack

(p. 218) includes all non-attack spells – target is creature/object that attempt to resist the effects of the spell.

Offensive Bonus: Skill Rank with the spell’s list + Special Item Bonus +/- Status Bonus/Penalties +/- Range Modifications

(p. 211 T-3.5 Offensive Capabilities)

Defensive Bonus: Spell DB ([Defensive Bonus](#)) + Special Item Bonus + Position/Cover Bonus (p. 214 T-3.6 Defensive Capabilities Table)

Effects:

(p. 230 A-10.9.11 Basic Spell Attack Table)

BASIC SPELL ATTACK TABLE A-10.9.11

	Essence Spell			Channeling Spell			Mentalism Spell			
	Target's Armor			Target's Armor			Target's Armor			
	Metal Armor	Leather Armor	Other	Metal Armor	Metal Shield	Other	Metal Helmet	Leather Helmet	Other	
UM 100	-110	-115	-125	-105	-110	-125	-105	-115	-125	100 UM
UM 98-99	-85	-90	-100	-80	-85	-100	-80	-90	-100	98-99 UM
UM 96-97	-80	-85	-75	-55	-60	-75	-55	-65	-75	96-97 UM
93-95	-50	-45	-55	-35	-40	-55	-35	-45	-55	93-95
89-92	-45	-40	-50	-30	-35	-50	-30	-40	-50	89-92
85-88	-40	-35	-45	-25	-30	-45	-25	-35	-45	85-88
81-84	-35	-30	-40	-20	-25	-40	-20	-30	-40	81-84
77-80	-30	-25	-35	-15	-20	-35	-15	-25	-35	77-80
73-76	-25	-20	-30	-10	-15	-30	-10	-20	-30	73-76
69-72	-10	-15	-25	-5	-10	-25	-5	-15	-25	69-72
65-68	-5	-10	-20	0	-5	-20	-5	-10	-20	65-68
61-64	-5	-5	-15	0	-5	-15	0	-5	-15	61-64
57-60	0	-5	-10	+5	0	-10	0	-5	-10	57-60
53-56	0	0	-5	+10	0	-5	+5	0	-5	53-56
49-52	+5	0	0	+15	+5	0	+10	0	0	49-52
45-48	+10	+5	0	+20	+10	0	+15	+5	0	45-48
41-44	+15	+10	+5	+25	+15	+5	+20	+10	+5	41-44
37-40	+20	+15	+5	+30	+20	+5	+25	+15	+5	37-40
33-36	+25	+20	+20	+35	+25	+20	+30	+20	+20	33-36
29-32	+30	+25	+30	+40	+30	+30	+35	+25	+30	29-32
25-28	+35	+30	+35	+45	+35	+35	+45	+30	+35	25-28
21-24	+40	+35	+45	F	+40	+45	F	+35	+45	21-24
17-20	+45	+40	+50	F	+45	+50	F	+40	+50	17-20
13-16	F	+45	+80	F	F	+80	F	+45	+80	13-16
09-12	F	F	+85	F	F	+85	F	F	+85	09-12
05-08	F	F	+70	F	F	+70	F	F	+70	05-08
03-04	F	F	F	F	F	F	F	F	F	03-04
UM 01-02	F	F	F	F	F	F	F	F	F	01-02 UM

Key:

F – Spell Fails, roll on Table A-10.11.2 (p. 241).
 UM – Unmodified roll. Apply result with no modifications.

Range Modifiers:

Range	Modifier
Touching	+30
0' - 10'	+10
11' - 50'	0
51' - 100'	-10
101' - 300'	-20
301' +	-30



Standard Attack Roll Modifications for Defender:

Special Bonus due to items varies
 Full "Soft" or "Hard" cover -20
 Half "Soft" or "Hard" cover -10

Standard Attack Roll Modifications for Attacker:

Attacker's skill rank for the spell's list varies
 Special bonus due to items or the spell varies
 If target is static +10
 Attacker has taken 26-50% of his hits -5
 Attacker has taken 51-75% of his hits -10
 Attacker has taken 76%+ of his hits -15
 Attacker has used 26-50% of his exhaustion points -5
 Attacker has used 51-75% of his exhaustion points -10
 Attacker has used 76-90% of his exhaustion points -15
 Attacker has used 91-99% of his exhaustion points -20
 Attacker has used 100%+ of his exhaustion points -30

RESISTANCE ROLL TABLE T-3.4

Target Level	Attack Level of the Spell Caster															Target Level	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15		>15 †
1	50	55	60	65	70	73	78	79	82	85	87	89	91	93	95	+	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	+	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	+	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	+	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	+	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	+	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	+	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	+	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	+	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	+	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	+	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	+	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	+	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	+	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	+	15
> 15 †	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	> 15

To resist the target's Resistance Roll must be greater than or equal to the number given.

Standard RR Modifications:

Basic Spell Attack Roll modifications varies from -125 to +70
 Special bonuses due to items or the spell varies
 Bonus due to the target's race ... varies
 Willing target (the target doesn't want to resist the spell) -50
 Same realm (target's realm of power is the same as the spell's) +15
 3x target's stat bonus for the spell's realm -30 to +30
 (In for Channeling, Em for Essence, and Pr for Mentalism)

† –For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

Directed Spell Attacks

(p. 219) directed Spell Attacks are solved by Bolt Spell Attack Table (p. 228, A-10.9.9), Spell Failure Table p. 241 A-10.2.11.2)

Offensive Bonus: Directed Spells Skill Bonus for the spell + Special Item Bonus +/- Status Bonus/Penalties +/- Range Modification (on attack table)

(p. 211 T-3.5 Offensive Capabilities)

Defensive Bonus: Armor Quality Bonus +/- Bonus for Helmet + (3 x QU Stat Bonus – Armor Quickness Penalty) [min: 0] + Half of Adrenal Defense Skill Bonus + Position/Cover Bonus + Special Item Bonus + Shield Bonus

(p. 214 T-3.6 Defensive Capabilities Table)

Area Spell Attacks

(p. 219) directed Area Spell Attacks are solved by Ball Spell Attack Table (p. 229, A-10.9.10), Spell Failure Table p. 241 A-10.2.11.2)

Offensive Bonus: Skill Rank with the spell's list + Special Item Bonus +/- Status Bonus/Penalties +/- Range Modification (on attack table) + 20 for target at the center point of the spell

(p. 211 T-3.5 Offensive Capabilities)

Defensive Bonus: ½ of Armor Quality Bonus +/- Bonus for Helmet + (3 x QU Stat Bonus – Armor Quickness Penalty) [min: 0] + Half of Adrenal Defense Skill Bonus + Position/Cover Bonus + Special Item Bonus

(p. 214 T-3.6 Defensive Capabilities Table)

Parrying

In Declaration Phase a CH can declare to parry – to switch OB Bonus to DB Bonus.

Movement

(p. 51) deals with movement on a round by round

Movement Rate (/ per round) = [Base Movement Rate](#) x Pace Multiplier

[Weight Penalties](#) reduce Characters Base Movement Rate and modify moving maneuver penalty (MMP).

Pace

Character has to decide the pace to move: IT determs movement rate/round, difficulty of movement maneuver and exhaustion point costs/round:

PACE CHART			
Pace	Pace Multiplier	Normal Maneuver Difficulty †	Exhaustion Point Cost/Rnd
Walk	1x	none	1 every 60 rnds
Fast Walk / Jog	1.5x	none	1 every 30 rnds
Run	2x	none	1 every 12 rnds
Sprint / Fast Run	3x	easy	2/rnd
Fast Sprint	4x	light	6/rnd
Dash	5x	medium	50/rnd

† – Assumes a Weight Penalty of -1 to -10 (see above).

Strategic Movement

(p. 67) Normal Movement in the countryside is normally handled in intervals of 4 hours. A group can travel 8 to 12 hours a day. By night the movement rates is reduced

by 10 % when all CH are capable of night vision

by 50 % when more than half of CH are capable of night vision

by 75 % when less than half of CH are capable of night vision

STRATEGIC MOVEMENT RATE TABLE T-5.2									
Transport Type/Pace	TERRAIN TYPE								
	Road	Open/Path	Forest	Rough	Rough & Forest	Swamp	Sand	Mountainous	Snow
Sneaking	4	4	3	2	2	1.5	1.5	1	0.5
Careful walk	8	7	4	4	3	2.5	2.5	2	1
Normal walk	10	8	6	5	3	2.5	2.5	2	1.5
Jog/Walk	15‡	12‡	9‡	7‡	4‡	3‡	3‡	3‡	2‡
Camel	16	16	8‡	10	6	3‡	10	6	4‡
Elephant	20	20	15	12	10	4‡	5	8‡	6‡
Slow Ride (Horse)	15	12	9‡	7‡	4‡	3‡	6	3‡	2‡
Fast Ride (Horse)	25	18‡	12‡	10‡	6‡	4.5*	8‡	4‡	3‡
Mule/Donkey	12	12	10	10‡	10‡	3‡	6	5‡	3‡

Note: Result is the miles covered in a 4 hour period. Note that the results for multiple transport types/paces may be combined to derive an average during periods when the group moves by more than one type/pace of transport. Running, sprinting, and dashing paces are not listed, since a group of characters cannot normally keep up such paces over a four hour period. They may, however, be used sparingly to increase the average of an otherwise slow gait (e.g., intermittent running, when combined with a sneaking pace, may average to a careful walk pace).

* – Requires a maneuver roll once every 1 hour from each character.
 † – Requires a maneuver roll once every 2 hours from each character.
 ‡ – Requires a maneuver roll once every 4 hours from each character.

WEATHER & VISIBILITY MODIFIERS:			
% of Normal Movement Rate	Condition	% of Normal Movement Rate	Condition
100%	At night, all characters have nightvision	100%	Light Rain
10%	At night, no characters have nightvision	75%	Normal Rain
50%	At night, < 50% of characters have nightvision	50%	Fog, snow, or heavy rain *
75%	At night, ≥ 50% of characters have nightvision	25%	Electrical or sand storm **

Experience Points

(p.)

Condition	EP Multiplier
First Time	X 5
Second Time	X 2
Routine	X 0,5

Creating Character

1. Type of Character (p. 28)

- a. Personality
- b. Motivation
- c. Alignment

ROLE TRAIT TABLE T-1.7	
<p>Personality Traits: Make the 1st roll (not open-ended) to determine the "range of the role trait." Then make a 2nd roll (not open-ended) to get a general idea where in the range your character's role trait falls (low results to the left in the range and high results to the right in the range).</p> <p>1st Roll — Range of the Role Trait</p> <p>01-02 Sullen, Morose, Somber, Serious Lighthearted, Cheerful, Joyous</p> <p>03-04 Merciful, Compassionate, Kind Uncaring, Mean, Ruthless, Cruel</p> <p>05-06 Austere, Sober, Restrained, Temperate, Moderate Unrestrained, Indulgent</p> <p>07-08 Docile, Pliable, Amenable, Cooperative Stubborn, Obstinate</p> <p>09-10 Martyr, Overprotective, Protective Intimidating, Overbearing, Bully</p> <p>11-12 Radical, Liberal, Open-minded .. Orthodox, Conservative, Reactionary</p> <p>13-14 Loving, Friendly, Amicable Quarrelsome, Hostile, Antagonistic</p> <p>15-16 Prudent, Patient, Cautious Impatient, Impulsive, Reckless, Rash</p> <p>17-18 Confident, Sanguine, Secure Nervous, Apprehensive, Daunted</p> <p>19-20 Extrovert, Outgoing, Talkative Reserved, Shy, Timid, Introvert</p> <p>21-22 Pacific, Nonviolent, Peaceful Pugnacious, Belligerent, Bellicose</p> <p>23-24 Meek, Self-effacing, Modest, Humble Proud, Conceited, Cocky, Pompous, Arrogant</p> <p>25-26 Lethargic, Lazy, Idle, Easy Going, Laid Back Vibrant, Energetic, Enterprising, Ambitious</p> <p>27-28 Deferential, Respectful, Courteous, Polite, Civil Impolite, Rude, Impudent, Insolent</p> <p>29-30 Charitable, Forgiving Vindictive, Vengeful</p> <p>31-32 Benevolent, Generous, Giving Selfish, Miserly, Greedy</p> <p>33-34 Honest, Direct, Trustworthy Shifty, Deceitful, Dishonest</p> <p>35-36 Honorable, High-principled Dishonorable</p> <p>37-38 Loyal, Faithful, Reliable Treacherous, Disloyal</p> <p>39-40 Lawful, Just, Upright Arbitrary, Chaotic, Corrupt</p> <p>41-42 Moral, Ethical, Principled Amoral, Immoral</p> <p>43-44 Pious, Devout, Religious Worldly, Impious</p> <p>45-46 Quixotic, Idealistic Practical, Pragmatic, Cynical</p> <p>47-48 Gullible, Trusting Skeptical, Suspicious, Paranoid</p> <p>49-50 Curious, Inquisitive Apathetic, Incurious</p> <p>51-52 Focused, Attentive Distracted, Absentminded</p> <p>53-54 Continent, Chaste Lustful, Licentious, Lecherous</p> <p>55-56 Quiet, Reserved Flamboyant, Boisterous, Loud</p> <p>57-58 Valorous, Brave, Bold, Audacious Timid, Cowardly, Craven</p> <p>59-60 Passive, Detached, Calm Forceful, Enthusiastic, Excitable</p> <p>61-62 Calm, Even-tempered Quick-Tempered, Hot-headed</p> <p>63-64 Stoic, Impassive, Stolid Responsive, Complainer</p> <p>65-66 Sociable, Gregarious Nonsocial, Antisocial, Cold</p> <p>67-68 Optimistic, Upbeat Uncertain, Cynical, Fatalistic, Pessimistic</p> <p>69-70 Creative, Inventive, Original Conformist, Uncreative</p> <p>71-72 Tolerant, Open-minded Snobbish, Prejudiced, Intolerant</p> <p>73-74 Disordered, Messy Orderly, Perfectionist</p> <p>75-76 Tolerant, Understanding Envious, Possessive, Jealous</p> <p>77-78 Dependent, Clinging Self-reliant, Independent</p> <p>79-89 Roll again; the "2nd roll" to determine where in the range the role trait falls receives a -20 modification.</p> <p>90-100 Roll again; the "2nd roll" to determine where in the range the role trait falls receives a +20 modification.</p>	<p>Motivation Traits: Make a roll (not open-ended) to determine the first part of the role trait. If necessary, you or your GM may choose the rest of the trait.</p> <p>Roll — Role Trait</p> <p>01-05 Destroy: evil, dark lord's forces, race/culture, country, guild, population center, individual, etc.</p> <p>06-10 Hate & Work Against: evil, dark lord's forces, race/culture, country, guild, population center, individual, etc.</p> <p>11-15 Hate: evil, dark lord's forces, race/culture, country, guild, population center, individual, etc.</p> <p>16-20 Dislike: evil, dark lord's forces, race/culture, country, guild, population center, individual, etc.</p> <p>21-25 Revenge against: individual, family, clan, race/culture, population center, guild, etc.</p> <p>26-30 Preserve: individual, family, clan, ruler, country, race/culture, population center, guild, etc.</p> <p>31-35 Protect: individual, family, clan, ruler, country, race/culture, population center, guild, "the weak," etc.</p> <p>36-40 Serve: individual, family, clan, ruler, country, race/culture, population center, guild, etc.</p> <p>41-45 Promote: peace, freedom, justice, religion, morality, war, free enterprise, etc.</p> <p>46-50 Rebuild/Restart: guild, population center, religion, clan, dynasty, etc.</p> <p>51-55 Fanatic about: spreading religion, freedom, cleanliness, law & order, etc.</p> <p>56-60 Compulsive about: spreading religion, freedom, cleanliness, law & order, etc.</p> <p>61-65 Fear of (Phobia): heights, darkness, water, etc.</p> <p>66-70 Acquire xxx for yyy: "xxx" is wealth, power, knowledge, magic items, etc. "yyy" is a ruler, country, race/culture, guild, religion, clan, population center, etc.</p> <p>71-75 Acquire Personal: power, knowledge, magic items, pleasure, fame, etc.</p> <p>76-80 Acquire and Maintain Personal Honor</p> <p>81-85 Adventure, Thrills, Excitement</p> <p>86-90 Self-centered, general self-interest</p> <p>91-95 Heroism</p> <p>96-100 "Make the World a Better Place"</p> <p>Alignment Traits: Make the 1st roll (not open-ended) to determine the "range of the role trait." Then make a 2nd roll (not open-ended) to get a general idea where in the range your character's role trait falls (low results to the left in the range and high results to the right in the range).</p> <p>1st Roll — Range of the Role Trait</p> <p>01-06 Good Neutral Evil</p> <p>07-12 Laws/Government Neutral Anarchy</p> <p>13-18 Government Neutral Rebels/Opposing Government *</p> <p>19-24 Laws/Principles Neutral Opportunism, "The End Justifies the Means" (Machiavellianism)</p> <p>25-30 Religion Neutral Atheism</p> <p>31-36 Religion Neutral Opposing Religion †</p> <p>37-42 Free Enterprise Neutral Cartels/Guilds/Monopolies</p> <p>43-48 Free Enterprise Neutral Socialism</p> <p>49-54 Asceticism Neutral Hedonism</p> <p>55-60 Altruism Neutral Egoism</p> <p>61-66 Spiritual Neutral Materialist</p> <p>67-72 Metaphorical Neutral Literal</p> <p>73-86 Roll again; the "2nd roll" to determine where in the range the role trait falls receives a -20 modification.</p> <p>87-100 Roll again; the "2nd roll" to determine where in the range the role trait falls receives a +20 modification.</p> <p>* — This applies to any two ruling groups that oppose one other. The groups can control different countries, fiefs, city-states, etc.; or, they can be rival groups within the same political or geographical entity (e.g., rebellion, civil war, etc.). For Example, France vs. England in the 100-years War, the Gondorian Kin-strife in Middle-earth, York vs. Lancaster in the War of the Roses, North vs. South in the War of Northern Aggression, etc.</p> <p>† — This applies to any two religions that oppose one another. This opposition can have a political or dogmatic basis. E.g., Christians vs. Moslems, Catholic vs. Greek Orthodox, Catholic vs. Protestant, etc.</p>



d. Physical Appearance

2. Initial Choices

a. Race (p. 13), Races (p. 85 ff.)

RACE ABILITIES TABLE T-1.1																	
Race	Racial Stat Bonuses											RR Bonuses					Background Options
	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ess.	Chan.	Ment.	Pois.	Dis.		
Common Men	0	0	0	0	+2	0	0	0	0	+2	0	0	0	0	0	6	
High Men	-2	+4	0	0	0	0	0	+4	-2	+4	-5	-5	-5	0	0	4	
Wood Elves	+4	0	+2	0	-5	+2	0	+2	+2	0	-5	-5	-5	+10	+100	4	
Dwarves	-2	+6	0	0	+2	-4	0	-4	-2	+2	+40	0	+40	+20	+15	5	
Halflings	+6	+6	0	0	-4	-2	0	-6	+4	-8	+50	0	+40	+30	+15	5	

b. Profession:

Non Spell Users	Realm of Power	Realm Stat
Fighter	choose one	based on choice
Thief	choose one	based on choice
Rogue	choose one	based on choice
Pure Spell Users	Realm of Power	Realm Stat
Cleric	Channeling	Intuition (In)
Magician	Essence	Empathy (Em)
Mentalist	Mentalism	Presence (Pr)
Semi Spell Users	Realm of Power	Realm Stat
Ranger	Channeling	Intuition (In)
Dabbler	Essence	Empathy (Em)
Bard	Mentalism	Presence (Pr)

(Details: p. 91 ff.)

PROFESSION TABLE T-1.4			
Profession	Prime Stats	Realm of Power	Profession Bonuses for Categories & Groups of Categories
Fighter	St/Co	Choice	Armor Group (10); Body Development (10); Combat Maneuvers (10); Weapon Group (20)
Thief	Ag/Qu	Choice	Athletic • Gymnastics (5); Awareness Group (10); Body Development (5); Self Control (5); Subterfuge Group (15); Weapon Group (10)
Rogue	Ag/St	Choice	Armor Group (5); Athletic • Gymnastics (5); Awareness Group (5); Body Development (5); Combat Maneuvers (5); Subterfuge Group (10); Weapon Group (15)
Cleric	In/Me	Channeling	Awareness Group (5); Influence (5); Lore • Magical (5); Outdoor Group (5); Power Awareness (15); Power Point Development (5); Spell Group (5); Weapon Group (5)
Magician	Em/Re	Essence	Directed Spells (10); Lore • Magical (10); Power Awareness (20); Power Point Development (5); Spells Group (5)
Mentalist	Pr/SD	Mentalism	Awareness Group (5); Body Development (5); Influence (10); Lore • Magical (5); Power Awareness (10); Power Point Development (5); Self Control (5); Spell Group (5)
Ranger	In/Co	Channeling	Athletic Group (5); Awareness Group (10); Body Development (5); Outdoor Group (20); Subterfuge • Stealth (5); Weapon Group (5)
Dabbler	Em/Ag	Essence	Awareness Group (10); Body Development (5); Influence (5); Lore • Magical (5); Power Awareness (10); Subterfuge Group (5); Urban (5); Weapon Group (5)
Bard	Pr/Me	Mentalism	Artistic • Active (5); Awareness Group (5); Body Development (5); Communications (5); Influence (5); Lore Group (10); Power Awareness (5); Self Control (5); Weapon Group (5)

c. Realm of Power

Channeling -- This realm receives its mana/essence/magical energy from greater powers, be they gods or higher spirits (such as nature spirits for Druids and Rangers). This magical energy is focused through prayers/chants coupled with specific gestures (i.e. verbal and somatic components).

Essence -- One of the precepts of Rolemaster is that there is magical energy in and around everything. Users of this realm draw in this energy from their surroundings (not from themselves) (their is no control over exactly where this energy comes from, so it basically pulls in ambient mana) and focus it through chants/songs/words of power and specific gestures (i.e. verbal and somatic components).

Mentalism -- Casters of this realm are basically self-contained. They use the mana/essence that is within their own bodies, and focus it through the lens of their mind to create effects. They sometimes need small gestures to direct spells, and quite often they will be surrounded by a slight shimmering (like a heat mirage type of shimmer) or their eyes may briefly glow as they cast spells (i.e. occasional somatic components -- and only subtle ones at that).

SPELL USER CLASSIFICATION

Professions are classified according to one of six types of spell users: non spell users, pure spell users of Channeling, pure spell users of Essence, pure spell users of Mentalism, and semi spell users. This classification determines a character's development point costs for developing skill ranks for the various types of spell lists (for details see Appendix A-4.18, p. 126). In addition, pure spell users get to choose four extra base spell lists.

Non spell users concentrate on the "realm of Arms."
Pure spell users concentrate on one realm of power.
Semi spell users concentrate on a realm of power and the realm of Arms.

3. Generate Stats

a. *Tempory Stats*

600 + 10d10 points to assign to Temporary stats. Prime Stats >=90, all others >=20

Profession	Prime Stats	Realm of Power
Fighter	St/Co	Choice
Thief	Ag/Qu	Choice
Rogue	Ag/St	Choice
Cleric	In/Me	Channeling
Magician	Em/Re	Essence
Mentalist	Pr/SD	Mentalism
Ranger	In/Co	Channeling
Dabbler	Em/Ag	Essence
Bard	Pr/Me	Mentalism

Costs for temporary stat Value:

STAT ASSIGNMENT TABLE T-1.2	
Stat Value	Points Assigned
100	190+
99	171
98	154
97	139
96	126
95	115
94	106
93	99
92	94
91	91
20-90	20-90
Note: The points required for a stat above 90 are equal to $90 + [\text{stat value} - 90]^2$.	

b. *Potential Stats*

Increase temporary stat by roll (potential stat \geq temporary stat)

POTENTIAL STAT TABLE T-1.3		
Temporary Stat	Potential Stat	Fixed Mod. †
20-24	20 + 8d10	+44
25-34	30 + 7d10	+39
35-44	40 + 6d10	+33
45-54	50 + 5d10	+28
55-64	60 + 4d10	+22
65-74	70 + 3d10 *	+17
75-84	80 + 2d10 *	+11
85-91	90 + 1d10	+6
92	91 + 1d9	+5
93	92 + 1d8	+4
94	93 + 1d7	+4
95	94 + 1d6	+3
96	95 + 1d5	+3
97	96 + 1d4	+2
98	97 + 1d3	+2
99	98 + 1d2	+1
100	99 + 1d2	+1

Note: See page 8 for guidelines for 1d2 through 1d9 die rolls.
 * – A starting potential stat will be at least as high as its temporary stat. So, if a roll for a potential stat gives a result that is less than its corresponding temporary stat, the potential stat is instead equal to the temporary stat.
 † – These modifications are only used if the fixed modification option is used for all stats.

Stat Bonus: basic stat bonus + racial stat bonus modification (2a T-1.1)+ special

BASIC STAT BONUS TABLE T-2.1		
Stat	Basic Stat Bonus	Optional Formula
102+	14	$(Stat - 95) \times 2$
101	12	$(Stat - 95) \times 2$
100	10	$(Stat - 81) + 2$
98-99	9	$(Stat - 81) + 2$
96-97	8	$(Stat - 81) + 2$
94-95	7	$(Stat - 81) + 2$
92-93	6	$(Stat - 81) + 2$
90-91	5	$(Stat - 81) + 2$
85-89	4	$(Stat - 67) + 5$
80-84	3	$(Stat - 67) + 5$
75-79	2	$(Stat - 67) + 5$
70-74	1	$(Stat - 67) + 5$
31-69	0	–
26-30	-1	$(Stat - 33) + 5$
21-25	-2	$(Stat - 33) + 5$
16-20	-3	$(Stat - 33) + 5$
11-15	-4	$(Stat - 33) + 5$
10	-5	$(Stat - 21) + 2$
08-09	-6	$(Stat - 21) + 2$
06-07	-7	$(Stat - 21) + 2$
04-05	-8	$(Stat - 21) + 2$
02-03	-9	$(Stat - 21) + 2$
01	-10	$(Stat - 21) + 2$

4. Determine adolescence skills & Background

During early years of life (adolescence) your CH will develop skills and skill categories as indicated in T-1.6 Adolescence Rank Table. Each skill and skill category that is developed will increase its rank by fixed number of ranks (according to CH race). Additionally, a certain number of hobby ranks may be used to increase the ranks of any combination of skills or/and skill categories.

ADOLESCENCE RANK TABLE T-1.6					
	Common Men	High Men	Wood Elves	Dwarves	Halflings
Armor • Light skill category	1	1	0	1	0
Soft Leather skill	1	0	0	0	0
Rigid Leather skill	1	1	0	1	0
Armor • Medium skill category	0	2	0	3	0
Chain skill	0	2	0	3	0
Athletic • Brawn skill category	1	1	1	1	1
Athletic • Endurance skill category	1	1	1	1	1
Swimming skill	1	1	3	0	0
Athletic • Gymnastics skill category	1	1	1	1	1
Climbing skill	0	0	2	1	2
Awareness • Perceptions skill category	0	0	0	0	0
Alertness skill	2	2	6	4	8
Awareness • Searching skill category	1	1	1	1	1
Body Development skill	2	3	1	3	2
Communications skill category	1	3	2	1	1
Language skills †	8	12	12	8	6
Lore • General skill category	3	3	3	3	2
"Own" Region Lore skill	3	3	3	3	3
"Own" Race Lore skill	3	3	3	3	3
Outdoor • Animal skill category	1	1	1	0	0
Riding skill (usually horses)	1	1	1	0	0
Outdoor • Environmental skill category	2	1	5	2	1
Power Awareness skill category	0	1	1	0	0
Science/Analytic • Basic skill category	0	1	1	1	0
Spells • Own Realm Open Lists – skill in one spell list	0	0	2	0	0
Subterfuge • Stealth skill category	1	0	4	0	5
Stalking skill	1	0	4	0	5
Hiding skill	1	0	4	0	5
Tech./Trade • General skill category	1	1	1	1	1
Weapon • 1-H Conc. skill category	0	0	0	4	0
1 Weapon Based on Race ‡	0	0	0	4	0
Weapon • 1-H Edged skill category	1	2	1	0	0
1 Weapon Based on Race ‡	1	2	1	0	0
Weapon • 2-Handed skill category	0	1	0	0	0
1 Weapon Based on Race ‡	0	1	0	0	0
Weapon • Missile skill category	1	1	3	0	2
1 Weapon Based on Race ‡	1	1	3	0	2
Weapon • Pole Arms skill category	1	1	0	0	0
1 Weapon Based on Race ‡	1	1	0	0	0
Weapon • Thrown skill category	1	0	0	1	2
1 Weapon Based on Race ‡	1	0	0	1	2
Hobby Ranks ‡	12	10	10	12	12
Number of Background Options	6	4	4	5	5

† - May only be allocated up to the maximum number of ranks listed for the "allowed adolescence languages" provided for a character's race in Appendix A-1 (p. 85).

‡ - See the specific race entry in Appendix A-1 (p. 85).

Hobby rank restrictions:

- increasing ranks max to max ranks that normally may be developed (as during advancing a level)
- skill/skill rank developed < 40 development points

Starting languages: (A-1.1 p. 86 ff)

Race	Starting language	Allowed Adolescence Development
Common Men	Common Speech (S8/W6)	High Man (S6/W6), Common-Speech (S10/W10), Small-speech (S6/W6)
High Men	High-Speed (S8/W6), Common-speech (S8/W6), Grey-elvish (S6/W6), High-elvish (S2/W2)	High-Speed (S10/W10), Common-speech (S10/W10), Grey-elvish (S8/W8), High-elvish (S6/W6), Hill-speech (S6/W6), Sea-speech (S8/W8), Small-speech (S6/W6), Plains-speech (S6/W6)
Wood Elves	Elvish (S10/W10), Grey-elvish (S8/W6), Common-speech (S8/W6), High-elvish (S4/W4)	Grey-elvish (S10/W10), Common-speech (S10/W10), High-elvish (S10/W10), High-speed (S4/W4), Plain-speech (S8/W8), Wood-speech (S8/W8)
Dwarves	Dwarvish (S8/W6), Common-speech (S5/W5), Elvish (S4/W4)	Dwarvish (S10/W10), Common-speech (S10/W10), Hill-speech (S2/W2), Plains-speech (S6/W6), Wood-speech (S6/W6)
Halfings	Small-speech (S8/W6), Common-speech (S8/W6)	Small-speech (S10/W10), Common-speech (S10/W10), High-speed (S8/W8), Grey-elvish (S8/W8)

LANGUAGE RANK TABLE T-4.7	
SPOKEN ABILITY	WRITTEN ABILITY
Skill Rank 1 – Allows recognition of the language when spoken.	Skill Rank 1 – Allows recognition of the language in written form.
Skill Rank 2 – Allows user to communicate and understand very basic concepts in the form of single words or very short phrases (e.g., eat, danger, room, money, cost, enemy, bathroom, pain, etc.).	Skill Rank 2 – Allows user to read or write very simple phrases and words and possibly to understand the context of very simple passages.
Skill Rank 3 – User can distinguish between major dialects. Allows user to communicate moderately basic concepts in the form of phrases. User can get the tone/context of the language when spoken at a normal rate, but no more. He can, however, understand basic phrases spoken at a slow pace.	Skill Rank 3 – User can get an overview of simple writings, but will have trouble with specific details. Allows user to write very short sentences of a moderately simple nature (i.e., at third grade level).
Skill Rank 4 – User may converse on very simple subjects, using whole sentences instead of broken phrases. User can understand everyday conversation when spoken slowly.	Skill Rank 4 – User can read moderately simple writings and understand most of the details. User still has trouble with subtle concepts. Basically, newspaper level reading ability. Allows user to write sentences at a fifth grade level.
Skill Rank 5 – Allows user to converse freely in everyday conversation of an average nature (e.g., market talk, peasant discussions, conversation with guards, etc.). Rapid and/or sophisticated speech is still troublesome.	Skill Rank 5 – Allows reading of most everyday writings and normal books. User can write on a seventh grade level.
Skill Rank 6 – The normal speaking level of the native population, the common man. Subtle or particularly sophisticated concepts still prove troublesome. User cannot understand dialects or archaic speech out of the norm. User can converse freely on the same level.	Skill Rank 6 – Reading level of the average literate man. Allows user to write at a ninth grade level.
Skill Rank 7 – True fluency. Allows understanding of, and conversation with, the most learned of native speakers. Sophisticated folk may still brand you as an "outlander," however, and archaic or unusual concepts will still prove troublesome.	Skill Rank 7 – Allows one to write at an eleventh grade level, and reading ability is that of an average member of the nobility.
Skill Rank 8 – Fluency plus the ability to recognize the regional and cultural origin of all speech (although such speech will still prove troublesome to speak or understand).	Skill Rank 8 – College writing level of an average nature. Allows one to read relatively complex material and recognize (but not fully understand) the nature of archaic or unusual dialects and concepts.
Skill Rank 9 – Absolute fluency in chosen dialect plus simple understanding and speaking ability in closely related dialects.	Skill Rank 9 – Allows one to write very complex passages, even technical books and read the same, but only in the chosen dialect. Allows moderate translation of closely related dialects, and simple writing ability in such areas.
Skill Rank 10 – Absolute fluency of the chosen language and all closely related dialects. Extremely archaic and complex concepts may prove troublesome.	Skill Rank 10 – Allows reading and writing of the most complex nature in the chosen language, as well as strong reading/writing abilities in closely related dialects.
Skill Rank 10+ – As for skill rank 10, unless the GM's world system calls for extremely complex languages and/or dialects.	Skill Rank 10+ – As for skill rank 10, unless the GM's world system calls for extremely complex languages and/or dialects.

5. Choose Background options (p. 21)

BACKGROUND OPTIONS TABLE T-1.5

Special Items (choose for 2 BOs) —

See the notes below and Section 24.2 (p. 80) for descriptions of the various types of items.

Roll	Item
01-05	Choice of the following: a +1 spell adder or one special bread/poison/herb (Appendix A-7). The GM should assign a bread/poison/herb that is appropriate.
11-10	Choice of the following: a +1 spell adder or two +5 non-magic items.
21-20	Choice of the following: a +1 spell adder or one +10 non-magic item.
31-30	Choice of the following: a +1 spell adder or two +5 magic items.
31-65	Choice of the following: a +1 spell adder or one +10 magic item.
66	Choice of the following: a +3 spell adder or a loyal domesticated animal (e.g., a dog) or one +20 non-magic item.
66-75	Choice of the following: a Daily III spell item or a +2 spell adder, or three +5 non-magic items or three doses of a potion (with a level 1-5 spell).
76-80	Choice of the following: Daily III spell item or a +2 spell adder, or one +15 non-magic item or three doses of a potion (with a level 1-5 spell).
81-85	Choice of the following: Daily IV spell item, or a +2 spell adder, or three +5 magic items, or five doses of a potion (with a level 1-5 spell).
86-90	Choice of the following: Daily IV spell item, or a +2 spell adder, or one +15 magic item, or five doses of a potion (with a level 1-5 spell).
91-95	Choice of the following: a +3 spell adder or or two +10 magic items or two Daily III items.
96-97	Choice of the following: a +3 spell adder or or one +20 magic item or a Daily IV item.
98	Choice of the following: a +3 spell adder or or a Daily VI item or three +10 magic items.
99	Choice of the following: a +3 spell adder or or a Daily VII item or two +20 magic items.
100	Choice of the following: a +3 spell adder or or a Daily VIII item or a loyal unusual creature (e.g., a monster).

Item Note: If multiple background options are used to take items, it is suggested that the player have the choice of having all of the abilities joined in one item or spread throughout two or more separate items. The bonuses on items and spell adders would be cumulative (up to a total of +30 for a bonus and +3 for an adder) if taken in one item.

Item Note: A "+# magic item" gives a +# bonus to any skill with which the item is used (e.g., a +10 mace would increase the wielder's OB by 10 when used in combat, a +10 lockpick would give a +10 bonus for picking locks, a +10 saddle would give a +10 bonus to riding, a +10 suit of armor would increase the wearer's DB by 10, etc.).

Item Note: A "+# spell adder" allows the caster to cast one additional spell per day without expending power points (see Section 24.2, p. 80). It is suggested that such items be at least 2' long and hand-held.

Item Note: A "Daily #" spell item allows a chosen spell to be cast a certain number of times a day without expending power points (see Section 24.2, p. 80). The "#" is greater than or equal to the level of the spell times the number of times a day that it can be cast. E.g., a Daily IV item could cast a 1st level spell four times a day, a 2nd level spell two times a day, or a 3rd or 4th level spell once a day. The player may choose any appropriate spell and the type of item (if the GM deems it appropriate) **or** the Gamemaster and player may agree on a special magic item (e.g., a canteen that refills once a day, a rope that ties and unties itself, a backpack which is weightless regardless of contents, etc.).

Extra Languages —

Allocate 20 skill ranks to the extra languages listed for your race in Appendix A-1 (p. 85).

Extra Money (choose for 2 BOs) —

Roll	Amount
01-02	1 gp
03-05	2 gp
06-15	5 gp
16-25	10 gp
26-35	15 gp
36-45	20 gp
46-55	30 gp
56-65	35 gp
66-70	40 gp
71-75	50 gp
76-80	60 gp
81-85	70 gp
86-90	80 gp
91-94	100 gp
95-97	125 gp
98-99	150 gp
100	200 gp

Extra Stat Gain Rolls —

Make an extra stat gain roll for each of your stats (see Section 6.4, p. 25).

Special Bonuses (choose one) —

- A special +10 bonus for one skill.
- A special +5 bonus for one skill category.

6. Develop apprentice skills

a. (Skills p 102 ff)

Development Points (DPs) based on Dev Stats (Section 6.2 p. 22): $DPs = (Ag + Co + Me + Re + SD) / 5$

DPs can be used to:

- Increase ranks of your character' skills and/or skill categories (p. 22)
- Obtain training packages (Section 6.3 p. 24)
- Obtain extra stat gain rolls (Section 6.4 p. 25)

DP Costs

Standard DP Costs: "-" no development possible, "#" costs for 1 rank, "#/#" costs for 1 or/and 2 ranks, "#/#/#" costs for 1-3 ranks (Section 6.1 p. 22)

Variable DP Costs: (Section 6.2 p 22 and Races p. 85 ff.)

- Variable DP Costs for Weapons:

Weapon • 1-H Concussion
 Weapon • 1-H Edged
 Weapon • 2-Handed
 Weapon • Missile
 Weapon • Missile Artillery
 Weapon • Pole Arms
 Weapon • Thrown

- Variable DP Costs for Spell Lists: (section A-4.18, p. 127)

DP Costs for Ranks Greater Than 5 (T-2.4)

DP Costs for Ranks in More Than 5 Lists – additionally there is a DP cost increase based upon how many spells lists have already had ranks developed during the current level:

- o For the first five lists developed the DP cost is normal (x1)
- o For the 6th to 10th costs are doubled (x2)
- o For lists beyond 10th costs are quadrupled (x4)

SPELL LIST DP COST TABLE T-2.4						
Spell List Type	Skill Rank No. Being Developed	SPELL USER TYPE				
		Pure †	Semi ‡	Fighter	Thief	Rogue
OWN REALM:						
Own Base Lists	1+	3/3/3	6/6/6	-	-	-
Open Lists	1-5	4/4/4	8/8	25	18	15
	6-10	4/4/4	8/8	50	36	30
	11-15	4/4/4	12	75	54	45
	16-20	4/4/4	18	100	72	60
	21+	6/6/6	25	125	90	75
Closed Lists	1-5	4/4/4	10/10	40	35	25
	6-10	4/4/4	12	80	70	50
	11-15	4/4/4	25	120	105	75
	16-20	4/4/4	40	160	140	100
	21+	8/8	60	200	175	125
Other Base Lists	1-5	8/8	25	80	70	50
	6-10	10/10	40	160	140	100
	11-15	12	60	240	210	150
	16-20	25	80	320	280	200
	21+	40	100	400	350	250
OTHER REALM:						
Open Lists	1-5	10/10	30	90	80	60
	6-10	12	60	180	160	120
	11-15	25	80	270	240	180
	16-20	40	100	360	320	240
	21+	60	120	450	400	300
Closed Lists	1-5	20	45	105	100	90
	6-10	25	60	210	200	180
	11-15	40	80	315	300	270
	16-20	60	100	420	400	360
	21+	80	120	525	500	450
Other Base Lists	1-5	50	80	120	120	120
	6-10	70	100	240	240	240
	11-15	90	120	360	360	360
	16-20	110	140	480	480	480
	21+	130	160	600	600	600
MULTIPLIERS:						
First 5 Lists Developed This Level x1						
6th - 10th Lists Developed This Level x2						
11th - up Lists Developed This Level x4						
† – Pure spell users include Clerics, Magicians, and Mentalists.						
‡ – Semi spell users include Rangers, Dabblers, and Bards.						

- Variable DP Costs for Races/Professions:

- o Occupational: for every rank developed, the character gains 3 ranks
- o Everyman: for every rank developed, the character gains 2 ranks
- o Restricted: for every 2 ranks developed, the character gains 1 rank (eg. Dwarves: swimming)

Hobby skills, adolescence skills, training package skills are not affected by these classifications!

STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE T-2.8									
Skill Category	Fighter	Thief	Rogue	Magician	Cleric	Mentalist	Ranger	Dabbler	Bard
Armor • Heavy	2/2/2	4/4/4	3/3/3	11	11	7/7/7	5/5/5	11	5/5/5
Armor • Light	1/1/1	2/2/2	1/1/1	9	2/2/2	4/4/4	2/2/2	5/5/5	2/2/2
Armor • Medium	2/2/2	3/3/3	2/2/2	10	10	6/6/6	4/4/4	10	3/3/3
Artistic • Active	2/5	2/4	2/4	2/5	2/5	2/5	2/5	2/4	1/2
Artistic • Passive	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	1/3
Athletic • Brawn	2/5	3/6	2/6	6	5	5	3/7	3/9	4/9
Athletic • Endurance	2/6	2/7	2/5	3	3	3	1/5	2/7	2/7
Athletic • Gymnastics	2/5	1/3	1/5	3	3	3/9	3/6	2/4	2/6
Awareness • Perceptions	2/9	2/5	2/6	6	6	5	3/12	4/12	4/12
Awareness • Searching	2/5	1/3	1/5	3	2/6	3	1/4	2/6	2/6
Awareness • Senses	2/6	2/5	2/6	3/7	3/7	3/7	2/5	3/7	3/7
Body Development	2/5	5/12	3/9	15	10	12	4/12	6/14	6/14
Combat Maneuvers	3/9	4/12	4/10	18	10	14	5/12	6/14	6/14
Communications	3/3/3	3/3/3	3/3/3	2/2/2	2/2/2	2/2/2	3/3/3	2/2/2	1/1/1
Crafts	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10
Directed Spells	20	20	20	2/5	3	2/6	15	5	10
Influence	2/7	2/5	2/5	2/6	2/4	2/6	2/6	2/4	1/4
Lore • General	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/2
Lore • Magical	6	5	4	1/4	2/4	2/4	3/6	2/6	1/4
Lore • Obscure	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/4
Lore • Technical	2/6	2/4	2/5	2/6	2/6	2/6	2/6	2/5	2/4
Martial Arts • Striking	3/5	3/7	3/7	9	6	3	4	4	3
Outdoor • Animal	1/4	2/5	1/5	3	3	3	1/5	2/6	2/7
Outdoor • Environmental	2/5	2/6	2/4	3	2/7	3	1/3	2/6	2/6
Power Awareness	8	6	7	1/4	2/5	2/5	5	2/7	3/6
Power Point Development	20	15	12	4	4	4	8	8	8
Science/Analytic • Basic	3/6	3/6	3/6	1/4	1/4	1/4	2/5	2/5	2/5
Science/Analytic • Specialized	12	12	12	6/14	6/14	6/14	8	8	8
Self Control	2/6	2/6	2/6	6	5	3	2/7	2/7	2/7
Spells •									
Own Realm Closed Lists †	40	35	25	4/4/4	4/4/4	4/4/4	10/10	10/10	10/10
Own Realm Open Lists †	25	18	15	4/4/4	4/4/4	4/4/4	8/8	8/8	8/8
Own Realm Own Base Lists †	-	-	-	3/3/3	3/3/3	3/3/3	6/6/6	6/6/6	6/6/6
Subterfuge • Attack	6/10	2/6	4/8	15	15	15	6	6/12	12
Subterfuge • Mechanics	3/8	1/3	2/5	7	7	7	4	2/6	4
Subterfuge • Stealth	2/5	1/3	1/3	5	5	5	1/5	1/5	2/7
Technical/Trade • General	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7
Technical/Trade • Professional	8	8	8	8	8	8	8	8	8
Technical/Trade • Vocational	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12
Urban	2/4	1/2	1/3	3	3	3	3/6	1/5	2/4
Weapon • 1-H Concussion *	1/5	2/7	2/5	9	6	6	3/7	3/9	3/9
Weapon • 1-H Edged *	2/5	3/8	3/8	20	7	8	4	6	6
Weapon • 2-Handed *	2/7	4	3/9	20	9	15	6	7	7
Weapon • Missile *	2/7	4	3/9	20	9	20	6	8	7
Weapon • Missile Artillery *	2/7	4	3/9	20	9	20	6	10	7
Weapon • Pole Arms *	5	6	6	20	20	20	9	15	15
Weapon • Thrown *	5	6	6	20	20	20	9	15	15

* – The DP costs for skill categories in these groups may be freely assigned to the categories in that group (see Section 6.2, p. 22).

† – Skill rank DP costs for ranks may vary due to the number of the rank being developed and certain other factors (see Spell Lists DP Cost Table T-2.4 in Section A-4.18, p. 127).

Note: Some skills are designated as either Restricted, Everyman, or Occupational. See Section 6.2 (p. 22) for rules on developing these specific skills.

Training Packages

(Section 6.3 p. 24)

During apprenticeship skill development process, you may allocate DPs to obtain training packages for your character which provide following:

- Rank increases for skills and skill categories
- Extra stat gain rolls (Sections 6.4. p. 25)
- Extra money and special items (Appendix A-5, p. 134)

There are 15 Training packages (Appendix A-5, p. 134):

- Vocational Training Packages (V): represent specific occupations
- Lifestyle Training Packages (L): represent groups of skills/abilities that would be gained by living a particular lifestyle

TRAINING PACKAGE DP COST TABLE T-2.7										
Training Package	Months	Fighter	Thief	Rogue	Magician	Cleric	Mentalist	Ranger	Dabbler	Bard
Adventurer (L)	24	29	29	29	34	32	31	29	29	29
Amateur Mage (L)	53	43	37	36	24	26	26	31	29	29
Animal Friend (L)	102	26	26	24	33	31	33	22	28	28
Burglar (V)	33	21	16	19	31	30	29	26	22	25
City Guard (V)	25	15	17	16	31	28	29	20	20	21
Doctor (V)	18	23	23	23	23	23	23	23	23	23
Herbalist (V)	33	23	23	23	26	23	23	20	23	23
Hunter (L)	18	29	27	27	36	32	35	25	29	30
Knight (L)	69	25	29	28	46	40	40	31	36	32
Loremaster (V)	40	29	28	26	19	20	20	24	20	18
Merchant (V)	23	25	25	25	20	20	20	24	21	21
Performer (V)	40	28	28	28	26	26	26	28	25	16
Scout (V)	33	21	20	19	31	28	30	16	25	25
Soldier (V)	26	15	22	19	37	29	31	23	28	25
Traveller (V)	18	13	12	10	20	18	20	10	14	14

- **Time to Acquire:** months T-2.7
- **Starting Money:** 20 silver + d10 silver
- **Special:** GM d100 open ended roll for each item: >100 ☑ 1 item
- **Skill/Skill Category Ranks:** All packages give skill ranks/skill category ranks. A Training Package cannot raise a skill above 10th rank.
- **Stat Gains** (section 6.4 p. 25): Some Training Packages allow the CH to make extra stat gain rolls to increase temporary Stat; Temporary Stat cannot be higher than Potential Stat value.
 - o For every stat gain roll of a stat of your choice 8 DPs are allocated (Some training packages offer stat gain rolls for specific stats)
 - o Roll 2 d10 (section 6.4 T-2.3 p. 25)

STAT GAIN TABLE T-2.3				
High Die	Low Die	<i>(Diff = Potential - Temporary)</i>		
		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	

- **Costs by Profession:** costs in development points T-2.7

5. Skills and Skill Categories

(section 6.5 p. 26, Appendix A-4 p. 102)

SKILL SUMMARY TABLE T-2.5				
Skill Category	Applicable Stats	Skill Rank Bonus Progression	Skill Category Rank Bonus Progression	Skills
Armor • Heavy	St/Ag/St	Standard	Standard	Plate
Armor • Light	Ag/St/Ag	Standard	Standard	Soft Leather, Rigid Leather
Armor • Medium	St/Ag/St	Standard	Standard	Chain
Artistic • Active	Pr/Em/Ag	Standard	Standard	Acting, Dancing, Mimery, Mimicry, Play Instrument†, Poetic Improvisation, Singing, Tale Telling, Ventriloquism
Artistic • Passive	Em/In/Pr	Standard	Standard	Music, Painting, Poetry, Sculpting
Athletic • Brawn	St/Co/Ag	Standard	Standard	Athletic Games (Brawn)†, Jumping, Weight-lifting
Athletic • Endurance	Co/Ag/Se	Standard	Standard	Athletic Games (Endurance)†, Distance Running, Rowing, Scaling, Sprinting, Swimming
Athletic • Gymnastics	Ag/Qu/Ag	Standard	Standard	Acrobatics, Athletic Games (Gymnastics)†, Climbing, Contortions, Diving, Flying/Gliding, Juggling, Tumbling
Awareness • Perceptions	In/SD/In	Limited	0•0•0•0•0	Alertness, Sense Ambush
Awareness • Searching	In/Re/SD	Standard	Standard	Detect Traps, Lie Perception, Locate Hidden, Observation, Poison Perception, Reading Tracks, Surveillance, Tracking
Awareness • Senses	In/SD/In	Standard	Standard	Direction Sense, Sense Awareness†, Situational Awareness†, Time Sense
Body Development	Co/SD/Co	Special	0•0•0•0•0	Body Development
Combat Maneuvers	Ag/Qu/SD	Combined	0•0•0•0•0	Mounted Combat, Quickdraw, Swashbuckling, Two-weapon Combat
Communication	Re/Me/Em	Standard	Standard	Two skills for each language (spoken & written)†, Lip Reading, Signaling
Crafts	Ag/Me/SD	Combined	0•0•0•0•0	Cooking, Leather-crafts, Metal-crafts, Rope Mastery, Stone-crafts, Wood-crafts, and others†
Directed Spells	Ag/SD/Ag	Standard	Standard	One skill for each type of directed attack†
Influence	Pr/Em/In	Standard	Standard	Bribery, Diplomacy, Duping, Interrogation, Leadership, Public Speaking, Seduction, Trading
Lore • General	Me/Re/Me	Standard	Standard	Fauna Lore, Flora Lore, Heraldry, History†, Philosophy, Race Lore†, Region Lore†, Religion
Lore • Magical	Me/Re/Me	Standard	Standard	Artifact Lore, Spell Lore, Undead Lore
Lore • Obscure	Me/Re/Me	Standard	Standard	Demon/Devil Lore, Dragon Lore, Faerie Lore, Xeno-lores†
Lore • Technical	Me/Re/Me	Standard	Standard	Herb Lore, Lock Lore, Metal Lore, Poison Lore, Stone Lore, Trading Lore
Marital Arts • Striking	St/Ag/St	Standard	Standard	Boxing, Tackling
Outdoor • Animal	Em/Ag/Em	Standard	Standard	Animal Handling†, Animal Training†, Driving†, Riding†
Outdoor • Environmental	SD/In/Me	Standard	Standard	Caving, Foraging, Hunting, Star-gazing, Survival†, Weather Watching
Power Awareness	Em/In/Pr	Standard	Standard	Attunement, Read Runes
Power Point Development	realm stat ‡	Special	0•0•0•0•0	Power Point Development
Science/Analytic • Basic	Re/Me/Re	Standard	Standard	Basic Math, Research
Science/Analytic • Specialized	Re/Me/Re	Combined	0•0•0•0•0	Advanced Math, Anthropology†, Alchemy, and others†
Self Control	SD/Pr/SD	Standard	Standard	Frenzy, Meditation, Mnemonics, Stun Removal
Spells •				
Own Realm Closed Lists	realm stat ‡	Limited	0•0•0•0•0	One skill per spell list of this type †
Own Realm Open Lists	realm stat ‡	Limited	0•0•0•0•0	One skill per spell list of this type †
Own Realm Own Base Lists	realm stat ‡	Limited	0•0•0•0•0	One skill per spell list of this type †
Subterfuge • Attack	Ag/SD/In	Standard	Standard	Ambush, Silent Attack
Subterfuge • Mechanics	In/Ag/Re	Standard	Standard	Camouflage, Disarming Traps, Disguise, Picking Locks, Setting Traps, Using/Removing Poison
Subterfuge • Stealth	Ag/SD/In	Standard	Standard	Hiding, Picking Pockets, Stalking, Trickery
Technical/Trade • General	Re/Me/SD	Standard	Standard	Begging, First Aid, Gambling, Mapping, Operating Equipment, Orienteering, Sailing, Tactical Games, Using Prepared Herbs
Technical/Trade • Professional	Re/Me/In	Combined	0•0•0•0•0	Diagnostics†, Engineering, Mechanation, Mining, Second Aid
Technical/Trade • Vocational	Me/In/Re	Combined	0•0•0•0•0	Administration, Appraisal, Boat Pilot, Evaluate Armor, Evaluate Metal, Evaluate Stone, Evaluate Weapon, Navigation, Tactics†
Urban	In/Pr/Re	Standard	Standard	Contacting, Mingling, Scrounging, Streetwise
Weapon • 1-H Concussion	St/Ag/St	Standard	Standard	One skill for each weapon in the category †
Weapon • 1-H Edged	St/Ag/St	Standard	Standard	One skill for each weapon in the category †
Weapon • 2-Handed	St/Ag/St	Standard	Standard	One skill for each weapon in the category †
Weapon • Missile	Ag/St/Ag	Standard	Standard	One skill for each weapon in the category †
Weapon • Missile Artillery	In/Ag/Re	Standard	Standard	One skill for each weapon in the category †
Weapon • Pole Arms	St/Ag/St	Standard	Standard	One skill for each weapon in the category †
Weapon • Thrown	Ag/St/Ag	Standard	Standard	One skill for each weapon in the category †

† – This skill is actually a number of skills based on a certain factor. Each skill must be developed separately (e.g., riding skill must be developed separately for each type of mount: horse, elephant, Dragon, etc.).

‡ – A realm stat is: In for Channeling, Em for Essence, Pr for Mentalism.

6. Flesh out your characters role

(section 7.0 p. 28 ff)

- Role Traits
- Personality
- Motivation
- Alignment
- Physical Appearance

Potential Appearance = Potential Presence – 25 + 5D10

ROLE TRAIT TABLE T-1.7

Personality Traits: Make the 1st roll (not open-ended) to determine the "range of the role trait." Then make a 2nd roll (not open-ended) to get a general idea where in the range your character's role trait falls (low results to the left in the range and high results to the right in the range).

1st Roll — Range of the Role Trait

01-02	Sullen, Morose, Somber, Serious	Lighthearted, Cheerful, Joyous
03-04	Merciful, Compassionate, Kind	Uncaring, Mean, Ruthless, Cruel
05-06	Austere, Sober, Restrained,	Unrestrained, Indulgent
	Temperate, Moderate	
07-08	Docile, Pliable, Amenable, Cooperative	Stubborn, Obstinate
09-10	Martyr, Overprotective,	Intimidating, Overbearing, Bully
	Protective	
11-12	Radical, Liberal, Open-minded	Orthodox, Conservative, Reactionary
13-14	Loving, Friendly, Amicable	Quarrelsome, Hostile, Antagonistic
15-16	Prudent, Patient, Cautious	Impatient, Impulsive, Reckless, Rash
17-18	Confident, Sanguine, Secure	Nervous, Apprehensive, Daunted
19-20	Extrovert, Outgoing, Talkative	Reserved, Shy, Timid, Introvert
21-22	Pacific, Nonviolent, Peaceful	Pugnacious, Belligerent, Bellhose
23-24	Meek, Self-effacing,	Proud, Conceited, Cocky, Pompous, Arrogant
	Modest, Humble	
25-26	Lethargic, Lazy, Idle, Easy Going,	Vibrant, Energetic, Enterprising, Ambitious
	Laid Back	
27-28	Deferential, Respectful, Courteous,	Impolite, Rude, Impudent, Insolent
	Polite, Civil	
29-30	Charitable, Forgiving	Vindictive, Vengeful
31-32	Benevolent, Generous, Giving	Selfish, Miserly, Greedy
33-34	Honest, Direct, Trustworthy	Shifty, Deceitful, Dishonest
35-36	Honorable, High-principled	Dishonorable
37-38	Loyal, Faithful, Reliable	Treachorous, Disloyal
39-40	Lawful, Just, Upright	Arbitrary, Chaotic, Corrupt
41-42	Moral, Ethical, Principled	Amoral, Immoral
43-44	Pious, Devout, Religious	Worldly, Impious
45-46	Quixotic, Idealistic	Practical, Pragmatic, Cynical
47-48	Gullible, Trusting	Skeptical, Suspicious, Paranoid
49-50	Curious, Inquisitive	Apathetic, Incurious
51-52	Focused, Attentive	Distracted, Absentminded
53-54	Continent, Chaste	Lustful, Licentious, Lecherous
55-56	Quiet, Reserved	Flamboyant, Boisterous, Loud
57-58	Valorous, Brave, Bold, Audacious	Timid, Cowardly, Craven
59-60	Passive, Detached, Calm	Forceful, Enthusiastic, Excitable
61-62	Calm, Even-tempered	Quick-Tempered, Hot-headed
63-64	Stoic, Impassive, Stolid	Responsive, Complainer
65-66	Sociable, Gregarious	Nonsocial, Antisocial, Cold
67-68	Optimistic, Upbeat	Uncertain, Cynical, Fatalistic, Pessimistic
69-70	Creative, Inventive, Original	Conformist, Uncreative
71-72	Tolerant, Open-minded	Snobbish, Prejudiced, Intolerant
73-74	Disordered, Messy	Orderly, Perfectionist
75-76	Tolerant, Understanding	Envious, Possessive, Jealous
77-78	Dependent, Clinging	Self-reliant, Independent
79-89	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a -20 modification.		
90-100	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a +20 modification.		

Motivation Traits: Make a roll (not open-ended) to determine the first part of the role trait. If necessary, you or your GM may choose the rest of the trait.

Roll — Role Trait

01-05	Destroy: evil, dark lord's forces, race/culture, country, guild, population center, individual, etc.
06-10	Hate & Work Against: evil, dark lord's forces, race/culture, country, guild, population center, individual, etc.
11-15	Hate: evil, dark lord's forces, race/culture, country, guild, population center, individual, etc.
16-20	Duel: evil, dark lord's forces, race/culture, country, guild, population center, individual, etc.
21-25	Revenge against: individual, family, clan, race/culture, population center, guild, etc.
26-30	Preserve: individual, family, clan, ruler, country, race/culture, population center, guild, etc.
31-35	Protect: individual, family, clan, ruler, country, race/culture, population center, guild, "the weak," etc.
36-40	Serve: individual, family, clan, ruler, country, race/culture, population center, guild, etc.
41-45	Promote: peace, freedom, justice, religion, morality, war, free enterprise, etc.
46-50	Rebuild/Restart: guild, population center, religion, clan, dynasty, etc.
51-55	Fanatic about: spreading religion, freedom, cleanliness, law & order, etc.
56-60	Compulsive about: spreading religion, freedom, cleanliness, law & order, etc.
61-65	Fear of (Phobia): heights, darkness, water, etc.
66-70	Acquire xxx for yyy: "xxx" is wealth, power, knowledge, magic items, etc. "yyy" is a ruler, country, race/culture, guild, religion, clan, population center, etc.
71-75	Acquire Personal: power, knowledge, magic items, pleasure, fame, etc.
76-80	Acquire and Maintain Personal Honor
81-85	Adventure, Thrills, Excitement
86-90	Self-centered, general self-interest
91-95	Heroism
96-100	"Make the World a Better Place"

Alignment Traits: Make the 1st roll (not open-ended) to determine the "range of the role trait." Then make a 2nd roll (not open-ended) to get a general idea where in the range your character's role trait falls (low results to the left in the range and high results to the right in the range).

1st Roll — Range of the Role Trait

01-06	Good	Neutral	Evil
07-12	Laws/Government	Neutral	Anarchy
13-18	Government	Neutral	Rebels/Opposing Government *
19-24	Laws/Principles	Neutral	Opportunism, "The End Justifies the Means" (Machiavellianism)
25-30	Religion	Neutral	Atheism
31-36	Religion	Neutral	Opposing Religion †
37-42	Free Enterprise	Neutral	Cartels/Guilds/Monopolies
43-48	Free Enterprise	Neutral	Socialism
49-54	Asteticism	Neutral	Hedonism
55-60	Altruism	Neutral	Egoism
61-66	Spiritual	Neutral	Materialist
67-72	Metaphorical	Neutral	Literal
73-86	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a -20 modification.				
87-100	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a +20 modification.				

* — This applies to any two ruling groups that oppose one other. The groups can control different countries, fiefs, city-states, etc.; or, they can be rival groups within the same political or geographical entity (e.g., rebellion, civil war, etc.). For Example, France vs. England in the 100-years War, the Gondorian Kin-strife in Middle-earth, York vs. Lancaster in the War of the Roses, North vs. South in the War of Northern Aggression, etc.

† — This applies to any two religions that oppose one another. This opposition can have a political or dogmatic basis. E.g., Christians vs. Moslems, Catholic vs. Greek Orthodox, Catholic vs. Protestant, etc.

ROLEMASTER



7. Finalize your Character

(section 8.0 Final Character Preparation, p. 30ff)

Totaling the Bonues:

- Stat Bonues (p. 17 T-2.1)

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

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	47	48	+6	-2	—	+4
Constitution	40	45	+5	+4	—	+4
Memory	38	47	0	0	—	0
Reasoning	43	71	0	0	—	0
Self Discipline	34	73	0	0	—	0
Empathy	20	59	-2	0	—	-3
Intuition	40	47	+5	0	—	+5
Prowess	63	75	0	+4	—	+4
Quickness	75	91	+2	-2	—	0
Strength	52	92	+6	+4	—	+10

For each Skill Category you fill Sum of Stat Bonus of Applicable Stats (e.g. *Armor Heavy St/Ag/St = 10+6+10 = 26 in row Stat:*)

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Bonuses				Total
					Rank	Stat	Prof.	Special	
Armor - Heavy	St/Ag/St	5/5/5	0	000	-5	+26	—	—	+21
Armor - Light	Ag/St/Ag	3/3/3	1	000	+2	+22	—	—	+24
Armor - Medium	St/Ag/St	4/4/4	2	000	+4	+26	—	—	+30
Artistic - Active	Pt/Em/Ag	2/5	0	000	-5	+7	—	—	+2
Artistic - Passive	Em/In/Pt	2/5	0	000	-5	+6	—	—	-1
Athletic - Brawn	St/Co/Ag	3/7	1	000	+2	+25	+5	—	+32
Athletic - Endurance	Co/Ag/St	1/5	3	000	+6	+25	+5	—	+36
Athletic - Gymnastics	Ag/St/Ag	3/6	3	000	+6	+12	+5	—	+23
Awareness - Perception	In/SD/In	3/4	na	1	0	+10	+10	—	+20
Awareness - Searching	In/Re/SD	3/4	3	000	+6	+5	+10	—	+21
Awareness - Senses	In/SD/In	2/5	0	000	-5	+10	+10	—	+5
Body Development	Co/SD/Co	4/2	na	7	0	+6	+2	+10	+33
Combat Maneuvers	Ag/Qu/SD	3/3/3	na	*	0	+6	—	—	+6
Communications	Re/Mel/Em	3/3/3	3	000	+6	-3	—	—	+3
Crafts	Ag/Mel/SD	4/0	na	*	0	+6	—	—	+6
Directed Spells	Ag/SD/Ag	5	0	000	-5	+12	—	—	+2
Influence	Pt/Em/In	2/4	0	000	-5	+6	—	—	-1

• **Rank Bonuses**

The Rank Bonus is defined for Types of Bonus Rank

Type of Rank Bonus	New Rank Symbol
Standard	□□□
Combined	*
Limited	‡
Special	†

In table T2.2:

RANK BONUS TABLE T-2.2					
Rank	Standard Category Rank Bonus	Standard	Skill Rank Bonus		Special
	□□□		Combined *	Limited ‡	
0	-15	-15	-30	0	0
1	2	3	5	1	6
2	4	6	10	2	12
3	6	9	15	3	18
4	8	12	20	4	24
5	10	15	25	5	30
6	12	18	30	6	36
7	14	21	35	7	42
8	16	24	40	8	48
9	18	27	45	9	54
10	20	30	50	10	60
11	21	32	53	11	65
12	22	34	56	12	70
13	23	36	59	13	75
14	24	38	62	14	80
15	25	40	65	15	85
16	26	42	68	16	90
17	27	44	71	17	95
18	28	46	74	18	100
19	29	48	77	19	105
20	30	50	80	20	110
21	31	51	82	20.5	114
22	31	52	83	21	118
23	32	53	85	21.5	122
24	32	54	86	22	126
25	33	55	88	22.5	130
26	33	56	89	23	134
27	34	57	91	23.5	138
28	34	58	92	24	142
29	35	59	94	24.5	146
30	35	60	95	25	150
31+	35	60 + 0.5 per rank over 30	95 + 0.5 per rank over 30	25	150 + 3 per rank over 30

- **Skill Category Rank Bonuses**

Fill in Rank Bonus based on T-2.2 in Skill Category Record Sheet T-6.2

- **Total Skill Category Bonuses**

Skill category rank bonus + stat bonus + profession bonus + any special bonus

SKILL RECORD SHEET T-6.3									
Character: <u>Varak</u>					Player: <u>Your Name</u>				
					Level: _____				
Skill Name	#Ranks	New Ranks	Rank	Category	Item	Special	Special	Total	
Light Leather	1	□□□	+3	+24				+27	
Deft	2	□□□	+6	+50				+56	
Jumping	0	□□□	-15	+32				+17	
Swimming	2	□□□	+6	+36				+42	
Climbing	1	□□□	+3	+23				+26	
Agility	4	□□□	+4	+20				+24	
Observation	1	□□□	+3	+21				+24	
Body Development	4	□□□	+36	+33				+69	
High-speech, spoken	10	□□□	+30	+3				+33	
High-speech, written	10	□□□	+30	+3				+33	
Common-speech, spoken	10	□□□	+30	+3				+33	
Common-speech, written	10	□□□	+30	+3				+33	

- **Skill Bonuses**

For each skill, total the number of ranks and determine the corresponding skill rank bonus

☑ Record Sheet T-6.3

- **Total Skill Bonuses**

Skill rank bonus + total skill category bonus + any item bonuses + any special bonus

Level, Experience Points and Age:

- Level: 1, Experience Points 10.000

Outfitting

Miscellaneous Factors

- [Power Points](#)
- [Hits](#)
- Recovering [Power Points](#) and [Hits](#)
- [DB Defensive Bonus](#)
- [Known Spells](#)
- [Resistance Roll Bonus](#)
- [Moving Maneuver Penalty](#)
- [Base Movement Rate](#)
- [Weight Penalty](#)

Advancing Level

(section 9.0 Experience & Advancing Levels, p. 36 ff)

Level	EPs Required
1	10,000
2	20,000
3	30,000
4	40,000
5	50,000
6	70,000
7	90,000
8	110,000
9	130,000
10	150,000
11	180,000
12	210,000
13	240,000
14	270,000
15	300,000
16	340,000
17	380,000
18	420,000
19	460,000
20	500,000
21+	500,000 + 50,000 per level over 20th

1. Advancing a Level
2. Stat Gain Rolls: to determine if CH Temporary Stats change (T-2.3)
section 6.4 p. 25): Some Training Packages allow the CH to make extra stat gain rolls to increase temporary Stat; Temporary Stat cannot be higher than Potential Stat value.
 - a. Roll 2 d10 (section 6.4 T-2.3 p. 25)

STAT GAIN TABLE T-2.3				
High Die	Low Die	<i>(Diff = Potential - Temporary)</i>		
		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	

3. Skill Development (=Apprenticeship Skill Development, section 6.0 p. 22)
 - a. Development Points (DPs) based on Dev Stats (Section 6.2 p. 22): : DPs = (Ag + Co + Me + Re + SD) / 5
4. Totalling skill rank bonuses

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