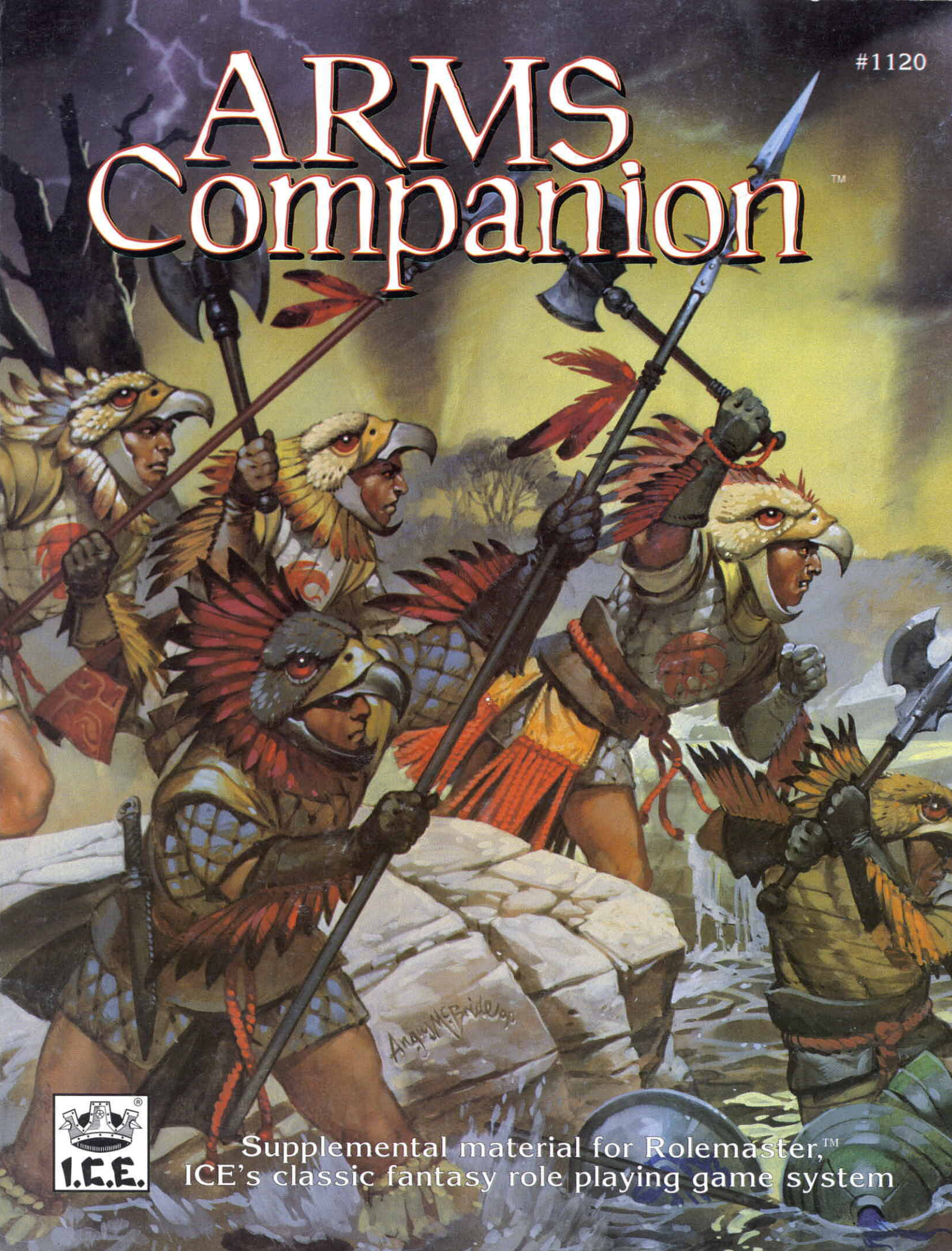


ARMS Companion



Supplemental material for Rolemaster,[™]
ICE's classic fantasy role playing game system

ARMS COMPANION™

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Dedication: *The authors would like to dedicate this book to the men and women who have given their lives for the protection of those who cannot protect themselves.*



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1.0 INTRODUCTION

The *Arms Companion* is a collection of optional rules for the *Rolemaster* fantasy role playing system, all dealing with those professions that deal specifically in the realm of Arms, such as Fighters, Rogues, Thieves, Warrior Monks, etc. Optional is the key word here; a Gamemaster should carefully examine each section of material before using it in his world or campaign. This material runs the gamut from play aids that simply make the standard game mechanics easier to handle to **very high** powered optional rules. Most GMs should not and will not use everything in the *Arms Companion* there is just too big a diversity in style and power level. Carefully examine each section of material before using it in your world or campaign.

The *Arms Companion* includes a wide variety of material because different role players want different things from a role playing system. Some GMs run a low powered tightly structured game; such GMs probably find that much of the material in this product will not be appropriate for their game unless they modify and experiment with it. At the other end of the spectrum, some GMs run a high powered or loosely structured game; such GMs will probably use most of the material in this product and modify it and extend it. Most GMs fall in between these two extremes; they will use some of the material, ignore some of it, and modify the rest. The thing to keep in mind is that this is a commercial product. As a company, ICE has to appeal to a large audience and provide material that can be used by most of the customers that use our systems.

Players should keep the above discussion in mind when reading *Arms Companion*; some of this material may not be appropriate for your Gamemaster's game. The GM must decide which parts of this material will be used in his world—not the players. The GM should always be the authority in any role playing session that involves his world. The manner in which a GM interprets, modifies, excludes, or includes rules and guidelines is entirely up to him (or her). This is true for the standard rules as well as a set of optional rules, such as the *Arms Companion*. A Gamemaster should never feel that the rules are an etched-in-concrete, unbreakable, unbendable, absolutely fixed system; they are provided to help the GM develop, manage, and run his world.

On the other hand, the Gamemaster has an obligation to his players to make clear what the physical laws of his world entail (i.e., the game mechanics). As efficiently as possible, the GM should indicate what rules and guidelines are being used and which ones have been modified or changed.

In addition, a GM must strive to be consistent in his decisions and in his interpretations of the rules. Without consistency, the players will eventually lose trust and confidence in the GM's decisions and his game. When this happens a FRP game loses much of its pleasure and appeal. Both GM and players must cooperate to have a successful FRP game.

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

1.1 DESIGNERS' NOTES

The use of this material gives the Arms Users many more options and avenues to develop. If you enjoy role playing Fighters, Rogues or Duelists, this book will offer new flavor and zeal to your game.

The authors have varying views of the Arms User, but we agree that this new material will further expand such professions into new avenues. Much haggling, arguing, brow beating and indeed a few frays have broken out over the contents within this book, but we feel that it will provide many extra hours of enjoyment to any *Rolemaster* campaign.

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1.2 NOTATION

APAC	Armor Pick and Choose is the mixing and matching different types of armor worn over the body.
BAM	Base Area Modifier. Used with Damage by Location.
Base Time	The standard amount of time needed to don or doff armor.
CQC	Close Quarters Combat.
DF	Defense Factor, used with helmets and armor.
EAB	Experience Attack Bonus. OB modifier for extensive training in weapon usage.
EF	Exhaustion Factor, used with armor and helmets.
Minimum Time	The smallest amount of time in which armor can be donned or doffed.
PF	Perception Factor, difficulties in perception due to use of Helmets.
Warrior-Type	A special classification of professions dealing mostly with combat.
AC	Arms Companion. This book.
WOW	Way Of the Warrior, a new group of RM skills.
RAC	Restricted Area Combat.
SR	Structural Rating. This is the innate strength of different body areas. Used in Strategic Targeting and Damage by Location.
DTM	Drawing Time Modifier. Used with sheath hangers to determine how fast a weapon is drawn.
SMAA	Special Martial Arts Attack. This is a skill.

1.3 ARMS COMPANION'S OPTIONAL RULES

We do not recommend the use of all the material within this tome at any one time. Such use brings about a game unbalance from low level Arms Users who will be made insanely powerful, and those of high level which would now be god-like. The following are sample combinations of different options that might be used together within a game, and other options from other Companions that once added can give game balance. These are merely examples of how options can be used to balance one another. Many different combinations exist.

1. Use Strategic Targeting with all the armor options, with Magic Minutiae with Final Spell Effect and Cross Realm casting from *Spell Users Companion*.
2. Using Way of the Warrior with Presence Projection with Combat Styles might be balanced with Individual Spell development and Psions.
3. Using Background Packages, either for beginning players or for those using custom profession generation might balance out their campaigns with Ritual Magic and Apprenticeship.
4. Using Melee Scuffle, Weapon Brawling and Attack Speed Variances in a campaign might be balanced with Runes, Glyphs and Wards and similar spells.
5. Using Bushwhacking, advanced rules for arrows, bows, and crossbows with Special Martial Arts Attacks in a campaign might be balanced with Spell Shaping.
6. Using Close Quarters Combat, Restricted Area Combat, Experienced Attack Bonus with Donning and Doffing Armor in a campaign might be balanced with Spell Research, Spell Expertise and Power Point Undercasting.



2.0 OPTIONAL PROFESSION "LAWS"

2.1 BACKGROUND PACKAGES

AN INTRODUCTION TO BACKGROUND PACKAGES (2.1.1)

Background packages are pre-developed characters to be used as an aide to introducing players to the *Rolemaster* system. The *RM* character, combat, and magic systems are sometimes not suited for the new player, especially when introducing a novice into a gaming club already proficient in them. Beginners may feel lost, and sometimes give up long before they have a chance to really enjoy role playing in *RM*.

One way to assist new players, whether they are experienced role players who've formerly played in a less-complex system, "accountant"-style gamers with very little role playing ability, or those who've never experienced role playing in any form, is to not overwhelm them with information from the start. Allowing them to gradually assimilate the game mechanics is preferable than dumping three basic rule books, seven optional rule books, and two *Creatures and Treasures* books into their laps, and expecting them to enjoy the game.

Background Packages are a partial solution to the problem. These are basic character frameworks created by the GM to easily equip a new player's character with basic skills, a character history, and an understanding of the nuances of the game world. They may be simple skeletons or quite detailed, depending on the ability and needs of the player.

CREATING BACKGROUND PACKAGES (2.1.2)

Most novices will be far more comfortable starting with a profession from the realm of Arms. This allows them to bypass entirely the confusion of having to learn *Spell Law* mechanics, over a dozen magically-related and complex skills, many optional rules, and, of course, having to examine several thousand spells.

The realm of Arms may be broken down into four distinct groups: variants of the Fighter, variants of the Rogue, variants of the Warrior Monk, and variants of the "layman" (the professions built around one or two skills, e.g., the Farmer, Craftsman, etc.). This assists in determining what profession the player would like to have his character be. The player can then be shown the professions from the pertinent grouping, and assisted in a choice.

The next step is to determine the player's role playing ability. This usually makes itself known when asked a few simple questions about background. Experienced role players quickly begin to fill in the blanks, and start to develop a character persona immediately. A novice quickly becomes confused, or might not understand the necessity of a good character background. There will, of course, be those who fall between the two extremes.

It falls to the GM to decide upon how much latitude to give an experienced character in designing a background. If left to themselves, a player may create a background that conflicts with the

campaign world. The GM should always work with his players before the game actually starts, to avoid confusion and strife during actual game sessions, and to avoid hard feelings.

A Background Package should always cover the basic skills of the profession. These are the basic weapon skills, and any skill the designers of the profession have assigned a very low DP cost to. Skills may be added from there to round out the character to fit the player's ideal.

When designing a package, it should be kept in mind that novices will often be less effective than their peers if starting at the same level. Therefore, Background Packages are designed to be of a slightly higher level than the level they claim to be. Thus, a first-level package should actually be the equivalent of a second or third-level character. This is to allow the novice to "keep up with" the players that can effectively use their skills creatively to achieve a greater performance yield. A development freeze on the character effectively allows the player time to get to know the game mechanics and learn what his skills can do, without having to worry about level advancement. At the same time, the other players will "catch up" to the character, until all players are advancing at about the same rate.

GUIDELINES FOR CREATING BACKGROUND PACKAGES (2.1.3)

1. Packages should always contain the profession's basic skills; combat skills for the fighter-variants, subterfuge skills for the rogues, etc.
2. If the character is part of a guild or a society, the player should be provided with current and historical information about the group, so as to avoid confusion. The player should understand how he and his group fit into the campaign world.
3. The character should be created with enough language ranks to avoid being constantly left out of conversations, yet not so many that he is totally involved in all. This provides a fair middle-ground, and provides for some challenge.
4. A package should not be created to be too powerful; when the player moves on to a character of his own creation, he is likely to find that his new character won't be as powerful as his old one. This also spares hard feelings of the rest of the players, who might feel as if the new player is "favored," by the GM.
5. Allowing characters to over-develop academic skills that provide information about their characters and how they fit into the campaign world (Racial History, Philosophical/Religious Doctrine, etc.) is never a bad thing. This can assist the players in feeling free to question the GM about how they should react in various situations.
6. *Always* inform the rest of the gaming group that a new player is using a package (but not details thereof), and that he may have OBs and skill bonuses slightly higher than theirs. This will avoid them having a rude awakening in the middle of play. Asking them to help with of explanations, to make them a part the novice's learning process, may also help smooth out a difficult situation.

CUSTOM BACKGROUND PACKAGE BLUEPRINT (2.1.4)

When constructing a Background Package, a GM should follow these guidelines to keep game balance. Both Background Options and character levels can be spent to buy skills and statistic bonuses.

First take a fantasy milieu to be created. That is, a historical or fantasy background setting. (E.g., a Knight of the Round Table or a royal guard from a fictional kingdom.) Then decide what skills and statistic bonuses these give a character.

Background Options: (Each option spent buys one of the following.)

- 5 Ranks of one skill (Including primary skills).
- +20 Statistic bonus.
- 10 Skill ranks divided among four skills.

Character Levels (Includes adolescence):

- 35 Skill ranks divided among fifteen skills.
- +75 Statistic bonuses divided among five statistics.
- 15 Skill ranks in three skills.
- +50 Statistic bonuses divided among three statistics and 15 skill ranks divided among five skills.

Option 1: When spending character levels, allow each pick only once.

Option 2: Allow the player to set up the framework of the Background Package. (GM's Discretion.)

GENERAL MERCENARIES AND SOLDIERS IN MILITARY ORGANIZATIONS (2.1.5)

A character may start as a mercenary, either in a group or alone. They also may enter later on. A character cannot start in a Cadre, as only the experienced and elite warriors are in a Cadre.

To start with these additional skills and the indicated equipment, a character must expend some of this Background Options.

MERCENARY GROUPS

Free Lance:

Cost: 2 Options

Skills	Ranks
Gambling	2
Seduction	1
Primary Weapon	3
Secondary weapon	2
Drug Tolerance, Alcohol	3
Brawling	4
Looting	3
Body Development	2
Equipment:	The clothes on their back

Free Company:

Cost: 2 Options

Skills	Ranks
Gambling	2
Primary Weapon	3
Secondary Weapon	2
Maneuver in Rigid Leather	5
Brawling	1
Drug Tolerance, Alcohol	2
Looting	3
Body Development	2
Equipment:	Primary weapon with no bonuses

Mercenary Army:

Cost: 3 Options

Skills	Ranks
Primary Weapon	3
Secondary Weapon	3
Maneuver RL or Chain	10
Heraldry	2
Gambling	3
Tactics	2
Drug Tolerance, Alcohol	2
Body Development	3
Looting	2
Equipment:	Primary weapon, Secondary weapon Armor (-5) and shield



Military Organizations:

Cost: 4 Options

Skills	Rank
Weapon Category #1:	3
Weapon Category #2:	2
Maneuver in Leather:	10
Gambling:	2
Tactics:	3
Heraldry:	2
Drug Tolerance, Alcohol:	3
Body Development:	3
Looting	2
Equipment: Primary weapon, Secondary weapon Armor and shield	

MILITARY AND MERCENARY SPOILS CHART

This background chart is only used by characters who started either as a mercenary or in a military organization.

Option 1: For every 2 Background Options spent, a free roll is made.

Option 2: Allow one free roll.

Option 3: Allow both Options 1 and 2.

...

Roll	Spoils Gained
1 - 10	50 gold coins from a raid.
11 - 15	75 gold form a town.
16 - 20	A superior weapon, treat as +10 non magic.
21 - 25	Jewelry, valued at 100 gold.
26 - 30	Superior armor, treat as +10 non magic.
31 - 35	A spouse plus a 100 gold dowry.
36 - 40	A faithful first level fighter as a follower.
41 - 45	A marble statue, valued at 125 gold.
46 - 50	A magic weapon, treat as +5 magic.
51 - 55	Magic armor, treat as +5 magic.
56 - 60	Gems, valued at 200 gold.
61 - 65	Live stock, worth 50 gold, includes 10 animals.
66	Full suit of armor and weapon, made of Mithril +20 magic.
67 - 70	Alchemist's supplies, valued at 75 gold.
71 - 74	Regal clothes, worth 25 gold.
75 - 78	A nobleman hostage, can be ransomed, GM determines worth.
79 - 82	Rare spices, worth 250 gold.
83 - 85	A bag of silverware, valued at 50 gold.
86 - 89	Magic weapon, treat as +10 magic.
90 - 92	Magic armor, treat as +10 magic
93 - 95	A trained animal as a pet.
96 - 97	Original art work, valued at 500 gold.
98 - 99	A noble family's standard and shield, treat as +15 magic.
100	A kings crown, worth 1000 gold, or ransomed at GM's determined value.

DISCHARGED MILITIA AND MERCENARY WOUNDS CHART

This chart shows the blood and guts aspect of military life. Spending time in either a militia or mercenary lifestyle tends to leave a scar or two.

Roll once for every 2 options spent on military backgrounds.

Option 1: The amount of rolls increases one for one for each Background Option spent on military or mercenary Background Packages.

...

Roll	Result
1	Character loses limb (1 - 49 leg, 50 - 100 arm) -20 off temp and pot statistics of Agility, Constitution and Quickness.
2	Character loses half of limb, -10 as above.
3	Character loses hand, -5 as above.
4	Character is maimed, has limp, -10 as above to Agility and -30 to Quickness.
5	Character is maimed, has limp, -5 and -15 above to Agility and Quickness, respectively.
6	Character has war wound, -20 to temp stat of Strength, Quickness, Agility and Constitution.
7	Character has war wound, -10 as above.
8	Battle Fear, -40 to SD "temp" statistic.
9	Shell Shock, -20 to SD "temp" statistic.
10	Have nasty visible scar, -50 Appearance statistic.
11 - 15	Nifty visible scars, -20 Appearance, +5 Presence temp statistic.
16 - 20	Have insulting tattoo, -20 Appearance.
21 - 25	Recent run in with foes, reduce current hits by 15 (may be healed normally).
26 - 80	Nothing of any consequence.
81 - 90	Alcoholic, must continue to drink at least once every 2 hours. Failure means -30 to all actions. Once drinking, RR vs SD to stop.
91	Lost a finger, -5 Agility, "temp" and potential.
92	Broken nose, -10 to all olfactory perceptions.
93	Dislocated knee cap, -10 to all maneuvers.
94	Diseased, lower all "temp" physical stats by 20.
95	Poisoned, roll random Class I Reduction Poison.
96	Weak Back, encumbrance reduced by half.
97	Lose an eye, -30 to all sight perceptions.
98	Bum leg, all maneuvers at -50.
99	Arrow head lodged in stomach, any movement at 5x has 50% chance to induce coughing up blood.
100	Mentally unstable, GM decides on phobia or mental condition. All mental stats reduced by 5.

EXAMPLES OF PRE-MADE BACKGROUND PACKAGES (2.1.6)

The following are examples of complete background packages. They have been tailored to the Character Background Package Blueprint (Sec 2.1.4), and provide for character histories for the players. These are not meant to be used straight from the book, but are meant to illustrate and enlighten.

THE CENTRAL GUARD

The Central Guard is the title for a cadre. For the most part, they hire out their skills to the kingdoms and militias who pay the most. Rather than fight themselves they usually train civilians turning a rag-tag bunch of villagers into vicious fighting machines. Their exploits are well known around the land, and most people learn to respect them.

One year, a king hired the Central Guard to be his personal militia. They were paid well as he wanted the best protection money could buy. He did not want them to train others, but to leave others ignorant while the Central Guard remained strong. The king feared for his life and felt that the protection of this Cadre would abate this fear. The Cadre accepted and lived entirely for the protection of their employer. In this job, that had no time limit, they learned what freedom they had. In time they learned of the power they had.

The king was afraid for many reasons. First, this monarch was a poor ruler and made many enemies in the noble sector. Second, he used his military to secure frontier lands from the settlers of other kingdoms. The neighboring kingdoms looked dourly upon such deeds. The Central Guard began to realize how much more power they would have if this unpopular potentate left the picture. With a month of planning the Guard eliminated the king in what appeared to be a defensive measure to protect the kingdom and the neighboring lands from terrors to come.

The Central Guard now appeared as the saviors and their leader was proclaimed Proconsul of the new government set up by the nobles from the new senate. This allowed the Guard to do whatever they wanted whenever they wanted. After many years of working for this king, they began their services as a Cadre again, this time with a strong foundation to return to.

The enlistment in the military reached an all time high and the lands became secure with the many patrols. Even the neighboring kingdoms hired out units from the cadre to aid their forces. The Guard began to travel to train others.

Word spread out of kingdom's safety and the downfall of the vile monarch, and trade picked up like wild fire. As time passed, the members of the Cadre grew older and less able to do their work. They than started to take in new initiates.

To be a member of a mercenary army, see "Mercenary Groups."

CREATING CENTRAL GUARD CHARACTERS

A Central Guard character cannot be created. The character must be at least fifth level to enter, and of the Warrior-Type. The character must invest one year to complete the training, not necessarily all at once. No block of time, though, less than three months. During this time, the character does not gain levels as normal, but gains three experience levels and the following stat gains and skill ranks:

Strength:	+20
Agility:	+20
Constitution:	+20
Quickness:	+15
Tactics	3
Military Org.	3
Heraldry	3
Hostile Eviron.	5
Tumble Evade	5
Primary Weapon	6
Secondary Weapon	4
Tertiary Weapon	2
Stunned Maneuver	10
Battle Perception	8
Body Development	6
Maneuver in Chain	15

The character makes a d100 roll per month of training. Any roll below 35 results in the dismissal from the Central Guard. If any further desire to enter continues, the character starts again, from the start.

- For characters that do not make the entire training:
- If less than four months of training is served, nothing is gained. This represents the time to remove all incorrect knowledge from the character.
 - If the character served five to seven months, they gain one quarter of the statistic bonuses and skill ranks, and advance one level.
 - If the character served eight to ten months, they gain one half of the above. They advance two levels.
 - If the character served eleven months, they gain three quarters of the above. They advance two levels.

THE FIVE HOUSES OF NYANJA-REE

In the ancient days a great man of will and discipline walked the lands. Wherever he roamed, he taught his philosophy and practices. His name was Nyanja-Ree. In his waning years, he took in twelve of his greatest students and extensively trained them in all he has ever known. To each of the twelve, a separate practice or genre of his teachings were given. Thus, the twelve schools opened to continue educating the world in the ways of Nyanja-Ree. Through time and many shifts in power and earth, seven of these schools failed and left the face of the land forever. The five schools that remain stay secluded and loyal to their teachings.

The Houses of Nyanja-Ree are in fact different schools of the ancient philosophy of martial arts. Each of the schools specializes in different aspect of the truth of life. Those admitted to the school are usually Monks, Warrior Monks and High Warrior Monks, although few of other professions have been admitted upon their merit and skill. These other professions have usually been Dancers and Dervishes. Any other profession may be admitted if they can meet the criterion of being a student dedicates themselves to philosophy.

To start a character at one of these schools will cost 4 background options. The character is then assumed to have developed both their adolescence and first levels there. The rules about returning to the schools for further training still apply to these characters like all others.

To be a student, a character must devote one half of their full level's development points to Martial Arts and related skills. While a student at one of these schools, the cost for such skills is on half, so to the availability of facilities and rigorousness of the training.

The skills that are available for training in all schools are:

- Martial Arts Strikes, All ranks.
- Martial Arts Sweeps and Throws, All ranks.
- Adrenal moves
- Adrenal Defense
- Tumbling

Each school will have additional skills depending on the school.

HOW THE HOUSES RELATE TO THE WORLD AND TAKE NEW STUDENTS

The Houses of Nyanja-Ree do not get involved with the outside world in anyway save to gain new pupils. They do not give their loyalty to any nation, but all and none at the same time. Their belief in the ancient art surpasses all of the worlds commonplace philosophies.

New students are acquired not through advertising, but the prospective student's own desire, or that of their parents. The master of the school will judge the applicant not on ability, but devotion. A student who studies and leaves and returns and leaves is not the type of student that the schools look for. Thus the adventuring type is not suited for these schools and the masters will not allow them in.

GM Note: *These schools prefer students who will stay in study for over a year at a time. This is not for your two month break between adventures. A character that is out of play for over a year of game time may be assumed to be at one of these schools, or any time the game world shifts number of years, characters can attend. Otherwise the characters should not be allowed to enter.*

For practical purposes, it takes one year to train one level.



HOUSE OF THE TURTLE

This house specializes in defense and resilience to damage. One who studied here would develop skills to enhance their Defensive Bonuses and Defensive Skills.

Master: Nyoko Binjay: Level 35 High Warrior Monk.

Additional Skills:

- Stunned Maneuver
- Stalk and Hide
- Endurance
- Tumble Evade

Special Abilities: For each level of training devoted to the House of the Turtle, the following special abilities are gained:

- +5 to DB
- All parries gain an additional +5

HOUSE OF THE LYNX

This school specializes in powers at combat. All studies here involve the enhancement of ones combat capabilities.

Master: Origomo Tsa, Level 45 Dancer

Additional Skills:

- Melee Combat Skills
- Missile Combat skills

Special Abilities: Gained for each level where a character trains exclusively.

- +5 to all DBs
- +1 Concussion Hits per strike
- Missile Ranges increase by 5 feet

HOUSE OF THE MONGOOSE

This house deals with speed and agility above all else. The Mongoose house works hard to have their students move faster and more precisely. The skills that are taught exclusively here are those of speed and agility.

Master: Soshe Yakam, Level 41 Monk.

Additional Skills:

Sprinting
Yado
Tumble Evade
Acrobatics
Tumbling

Special Abilities: Gained for each level of training devoted to the House of the Mongoose.

+2 to Quickness Statistic Bonus
+2 to Agility Statistic Bonus
+2 to Base Movement Rate

HOUSE OF THE BEAR

The House of the Bear is devoted to strength and power. All that is trained and learned is the use of and conveyance of power in all of its forms.

Master: Kahooto Saba: Level 40 Warrior Monk.

Additional Skills:

Meditation Ki
Rowing
Body Development

Special Abilities: Gained for each level of development devoted to the House of the Bear.

+2 to Strength Statistic Bonus
+2 to Base Hits
+5 to all melee and missile strikes (except crossbow)

HOUSE OF THE GRASSHOPPER

This school is devoted to acrobatics and lofty movements. Students at this school normally fly about the classrooms and courtyards. This school has caused much superstition.

Master: Sanuzen Tahan, Level 39 Monk

Additional Skills:

Acrobatics
Jumping
Tumbling
Contortions
Pole Vaulting
Tumble Attack
Tumble Evade

Special Abilities: Gained from each level devoted to study at the House of the Grasshopper.

+5 to all Gymnastics Maneuver Rolls
Treat all Adrenal Leaps, Lands and Balances as one rank greater than actually developed

THE TREEWRAITHS OF MILLIOCH

Centuries ago, in a huge forest called the Millioch Wood, there lived a race of men. They were called, at the time, the Forestors, for they had few dealings with the world outside of their forest. They were well-versed in the art of wood craft, for surpassing the skills of the rangers, although they used no magic at all. They were a peaceful folk, who would gladly assist those lost in their woods.

The Forestors worshiped the spirits of the trees, who they felt were the protectors of their folk. They lived in underground dwellings that they dug, and gathered only deadwood for their fires. The concept of felling a tree was a hideous concept to the Forestors, akin to cannibalism. A Forester who had inadvertently harmed a tree oft took their own life in their shame.

Unfortunately, their idyllic life-style changed in the space of a single year, when war came to Millioch. A huge host of Orcs poured into the forest, fleeing from the combined armies of the elves, men, and dwarves. There they staged raids and ambushes on their pursuers, who carried the battles into the woods

The Forestors, for all of their skill, were nearly annihilated by the Orcs, and accidental ambushes by the Wood Elves claimed many lives. Confused, and seemingly beset on all sides, the Forestors fought back, thus bringing down the wrath of all concerned. Men and Dwarves, who feared to enter the huge forest, wantonly felled trees and started conflagrations. Within months, the mighty Millioch Wood ceased to exist. The Forestors nearly came to the brink of extinction, but several hundred fled to nearby forest. Unfortunately, there was a fairly large population of Wood-Elves living there, who were unwilling to share the expanses that they weren't using. Several scores of the Forestors fell before they fled yet again, to a sparse copse high in the mountains. At this point, the Forestors of Millioch vanished from the knowledge of all for nearly 400 years.

Then, the descendants of the Forestors returned. If possible, they were even more skilled in woodcraft than their sires, and had used captured weapons to verse themselves well in the arts of war.

But the most drastic, and frightening change, was in their attitudes. They had not forgotten the destruction to the people and their forest, and their treatment at the hands of the Wood-Elves. They'd lost everything they loved, and they were determined to make their foes pay dearly.

The Wood-Elves were the first to feel their wrath. In the space of a day, a hundred of the people of Millioch crossed over seventy miles of plains, and entered the woods unseen by the Elven sentries. One of the largest settlements was beset by men who materialized from the night itself, it seemed. An hour later, the settlement was razed, and almost five thousand Elves would never frolic in the forest again. If any of the invaders had been slain, their bodies were not found.

The Elves scoured the woods in huge bands, but the invaders could not be located. Missing patrols, though, attested to their presence. Scouts one day located an encampment of eighty of the hundred. Elven warriors descended on the camp, only to find it deserted. Upon their return, though, they found three more of their settlements had been attacked in their absence.

The Wood-Elves eventually fled from their woods, having been decimated by the sons of the people that they had brutally massacred years before. They returned with a host, and swept every inch of the forest—but the invaders were gone

For years, though, the descendants of Millioch made themselves known to all. Their raids stretched for over a thousand miles, yet they were never seen, even when moving over open plains. Towns and small cities were sacked, and they destroyed all people living under the shadows of trees wherever they were found. Thus, they earned the name Treewraiths.

Even the bare mountains were not safe, although the Treewraiths had less successes there. Soon, Orcs feared to tread the slopes outside of their caves. Even the Dwarves respected them, after the destruction of one of their smaller outposts.

The Treewraiths eventually returned to Millioch, which had sprung back over the tears; it became known as Mortrahk Weth, the "Trees of Shadowy Death". When their location was finally discovered, the Elves, Dwarves, and Men once again united to destroy the forest again. They met with considerably less success this time, though.

They finally sued for peace, and the leaders of all parties met in the huge forest. At last, a truce was called, and the forest became the land of the Treewraiths forever, and none were allowed to enter. The Wraiths were given leave to leave the forest, and could travel where they wished, so long as they obeyed the laws of their hosts.

Although the war ended, the Wraiths have long memories. They do not easily forget the sufferings of their people. They will, however, tolerate the Men and Dwarves. The hatred, though, of the Wood-Elf and Wraith runs deep; there will never be peace between them.

CREATING TREEWRAITH CHARACTERS

The Treewraiths are people with many hatreds. A character must spend four background options to become a Wraith, and received the following the lieu of normal adolescent, first, and second level development:

Starting Level: 2 Actual Equivalent Level: 4

Normal Skills:

CO stat bonus	+30
IN stat bonus	+20
ST stat bonus	+20
AG stat bonus	+20
Composite bow	6 ranks
Stalk & Hide	6 ranks
Tracking	6 ranks
Read Tracks	6 ranks
Distance Running	6 ranks
Ambush	2 ranks
Silent Kill	6 ranks
Frenzy	6 ranks
Short Sword	4 ranks
Camouflage	6 ranks
General Perception	12 ranks
Sense Ambush/Assassin	6 ranks
Climbing	8 ranks

- Bane Background option (Wood-Elves)
- Bane Background option (Orcs)
- Outdoorsman Background option
- Psychotic Temper Background option
- Hemophilia Background option



THE DEMONS OF KARAWNAH

The Demons of Karawnah originated from a monastery that was located in a fairly-populated—but still untamed—area bordering the wilderlands. At first, the Demons were merely monks, who pursued peaceful life-styles of meditation, healing, and farming. The monks would travel frequently, bringing food to the poor, healing to the sick, and aid to the needy. They would often carry weary travelers, and thought nothing of working the fields alongside poor farmers. They made it a habit never to accept any form of recompensation.

The monastery a Karawnah, unlike many others, did not study the arcane arts whatsoever; indeed, they believed that their magical brethren were sadly astray from the true paths of enlightenment. The source of all power came from the spirit, not the mind. They studied the martial arts as a tool to hone the perfect body, as the perfect spirit has need of an untainted receptacle.

Life for the inhabitants of the region was fairly peaceful, despite the occasional creature attack from out of the wilderlands. Unfortunately, the king thought not. He was counseled to send troops to pacify the area, and hired a mercenary army to do the job.

At first, the mercenaries did their job well, and pushed back the frontier another fifty miles, thus ending the threat to the area completely. Soon, the quiet life began to make them restless, and they began to order about the farmers, and impose rules upon the populace. Harsh punishments followed, and martial law was declared.

The king was ignorant of the events in the wilderland, as the mercenaries allowed no one to enter or leave. They abandoned the practice of purchasing supplies from the farmers, preferring to take what they needed instead. After impounding all of the strong beverages for themselves, they turned their eyes towards the women.

The men of the wilderlands protested, but they were quickly rounded up and enslaved. One out of ten were hung at the order of the mercenary general.

The master of the monastery, Trallnor Dase, took all of his high acolytes to plead on the behalf of the men and women of the wilderlands. The general listened quietly to his polite protests and admonishments, and then ordered the entire group of monks to be put to death.

The remaining monks, the low acolytes, were horrified. They elected the most skilled and knowledgeable of themselves to be the new master, a monk by the name of Harnellor Mutrel. Mutrel was within weeks of being promoted to high acolyte at the time, and was well versed in the physical aspects of the monks philosophies. Unfortunately, he knew little of the spiritual aspects of the order.

The problem of the mercenaries remained unsolved. Mutrel meditated for ten days, and proposed his solution. Words did not suffice, he decided, so force was necessary. However, a frontal assault would be suicidal. Therefore, the monks would use fear as their main weapon.

The monks created costumes for their work; skintight black clothes topped by black demon-head masks. The eye slots of the masks were lined with red paint, giving the illusion of glowing red in the dark.

One dark evening, they stole out of the monastery, and made their way to the mercenary encampment. In the blackness, they swiftly slew the sentries, who were not expecting any form of trouble. They penetrated the tents of the officers, and beheaded them all. They branded a note of warning into the general's chest, and emphasized the point by beheading every other soldier in the camp as they lay asleep.

The next morning, the mercenaries were more than a little upset, to say the least. The survivors released their prisoners, and fled from the land.

Over the years, the Demons became proficient in the art of terror. They never were seen during the day, but stalked out at night to wreak havoc upon the agents of evil. As their exploits became more numerous, their legend spread through the lands. Most people thought of them as a tale to frighten children with; those who had met them and lived (precious few) considered them to be their worst nightmare. The Demons travel frequently, always as the cover of a spiritualistic monk. They combat evil wherever it is found.

CREATING DEMON CHARACTERS

The Demons operate in secrecy. They will never willingly identify themselves, and prefer death to capture. Most evil organizations will assassinate a Demon for free, if he can be found. Demons will only don their masks at night, and rarely work with any but themselves. A character must spend four background options to be a Demon. In lieu of normal adolescent and first-fourth level development, a Demon starts with the following:

Starting Level: 4	Actual Level Equivalent: 6
AG stat bonus	+30
QU stat bonus	+30
IN stat bonus	+25
Martial Arts Strikes	
Rank I	6 ranks
Rank II	6 ranks
Rank III	6 ranks
Rank IV	6 ranks
Martial Arts Sweeps & Throws	
Rank I	6 ranks
Rank II	6 ranks
Rank III	6 ranks
Rank IV	6 ranks
Climbing	4 ranks
Silent Kill	6 ranks
Stalk & Hide	6 ranks
General Perception	4 ranks
Body Development	4 ranks
Use/Remove Poison	4 ranks
Dagger	4 ranks
Tonfa	4 ranks
Nunchaku	4 ranks
Shuriken	4 ranks
Meditation Ki	6 ranks
Meditation Death	4 ranks
Adrenal Defense	8 ranks
Adrenal Landing	8 ranks
Adrenal Strength	8 ranks
Adrenal Speed	8 ranks
Grappling Hook	4 ranks

THE BLACK CAPE

This is the secret order of storm troopers whose sole loyalty is to their King. This secret order works directly under him and above all the law. Enrollment in this society is only open to the fittest and bravest. Once in, the member is there for life, whether they stay in with the king or not.

The normal tasks of the Black Cape range from riot control to elimination of political enemies, local or otherwise. The king runs the whole society keeping it under control. If he ever lost control, it would create mayhem on the city as well as the neighboring lands.

About ten years ago, the Captain of the Black Cape had the king eliminated and started running the government himself. With the power and influence of the Black Cape behind him, there were no problems with his *coup de etat*. Since this event, there have been two wars, seven or eight border conflicts and many skirmishes with the neighbors.

The city is held tight under the grip of the secret order. Most of the populace still believes that the ill stricken king still runs the city. The Black Cape have taken on a new role in this new government, they are the government.

These are some of the tasks that the Black Cape have been issued:

In the second war, the Black Cape subverted the more powerful enemy by sending one of its members directly into the foes' army, breaking the communication lines. Though this member died in the process, the enemy army fell under its own lack of order.

During a "border conflict," a member of the Black Cape entered of the neighbor's frontier outposts and cleaned it out while the majority of the troops were on patrol. How this member climbed the fifty foot wall, destroyed several foot-thick iron doors and mangled a number of other vital mechanisms in the fortress with nothing but a broad sword is still a mystery.

In a nearby land a new potentate took the throne on his father's death. He suspected the foul dealings of the Black Cape and openly opposed them. Word of this came to the Captain. He suspected the new regent would act hastily in a day or so. One of the Black Capes received orders to do away with the pest that night and to return by morning. This was done and the round trip made in twelve hours. Note: The distance traveled is 150 miles... each way.

In an attempted coup against the Black Cape, the revolutionaries rose a small army of a about 100 soldiers surrounding the castle, cutting off all routes in or out. Most of the Cape were not there at the time, so the dilemma had to be handled with a handful of the order. On eight different fronts, eight different Black Capes climbed the walls and went down the outside. From there they charged the lines of rebels. Each going right past the front line and heading for the officers in the rear. When the rebel lines broke, several more Capes came and severed the line. Out numbered, out weaponed, the Black Cape not only broke the strangle hold on their head quarters, but turned the revolt into a bloody reminder of their control.



Most civilians fear the Black Cape for many well-founded reasons. First of all, they are the law. Second, they are so aloof when not on duty that normal life bores them. They want action, and action is usually at someone else's expense. Third and most of all, the Black Cape have been known to perform tasks not be possible for mortals, spell users included.

CREATING BLACK CAPE CHARACTERS

The Black Cape are entirely of the Warrior Type and relish their jobs. They do whatever their captain orders them to do, even it means certain death. Anyone may enter the Black Cape. The best applicant age is 5 or 6 years old. From there up to 18 the member is trained as a Black Cape. The character does not develop their adolescence or first level, and must expend 4 Background Options. They take the following skills and statistic bonuses instead.

Starting Level: 1 Actual Level Equivalent: 3

- Constitution: +20
- Strength: +35
- Agility: +20
- Self Discipline: +20
- Focus: 10 ranks
- Way of the Warrior: 6 ranks (For each type)
- Primary Weapon: 8 ranks
- Secondary Weapon: 4 ranks
- Maneuver in RL: 5 ranks
- Maneuver in Chain: 5 ranks
- Stunned Maneuver: 4 ranks
- Body Development: 4 ranks
- Climbing: 2 ranks
- Tumbling: 2 ranks
- Adrenal Landing: 2 ranks
- Perception: 2 ranks
- Swimming: 2 ranks
- Long Distance Run: 2 ranks
- Frenzy: 2 ranks

- Equipment Received:
- Black Cape and garments for uniform.
 - Primary Weapon, made of high steel.
 - A tavern where there is always a room for character.

THE FORONDRHAM

Eons ago, when the world was in the throws of the Black Wars, a group of nomads left the mainland and emigrated to an island in the southern sea. The island, Forondros, was far removed from civilization, and had little in the way of creature comforts. The environment was primarily tundra, and was poor in flora and fauna. The nomads, their ship destroyed, very nearly perished as a group.

They survived, due to an almost legendary stubbornness. They learned to live on what little food could be found, and to survive the killing cold. Their senses of hearing and smell became preternaturally sharp, for the hunting of game in one of the numerous blizzards to strike the land. They became amongst the hardest of all the good races.

The Forondrham developed a totally anarchistic society—everyone did what was necessary to survive, no more, no less. They considered the land and nature to be their enemies, thus, none ever

even considered settling down permanently. They had no need of formal laws; they cooperated totally amongst themselves. Otherwise, they died.

Familial structure among the Forondrham was practically non-existent. They did not marry, or even keep mates. Rather, they evolved a custom where males and females of each generation would be paired together until they produced a child. The children were kept until weaned, then given to the elders to raise. The men and women would then separate and pair off differently, repeating the cycle. This made all of the Forondrham one large clan, about five thousand strong. The Forondrham regularly produce healthy children while in their eighties, and have mysteriously experienced none of the potential problems of inbreeding.

Explorers from the mainland recently made contact with the Forondrham for the first time in eighty-five centuries. They trade foodstuffs for carved art and the excellent steel weapons of the Forondrham. Although most of the people of Forondros are content to remain in their frozen hell, a few young people have gone back to the world, where they usually get confused by the strange customs, get into trouble, and get thrown into prison forever. Some, however, have gone on to become warriors of noteworthiness.

CREATING FORONDRHAM CHARACTERS

The Forondrham are people with little or no professional training. They are hunters and trappers, and have a range of skills that could be useful to a character party. A character must spend three background options to become one of the Forondrham, and received the following the lieu of normal adolescent and first-second level development:

Starting Level: 1 Actual Level: 3

- CO stat bonus +20
- ST stat bonus +20
- IN stat bonus +15
- EM stat bonus +15
- Spear (Harpoon) 5 ranks
- Dagger (Knife) 2 ranks
- Body Development 9 ranks
- Hostile Environment (Arctic) 5 ranks
- Read Tracks 5 ranks
- Tracking 5 ranks
- Distance Running 2 ranks
- Foraging 4 ranks
- Navigation 5 ranks
- Camouflage 6 ranks
- General Perception 4 ranks
- Trading Lore 2 ranks
- Climbing 2 ranks
- Set Traps 2 ranks
- Trap Building 5 ranks
- Skinning 5 ranks
- Leather Working 5 ranks
- Stunned Maneuvering 5 ranks
- First Aid 5 ranks

SOCIETY OF TEMPLARS

Devout in their religious convictions, the Templars are fast and vicious in the defense of their beliefs. This includes the toppling of any regime that is against their tenets and beliefs. The Templars are usually under the guidance of a Cleric or Paladin and at times a Shaman, these occasions are rare. The Templar is generally the most religious of the group, even more so than the Paladins and Clerics, as they have nothing more than their belief to guide them. They have no magic.

Entering the order of Templars is not as simple as it may seem. Any fanatic warrior who "see's a god" is not considered a Templar. On the contrary, the average Templar is very studied in their professed religion. In fact, they may even be found teaching younger Clerics and Paladins. The characters entering the Templars are of any race and profession. They must swiftly learn the religion. Often, initiates are tested with fast paced questions on the mores and tenets. A blade is never raised to a brother Templar or Templar initiate, death is only for the heretics.

The initiates then learn how to wield a weapon and fight in armor. Much time is spent learning the arts of combat. More time is spent understanding the religion. The initiate has to pass several tests of faith and piety before stepping into the inner circle of Templars. At this time, the character changes their profession to Templar.

The duty of the Templar is a mixture of Educating and Policing. Most of a Templar's life is boring and free of combat. They travel the lands and teach religion to the ignorant and unbelievers. A sign of a Templar's strength is their conversion rate. The second duty of the Templar is helping local authorities with the menial work of keeping the law. On rarer occasions, the Templar is faced by one or more heretics who attempt to defame him and or his religion. It is at this time and this time alone that the Templar even considers using his weapon to kill. Heretics cannot be converted, time has proven this true.

On special occasions, when a large force of heretics threatens the lands of a kingdom or large populace, the Templars mobilize into large formations, lead by Paladins. They march to right the wrong. Note that a Paladin always outranks a Templar of their own religion.

To be a member of a Templar Society, a character spends several levels doing so. First, the character spends DPs learning religion, history and other vital skills. The character must spend enough DPs to buy at least three ranks of both Public Speaking and Racial History, and five ranks of Philosophy/Religious Doctrine. Once these skills are gained, (it takes several levels of intense study). At the end of each level, the character makes a skill roll with their Philosophy/Religious Doctrine. On a roll over 100, the character has passed the entrance test. If the character fails, they must develop another level before trying for entrance again. A character may buy a second or third rank at a cost of 25 Development Points per *RMC II* Section 4.7.

This represents the initiation phase of a Templar's career. Once entered, the character is now a Templar. The character wears the colors of his order and walks, talks and breathes religion. Now the character is in the order, they may study the weapon skills. Each level the Templar must purchase two ranks of Philosophy/Religious Doctrine and one rank in both Public Speaking and Racial History.

Benefits of a Society of Templars:

- Free room and board in any home or inn where members of that religion reside. The faithful give them money, food, and supplies expecting nothing in return. Such is the influence of the Templar on his own congregation.



- The brotherhood of Templars, each look to the others as his own blood. They help each other on any holy cause.
- Most of the Templar's weapons are Holy, even if there are no OB modifications.
- Templars usually do not have to pay for materials at market places, or at worst pay at a discount. If the market place is of an opposing religion or are heretics, the Templar gains no benefits.
- Most police agencies aide a Templar with little or no questioning. The sight of a Templar, and they are easy to spot, with town guards, give the guards greater influence.

Templars CANNOT do any of the following:

- Exploit the poor for food and supplies if it would leave them with none.
- Use their influence to gain power and money.
- Steal
- Kill, unless the victim is a heretic.
- Refuse the orders of Paladins or Priests of their religion.
- Take a job that removes them from performing their duties.
- Have a family. A Templar may marry and have children if they do one of the following:
 - A. Step down out of the order.
 - B. Become a Priest.
 - C. Build a safe house for the society and keep their doors open for all.
- Break the laws of the land in any way, with the one exception of killing heretics.

THE SEVEN SWORDSMAN

The seven Swordsman is the title of a society of warrior families. They are exclusively of the High Man race, the race of the society's seven founders. The swordsmen are a quasi-mercenary group selling their services as adventurers, executioners, guards, etc, only to those deemed to be honorable and just.

The swordsmen uphold a rigid code of honor; never lying, stealing, cheating, harming innocents. The price of breaking the code is dishonor and death. Most swordsmen will choose to die first; if honor is violated by contract, a swordsman will reciprocate justice on their former employer, but commit ritual suicide later.

The swordsmen maintain a small city, a cleared area in the wilderness. Their society's great hall, the schools and family homes are located in a walled inner city built on a plateau overlooking the lower city. Visitors must be escorted in by a swordsman, and must openly wear amulets, which cryptically inform the upper city residents of the visitor's profession, demeanor and honor status.

The swordsmen tithe 60% of all of their earnings to the society. In addition, they must spend half of each year in the city, performing such duties as Watch-Captain, Assistant Instructor in the school, or Warden of the Upper City Gate.

The society invests swordsmen by the generation. When the entire generation of first born sons are of age, they enter the school together. Efforts are made to insure the majority are at ten years of age. They then spend the next twenty years in training, all specializing primarily in the use of the broadsword. When the training is complete, they are ceremonially invested, their fathers (if alive) pass both the title and family's honor blade to them.

The fathers then elect from themselves the Council of the Seven (The ruling body of the society and city.), the Master Instructor for their grandsons, and the new Captain of Swords (the captain of the guard). The remainder (Being 110 years old on average.) are freed of societal obligations, and their sons will take over for eighty years. At the age of 80, the swordsmen will marry and sire children, although they must still fulfill their duties to the society. Daughters may not be trained as swordsmen, although (in the absence of sons) the title may be conferred to them in order to pass it on to their sons.

CREATING SWORDSMEN CHARACTERS

The training program of the swordsmen is a highly disciplined, rigorous regimen. For twenty years, the students train for 16-20 hours a day, every day, save two holidays a year. Thus, a character of this society could be called an "elite" warrior.

To become a swordsman, a high man character must spend all four background options, and receives the following benefits in lieu of normal adolescent and first level development. Note that stat bonuses have racial modifiers already figured in.

Starting Level: 1

Actual Level Equivalent: 3

ST stat bonus	+25
CO stat bonus	+20
AG stat bonus	+20
QU stat bonus	+15
Broadsword	5 ranks
Longsword	2 ranks
Any one-handed-edge	2 ranks
Two-handed sword	3 ranks
Great Hammer	2 ranks
Shield Bash	4 ranks
Philosophy (Honor Code)	8 ranks
History (Seven Swordsmen)	8 ranks
Courtly Graces	6 ranks
Stunned Maneuver	6 ranks
Body Development	6 ranks
Riding (Horse)	6 ranks
Heraldry	6 ranks

AC Optional Skills:

Way of the Warrior

Will	6 ranks
Pain	6 ranks
Unconsciousness	6 ranks
Fatigue	6 ranks
Presence Projection	6 ranks



2.2 THE WARRIOR TYPE

The Warrior Type is a category of professions that emphasize the genre of weapons combat. Not all Pure Arms Users are the Warrior Type, such as the Scholar and Craftsman. Semi-Spell Users who display this same emphasis are part of this group, although they do not receive the full benefits of the Warrior Type.

Other than Skill Costs, there are no benefits or penalties for this class. The professions in this grouping are:

Warrior	Fighter	Rogue
Warrior Monk	Warrior Mage *	Paladin *
Cavalier	Duelist	Bashkar
Barbarian	Noble Warrior *	High Warrior Monk
Leader		

* — For the purpose of Skill Cost, treat the Semi-Spell Users as Pure Arms Users.

Perception Skills	+2
Social Skills	+2
Subterfuge Skills	+2
Outdoors Skills	+2
Arms Law Combat	+1
Medical Skills	+1

Next, the profession's prime requisites must be determined. Since the Outrider is to be a Pure Arms user, and should be able to take damage, one of his primes should be constitution. Agility is chosen to be the other, because it appears in many of the skills that will be the Outrider's specialties. Thus, the Outrider will have Co/Ag as his Prime Requisites.

The profession that is to provide the base skill costs for the Outrider's skill costs should be determined. Since the Outrider will focus less on combat than on being devious and sneaky, the Rouge will be the base profession.

Skill costs will now be adjusted to suit the variant's needs. Adjusting skill costs is simple; for each cost reduced by half, another must be doubled. This ensures that balance is maintained in the profession. One restriction is applied; a skill may be doubled only once until all other skills in the category have been doubled. This will prevent professions from having every skill in a section at 1/2, while having only five skills meaningless to the profession at 25.

For example, the Outrider should be better at Foraging than the Rogue, since he spends more time alone in the wilderness. The Rouge's cost for foraging is 2/5, which is halved to 1/3 for the Outrider. It is then decided that the Outrider needs the Appraisal skill far less than the Rouge, since he is not interested in stealing from his foes. The Rogue's cost of 2/4 is then doubled to the Outrider's cost of 4/8.

Some guidelines on adjusting costs are:

- When dividing, always round up. A cost of 2/5 halved becomes 1/3, not 1/2.
- A cost of 3/7, when doubled, becomes a one-rank-per-level skill, starting at cost 5. Doubling again makes a cost of 10, then 20, etc. Conversely, a cost of 5, when halved, becomes 4/8.
- Only a few pertinent skills should be adjusted. Skills which have no bearing on a profession should remain unadjusted for simplicity's sake.
- Wherever possible, adjusted skills should be in categories that are in natural opposition to each other.

Skills categories in opposition are:

- Combat and Magical
- Athletic and Academic
- Deadly and Medical
- Linguistics and Survival
- Subterfuge and Social
- Concentration and Perception
- Outdoors and General

After skills have been adjusted to the satisfaction of both the player and the GM, Professional Abilities may be purchased with background options. Professional Abilities are optional bonuses to skills that the profession specializes in. For example, an archer might have a +1/lvl bonus to the OB of a shot which he has aimed for at least one round. For each background option spent in this manner, a bonus of +1-+3 per level may be added. The value of

2.3 CUSTOM PROFESSIONS

CUSTOM PROFESSION GENERATION (2.3.1)

Ultimately, all pure arms professions are variations upon the four basic professions outlined in Character Law, or non-magical variants of spell-using professions. There can be few truly "new" professions because of the very basic nature of the original *Character Law* professions. They are the foundation of the *Rolemaster* profession system; all others are merely enhancements.

A variant profession generally focuses upon a single or related group of skills. For example, the Warrior is completely devoted to all facets of combat; he cannot learn non-combat skills easily. The High Warrior Monk is basically a combat-oriented version of the monk; he is more prone to fighting than academia. The Bounty Hunter is the Pure Arms variant of the Ranger profession; he uses innate woodcraft rather than magic to accomplish the same tasks.

Hence, many different character professions can be evolved from existing ones, simply by making minor adjustments to skill costs. In this manner, a profession can be shaped to the player's desires.

CREATING A CUSTOM PROFESSION (2.3.2)

Suppose a player would like to play a profession not covered in *Rolemaster*. He would like to play a combination of scout and saboteur. A member of this profession should be able to operate on his own in the wilderness for extended periods, know what to look for when scouting for the enemy, and be able to infiltrate their forces and wreak havoc upon their operations. The name of the profession is to be the Outrider. From the character's primary strengths, the Level Bonus categories may be determined. The Outrider is a specialist in the areas of Perception skills, Social skills, Subterfuge skills, and Outdoors skills. The player also would like to be reasonably proficient in the areas of Arms Law Combat, since the profession is of a combat nature. Medical skills would also be very useful, since he must be able to treat his own wounds. The ten points allowed for Level Bonus areas are now distributed as follows:

Professional Abilities is a matter of discretion for the individual GM—such abilities are purely **optional**, however, and should be **closely** monitored so as not to unbalance the game.

All that remains to be done is to iron out various details of the profession as it pertains to the campaign world. Do members of this profession organize in societies, guilds, or unions? Are there codes or guidelines that all members of the profession are taught or agree to follow? Do they have honor or moral standards of any kind? These are only a few examples of common topics that need to be explored.

A warning to GMs: allowing a new profession can be disastrous to a campaign. Players can, inadvertently or not, create professions that restrict a Gamemaster's control over his game. Players can use brotherhoods and guilds to provide assistance in trouble spots, rather than exercising creativity or moving in directions required by the GM. Professional restrictions can obstruct campaign objectives. In short, allowing customized professions can seriously hamper a campaign. This option should be extended only to experienced role players who are familiar with the **Rolemaster** system and the campaign world.

Option 1: Disallow Professional Abilities.

Option 2: Skill costs of 4/8 are doubled to a single skill cost of 6. Skill costs of 6 halve to a cost of 4/8.

Option 3: For each skill cost halved, two skills must be doubled, or one skill doubled twice.

Option 4: The GM shall alter any details of the new profession to fit into the campaign world as he sees fit.

EXAMPLES OF CUSTOM PROFESSIONS (2.3.3)

HORSEMAN

A Horseman is a mounted Arms User. They should be able to engage in melee while on foot, but do so less effectively. Horsemen are excellent riders, nearly living on their mounts for days without the need to dismount. They are a variant of the Rogue profession.

Prime Requisites: Agility/Empathy

Level Bonuses:

Combat Skills+2	Outdoor Skills+3
Body Development.....+1	Athletic Skills+1
General Skills+1	

Skill Cost Modifications:

Riding 1/3	SLA 10
Animal Handling 1/2	Control Lycanthropy .4/12
Animal Training 2/3	Dowsing..... 6
Lancing 2/3	Warding Lore 8

Special Abilities:

1. The Horseman gains a +3 per level bonus to all Charging Riding Maneuvers (*RMC III* Section 3.5). Cost is one Background Option.
2. Horsemen receive +2/level to all maneuvers while mounted. Cost is one Background Option.

INDURATE

The Indurate is a professional shock-fighter, a seasoned professional warrior who specializes in surmounting all obstacles in his path. Members of this profession are usually “live-to-die” soldiers, who are well-known for their ferocity and skill- at-arms. Indurates will firmly entrench their goals in their minds, and will ignore everything that does not stand in their way, including foes on their flanks, assassins sneaking up from the rear, etc. It is commonly held on the battlefield that it is much safer behind an indurate than anywhere else. The Indurate is a variant of the Fighter.

Prime Requisites: Constitution/Strength

Level Bonuses:

Arms Law Combat+3	Athletic Skills+2
Body Development.....+3	Survival Skills+2

Skill Cost Modifications:

Weapon Category #1 ... 1/3	Lancing 4/12
Maneuver in Chain 1/*	Missile Artillery 2/6
Adrenal Defense 10	Diplomacy 4/10
Adrenal Moves 1/3	Meditation Skills 6
Martial Arts 2/4	Leadership 4/10
Body Development 1/2	Administration 4/12
Climbing 2/4	Trading Lore 4/14
Swimming 1/3	Herb Lore 4/12
Rapelling 2/4	Philosophy/Relig. Doc ... 4
Brawling 1/3	Attunement 18
Iai 1/4	Magic Ritual 16
Hostile Environments .. 1/2	Public Speaking 4/12
Drug Tolerance 2/3	Use/Remove Poison .. 4/10
Stunned Maneuver 1/3	Read Runes 14

Special Abilities:

1. The Indurate develops Focus at 1/2 and receives an additional +1/Lvl in that skill. Cost is one Background Option.
2. The Indurate develops Way of the Warrior: Pain and Fatigue at 1/2 and receives two Resistance Rolls to overcome any single situation twice per day. Cost is one Background Option.

OUTRIDER

The Outrider specializes in reconnaissance and disruption of enemy activities. Outriders observe the disposition and movement of enemy forces, and penetrate their ranks. They enjoy creating administrative havoc among their foes, such as falsifying written orders or impersonating leaders to issue fraudulent commands. Outriders usually prefer to earmark their work through subterfuge rather than assassination, though they would not hesitate to dispatch a foe. The Outrider is a variant of the Rogue profession.

Prime Requisites: Constitution/Agility

Level Bonuses:

Combat Skills	+1	Outdoors Skills	+2
Social Skills	+2	Perception Skills	+2
Subterfuge Skills	+2	Medical Skills	+1

Skill Cost Modifications:

Foraging	1/3	Appraisal	4/8
Attunement	4	Lancing	5
Linguistics	2/*	Caving	4/8
General Perception	1/2	Frenzy	4/12
Lie Perception	1/3	Adrenal Quick Draw ...	4/8
Sense Reality Warp	3	Control Lycanthropy	4/12
Disguise	1/3	Music	4/12
Disarm Traps	1/3	Poetic Improvisation	4/10
Administration	1/3	Skating	4/12
Military Organization ..	1/2	Surfing	4/12
Heraldry	1/3	Juggling	2/6
Navigation	1/3	Flying/Gliding	4/12
Power Perception	3	Missile Artillery	4/8
Interrogation	1/3	Begging	4/8

Special Abilities:

1. The Outrider receives a base +15 bonus, with an additional +1/Lvl, to understand a foe's Administration or Military Organization when he encounters it. Cost is one Background Option.
2. After an Outrider successfully understands a foe's Administration or Military Organization, he receives a base +15 bonus, with an additional +1/Lvl, to all Disguise and Acting skill rolls while attempting to infiltrate. Cost is one Background Option.

TEMPLAR

The Templar is a fanatical religious warrior. Their faith is almost as devout as their drive to uphold what is holy and pure. This profession specializes in combat and religious practices. Templars prefer using heavy armor and traveling on horse, sometimes as far away as four or five thousand miles. Though these people are steadfast in their religious beliefs, they are highly unpredictable in the defense of them. The Templar is a variant of the Fighter.

Prime Requisites: Strength/Memory

Level Bonuses:

Academic Skills	+1	Combat Skills	+3
Athletic Skills	+1	General Skills	+1
Body Development	+2	Outdoor Skills	+2

Skill Cost Modifications:

Riding	1/3	Smithing	6
Perception	1/3	Meditation Death	6
Dragon Lore	1	Juggling	2/10
Phil./Relig. Doct....	1/2/2 †	Contortions	4/12
Sense Reality Wp	3	Frenzy	4/12
Stunned Maneuver	1/3	Targeting Skill	16
Subduing	1/3	Power Projection	25
Diplomacy	1/3	Begging	4/12
Meditation Cleansing ..	2/4	Disguise	6
Meditation Trance	2/4	Bribery	4/10
Magic Ritual	4	Brawling	4/12

Special Abilities:

1. (†) Philosophy/Religious Doctrine is learned at a cost of 1/2/2 for the Templar. They may also teach others this skill at half of their profession's skill cost. Cost is one Background Option.
2. The Templar gains Devout honor. Cost is one Background Option.

TRENCH FIGHTER (DWARVEN WARRIOR)

The Trench Fighter specializes in Close Quarters Combat, Section 4.7 and Restricted Area Combat, Section 4.12. They are adept at fighting in tight spaces and against many opponents. Trench Fighters use short, one handed weapons, never resorting to pole arms and rarely to missile weapons. They often use Martial Arts, especially Tackling and Wrestling. They never wear any armor heavier than chain. This profession relies on speed and strength. They need to be light, fast and strong. The Trench Fighter is a variant of the Warrior Monk.

Prime Requisites: Strength/Quickness

Level Bonuses:

Athletic Skills	+1	Concentration Skills	+2
Combat Skills	+3	Outdoor Skills	+1
Body Development	+3		

Skill Cost Modifications:

Weapon Category #1 ...	2/4	Symbol Lore	6
Weapon Category #2 ...	4/8	Attunement	25
Maneuver in Armor ..	1/* †		
Diplomacy	4/10	Acting	4/10
Body Development	1/4	Play Instrument	6
Hostile Environments ..	1/3	Herb Lore	4/8
Climbing	2/4	Flora Lore	4/12
Rapelling	2/4		

Special Abilities:

1. (†) The Trench Fighter (Dwarven Warrior) may use any armor up to chain at the above cost. Close Quarters Combat and Restricted Area Combat are both developed at 1/2. Cost is one background Option.

HUNTER (HUNTSMAN, POACHER)

The Hunter is a pure arms user who specializes in outdoor survival and subterfuge. Although lacking the thieving abilities of the Rogue, his strength is in perception and stalking. The Hunter also possesses a deep understanding of the great outdoors, similar to the Ranger, making him as much an asset as either Ranger or Rogue. The Hunter is a variant of the Rogue profession.

Prime Requisites: Strength/Quickness

Level Bonuses:

Arms Law Combat	+1	Body Development	+1
Deadly Skills	+1	Perception Skills	+2
Outdoor Skills	+3	Subterfuge Skills	+2

Skill Cost Modifications:

Fauna Lore	1/4	Tumbling	2/6
Animal Training	2/3	Frenzy	4/12
Skinning	1/3	Beast Master	8
Cookery	1/2	Streetwise	2/6
Leather Working	1/2	Scrounge	2/6
Region Lore	1/3	Tactical Games	4/8
Trading	1/2	Caving	4/8

Special Abilities:

1. Hunters receive a bonus of +1/Lvl when they are tracking and trapping an animal or beast within a region they are familiar with. Cost is one Background Option.

Option: The Hunter must make a successful Region Lore skill roll before employing this bonus.

SPECIALISTS

Most of the Warrior-types, and several other professions, tend to be very singular in their development areas. Thus, their ability to cope with all situations is limited without the assistance of others. The specialists are a series of professions that have a variety of skills and still have one strong weapon category.

GM Note: The background options *Natural Weapons Master* and *Directed Weapons Master* may not be appropriate for members of these professions.

SWORDSMAN

The Swordsman is a heavily armored warrior, specializing in a single category of weapons. Like the Archer, he is also widely versed in other skill areas. Although ready at a moment's notice to charge into a fray, a swordsman is equally at home bartering in the marketplace, living off the land, or spotting the shadowy assassin. The Swordsman is a variant of the Fighter profession.

Prime Requisites: Strength/Constitution

Level Bonuses:

Melee Weapons	+3	Body Development	+2
Combat Skills	+2	General Skills	+1
Athletic Skills	+1	Perception	+1

Skill Cost Modifications:

1h Edged Weapons	1/3	Divination	6
Adrenal Quick Draw ...	1/2	Tracking	2/8
Iai	1/4	Spell Mastery	12
Reverse Stroke	1/4	Circle Lore	10
Stunned Maneuver	1/3	Warding Lore	10
Disarm Foe, Armed	1/3	Runes	14

Special Abilities:

1. The non-magical OB modification of all one handed edged weapons used by a Swordsman is increased by +10. Cost is one Background Option.





SHAIKAN (SWORD THROWER, SPEARMAN)

These characters are those who specialize in the throwing of relatively small, yet deadly, sharp or blunt objects. They are usually very defensive about their profession, because they are not taken very seriously by outsiders. They are often found in circuses rather than in adventuring parties, because they are rarely considered to be warriors. The Shaikan is a variant of the Fighter profession.

Prime Requisites: Strength/Constitution

Level Bonuses:

Thrown Weapons	+3	General Skills	+1
Combat Skills	+1	Medical Skills	+1
Academic Skills	+1	Perception	+2
Athletic Skills	+1	Subterfuge Skills	+1
Concentration Skills	+1		

Skill Cost Modifications:

Thrown Weapons	1/3	Runes	14
Juggling	1/3	Star Gazing	4/12
Yado	1/3	Divination	6
Brawling	1/3	Circle Lore	10

Special Abilities:

1. All thrown weapons receive an additional +1/Lvl OB modification if one round is spent aiming on the target. Cost is one Background Option.

LANCER

The Lancer is a profession who is proficient in the use of Pole Arms. They are able with both spear and pike. They are quite useful to both armies and adventuring parties because of their wide range of skills, especially Riding and other Outdoor skills, not known to most other warriors. The Lancer is a variant of the Fighter profession.

Prime Requisites: Strength/Empathy

Level Bonuses:

Pole Arm Weapons	+3	Perception Skills	+1
Combat Skills	+1	Medical Skills	+1
Athletic Skills	+2	Outdoors Skills	+1
Concentration Skills	+1		

Skill Cost Modifications:

Lancing	1/3	Divination	10
Riding	1/3	Sculpting	4/14
Pole Arm Weapons	1/3	Warding Lore	10
Adrenal Balance	1/3	Poison Perception	4/10

Special Abilities:

1. +1/Lvl for all maneuvers performed while mounted on horseback, this does not include combat. Cost is one Background Option.
2. When receiving an attack, Lancers gain +1/Lvl to their OB for the first strike in a melee after preparing for one round. Cost is one Background Option.

ARCHER

The Archer is the bane of Knight and foot soldier alike due to their supremacy with missile weapons. Though some warriors would question their valor, none would dare challenge their value in combat. Like the Ranger, they prefer the freedom of the wilds over the confines of the cities and are second only to them in woodcraft. The Archer is a variant of the Fighter profession.

Prime Requisites: Strength/Constitution

Level Bonuses:

Missile Combat	+3	General Skills	+1
Combat Skills	+1	Medical Skills	+1
Athletic Skills	+1	Outdoor Skills	+1
Concentration Skills	+1	Perception	+1

Skill Cost Modifications:

Missile Weapons	1/3	Body Development	2/6
Adrenal Balance	1/3	Animal Handling	2/8
Surveillance	1/3	Frenzy	4/12
Fletching	1/2	Hostile Environments	2/8
Trick Shot	1/2	Symbol Lore	10

Special Abilities:

1. +1/Lvl to OB when one round is spent aiming at target. Cost is one Background Option.
2. All bow ranges are increased by 25%. Cost is one Background Option.

3.0 OPTIONAL STATISTIC "LAWS"

3.1 OVERCOMING PENALTIES WITH SELF DISCIPLINE

On occasions where a character is subjected to pain or adverse conditions (e.g., too hot, too cold, etc.), they are given negative modifiers to their actions. With this optional rule, a character is able to "tough out" the condition. Use the character's SD bonus as a modifier and make a roll. If the total is over 100, the roll is successful, and the SD bonus modifies the present situation (i.e., applied to all actions.)

Example: *Dargon Highbrow is traveling deep within an underground complex. The temperature is 150°F and rising. Due to this heat, Dargon receives a penalty of -30 to his actions. As the temperature reaches 180°F his penalty rises to -50. Dargon decides to "tough it out." His SD bonus is +25. He makes a roll with his Self Discipline bonus as the modifier. He rolls an 82 and the total result is 107, success! Dargon now adds he SD bonus to his current penalty, reducing it to -25. (-50 + (+25) = -25).*

This bonus remains in effect so long as the situation is unchanged. (e.g., the temperature does not alter.) The Game Master may decide to have the character make a roll every few rounds, or even every round, if the situation warrants.

3.2 OPTIONAL RACIAL BONUSES AND MAXIMUMS

This section offers optional modifications for Exhaustion Points and Encumbrance for each race, plus racial maximums for enduring Heat/Cold, (i.e., Hostile Environments).

Example: *The Dwarf. This race is known for having great endurance.*

Example: *The Troll. They are known for great strength and carrying capacity.*

Example: *The Arctic Man. They live far north, in the frozen wastelands. This would give them an innate ability to resist the cold.*

Both Exhaustion Points and Encumbrance modifications are percentages added to the base figures. Endure Heat/Cold racial maximums are listed as bonuses.

OPTIONAL RACIAL MODIFICATION AND BONUS CHART			
MODIFICATIONS:			
RACE	Encumbrance	Exhaustion	Endure Heat/Cold
1. Common Men	+0%	+0%	+0 / +0
Bear Tribes	+10%	+0%	+0 / +40
Dark Tribes	+0%	+5%	+10 / +0
Northmen	+5%	+5%	-10 / +40
Arctic Men	+5%	+10%	-25 / +90
Mixed Men	+0%	+0%	+05 / +05
2. High Men	+10%	+10%	+10 / +10
3. Half-Elves A	+0%	+0%	+15 / +05
Half-Elves B	+0%	+0%	+05 / +05
Half-Elves C	+0%	+0%	+15 / +05
Half-Elves D	+0%	+0%	+10 / +05
Half-Elves E	+0%	+0%	+15 / +05
Half-Elves F	+15%	+0%	+20 / +30
4. Wood Elves	+0%	+10%	+15 / +10
High Elves	+0%	+0%	+10 / +0
Fair Elves	+0%	+0%	+10 / -05
Grey Elves	+5%	+10%	+10 / -05
Aquatic Elves	+5%	+15%	-10 / +15
Dark Elves	+0%	+0%	-10 / +35
5. Dwarves	+25%	+25%	+65 / +50
Half-Dwarves	+15%	+15%	+50 / +25
6. Halflings	+0%	+0%	+15 / +05
Tallfellow Halflings	+0%	+0%	+10 / +10
Stout Halflings	+0%	+0%	+10 / +05
7. Normal Orcs	+0%	+10%	+15 / +40
Greater Orcs	+10%	+20%	+25 / +50
Half-Orcs	+0%	+5%	+15 / +30
8. Half-Ogres	+15%	+5%	+25 / +20
9. Trolls	+40%	+15%	+35 / +55
Half-Trolls	+20%	+5%	+25 / +45
10. Great Men	+10%	+5%	+15 / +10

4.0 OPTIONAL COMBAT "LAWS"

4.1 LARGE AND SUPER LARGE CRITICAL RESOLUTION

This optional rule is based on *Arms Law* Sections 6.261 and 6.262. Here is another method of resolving criticals to "Large" and "Super Large" creatures.

Large and super large creatures suffer less from criticals than other creatures. An "E" critical on a Troll should affect it more than a "B." In *Arms Law* Section 6.261 the "B" and "E" criticals are resolved equally. To represent this varying degree of intensities, consult the following chart.

LARGE & SUPER LARGE CRIT MODIFICATIONS				
CRITICAL TABLE:				
Critical Rolled	LARGE		SUPER LARGE	
	Option #1	Option #2	Option #1	Option #2
A	N/A	N/A	N/A	N/A
B	-10	-10	N/A	N/A
C	-5	0	N/A	N/A
D	0	+10	-10	-10
E	+5	+20	-5	0
F	+10	+30	0	+10
G	+15	+40	+5	+20
Each additional:	+5	+10	+5	+10



4.2 OPTIONAL OFFENSIVE BONUSES AND PENALTIES

Category	Effect
Charging into Combat:	
Movement: 1.5x	+5
2.0x	+10
3.0x	+20
4.0x	+30
5.0x	+45
Fighting from higher ground (fighting downhill)	+5
Fighting from lower ground (fighting uphill)	-5
Using the longer weapon:	+5
Using the shorter weapon:	-5
(Pole Arm > Two Handed > One Handed)	
Advancing while in melee (Base movement rate)	+5
Retreating while in melee (Base movement rate)	-5
Multiple opponents alone:	-5/Opponent
Multiple attackers fighting one foe:	+5/Ally
Exhaustion: Based upon remaining exhaustion points at the beginning of the combat round.	
Down to 50% Exhaustion Points	-10
25%	-20
10%	-40
5%	-80
1%	-160
Foe Unbalanced or Disoriented:	+10
Bleeding: Includes bleeding from all wounds.	
1 - 4 Points Per Round	-5
5 - 7 Points Per Round	-10
8 - 10	-25
Each Additional Point Per Round	-5/Point
Note: Double the penalty if bleeding from the head, heart or vital arteries.	
Opportunity Action Strike (Holding attack beyond initiative and striking at the best possible moment): +5	
Fighting on unstable ground (e.g., during an earthquake or tremor, on loose gravel or on a small boat.):	-20
Fighting in unbearable temperature, (e.g., above 180°F or below -20°F):	-35
Striking a foe and using Weapon Brawl or Melee Scuffle in the same round, Section 5.1.8 or 5.1.25:	-20 (To each)
Note: Advancing while in melee and Charging into Combat are NOT cumulative.	

4.3 COMBAT LANGUAGES

An important, but often ignored, aspect of combat is communication. In any melee, from a barroom brawl to a major battle, communications are vital for the execution of any form of tactics or strategies. Thus, uncompromised languages could be the deciding factor between victory and defeat.

Combat languages are divided into three categories for the purposes of development costs: Class I—1/*, Class II—2/*, and Class III—3/*. These costs reflect the complexity and extent of usage of the chosen language. Please note that these costs are for characters who can be expected to know a combat language (a mercenary, a member of a warrior cult, etc.). A character who is not of a warrior background should be restricted in purchasing ranks of these languages.

CLASS I

Class I languages are short, simple commands that can be shouted and easily understood over the din of combat. They consist mostly of tactical phrases, such as “Charge!”, “Flank right!”, “Fall back!”, etc. These are the most common of the combat languages, as wandering mercenary units have spread them across the lands. As such, while a friend or companion might have a good chance to know a language, an enemy is also much more likely to know it as well. Any character with a military background can buy ranks of any Class I language.

CLASS II

Class II languages are more complex and regional than Class I languages. These are a form of “verbal shorthand” of the speaker’s native language. Sentences are spoken rapidly, with words clipped short, until the whole thing seems to the untrained ear like an entirely different language altogether. For example, the phrase “Grab those coins over there” may sound like “Gripose cons overther,” and “Pass the wine, fool” may be “Pashinefol”. These languages are generally used in regions sharing a similar language, and dialects are formed within individual units; two companies of the same army might speak two different forms of the same language.

CLASS III

Class III languages are full-fledged languages developed over the course of centuries by warrior cultures or societies. These are the rarest of all combat languages, as they are only taught to the initiated warriors within the culture using them. Teaching them to outsiders are usually acts of treason, and often punishable by death. Only characters who are members of the culture or society using the language should be allowed to purchase ranks in these languages.

4.4 EXPERIENCED ATTACK BONUS (EAB)

EAB is the bonus gained to weapon skills from extensive training with a single weapon. This bonus is similar to the EAR bonus spell users gain with elemental spells.

Experienced Attack Bonus increases by +1 for every two ranks of one weapon developed in a single level.

Example: A Warrior buys two ranks for broadsword at second level. He gains an additional +1 to his OB in broadsword from Experienced Attack Bonus.

Example: Charron the Blade, a 12th level fighter, has bought two ranks of his primary weapon on each of his thirteen development levels. He gains +13 to his Offensive Bonus from Experienced Attack Bonus.

Note: Professions with weapon costs of 6, 12, 25, etc, may use the optional rule in Rolemaster Companion II Section 4.7.



4.5 CAUTERIZING WOUNDS

Cauterizing is the burning of a wound with a very hot substance or acid to stop the bleeding. The needed tools for cauterizing are:

1. A source of heat (e.g., forge).
2. A piece of metal or similar material.

Placing the red hot material on the wound causes the wound to seal up. If using acid, drip the acid on the wound to seal it.

Due to nature of cauterization, even partially successful attempts slow down the bleeding. This procedure is most effective when using First Aid, although without this skill, cauterization is treated as a maneuver, see below.

The severity of this maneuver is determined by the size of the wound (i.e., how much bleeding there is).

Bleeding at 1 or 2 per round	Medium Maneuver
Bleeding at 3 per round	Hard Maneuver
Bleeding at 4 per round	Very Hard Maneuver
Bleeding at 5 per round	Extremely Hard Maneuver
Bleeding at 6 per round	Sheer Folly Maneuver
Bleeding at 7 per round	Absurd Maneuver
Bleeding at 8 per round	Insane Maneuver
Bleeding at 9 per round	Phenomenal Maneuver
Bleeding at 10 per round	Virtually Impossible Maneuver
Bleeding more than 10 per round	Impossible Maneuver

EFFECTS OF CAUTERIZING

- *With a successful First Aid roll:* Stops all bleeding and delivers 1d5 hits.
- *With an unsuccessful First Aid roll:* Stops all bleeding and delivers 1d10 hits plus an A heat critical.
- *With a fumbled First Aid roll:* Stops 1/2 of the bleeding and delivers 3d10 hits and a C heat critical.
- *A successful maneuver without First Aid:* Stops all bleeding and delivers 1d10 hits and an A heat critical.
- *An unsuccessful maneuver without First Aid:* Stops 1/2 of the bleeding and delivers 2d10 hits and a B heat critical.
- *A fumbled maneuver without First Aid:* Delivers 4d10 hits and a D heat critical.

If using acid, all criticals are resolved on the acid critical table.

A character trying to cauterize his own wounds makes a SD roll. If successful, the character still receives a -20 penalty to the Cauterization roll. If he fails, the character fails to act.

Note: Attempts to cauterize without First Aid receive a -10 instead of the standard -25 for lack of the skill.

Note: Only one wound is cauterized at a time. If a character has more than one bleeding wound, he must cauterize each separately.

WEAPON USE CHART

Weapons Weight as a % of Wielder's Weight	Wielded 1-Hand	Wielded 2-Hand	Min. Penalty 1-Hand / 2-Hand	Fumble	Initiative Penalty
10 - 15%	-10	—	— / —	—	-
16 - 19%	-20	-10	-05 / —	—	-05
20 - 24%	-35	-15	-10 / —	+1	-15
25 - 29%	-50	-25	-20 / -05	+2	-30
30 - 39%	-75	-40	-30 / -10	+3	-40
40 - 49%	-100	-60	-45 / -20	+5	-50
50 - 75%	-150	-80	-60 / -30	+7	-75
Each 05% additional	-80	-40	-25 / -05	+2	-20

4.6 RIPPING-TEARING CRITICAL

Certain weapons deliver wounds that do not fall under existing critical types (e.g., tebuje, saw blades, sickles and other curved hooks). These arms do not puncture or slash their victims, rather a combination of both. The Tearing/Ripping critical covers all weapons conferring a rough shredding type damage.

If a weapon normally rips and tears a foe instead of; slashing, puncturing or crushing, the Tearing/Ripping critical may replace them. Simply change the critical type to Tearing/Ripping, and use the critical table presented in Section 12.3.

An "R" denotes a Tearing/Ripping critical.

Option 1: All criticals using the Tearing/Ripping table have a critical severity reduction of one.

Option 2: As option 1, but the Game Master decides which weapons have this reduction.

4.7 CLOSE QUARTERS COMBAT (CQC)

Close Quarters Combat, CQC, occurs when a character gets so close to their enemy that they render their foe's long weapons useless (less than 1 foot away). This uses the Closing skill, see Section 8.

Example: *Kemmi is in melee with Nelf. She uses a stiletto. Nelf uses a two handed sword. Kemmi closes to within a foot of Nelf. Now engaged in CQC, Nelf can no longer swing his two handed sword to hit Kemmi.*

For any weapon longer than 2 feet use the following rules.

EFFECTS OF CLOSE QUARTERS COMBAT

Attacker:

- +30 to OB
- +50 to initiative
- No Quickness bonus for DB
- +30 to Strategic Targeting and Martial Arts Wrestling

Defender:

- Lose 1/2 Quickness bonus for DB.
 - Cannot parry.
 - Weapons over 3 feet long convey a -100 to the OB *
 - Weapons over 2 feet long convey a -50 to the OB *
 - All spell casters gain additional ESF modification of +50.
- * — *Defender may use Weapon Brawling, Section 8, with no penalty.*

4.8 WEAPON USE

The average man would have difficulty wielding most weapons in the *Rolemaster* system. An armsman needs to be far stronger than average to handle such weapons effectively. This system makes weapon use difficult for those of lesser strength. It also makes provisions for the use of huge weapons. The system is based on weight because of the problems accrued from attempting to brace oneself while utilizing large weapons.

Weapons normally intended to be used one handed may be used with two hands with 1/2 the listed 2-Handed penalty.

Characters using Two Weapon Combo should total the weight of both weapons and use the 2-Handed category with a single down shift.

The Fumble penalty increases the fumble range (e.g., a fumble penalty of 2 for a broadsword gives it a 1-5 range instead of 1-3).

Note 1: *Many legendary weapons may be lighter than their average counterparts and deserve special consideration.*

Note 2: *This system is intended for use with the Weapon Usage skill.*

Option 1: Allow characters of special races or backgrounds to ignore some or all of these penalties (perhaps costing of 1 or 2 Background Options).

4.9 OPTIONS FOR "ATTACKING TO SUBDUE"

Option 1: Use the pummeling critical table for all critical results.

Option 2: All strikes reduce exhaustion points instead of delivering hits (i.e., combat tires a foe; each strike drives them further to physical exhaustion).

4.10 CAUSING EXHAUSTION IN MELEE

It is possible to reduce a foe's exhaustion points swiftly, thus making him unable to continue in melee. Normally, a character can go on fighting for many rounds, as each costs him .5 exhaustion points. Even as the character takes damage and criticals, he does not tire any faster. He only can be stopped through hit damage. If this character is struck to cause him to lose exhaustion points he will not last very long in melee, injured or not.

Each strike aimed at reducing Exhaustion Points is an Attack to Subdue, as shown in *RMC IV* Section 3.6, using all the appropriate modifiers. All damage is resolved as follows:

- Reduce hits by half.
- All armor and movement Exhaustion costs are doubled.
- All criticals reduce Exhaustion Points as follows:
 - A: 3 Points
 - B: 6 Points
 - C: 10 Points
 - D: 15 Points
 - E: 21 Points
 - F and above: Add appropriate criticals (e.g., F = E + A, or 21 + 3 (24)).

•••

All characters reduced to 0 Exhaustion Points cannot continue fighting.

Option: A character who loses Exhaustion Points in combat makes a Resistance Roll versus SD modified by subtracting the amount of lost points, to remain conscious, whether he has Exhaustion Points left or not. A roll of 50+ is successful.

Example: Myron loses a total of 35 Exhaustion Points in one round, thus a -35 modifier. His SD bonus is +20. His roll is a 81, modified becomes $81 + 20 - 35 = 66$, success. Myron remains conscious.

On the following round, Myron loses another 25 Exhaustion Points. He makes his Resistance Roll, rolling a 25. The result is: $25 + 20 - 25 = 20$, failure. Myron falls unconscious.

4.11 ATTACK SPEED VARIANCES

This optional rule allows a character to vary the number of attacks he makes by minimizing or maximizing his strike preparation. With a full swing a character cocks his arm back, or otherwise prepares his body to enable the strike. If in preparing the attack he drew back slightly less, he would take less time to strike, but his OB is reduced.

A character can attack more often using less effective strikes, or strike less often with more effective strikes. The amount of time spent preparing for a strike then, can allow variable amount of attacks in melee.

ATTACK SPEED VARIANCE EFFECTS			
Amount of Prep.	% of OB per Attack	Rounds per Attack	# Attacks
1/2	40%	0.5	2 per round
3/4	65%	0.75	3 every 2 rounds
Full	100%	1	1 per round
Full + 1/4	125%	1.5	2 every 3 rounds
Full + 1/2	150%	2	1 every 2 rounds

Note 1: These attacks may be mixed and matched (e.g., a Full + 1/2 swing with a 1/2 swing for no attacks on the first round and two attacks on the second round of melee).

Note 2: Attack Speed Variances do not apply to any Missile Weapon.

Example: Drawing less on a bow does not reduce the time to get another arrow.

Example: A crossbow is set at one strength that cannot be modified in the middle of combat.

4.12 RESTRICTED AREA COMBAT (RAC)

When in combat, having enough room to maneuver and strike is vital. What happens when there is not enough space to operate? (e.g., being in a three foot wide corridor, using a two-handed sword). A character needs to know how to engage a foe in a limited expanse (e.g., tunnel, crevice or cavern). Restricted Area Combat, RAC, details penalties for combat in such areas, and as a skill (presented in Section 8), for overcoming them.

Restricted Area Combat penalties are added to existing Offensive Bonus modifications.

Situation *	Penalty
Height: (Space too short to stand)	
Character's height	-10
75% Character's height	-20
50% Character's height	-45
25% Character's height	-80
Width: (Space too narrow for character) †	
Arm's length to wall	-00
75% Arm's length to wall	-5
50% Arm's length to wall	-10
25% Arm's length to wall	-20
Arms pressed against side	-45

Weapon Space: (Cannot use full swing, jab, etc.)	
75% Weapon space available.....	-10
50% Weapon space available.....	-20
25% Weapon space available.....	-45
No space available	-80

* — These are cumulative.

† — This is used for legs with the appropriate attack, (e.g., Martial Arts Strikes, Melee Scuffle leg strikes, etc.).

These situations are not only for small rooms or corridors (e.g., there can be ample height and width for a character but limited weapon space in a forest, if one or more trees are in the way).

How to apply RAC: Whenever a character is in a combat situation where they are not able to fully function, due to barriers and obstacles, refer to the above chart. Choose which situations apply and add the modifier. In many cases, there is more than one modifier. The total penalty is applied to the character's OB and combat skills.

Note: Characters with Restricted Area Combat skill can offset these penalties with their bonus.

4.13 UNUSUAL WEAPON STYLES

The *Arms Law* combat charts are specifically designed to cover the damage delivered by each weapon, when used as it was designed (e.g., chopping and slashing with a broadsword, or stabbing and jabbing with a dagger, etc.). In cases where a weapon is being used in a manner that differs from its norm, the combat chart may no longer be appropriate.

Example: A giant who uses a two handed sword as a spear to stab his foes would not generate many slashing or crushing criticals, yet the two handed sword offers many of these.

Example: Using a the flat of a broadsword while attacking a foe so as to not draw blood. Here the broadsword table is riddled with slashing and puncture tables, and the wielding is primarily inflicting crushing damage.

To compensate for these alternate usages for weapons, the following guidelines are presented. You may choose which option is most appropriate.

1. From the way the weapon is used, determine what other weapon it is acting like.

Example: The giant using the two handed sword as a spear, could use the spear or pole arm chart instead.

Example: Using the flat of a broadsword is similar to using a club or mace, so use one of those charts.

2. Maintain the current weapon chart, but alter the severity of criticals and the actual critical types used to reflect the situation.

Example: The giant uses the two handed sword chart, but all criticals are puncture, and reduced in severity by two shifts as the weapon does more damage when swung opposed to jabbed.

Example: The broadsword table is used, but the all criticals are crushing and reduced by one level of severity as this method of melee slows the weapon down, and reduces its effectiveness.

3. Either maintain the original table or choose another that is now appropriate, and modify the character's OB for this type of strike. The OB reductions are as follows:

Style Used	OB Modification
Style is directly opposite to what the weapon has been designed for (e.g., using a mace as puncturing weapon).	-50
Style differs from the usual, but nature of attack is still similar (e.g., using the flat of a blade rather than its edge. In this case the sword is still swung at its target).	-30
Style is relatively similar to its normal usage with minor alterations (e.g., jabbing with a sword, back-handed attacks, etc.).	-10

4.14 INITIATIVE MODIFIERS REVISITED

The following chart can be used in place of Table 8.2.8, Initiative Determination Table, in *Arms Law*. It presents a more detailed and specific means of determining modifiers.

SITUATION	MODIFICATION
Having Shield:	
Wall Shield	-20
Full Shield	-15
Normal Shield	-10
Target Shield	-5
Surprised	-40
Encumbered	Subtract Encumbrance Penalty †
Wounded:	
Lost more than 25% CHP	-10
Lost more than 50% CHP	-30
Lost more than 75% CHP	-60
Lost more than 90% CHP	-90
Longer Weapon: *	+5
More than 1 foot difference	+10
More than 2 feet difference	+15
More than 3 feet difference	+20
More than 5 feet difference	+30
Two Weapon Combination	-5
Quickness Bonus	Quickness Statistic
Exhaustion:	
More than 50% EP expended	-15
More than 75% EP expended	-25
More than 90% EP expended	-60

* — This applies to the first strike only, unless using stabbing weapons.

† — Character Law Section 7.2.2.

Note: Those not using Weapon Speed Factor, Section 3.35, should consult AL 8.28 for basic weapon modifiers.

4.15 STRATEGIC TARGETING

DAMAGE BY LOCATION (4.15.1)

A character can strike many different areas of a body. The rules on how each of these areas take damage are unclear. This section introduces an optional method for resolving this.

First, the humanoid body is broken into twenty suggested body locations. Then each area is given a structural rating (SR). This rating is the amount of damage the body area can take before becoming inactive. SR does not replace concussion hits. All hits are handled normally.

Example: A character hit in his upper arm would take structural damage to his upper arm. The concussion hits delivered by the blow are resolved normally.

The amount of structural damage delivered is listed on the Strategic Targeting critical table. When a strike results in a critical, a Strategic Targeting critical of equal severity is also rolled. The damage listed is that given to the body area.

The SR of each area is:

(Constitution + 10) x BAM (Base Area Modifier)

Base Area Modifiers can be determined from the following chart:

BASE AREA MODIFIERS		
Location #	Body Area	BAM
1	Head	4
2	Neck	1
3	Torso	15
4	Abdomen	12
5,6	Upper right and left Arms	6 Each
7,8	Elbow, right and left	2 Each
9,10	Lower right and left arms	4 Each
11,12	Hand (Including wrist), right and left	2 Each
13,14	Upper right and left leg	8 Each
15,16	Knee, right and left	2 Each
17,18	Lower right and left leg	5 Each
19,20	Foot (Including ankle), right and left	2 Each

Option 1: A 21st body location is used. This is the groin. Reduce the BAM of the abdomen to 11 and make the groin 1.

Option 2: If this system is too vicious, double the BAM for each body area.

RANDOM BODY HIT LOCATION CHART (4.15.2)

This optional chart randomly determines the part of a body struck in combat. Before the target is hit, roll for the location of the strike. If the strike is successful, resolve hits normally and any criticals are rolled on the Strategic Targeting critical table with all structural damage going to the body area hit.

RANDOM BODY HIT LOCATION CHART		
Roll	BODY LOCATION	
	Humanoid	Animal/Creature*
1 - 2	Head	Head
3 - 6	Neck	Head
7 - 11	Torso	Torso
12 - 16	Abdomen	Abdomen
17 - 19	Right hand	Front right appendage
20 - 22	Left hand	Front left appendage
23 - 29	Upper right leg	Front right upper leg(1)
30 - 36	Upper left leg	Front left upper leg(2)
37 - 38	Right knee	Rear right appendage
39 - 40	Left knee	Rear left appendage
41 - 45	Torso	Torso
46 - 49	Abdomen	Tail
50 - 51	Right elbow	Rear right lower leg(3)
52 - 53	Left elbow	Rear left lower leg(4)
54 - 58	Right upper arm	Front right upper leg(5)
59 - 63	Left upper arm	Front left upper leg(6)
64 - 65	Right foot	Rear right knee
66 - 67	Left foot	Rear left knee
68 - 74	Torso	Torso
75 - 78	Abdomen (Groin)	Neck
79 - 82	Lower right arm	Rear right upper leg(7)
83 - 86	Lower left arm	Rear left upper leg(8)
87 - 92	Torso	Torso
93 - 95	Lower right leg	Front right knee
96 - 98	Lower left leg	Front left knee
99 - 100	Head	Beak/Snout

* — Numbers next to body areas are for creatures with tentacles. Each number indicates which one is hit.

STRATEGIC TARGETING (4.15.3)

Strategic Targeting is the art of placing a strike to a specific location on an opponent's body. This results in the concentration of damage into a more vulnerable or vital area, and increases the effectiveness of an attack. Thus, a well placed strike can defeat a powerful creature or neutralize a skilled swordsman.

However, Strategic Targeting is a difficult proposition at best, and even the most skilled warrior will strike at limbs sparingly. The skill carries a -20 basic modifier that is not removed by skill ranks. Each of the twenty suggested locations, presented in Section 4.15.1, has a special defensive modifier in relation to this skill.

Note: All DBs for specific body areas are added to the above penalties (e.g., a human wearing a gorget gains +20 DB to his neck. The modifier to Strategic Strike his neck is -120. His arm greaves add nothing). Quickness modifiers, parrying, magical defensive bonuses, and shield bonuses (if applicable) add to the modifiers of any attack.

The Strategic Targeting skill bonus is only used to offset the modifier of the area attacked. Thus, there will always be the -20 modifier for the strike.

A successful strike carries several benefits:

1. Focusing all damage delivered to one body area, see Armor Pick and Choose, APAC and Damage by Location.
2. Enabling anyone to maximize or minimize damage to a foe by choosing what body area or appendage is struck (e.g., striking a bowman's draw arm makes him all but useless as an archer, yet leaves him alive).

Strategic Targeting is only usable in single combat. In the midst of several foes, a character using Strategic Targeting can only engage with one of these opponents. Strategic Targeting is not compatible with the following attack forms: Tumble Attack, Reverse Stroke and Frenzy. When used with Ambush, Feinting, RAC and CQC, it becomes quite deadly.

Strategic Targeting does not work with Adrenal Moves or any other concentration skill. When using Two-Weapon Combo, ONLY one weapon may attack, the other may parry.

Recommended area modifiers for non-humanoid creatures:

Body Area	Modifier
Pseudopods	-150
Eye Stalks	-90
Quadrupedal Legs	-80
Fins	-60
Tentacles	-50
Wings	-80
Antennae	-110
Snout	-90
Ear	-100
Tail	-70

Note: Due to size differences in creatures' bodies, these modifiers are only base amounts, subject to change to match individual creatures. (e.g., a bat and a dragon both have webbed wings. The chart above shows a -80 modifier for wings. Since bats and dragons are so vastly different in size, this base must be altered for both, say -150 for the bat and -40 for the dragon.)

Option: An individual trained in Strategic Targeting may apply some or all of their skill bonus toward defense against a called shot. However, if Strategic Targeting is not used against a character, this does not benefit him in any way.

STRATEGIC TARGETING CHART

Body Area	Human	Elf	Dwarf	Halfling	Orc	Troll
Head	-75	-75	-70	-70	-65	-50
Neck	-100	-90	-150	-120	-90	-75
Torso	-20	-20	-20	-30	-20	-15
Abdomen	-30	-20	-40	-40	-20	-15
Upper Arm	-40	-50	-35	-45	-45	-30
Elbow	-120	-150	-110	-130	-125	-100
Lower Arm	-60	-70	-50	-65	-65	-45
Hand	-120	-150	-110	-130	-125	-100
Upper Leg	-30	-35	-35	-40	-35	-20
Knee	-90	-110	-95	-100	-95	-75
Lower Leg	-40	-50	-45	-50	-40	-25
Foot	-80	-100	-80	-90	-85	-65
Groin	-100	-110	-120	-125	-90	-75

4.16 THE STANCE-BASED INITIATIVE SYSTEM

One aspect of combat that has not been sufficiently detailed in any of the existing *Rolemaster* initiative systems is attack efficiency. Shouldn't a high-level fighter be able to carry out an attack in a shorter time than a low-level fighter? Shouldn't an Illusionist take longer than a Warrior?

A second factor into combat that has been forgotten is position. A combatant should be able to stand in such a way to enhance his offensive or defensive capabilities, depending on his intent.

The "Stance-based Initiative System" attempts to deal with these questions. The basic idea is that a character must develop skill in "Initiative" to enhance his quickness, and skill in "Offensive," "Defensive," or "Movement" stance to improve his effectiveness in that respective area.

STANCE

Any profession may develop skill in any of these skills; however, a Non-Spell User is only allowed to develop up to three total ranks of Stance per level, a Semi two, and a Pure/Hybrid/Arcane user one. The benefits conferred by each rank are also variable by profession.

Offensive Stance

Most Non-Spell Users will use the Offensive Stance, unless they are desperate to increase their defensive abilities. The most important benefits granted from Offensive Stance are shortened times for attacking, and the ability to brawl or shove. A combatant in Offensive Stance may not block a charging foe.

Additionally, a combatant in Offensive Stance receives a +5 to OB, plus an additional +3/skill rank in Offensive Stance for non-spell users, +2 for Semis, and +1 for Pure/Hybrid/Arcane users. After 20 ranks of Stance, this bonus decreases to +1/rank for Arms Users, +0.5/rank for Semis, and nothing for Pure/Hybrid/Arcane users.

Option: rather than using the profession type (Non, Pure, etc.) to determine per-rank bonus for stances, GM's may wish to use the profession's level bonus. Note that in some cases (e.g., for Magicians) stance skill would become worthless.)

Movement Stance

This is the "catch-all" stance, used when attack and defense are equally important. Ranks in this stance grant the same OB bonus as for Offensive Stance while the attacker is running (x2 or better) at his foe. If the attacker is Dashing, the stance OB bonus is doubled.

When no combat is taking place assume all characters are in this stance, unless they're preparing an ambush, expecting an ambush, etc.

Defensive Stance

This stance is used primarily by spell users or any combatant that isn't doing well. Defensive Stance grants +10 to DB, plus the "Stance Rank Bonus" described above to frontal DB; these DB mods are unaffected by armor. A defender may perform blocks and parries in shorter time than either of the above stances, but offensive maneuvers take longer, and any attack made in Defensive Stance delivers 1/2 the normal concussion hit damage. Additionally, there is a limit to the damage a defender can deliver, based on ranks of Defensive Stance:

Ranks of Defensive Stance	Max Critical Delivered
0	none
1-5	A
6-10	B
11-15	C
16-20	D
21-30	E
31-40	F
41-50	G
51-60	H
61-70	I
71+	no limit

Example: Bëorndil the Ranger is fifth level. He has developed 1 rank in Movement Stance every level, and for his other Stance rank has alternated between Offensive and Defensive stance. His Base OB (without counting Stance) is



70. So when he is in Offensive Stance (3 ranks) he has a total OB of $81=70+2*3+5$. In Movement Stance (6 ranks) his OB is $82=70+2*6$. (Notice that he still would go into Offensive Stance in certain situations, in order to make more attacks in less time.) In Defensive Stance, his OB only 70, but his DB goes up by $16=10+2*3$.

Eithélestel's friend, Kindu the Wizard, is also fifth level.

He has developed 1 rank in Defensive Stance every level except 1, when he developed Offensive Stance (he felt bold that level.) His base OB is 35. In Offensive Stance his OB jumps to a hefty $41=35+1*1+5$. Switching to Movement Stance takes him back to 35, and in Defensive Stance his OB is again 35, but his DB jumps by $15=10+1*5$, always nice when you're not wearing armor.

STANCE INITIATIVE CHART

OFFENSIVE STANCE

NORMAL STANCE

DEFENSIVE STANCE

Init	OFFENSIVE STANCE				Init	NORMAL STANCE				Init	DEFENSIVE STANCE			
	Attack	Half Attack	Brawl/Shove	Block		Attack	Half Attack	Block	Attack		Half Attack	Block		
5	8.3	5.5	6.9	0.7	5	11.1	6.9	0.6	5	13.8	8.3	0.4		
10	8.1	5.4	6.7	0.7	10	10.8	6.7	0.6	10	13.4	8.1	0.4		
15	7.8	5.2	6.5	0.7	15	10.4	6.5	0.5	15	13.0	7.8	0.3		
20	7.6	5.1	6.3	0.7	20	10.1	6.3	0.5	20	12.7	7.6	0.3		
25	7.4	4.9	6.1	0.7	25	9.8	6.1	0.5	25	12.3	7.4	0.3		
30	7.2	4.8	6.0	0.6	30	9.6	6.0	0.5	30	11.9	7.2	0.3		
35	7.0	4.6	5.8	0.6	35	9.3	5.8	0.5	35	11.6	7.0	0.3		
40	6.8	4.5	5.6	0.6	40	9.0	5.6	0.5	40	11.3	6.8	0.3		
45	6.6	4.4	5.5	0.6	45	8.7	5.5	0.4	45	10.9	6.6	0.3		
50	6.4	4.2	5.3	0.6	50	8.5	5.3	0.4	50	10.6	6.4	0.3		
55	6.2	4.1	5.2	0.5	55	8.2	5.2	0.4	55	10.3	6.2	0.3		
60	6.0	4.0	5.0	0.5	60	8.0	5.0	0.4	60	10.0	6.0	0.3		
65	5.8	3.9	4.9	0.5	65	7.8	4.9	0.4	65	9.7	5.8	0.3		
70	5.7	3.8	4.7	0.5	70	7.5	4.7	0.4	70	9.4	5.7	0.3		
75	5.5	3.7	4.6	0.5	75	7.3	4.6	0.4	75	9.2	5.5	0.2		
80	5.3	3.6	4.4	0.5	80	7.1	4.4	0.3	80	8.9	5.3	0.2		
85	5.2	3.5	4.3	0.5	85	6.9	4.3	0.3	85	8.6	5.2	0.2		
90	5.0	3.3	4.2	0.4	90	6.7	4.2	0.3	90	8.4	5.0	0.2		
95	4.9	3.3	4.1	0.4	95	6.5	4.1	0.3	95	8.1	4.9	0.2		
100	4.7	3.2	3.9	0.4	100	6.3	3.9	0.3	100	7.9	4.7	0.2		
105	4.6	3.1	3.8	0.4	105	6.1	3.8	0.3	105	7.7	4.6	0.2		
110	4.5	3.0	3.7	0.4	110	6.0	3.7	0.3	110	7.4	4.5	0.2		
115	4.3	2.9	3.6	0.4	115	5.8	3.6	0.3	115	7.2	4.3	0.2		
120	4.2	2.8	3.5	0.4	120	5.6	3.5	0.3	120	7.0	4.2	0.2		
125	4.1	2.7	3.4	0.4	125	5.4	3.4	0.3	125	6.8	4.1	0.2		
130	4.0	2.6	3.3	0.4	130	5.3	3.3	0.2	130	6.6	4.0	0.2		
135	3.9	2.6	3.2	0.3	135	5.1	3.2	0.2	135	6.4	3.9	0.2		
140	3.7	2.5	3.1	0.3	140	5.0	3.1	0.2	140	6.2	3.7	0.2		
145	3.6	2.4	3.0	0.3	145	4.8	3.0	0.2	145	6.1	3.6	0.2		
150	3.5	2.3	2.9	0.3	150	4.7	2.9	0.2	150	5.9	3.5	0.2		
155	3.4	2.3	2.9	0.3	155	4.6	2.9	0.2	155	5.7	3.4	0.2		
160	3.3	2.2	2.8	0.3	160	4.4	2.8	0.2	160	5.5	3.3	0.1		
165	3.2	2.2	2.7	0.3	165	4.3	2.7	0.2	165	5.4	3.2	0.1		
170	3.1	2.1	2.6	0.3	170	4.2	2.6	0.2	170	5.2	3.1	0.1		
175	3.0	2.0	2.5	0.3	175	4.1	2.5	0.2	175	5.1	3.0	0.1		
180	3.0	2.0	2.5	0.3	180	3.9	2.5	0.2	180	4.9	3.0	0.1		
185	2.9	1.9	2.4	0.3	185	3.8	2.4	0.2	185	4.8	2.9	0.1		
190	2.8	1.9	2.3	0.2	190	3.7	2.3	0.2	190	4.6	2.8	0.1		
195	2.7	1.8	2.3	0.2	195	3.6	2.3	0.2	195	4.5	2.7	0.1		
200	2.6	1.7	2.2	0.2	200	3.5	2.2	0.2	200	4.4	2.6	0.1		
205	2.5	1.7	2.1	0.2	205	3.4	2.1	0.1	205	4.2	2.5	0.1		
210	2.5	1.6	2.1	0.2	210	3.3	2.1	0.1	210	4.1	2.5	0.1		
215	2.4	1.6	2.0	0.2	215	3.2	2.0	0.1	215	4.0	2.4	0.1		
220	2.3	1.6	1.9	0.2	220	3.1	1.9	0.1	220	3.9	2.3	0.1		
225	2.3	1.5	1.9	0.2	225	3.0	1.9	0.1	225	3.8	2.3	0.1		
230	2.2	1.5	1.8	0.2	230	2.9	1.8	0.1	230	3.7	2.2	0.1		
235	2.1	1.4	1.8	0.2	235	2.8	1.8	0.1	235	3.6	2.1	0.1		
240	2.1	1.4	1.7	0.2	240	2.8	1.7	0.1	240	3.5	2.1	0.1		

Other Stances

Other positions may be considered stances (for the purposes of changing stance), but of course no skill may be developed in them. For instance: Prone, Kneeling, Dashing, Sitting, etc.

Important note on changing stances

The defensive capabilities of Defensive Stance only apply to attacks made entirely while the defender is in that stance; if the combatant changes TO defensive stance mid-way, only a +5 DB bonus is granted. If a character switches *away* from defensive stance while he is being attacked, that attack receives a +5 bonus.

INITIATIVE

Another skill, called simply "Initiative," may be developed to decrease the time required to perform a skill in *any* stance. The skill bonus for "Initiative" (taken normally using the 5/2/1/0.5 rules) is added to the Quickness stat.

Option 1: use the Qu/El stat, if *RMCIII* rule 5.6 is used.

Option 2: use Qu/Ag.

Option 3: Those GMs who use the *RMCVI* theme of using stat bonuses rather than temporary stats may use 50+Qu bonus, or 50+2 x Qu bonus.

Option 4: Same as 3, but use 50+Qu bonus+El bonus.

It is highly recommended that option 1 or 4 be used if the stat "Eloquence" is used, as this will make Eloquence a much more useful and realistic statistic.

The total is called the "Initiative Stat," (ItS) and this number is cross-indexed with the action on the appropriate stance table to find the time required to perform a given action. Round the initiative stat to the nearest 5.

*Example: Alakanda is an eighth level Warrior Monk with an 80 quickness. He has developed 18 skill ranks of Initiative. This gives him a total ItS of (10*5 + 8*2 + 80)=146. This rounds to 145. Consulting the Initiative Table, a full attack in Movement Stance will take Alakanda 4.8 seconds. In Offensive Stance, the same attack would only take him 3.6 seconds.*

ACTION DESCRIPTIONS

Some of the actions listed in the Initiative Table require explanation.

Full attack: a normal *Arms Law* attack, using the attacker's full OB (plus any applicable stance modifiers.)

Half attack: an attack using exactly HALF the attacker's OB. ALL factors are halved (except perhaps for weapon adds.) This includes skill rank bonuses, stat bonuses, and stance modifiers. Note that a half-attack takes more than half the time that a full attack takes.

Brawl: a brawling attack from *RMCV*. Only usable in Offensive stance.

Shove: an attempt to knock foe out of position. An attack is made on the Brawling table, with an OB of 3/attacker's level (maximum of 90.) If a crit is delivered, use the Unbalancing crit table and foe is displaced. Only usable in Offensive Stance.

Block: a partial parry. Each block made on a given attack subtracts 5% of the blocker's base OB (doesn't count stance modifiers) from the attack. Any number of blocks may be made against one attack, up to 20 (100% OB.)

Martial Arts attacks: Martial arts attacks are treated like normal melee attacks. If multiple attacks are made at once, use the standard *Claw Law* rules, dividing the time necessary by the total number of attacks. Example: Alakanda, the Warrior Monk mentioned above, wants to attack 4 orcs from Movement Stance. Each attack will take 1.2 seconds (4.8/4) and is at -60 (3*-20).

Other actions: Some actions do not vary based on stance. Some of these are detailed below:

Action	Base Time (seconds)	Notes
Changing stance:	0.5	
Spells *		
Class I:	3.0	
Class II:	8.0	5 ESF/sec under.
Class III:	15.0	4 ESF/sec under.
Class IV:	30.0	additional 3 ESF/sec under.
Instantaneous:	0	The <i>action</i> may require time.
Preparing and initiating an adrenal move:	5.0	
Stringing a bow:	24.0	
Firing a bow		
Short Bow or Sling:	6.0	-10 / sec under, min. 2.0 sec
Composite Bow:	8.0	-8 / sec under, min. 3.0
Long Bow:	10.0	-8 / sec under, min. 3.0
Light Crossbow:	12.0	-8 / sec under, min. 4.0
Heavy Crossbow:	14.0	-8 / sec under, min. 5.0
Throwing a weapon:	5.0	-10 / sec under
Picking a lock:	20.0	-5 / sec under. Varies with complexity
Disarming a trap:	30.0	-5 / sec under. Varies with complexity
Perception		
Detect amb/assassin:	1.0	-10 / 0.1 sec under
Perceive stunned foe:	1.0	—
Full perception:	8.0	-5 / sec under
"Snap" Orientation:	2.0	—
Drawing a weapon		
1-handed normal:	2.0	—
1-handed Quick:	1.0	—
2-handed normal:	3.0	—
2-handed Quick:	1.5	—
Mounting		
animal/vehicle:	3.0	—
Fast dismount:	2.0	—
Careful dismount:	3.0	—
First aid, each hit/rnd:	10.0	—

Action	Base Time (seconds)	Notes
Prone to kneeling:	4.0	—
Kneeling to Movement Stance:	3.0	—

* — No spell (except for instantaneous spells) may be cast in less than 3.0 seconds. 5.0 seconds must pass in between the beginning of one spell and the beginning of another.

Concentrating on a Spell: While concentrating on a spell, all actions require an additional 50% time.

Two Weapon Combo: Attacks and blocks may be made separately by each hand; keep track of each hand's time independently. However, if the attacks/blocks are not made against the same foe, the actions require 1.5x as long to perform.

Movement: Movement and Moving Maneuvers may only be attempted from Maneuver Stance. The basic rate for moving is BMR x Pace / 10 per second, plus 0.1 seconds per pace multiplier to "get up to speed."

Example: Túrnil the Cleric has a Base Movement Rate of 70 fpr. He wants to Dash (5x) at an opponent 150 feet away. It will require 0.5 sec (0.1 sec x 5) to get up to speed, after which he will be traveling at a theoretical 35 feet per second (70 x 5 / 10), but he rolls a modified 56 (41 roll + 15 AG bonus) for the maneuver. Consulting the "Light" column on the Moving Maneuver table (this using the Movement Pace Anomalies rule, RMC VI section 3.1) gives a result of 80%, meaning he actually only travels 28 feet per second. At that rate it will take Túrnil 5.4 (150 feet / seconds to reach his foe.

Maneuver times are up to the GM. Use the distance travelled in the maneuver as a guide.

Applying Critical Results

Most critical results can be applied directly to the stance-based initiative system; however some required slight adjustment in order to retain realism:

"Stun." If a character receives a "Stun" result for "x" rounds, it is suggested that no actions, save blocks, may be taken by the character for "x" * 6 seconds. 10 second intervals may be used, but this is may make stun results too devastating; 8 or even 4 seconds will be less unbalancing. Blocks committed while stunned take twice normal time for same effectiveness.

"Stun no parry." As "stun," except that no blocks may be made.

"Must parry." As "stun," except that blocks take normal time.

"Foe loses initiative" or "You gain initiative" for "x" rounds. Victim must add 2.0 seconds to the time requirements for the next "x" actions. The action he is currently performing DOES count.

THE STANCE-BASED INITIATIVE SYSTEM WITH NPCs/MONSTERS/ANIMALS

Existing "encounters" and NPCs may seem to create a problem for GMs. However, a little ingenuity can solve these dilemmas without stressing the ref too much. We suggest the following guidelines:

For creatures from *C&T* or *C&TH* the "Attack Quickness" presents an easy reference with which to determine ItS. The following table is one suggestion:

Creature Attack Quickness	Initiative Stat
IN (Inching)	0-20
CR (Creeping)	15-35
VS (Very Slow)	30-50
SL (Slow)	45-70
MD (Medium)	65-90
MF (Moderately Fast)	85-115
FA (Fast)	110-145
VF (Very Fast)	140-180
BF (Blindingly Fast)	180+

This table may be used for humanoids (assumes a quickness of about 60). Variable ranges reflect differences in profession, combat experience, training etc.

Character Level	Initiative Stat
0-1	50-70
2-4	60-110
5-10	70-135
11-15	80-150
16-20	90-155
21-30	95-160
31-50	100-175
51+	100 on up

Of course, variable quickness stats will drastically affect this. A 15th level character with 100 QU could have a 180 ItS.

USING THE STANCE-BASED INITIATIVE SYSTEM

The Stance-based Initiative System can bog down a game; but only if a GM lets it. The designers suggest the following guidelines:

- 1) Let the players copy the numbers from the Initiative Table corresponding to their ItS. When they declare an action, ask them to write down the second on which their action will be completed.
- 2) Have an assistant help you—or even the players, if they're trustworthy—keep track of some of the NPCs' actions. This is really the only aspect which should be time-consuming for the GM.
- 3) If extra copies of *AL&CL* are available, and it's appropriate, tell the attacking character the modified total and let him look up the results himself. Only look up the results yourself if you don't want the players to know AT or current DB. The GM should only need to look things up for NPC attacks.
- 4) Make the characters keep track of hits/round, stance, etc.
- 5) Discourage players from performing shorter actions just to be able to "wait and see" what their foes will do. This works, technically, but it isn't good role playing. If the GM counters by having the NPCs do the same thing the players will probably desist. If that doesn't work, make the players declare their next TWO actions, and apply a -20 if they change their minds. That might even be more realistic.
- 6) Don't try to use this system if your players aren't trustworthy. In a good FRPG, that shouldn't happen anyway, but this system will be particularly messed if your players are into cheating.

5.0 OPTIONAL ARMOR "LAWS"

5.1 ENHANCED ARMOR, ENHANCED DB

Enhancing the armor makes it more protective. These enhancements affect the DB of the character. The AT worn does not change.

Enhancements:

1. Metal studs riveted in either soft or rigid leather add +5 to the overall DB. The armor weight and cost increase by 10%.
2. Double link chain. (AT 16 is already double link.) This gives a DB of +15. AT 16 may be triple linked giving a +10 DB. The armor weight and cost increase by 50%.
3. Metal plates either riveted or woven onto soft leather, rigid leather or chain add +20 DB. This increases the weight by 50% for leather and 25% for chain. Cost increases by 25%.
4. Leather plates, sewn in rows, either up or down, give a +10 DB. The armor weight and cost increase by 25%.
5. Ridges on plate or rigid leather. These may come with the armor or riveted on later. The ridges add +5 DB. The armor weight increases by 10%. Cost increases by 25%.
6. Different chain weaves throughout chain armor add +5 DB. These varying patterns strengthen the armor. The armor weight remains the same. Cost increases by 25%.
7. Chain worn over other armors adds +15 DB. The weight and maneuver penalties are the two armors combined. Note that if the chain armor covers more of the body than the other armor, switch the AT to chain.

Note: Each of these modifications may alter the maneuver penalties of the armor.

ENHANCED ARMOR PENALTIES CHART				
Modification	Min	Max	Quickness	Missile
Metal Studs	-5	0	0	0
Double Link	-10	0	0	0
Triple Link	-20	-10	-10	-10
Metal Plates	-25	-10	-10	-10
Leather Plates	-15	-5	-5	-5
Ridges	— No Additional Modifications —			
Weaves	— No Additional Modifications —			
Chain over AT	— See Above —			

5.2 ARMOR PICK AND CHOOSE (APAC)

It is possible to mix and match parts of different armors. The protective value of the new armor scheme does not affect the AT of the wearer, rather his DB.

How APAC works:

Determine the base AT (i.e., what armor is being worn). The additional armor determines supplementary DB.

Example: A chain shirt with greaves, even if they are leather, is AT 14.

Example: A suit of halfhide armor with a metal breast plate is base AT 11.

There are five stages of armor; plate, chain, rigid leather, soft leather and no armor, plate being the most protective (and restrictive) and no armor the least. If the additional armor is superior to the base armor, there is a bonus to the DB. If the additional armor is inferior to the base AT, there is a penalty.

The modifications to DB are cumulative with each stage shifted by the additional armor.

**Plate < Chain < Rgd Leather
< Sft Leather < No Armor**

Example: Wearing a leather breast plate with plate greaves is a 2 stage shift upward.

(Rigid Leather ->(1) Chain ->(2) Plate)

Example: Wearing full plate with no gauntlets is a 4 stage shift down.

Plate ->(-1) Chain ->(-2) Rigid L.
->(-3) Soft L. ->(-4) No Armor

...

Parts of armor and their DB modifications per shift:

MIXED ARMOR DB MODIFICATION CHART		
Armor	DB MODIFICATION	
	Body Area	Full Body
Arm greaves	+15	+3 (Per set)
Leg greaves	+10	+2 (Per set)
Torso cover	+25	+10
Neck cover	+5	+1
Gauntlets	+10	+2 (Per set)
Boots	+10	+1 (Per set)
Helm	+15	+3

Option: As above, but there are no downward shifts for wearing lesser additional armor components (e.g., leather greaves with a breast plate).

5.3 DONNING AND DOFFING ARMOR REVISITED

RMC Section 6.7 and RMC IV Section 3.5 both lay out the time required to put on armor, "don," and take it off, "doff." They explain the time to don and doff armor as a linear progression, with each AT taking 1.5 rounds longer, cumulative. This system is efficient, but not realistic. The following system offers an alternative.

Each AT has a standard time to don and doff it. These times are subject to change from:

- Quickness bonus
- Donning and Doffing Armor skill
- Magically enchanted armor or spells.
- Assistance from others, skilled or not.

Times are in both rounds and initiative points. The standard amount of time to don and doff each AT is the "Base Time." The fastest armor can be donned and doffed is the "Minimum Time." Only magic can reduce the Minimum Time.

Quickness bonus. This is divided by 5 (rounded up) treated as rounds, and subtracted from the Base Time. This will greatly affect some ATs and have little affect on others.

Donning and Doffing Armor skill. See Section 8 for skill description.

(Total skill bonus) ÷ 5 [Rounded up]
Treated as rounds, reduces the base time.

Magic. Armor enchanted, or enhanced by spells, decreases the Base Time. Follow the description of the magic or spell. Only magic reduces the Minimum Time.

Assistance from others. Trained help aids more than untrained. A maximum of three persons may help at once. Of course, an armored character can be stripped in seconds by an angry hoard.

For each untrained helper, reduce the Base Time by 2 rounds, maximum of 6. For each trained helper, reduce the Base Time by 4 rounds, maximum of 12. A trained helper has ranks in the Donning and Doffing Armor skill.

ARMOR DONNING AND DOFFING CHART				
AT	BASE TIME (RDs/IPs)		MIN. TIME (RDs/IPs)	
	Donning	Doffing	Donning	Doffing
1	6 / 600	3 / 300	2 / 200	1* / 50
2	3 / 300	2 / 200	1 / 100	1 / 100
3	8 / 800	3 / 300	2 / 200	1 / 100
4	12 / 1200	5 / 500	4 / 400	2 / 200
5	3 / 300	4 / 400	1* / 50	1 / 100
6	13 / 1300	10 / 1000	5 / 500	3 / 300
7	20 / 2900	12 / 1200	8 / 800	3 / 300
8	26 / 2600	15 / 1500	10 / 1000	4 / 400
9	4 / 400	5 / 500	1* / 75	1 / 100
10	12 / 1200	11 / 1100	5 / 500	3 / 300
11	30 / 3000	22 / 2200	10 / 1000	6 / 600
12	40 / 4000	30 / 3000	13 / 1300	8 / 800
13	4 / 400	3 / 300	1* / 50	1* / 50
14	10 / 1000	7 / 700	4 / 400	3 / 300
15	30 / 3000	20 / 2000	10 / 1000	6 / 600
16	40 / 4000	30 / 3000	13 / 1300	9 / 900
17	5 / 500	4 / 400	1 / 100	1* / 75
18	15 / 1500	11 / 1100	5 / 500	3 / 300
19	60 / 6000	45 / 4500	18 / 1800	12 / 1200
20	80 / 8000	65 / 6500	25 / 2500	18 / 1800

GREAVES CHART †				
Type	BASE TIME (RDs/IPs)		MIN. TIME (RDs/IPs)	
	Donning	Doffing	Donning	Doffing
Soft L.	3 / 300	1 / 100	1 / 100	1* / 50
Rigid L.	5 / 500	4 / 400	2 / 200	1 / 100
Chain	4 / 400	3 / 300	1 / 100	1* / 75
Plate	6 / 600	4 / 400	2 / 200	1 / 100

* — Indicates less than 1 round.
† — Times are for each Greave.

5.4 HELMETS

Helmets and other armoring head gear are vital as they provide protection from otherwise fatal strikes. Armors, for the most part, do not come with helmets. Some helmets, although, are commonly found in use with certain armors (e.g., pot helms with chain armor, great leather helms with leather plate, etc.). One may choose to wear lesser common combinations. As with APAC, these helmets may be intermixed with different armors. The listing below describes various head gear not listed in *Character/Campaign Law*.

Arming Cap: A thick cloth cap worn over the entire head, not covering the face and neck.

Coif: Chain head piece covering the entire head and part of neck. It does not cover face, and usually is worn beneath heavier helms.

Spangan Helm: A metal bowl shaped helm that covers the top of the head down to the brow and ears. It is strapped or buckled under chin.

Spangan Helm with Nasal: As the Spangan, but it has a metal strip protruding from above the brow that covers the nose and top of the mouth.

Sallet: As the Spangan, but covers the back and sides of the head. It has disks shielding the ears. The top of the helm is pointed, protecting the head better. This has no facial covering.

Sallet and Beaver: As above, except it has a mobile plate that can cover the face and chin. this plate can be pushed above the brow.

Gorget: This is a plate ring that sits on the shoulders and covers the neck. It is attached to neither to the helm nor to the shoulder plates of armor.

Lobster Tail: A full helm with head, neck and partial face covering. The neck and sides are protected by connecting plates. The face has three thin slats, one over the nose and the others beside the eyes and over the cheeks.

5.5 OPTIONS FOR ARMOR AND HELMETS

Exhaustion Factor (EF): Armor and helms need to be properly ventilated. Those that are too restrictive heat up and tire out the character in less time. Each helmet and type of armor expends 1 Exhaustion Point over a certain number of rounds of combat.

Perception Factor (PF): Helms that cover the face and ears also inhibit the character's perception. The PF is a modification to the Perception skill. This only applies to helms and other head protection.

Defense Factor (DF): Certain helms and armor are more protective than others. Additional armor increases the DB of the character, see Section 5.2. Listed below are the DB shift modifications for each helmet and piece of head gear. The bonus is only applicable if it is of a different type of armor than the AT worn (e.g., plate helm with AT 9. Chain helm with AT 20, etc.), unless otherwise noted.

HELMET CHART			
Armor Component	EF	PF	DF(Head/Body)
Leather Helmet	1/8	-5	+10 / +2
Superior Leather Helmet	1/6	-5	+15 / +3
Plate Helm	1/5	-5	+20 / +4
Pot Helm	1/5	-5	+20 / +4
Full Helm	1/4	-10	+25 / +5
Visored Helm†	1/2	-15	+25 / +5
Aventail	1/8	0	+10*/ +5
Armoring Cap	1/10	0	+5 / +1
Coif	1/5	0	+10 / +2
Spangan	1/6	-5	+15 / +3
Spangan with Nasal	1/6	-5	+15 / +3
Sallet	1/4	-10	+20 / +4
Sallet with Beaver†	1/3	-15	+20 / +4
Lobster Tail**	1/3	-15	+25 / +5
Gorget	1/8	0	+20*/ +10

* — DF only applies to neck.
 † — Half the DF bonuses apply even if the helm is of the same type of armor as the AT worn.
 ‡ — DB Shift.

ARMOR AND EXHAUSTION:

AT	EF (Exh. Pts. / Rounds)
1	1/20
2	1/8
3	1/15
4	1/20
5	1/15
6	1/12
7	1/10
8	1/8
9	1/12
10	1/10
11	1/8
12	1/7
13	1/10
14	1/8
15	1/4
16	1/2
17	1/12
18	1/10
19	1/3
20	1/2

5.6 MULTIPLE SHIELD DB MODIFICATIONS

Just as one shield gives a character a DB bonus, two or more shields adjacent to each other increase the DB even more. A character with a shield still has his sides exposed. A second character bearing a shield, who stands to his left, adds protection to this flank. If a third character bearing a shield stood on his right, his right flank would be protected as well.

A character with a shield, and a shield-man on each side is the maximum amount of shield protection a character can have, with the exception a shield held above his head.

SHIELD EFFECTS ON DB CHART		
Shield	ADDITIONAL SHIELD ON:	
	1 Side (Melee/Missile)	2 Sides (Melee/Missile)
Target	+5/+2	+10/+5
Normal	+10/+10	+20/+20
Full	+15/+15	+30/+30
Wall	+20/+25	+40/+50

5.7 OPTIONAL ARMOR THICKNESSES

Thicker armors are more protective, yet they are also more encumbering and exhausting. Generally, they are only used by strong characters with good constitutions, and even then only in special situations. That is, for an important battle, but not necessarily for travel.

Not generally available, such armors need to be made by special order, and can be quite costly. The time required to make such armors is usually multiplied by the same amount as the cost.

The chart below details the exhaustion point increase, mass increase and cost increase, along with the extra added protection of the thicker armor. Also presented is the stats for thinner, lighter, armor.

ARMOR THICKNESS CHART				
Thickness	EP Cost	Mass Increase	DB Mod*	Cost
0.5x	.75x	0.5x	-20	.75x
1.25x	1.5x	1.5x	+5	1.5x
1.5x	2.5x	2.0x	+15	3.0x
2.0x	4.0x	3.0x	+35	6.0x

* — The DB modifier applies to all attacks.

5.8 SOLLERETS

Sollerets are specialized armored boots with points on the end. Wearing these boots while mounted on horseback provides the bearer with an armor-mounted weapon which comes with a base modification of +10 non-magical (see Section 6.32). These weapons can be treated as short swords, but do only puncture criticals.

If employed while on foot, they reduce the wearer's maneuverability by -20. Also, any actions where the wearer moves over 2x movement rate, the following penalties are accrued.

Movement Rate	Penalty
3x	-50
4x	-80
5x	-120

5.9 MAINTENANCE AND BREAKAGE

As armor takes hits and gets old, its protective value falters and ultimately fades completely. Using damaged armor is almost as dangerous as using lesser quality or no armor at all. Each combat, each hit, each week without maintenance increases the amount of damage the wearer takes. The following are guidelines.

Type of Hit *	Effect on Armor (round down) †
Concussion Hits	Nil
A Slash	+25
B Slash, A Crush	+5
C Slash, B Crush, A Puncture	+75
D Slash, C Crush, B Puncture	+1.0
E Slash, D Crush, C Puncture	+1.5
E Crush, D Puncture	+2.0
E Puncture	+2.5

* — Other critical types can be used instead of these listed. The following chart shows what criticals replace others. Numbers in parenthesis represent critical reductions.

Mangling, Ripping-Tearing,	
Shrapnel, Disintegration	= Puncture
Impact, Strategic Targeting	= Crush
Martial Arts	= Crush (-2)
Tiny Animal	= Slash (-2)
Pummeling, Fire	= Crush (-3)
Electricity, Plasma, Nether, etc.	= Puncture (-2)
Grappling, Unbalancing	= Crush (-4)
Cold, Stun, Shock, etc.	= nil

† — The hits denoted above reduce the armor's integrity, thus allowing all further strikes of similar nature to have a greater impact on the wearer. For example, if a D Crush is delivered a suit of armor would receive a +1.5 result. This means that for each further crushing attack scored on that armor an additional 1 hit is delivered (1.5 rounded down). If that second hit also scores an A Crush, another .5 is added to the 1.5, weakening the armor so that another crush attack will yield 2 additional hits.

Note 1: If a hit yields concussion hits but no critical, no damage is done to the armor, even if it has previously been damaged.

Note 2: Each successful strike adds this additional damage until the armor is successfully repaired.

ARMOR WEAR DUE TO NEGLECT

For each week of neglect, armor's defensive ability diminishes. This amount increases after each month and year as well. See below.

Time *	Effect on Armor
1 Week	-0.05
1 Month	-0.10
1 Year	-1.0

* — After four weeks, i.e., a month, both penalties are added giving a total armor penalty (-0.30). After one year, the total penalty is 52 weeks, 12 months and 1 year (-2.60, -1.20, and -1.0) for a total penalty of -4.8.

ARMOR REPAIR AND MAINTENANCE

The above penalties can be offset by the following:

- Repairing the armor.
- Maintaining the armor.
- Magically altering the armor.

Repairing the armor is done at armorers or other similarly trained guildsman.

Maintaining the armor is performed by using the skill Maintaining Weapons and Armor. This skill reduces the amount of neglect by one month per successful skill attempt. All damage inflicted to armor is lessened by one severity (e.g., 'E' puncture is reduced to 'D' puncture, etc.) per skill attempt. The first skill roll is a hard maneuver, each additional try is one severity higher (e.g., very hard, extremely hard, etc.).

Magically altering the armor is the use of any spell or magical effect that repairs the armor. In this case, the damage or neglect is completely negated, unless otherwise stated in the magical effect.



6.0 OPTIONAL WEAPON "LAWS"

6.1 SWORD BREAKERS

Left handed weapons are often used to snare a foe's weapon. Some can even break the ensnared weapons. These are called "Sword Breakers" and are large daggers with comb-like teeth along the blade or hilt. Any weapon usable one-handed can be a left handed weapon.

To use a left handed weapon in such a manner, a character develops the Weapon Snare skill, Section 8. There is only one snare attempt per round (e.g., any left handed weapon used in this manner cannot attack or parry that round).

The standard Two Weapon Combat penalty applies. A character using a left handed weapon must develop enough ranks of Two Weapon Combat to successfully overcome this penalty. See *Rolemaster Companion II*, Section 7.0 for more details.

A sword breaker must first catch another weapon before attempting to break it. Once snared, the foe's weapon is broken with a successful Weapon Shatter roll modified by +25. A character employing a sword breaker must develop ranks in both Weapon Snare and Weapon Shatter.

A character whose weapon is snared cannot use it in combat until it is free. There are three methods of dislodging the weapon.

1. Strength to strength. Both characters roll and add all appropriate modifiers. All other actions this round are at -50.
2. A Disarm Foe, Armed skill roll is successfully made. In this case the Left Handed Weapon drops.
3. Finessing the weapon free. The snaring character rolls his Weapon Snare skill and the defending character makes a Weapon Trickery roll or uses (1/3 his OB). The higher roll determines the outcome (e.g., if the defender wins, his weapon is free, if the attacker wins, the weapon is still snared).

•••

Characters with snared weapons are limited in their actions:

- Cannot attack. (Includes all actions using the weapon, e.g., Weapon Brawling, Weapon Shatter, etc.)
- Cannot parry.
- All actions are at -20. If the character has a 2-handed weapon snared, including Pole Arms, they are at -40 to all actions.

Option: A character with a snared weapon may perform actions using their weapon at -75 to all rolls.

6.2 THREE-BLADED DAGGERS

Some daggers have been forged with three separate blades. The first is as usual, jutting out from the hilt and crossguard. The second and third come off the hilt in angles and are thinner than the main blade. At times, the two outer blades have barbs or hooks, allowing them to better snare a foe or his weapon. When used to parry, this weapon affords a +25 DB modification. In melee, the weapon delivers 1.5x damage. Along with this comes the chance of lodging the three bladed daggers in the target, see below.

Cost: 5 gp

Breakage Factor: 125

Critical Delivered

Chance of Lodging Weapon

No Critical.....	0%
A.....	5%
B.....	10%
C.....	15%
D.....	20%
E.....	30%

6.3 OPTIONAL RULE FOR WAVY BLADES

The Flamberge and Kris, among other wavy bladed weapons, add no additional offensive bonuses or damage due to their design. Though they do have a psychological effect. All foes facing a character wielding one of these weapons makes a Fear or Self Discipline roll. Failure increases the character's OB by +10.

These weapons add +5 to Presence Projection (see Section 8) rolls. If the foe fails his Fear or Self Discipline roll, the modifier is +15.

6.4 BRODRACK

This is a bent broad sword, sharpened on both sides. The bend is 30°. The Brodrack can strike with the angle bent towards or away from the foe. With the angle towards the foe, the weapon slashes. With the angle bent away the Brodrack becomes a hacking weapon. The sheath is triangular with a belt-like clasp locking the blade in place. It is a One-Handed Edged weapon.

Effects on Combat: Use broadsword table with these modifications in addition to those presented in the Weapon Stat Chart.

With the angle towards the foe the weapon inflicts slash criticals, but angled away from the foe crush criticals are given.

Fumble range: 1-5

Strength minimum: 60

Break Factor: 150+

Cost: 35 silver

6.5 MECTHAR

This large weapon rips, crushes and chops opponents in half. This two-handed weapon is effective against all armors. The blade is shaped like an isosceles triangle. The tip of the weapon is straight with a spike off to each side. The Mecthar weighs 17-19 pounds.

Due to the Mecthar's huge design, it is limited in melee combat, making it most effective when used once every other round.

Effects on Combat: Use battle axe table with the following modifications, in addition to those presented in the chart below.

Normal use: 1 attack per 2 rounds. 1.5x concussion hits. Fumble 1-6, double exhaustion expenditure in melee.

Fast use: 1 attack per round. Normal damage. -30 OB. Fumble 1-8

Strength Minimum: 60

Break Factor: 160

Cost: 15 gp

6.6 STILETTO

The Stiletto is a very thin dagger. Its sole purpose is puncturing. It is ideal versus chain and most plate armors as it slides between the links and plates. This weapon is also often weighted for throwing. It is a One-Handed Edged weapon.

Effects on Combat: Use Dagger Attack Table (same fumble range, break factor, etc.), with the modifications presented in the Weapon Stat Chart.

Cost: 8 sp.

6.7 METAL WHIP

The metal whip is a new variation on the existing whip weapon. The whip itself is interlocking plates of metal which is in the form of a whip. It can be made of lighter metal such as Mithril or on some game worlds there may be flexible metal that could be made into such a whip. There is a -20 OB modification when using the Metal Whip, and with the Whip Grapple skill (see Section 8), due to the plates locking and sometimes not allowing complete flexibility. Though the metal whip does more concussion hits and criticals are more frequent, the metal whip is less accurate than a normal whip.

A variation of the metal whip is a chain which is more flexible but still incurs a -10 to the whip grapple skill, which can be used with a linked chain.

See the new Metal Whip Attack Table 12.3.4.

6.8 BATTLE HAMMER

The Battle Hammer is large two handed hammer designed to overcome plate armor. The head weighs up to 15 pounds. It has a four to six foot handle, and can be considered a Pole Arm. Used correctly, it can separate a knight from his mount with a single swing.

See the new Battle Hammer Attack Table 12.3.3.

6.9 ESTOCK

The Estock, or thrusting sword, is a one or two handed weapon used to stab. This weapon is popular among Knights and other heavily armored warriors. The Estock ranges from three to six feet long. The blade has a diamond shaped cross-section. This weapon is intended to pierce chain and plate armor.

The Estock has a six to ten inch section on its blade, just above the hilt, dulled to allow the wielder's second hand to grab it. Used with two hands the Estock is more effective.

Using an Estock while mounted, the weapon acts as a one handed lance. If employed in this fashion, the charging bonus applies. Since it can be used in many ways, the Fumble Range and OB bonus are modified as follows:

Fumble Ranges: One Handed: 1-3, Two Handed: 1-4, Mounted: 1-5

Bonuses: Two Handed: +20, Mounted: +40

See the new Estock Attack Table 12.3.2.

NEW WEAPON STAT CHART																				
Weapon	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Stiletto	-10	+10	+5	+5	+5	+15	+15	+15	-20	-15	-10	-10	-10	-10	-5	-5	-5	-5	-10	+5
Brodrack, angle towards	-20	-20	-20	-20	-10	-10	-10	-10	-05	-05	0	0	+10	+10	+10	+10	+15	+15	+15	+15
Brodrack, angle away	+10	+10	+15	+15	+15	+20	+20	+20	+10	+10	+15	+15	0	0	0	0	-10	-10	-10	-15
Mecthar	+10	+10	+15	+15	+15	+20	+25	+25	+15	+15	+20	+20	+20	+20	+25	+25	+25	+25	+30	+30
	Cost		BF		Fumble		St Min.		Notes											
Battle Adze	9 sp		160		1-4		—		Use Handaxe Attack Table (AL 8.3.3).											
Battle Hammer	38 sp		145		1-7		45		Use Battle Hammer Attack Table 12.3.3.											
Brodrack	35 sp		150		1-5		60		Use Broadsword Attack Table (AL 8.3.7).											
Estock	4 gp		200		varies		50		Use Estock Attack Table 12.3.2.											
Executioner's Sword	10 gp		175		1-3		—		Use Broadsword Attack Table (AL 8.3.7), +5 to OB.											
Great Sword	19 gp		210		1-8 or 1-12		60		Use Two-Hand Sword Attack Table (AL 8.6.5).											
Kilee	25 gp		95		1-1		—		Use Dagger Attack Table (AL 8.3.1).											
Mecthar	15 gp		160		varies		60		Use Battle Axe Attack Table (AL 8.6.1).											
Metal Whip	8 gp		150		1-4		—		Use Metal Whip Attack Table 12.3.4.											
Stiletto	8 sp		180		1-1		—		Use Dagger Attack Table (AL 8.3.1).											
Tebuje	64 sp		190		1-6		45		Use Tebuje Attack Table 12.3.5.											
Triple-bladed Dagger	5 gp		125		1-2		—		Use Dagger Attack Table (AL 8.3.1), +25 to parry.											

6.10 HILT GAUNTLETS

A hilt gauntlet is armor for the hand, wrist and forearm that attaches to the hilt of a weapon. It gives the wielder superior protection, but limits their flexibility.

Affects of hilt gauntlets:

- +5 to DB. (+40 to hand and forearm)
- Fumble range reduced by 2. (Minimum of 1)
- -10 to OB.
- -50 to all CQC and RAC maneuvers
- +100 to resist Disarming attempts

Wielder cannot perform the following:

- Sword Trickery
- Weapon Casting

Option 1: The character develops the use of hilt gauntlets separately from weapon skills. The skill DP cost for developing hilt gauntlet weapons is 1/2 weapon skill DP cost. A character cannot raise skill at hilt gauntlet above his weapon.

Option 2: Allow hilt gauntlets to be a sub-weapon category. Thus any sword or other weapon with a hilt can be developed with a hilt gauntlet. In this case, treat the weapon skill DP cost as the forth weapon category.

6.11 TEBUJE ('TEH BOO' SHAY)

Shaped like a sword with many little blades, called "teeth," protruding outward along its length, the Tebuje is made of anything from wood to steel. The "teeth" are sometimes actual teeth, (e.g., shark's teeth.) or notches cut into the blade itself.

Treat this weapon as a one handed edged or two handed weapon. The Tebuje uses the Tearing/Ripping critical table. Its Fumble Range 1-6

See Section 12 for the new Tebuje Attack Table.

6.12 GREAT SWORD

This sword is similar to, but much larger than, the two-handed sword. The Great Sword weighs, on average, twenty to thirty five pounds and usually is six to eight feet in length. Due to its mass and girth it is only wielded by beings such as Ogres, Trolls, Great Men and the like. If it were employed by a man-sized creature, the weapon could only used once every other round, (using it every round gains a -75 OB modification).

This weapon fumbles on a 1-8 for Ogres, Trolls, etc, (when used by a man-sized creature, it fumbles on a 1-12). When using the Great Sword, you must use Weapon Use rules, Section 4.8. This weapon uses the Two-Handed Sword Combat table, multiplying hits by 1.5, thus, this weapon may not be suitable for every campaign.

6.13 KILEE' (KIL-LAY)

This weapon, resembling a dagger, has a hollow blade with a needle center. The area inside the blade and around the needle can hold small amounts of poison (maximum of one dose) or acid

(enough to inflict an A acid crit). This is primarily a stabbing weapon, allowing the thin needle inside the blade to pierce the foe's skin, implant the poison or acid. Slashing attacks negate the ability of the needle to inject the target.

The Kilee's hilt slides along the blade, so when the tip strikes the foe, it slides back and allows the needle inside to imbue the poison or acid to the victim. Consider the needle having successfully entered the target's body upon any puncture critical.

Treat as a dagger in all respects except that the Break Factor is 95 and the cost is 25 gp. In addition, use the modifications given below for the various Armor Types on the Dagger Attack Table.

OB MODIFICATIONS

AT	1-4	5-8	9-12	13-16	17-20
OB Mod	+5	+0	-10	-20	-25

6.14 BARBED SPEAR HEADS

Spear heads may be forged with barbs or thorn-like protrusions. This increases the weapon cost by 20% and reduces the BF by 5. When employing barbed spearheads in combat, resolve all criticals on the Ripping/Tearing critical table. The OB of the weapon is also effected, see below.

OB MODIFICATIONS

AT	1-4	5-8	9-12	13-16	17-20
OB Mod	+5	+0	-5	-5	-10

6.15 BATTLE ADZE

An Adze is a woodsman tool turned weapon. In most respects the Adze and the axe are quite similar, with one major exception. The edge of the axe head is turned 90° so as to be perpendicular to the haft rather than aligned with it. Due to the design, it is less effective on heavy armors, and more so on lesser or no armors, see below.

OB MODIFICATIONS

AT	1-4	5-8	9-12	13-16	17-20
OB od	+10	+5	-5	-5	-15

6.16 EXECUTIONER'S SWORDS

These swords, which are about the size of broadswords, are constructed differently. The most obvious difference is the lack of a tip on the end of the blade. This removes the possibility of puncture criticals, as if the tip did successfully strike a foe, it would be a slicing or crushing wound instead. Treat all puncture critical results as slashing. As the weapon is built with a heavier construction, it delivers greater damage to its target, +5 OB to all ATs.

Cost: 10gp

Break Factor: 175

Option: Due to the weapon's design and purpose, characters must develop this skill separately.

6.17 ARROWS

NEW ARROWS (6.17.1)

Most arrows are constructed similarly and thus attack predictably. The size and shape of the arrow head can be changed, however, thus altering its performance in combat. The wider and thicker the tip, the more damage it does to bare flesh and lighter armors. The thinner and sharper the tip is, the less damage it does overall, but it penetrates thicker armors more readily.

Characters not familiar with the use of different types of arrows suffer a -20 penalty, with the exception of using Target arrows. This penalty is overcome by developing ranks in each arrow type. The DP cost is one half the weapon cost, rounded up.

Flight Arrows: These arrows are thinner, shorter and have smaller heads than normal arrows. They are designed to fly further. This arrow carries a -15 OB modifier.

Target Arrows: They have blunt heads and are not intended to kill.

Bodkin Arrows: Have thin round pointed heads that are specifically designed to penetrate armor. As they do more damage to ATs 9 and above, they do less damage to the lower ATs.

Broadhead Arrows: These are the standard *RM* arrows.

Cut Arrows: These have thick heavy and wide heads. They are intended to maximize damage to lightly armored foes, although are very limited against those heavily armored.

Wood Head Arrows: They are arrows with no stone or metal head. These arrows are made out of necessity.

NEW ARROW OB MODIFIERS

The optional arrows mentioned above have different effects on different types of armor. Use the following OB modifications on the appropriate attack table when using one of the special arrows.

OB MODIFIERS					
Arrows:	Armor Types				
	20-17	16-13	12-9	8-5	4-1
Cut	-30	-10	-20	+10	+20
Bodkin	+10	+20	+5	+5	+5
Flight	-10	-10	-10	-10	-10
Target	-30	-20	-20	-15	-15
Wood	-50	-20	-25	-10	0

MASS CHANGES FOR ARROWS (6.17.2)

Changing the size and weight of an arrow effects its range, damage and cost. Larger arrows inflict more damage, but cannot fly as far. Smaller, lighter arrows have better ranges and cost less to produce. The following chart shows the differences an arrow's mass can make.

ARROW MASS			
Mass	Range Mod	Dam Mod	Cost Mod
0.5x	+150 ft	0.5x	.25x
0.75x	+75 ft	0.75x	.50x
1.25x	-60 ft	1.25x	2.0x
1.5x	-120 ft	1.5x	5.0x
2.0x	-225 ft	2.0x	10.0x

BOW RANGES REVISITED (6.17.3)

The following chart shows an optional set of bow ranges, differing from those presented in *Arms Law*. The chart below takes into consideration a smoother progression of modifiers. It also presents some absurd ranges with equally absurd penalties. Desperate archers can try for such targets, but their chances of success are low.

BOW RANGE MODIFIERS			
Range (ft)	Long Bow	Short Bow	Composite Bow
1 - 10	+15	+5	+20
11 - 75	+5	0	+10
75 - 200	0	-30	0
201 - 350	-35	-75	-30
351 - 550	-65	-175	-65
551 - 750	-120	-350	-140
751 - 950	-225	-700	-280
951+	-500	N/A	-600

ARROW RANGE CHART						
Arrow Type	Range† Mod	Weight (ounces)	Long Bow	Short Bow	Composite Bow	Notes
Flight	+100%	.75	930 ft	550 ft	750 ft	.5 damage
Target *	+80%	1.0	810	430	670	.5 damage
Bodkin	+15%	2.0	510	300	450	
Broadhead	—	2.5	450	270	350	Standard
Cut	-20%	4.0	360	200	300	
Wood Head	+90%	.5	890	460	700	See below

† — These modifications do not alter OB modifications due to range.
 * — All criticals are crushing

OPTIONAL, OB MODIFIERS FOR FLETCHINGS (6.17.4)

The type of fletching that an arrow has can greatly affect that arrow's performance. It is the fletching that determines how accurately and swiftly an arrow flies after it is launched. The following options are available.

FLETCHING OB MODIFICATIONS		
Type of Fletching	OB Mod*	Cost Mod
Metal	+10	2.0x
Double length	+10	1.25x
4 feather fletching	+5	1.5x
2 sets per arrow	+10	2.0x
No fletchings	-75	0.5x
Curved fletchings †	+10	1.75x
All the fletchings	+50	8.0x

* — Effects are cumulative.
 † — Curved fletchings allow the arrow to spin while in flight. When the head strikes its target, it partially drills into him. Ranges increased by 10%.

6.18 CROSSBOW RELOADERS

A reloader is a tool that helps a character reset his crossbow. Normally a character must pull the cord back himself. This represents the reload time inherent in the crossbow or arbalest. Reloaders reduce this amount of time.

Reloaders take time to set up and operate, then they reduce the reloading time. Obviously, a reloader is of little or no use with a light, or even a heavy crossbow, but an arbalest is greatly aided by one. There are three varieties.

Spur: This reloader mounts onto the weapon itself. The character places his foot in the spur, bracing the crossbow against the ground, and then pulls back on the draw cord. Some spurs have a spike or blade at the end, used either to further brace the crossbow while reloading, or as a weapon.

The Spur is the only reloader that works with other rewinders.

Rewinder: This reloader is not attached to the crossbow, it sits on the end. A hook grabs the draw cord, then a crank mechanism is wound, pulling the draw cord to the nut.

Some rewinders are the "Windless" or the "Cranequin."

Lever: This reloader is a modified pry bar. One end slides under the draw cord and into a niche in the crossbow's frame. The character pulls the lever back and then moves the cord back into set position. Some levers are the "Goat's Foot," the "Gaffle," and the "Bender."

AFFECTS ON RELOADING TIME				
Reloader	Set Up Time	Time Reduced	Net Time Saved	Cost
Spur *	.25 rnd (60 IPs)	.75 rnd (185 IPs)	.5 rnd (125 IPs)	1 sp
Rewinder	2 rnds	3 rnds	1 rnd	2 gp
Lever	.50 rnd (125 IPs)	1 rnd	.5 rnd (125 IPs)	5 sp

* — The spur is usable with both the reloader and the lever, and the effects are cumulative.

6.19 OPTIONAL BOW/ CROSSBOW STRENGTH MODS

The "pull" of a bow or crossbow conveys the force with which an arrow or bolt strikes a target. The greater the pull, the more energy the weapon has and visa-versa. With this modification comes changes in the following:

- Fumble potential
- Breakage Factor
- Range
- OB

Use the following table for variations in bow and crossbow pulls. The Fumble Range, Break Factor, Offensive Bonus and Range increments increase or decrease each time the Base Pull is altered by the amount shown in the Pull Mod column.

6.20 ARBALEST

The Arbalest is a very large and powerful crossbow. Many use a hand crank on the front of the main wooden shaft to reload the weapon. There are four categories; Light, Medium, Heavy and Huge.

The strength of a crossbow is determined in "Pounds of Pull" which is the energy the crossbow has to launch its bolt. The Arbalest starts at 600 pounds pull and increases in increments of 200 pounds. For comparison, the average long bow has a 70 pound pull. The light and heavy crossbows have 200 and 400 pounds of pull respectively.

The fumble range, reload time and range modifiers change with each of the categories.

See the Arbalest Combat Table 12.3.1.

ARBALEST STATISTICS CHART

Arbalest	Reload	Fum.	20'	100'	200'	300'	360'
Light	4 rnds	1-5	+30	-	-20	-35	-50
Medium	5 rnds	1-5	+40	-	-10	-35	-60
Heavy	6 rnds	1-6	+50	+10	-5	-40	-70
Huge	7 rnds	1-6	+60	+20	-	-50	-80

6.21 STONE BOW— STONE CROSSBOW

This weapon uses a sling's ammunition. (Neither of these weapons shoot arrows or bolts.)

Stone Bow: This weapon uses a standard bow of any type. It adds a second drawstring that runs parallel to the first. Between and attached to these two cords sits a pouch, midway along their length. This pouch holds stones or metal bullets. The wielder draws and fires the weapon as he would a bow, except his fingers close and pull the pouch while preparing to shoot.

Resolve stone bow attacks on the sling attack table. The stone bow gets a +15 OB on all ATs. The range modifiers are the same.

Stone Crossbow: Using the stock and draw cord of a crossbow, a cup is attached to the thick cord. This holds the stones and bullets. Behind the cup is the loop that locks the draw string on the nut to place it in the set position. The stone crossbow is aimed and fired normally.

Resolve stone crossbow attacks on the sling attack table. The crossbow gains a +25 OB versus all ATs. The range modifiers are half of the crossbow type used. (e.g., heavy, light, arbalest.)

Stone bows and crossbows cost the same as bows and crossbows.

6.22 OPTIONAL RULES FOR CROSSBOWS

Crossbows are very powerful weapons, having 4 to 12 times the force of most bows. With this strength, the crossbow bolt can shoot right through its target. In fact, bolts with pull force over 1000 pounds could shoot through three or more targets, even in AT 20!

If the total modified attack roll is over 150, the bolt has shot through the body of its foe. If another target is behind the first, there is another chance to hit. To determine the OB for this attack:

Reduce the total to hit score from the first strike by 150. The result is the OB for the second attack.

To determine how many targets can be struck with a single crossbow or Arbalest bolt, consult the following table.

MULTIPLE BOLT TARGETS		
Target Number	Threshold OB	OB Reduction for next target
1	150	150
2	200	200
3	300	300
4	450	400
5	600	500
Each additional	+150	+100

Threshold: This is the total to hit score needed for the bolt to shoot through the target.

Reduction for next target: This is what the total to hit score is modified by to determine the OB for the next target.

The damage for each additional target is handled normally.

A bolt can only pierce and exit a number of foes equal to its fumble range. (Excluding any fumble range modifications.)

BOW PULL CHART

Bow Type	Base Pull	Pull Mod	Fumble	BF	OB	Range
Long Bow	70 lbs	+5 lbs	+1	-05	+03	+10 ft
Long Bow	70 lbs	-5 lbs	—	+05	-05	-15 ft
Short Bow	50 lbs	+5 lbs	+1	-05	+04	+05 ft
Short Bow	50 lbs	-5 lbs	—	+05	-05	-10 ft
Composite Bow	90 lbs	+5 lbs	+1	-08	+04	+12 ft
Composite Bow	90 lbs	-5 lbs	-1	+06	-06	-10 ft
Recurve Bow	160 lbs	+5 lbs	+2	-20	+10	+25 ft
Recurve Bow	160 lbs	-5 lbs	-1	+10	-15	-15 ft
Lt Crossbow	150 lbs	+5 lbs	+1	-05	+02	+05 ft
Lt Crossbow	150 lbs	-5 lbs	-1	+05	-03	-06 ft
Hvy Crossbow	250 lbs	+5 lbs	+1	-03	+02	+04 ft
Hvy Crossbow	250 lbs	-5 lbs	-1	+03	-03	-05 ft
Arbalest	Special	+5 lbs	+1	-05	+01	+02 ft
Arbalest	Special	-5 lbs	-1	+03	-01	-03 ft

6.23 ARMOR AND WEAPON QUALITY

Weapons and armor can be rated by the quality of their workmanship. This rating is anywhere from near perfection to worthless and each affects the performance of the item. A sword forged by a greatly renowned and highly skilled smith will generally perform better than one created by an average smith.

Note: This option does not replace bonuses gained from material components, it only expands on them.

Note: The BF and cost modifications are relative and may be altered as needed.

ARMOR QUALITY DUE TO WORKMANSHIP			
Quality	Bonus*	BF Mod	Cost Mod
Below Shoddy	-5/Level	-15/Level	.05x/Level
Shoddy	-15	-30	.1x
Poor	-10	-20	.5x
Fair	-5	-10	.75x
Average	—	—	1.0x
Good	+5	+10	2.0x
Excellent	+10	+20	10.0x
Superior	+15	+40	50.0x
Above Superior	+5/Lvl	+20/Lvl	50x/Lvl

* — This bonus is non-magical, although it is cumulative with any magical bonuses gained through enchantment.

6.24 MORE MASS—MORE OB

The heavier the weapon, the more damage it yields when used properly. A very strong character, +45 Strength bonus, could nearly as easily wield a twenty pound sword as one weighing ten pounds. In this example, the twenty pound sword delivers more damage than the ten pound sword. This increased damage potential is measured in OB modifications.

The OB modification is affected when the Encumbrance limit of the character is surpassed (i.e., the character gains a penalty for carrying too much). Thus three factors need to be considered when using this option.

1. The mass of the weapon.
2. The Encumbrance penalty gained by the weapon.
3. The Weapon Usage penalty, Section 6.2.

1. Mass of Weapon: Every weapon has a base range of weight, found in either Campaign Law equipment lists or in *Arms Law* weapon charts. Each time the maximum of this range is doubled, the weapon gains an OB modification of +5. A normal two handed sword weighs 5-12 pounds. A two handed sword which weighs 48 pounds is four times this base weight. The OB modification would then be +20.

2. Encumbrance: When a weapon with increased mass is used, check to see if it incurs an Encumbrance penalty.

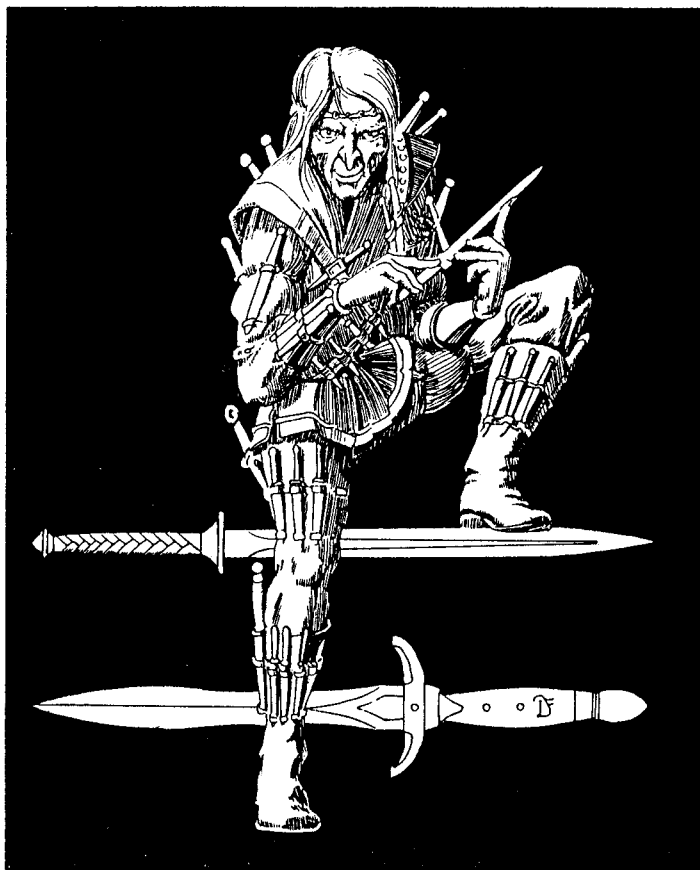
Example: A character weighing 100 pounds can carry up to ten pounds without penalty. If they use a sword weighing 5 pounds and all their other equipment brings their total weight carried to 10 pounds, they have no penalty. If this character now carried a weapon, 3x its normal weight, 15 pounds, it incurs a penalty.

All rules regarding Encumbrance are found in *Rolemaster* Section 7.2 Movement, Encumbrance & Exhaustion.

3. Weapon Use: Section 4.8. Follow that table for additional OB penalties.

Other optional effects:

1. Initiative. Each time a weapon's mass increases, it causes a -15 initiative penalty.
2. Damage. As the mass increases, so does the damage it delivers. For each mass increase, the concussion hits increase by .5x. (e.g., a weapon weighing 2x normal does 1.5x damage. A weapon weighing 4x normal gives 2.5x damage).
3. Fumble. For each mass increase, the fumble range is increased by a factor of 1.5 (e.g., a falchion (fumble range 1-5) with a 2x mass increase now fumbles on 1-7.5 or 8. This same falchion weighing 3x normal fumbles on 1-11.5 or 12).



6.25 SHEATHS

Sheaths hold and protect weapons. Some sheaths cover the weapon entirely, others merely support their weight. The materials they are made from range from leather to metal. Some sheaths act as weapons or tools themselves. They can also hide other weapons in them, see Section 6.38.

To obtain or construct a sheath that acts as either a tool or weapon, use the following guidelines.

1. All sheaths must be larger than the weapon they hold or protect.
2. The tools or weapons the sheaths are used as must be within the limits of the material it is made from (e.g., No leather mallets or wooden saws).
3. The drawing of the additional tools and weapons must be feasible. Assume there are separate compartments in the sheath for these items. Each new space may have a special strap or button securing it.

ADDITIONAL SHEATH WEAPONS AND TOOLS

Sheath Material	Tool or Weapon
Leather	Whip. Using sheath and straps as belt.
Leather	Rope. Using sheath and straps as belt.
Wood	Javelin. Sheath is long and round.
Wood	Staff. Sheath is thick and long.
Stone	Shovel. Sheath's end is flanged.
Stone	Cudgel. Sheath is thick.
Metal	Second sword. Have access from the bottom of the sheath.
Metal	Hammer. End of sheath is shaped like a hammer head.
Any	Separate compartment. Small pouch covered by sheath material on hinges.
Any	Flail. Belt strap has handle and sheath is swung as weapon. (Bola in case of leather.)

The cost for these sheaths is dependent upon the extra purposes it serves. Sheath are mainly constructed from any of four or more materials. Use the following chart for suggested prices.

SHEATH COST CHART

Material	Cost per additional function
Leather	5x Weapon cost
Wood	As weapon cost
Stone	2x weapon cost
Metal	3x weapon cost

Note: All additional weapons and tool parts must be purchased separately.

6.26 SHEATH HANGERS

A sheath hanger attaches to a the character's; belt, waist, shoulder, etc. Where a character wears their weapon helps determine how efficiently and swiftly they draw it. The most common locations for sheath hangers are:

1. Front center, hanging between the legs.
2. Front side, hanging over one leg.
3. Side, hanging along hip and leg.
4. Rear side, across back and over buttock and leg.
5. Shoulder side, behind shoulder, on either side of the head.

Each position affords different Drawing Time Modifiers, DTMs. The DTM is the penalty or bonus for unsheathing a weapon from a specific location on the body. This modifier is then subtracted from all drawing weapon rolls. (Including Iai and Adrenal Quick Draw.)

Sheath Position	Drawing Time Modifier
1. Front Center:	-15
2. Front Side:	0
3. Side:	+10
4. Rear Side:	-20
5. Shoulder Side:	-10

A character can unsheathe a weapon from a fixed hanger in less time than from a loose one, though a loose hanger is less restrictive on movement.

SHEATH DRAWING AND MOVEMENT MODIFIERS			
Worn	Position	DTM Mod	Base Movement Mod (Move)
Fixed Mounted	1	+5	-15
	2	+10	-10
	3	+15	0
	4	+10	-10
	5	+5	-5
Free Hanging	1	-15	0
	2	-10	0
	3	-15	0
	4	-5	0
	5	-20	0

Option: Disregard DTMs and use the modifiers in the second chart only, although this lessens the difference in weapon drawing speed.

6.27 ATTACK WITH TORCH

When using a lit torch in combat, each attack may deliver fire damage. Use the club attack table, delivering heat criticals (2 severity levels below) in addition to other criticals (e.g., Thungor hits Bolm with a lit torch. He delivers a 15D with the club, thus Bolm also receives a B heat critical.)

When using a lit torch to parry, the attacker makes a SD roll each round. Failure, reduces his OB by 25 (fear of being burned). If his SD roll is successful, there is a 25% chance of receiving an 'A' heat critical from the torch (i.e., the attacker is not daunted by the fire and attacks freely, even letting the flame touch him.).

When the torch delivers damage, there is chance of the fire being extinguished. See below

Crit Delivered	Chance of being extinguished
A	25%
B	50%
C	75%

These percentages should be halved if oil is used to make the torch.

6.28 WEAPONS STATISTIC MODIFIERS

To add greater realism in the use of weapons, and to give warriors more reasons to use different weapons, the following options are offered. Option one offers a very small change from *Character Law* rules but adds realism. The second option is very different, but complements *Rolemaster*'s realistic combat system well. Some categories included in the second option are listed with many examples to clarify which weapons are:

Option 1:

Melee Weapons	St/St/Ag
Thrown Weapons	Ag/St
Missile Weapons	Ag/Ag/St

Option 2:

One Handed Crushing	St
One Handed Slashing	St/St/Ag
One Handed Thrusting	St/Ag/Qu
Whip	Ag/Qu
Two Handed Slashing/Crushing	St
Staff	St/St/Ag
Spear	St
Thrown Weapons	St/Ag
Mounted Pole Arms	St/Ag/SD
Bow	St/Ag
Crossbow	Ag
Sling	St/Ag
Blowgun	Co
Pole Arm	Ag/Ag/St
Net	Ag/St



6.29 WEAPON SPEED MODIFIERS

These modifications are added to the initiative when one is aware of their foe plus their weapon is readied.

Example: *Waldalf the Rogue is surprised by three Orcs. The first round he has to ready his weapon before striking so he receives no modification from Weapon Speed Modifiers. On the second and third rounds he gets this bonus as he is now aware of the three Orcs and his weapon is ready. If a fourth Orc were to sneak up upon Waldalf, then this modification would be negated should the poor fool turn around in time to face the stealthy foe.*

Weapon Quickness Factor

Crossbows:

Light Crossbow	+75
Heavy Crossbow	+70
Small Arbalest	+65
Medium Arbalest	+60
Large Arbalest	+50
Huge Arbalest	+40

Bows:

Short Bow	+60
Long Bow	+50
Composite Bow	+45
Recurve Bow	+35

Thrown:

Dagger	+40
Stiletto	+35
Main Gauche	+30
Hand Axe	+30
War Hammer	+30
Mace	+20
Short Sword	+25
Broad Sword	+15
Spear	+35
Javelin	+40
Woodsman's Axe	+5
Boar Spear	+25
Darts	+25
Dirk	+40
Pilum	+15
Sai	+35
Harpoon	+25
Shuriken	+50
Trident	+20
Tomahawk	+10
Boomerang	+20
Quoit	+55
Hurlbat	+25
Piau	+30
Uchi-Ne	+20
Tap Stick	+25

Sling:

Sling	+30
Sling Staff	+15

Blowgun:

Blowgun	+50
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Whip:

Whip	+40
Metal Whip	+20
Kau Sin Ke	+30
Cat' o' Nine Tails	+10

Net:

Net (Gladiator)	-5
Net (Fishing)	-15

Pole Arm:

Pole Arm	+40 (-20) §
Spear	+20 (-10) §
Javelin	+20 (-5) §
Boar Spear	+15 (-10) §
Pilum	+10 (-25) §
Trident	+10 (-20) §
Lucern Hammer	+25 (-5) §
Lajatang	+30

Weapon Quickness Factor

One Handed Thrusting:

Stiletto	+45
Rapier	+30
Foil	+40
Estock	+20
Slangkam	+30
Doloire	+30
Katar	+45
Pesh-Kabs	+35
Manopla	+25
Panji	+35
Kau Sin Ke	+30
Hachiawara	+30

One Handed Crushing:

Fist	+30
Club	+10
War Hammer	+15
Mace	+15
Morning Star	+30
Targone	+40
Penjepit *	+20
Target Shield	+40
Small Shield	+15
Large Shield	-5
Wall Shield	-15
Tonfa	+30
Hora	+30
Broadrack	+20

Staff:

Quarterstaff	+35
Jo	+30
Sang Kaun	+30

One Handed Slashing:

Dagger	+25
Main Gauche	+25
Short Sword	+20
Broadsword	+15
Falchion	+5
Hand Axe	+15
Bastard Sword	+10
Katana	+12
Longsword	+18
Sabre	+20
Cutlass	+20
Tomahawk	+20
Crescent Knife	+25
Shotel	+15
Kora	+5
Wedong	+20
Haladie	+25
Full Moon	+20
Bank	+15
Ulu	+20
Broadrack	+20
Bagh Nakh *	+30
Tebuje *	+15

Weapon **Quickness Factor**

Two Handed Slashing:

Great Sword	-10
Two Handed Sword	+3
Bastard Sword	+8
Claymore	+8
Falx	+7
Flamberge	+3

Two Handed Crushing:

Battle Axe	0
Flail	-5
War Mattock	+5
Pick *	+7
War Hammer	+20
Mecthar	-10

Two Handed Thrusting:

Estock	+15
Awlspieß	+20

Martial Arts:

Striking	+25 ‡
Sweeps and Throws	+15 ‡
Wrestling	+5 ‡
Grappling	+10 ‡

Natural Weapons:

All attacks †	+25
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Unarmed Combat:

All attacks †	+25
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* — These weapons may use the Tearing/Ripping critical table.

§ — The number in parenthesis is for second and subsequent rounds of consecutive use of this weapon.

Armsmen fighting from second rank always use this number.

‡ — This modification is increased by +1 per rank of Martial Arts.

† — The following options are available:

Option 1: As above, but double the creature's initiative bonus.

Option 2: Negate all Weapon Speed Modifications when confronting foes using natural weapons.

6.30 SIEGE WEAPONS

Characters can use siege weapons in *Rolemaster* combats. The descriptions of such weapons are in *War Law*, Section 25.6.1. Use the weapon statistics in *War Law*.

Siege weapons were designed and built to attack buildings, fortifications and groups of warriors. For these weapons, then, it would be difficult to single out a single foe. Depending on the weapon, this difficulty varies. (e.g., direct fire weapons, Ballistae, are more accurate against small targets than indirect fire weapons such as the catapult and trebuchet.)

Use the following chart for OB modifiers for the siege weapons listed in *War Law*.

SIEGE WEAPON MELEE OB MODIFIERS				
Weapon	Percentage of Maximum Range*			
	25%	50%	75%	100%
Ballista				
Light	+50	0	-50	-100
Heavy	+25	-25	-100	-150
Catapult				
Light	0	-75	-150	-300
Medium	-75	-175	-250	-400
Heavy	-175	-275	-350	-500
Trebuchets				
Light	-200	-300	-400	-600
Medium	-225	-350	-450	-700
Heavy	-300	-450	-600	-850
Battering Rams				
Light	-10	—	—	—
Medium	-50	—	—	—
Heavy	-100	—	—	—
Drills				
Light	-25	—	—	—
Medium	-75	—	—	—
Heavy	-150	—	—	—

* — Trained teams of artilleryists can reduce these OB penalties with their combined ranks of Missile Artillery skill.

6.31 IRRITANTS (EFFECTS ON TARGET)

An irritant is some substance, when in close contact with a character, causes discomfort or pain.

Examples of Irritants:

Metal filings: This includes brass, iron or any other metal that has been ground or cut apart. These generally act as splinters that sting.

Powder, ground chemicals or minerals: This includes ground stones, beauty powder, or any organic or non-metal inorganic substance. These blind the target and make breathing difficult. Some powders effect the target differently. (e.g., Itching and Sneezing Powder.)

Crushed crystals or glass: In essence this includes all non-metals and materials that cannot be ground into powder. These blind and sting a target as they get into their clothes.

Noxious fumes or powerful odors: These include any or all gases that effect a target. Such as "knock out gases" and those that "eat" up oxygen. These irritate the eyes and nose of the target, possibly rendering them unconscious or causing death.

Uses of Irritants:

There are many ways to employ irritants, although unless used properly they are all but worthless. For example, it is improbable that a person wearing a full helm and armor will be effected by a handful of sand thrown at his visored face from ten feet away. If the same target were exposed to noxious fumes, they would have a greater chance of falling victim to the irritant.

Each irritant is placed on or thrown at the target. This requires an action and allows the target a DB. The irritant must be used properly considering its nature (e.g., throwing powder or filings and blowing fumes, etc.).

Treat throwing the irritant as a thrown weapon skill. The four types of irritants are developed separately. Half the OB of any irritant applies to the others. The maximum range is 25 feet.

Note: *These projectiles are cast at specific targets, RMC V Section 3.5 does not apply.*

Range	Modification
1-10 feet.....	- 0
11-15 feet	-20
16-20 feet	-40
21-25 feet	-60

Effects on target:

The target exposed to any of these irritants is invariably effected by them. Depending on the nature of the irritant, they suffer different symptoms. The GM may allow RRs to alleviate some or all of the effects of these irritants, though realistically they always cause some discomfort if they contact the target.

Major Effects:

Minor Effects:

Metal Filings:

Foe is stunned for 1-4 rounds and acts at -50 to all actions until filings are removed.

Foe is stunned for 1 round and acts at -20 to all actions until filings are removed.

Powders:

Foe is blinded and has trouble breathing. Foe operates at -75 for 1-10 rounds while coughing and wheezing.

Foe is partially blinded and has trouble breathing for 1-4 rounds. Foe is at -40 while coughing and wheezing.

Crystals and Glass:

Target at -30 until irritants are removed. Each round of action causes 1 hit and an additional -5 to all actions, save removing garments.

Target is -10 until irritants are removed. Each round of action causes 1 hit and an additional -2 to all actions, save removing garments.

Noxious Fumes and Odors:

Foe is stunned for 1-4 rounds and disoriented for 1-10 rounds. Repeat if fumes continue to effect foe.

Foe is stunned for 1 round and disoriented for 1-4 rounds. Repeat if fumes continue to effect foe.

6.32 ARMOR MOUNTED WEAPONS

A character can affix weapons to his armor (e.g., a spike on the knee plate, or a blade on the side of a gauntlet). These weapons are often useful in desperate situations, but they can be employed successfully in any combat situation, many times achieving surprise over the foe with an unexpected attack. Armor may be constructed bearing these armaments, or have them attached later.

To attack with these weapons a character develops the Weapon Brawling skill for each area of his armor (e.g., all weapons mounted to a knee plate are developed as one skill. All weapons mounted on an elbow plate are developed as one skill, etc.).

Like Weapon Brawling with different parts of a weapon, using armor mounted weapons allows 1 additional strike per round (e.g., If a character strikes with a sword and then Weapon Brawls, striking with the sword's pommel, he can use the spike on his knee plate that round). The free strike must be with a limb that has not been used that round (e.g., a shield arm cannot attack using any armor mounted weapons on the same round as a Shield Bash). When a character Weapon Brawls only, he still gains one additional strike from armor mounted weapons. In a single round he can strike twice with armor mounted weapons, if he makes no other attacks.

SUGGESTED ARMOR MOUNTED WEAPONS		
Body Area*	Weapon Type	Critical Type
Knee	Spike	Puncture
	Metal ball	Crushing
Foot	Blade	Slashing
	Spike	Puncture
Elbow	Spike	Puncture
	Metal ball	Crushing
Hand	Side blade	Slashing
	Spike	Puncture

* — Other body areas can have weapons mounted on armor.



The cost for this modification is minimal. Double the weapon cost and add it to the armor cost. Any material can be used, but metal performs the best.

Characters who wear no armor can employ APAC. Using this method, weapons mount to any part of armor they choose to wear. The cost for such armor components is 3x the weapon cost. (This includes the armor.)

Option 1: Allow a +10 initiative modification for every five ranks of Weapon Brawling developed for these weapons. Proficient characters take their foes by surprise.

Option 2: As Option 1, but the foe makes a Resistance Roll versus the character's ranks in Weapon Brawling, treated as levels. Failure indicates foe is surprised during this strike (+20 to OB).

6.33 WEAPON MAINTENANCE IN RELATION TO BREAKAGE & DAMAGE

Many players look forward toward the thrill of possible glory in combat. Few, however, take the time to see that their equipment is ready for it. A sword that has been left unsharpened or a bow which has been left uncared-for for (e.g., oiling the wood to keep its flexibility) may present problems or even catastrophe for an adventurer.

For every day that weapons are not maintained 0.1 is added to the weapon's Breakage Factor (BF). For every day the weapon is *used* and not maintained, 2 is added to the BF.

For every day that weapons are not maintained -0.1 concussion hits are subtracted from damage done by the weapon. For every day the weapon is *used* and not maintained, -0.5 hits are subtracted from all delivered damage.

Note: *If a weapon has a bonus due to the quality of its craftsmanship or its base material, the above penalties may be halved or even negated entirely.*

6.34 RARE AND EXOTIC WEAPONS

The following chart shows a number of uncommon and/or culturally specific weapons, along with the statistics needed to incorporate them into a *Rolemaster* game.

Weight is given in pounds, and length in feet. "F" is the fumble range of the weapon. Armor modifications given are bonuses or penalties given for that weapon against those armor types. These modifications should be used with the applicable *Rolemaster* combat chart referenced for each weapon.

HACHIWARA: Japanese thrusting and parrying dagger/sword-breaker. Square steel iron with point, but no edge.

QUOIT: Steel throwing ring/disk. Placed around finger. Edged all the way around.

CRESCENT KNIFE: "C"-shaped knife, with the handle in the middle. Chinese, used in pairs. Approximately 10" point to point.

AWLSPIESS: German/Eastern European. The name means either Awl pike or Eel spear. This weapon resembles a sword with a hilt that is extended about 3-4 feet. Blade is either round,

square, diamond or triangular. This weapon is capable of punching through armor.

KATAR: Indian push or "punching" dagger. All steel.

HORA: Indian horn knuckle duster.

SHOTEL: Ethiopian double edged weapon with a large, hooked blade, used for striking over or around an opponent's shield.

KORA: From Nepal. A powerful, thick-bladed chopping sword.

KALINGA: Igorot tribe, Filipino axe for armor piercing. It is about 2.5 feet long, and its blade is huge.

HURLBAT: European throwing iron, much like a weighted throwing-axe.

ULU: Eskimo chopping knife with a triangle-shaped blade, having its handle at the top point (so that the blade is the wide, bottom edge of the triangle).

PIAU: Malaysian throwing iron. Size and weight of a standard axe head.

SLANGKAM: Malaysian. Steel headed short spear, used in pairs to slash, stab and parry.

TARGONE: Italian combination shield and club. Strapped onto the right arm.

FALX: German barbarian traditional weapon of the Dacians. A 5' long war sickle.

BANK: Indian, Maharatta people. A steel sickle knife, approximately 5 inches from hilt to point (inside the curve).

BAGH NAKH: Indian. All steel claws. An Assassin's weapon. Used to make a murder appear like an animal attack.

DOLOIRE: German stabbing axe.

PENJEPIT: Malaysian fighting tongs!!

SLUNG SHOT: A lead ball, braided into the end of a cord and attached to a wooden or metal handle. Used by sailors.

HALADIE: Syrian double-bladed knife with the grip in the center.

PESH KABZ: A Persian knife with a strong back rib, for stabbing through chainmail.

SLING STAFF: Medieval projectile weapon. Leather pouch could hold a one pound stone and could throw it 200 or more yards.

UCHI-NE: Japanese steel headed throwing dart. (Romans had a weapon called a Plumbata that was identical.)

FULL MOON: Chinese "Full Moon" blocking weapon. It consisted of a metal ring connected to a crescent-shaped blade with a grip in the center. Edged everywhere but the grip.

MANOPLE: Moorish boarding gauntlet-sword. Used in pairs.

PANJI: Burmese bamboo slivers wrapped in rattan with an arm band-like strap.

WEDONG: Javan bush knife.

KAU SIN KE: Chinese chain whip/sword. All steel with a wrapped grip.

TAP STICK: Wooden stick with lead, stone, or brass head. This is a thrown weapon.

LAJATANG: Malaysian staff weapon. Bladed edge all around with a crescent-shaped blade at either end.

SANG KAUN: Chinese parrying weapon. All steel, used in pairs. It consists of a staff with a crescent-shaped blade near the grip, and a hooked blade on one end.

RECURVE BOW: Turkish and Mongolian. Up to 160 pounds pull, to fire, bow is pushed (string is not pulled). Made of bone, sinew and wood.

RARE WEAPONS CHART

Weapon	Type	Wt.	Length	F	RANGE MOD (in ft)				Table Used	ARMOR MODIFICATIONS				
					10	25	100	150		20-17	16-13	12-9	8-5	4-1
Hachiwara	1HS	1-1.5	1-1.5	3	—	—	—	—	Rapier	+10	+15	+5	—	—
Quoit	TH	.5	1"-3"	8	+5	-15	—	—	Dart	-10	-05	—	—	+5
Crescent	1HS	2-3	.5-1.5	4	—	—	—	—	Main Gauche	-05	-05	—	+5	+15
Awlspiess	2H	5-7	5-6	4	—	—	—	—	2H Estock	+15	+20	-10	-05	-10
Katar	1HS	1-2	.5-1.5	2	—	—	—	—	Dagger	-10	—	-05	—	+5
Kora	1HS	.5-1	.5-1	3	—	—	—	—	Dagger	-15	-10	-05	+10	+15
Shotel*	1HS	2-3	2.5-4	5	—	—	—	—	Rapier	-15	-05	-10	-05	—
Hora	1HS	4-6	2-3.5	5	—	—	—	—	Falchion	-10	—	+10	+15	+15
Kalinga	2H	3-4	2-4	4	—	—	—	—	Battle Axe	+10	+15	+10	—	-10
Hurlbat	TH	1-2.5	1-2	3	+10	-15	-75	—	Hand Axe	-10	+5	—	+5	+5
Ulu	1HS	.5-1	.5-1.5	2	—	—	—	—	Dagger	-10	-10	—	+5	+10
Piau	TH	2-3	.5-1.5	3	+15	-05	—	—	Dagger	-05	—	+5	+10	+10
Slangkam	1HS	1-2	1-1.5	3	—	—	—	—	Rapier	-05	+5	—	+5	+10
Targone †	1HC	3-4	2.5-3	2	—	—	—	—	Club	-10	—	-05	—	+5
Falx	2H	5-8	4.5-6	5	—	—	—	—	2H Sword	-05	—	+5	+15	+15
Bank	1HS	1-2	.5-1	2	—	—	—	—	Main Gauche	-10	+5	—	—	+5
Bagh Nakh	1HS	.5-1	.5-1	3	—	—	—	—	Small Animal	-15	+5	-05	+5	+10
Doloire	1HS	4-6	1.5-3	3	—	—	—	—	Hand Axe	-10	-05	-05	—	+5
Penjepit	1HC	.5-1	.5-2	2	—	—	—	—	Tiny Animal	-15	-10	—	+5	+10
Slung Shot ‡	TH	.5-1	1-2	4	—	—	—	—	Mace	+5	—	+10	+10	+5
Haladie §	1HS	2-3	1-1.5	4	—	—	—	—	Scimitar	-10	-05	—	+10	+15
Pesh Kabz	1HS	.5-1	.5-1.5	2	—	—	—	—	Dagger	+10	+20	+5	-05	-15
Sling Staff#	MIS	2-3	3-4.5	3	+15	+5	-15	-30	Sling	—	—	—	—	—
Uchi-Ne †	TH	1-2	1-2	2	+20	+5	—	—	Dart	—	—	—	+5	+5
Full Moon f	1HS	2-3	2-3	5	-30	—	—	—	Hand Axe	-15	-10	—	+10	+20
Manople	1HS	1.5-2	2.5-4	2	—	—	—	—	Broadsword	-05	—	—	+5	+5
Panji ‡	1HS	.5-1	1-2	2	—	—	—	—	Dart	-20	+5	-10	-05	+5
Wedong	1HS	2-4	1-2.5	3	—	—	—	—	Scimitar	-10	-10	-05	—	—
Kau Sin Ke @	1HS	3-4	3-5	6	—	—	—	—	Whip/Sh Sword	+5/-10	+5/-05	+10/—	+10/+5	+15/+10
Tap Stick	TH	.5-1	1-1.5	3	+10	+5	—	—	Thrown Hammer	-10	-10	-10	—	—
Lajatang	PA	3-4	3.5-5	7	—	—	—	—	Pole Arm	-15	-10	-05	+5	+5
Sang Kaun	1HS	2-3	2-3	5	—	—	—	—	Rapier	+5	+10	+10	+10	+10
Recurve Bow¥	MIS	3-4	2.5-4	5	+45	+15	—	—	Composite Bow	+10	+10	+10	+10	+10

* Using a Shotel against a foe with a shield, the Shotel eliminates one half of the total shield bonus.

† When using the Targone to parry, it has a +25/+10 DB versus melee/missile attacks.

§ With the Haladie, a character may strike twice in one round. The second attack is at 1/2 OB.

Range is doubled.

‡ Double damage.

@ This weapon is normally a whip. If a successful Whip Grapple skill roll is made (100+) the tip of the weapon strikes the foe as a short sword.

f When used to parry, an additional +15 to DB is gained.

‡ This weapon gains +10 to all Sea Combat rolls.

¥ This bow has great range and power. Penalties: 300' is -20, 450' is -60, 660' is -120

6.35 HIDDEN / SUDDEN STRIKE WEAPONS

Concealed weapons that instantly “spring” out upon an unsuspecting foe are called Hidden / Sudden Strike Weapons. These weapons are covered by either clothing or armor. They are released by slight muscle contortions and sprung into place by leather thongs or the like.

Only certain weapons are used in such a fashion. All weapons not easily concealed are restricted. Thrown weapons are considered part of the Missile category. Weapons are then divided into three groups; Short Weapons, Long Weapons and Missile Weapons.

The following is a brief listing of possible Hidden / Sudden Strike Weapons.

Short Weapons	Long Weapons	Missile Weapons
Dagger	Short Sword	Dart
Stiletto	Mace	Shuriken
Main Gauche	Club	Dagger

To construct these weapons and their harnesses, a character must succeed on an Extremely Hard Gimmickry roll. Using one of these harnesses, requires a Contortions roll with a penalty of -25. Results over 100 are successful. Scores below 50 receive a fumble roll with a +25. When rolling on the fumble table, results over 100 are handled as follows:

Roll	Result
101 - 110	Strike self with 1/2 weapon OB
111 - 115	Strike self with full OB
116 - 120	Strike self with full OB +50
121 - 125	Strike self with full OB +100

Successful use (meaning that the weapon inflicts damage on the foe) of the concealed weapon does the following:

- +50 Initiative next round.
- Opponent makes a RR versus character’s level plus number of ranks in Contortions skill. Failure results in opponent being surprised and at -20 to all actions during that round.
- Fumble range for any of the foe’s weapons is increased by 1.

Please note that the normal ranges on the missile weapons are halved, while the range of the other weapons as they spring out at a foe are relatively nothing. That is, the target must be in melee range.

Resetting the hidden weapon requires the same Gimmickry roll as discussed above.

These weapons cost 25 gold for the Short-Weapon, 50 for the Long-Weapon and 75 for the Missile Weapon.

6.36 MULTI-PURPOSE WEAPONS

Arms can have more than one weapon on them (e.g., an axe with a hammer head on the back of the blade). This does not compromise the quality or performance of the weapon (e.g., an axe with a hammer is as effective as any other axe or hammer).

The fumble increases by 1 for each additional weapon added. Each weapon skill needs to be developed separately.

Example: A character who has developed ranks in axe, 1-H Edged, may use the axe in combat and receive their full OB. With the hammer he must develop 1-H Crushing ranks to use it effectively.

The weapon’s weight increases by 10% and its base cost rises 50% per weapon added.

If extremely different weapons, such as a crossbow and a sword, are combined, the following modifiers should be used:

- 25 to OB per weapon in the combination.
(Two weapon combination = -25 OB penalty)
(Three weapon combination = -50 OB penalty)
- 25 to DB per weapon in the combination.
- 10 to BF of combined weapon for each weapon in the combination.
(Two weapon combination = -10 BF)
(Three weapon combination = -20 BF)

Crossbows are delicate devices. When they are added to another weapon, their performance and structural integrity are weakened. The following rules apply:

- 15 to OB of all other weapons in the combination, (not including the crossbow).
 - 25 to DB of all other weapons in the combination, (including the crossbow).
 - 20 to BF of combined weapon. This BF modifier is in addition to the one gained above.
- Adding firearms have the following effects.
- 10 to DB of combined weapon (This includes the firearm as well).
 - 25 to BF of combined weapon.



Any combination that includes moving parts, (excluding firearms and crossbows, (e.g., three-part-staves, fold-over sword blades, etc.)) have these effects:

- -5 BF per moving part. (A chain or rope is considered one part, not each link or strand.)
- -5 DB per moving part. As above. The penalty applies to all weapons in the combination.
- -5 OB per moving part. As above. This penalty applies to all weapons in the combination.

EXAMPLES OF COMBINED WEAPONS

1. Falchion and crossbow

Modifiers are:	OB	DB	BF
Falchion:	-40	-50	-30
Crossbow:	-25	-25	-30

2. Two-handed sword and two crossbows

Modifiers are:	OB	DB	BF
Two Handed Sword:	-80	-100	-60
Crossbow #1:	-50	-75	-60
Crossbow #2:	-50	-75	-60

3. Battle axe (w/ fold over head, 1 hinge) & spear

Modifiers are:	OB	DB	BF
Battle Axe:	-30	-30	-15
Spear:	-30	-30	-15

Note: The DB modifiers applies only to parries.

6.37 TAKE-APART WEAPONS

Weapons can be constructed in such a way to allow them to be taken apart and reassembled easily, particularly in a fantasy environment. All weapons may be built this way. Staves can have slots and pegs that slide into each other. Swords can have blades with interlocking pieces with the hilt and crossguard sliding and locking in place. This does not greatly lessen the effectiveness of the weapon.

Effect on combat:

- -5 OB* / number of pieces
- -10 weapon Str. / number of pieces
- -10 to weapon BF / number of pieces

Economic Statistics:

- Cost: 5x normal weapon cost.
- Time of construction equals (weapon cost/5) in days.

* — Weapon quality can out-weigh this penalty.

6.38 DISGUISED WEAPONS

These weapons look like other items entirely (e.g., the sword cane and switch blade). These weapons tend to be thinner and weaker than normal due to limited size in their concealed form. It is not possible to have a six inch wide blade hidden in a walking staff unless that staff were a tree stump. These weapons are designed to be swiftly drawn, thus gaining surprise on a foe.

Effect on combat:

- -10 to -50 to OB, depending on the size reduction and construction quality.
- -20 to Str.
- -40 to BF.

Economic Statistics:

- Cost: 3x weapon.
- Time of construction equals (weapon cost/5) in days.

6.39 MERCURY FILLED WEAPONS

A weapon can deliver more damage if it is designed with a mercury-filled hollow core. The mercury, being a heavy liquid, fills one half of this hollow core. As the weapon is swung, thrust, thrown or shot, the mercury rushes to the back of the weapon. As the weapon strikes, the mercury shoots to the front and increases the damage.

MERCURY FILLED WEAPON MODIFICATIONS

Weapon Type	MODIFICATIONS				
	OB	Fumble	BF	Damage	Cost
Swords	-25	+2	-60	1.5x	10x
Hammers/Maces	-25	+2	-50	1.5x	10x
Spears/Javelins*	-25	+2	-75	1.5x	15x
Arrows/Bolts	-25	+2	-80	1.5x	15x
Pole Arms	NOT APPLICABLE				
Flails/Bolas/Whips	NOT APPLICABLE				
Thrusting Weapons	-15	+1	-60	1.25x	10x

* — Weapon must be thrown. If thrust, use the Thrusting Weapons stats.

6.40 CUSTOM MADE WEAPONS

No weapon is set to a single design. Since there are so many different parts that comprise each and so many smiths who forge them, any alteration from one weapon to the next may change it and its performance (i.e., OB, DB or both).

This section covers different weapon types, going over different parts available to them. A character can use more than one option from each section. Although, these options must feasibly work together (e.g., a thick crossguard (Quillons) cannot be a part of the same sword using the no crossguard option).

CUSTOM WEAPONS CHART

Part Alteration	Fumble Mod*	DB Mod	OB Mod**	-----OB MODIFICATIONS†-----					CT‡	BF§
				ATs 20-17	ATs 16-13	ATs 12-9	ATs 8-5	ATs 4-1		
EDGED WEAPON										
Blade										
Double thick	+1	-10	—	-10	-05	—	+5	+10	+75	+10
Double wide	+1	-10	—	+5	+5	—	-05	-10	+100	+20
Curved	—	—	—	-05	-05	-05	+5	+5	+10	-10
Waved	+1	+5	—	-10	+5	+5	+10	+15	+150	-10
Barbed	+1	+5	—	-10	+5	+5	+10	+15	+100	-20
Single edge	-1	—	—	—	—	—	—	—	-40	+5
Double edge	—	—	—	—	—	—	+5	+5	—	—
Pointed tip	—	—	—	-10	+10	-05	+5	+5	—	+10
Rounded tip	—	—	—	-10	-10	—	+5	+10	-20	+10
Wood	—	-10	-15	—	—	—	—	—	-200	-40
Double Long	+2	-10	+5	-05	-05	+5	+10	+15	+125	+10
Half Long	-1	+5	-05	-15	-10	-05	—	+5	-50	-10
Pommel										
Pear shaped	—	—	—	—	—	—	—	—	—	+5
Mushroom	—	—	—	—	—	—	—	—	-10	+5
Fish tailed	—	—	—	—	—	—	—	—	+10	+10
Ball	—	+5	—	—	—	—	—	—	+25	+5
Point	—	—	—	-20	+5	-10	+5	+5	+50	-10
Blade	+1	-10	—	-15	-10	-05	+5	+10	+50	+15
Custom	V	V	V	V	V	V	V	V	V	V
Grip										
Metal	—	—	—	—	—	—	—	—	—	+5
Textured	—	—	—	—	—	—	—	—	+10	—
Ribbed	-1	+5	—	—	—	—	—	—	+20	-05
Shaped	-1	+10	+5	—	—	—	—	—	+50	—
Cloth wrap	—	+5	—	—	—	—	—	—	—	—
Leather wrap	-1	+5	+5	—	—	—	—	—	+10	—
Cord wrap	—	+5	—	—	—	—	—	—	—	—
Wood	+1	—	-05	—	—	—	—	—	-50	-20
Bone	—	—	—	—	—	—	—	—	+150	-05
1 Handed	—	—	—	—	—	—	—	—	-20	—
2 Handed	—	+5	+5	—	—	—	—	—	+20	+5
3 Handed	+1	+10	+10	—	—	—	—	—	+75	+10
Knuckle Bar	-1	+5	—	—	—	—	—	—	+5	-05
Guard Plate	-1	+15	-05	—	—	—	—	—	+25	-10
No cover	+1	-05	—	—	—	—	—	—	—	+10
Finger grips	-2	+5	+5	—	—	—	—	—	+75 -15	—
Blade	+1	—	—	-15	-05	—	+5	+10	+50	-10
Quillon										
Thin	—	—	—	—	—	—	—	—	—	-05
Thick	—	—	—	—	—	—	—	—	+15	—
Wavy(Curved)	—	+5	—	—	—	—	—	—	+20	-05
4-Way	—	+15	-05	—	—	—	—	—	+50	+5
Straight	—	—	—	—	—	—	—	—	—	—
None	—	-10	+5	—	—	—	—	—	-50	+5

Part	Alteration	Fumble Mod*	DB Mod	OB Mod**	-----OB MODIFICATIONS†-----					CT‡	BF§
					ATs 20-17	ATs 16-13	ATs 12-9	ATs 8-5	ATs 4-1		
EDGED WEAPON, CONTINUED											
Hilt											
	Thin	—	—	—	—	—	—	—	—	-20	-05
	Thick	—	—	—	—	—	—	—	—	+10	+10
	Solid	—	—	—	—	—	—	—	—	+25	+20
	None	—	—	+5	—	—	—	—	—	-30	-20
Tang											
	Wiry	—	-10	-10	—	—	—	—	—	-40	-50
	Thin	—	-05	-05	—	—	—	—	—	-10	-20
	Medium	—	—	+5	—	—	—	—	—	+10	—
	Thick	—	+5	+10	—	—	—	—	—	+20	+20
CRUSHING WEAPON											
Shaft											
	Wood	—	-05	—	—	—	—	—	—	-20	-15
	Metal	—	+5	+5	—	—	—	—	—	+45	+10
	Wrapped	—	—	—	—	—	—	—	—	—	—
	0.5x Length	—	-05	-05	—	—	—	—	—	-20	—
	1.5x Length	—	—	—	—	—	—	—	—	+50	-05
	2.0x Length	+1	+5	+5	—	—	—	—	—	+80	-10
	0.5x Thick	—	-05	-05	—	—	—	—	—	-10	—
	1.5x Thick	—	—	+5	—	—	—	—	—	+40	+5
	2.0x Thick	+1	+5	+10	—	—	—	—	—	+70	+10
Head											
	Metal	—	—	+5	—	—	—	—	—	+30	+10
	Wood	—	—	-10	—	—	—	—	—	-20	-20
	Spiked	+1	+5	—	-15	+5	—	+5	+10	+40	-05
	Smooth	—	—	-05	—	—	—	—	—	—	—
	0.5x Thin	—	—	-10	—	—	—	—	—	+10	-10
	2x Thick	—	—	+5	—	—	—	—	—	+70	+10
	0.5x Weight	-1	—	+5	—	—	—	—	—	-10	-05
	1.5x Weight	+1	—	+10	—	—	—	—	—	+90	+10
	2.0x Weight	+2	—	+15	—	—	—	—	—	+150	+15
	Blade	+1	—	—	-10	-05	+5	+5	+10	+25	-05
	Ball	—	—	—	+5	+10	-15	—	-05	+25	+10
Back											
	Spike	+1	+5	—	-20	+5	-10	—	+5	+20	-10
	Blade	+1	—	—	-15	-10	-05	—	+5	+25	-05
	Hammer	+1	—	—	+5	+10	+5	—	-10	+20	+10
	Ball	—	—	—	+5	+10	—	-05	-10	+20	+10
	None	—	—	—	—	—	—	—	—	-20	—
Grip											
	1 Handed	—	-05	—	—	—	—	—	—	-10	—
	2 Handed	-1	—	+5	—	—	—	—	—	+20	+5
	3 Handed	-1	+5	+10	—	—	—	—	—	+40	+10
	Leather wrap	-1	—	+5	—	—	—	—	—	+10	—
	Cloth wrap	—	—	+5	—	—	—	—	—	—	—
	Knuckle guard	-1	+10	-05	—	—	—	—	—	+20	+10
	Quillon	—	+5	-05	—	—	—	—	—	+10	+5

Part Alteration	Fumble Mod*	DB Mod	OB Mod**	-----OB MODIFICATIONS†-----					CT‡	BF§
				ATs 20-17	ATs 16-13	ATs 12-9	ATs 8-5	ATs 4-1		
CRUSHING WEAPON, CONTINUED										
Eye										
Spike	—	—	—	-15	+5	—	-05	-10	+15	-10
Blade	—	—	—	-15	-10	-05	+5	+10	+20	-15
None	—	—	—	—	—	—	—	—	—	+10
Butt										
Spike	+1	+5	—	-20	+5	-10	+5	+10	+10	-10
Ball	—	—	—	+5	+10	—	—	-10	+15	+5
Blade	+1	—	—	-15	-10	-10	+5	+10	+20	+10
None	—	-05	—	—	—	—	—	—	—	+10
Metal plate	—	+5	—	—	—	—	—	—	+10	+15
POLE ARM WEAPON										
Haft										
Wood	—	—	—	—	—	—	—	—	-45	-20
Metal	—	—	+5	—	—	—	—	—	+30	+10
0.5x Length	-1	-05	—	—	—	—	—	—	-10	+10
1.5x Length	—	—	+5	—	—	—	—	—	+50	—
2.0x Length	+1	+5	+10	—	—	—	—	—	+85	-05
0.5x Thick	—	-05	—	—	—	—	—	—	-10	-05
1.5x Thick	—	—	+5	—	—	—	—	—	+25	+5
2.0x Thick	+2	+5	+10	—	—	—	—	—	+50	+10
Balanced	-1	+5	+5	—	—	—	—	—	+20	+5
Head										
Axe blade	+1	-05	—	-15	-10	-05	+5	+10	+30	-10
Long blade	+1	+5	—	-10	-10	-05	+5	+15	+40	-10
Spike	—	+5	—	-20	+5	—	-05	+5	+20	-05
2 Spikes	+1	+5	—	-20	+10	—	—	+10	+35	-10
3 Spikes	+1	+5	—	-20	+15	+5	+5	+15	+50	-15
Hammer	—	-05	—	+5	+5	—	-05	-15	+40	+10
Curve blade	—	—	—	-20	-15	-05	—	+5	+55	-05
Hooked blade	+1	+5	—	-25	-05	—	+5	+10	+40	-10
Back										
Spike	+1	—	—	-20	+5	—	-05	+5	+20	-05
Double blade	—	—	—	-20	-15	-05	—	+5	+25	+5
Hook	—	+5	—	-25	+5	—	—	+5	+20	-10
Hammer	—	-05	—	+5	+10	—	—	+5	+20	+5
Eye										
Spike	—	+5	—	-20	+10	—	—	-05	+20	-05
Blade	—	—	—	-20	-10	-05	—	+5	+30	—
Grip										
Leather wrap	-1	—	+5	—	—	—	—	—	+10	—
Cloth wrap	—	—	+5	—	—	—	—	—	—	—
Ribbed	-1	—	—	—	—	—	—	—	+20	-05
Hand guard	-1	+10	-05	—	—	—	—	—	+25	+5
Butt										
Ball	—	+5	—	+5	+5	—	-05	-10	+15	+10
Blade	+1	-05	—	-15	-15	—	—	+5	+20	-10
Metal plated	—	+5	—	—	—	—	—	—	+10	+10
Curved end	—	—	+5	—	—	—	—	—	+5	-05
Spike	+1	+5	—	-20	+5	—	—	+5	+15	-10

Part Alteration	Fumble Mod*	DB Mod	OB Mod**	-----OB MODIFICATIONS†-----					CT‡	BF§
				ATs 20-17	ATs 16-13	ATs 12-9	ATs 8-5	ATs 4-1		
BOW WEAPON										
String										
Ligament	—	—	—	—	—	—	—	—	+10	-05
Metal	—	—	+10	—	—	—	—	—	+150	+20
Leather	—	—	-05	—	—	—	—	—	-10	-15
Woven	-1	—	+5	—	—	—	—	—	+50	+10
Frame										
Hard wood	—	—	+5	—	—	—	—	—	+20	+10
Soft wood	+1	-10	-05	—	—	—	—	—	-15	-15
Metal	—	+5	+10	—	—	—	—	—	+50	+20
Bone	—	—	-05	—	—	—	—	—	+20	+5
Wood strips	-1	+5	+10	—	—	—	—	—	+50	+10
Grip										
Shaped	-1	+5	+5	—	—	—	—	—	+25	-05
Leather wrap	-1	—	+5	—	—	—	—	—	+10	—
Cloth wrap	—	—	+5	—	—	—	—	—	—	—
Ribbed	-1	—	—	—	—	—	—	—	+20	-05
Knuckle guard	—	+10	-05	—	—	—	—	—	+30	+5
Rest										
Half circle	—	—	+5	—	—	—	—	—	+10	—
Double long	-1	—	+5	—	—	—	—	—	+25	+5
Full circle	-1	—	+10	—	—	—	—	—	+30	-05
Grooved	+1	—	+15	—	—	—	—	—	+35	-07
CROSSBOW WEAPON										
Shaft										
Hard wood	—	—	—	—	—	—	—	—	+10	+5
Cured wood	—	—	—	—	—	—	—	—	+20	+10
Shaped	—	+5	+10	—	—	—	—	—	+20	-05
Metal	—	+5	-05	—	—	—	—	—	+40	+20
Straight	—	—	—	—	—	—	—	—	-10	—
Grip										
Thin	+1	—	-05	—	—	—	—	—	-10	-05
Shaped	-1	+5	+5	—	—	—	—	—	+20	-05
Knuckle guard	-1	+10	-05	—	—	—	—	—	+30	+5
String										
Woven leather	—	—	-05	—	—	—	—	—	+10	-05
Woven ligament	—	—	+5	—	—	—	—	—	+30	+5
Woven metal	—	—	+10	—	—	—	—	—	+150	+20
Vine	+1	—	-15	—	—	—	—	—	-15	-25
Spur										
Fixed	—	+5	—	—	—	—	—	—	+10	+5
Retractable	—	—	-05	—	—	—	—	—	+30	-10
Thin bar	—	-05	—	—	—	—	—	—	+15	-05
Thick plate	—	+5	-05	—	—	—	—	—	+20	+5
Spike	+1	—	—	-20	+5	—	—	+5	+25	-10
Slot										
Half deep	-1	—	-05	—	—	—	—	—	+10	-05
Full deep	-1	+5	+5	—	—	—	—	—	+20	-15
Angled	—	—	—	—	—	—	—	—	+10	+5
None	+1	—	—	—	—	—	—	—	-15	—

Part Alteration	Fumble Mod*	DB Mod	OB Mod**	-----OB MODIFICATIONS†-----					CT‡	BF§
				ATs 20-17	ATs 16-13	ATs 12-9	ATs 8-5	ATs 4-1		
MISCELLANEOUS WEAPONS										
Grip										
Hand shaped	-1	+5	+5	—	—	—	—	—	+15	-05
Wrapped	-1	—	+5	—	—	—	—	—	+10	—
Ribbed	-1	—	—	—	—	—	—	—	+15	-05
Knuckle guard	-1	+10	-05	—	—	—	—	—	+20	+5
Head										
Metal	—	+5	+5	—	—	—	—	—	+10	+20
Wood	—	-05	-15	—	—	—	—	—	-20	-10
Blade	—	—	—	-15	-10	-05	—	+5	+20	-05
Spike	—	+5	—	-20	+5	—	-05	-10	+15	-05
Single edge	—	—	-05	—	—	—	—	—	-10	+5
Double edge	—	—	+5	—	—	—	—	—	+10	—
Ball	—	+5	—	+5	+5	—	-05	-10	+10	+5
Spikes	+1	+10	—	-20	+10	—	-05	-10	+25	-10
Chain linked	+1	-10	-10	—	—	—	—	—	+10	-10
Rope linked	+1	-15	-20	—	—	—	—	—	-35	-20
Shaft										
Metal	—	+5	—	—	—	—	—	—	+15	+10
Wood	—	-10	—	—	—	—	—	—	-25	-10
Fitted	-1	+10	+5	—	—	—	—	—	+20	-05
Wrapped	-1	—	+5	—	—	—	—	—	+10	—
Bent	—	+5	—	—	—	—	—	—	+10	-05
Plated	—	+5	+5	—	—	—	—	—	+20	+5

Notation:

V - Variable, consult GM

* — Base is 3.

** — For parts of weapons that do not directly strike the foe (e.g., grip, shaft, etc.). They affect the overall OB of the weapon.

‡ — CT: Cost modifier (As a percentage). Weapon cost is determined by total (CT/5) in silver pieces. Weapons with negative results have a different cost; change the result to a positive number and treat as copper pieces.

@ All weapons start with a base BF (Breakage Factor) of 100.

† These OB modifications are for the part in question. They are only applied, should that part exclusively be used in combat (e.g., Weapon Brawling).

Note 1: All weapons' fumble ranges cannot drop below 1, no matter how many -1 fumble modifiers are accumulated.

Note 2: This chart is used either completely or not at all. Using some of the benefits and ignoring penalties alters play balance. GMs should monitor the players utilizing this chart.

Note 3: All shaped and fitted options infer the shape of the wielder's hands. Thus, only the character the weapon is constructed for gains the bonuses and fumble range reduction.

Option: As Note 3, but all other characters employing this weapon receive negative bonuses to its use. The bonuses for the weapon are converted to negatives.

EXAMPLE 1: Sword

Part Alteration	Fumble Mod*	DB Mod	OB Mod**	-----OB MODIFICATIONS†-----					CT‡	BF§
				ATs 20-17	ATs 16-13	ATs 12-9	ATs 8-5	ATs 4-1		
Blade										
Double Thick	+1	-10	—	-10	-05	—	+5	+10	+75	+10
Waved	+1	+5	—	-10	+5	+5	+10	+15	+150	-10
Double Long	+2	-10	+5	-05	-05	+5	+10	+15	+125	+10
Pommel										
Blade	+1	-10	—	-15	-10	-05	+5	+10	+50	+15
Grip										
Textured	—	—	—	—	—	—	—	—	+10	—
2-Handed	—	+5	+5	—	—	—	—	—	+20	+5
Knuckle guard										
Finger Grips	-2	+5	+5	—	—	—	—	—	+75	-15
Quillion										
4-Way	—	+5	-05	—	—	—	—	—	+50	+5
Hilt										
Solid	—	—	—	—	—	—	—	—	+25	+20
Tang										
Thick	—	+5	+10	—	—	—	—	—	+20	+20
Totals	+3	-05	+20						+600	+60

Fumble: 01-05
Cost: 120 silver pieces
BF: 160
EXAMPLE 2: War Hammer

Part Alteration	Fumble Mod*	DB Mod	OB Mod**	-----OB MODIFICATIONS†-----					CT‡	BF§
				ATs 20-17	ATs 16-13	ATs 12-9	ATs 8-5	ATs 4-1		
Shaft										
Metal	—	+5	+5	—	—	—	—	—	+45	+10
2x Length	+1	+5	+5	—	—	—	—	—	+80	-10
2x Thick	+2	+5	+10	—	—	—	—	—	+70	+10
Head										
2x Weight	+2	—	+10	—	—	—	—	—	+150	+10
Metal	—	—	+5	—	—	—	—	—	+30	+10
Spiked	+1	—	—	-15	+5	—	+5	+10	+20	-05
Back										
Spiked	+1	+5	—	-20	+5	-10	—	+5	+20	-10
Eye										
None	—	—	—	—	—	—	—	—	—	+10
Grip										
3 Handed	-1	+5	+10	—	—	—	—	—	+40	+10
Butt										
Spiked	+1	+5	—	-20	+5	-10	+5	+10	+10	-10
Totals	+7	+25	+40						+465	+25

Fumble: 01-10
Cost: 93 silver pieces
BF: 125

7.0 OPTIONAL TACTICS "LAWS"

7.1 COMBAT STYLES

With the development of the specialized schools and societies of the warrior profession, the art of combat took on an immense variety of styles and techniques. Given cultural, geographic, and societal differences, a vast plethora of styles evolved throughout the ages that bear no resemblance to each other at all.

Combat styles are developed to give the warrior an advantage in melee vs. "generic" fighters (schooled only in the basic techniques of fighting), and against practitioners of certain other styles. Like the martial arts, combat styles are usually variations of a single theme. For example, the "Windmill" style is based upon the movement of the blades of a windmill (large, circular cuts and slashes). The "Viper" method consists of a series of short, straight-line stabs and thrusts.

When creating combat styles, it should be remembered that styles have inherent strengths and weaknesses, especially when in melee against practitioners of other combat styles. For example, a Fighter using the "Windmill" style would do very well against a warrior in plate armor, since he could have the time to set up the devastating swings of the style; on the other hand, against a Warrior Monk, the Fighter might never have a chance to strike a single blow. Fighting a Duelist using the "Viper" style, he'd probably be dead before he could draw his weapon.

WINDMILL — Wide, sweeping cuts and slashes. Effective against slow, armored fighters. Very ineffective against agile or fast foes. -30 to initiative when using this style.

VIPER — Fast, straight-line thrusts and stabs. Effective against lightly armored foes, especially good for flank and rear attacks. Useless against heavily armored foes. +20 to initiative.

FAN — Cross-body cuts. Effective against all armor types. Useless against disarming skill, feinting, and parrying. Fumble ranges are doubled. +10 to initiative. -20 to disarming RR.

STONE CLAW—These are swift powerful strikes at a foe's center. The character focuses his attacks as bolts of stone. It is usable with all short thrusting or jabbing weapons. A character can make only one strike per arm per round. Stone Claw is most effective against lower ATs. Successful strikes may stun. The defender makes a RR versus the level of the attacker or is stunned for one round. The attacker has a -20 to Initiative and his second strike comes at end of the round.

RAINBOW—This is a two weapon, multi-leveled attack. Both weapons attack at different locations of a foe's body in single round. This attack halves the defender's parry and shield bonuses. The first strike hits and draws the parry or shield while the second strike hits an unprotected area. The first attack also acts as a feint, Section 14.7, allowing the second strike to be more effective. The attacker has a -20 to initiative and first strike. The second attack is at +25 OB.

VERTIGO—A whirling strike where the attacker spins while charging at a foe. This style takes one round to prepare and is maintained as long as the attacker remains conscious and unstunned. Vertigo affords +50 initiative and two attacks per round, -50 OB to each. This attack is effective versus all ATs. If stunned or knocked down, the attacker receives a +50 Large Bash. It takes one round to come out of Vertigo.

COMBAT STYLE MODIFICATIONS

Style	Armor Type				
	20-17	16-13	12-9	8-5	4-1
Windmill	+35	+15	0	-25	-50
Viper	-50	-45	+10	+20	+30
Fan	-10	0	+5	+15	+25
Stone Claw	-10	-5	0	+10	+15
Rainbow	+0	+5	+5	+10	+10
Vertigo	+5	+10	+10	+20	+30

7.2 INDIRECT FIRE (NON-LINE-OF-SIGHT COMBAT)

When a character attacks a foe who cannot be seen with a ranged weapon, there are certain mitigating factors that affect his overall OB. These circumstances may improve the chances of striking or, more likely, lessen them.

Base Indirect Fire (Non-LOS Combat) modifier: -75

Penalties:

- -1 per foot foe is from the character.
- -1 per degree the character must turn to face the foe's position.
- -25 per additional sight barrier between the character and his foe. Each barrier must, in itself, completely obscure sight of the target. (e.g., if there are three barriers, e.g., a tree, a hill and a house, all world block vision if the others were not there.)
- Double moving penalties where the foe is mobile. See Section 4.2.

Bonuses:

- +25 for an ally who has Line-Of-Sight to both the character and target. This ally can direct character's aim.
- +3 per rank of Spatial Location Awareness.

7.3 BUSHWHACKING

Bushwhacking is the age-old tactic of ambushing unsuspecting foes from a concealed position. A frequently-used tactic of smaller units, this allows a group the opportunity to inflict damage without receiving any. In many encounters, a well-executed Bushwhack could be the deciding factor between victory and defeat.

The key element of Bushwhacking is surprise. To be successful, a Bushwhack must be launched from a totally concealed position, so as not to alert the foes to the situation. An unsuccessful Bushwhack often goes far worse for the Bushwhackers than the victims.

Coordination is another vital element. All of the members of the Bushwhacking team must launch their attacks simultaneously. A member of the team who "jumps the gun" may alert the majority of the foes to the situation, thereby causing the Bushwhack to fail.

Example 1: Maradan, a 15th level Ranger, is leading ten less-experienced rangers on a Bushwhack. The site they choose is a forest trail with embankments to either side. They carefully camouflage themselves, and hide at the tops of the embankments. An hour later, a group of twenty-five Orcs come down the trail in a single file. When the Orcs come abreast of the Rangers, Maradan gives the signal to launch the Bushwhack. The Rangers all fire their crossbows together, and eleven Orcs drop. The rest scatter into the woods, where the Rangers can hunt them down at their leisure.

Example 2: Given the same situation as example 1, except the GM secretly rolls that one of the Rangers is not concealed well enough to hide him from the Orcs. At the last moment, an Orc spots him, and shouts a warning. The Orcs then charge up the slopes, and melee combat ensues.

Example 3: Given the same situation as example 1, except the GM rolls a failed self-discipline roll for one of the Rangers. Before the group attack is launched, he fires his crossbow at the first Orc. The others, alerted, drop to the ground, and most of the Rangers' bolts miss. Melee combat again breaks out.

A successful Bushwhack must be planned very carefully from the original inception to the moment of attack. A group must have advance knowledge of the foes' movements, and know where they will be at a given time, or at least have a strong suspicion. A Bushwhacking team must then be assembled. This should consist of several well-trained soldiers, preferably skilled in a missile or thrown weapon. They also should be experts of camouflage and hiding. There should not be more than the terrain is capable of hiding (e.g., thirty archers do not hide well in one tree, nor are they usually successful). The group must then set up at the site well in advance of the arrival of the foes.

Fields of fire should be marked for the group. A field of fire is an area of responsibility for each member of the group. This is to prevent all the members from shooting the same target. Each man will now have an area that he must clear.

The group must then camouflage themselves, and sit and wait patiently for the foe to arrive. Noise discipline must be strictly observed, as well as excess fidgeting.

When the foes enter the Bushwhack, all members must remain still until the maximum number of foes have entered the area. At a prearranged signal, the group launches their attacks simultaneously. If all goes well, the foes will be taken by surprise, and will spend a few moments in disarray.

BUSHWHACKING IN ROLEMASTER

A successful Bushwhack is the result of a series of successful skill rolls. A Tactics roll should be made first by the character coordinating the Bushwhack. This represents all the minor technical matters that must be taken into account; proper placement of the group, fields of fire, making sure all know the proper signal to begin, etc.

The consequences of failure of this roll are variable, and GM discretion is required. Perhaps a detail not taken into account by the coordinator goes badly (such as the foes have aerial scouting). The exact consequences must be determined before continuing.

Next, all members of the group must make Hiding rolls. A successful Camouflage roll may complement this roll (Complementary Skills, *RMC II* Section 4.4). These should be made for each individual involved, with a -25 penalty to those without the Hiding skill. A failed Hiding roll indicates that the character is not effectively camouflaged, and may tip off the foes to the Bush-



whack. Successful rolls will give the foes a -75 penalty to all Perception and/or Sense Ambush rolls attempted.

Finally, each member of the group must make two Self Discipline checks before the Bushwhack is sprung. The first is to show whether the members of the group have managed to keep quiet and still before the foes come into range. Characters who wish to communicate during this time may alert their foes to the Bushwhack. A failed roll should give the foes' point man (the leading individual in the line) an additional +20 to +70 to his perception roll, GM's discretion (even a nearly deaf troll can detect fifteen men doing the Watusi, while singing "A Hundred Bottles of Beer on the Wall", from a mile off).

The second Self Discipline check is to determine if someone became nervous and "jumped the gun", or began attacking before everyone else. As an option, characters with the "Prejudice" background option against the race of the foes may receive a -20 to -70 penalty, GM's discretion (it's not easy to watch a hated enemy stroll past). If both rolls are successful, the -75 penalty to the foes' perception remains in effect.

Finally, the foes' point man must make two perception rolls; the first when within 20 feet of the Bushwhacking group, and the second after passing the farthest man in the group. If the first is successful, he will alert the rest of the foes before they enter the area, and normal melee rules will apply. If the second is successful, he will alert the rest of the foes. If they are within the Bushwhack, it may be launched as normal, but the foes are not surprised, and may have normal defenses.

If all the groups' rolls are successful, and the foes' fail theirs, the Bushwhack is successfully launched.

RESULTS OF BUSHWHACKING

As a result of a successful Bushwhack, the Bushwhacking group receives one free round of action; the foes may not take any actions at all. If missile weapons are used against the foes, for that round they only receive defensive bonuses derived from constant items and instantaneous spells. This includes additional DB from parrying, Yado, Tumble Evasion, Adrenal Defense, etc. If thrown weapons are used, the foes must make a successful Snap Perception (see *RMCI* Sec 3.11.2) and Quickness check. If successful, they may use their full DB, as well as any Evasion-type skills. If they have a weapon in hand and readied, they may parry with it.

At the end of the free round of action, the foes' leader must make a RR for his unit vs. panicking. This roll is modified positively by his Leadership skill bonus, and by +5 for any friend still uninjured. A -10 is detracted for each friend who is either unconscious or slain. If more than one foe has the Tactics skill, the average of their skill bonuses may also be used to positively modify the roll.

If the Resistance Roll is successful, the foes continue to operate as a unit, and may act and counterattack normally next round. For each increment of 10 that the roll is failed by, up to 50, the foes receive 1 round of inaction; they may only drop prone. If the roll is failed by 51+, the foes panic, and scatter. They will not attack in any fashion, except to defend themselves in melee combat, and will flee in terror until exhausted.

ADDITIONAL NOTES AND OPTIONS

Any culture, with the exception of pacifist societies (Military System Generation, see *Campaign Law* Section 2.69), will have developed Bushwhacking as an integral military tactic. This includes most intelligent monster races, especially Orcs and Kobolds. The GM should keep this in mind if the character party wishes to seriously abuse these rules; after all, in combat, turnabout is far more than fair play. Solitary Rangers and small patrols of Wood Elves will often employ this tactic when in wooded areas and severely outnumbered. They will seldom stand fast for melee combat afterward, but will employ guerilla "hit-and-run" tactics to keep their foes off-balance.

Bushwhacking may be employed by a solitary character against groups of foes, but the returns diminish greatly against groups larger than three. In these cases, the character will seldom gain more than a free round of action, and will alert the foes to his presence. However, a character with the Silent Kill skill, used in conjunction with the Sniping skill, and a little luck, can show excellent results against a group of foes moving in a single file. By attacking the last member of the file and working forward, he can remove many foes before being discovered.

If General Perception Option 1 (*RMCI*, Section 7.0) is being used, the Game Master should remember that characters who have not bathed for several days can be detected by a foe with the Perception: Smell skill from a considerable distance, especially if the foes are downwind of the Bushwhacking party. The exact distance can vary between 100 feet and 1/4 mile, and may give the foes an additional +20 to +70 to their perception rolls. There is no way to remove any bonus a foe might receive from this except by extensive cleaning.

If a party is attempting to Bushwhack a single or group of animals, the GM should note that most animals can scent far better than most humanoid races. As a rule, animals should get Perception: Smell rolls before entering a Bushwhack, with an additional +75 modifier if any unwashed characters are present.

7.4 OPTIONAL MODIFIERS FOR AIRBORNE AND SEABORNE COMBAT

All combat-proficient characters in *Rolemaster* are capable of conducting melee combat on firm, solid ground. Very few will have any experience fighting on a rolling deck, or atop a dragon. Airborne and seaborne combat are far different from your average melee in a dungeon; enough so that even the most skilled ground fighter will be nearly helpless on a ship or in the air.

There are natural exceptions to these rules, of course. A Sailor on an ocean-going vessel will be able to fight effectively even in a rough sea; he is entirely in his element. A Beastmaster who specializes in riding airborne creatures will be at less of a penalty than another character, because he has been trained to fight while in flight. GMs should restrict backgrounds in sailing or flying to prevent abuse and circumvention of these guidelines.

AIRBORNE COMBAT MODIFIERS (7.4.1)

One of the principal laws of physics is that every action has an equal and opposite reaction. When an archer fires a crossbow bolt, the weapon will push back against the shooter with the same amount of force that it drives the bolt forward with. When the archer is standing on the ground, this effect is barely noticeable. The counter-force travels through his body and down his legs, and is dissipated into the ground.

This effect is much more noticeable when hovering above the ground unsupported, as with a Levitate spell. The entire counter-force is delivered to the archer's body, with no means of dissipation. This results in the archer being thrown violently in the direction opposite to the bolt's path. Since he is pushed before the bolt can clear the weapon, his aim will be greatly altered. Thus, the bolt will usually miss its target.

The same archer, if riding a flying creature or using a Fly spell, will have the benefit of having another force to push against him. This will oppose and cancel part of the bolt's counter-force, resulting in a steadier weapon, and greater accuracy.

Lack of stability also plays an important role in the use of thrown and melee weapons. When throwing a knife or swinging a sword, the user will brace himself against the ground, allowing all of his force to be delivered through the weapon to the target. If he is unsupported, his weapon's force instead will be directed back to him. Thus, his strikes will be ineffective, doing minimal damage, and the user will flail madly through the skies.

Some other important modifiers are:

WIND—Wind will effect both a missile's flight and the control of the mount. As the wind speed increases, it becomes increasingly difficult to conduct airborne combat.

VISIBILITY—When fighting in the air, visibility will often change radically. Many combatants wishing to flee will seek refuge in clouds, and will sometimes use them to ambush foes from. Visibility is a factor in thrown and missile combat, as well as magical combat. Certain vision spells will negate these penalties altogether.

MOUNT QUALITY—Combat results vary greatly when the form and quality of one's means of flight are factored in. A fighter flying for the first time with a Fly spell is not going to have precise

control over his movements, certainly not enough to conduct aerial combat with any success. A wild pegasus will not be responsive to the rider's commands, while a fully combat-trained griffin will obey the rider, and will act independently if the rider is stunned or unconscious.

MOUNT STABILITY—Although a swift and maneuverable creature, a pegasus is not the ideal steed to conduct mounted archery from; it is, by far, too unsteady for accurate missile fire. Similarly, a dragon is an excellent platform for archers, but for aerial melee, it is inappropriate; the combatants could not reach each other with their weapons. To conduct aerial combat, the proper steed must be chosen for the proper rider.

MODIFIERS FOR AERIAL COMBAT

BASIC MODIFIERS

Melee:	-25
Missile:	-50
Thrown:	-75

STABILITY MODIFIERS (Optional)

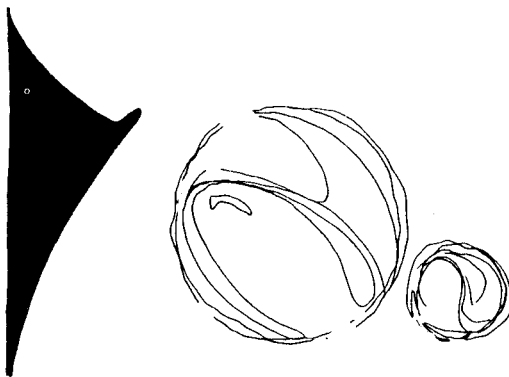
Levitate Spell	
Melee:	-225
Missile:	-200
Thrown:	-300
Fly Spell	
Melee:	-125
Missile:	-100
Thrown:	-150
Mounted Combat	
Melee:	-50
Missile:	-25
Thrown:	-50

WIND MODIFIERS (Optional)

Dead Calm (No Wind):	0
Light Breeze (1-10 MPH):	-15
Heavy Breeze (11-20 MPH):	-25
Windy (21-30 MPH):	-50
Heavy Winds (31-40 MPH):	-75
Gale (41-50 MPH):	-100
Storm (51-60 MPH):	-150
Heavy Storm (61-70 MPH):	-300
Hurricane (71+ MPH):	-500

VISIBILITY MODIFIERS (Optional)

Unlimited (Clear Skies) :	0
Hazy:	-10
Misty:	-20
Foggy:	-50
Cloudy:	-75
Overcast:	-100
Stormy:	-150



MOUNT QUALITY (Optional)

Wild:	-250
Untamed:	-175
Untrained:	-150
Partially Trained:	-50
Trained:	0
Well-Trained:	+25
Highly-Trained:	+50
Human+ Intelligence:	ADD. +50

MOUNT STABILITY (Optional) (MISSILE AND THROWN WEAPONS ONLY)

Small (100 - 250 KG):	-150
Medium (251 - 1500 KG):	-50
Large (1500+ KG):	0

SEABORNE COMBAT MODIFIERS (7.4.2)

A major problem with conducting sea combat is the continuous pitching of vessels due to the perpetual wave action of the sea. No ship is completely free of vertical motion, no matter how large. An untrained archer, trying to shoot at a target on an enemy vessel, may have to contend with his target rising and falling up to 15 or more feet, while doing the same himself. Therefore, it can be seen that warfare on the high seas is notably more difficult than on land.

In the days before the invention of ship-mounted cannon, combat between ships usually took the form of three distinct stages: the artillery, archery, and boarding stages, in that order.

Combat began with warring vessels opening fire with the ship's catapult, if so equipped. Since the catapults had a very limited arc of fire, maneuverability became vital at this point. A captain would try to maneuver his ship's bow, where the catapult was usually mounted, to point at the enemy's broadside. Normally, he would try to stay towards the enemy's aft quarters, or flanks, to prevent the foe's catapults from being brought to bear on his ship.

Ships would sometimes maneuver for an hour or more without firing a shot. The smaller, faster ships, like the caravel or schooner, had the advantage in being able to turn faster and get off more shots. However, the frigates and other larger ships could absorb more damage, and also carried more catapults and heavier boulders.

When a ship first came into position for shooting, large rocks would be fired first, to get the exact range to the enemy's ship. Then, Greek fire would be loaded, and fired at the foe's sails. When the rigging caught fire, the ship lost its ability to maneuver, and became a stationary target.

At this point, the captain of the moving ship would have to decide to sink the other, or try to board and capture it. If it was to be sunk, large boulders were hurled at the waterline, bashing holes in the hull, until it finally foundered. If it was to be boarded, the second stage began.

The captain of the boarding vessel would circle around behind his foe, because the enemy ship usually could and would fight back. He would then maneuver his ship alongside the other, and try to stop next to it.

While this was occurring, the enemy ship would be firing arrows in volleys, trying to kill the marines and crew. The marines could hide behind the gunwales, the high side rails, and were partially

protected. The crew, however, having to work the sails and masts, however, were unprotected, and took heavy casualties.

When the ships were alongside, the marines would throw grappling hooks across to the other ship, trying to anchor the two ships together, while the other crew tried desperately to cut as many of these as possible. Then, the boarding planks would crash down across the water, and the marines would leap across, and melee combat would ensue.

While the crews were fighting on the deck, archers in the rigging would continue to shoot at their foes, until one side surrendered. The crew of the losing ship would become prisoners, and the victors claimed the other ship as their own.

When fighting aboard ships, all archery was conducted from the rigging, as this was the only part of the ship that could see over another ship's gunwales. The short bow, and later the light cross-bow, were the favored missile weapons for shipborne archery, being smaller and easier to reload. Since missile ranges were substantially shorter at sea than on land, the heavier missile weapons were almost never seen.

When firing from one ship to another, the pitching modifier is only added only once per shot fired, as it takes into account the pitching of both ships. If the pitching of the two ships is not the same (e.g., one ship in calm water, another caught in a Hellsea [RMC Section 3.7, Very High Level Spells]), the modifiers for each ship are halved, and then added together for the final modifier.

When firing at targets during a melee, whether on the same ship, or on a ship being boarded, the archer must make a RR for each shot fired, to determine if he hit a target on his side. This is due to the confusion during a boarding melee, where hundreds of men often pack in closely. The archer must first declare that he has fired at a target, and then rolls his attack, and then the Resistance Roll. For this roll, he treats his skill ranks in his weapon as levels, vs. the amount of friendly troops in the melee treated as levels. A successful snap perception before firing will add +75 in his favor. Success means that he has hit his target; failure means that he has shot a combatant on his own side. An additional +50 may be added if the two sides are distinctive (e.g., different uniforms, halflings vs. trolls, etc.).

In shipboard melee combat, the only prime concern is balance and footing. With decks pitching up and down in high seas, it can be difficult to maintain one's balance. Also, decks awash in seawater or blood can become extremely slippery. At the beginning of each round of melee combat, everyone conducting spell or melee combat must make an Agility roll, using the appropriate modifiers below. A 101+ indicates that the character has remained standing, and may take actions normally. Otherwise, the character falls, and loses all actions for the round. Spellcasters in the process of casting a spell who fall down immediately roll ESF, using the ship's pitching modifier as a penalty. This roll comes before all actions for the round, regardless of initiative. Characters who have fallen may rise at the end of the round.

MODIFIERS FOR SEABORNE COMBAT

SHIP PITCH

Light Seas (1'-5')	-25
Medium Seas (6'-8')	-50
Rough Seas (9'-12')	-75
Heavy Seas (13'-15')	-125
Stormy Seas (16'-20')	-200
Turbulent Seas (21'+)	-400

MISSILE RANGES AT SEA *

Point Blank	10'
Short	25'
Medium	75'
Long	150'

WIND MODIFIERS (TO ALL ACTIONS)

Dead Calm (No Wind):	0
Light Breeze (1-10 MPH):	-15
Heavy Breeze (11-20 MPH):	-25
Windy (21-30 MPH):	-50
Heavy Winds (31-40 MPH):	-75
Gale (41-50 MPH):	-100
Storm (51-60 MPH):	-150
Heavy Storm (61-70 MPH):	-300
Hurricane (71+ MPH):	-500

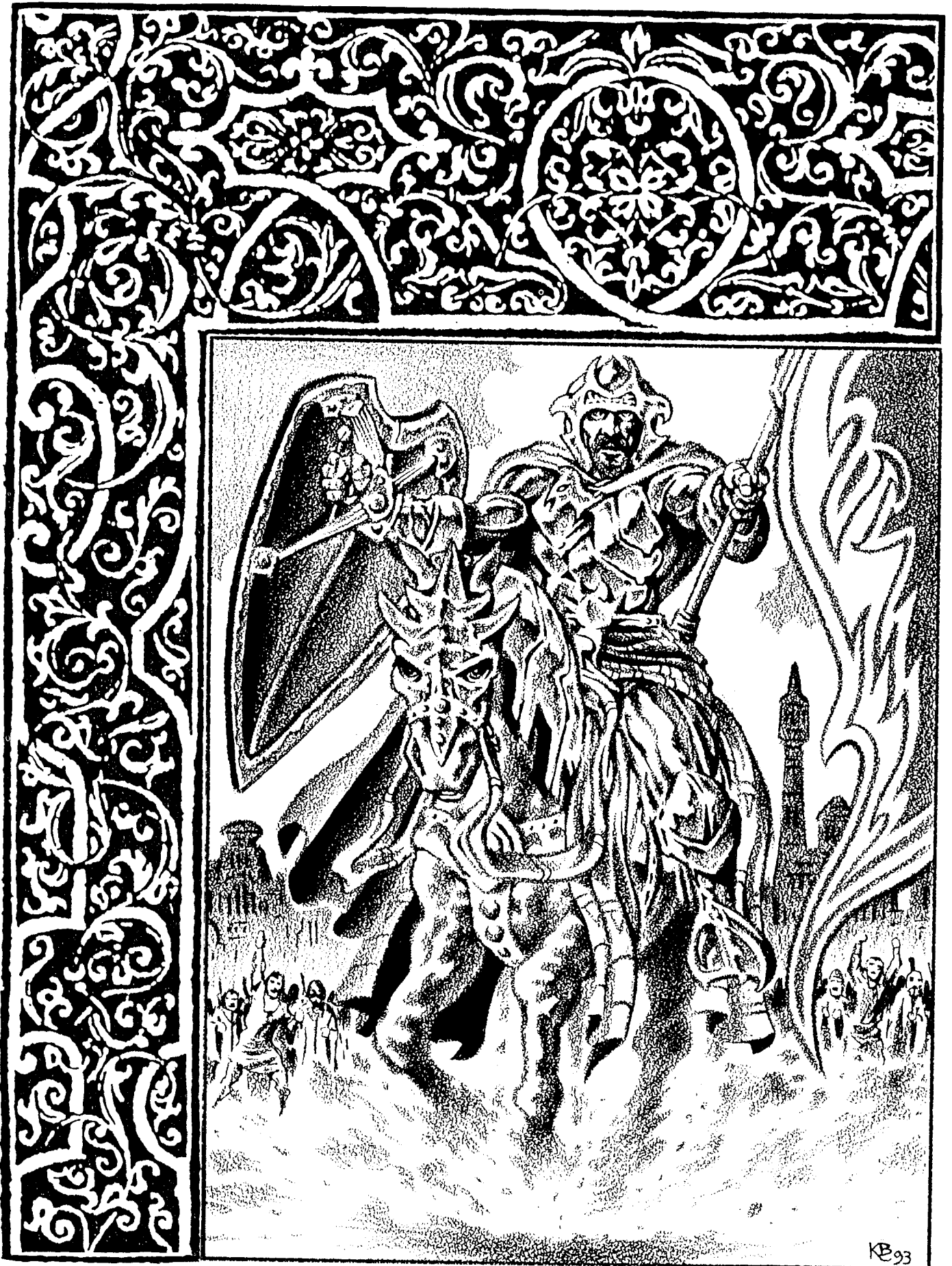
* — Sea ranges are for pinpoint or specific target shooting only [e.g., the captain, helmsman, single crewmen, etc.]. Random arrow shots and volley firing use normal ranges. GM discretion is advised to determine if these shots actually hit anything.

7.5 GENERAL TIPS

Insightful advice for the novice and expert adventurer alike.

- Never take a half full canteen on an ambush. The sloshing sound carries, especially at night. Enemies receive +25 to Sense Ambush/Assassin skill rolls.
- Keep all your blades razor sharp. Clean them off as soon as you can (blood causes rust). Do not keep them in a leather sheath for extended periods, (leather traps moisture). Wood covered in leather is best. Use Honing to care for and sharpen blades. See Section 6.33.
- Always turn your boots over and shake them out before putting them on. You never know what has crawled into them during the night.
- If you're the evening sentry, don't look into a fire, it ruins your night vision. -45 to sight Perceptions. Also, use your ears and nose at night. +15 to each sense for Perception skill rolls at night.
- When being a sentry on patrol, never walk in a pattern. Enemy Surveillance rolls receive a -25 modifier. Always walk 5 to 8 feet away from walls so that if an enemy is lurking around a corner or in a doorway, you have a chance to draw a weapon. Sense Ambush/Assassin rolls are modified by +20.
- Always yell when attacked!

- If standing sentry, keep your back to a wall and keep at least 8 feet from a door or window. +10 DB to flank attacks and no rear attacks possible.
- When you sit down at dinner or at a tavern, take a second check that you can reach the hilt of your weapon.
- The soldier has only 1 rule of war. Do whatever you have to to survive.
- When bombarded by missile artillery, stay out of stands of trees and large wooden objects (carts and buildings). Flying wood splinters are a lot more dangerous than the ballista and catapult ammunition. Increase DB by +15 while in the open.
- When bombarded, run towards the siege weapons, not away. Most artillerists walk their shots away from them. If you run towards the weapons, you will get out of their target area sooner, as they will be heading away from you. The enemy's OB modification is -10 each round a character runs toward the weapons.
- Never walk on a well-marked path. That's where all the booby traps are.
- Never walk on the crest of a hill. Any sniper below you will have you in silhouette. +20 to OB for all snipers.
- When ambushed, take cover on the side of the trail the enemy is on. The opposite side is where he will place his booby traps.
- If you cut a man's throat, you will be covered in his blood. Be prepared to be attacked by every gnat and mosquito for a radius of 100 miles. If not cleaned within ten minutes, the character receives insect attacks every other round. +15 to all enemy Perception rolls.
- Steal jewelry first. Its the most portable plunder and has value aside from its materials.
- Never punch your opponent in the face, you will only hurt your hand. Hit him in softer parts like his throat. Use Strategic Targeting. -10 OB for face strikes with a bare fist.
- Choose the right weapon for the job. A pike or 2-Handed weapon is great for a field battle, but you will get killed in a house or dungeon.
- Always carry at least 1 big knife or dagger. It's generally the most useful weapon of all.
- Never throw a knife if it's the only one you have.
- Don't cut wood with your sword, you will break it. That's what axes are for.
- Your mind is your most valuable weapon.
- If you have to retreat, do it in good order, quickly. Don't turn and run. The people who die in a retreat usually get it in the back. +50 to rear attacks.
- Don't watch an enemy's eyes, watch his hands. +10 to Battle Perception rolls and +15 versus Disarm Foe, Weapon Trickery, Feinting and Weapon Snare attempts.



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8.0 OPTIONAL SKILL "LAWS"

8.1 NEW SKILLS

ADRENAL SPELL AVOIDANCE

(Pr) (Static Action)

This skill allows the recipient or target of a spell or spell effect to avoid its effect by leaving the area of effect. This skill may only be used if a character is fortunate enough to know when a spell is coming. A Mage can not change his aim because the character is moving at the last possible moment. Success indicates the character may move up to 3x movement away from spell effects. The skill is prepared for as Adrenal Speed or Strength.

Note 1: The following modifiers (and any other reasonable situation modifiers) should be used. Those listed below are only a sampling.

If Touch is required for spell effect	+40
For Elemental "Bot" Attack	+30
For Elemental "Cone" Attack	+20
For Elemental "Ball" Attack	+10
If spell is cast silently	-10
If spell is cast non-somatically	-20
If spell is cast both silently and non-somatically ...	-40
If spell is cast with no rounds of preparation	-75
If character knows exact spell being cast	+30

Note 2: If successful, but 3x movement is not sufficient to move out of range/area of effect of spell, the spell caster still receives a -25 due to the distraction.

Skill DP Cost: As Adrenal Speed

AIRBORNE COMBAT (Ag/Qu) (Maneuver)

Bonus to applying one's melee OB against a foe when conducting aerial combat. When using a Levitate or Fly spell, or when mounted upon a flying creature, the OB is equal to the OB times the skill bonus as a percentage (ex., a fighter with an OB of 70 and an Airborne Combat skill bonus of 56 will have an aerial OB of 39). This skill must be purchased for each type of mount to be fought from (ex., Fly spell, dragons, etc.).

Skill DP Cost: As Lancing.

AWAKENING (In) (Static Action)

Bonus to orientation and perception rolls upon immediate return from insensibility (sleep, unconsciousness, coma, etc.).

Skill DP Cost: As Brawling

BATTLE PERCEPTION (In/Me) (Static Action)

This skill helps determine how a combatant will attack next round. A character can understand combat styles, but this does not ensure they will know how their enemy might strike. One must study their opponent in combat. A Battle Perception roll is made after the first round of the combat and then on each subsequent round until the character comprehends the style used.

A character who cannot spend a full round observing their opponents gain a -20 modification. If the character is in melee while attempting a Battle Perception roll, the penalty is -35.

There is a base skill penalty of -20. This is added to all other modifiers for this skill.

Using the Skill:

After the first round, the character has a -120 modification to predict their foe's next action.

Second round	-80
Third round	-60
Forth round	-40
Fifth round	-20
Each additional round	-0

Note: if the combat style the foe uses is known, the above penalties are modified by +25.

If successful, the user correctly predicts the foe's next attack. The character receives +25 to all OBs and the foe parries at -50 that round.

If the foe changes his attack style, a new Battle Perception is needed to identify the style. The character must make a Battle Perception roll each round to continue anticipating his enemy's actions.

Skill DP Cost: As Tactics.

Option 1: On a successful "Battle Perception," the character's DB increases by +25 or Adrenal Defense by +35.

Option 2: Any time the character encounters a new foe using a style he has already seen and understood, his skill rolls are only modified by the base -20 and the -20 or -35 (see above), if applicable.

BLIND FIGHTING (See Below) (Maneuver)

This skill allows combat with a foe using a sense other than sight. It is developed separately for each of the following senses:

Hearing Smell Feel Intuition

Hearing: A character judges the location of their opponent by the sounds they emanate. With high levels of this skill, they can visualize the actual location, and movements of their foe.

Note: If the opponent successfully stalks or otherwise masks their sounds, Blind Fighting: Hearing is greatly effected. Subtract the Stalking roll from Blind Fighting roll.

Smell: The scent given off by a foe registers in the olfactory organ. Humanoids, monsters and animals alike give off different odors. This skill allows one to smell the location of the target. Since this sense is less determinate than sight or hearing, it is less effective. Also, the odoriferous emanations of any being or item are greatly affected by air currents. Reduce the skill roll by -5 for every 1 mph of wind.

Feel: A character senses the location of their enemy from the feel of the air. As their opponent moves, the air about them is disturbed. Development in this skill allows one to feel these subtle changes in the air and judge the location of their source. Again air current greatly reduces the reliability of this skill. Reduce the skill roll by -10 for every 1 mph of wind.

Intuition: This sense is sometimes referred to as the "Sixth Sense," or "Psychic Awareness." This sense is used alone. Any other senses used to locate a foe negate the effects of Blind Fighting: Intuition.

The GM should have the character make skill checks whenever situations arise that cause them to lose concentration while Blind Fighting.

How the skill works:

The total skill bonus taken as a percentage is multiplied by the character's OB. The result is the usable OB. Any percentage above 100 is ignored.

Each form is a separate skill with its own bonus. Each complements the other, except Blind Fighting: Intuition.

They complement each other in this way:

Full skill bonus for the first sense.

Add half skill bonus for the second sense.

Add quarter skill bonus for the third sense.

Using more than one Blind Fighting sense cannot raise the total bonus above 100%.

Example: *Mytron the Bold has an OB of +120 in Falchion. As he approaches a group of three goblins, the lights suddenly flicker and fade. His last sight is three goblins charging toward him. Mytron chooses to stand and fight. He must fight blind as he cannot see. He has Blind Fighting Hearing at +35.*

The bonus, +35, becomes 35%. Multiply this to his OB: (+120) The result is (+42). Mytron had better hope the Goblins cannot see either!

Example: *Gertrude the Proud has an OB of +150 in Two Handed Sword. She is adventuring, her goal is to find what has befallen her comrade Mytron. She too enters the room and sees three goblins charge her just before the lights fade. She has developed Blind Fighting: Hearing and Smell. Her bonuses are +60 and +38 respectively. She also elects to stand and fight. She will use both her Blind Fighting skills.*

The bonus, +60, becomes 60%. Multiplying this to her OB, 150, results with a +90. The second bonus, +38, divided by 2, is +19. Change this into a percentage, 19% and multiply it to her OB, +150. The result is +28.5 or +29. Add the two corrected OBs, +90 and +29. Gertrude's total corrected OB is +119. Though not her full +150, it is much better than Mytron's +42.

If Gertrude had developed Blind Fighting: Feel, she could add this sense to the others. If her bonus was +26; divide this by 4, (26/4) equals +6.5 or +7. Adding this to the other two corrected OBs her new total would be +126.

Skill DP Cost:

Skill	Statistic	Warrior Type	Pure Arms	Semi Spell	Pure Spell
Hearing	Re / Em	1/5	2/6	3/9	10
Smell	Re / Me	2/7	3/9	10	20
Touch	Re / Em	4/10	6	20	25
Intuition	In	8	15	25	25

CALISTHENICS (None) (Maneuver)

Calisthenics is a rigorous skill where characters "work-out" and train to improve their physical statistics (i.e., Strength, Constitution, Agility and Quickness) up to 10 points *past* their potential. Each statistic is developed separately (e.g., to get bonuses in both Strength and Agility, a character must develop Calisthenics for each, separately).

The bonus added is 1/10 the skill bonus. There is no level or statistic bonuses for Calisthenics (e.g., one rank is +.5, four ranks is +2.0). Calisthenics is a Level Intensive skill, see *Rolemaster Companion III* Section 5.5. Round down all fractional bonuses.

Skill DP Cost:

Dervish	5/10
Dancer	3/9
Warrior Type	4/9
Pure Arms User	5/10
Semi-Spell User	10
Pure Spell User	20

CLOSING (Qu/Ag) (Maneuver)

Closing is getting near enough to a foe (0—1 foot) to render their long weapons useless. The character weaves and lunges in an attempt to place himself between the foe and his weapon. The character is sometimes "chest to chest" with his foe, or up against some other part of their body.

While attempting Closing, all non-magical DB modifications are lost.

The skill bonus is reduced by the foe's DB. The character must roll 101+ to succeed. Failure results in no opportunity. With results less than 0, the character receives a Martial Arts Strikes fumble, *RMC* Section 6.6.

Modifications due to defender's weapon size:

Pole Arms:	+50
Missile weapons:	-30
All other weapons:	
Over 4 feet:	+35
4 feet:	+25
3 feet:	+10
2 feet:	-30
Under 2 feet:	-50

Skill DP Cost:

Trench Fighter:	1/2/2
Warrior-Type:	1/5
Pure-Arms-User:	2/7
Semi-Spell-User:	5
Pure-Spell-User:	15

CRYPTOGRAPHY (In/Re) (Static Action)

The skill at creating and breaking written codes. Character must study any these before he may decipher them. Treat this as a maneuver roll with appropriate difficulty (i.e., for detailed languages, such as Egyptian hieroglyphics, phenomenal, for Latin, very hard, etc.).

When creating a code, the character makes a skill roll. The results determines the complexity. (Note, even the shortest and least descriptive codes can be insanely complex by virtue of their simplicity). The language or code can only be broken by a successful Cryptography roll of appropriate difficulty, see below.

Total Skill Roll	Difficulty to break code/language
Under 1	Mundane
1—25	Trivial
26—50	Easy
51—75	Light
76—100	Medium
101—125	Hard
126—150	Very Hard
151—175	Extremely Hard
176—200	Sheer Folly
201—225	Absurd
226—250	Insane
251—275	Phenomenal
276+	Virtually Impossible

Skill DP Cost: As Poetic Improvisation

DEFENSIVE WEAVING (None) (Maneuver)

This skill enables a character to dodge an attack. He twists and contorts to avoid the weapon strike, forcing his attacker into awkward positions. For every five ranks of Defensive Weaving, the attacker's fumble range is increased by an amount equal to the original fumble range.

Example: *A character with 5 ranks of Defensive Weaving is attacked by a foe wielding a broadsword (fumble 1-4). The attacker, should he continue to fight, will have a fumble range of 1-8.*

Example: *The same character with 20 ranks of Defensive Weaving forces his foe to fumble on an 1-20.*

Restrictions: As Adrenal Defense.

Skill DP Cost: As Adrenal Defense.

DENTISTRY (Me/Ag) (Static Action)

Both the knowledge of and the ability to perform minor repair work on teeth. A character with Dentistry can pull teeth, make and implant false teeth, etc.

Skill DP Cost: As Surgery

DIRECTED STRENGTH (SD) (Static Action)

Bonus to strength maneuvers. An adept of this skill can focus his strength along tighter lines of force, thus increasing musculature yield. Upon a successful skill roll, the amount succeeded by (Skill roll—101) is added to the maneuver in the character's favor. Skill failure confers a "B" Stress critical to the user. There is a -70 penalty to the use of this skill in combat.

Skill DP Cost: As Yado

DISTRACT FOE (Ag/Qu) (Static Action)

This skill is useful when a character wishes to break the concentration of a foe, especially a spell caster preparing or concentrating on a spell. The action is a feint or even an outright attack upon an opponent. The unfortunate mage who becomes distracted must roll a SD roll (open ended with 101 or more being successful) to cast any spell normally or maintain their current spell. Failure results in a Spell Failure roll. Use the amount failed by on the SD roll as a positive modifier. A warrior about to attack, who is successfully distracted, would have to make a PR roll to continue his attack or maneuver.

Those whose sole action for the round is the attempt of this skill receive no penalty. Those who attempt this skill while performing other actions (e.g., sprinting, attacking an opponent, or casting spells) receive a -30 penalty to both actions.

Skill DP Cost: as Martial Arts

DONNING AND DOFFING ARMOR (Qu/Ag) (Maneuver)

This skill shortens the Base Time of donning and doffing armor. Each classification of armor is developed separately (i.e., Soft Leather, Rigid Leather, Chain, and Plate). The total skill bonus divided by 5 (Rounded up) is subtracted from the Base Time.

Example: *Horndor has five ranks in donning AT 20. His total skill bonus is 45. He reduces the Base Time by 9 (45/5) rounds. The Base Time for AT 20 is 80 rounds. Horndor can don it in 72 rounds.*

Example: *Jerrek Ironhewn has ten ranks in donning AT 14. His total skill bonus is +72. (72/5) = 14.2 or 15 rounds. The Base Time for AT 14 is 10 rounds and the Minimum Time is 4 rounds, Jerrek has reached the Minimum Time for AT 14.*

Skill DP Cost: As Maneuver in Armor.

ENDURANCE (None) (Special)

This skill increases the number of Exhaustion Points a character has. Per *Rolemaster* Section 7.23, Exhaustion Points are determined by Constitution alone. *RMC IV* Section 7.8 discusses other methods of determining Exhaustion Points. Realistically, one's exhaustion limit could increase through training and experience. Endurance represents this ability.

Each rank of Endurance adds 5 Exhaustion Points. No other bonuses are added.

Skill DP Cost: As Body Development

FEINTING (Qu/Pr) (Maneuver)

Feinting draws off the opponent's parry or throws him off guard. The attacker fakes an attack, thus pulling the defender's parry and attention away from the true strike. If the foe does not parry, he still is fooled by the feint. With a successful feint, a character continues his swing, making a "free" attack with some or all of their OB.

Results over 100 are successful. The opponent makes a RR versus the number of ranks the character has in Feinting, treated as levels. Making the RR exposes the feint attempt. Failing the RR negates all but magical defensive bonuses, including shield bonuses.

On a successful feint, the attacker makes a "free" strike on his foe modified by multiplying the normal OB by the skill bonus as a percentage. The modified OB can never be more than the normal OB.

Example: *Dargon Highbrow is in a duel with a worthy foe. He swings hard and fast, but fails to score as his foe parries his every strike. Dargon elects to feint. He has an OB of +110 and a Feinting skill bonus of +56.*

Dargon rolls a 72, adding his bonus—he succeeds. His opponent makes a Resistance Roll versus Dargon's ranks in Feinting, treated as levels. Dargon has 8 levels, his opponent is third level. To resist, the opponent must roll above 69. The roll is a 35, the feint is successful.

Now comes the "free" strike. Follow the guide below to determine that amount of the base OB is employed.

Skill Bonus	OB used on "free" strike
0—20	1/10 OB
21—59	1/4 OB
60—100	1/2 OB
101—170	3/4 OB
171 and up	Full OB

Dargon's usable OB against his helpless foe is +28 (110/4).

Skill DP Cost: As Disarm Foe, Armed

Option 1: The defender loses one attack this round with a successful feint.

Option 2: The defender's next swing has twice or three times the fumble range, Game Master determination. This indicates the sudden jerking the defender makes when compensating for being fooled by the feint.

Option 3: On a successful feint, the attacker gains +50 to Subduing and Disarm Foe Armed skills.

FOCUS (SD) (Static Action)

Bonus to accomplishing tasks by clearing the mind of all other concerns. When Focusing, the character's entire range of perceptions is narrowed to a 60° arc directly before the character. The rest of the world "ceases to exist".

When a character decides to use this skill, he first must state the task that the character will be fulfilling. This should be of a simple nature, such as "Get from here to there" or "Kill Mazren the Mage". The character then makes his skill roll, with a 101+ being success.

At this time, he is Focused. Nothing becomes relevant except for the attainment of the stated goal; he will ignore everything outside of the forward arc. If a foe is not related to the task, and is not in the way, he will be ignored. If an arbalestor is drawing a bead on him from the flank, the Focused character will not dodge, use Yado, etc.

When a character is Focused, he will travel in as straight a line as possible to his destination. He will only avoid trees and buildings; he will push past humanoids and animals, and cross over mountains and rivers without looking for a pass or a ford. If the character is attacked, he will fight only the foe directly in front of him. If he stuns a foe, he will break off and push past the foe.

A Focused character will not pause in any way. He will continue until he drops from exhaustion, dies, completes his task, or it becomes unattainable by any normal means. If the target is killed or destroyed, the character drops from Focus immediately. These are the only ways to exit the state of Focus.

When a character is focused, he gains a +1 per skill rank to any skills that he knows, in addition to his SD bonus. A Focused character may not cast spells, release wards or glyphs, or use any magical skills whatsoever.

Skill DP Cost: As Lancing.

HOLDING BREATH (Co/SD) (Maneuver)

In many situations it is necessary for a character to hold their breath for extended periods of time (e.g., being under water, exposed to noxious fumes or horrid odors, etc.). The time the average character can go without breathing is between 1 and 5 minutes. Characters can hold their breath for:

(Constitution ÷ 20) Minutes

Example: A character with a Constitution of 100 can hold his breath for 5 minutes (100/20). A character with a 55 Constitution can hold his breath for 2.75 minutes (55/20).

The Holding Breath skill increases this time by 2 rounds (.33 minutes) per skill rank (e.g., a character with a Constitution of 100 and ten ranks of Holding Breath, can effectively retain their breath for 8.3 minutes or 50 rounds).



There are penalties for operating with breath deprivation. They vary with the length of time without air (i.e., the longer a character holds his breath, the greater the penalties he operates with).

Divide the maximum time the a character can hold his breath by 10 (Time/10).

Time holding breath	Penalty
1/10 to 4/10 maximum time	-0
5/10 to 6/10	-20
7/10	-40
8/10	-80
9/10	-160
10/10	-320

Skill DP Cost: As Body Development

HONING (Ag/Em) or (MD/Ag/SD) (Static Action)

Bonus to putting superior edges on slashing and puncturing weapons. Upon a successful skill roll, a non-magical +5 bonus is added to the weapon's total bonus. The weapon must be honed after each combat use, or the bonus is lost until honed again.

Skill DP Cost: As Weapon Category #2

Option 1: Superior whetstones and oil are required to use this skill.

Weapons made of special materials (Mithril, Laen, etc.) require a whetstone of the same material, or of a material with a greater bonus (ex., Laen will hone Mithril weapons.).

Option 2: Weapons made of special materials must be honed by an Alchemist.

Option 3: As Option 2, except weapon does not need to be honed after combat usage against lesser quality weapons.

HYGIENE (Co/SD) (Static Action)

The skill of keeping oneself healthy and well groomed. Hygiene covers all personal health habits and activities (i.e., washing, brushing teeth, hair care, etc.). With this skill, a character can modify their Appearance bonus by +1 per rank of Hygiene, both up or down.

A character who develops Hygiene also adds +2 per rank to their Resistance Roll modifier versus disease.

Skill DP Cost: Half Body Development DP cost

Option: Have the character make a Hygiene roll, using CO/SD as statistic modifiers, with success allowing the above modifications to Resistance Rolls and Appearance.

INCREASE WOUNDS (Ag/St) (Maneuver)

Increase Wounds allows further damage to be inflicted to a foe without striking again. Once his weapon is lodged (see below), the character makes a skill roll to attempt increasing the wound on the next round.

Note: For the purposes of the skill, do not treat this as an attack. There are no OB modifiers applicable.

A roll over 100 is successful. To calculate the damage delivered:

1. Subtract 100 from the total Increase Wounds roll.
2. Change it into a percentile. (This is the percentage of damage delivered from the previous strike.)

Results over 100 convey more than 100% of the original damage.

Example: A total skill roll of 250 delivers (250-100) 150% of the damage given on the last attack.

A successful skill roll may give an additional critical. Consult the following chart.

Hits Delivered From use of Increase Wounds	Critical Delivered
1-10	No Critical
11-20	A Crush
21-30	B Crush
31-40	C Crush
41-50	D Crush
51 and up	E Crush

Example: Jackron is fighting an Orc. He strikes his foe squarely, lodging his axe into the Orc's chest. He delivers a 34EK. Next round, Jackron decides to increase the wound rather than removing his weapon and swinging again (This could take up 1 or 2 rounds of action.). His skill bonus is +78. He rolls a 72. The total is 150, Success!. 150-100 leaves 50. Changing to a percentage, 50%, the damage delivered is: 50% of 34, or 17. Checking for criticals; he gives the Orc an A Crush. Note, Jackron did not make an attack roll to inflict this additional damage.

LODGING A WEAPON IN A FOE

Most critical tables do not discuss this possibility. Assume any successful attack has a chance of lodging the weapon in a foe's body, see below.

Note: This chart is strictly optional, use GM discretion.

Critical Delivered	Chance to Lodge Weapon per Critical Type: *		
	Puncture	Slash	Crush
A	4%	3%	2%
B	7%	4%	3%
C	10%	6%	4%
D	15%	9%	6%
E	25%	15%	10%
Each Additional	+15%	+10%	+5%

* — If Ripping/Tearing criticals are employed, use 2x slashing critical result from the above table.

Skill DP Cost:

Warrior Type	1/4
Pure Arms User	3/9
Semi-Spell User	8
Pure Spell User	20

INSTINCTIVE MANEUVER (Qu/Em) (Maneuver)

Bonus to initiative in surprise situations. One-half of the skill rank bonus is added to the character's initiative score, with all fractions rounded down. Note that this skill does not result in a drawn or readied weapon, nor can bonus be given in situations where attacker(s) cannot be detected by the character.

Skill DP Cost: As Yado

Option 1: GM may allow this bonus only if character makes a successful snap perception roll.

INTIMIDATION (Pr/Re) (Static Action)

This skill sways a foe's thoughts and intentions. By use of words or physical threats, whether employed or implied, a character attempts to change his opponent's view on a subject.

Upon success the foe makes a Resistance Roll versus the number of ranks the character has in Intimidation, treated as levels. Subtract 100 from the total skill roll and divide the result by 5. This is the RR penalty for the foe.

Example: A skill roll of 150. $(150-100) = 50$. $(50/5) = 10$, or 10 is added to the success threshold.

The RR is modified by -10.

Example: Rudolph is guarding a gate and a dark clad man approaches him, telling Rudolph to step aside. Rudolph orders him to leave, but he does not. Rudolph tries to intimidate. His bonus is +55, he rolls a 75, totaling 130, success. He has eight ranks and the dark clad man is 8th level. Normally the Resistance Roll needed is 50, but due to Rudolph's skill roll, 130. The RR needed is 56 $(50 + (30/5))$. The roll is 52, failure. The dark clad man, now intimidated, leaves.

Where force is applied, modify the roll by +20. Where damage is inflicted, modify the roll by +1 per hit (this is cumulative with the implied force modification). Criticals do not enhance the Intimidation skill roll, unless they increase the amount of hits delivered.

Example: Holding a foe's wrist tightly while attempting Intimidation adds a +20 to the skill roll. Delivering 10 hits to the foe increases the roll by another +10, for a total of +30.

Skill DP Cost: As Seduction

JESTING (Pr/Re) (Static Action)

This skill causes another to laugh through humor employed by a character. A character who attempts to jest makes a skill roll. Depending on the race of the target, there may be a modifier (as humor to some beings is all but foreign). If he is successful the target makes a Resistance Roll, modified by SD. Treat the number of ranks of Jestng as a character's level. Failure indicates the target starts laughing.

Jesting can break concentration (e.g., causing a spell caster who is preparing or concentrating on a spell to laugh and lose his spell). Otherwise a foe who fails his RR acts at -20 until a Self Discipline roll is made. (Modify this roll by +10 per round, cumulative.) If a foe is laughing, all Jestng rolls are modified by +25 and the foe's RR is reduced by 10.

Skill DP Cost: As Seduction.

LOOTING (Qu/Pr) (Static Action)

Looting represents the ability to quickly ascertain the relative values of all items within a certain area. What is meant by relative values is not market values (i.e., what a character uses Appraisal for). A successful Looting skill roll tells the character which valuable items (in comparison to each other) are the most easily transportable.

Example: Karg the mercenary has just broken into a the private chambers of a lord. He has only moments to grab whatever items he can. He sees several statuettes of gold, a few rings, silk clothes and gems. Using his Looting skill, he ascertains that the gems and rings are the easiest to steal while being the most valuable to him. He knows that the Statuettes and clothes are valuable also, but they are too bulky to drag away.

Each rank of Looting increases the area a character can scan by a 1 foot radius. Thus ten ranks of looting allows a character to scan a ten foot sphere about him.

Looting does not tell the character the actual value of any item.

Skill DP Cost: As Brawling

MELEE SCUFFLE (St/Ag) (Maneuver)

This skill enables a character to push around, trip and throw his opponent while they both are engaged in melee. A character can Melee Scuffle before or after his normal attack. It takes 1/5 of a round of action. On a successful roll the opponent makes a RR versus the number of ranks of Melee Scuffle the character has, treated as levels.

Failing the RR, the foe receives an unbalancing critical, with the severity determined by the degree of failure.

JESTING RACIAL MODIFICATION CHART

Skill User's Race	TARGET'S RACE								
	CM	MM	HM	E	HE	D	H	O	T
Common Man (CM)	+05	+0	-10	-25	-15	-40	+05	-30	-50
Mixed Man* (MM)	+0	+05	-10	-25	-10	-40	+05	-30	-50
High Man (HM)	-10	-05	+10	-15	-05	-45	-05	-45	-65
Elven (E)	-15	-15	-05	+15	+05	-50	+0	-50	-75
Half Elven (HE)	-10	-05	-05	-05	+10	-45	+0	-40	-60
Dwarven (D)	-25	-25	-30	-40	-30	+25	+10	-50	-65
Halfling (H)	+0	+0	-05	-10	-05	-10	+40	-30	-45
Orc (O)	-35	-30	-45	-60	-45	-70	-10	+30	-10
Troll (T)	-40	-35	-50	-80	-60	-75	-15	+05	+20

Failed RR By:	Critical
1%—15%	A
16%—30%	B
31%—45%	C
46%—60%	D
61% and up	E

Melee Scuffle strikes made before a normal strike may affect the character's OB on that next strike. Determine the outcome of the successful Melee Scuffle attack and apply all applicable bonuses and penalties to this next strike.

With this skill, a character may make up to four Melee Scuffle attacks in one round, if they perform no other actions. If used with Weapon Brawling, the character makes one Weapon Brawling strike and two Melee Scuffle attacks in one round.

Skill DP Cost:

Warrior-Type:	1/2
Pure Arms User:	1/4
Semi-Spell User:	2/7
Pure Spell User:	8

MIND BLOCK (SD/Pr) (Special)

This is the ability to block the entry of an outside force (magic, spiritual or an entity) into one's mind. Each rank adds +1 to the character's level for Resistance Roll purposes only. When no roll is required to assert control over the character, the GM may still allow a RR. If so, make an open-ended roll using 1/2 of the skill bonus.

Skill DP Cost:

Warrior-Type:	4
Pure Arms User:	6
Semi-Spell User:	8
Pure Spell User:	11

MOVING STRIKE (Ag/SD) (Maneuver)

This combat skill allows a character to make melee or missile attacks while moving or engaged in the performance of another action. Moving Strike develops a sense of mobile balance that enables characters to make an attack in awkward positions.

The skill bonus offsets penalties accrued from:

1. Performance of other skills.
2. Moving while in melee.
3. Awkward positions (i.e., body positions, not limited space as covered by RAC) such as climbing a rock face, and attempting to hack at an Orc climbing above at the same time.

Maneuver Difficulty	Penalties
Trivial	-0
Routine	-10
Easy	-25
Light	-50
Medium	-100
Hard	-150
Very Hard	-200
Extremely Hard	-250
Sheer Folly	-300
Absurd	-350
Phenomenal	-400
Virtually Impossible	-500

Movement Rate*	Penalties
Quarter Base (0.25%)	-10
Half Base (0.5x)	-25
Base (1.0x)	-50
Jog (1.5x)	-100
Run (2.0x)	-150
Sprint (3.0x)	-200
Fast Sprint (4.0x)	-300
Dash (5.0x)	-400

* — This is not for normal movement, but for the speed skills or actions are performed at.

Example: Jackron is attempting to climb the side of a cliff and attack an orc at the same time. Jackron's climbing the rock face is a medium maneuver. He gains a -100 to his OB for his attack. He has several ranks in Moving Strike. His skill bonus is +30. Thus he reduces his OB penalty to -70.

Example: Wilfred the Bold is doing cartwheels (Acrobatics hard maneuver) at sprint speed. He also wishes to strike a foe. His total penalties are -350 (-200 from sprinting and -150 for the hard Acrobatics maneuver). He has a Moving Strike bonus of +165. Even with this bonus, Wilfred retains a -185 OB modification...good luck.

Skill DP Cost: As Reverse Stroke

Option 1: The character makes a Moving Strike roll with the penalty as their skill modification. Results over "1" are successful.

Option 2: Increase or decrease the difficulty level of all maneuvers performed by one, while Moving Strike is employed. GM determination.

PORTAGING (None) (Maneuver)

Bonus to encumbrance. Skill rank bonus is added to character's weight allowance in pounds.

Skill DP Cost: As Tactics

PREPARED SHOT (SD/In) (Special)

This is the ability to more precisely aim a missile or thrown weapon in a combat situation. The target must be selected at the time the skill is declared. The warrior must prepare for at least 2 rounds.

This skill is developed normally with a +10 bonus per extra round of prepared (+50 max) and with a penalty equal to the amount the target has moved measured in feet during this preparation.

This is a concentration skill.

Skill DP Cost: As Adrenal Balance, except for the Archer or Shaikan custom professions (see Section 2.3.3), for whom the skill cost is 1/2.

PRESENCE PROJECTION (Pr) (Static Action)

Bonus to putting foes at a disadvantage by forcing them to realize the prowess of the character. The character can summon up all of the pain, fatigue, frustration, and sorrow they have experienced, and focus it into an intense glower. An opponent locking eyes with the character will then realize the extent of the experiences the character has had, and will, to some extent, lose his composure.

The prerequisite to using this skill is the locking of eyes. To do this, an open-ended roll is made, modified by the character's presence bonus. If the result is 101+, eye lock is achieved. The character then rolls the Static Action, and applies the result to the foe. Success can produce hesitation, paralysis, or, in extreme cases, death from shock.

PRESENCE PROJECTION

-26 down BLUNDER: Spectacular Failure: You stand there puzzled, while your opponent(s) roll on the ground in uncontrollable laughter. You are stunned for 20 rounds. Due to your ego taking a sabbatical, you won't attempt this skill for 2d10 days.

-25-4 ABSOLUTE FAILURE: Your confidence wavers as your opponents giggle. Any Static Action tried within the next ten minutes will fail miserably. See 5-75 below.

5-75 FAILURE: Sorry, but you couldn't frighten a child right now. Try again in two hours.

76-90 PARTIAL SUCCESS: Your foe(s) give pause for this round, wondering what in the name of blazes that you're trying to do. Maybe next time.

91-110 NEAR SUCCESS: Your foe(s) stop dead, looking nervous. Try again next round with a +30.

111-175 SUCCESS: Foe(s) immediately make an open-ended upward roll, and apply the following results:

1-25	A Shock critical
26-50	B Shock critical
51-75	C Shock critical
76-100	D Shock critical
101+	E Shock Critical

176 up ABSOLUTE SUCCESS: Foe(s) must immediately make a RR vs. heart failure, modified by CO/SD. If successful, foe(s) will flee in terror from you whenever they see you. Failure means foe(s) push posies.

Skill DP Cost: As Ambush.

RAC (None) (Special)

A character using the RAC, Restricted Area Combat, skill develops the ability to fight efficiently in tight places and awkward positions. Each rank of RAC offsets penalties gained from combat in these areas.

There are no level or statistic bonuses added to this skill and no skill roll is needed.

Skill DP Cost:

Trench Fighter	1/2/2
Warrior Type	1/5
Pure Arms Users	2/7
Semi-Spell Users	5
Pure Spell Users	15

SEABORNE COMBAT (Ag/Ag/In) (Maneuver)

Bonus to conducting combat operations about an ocean-going vessel. The character's OB is determined by the following formula: seaborne OB = (OB x Skill Bonus) + 100.

Skill DP Cost: As Rowing.

SNIPING (None) (Special)

This skill is equivalent to Ambush, but is used with missile or thrown weapons. Unlike Ambush, this skill must be developed separately for each different "Category" of weapons.

The following are development categories for Sniping:

- Thrown Blades (Knives, daggers, darts.)
- Bows (All types)
- Spears and Javelins
- Exhalatory propelled weapons (Blowguns)
- Slings

Skill DP Cost: As Ambush

Option: GM may allow 1.5x or 2x ranks to be used for stationary targets.

SPECIAL MARTIAL ARTS ATTACKS (Ag/St) (Maneuver)

Martial Arts is a discipline of the mind. With proper control and training a character can focus their mental energies into vast physical maneuvers. Martial Arts Strikes, Sweeps and Throws, Wrestling and Grappling all contain many of their own different offensive moves. Special Martial Arts Attacks are unique moves that are not covered by any of the standard Martial Arts.

Each Special Attack is developed separately. The number of different Special M/A Attacks is limitless. Characters can learn any number of them. Where they acquire this skill, and who from are dependant on the campaign world.

Note 1: *It is suggested that schools of Martial Arts and or masters of the arts be the only source for teaching this skill.*

Note 2: *To keep play balance, the GM himself should create new Special Martial Arts Attacks.*

Note 3: *These attacks may not be suitable for all campaigns*

Each Special Martial Arts Attack has two factors; Move and Strike or Conveyance. The move is any and all body motions contained in the attack. The Strike is the physical conveyance which delivers the effect of the attack.

SEVERAL EXAMPLE SPECIAL MARTIAL ARTS ATTACKS

Distance Strike

1. Move: With body rigid, one arm is quickly flicked across the chest. Backhand toward target. 2. Conveyance: The vibrations from the hand impact the foe. Range is 1 foot per rank of Distance Strike. All criticals are impact. Use mace attack table.

Phoenix Claw

1. Move: Body is fluid. Hand, shaped like a claw, swings up into foe's body.
2. Conveyance: Claw (hand) strikes the foe, piercing skin (puncture critical) and breaking bones (crushing critical). Cumulative 5% chance of each, per rank of skill. Severity of criticals increases by margin of success.

Success by	Critical
1—15%	A
16—30%	B
31—45%	C
46—60%	D
61+	E

Lizard Hop

1. Move: Body moves swiftly at foe, either straight towards or spinning into.
2. Conveyance: Hand or foot strike to the mid-section of the target. Blow sends foe backwards. Treat attack as a M/A Strike rank II. Distance foe is sent is determined as follows: (Total skill roll—100) [Treated as a percentage.] * Number of ranks of Lizard Hop (Treated as feet.)

Example: Killeen has ten ranks in Lizard Hop. She strikes her foe with a total roll of 150. She delivers maximum damage for a rank II Martial Arts Strike. The distance she sends her foe is:

$$(150-100) = 50 (50\%)$$

50% of 10 ranks (feet) is 5 feet.

Thus Killeen's foe is thrown backwards 5 feet from her Lizard Hop M/A attack.

Cyclone

1. Move: Body spins swiftly with arms held close and legs providing the movement.
2. Conveyance: Arm or leg strike hits the foe's mid-section. Resolve damage on Martial Arts strikes table as rank II attack. The cyclone stuns the target, 5% per rank. The stun has a variable length depending on critical type delivered from attack. A = 1 round, B = 2 rounds, etc. The foe gets a RR versus the number of ranks of Cyclone treated as levels.

Skill DP Cost: 2x Martial Arts (Maximum of 25) to learn skill. 3x Martial Arts (Maximum of 25) to create attack.

Option 1: Limit Special Martial Arts Attack development to only those characters who have Martial Arts rank four in any M/A skill.

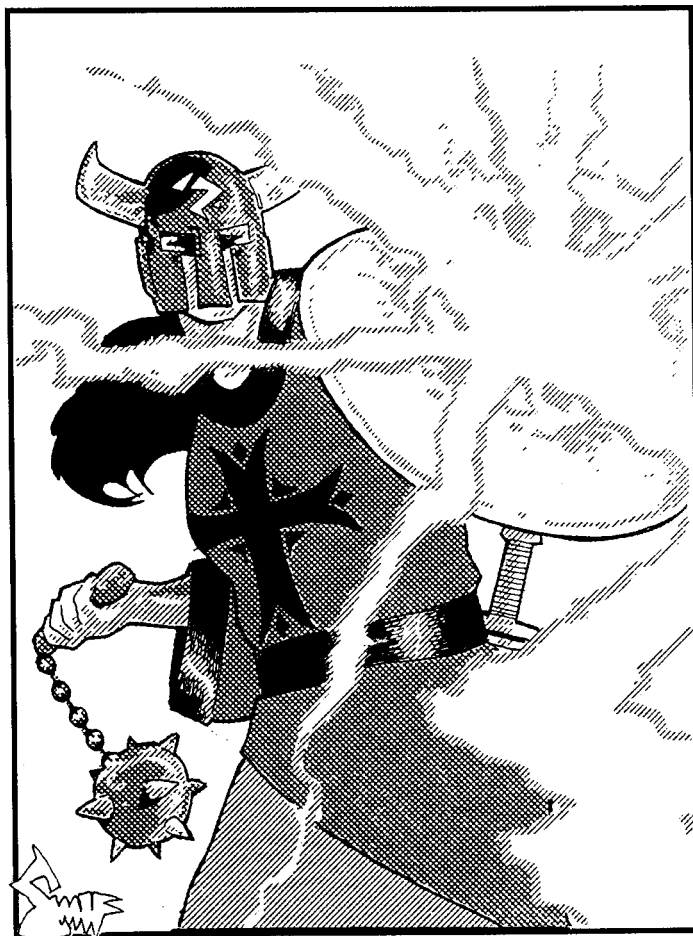
Option 2: Limit the number of different Special Martial Arts Attacks to 1 per Martial Arts skill (i.e., 1 special attack for having M/A Strikes and 2 special attacks for having Martial Arts Strikes and Sweeps and Throws, etc.).

Option 3: Combine Options 1 and 2.

Option 4: If the character has a Martial Arts skill already developed, the effectiveness of his Special M/A Attacks are determined by this development (i.e., if he has Martial Arts Strikes to rank IV, then his Special M/A Attacks that use the Martial Arts Strikes table can be rank IV attacks).

SPELL DEFLECTION (In/Ag) (Maneuver)

This is the ability to block or partially block elemental bolt spells with a shield or similar object. This skill may also, in extreme cases, block elemental ball or cone spells, but the character must be able to get within 20 feet of caster. Even so he gets an additional -100 to his skill roll! The Skill is successful if the final roll is above 200. Upon success the attack is fully deflected. If partial success is achieved (rolls of 100 to 200) subtract 100 from the final skill roll and reduce the spell casters attack roll by this amount.



Note 1: The shield or other object used still receives the full brunt of the attack and takes double concussion hits from the strike. The GM will have to determine, by the damage, whether the shield is destroyed. A well made shield can withstand up to 150 hits before being rendered useless. It takes 200 hits before the remaining hits are taken by the poor wielder. The critical in all cases will be reduced 5 severity levels with a successful application of this skill.

Note 2: If a character does not have an object to block the spell effects, they may try to block the spell themselves and save others from its effects. In this case, treat the character as the shield in Note 1. If the shield is not destroyed, make a weapons breakage roll with the number of points delivered to it as a modifier.

Note 3: The shield must be appropriate to deflect the spell. Penalties should be applied to the skill roll for inappropriate shields.

For example: A wooden (or other flammable material) shield cannot succeed against a fire attack. Likewise a metal shield is not very effective against an electrical attack. A brittle shield withstands impact based attacks (e.g., ice and earth elemental attacks) poorly if at all.

If the shield is ridiculously improper, refer to Note 2.

Skill DP Cost: as Yado.

SPELL PERCEPTION (In/Re/Me) (Static Action)

This is the ability to determine when a spell caster will cast or release a spell. Every consecutive round dedicated to this skill gives a cumulative +10 modification (maximum of +60) to the skill roll.

Skill DP Cost:

Warrior-Type	8
Pure Arms User	6
Semi-Spell User	4/9
Pure Spell User	5/10

SPELL PERCEPTION STATIC ACTION CHART

-26 and Under BLUNDER: Character is convinced that the spell caster is not a mage. No more attempts to use this skill on this mage work for 1d10 days.

-25 to 4 ABSOLUTE FAILURE: Character is convinced that a random spell of this caster's type will be cast in 1d6 rounds.

5 to 75 FAILURE: Character learns nothing.

76 to 90 PARTIAL SUCCESS: Character learns exact Realm and round spell will be cast in.

91 to 110 NEAR SUCCESS: As partial success, but character learns level of spell that will be cast.

111 to 175 SUCCESS: As Near Success, but character learns the List the spell will cast from.

176 and Up ABSOLUTE SUCCESS: As Success, but character learns exact spell and has 1/2 round left to act with this knowledge.

Option: In cases when the GM feels that the results on the Static Action Table are too specific they may give more general descriptions.

Example: *Giving relative spell power instead spell level. Giving general spell type instead spell list.*

STRATEGIC TARGETING (None) (Maneuver)

This is the skill of placing a strike at a specific location of an opponent's body. Strategic Targeting uses both Damage By Location and APAC (see Section 4.15). This skill has no other bonuses other than the rank bonus per *Character Law and Campaign Law* Section 15.22.

Strategic Targeting is developed for each weapon. There is a base penalty of -20 that cannot be overcome.

Note 1: *Using this skill with missile weapons entails a further -20 modifier.*

Note 2: *Using this skill with thrown weapons entails a further -30 modifier.*

Note 3: *Using this skill with elemental attack spells entails a further -50 modifier.*

Skill DP Cost:

Warrior-Type	2/7
Pure-Arms-User	4/10
Semi-Spell-User	15
Pure-Spell-User	25

TAUNTING (In) (Static Action)

Bonus to causing foes combat disadvantages by inciting them to a state of agitation. Taunting is the art of verbally harassing your opponent, in the hope of causing him to lose his composure and attack mindlessly. Thus, the taunter gains an advantage over his foe. This skill involves using a combination of spoken insult, tonal inflections, and somatics to achieve maximum outrage.

When this skill is used, the opponent must make a RR, modifying the roll with the average of his SD and RE statistic bonuses. The taunter's skill bonus is subtracted from the roll, as well as a situation modifier, from +30 to -70, assigned by the GM. The situation modifier reflects the effectiveness of the particular taunt versus that opponent. For example, the phrase "Your mother was an orc!" might work very well against an elf, but an orc would probably reply, "Yeah, so what's your point?"

If the Resistance Roll is successful, the opponent recognizes the taunt for what it is, and the attack is ineffective. If the roll fails, the foe attacks immediately in the most appropriate fashion for the character. In the case of spell-casters, magical attacks *must* be cast instantaneously, even those which would normally require preparation. In addition to normal spell failure modifiers, a +25 is also added due to the state of agitation of the caster.

For every twenty percent that the roll is failed by, rounded down, the foe is at -10% to all rolls for the duration of the combat. For example, Thag needs a 73 to make his RR, and rolls a 27, modified. Thag failed by 46, rounded to 40, and will fight at -20%. If he'd rolled a 48, he would be at -10%. If Thag's result was a 54, there would be no penalty, and if he succeeded, he would have the option to ignore the taunt.

Skill DP Cost: As Disarm Traps.

TRICK SHOT (Ag/Qu)or(Ag/MD/Qu) (Special)

This is the ability of a talented archer to perform normally impossible tricks and stunts with his bow. The DP cost is the same as the cost of his second rank of the missile weapon to be used.

Example: *A character has a DP cost of 2/5 for his Class I weapon, thus Trick Shot costs him 5.*

Characters without a second rank in their missile weapon skill develop this skill at a cost of 20.

To develop this skill, one must have at least 10 Ranks in their bow. To further develop Trick Shot, the skill at bow must also be increased, such that there are always at least 10 ranks between the two skills.

This skill is divided into separate "Trick Shots," in which each is developed individually. Some examples of Trick Shots are:

Quick Shot: This is the skill that allows a character to shoot twice as fast. If a bow may only be used once every other round, Quick Shot allows one shot per round. If a bow is used once a round, with Quick Shot, it can be used twice per round.

On the initial firing, the full bow OB is used. On the second firing (the one gained from Quick Shot) the skill bonus is used as the OB.

Example: *Marvin the ranger has a short bow (one round to prepare and one to shoot). By using this skill, Marvin gets his full OB on Round 1 and his Quick Shot skill bonus on Round 2. On Round 3, Marvin gets his normal bow OB again.*

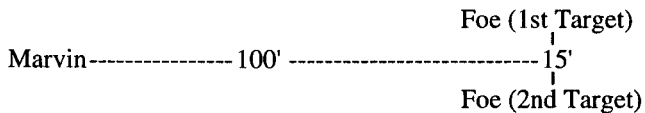
Note: *There is, however, one precarious penalty to this rapid firing. Treat Quick Shot in sets (i.e., when using this skill, one set of shots is made instead of a single shot). There is no penalty for the first set. Each additional set, though, raises the fumble range on the bow by 2.*

Angle Shot: By twisting or bending the feathers on an arrow, a Bowman can angle his shot. This diverging angle is 2° per rank in Angle Shot. The restriction for this skill is the arrow must be shot 5 feet for every degree of divergence.

The bonus to hit is [Bow OB minus degrees off center of the Angle Shot].

To figure out the distance off center, the angle shot strikes, multiply the Tangent of the angle by the distance of the shot (i.e., the shot straight forward).

Example: *Marvin the Ranger sees several foes approaching. He draws his bow and appears to take aim at the central figure. In response, this figure puts up his shield defensively. Marvin thus elects to Angle Shoot the foe to the right, who stands 15 feet away from the central foe. He has 10 ranks in Angle Shot. This gives him the ability to have his arrows fly 20° off center. The foes are 100 feet away. To calculate the distance the arrow can diverge from center do the following.*



20° off 100 feet is the same as 100 times the Tangent of 20°. The Tangent of 20° is 0.0364. Multiplied by 100, is 36.4. This is the distance Marvin can get the arrow to diverge from the center.

Without changing his stance, he alters the feathers on the arrow and releases. The arrow arcs and strikes the unsuspecting foe to the right.

Angle Shot Option: User may double the degrees of divergence at a penalty of -10 per degree.

Lightning Draw: The Lightning Draw is a blindingly fast draw-and-shoot strike to hit a foe before he can launch his attack. The archer knocks an arrow, draws and shoots in 1/4 round. This maneuver adds +150 to the archer's Initiative. Multiple shots per round may be made using this maneuver, with a cumulative -75 deducted from the OB. Thus, a highly-trained Bowman can launch three or four arrows before a spell caster can use his magic. The skill bonus is used to offset the penalties, to a minimum of -20 on each shot. For example, an archer with +85 in Lightning Draw, who elects to fire four shots, will have penalties of -20, -65, -140, and -215 to the OBs. To use this skill, the bow must have been in hand and readied the previous round. If a fumble occurs, all remaining attacks are lost, and +25 per remaining attack is added to the fumble result (maximum +100).

UNHORSEING (St/St/Ag) (Maneuver)

Unhorsing allows a character to forcibly remove another from their mount, usually a horse. Unhorsing can be attempted with or without a weapon. The chart below details the modifications to the skill roll.

Situation *	Modification
Attempted unarmed	-45
Attempted armed (No Pole Arms)	-15
Attempted armed (Pole Arms)	+5
Attempted armed (Lucern Hammer)	+15
Mount moving at 1x base rate	+25
Mount moving at 1.5x base rate	+10
Mount moving at 2x base rate	0
Mount moving at 3x base rate	-15
Mount moving at 4x base rate	-40
Mount moving at 5x base rate	-75

* — Treat OB modifications for flank and rear attacks as skill modifiers for Dismounting.

To dismount a foe, a character makes a skill roll, 101+ being successful. If successful, the rider makes a Riding skill roll modified as follows:

**(Riding skill bonus + roll) -
(Dismounting skill roll - 101)**

Example: *Charon the Blade is riding down a man-at-arms. Suddenly the man-at-arms draws a Lucern Hammer and swings it at Charon as he passes. The man-at-arms' Dismounting skill roll is 143, a success. Charon now must make his Riding skill roll. His bonus is +55, he rolls a 75. Normally this, 130, would be a success, but due to the -43 (143-101) modification from the man-at-arms, he fails and falls from his horse.*

The damage delivered to the fallen rider is taken from the Ram-Butt-Bash-Knock Down chart. The attack roll is modified by the movement rate of their mount (i.e., each foot per round of movement equals +1 to hit). The attack size is determined by the armor worn.

Armor worn	Attack size
No armor	Small
Soft Leather	Small
Rigid Leather	Medium
Chain	Large
Plate	Huge

Skill DP Cost: As Lancing.

WAY OF THE WARRIOR (SD) (Static Action)

Bonus to overcoming disadvantages through force of will. Way of the Warrior is a group of skills that represent the uniquely hardened force of will present in most professional men-at-arms. Years of rigorous discipline are spent to overcome the effects of pain and exhaustion, and to fight to stay conscious when a normal man would have succumbed to the darkness of the mind. Elitist warriors also are trained from childhood to prevent interrogation, charm, and the domination of the mind. These factors produce a warrior with a will of hardened steel, a force of mind that cannot be matched by anyone who has not sojourned through various hells. Way of the Warrior is developed as four separate skills: Will, Fatigue, Unconsciousness, and Pain.

WOW: Will is added to the characters will bonus, and is also used to modify RRs vs. all mind-altering spells. This skill entitles a character to a RR even when they would not normally make one. If the Will stat is not used, then the skill rank bonus is added to the Self Discipline stat bonus.

WOW: Pain is the ability to ignore the pain produced by wounds. When a character receives a negative modifier to actions as a critical result, he may make a static action roll to see if he can ignore it. Success means that the penalty is not applied for the duration of the combat, and in any successive combat if the skill roll is made for that wound. Failure means the penalty is applied as normal. Each wound is rolled for separately, and there is a -10 modifier for each wound after the first.

WOW: Unconsciousness is the ability to ignore loss of consciousness produced by surpassing 0 concussion hits, poisons, herbs, and some spells. The character may make a static action every ten minutes, or every round in a combat situation. Success indicates that the character remains conscious; failure means passing out instantaneously.

WOW: Fatigue is the ability to stave off exhaustion and sleep, natural and magical, for extended periods of time. Fatigue modifiers apply only to the WOW:Fatigue static roll. Success indicates that the character is awake for another hour. Failure means character falls asleep the moment he is not performing an action, and receives fatigue penalties until that time. When a character's exhaustion points hit zero, he may immediately make a hard maneuver roll, modifying the roll to his favor with his bonus. Success means that the character has found his second wind, and receives his full complement of exhaustion points to spend as if he were fully rested. Failure means the character immediately collapses due to fatigue. For subsequent attempts to use this skill to overcome exhaustion, the maneuver difficulty level is increased by a factor of one. If the character has used this skill to overcome exhaustion, he will need an additional three hours of sleep for each successful roll to overcome exhaustion penalties.

Skill DP Cost: As Weapon Category #2.

WEAPON AND ARMOR MAINTENANCE (Ag/SD)or(MD/Ag/SD) (Maneuver)

This skill represents the repairing and maintaining of all armors and weapons. Damage and wear due to both neglect and harrowing usage can be offset and possibly even reversed by proper maintenance and care. Often, tools are employed to perform the needed upkeep. This skill cannot be used to actually forge or reforge weapons or build armor. It may only reduce either the additional damage that pervades the armor, or increase the BF of a weapon if it has been lessened.

This skill must be developed separately for each weapon category and armor type (e.g., one handed edged, Plate Armor, etc.).

Skill DP Cost: As Smithing

WEAPON BRAWLING (Ag/Qu/St) (Maneuver)

A character using a sword can also strike with its pommel, hilt and cross-guards. A war hammer has a long shaft which could be used to bash a foe. Using a weapon's alternative offensive capabilities does not necessarily replace its main strike. A sword could be swung and then the pommel brought to bear upon the same opponent in that round. A character can make an alternative strike while parrying during the same round.

A character may make one Weapon Brawling strike per round with either a normal attack or parry. If the character chooses to strike using only Weapon Brawling attacks, he can make two attacks per round.

Whether using the main strike and a Weapon Brawling attack, or two Weapon Brawling attacks, the second of the two attacks in the round suffers a -25 penalty. In addition, if two attacks are made in the round, no parry is possible.

Use the "Ram, Butt, Bash, Knock Down" table for attack resolution. The Size of the alternative strike (i.e., Small, Medium, Large, Huge) depends on the weapon's OB. See below.

OB	Attack Rank
up to 100	Small
101 to 200	Medium
201 to 300	Large
301 and up	Huge

Note 1: *Weapon Brawling works well with Close Quarters Combat and Restricted Area Combat.*

Note 2: *Paladins, Cavaliers, Noble Warriors, and similar professions may think Weapon Brawling dishonorable or barbaric.*

Skill DP Cost: As weapon type.

WEAPON CASTING (St/St/Ag) (Maneuver)

Weapon Casting allows a character to hurl his weapon. Each weapon is developed separately. Casting a weapon incurs range penalties, a character's skill bonus offsets them. After the penalty and skill bonus have been added, the result is applied to the OB for the strike.

Example: *Orwin has ten ranks of Weapon Casting in Halberd. His total skill bonus is +75. His OB with Halberd is +175. Orwin, decides to hurl his weapon 17 feet to strike a fleeing Orc.*

The range penalty for casting pole arms 17 feet is -120 (See below). Adding his Weapon Casting skill bonus, +75, the net penalty is -45. This is added to his OB, thus Orwin has a +130 for this attack.

Weapon Category	Ranges(in feet):				
	0-10	11-20	21-30	31-40	41-50
1-H Edged	-30	-60	-120	-275	-600
1-H Crushing	-40	-80	-175	-375	-800
2-Handed	-70	-140	-300	-600	N/A
Pole Arm	-60	-120	-250	-525	N/A
Missile	-50	-100	-210	-450	N/A
Thrown	———— See Appropriate Weapon Charts ————				

Skill DP Cost:

Warrior-Type	1/4
Pure Arms User	2/6
Semi-Spell User	5/10
Pure Spell User	20



WEAPON SHATTER (St/St/Ag) (Maneuver)

This skill is used to shatter a foe's weapon. On a roll above 100, the weapon struck makes an Resistance Roll versus its Breakage Factor, BF. The BFs of most weapons are found in *ChL & CaL*; weapons price chart. Reduce the total skill roll by 100. Subtract this result from the weapon's BF. If the BF roll fails, (i.e., the roll is above the BF for that weapon) the weapon breaks.

On an unsuccessful Weapon Shatter roll, below 100, a BF roll is made for the striking weapon instead. Modify the BF by: 100 minus the skill roll.

For non-magic bonus weapons, double the weapon's bonus and add result to its BF.

- A bonus of +10 gives a BF modification of 20.
- A bonus of -5 gives a BF modification of -10.

For magically enhanced weapons, triple the weapon's bonus and add result to its BF.

- A bonus of +10 gives a BF modification of 30.
- A bonus of -30 gives a BF modification of -90.

For weapons forged from enchanted materials (e.g., Mithril or Laen), quadruple the weapon's bonus and add result to its BF.

- A bonus of +20, gives a BF modification of 80.
- A bonus of +30, gives a BF modification of 120.

Skill DP Cost:

Warrior Type	1/5
Semi-Spell User	4/9
Pure Arms User	2/7
Pure Spell User	15

WEAPON SNARE

(Qu/Ag) or (MD/Ag/Qu) (Maneuver)

This skill allows a character to catch, hold or ensnare a foe's weapon with his own. A character can use a left handed weapon for this skill. If so, he must follow the Two-Weapon-Combo rules in *RMC II* Section 7.0.

On a successful roll, the foe makes an RR versus the number of ranks, treated as levels the attacking character has in Weapon Snare. Each round the character may continue to hold their enemy's weapon by making another Weapon Snare roll. These additional rolls are modified by +25.

Note: *Flails and other flexible weapons receive a +25 to the skill roll.*

Skill DP Cost: As Disarm Foe, Armed.

WEAPON TRICKERY (Ag/Qu) (Maneuver)

When Weapon trickery is used, the attacker's weapon is rapidly spun in the hand and across the body, so as to distract, and to deceive the foe as to the true direction of the attack. At a random instant, the attack is delivered, thereby denying the foe adequate reaction time to effectively defend against it.

If the skill roll is successful, the foe must make a RR, using IN as a modifier, against the number of skill ranks treated as levels. If successful, there is no penalty. If failed, foe is allowed only one-half of normal DB, including additional DB gained from parrying.

Skill DP Cost: As Weapon Category #1.

Option 1: May not be used in conjunction with Two-Weapon Combo.

Option 2: Fumble range of weapon is doubled.

Option 3: Fumble range of weapon is tripled.

Option 4: May only be used with weapons in the One-Handed Edged and One-Handed Crushing categories.

Option 5: Attacker receives a -30 to his initiative score when using this skill.

Option 6: Attacker receives a -20 penalty to his OB when using this skill.

WEAPONS USE (St/Ag) (Mod to OB)

This skill allows the experienced combatant to lower his penalty with oversized weapons (see Weapons Use, Section 4.8). The acquisition of this skill is like Maneuver in Armor in that for each rank the penalty is reduced until the minimum penalty is reached. Statistic modifiers are applied differently than usual in that the two statistics are added and not averaged.

Skill DP Cost:

Warrior-Type	4/7
Pure Arm's User	6/10
Semi-Spell User	10
Pure Spell User	15

WHIP GRAPPLE

(Ag/St) or (Ag/MD/St) (Maneuver)

This is a new skill that allows someone to use a whip as a grappling weapon. It is based on the same premise as martial arts, it uses ranks.

Rank 1	Small grapple
Rank 2	Medium grapple
Rank 3	Large grapple
Rank 4	Huge Grapple

It costs the same as a weapon skill with a whip. The size of the whip will also have an affect on the grapple rank. A small whip, maybe 6-7' long, might be limited to small grapples, while a huge whip used by large creatures such as Trolls, Demons, etc., being

maybe 30' long, could more readily inflict huge grapples. Whip grapple can also be used to wrap the whip around a still object, such as a branch, statue's arm, etc. It could be used to swing over crevices or to grab objects. This is a moving maneuver to be determined by the GM.

Skill DP Cost: As Martial Arts.

8.2 NEW OPTIONS FOR OLD SKILLS

OPTIONAL EFFECTS OF EXHAUSTION ON SKILLS (8.2.1)

The more Exhaustion Points (EPs) expended the less a character can perform an action. This includes mental and physical skills, as exhaustion affects the body both mentally and physically. Therefore, as a character uses EPs his penalties increase. Use the chart below as a guide for skill modifiers.

Option: Characters make a Self Discipline roll, modified by Exhaustion penalties. Success allows the character to continue functioning. Failure results in: Fail to act.

Example: *Jurren has 3 EPs left, less than 5% of his total. He wants to pole vault away from a foe. He makes his SD roll. His statistic modifier is +30. The Exhaustion penalty is -160. He must roll an unmodified 131 or better to perform this action.*



OPTIONAL STALK AND HIDE MODIFIERS (8.2.2)

A character who successfully Stalks or Hides either can sneak around unnoticed or remain unseen. The way he sneaks about and hides may also enhance or limit the effectiveness of performing this skill.

Stalking Modifiers:

Action	Modifier	Notes
"Tip-Toe" Walking:	+10	(Limit to 1/2 base move)
Crouched Walk	+5	(Limit to 2x base move)
Crawl	+15	(Must be lying down)
Moving on:		
Soft Surface	+5	(Grass, earth, etc.)
Hard Surface	-5	(Stone, wood, etc.)
Unencumbered	+5	(No Encumbrance penalty)
Encumbered:	-10	(-1 to -25 penalty)
	-25	(-26 to -50 penalty)
	-50	(-51 and up)
Exhaustion:	-5	(Down to 50% EP)
	-15	(Down to 20% EP)
	-35	(Down to 5% EP)
	-75	(Down to 1% EP)

Hiding Modifiers:

Action	Modifier	Notes
Large Object:	+10	(Covers 25% of body)
	+25	(Covers 50% of body)
	+45	(Covers 75% of body)
	+75	(Covers 100% of body)
Lighting:	-50	(Bright light, midday)
	+10	(Dusk, dawn)
	+35	(Twilight, near night)
	+75	(Dark)
Mist/Fog/Dust	+25	(Obscured vision)
Clothing:	+5	(Camouflaging color)
	+15	(Matches surroundings)
Moving objects:*	+5	(Few other moving items)
	+20	(Many other moving items)

* — Moving objects block the line of sight between the hiding character and anyone who might see him.

EXHAUSTION MODIFICATIONS CHART

Skill Category	Percentage of Exhaustion Remaining					
	75%	74-50%	49-25%	24-10%	9-5%	4-1%
Academic	—	—	-05	-15	-30	-60
Arms Law †	—	-05	-15	-35	-75	-160
Athletic	-05	-10	-20	-40	-80	-160
Base Spell Casting	—	—	-10	-25	-60	-125
Body Development	—	—	—	—	—	—
Concentration	—	—	-10	-20	-40	-80
Deadly	—	-05	-10	-20	-40	-80
Directed Spell	—	—	-05	-15	-45	-135
General	—	-05	-10	-20	-40	-80
Linguistic	—	—	—	-05	-10	-20
Magical*	—	—	-10	-20	-40	-80
Medical	—	—	-05	-15	-30	-60
Outdoor	—	-05	-10	-25	-50	-100
Perception	—	—	—	-05	-15	-30
Social	—	—	-05	-10	-20	-40
Subterfuge	—	-05	-10	-25	-50	-100

Note: Any skill more or less taxing than the rest of the category should be modified accordingly.

* — Treat all penalties on spell casting as Extraordinary Spell Failure modifiers.

† — Weapon skills are not included. These are covered in Section 4.10.

OPTIONS FOR HIGH SPEED GYMNASTICS SKILLS (8.2.3)

A character can perform athletic and gymnastic skills while moving faster than his base movement rate, but a penalty is added to the skill roll. This is relative to the speed the character is traveling. See below.

HIGH SPEED MANEUVER PENALTIES					
Skill	Movement Rate				
	Jog (1.5x)	Run (2x)	Sprint (3x)	F Sprint (4x)	Dash (5x)
Acrobatics	-30	-50	-80	-150	-350
Athletic Games	-25	-45	-70	-130	-300
Climbing	-35	-60	-95	-175	-375
Contortions	-20	-40	-70	-125	-275
Dance	-10	-25	-50	-90	-200
Distance Run	-20	-50	-90	-175	-400
Diving	-15	-30	-65	-120	-250
Juggling	-25	-55	-90	-180	-400
Jumping	-25	-50	-85	-160	-375
Pole Vaulting	-40	-70	-100	-190	-425
Rapelling	-25	-50	-80	-150	-350
Rowing	-10	-25	-50	-85	-200
Sailing	-15	-30	-60	-110	-250
Skating	-30	-50	-80	-150	-350
Skiing	-35	-60	-85	-165	-365
Sprinting	-65	-100	-190	-375	-750
Stilt Walking	-45	-75	-110	-200	-450
Surfing	-35	-60	-85	-165	-365
Swimming	-25	-45	-70	-130	-300
Tight Rope Walk	-30	-90	-200	-450	-900
Flying/Gliding	-35	-60	-95	-175	-400

Note: These modifications should be altered if situations warrant.

FIRST AID IMPLEMENTS (8.2.4)

Using medical implements reduces penalties gained from injuries. As there are many different items usable for first aid, each provides a different modification.

MEDICAL IMPLEMENT MODIFICATIONS

Type of item	Modification	Injury
<i>1. Splints:</i>		
Cloth	+5	Broken bones
Wood	+15	Broken bones
Rigid materials	+10	Broken bones
<i>2. Bandages:</i>		
Cloth	+10	Bleeding
Herbs/leaves	+5	Bleeding
Soft materials	+5	Bleeding
<i>3. Liquids / Cold Substances:</i>		
Mud	+5	Burns
Water	+5	Burns

Option: When using first aid implements, the modifications above are added to the initial first aid roll when treating the wound.

9.0 OPTIONAL SUBTERFUGE "LAWS"

9.1 TRAP BUILDING AND TYPES OF TRAPS

Traps come in many forms and have numerous different uses. They are employed by thieves and hunters alike. In any case where someone or something is to be captured and or maimed, a trap can be designed to perform the task. There is no set principle on which they work, as any mechanism that ensnares or otherwise attacks a target is considered a trap.

Each trap has the following qualifying statistics:

Difficulty: This measures the trap's innate complexity. The greater this statistic is, the less chance there is of correctly building and setting it. The degree of intricacy is assessed in a skill roll penalty given with a maneuver difficulty.

Trap Difficulty	Skill Modifier
Mundane	+25
Trivial	+15
Routine	+10
Easy	0
Light	-10
Medium	-15
Hard	-25
Very Hard	-35
Extremely Hard	-50
Sheer Folly	-65
Absurd	-85
Insane	-110
Phenomenal	-150
Virtually Impossible	-200

Size: This measures the girth of the trap (i.e., how many people or creatures it will effect). Using the following chart, assign sizes to all traps.

Code	Trap Size
S	Small Animal (Hamster, Mouse, etc.)
M	Medium Animals (Dogs, Cats, Deer, etc.)
L	Large Animals (Bears, Pythons, etc.)
HG	Huge Animals (i.e., Large Monsters)
SL	Super Large Animals (i.e., Super Large Monsters)
H	Humanoid Size

A number prefix on a code denotes multiple amounts of the same sized creatures.

For example:

- 2H Large enough for two Humanoid creatures
- 4M Large enough for four medium sized animals

More than one size category can be listed for any trap (e.g., 2H, 1HG, 3M, etc.). The different sizes must be similar in size.

Strength: This is the amount of damage, if any, that a trap will deliver to its victim upon activation. This rating gives a number and critical (determined by the GM). The numeral delineates the damage factor.

Damage Factor: No two traps are identical, no matter how skilled their crafter. To relay this minor differential from trap to trap is the damage factor. Traps deliver criticals, the maximum roll on each critical (in increments of ten) is defined by this factor. Thus a damage factor of 5 on a C critical allows any result on that critical chart, up to fifty.

The maximum damage factor for any trap is 10, and the minimum is 1, as there is a chance of receiving damage from all traps. The trap's critical roll is made as follows:

Subtract the damage factor(x10) from 100 (e.g., a factor of 5(x10), or 50, taken from 100 results in 50). This is then subtracted from the critical roll.

Example: A trap that delivers 8D Crush on its victim uses the "D" Crush critical table with a roll modified by -20 [100 - (8*10)].

The damage relayed by the damage factor may not be the only injuries given by the trap. It just conveys the initial damage from tripping the trap. Mud pits give small amounts of crushing damage from the fall into the pit, but can drown the victim as well.

Option: Treat the damage factor (x10) as a modification for all Large and Super Large criticals. In this case all A criticals are ignored for Large creatures and all A and B criticals are ignored.

Mechanisms: These are the working or moving parts of a trap.

Tripping Devices: These are the items that activate traps. They can be cords tied to a stick, or pressure sensitive panels in a wall. In all cases, a tripping device allows another, unsuspecting, person cause the activation of the trap.

Cost / Maintenance: This represents how much a trap costs if it were to be built and how long it will remain functioning if it is either well or poorly maintained. The first value is for unmaintained traps, the second is for those that are cared for.

TYPES OF TRAPS

SNARING TRAPS

These traps attempt to restrain one or more targets. Some of these are comprised of complex mechanized parts (e.g., folding walls or moving floors), and others a simple single piece (e.g., a rope).

Dropping Cage

Difficulty:	Light (-10)
Size:	2H
Strength:	2B Crushing
Mechanisms:	Rope or Cord Cage Trip Cord

Description: The rope or cord attaches to the cage and is hung over a high branch or beam of a building. The cord then attaches to the trip cord (i.e., what sets off the trap). When the victim triggers the trip cord, it releases the cord and thus drops the cage on a specific spot. The tripping mechanism can be set up under the cage, or somewhere where someone can activate manually.

Cost/Maintenance: 100 gp/(6 Months / 5 years)

Rope Snare

Difficulty: Routine (+10)
Size: H, M, S
Strength: 5A Grappling
Mechanisms: Rope
Weights
Trip Stick

Description: The rope is tied into a loop with a slip knot, placed on the ground and camouflaged. The other end of the rope goes over a high branch or over a high beam in a building where weights are tied on. A stick or another rope is attached to the knot in the loop. The loop and the weights are in balance. When the victim steps on this small rope or stick, it detaches from the knot, allowing the weights to drop, and pull the loop and snaring the victim.

Cost/Maintenance: 12 sp/(2 Weeks / 6 Months)

MAIMING TRAPS

These traps attempt to injure one or more targets. The intent is not to kill, but only wound the victim (for purposes of keeping them alive, or sending them away with something to think about). The complexity of these traps also range from intricate to rudimentary.

Arrow Traps

Difficulty: Extremely Hard (-50)
Size: H, L, HG
Strength: 6C Puncturing
Mechanisms: Arrows or Crossbow Bolts
Hole in the wall
Crossbow or other arrow launcher
Trip Cord (See below)

Description: A hole is made in a wall, high enough to strike the victim in a vital area. Behind the wall, the arrow or bolt wielding weapon is secured so as to shoot through the hole. The weapon/device is held in the loaded (set) position. A cord runs from the weapon/device down to the floor and underneath it to a loose stone. When the stone is stepped on it releases the arrow/bolt. Note: The cord can be a trip wire, running several inches above the floor in the area where the arrow/bolt will fire. In this case the Difficulty is reduced to Very Hard (-35).

Cost/Maintenance: 25 gp/(1 year / 20 years)

Closing Stair Case

Difficulty: Absurd (-85)
Size: H, L, 3M, 5S
Strength: 8A Crushing
Mechanisms: Stair Case
Axles (so they can fold closed, making a slide)
Wedges
Trip Cord or Device

Description: Each stair is cut free from the stair case and the axle is attached underneath it. All the stairs are then reinserted into the stair case. Each step has a small wedge that keeps it from falling (i.e., forming the slide). A cord or other item connects all the wedged and attaches to the tripping device. When activated, all the wedges are pulled free from the stairs and the slide is formed.

Cost/Maintenance: 300 gp/(1 year / 5 years)

KILLING TRAPS

These traps, unlike the maiming kind, kill their targets. In most respects they are similar to those above.

Spike Pit

Difficulty: Hard (-25)
Size: 3H, 4M, 7S, HG
Strength: 9D Puncturing
Mechanisms: Pit
Pit cover (e.g., trap door)
Spikes

Description: A pit, usually over ten feet deep (the deeper the better), of any shape (circular is best). At the bottom of the pit are spikes attached to the ground. Having many short spikes reduces the trap's Strength. Having few large spikes has the same effect. Covering the pit is either a door or tree branches (or any other inconspicuous item) so as to hide the pit from the victim. The victim merely falls into the pit. This trap can use a trap door with a tripping mechanism to open it. Using a trap door increases the trap's Difficulty to Very Hard (-35).

Cost/Maintenance: 35 gp/(1 year / 50 years)

Collapsing Roof/Ceiling

Difficulty: Insane (-110)
Size: 10H, SL, 3HG, 15M, 25S, 8L
Strength: 10E Crushing
Mechanisms: Tripping Cord/Device
Roof/Ceiling
Supports to hold the roof/ceiling until trap is activated.

Description: This is a tricky trap, as the roof/ceiling must be brittle, or already in pieces and yet firm enough to remain in its appropriate position. The roof/ceiling can be broken on an angle so as to keep it intact so long as there is pressure from any two of the sides. In this case the trip cord would release this pressure and drop the roof/ceiling on the victim below. There are many variants of this trap, such as rocks and boulders on top of a thin, but firm, panel that acts like a roof/ceiling or actual roof/ceilings that have had their wall mounts removed, and now lay teetering on a few supports that removed by the trap's activation.

Cost/Maintenance: 250 gp/(1 month / 2 years)

NATURAL TRAPS

These traps use the natural fixtures as their component parts (i.e., trees, rocks, and other natural objects).

Rocks Over Mud Pit

Difficulty: Mundane (+25)
Size: 1-5H, 1-5M, HG
Strength: 2A Crushing
Mechanisms: Rocks and Dirt
Mud or Water Hole

Description: Using a pond or other small water hole, fill it with dirt so as to have a soft, slush-like, consistency. Mud that is too thick will not capture a victim, and mud that is too watery is easily noticeable by the victim. Cover the mud with soil and small rocks. The victims will see the soil and think it is part of the ground and walk right into it and possibly drown.

Cost/Maintenance: 2 gp/(3 Days / 1 Month)

9.2 DETECT TRAPS VS. MAGIC TRAPS

When a thief or another tries to detect traps, he looks for known mechanisms as well as extraneous parts that should not be there. What, then, happens when this skill is used to detect a trap set by a spell or other magic device (e.g., ward, glyph or rune, etc.). Does the thief find the source of magic, or do his prying eyes overlook the trigger?

Option 1: Upon a successful Detect Traps roll, have the thief make an intuition roll modified by +3 per rank of Detect Traps. This roll, if successful, tells the thief that something is surely amiss, though not what. Depending on the degree of success or failure, the thief might sense the general area of trigger.

This is considered the “gut” feeling of the thief, coupled with the general know-how regarding traps and the like.

Option 2: There is no way the thief can detect the magic unless he himself has magic skills with which to guide him. In this case he makes an Extremely Hard Maneuver roll to attempt the detection. This assumes the thief is closely observing the area.

Example: *A thief has five ranks of Read Runes. Though this only allows him a meager knowledge of magical triggers, he might have enough to afford him a successful skill roll.*

For any appropriate magic skill a thief possesses, he receives limited bonuses toward this skill roll. Use the following chart as a guideline.

Skill	Bonus per rank
Power Perception	+4
Read Runes, Warding Lore, Circle Lore, Symbol Lore ...	+3
Divination, Staves and Wands, Channelling.....	+2
Spell Mastery*	+1

* — Only the ranks developed for one spell are used.

Option 3: As Option 2 above, but allow a simple +3 bonus per rank for having any of the above listed magic skills when attempting to find magic traps.

9.3 TOOLS OF THIEVES

Many Thieves, Burglars and the like use tools to help them in their nefarious activities. These tools range from an elaborately crafted set of lock picks to a mechanized gem retriever. Each tool may be specialized for one task only, or used for many different jobs. Each thief chooses the equipment they prefer. No two thieves have completely similar arsenals of tools.

TOOLS OF THE TRADE

The most common thieving tools are generic lock picks. These tools are indispensable for such a profession, though they are hardly the catch-all implements in a thief’s possession. Thieves do not spend their entire lives picking locks and disarming traps. Any covert or subterfuge activity can be performed by these characters. The following is a short list of instruments used by thieves.

Tool	Description and use	Cost
Ice pick	Long thin spike for prodding and probing. Can pick locks and stab. (Treat as dagger).	2 sp
Multi-pocket cloak	A cloak with many pockets on the inside. Many of these are hidden to hold tools and other valuables.	10 sp
Flash powder	Any mixture of powders that cause a sudden bright flash. Generally a mix of phosphorus and other minerals used to temporarily blind a foe.	5 gp
Knotted rope	A normal rope with knots tied along its length every 1.5 to 2 feet to speed up climbing.	Normal
Hook gloves	A pair of gloves with either leather or metal claws extending past the fingers. Used for climbing.	5 gp
Scarf-belt	A long thick belt that raps around the body several times. When laid out on a solid surface, it can be walked upon. Makes for silent moves. Stalk at +50.	10 sp
Wedges	Small triangular or pyramidal blocks of wood or metal used to hold doorways or windows open.	1 sp
Leather block and pliers	A two to four inch cube of rigid leather. The pliers are a crushing tool, hand held and operated. A key laid on the block with the plier’s force makes an imprint on the block. This impression allow duplicates to be made.	10 sp
Animal ligaments	Thin long fibrous cords. Excellent for bow strings and trap springs. Must be cured properly.	5 sp
Magnifying glass	Convex, or concave shaped piece of glass, used to see small objects or to start a fire by concentrating light from a bright source.	3 gp
Wiry metal strips	(Lock Picks) Almost any size or shape can be used, so long as they fit into the lock. Thicker wires last longer. Thinner wires reduce effectiveness by increasing maneuver difficulty (GM’s discretion).	6 sp
Chalk	Small finger sized chunks used for marking paths, leaving signs, etc. When powdered, acts as an irritant, see Section 6.31.	4 sp
Tar / Sap	(Or any other sticky glue-like substance). Useful for locking up moving parts such as gears, hinges, swords within sheaths, etc.	3 sp

Many other items can be thieving tools, there is no complete list. The more diverse a burglar’s arsenal of instruments, the more effective they are in action.

9.4 THIEVES' CODE

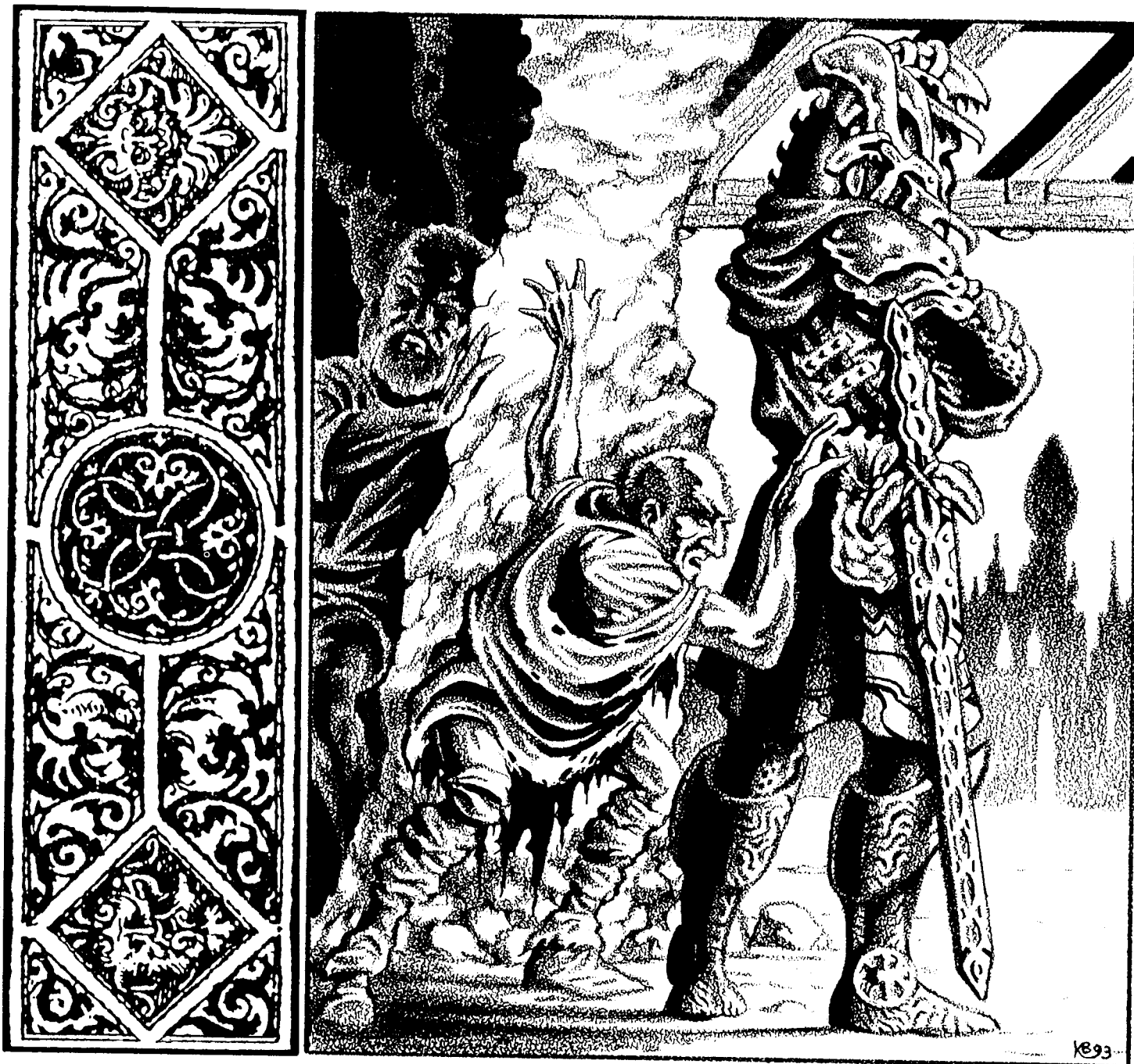
This mixture of audible sounds and bodily gestures composes a language all its own. A thief could carry on a conversation with another thief without making any sound louder than a cough or sneeze. His hands and other appendages move about slightly to convey words and ideas. In full, this code is similar to "Sign Language," with the hand and body gestures being much more subdued.

Example: A thief slides his left foot several inches forward and then to the left telling another that there is something around the left corner. His open hand placed on his hip represents sword bearer. Tapping his fingers against his hip twice indicates that there are two of them. Closing his hand into a fist represents fight.

A thief would need to develop this language as he would any other language, using the standard linguistics development point cost.

Option 1: Only allow the learning of a Thieves' Code in a Thieves Guild.

Option 2: Each region of a world or even continent might have different variants on codes, thus a thief would have to learn the new code if he wanted to operate in a different region.



10.0 OPTIONAL CAMPAIGN AND BACKGROUND "LAWS"

10.1 HONOR

Many people have morals, or some scripture of ethics. These add personality to a character. The central theme is honor.

Honor has different meanings to each individual. It is so diverse that someone's idea of honor may be barbaric to another.

Several separate categories of honor are described.

Mercenary: These individuals have little or no honor to speak of. Chaotic, free-spirited riotous behavior is more their nature. Though, there are exceptions to this stereotype, such as pious and law abiding mercenaries. The following is what might be points in this code of honor.

- Keep contracts made with employers.
- Spare other mercenaries in combat, (Some day they may spare you).

The Grunt: This is your military man. He is likely to have a more specialized code of honor than the Mercenary. The Grunt is usually tied to someone's land. Some stipulations are:

- Always serve and protect your liege.
- Watch your friend's back and he watches yours.
- The defense of you lord's land is all important.

The Adventurer: This is the generic character and the most common situation in FRP games. Here is the widest variance of codes of honor. Several of the most common are:

- What you find, you keep.
- Your life is everything, this is what you save first...always.
- You follow the quest, you only do what leads me closer to your goal.

The group is one and your family, if they die, you die.

The Knight: This type of code is less flexible than the Grunt's. With the knight, Chivalry is usually found walking hand-in-hand. Following are several major points.

If a character is a knight, it does not mean that Chivalry is their only code of honor. A knight, by virtue of being a knight is bound to a strict code of honor, whatever that code may be.

- Aid and protect the weak and innocent at all times.
- The opposite sex are thought of with the purest of thoughts. Courtship is honest and adultery is a sin.
- When fighting, your opponent always fights on equal terms. (i.e., using the same weapons and armor. If a foe loses a weapon, you allow them to retrieve it.)
- Your lord's orders are always followed.

Devout Warrior / Holy Warrior / Paladin: This type of honor is the strictest. These are different types of characters. They all see their code of honor, not only as guidelines, but a way of life.

Just as the loss of too much blood causes death, the violation of the code of honor is just as deadly. Some of the points in these codes of honor are:

- To allow the death of a beloved or noble is your death as well.
- The words of your lord are your very blood, you live for his well being and happiness. You do anything to ensure both.
- Your weapon is sacred and must be treated with the greatest of respect. It shall never be used without the drawing of blood, if even your own.
- You must keep yourself at the peak of health for you must be ready and able to conquer all obstacles.
- Heretics and unbelievers have forsaken their lives, you just collect their souls for your god.

Duelists: This code varies for each Duelist. There is no set standard. Some points are:

- No combat will start without proper cause. Payment is proper cause.
- Killing is a sport, a very profitable one. It must be played fairly, however.

- You will help others, if it suits your needs and fills your pockets.
- Life is a gift and must be protected. you use your skills to keep the fair alive, even for no fees.

Stricter codes have more clauses. When making a code of honor, fit it to the character's personality. Honor has infinite possibilities. Creating new stipulations adds vast dimensions to a campaign.



HONOR POINT SYSTEM

Honor follows a scale of relative intensities. This measures how honorable a character is and how this devoutness, or lack of, affects them. The scale ranges from 10, absolutely honorable, to -10 total lack of all forms of honor. A character can spend or receive background options from the type of honor they purchase.

Honor	Description	Options *
10	Devout. Total fixation on beliefs and virtues. Honor is more important than life itself.	Cost 2
5	Strong. Character follows their codes and values to the best of their ability, but does draw the line on his devotion.	Cost 1
0	Average. Character acts and believes the way he wants. There is some honor and virtue followed, but it is not binding.	Cost 0
-5	Weak. No real desire to follow codes or values. There are some mores that do hold sway on the character.	Cost -1
-10	None. This individual is chaotic and most likely self-centered. There are no laws or virtues that mean anything to these characters.	Cost -2

* — Negative background option costs indicate options received in addition to those earned through race. GM may wish to alter or eliminate these additional options.

Honor Bonus/Penalties

10	Gain 10 ranks of Philosophy Doctrine skill +15 to SD statistic bonus +10 to Pr statistic bonus +10 to all Concentration skills
5	Gain 5 ranks of Philosophy Doctrine skill +10 to SD statistic bonus +5 to Pr statistic bonus +5 to all Concentration skills
0	Nothing
-5	Philosophy Doctrine skill costs double -10 to SD statistic bonus -5 to Pr statistic bonus -5 to all Concentration skills
-10	Philosophy Doctrine skill costs quadruple -15 to SD statistic bonus -15 to Pr statistic bonus -15 to all Concentration skills

Honor can be raised or lowered during the course of the game depending on the character's actions. The amount of loss or gain is up to the GM. The character may gain/suffer the effects of the raising and lowering of their honor as the GM wishes. However, it should be noted that characters with extremely high or extremely low honor often gain reputations for their actions and beliefs. Such reputations can be a major boon or an incredible detriment, as the case may be.

10.2 OPTIONAL HERBS AND POISONS

The following herbs and poisons are varied in potency from mundane additions to any spice rack to very desired components in many alchemist laboratories. This section is intended to give game masters more options when designing his world but some may be too powerful for low powered campaigns. The chart and its codes are derived from "Enchanted Herbs, Breads and Poisons," from *ChL&CaL*.

10.3 APPRENTICING

This option adds versatility and personalization to character generation. Having different skill costs makes for easier access to a larger array of skills.

During adolescence, a character can apprentice. The master he serves may or may not be of the same profession. For development, the character develops his adolescence level as his master's profession.

Interesting character combinations can be created in this way, with Fighters who originally apprenticed to Magicians, Thieves who apprenticed with Noble Warriors, etc.

Option 1: Characters spend one Background Option to apprentice.

Option 2: Characters only have 75% of their normal Development Points to spend on their adolescence level as an apprentice works more than he learns.

Option 3: Use both Options 1 and 2.



HERB CHART

Name	Code	Form / Prep	Cost	Effect
Antidotes				
Delegata	cC4	Leaf / Apply	7gp	AF1 L3. Antidote for sleep/stun/slow potions. Also effective versus similar spells but at level 5 potency.
Chenech	hH5	Mushroom / Ingest	6gp	AF0 L10. Antidote versus any ingest poisons if taken before 1/2 of the 'run time' has passed. Successful use causes poison to be harmlessly vommitted away. Failure could result in suffication.
Sorol	hT1	Stalk / Ingest	1gp	AF10 L1. Allows possibility of recovery from psychiatric disease.
Mofus	mD4	Root / Powder	17gp	AF14 L4. Antidote for alcohol and similar drugs.
Tonfus	hJ5	Leaf / Liquid	45gp	AF8 L2. Antidote for all poisons.
Ardiat	aS6	Flower / Apply	2gp	AF4 L7. Antidote for nerve poisons. Counters effects of magical paralysis (Turn to stone and similar magics are included.)
Bone Repair				
Strygont	cC4	Root / Liquid	20gp	AF10 L6. When taken within 24 hours of bone injury, gives an RR vs injury to any bone. Only one RR per dose.
Pulsing	mF3	Reed / Liquid	10gp	AF5 L4. Repairs damage to any one ligament or tendon.
Porbon	tM2	Berry / Ingest	12gp	AF12 L8. Temporarily repairs for 1-10 rounds damage to any bone(s) in one limb or area.
Burn and Exposure				
Frica	aV6	Berry / Ingest	100	AF1 L12. Heals any future burn / fire damage at a rate of 4 hits per round and one critical per minute of severity. (A crit - 1min, B - 2 min, etc.) Lasts 24 hours per dose.
Nubat	fG7	Berry / Ingest	100gp	AF1 L12. As Frica but for frost/cold/ice damage.
Nubia	hO8	Berry / Ingest	120gp	AF3 L12. As Frica but for water induced crits. Allows breathing under water.
Soundan	tU9	Root / Paste	200gp	AF10 L10. As Frica but for any hits from any earth alloy or material.
General Purpose				
Gorist	cD5	Fruit / Ingest	2 gp	AF4 Gives full effects of 8 hours of sleep in 1-10 minutes of rest
Tyflon	mS3	Berry / Ingest	1sp	AF2 L4 cures minor back aches and pains. Can be used by humans to remove the distracting effects of pain.
Statistic Modifiers				
Adrela	mD5	Sap / Ingest	20gp	AF10. Increases strength by 10 points for 24 hours. If does are taken every day for a period of time strength will go up by an additional point each day (Max 50 total bonus). Withdrawal if addicted results in a -5 Strength potential, -10 Str, -10 MD, -10 Co (Temp). Optionally this will also affect exhaustion stat but will grant only 1/2 as many points to it.
Dextros	cC5	Leaf / Paste	10gp	Makes covered joints of the body more nimble and flexible. Grants +20 Ag (Or MD if applicable.) May allow an otherwise impossible Contortions roll.
Wilba	mM5	Root / Ingest	1gp	AF20 L7. Grants a focuses mind. Adds 25 to SD for 1d10 hours. Multiple doses are not cumulative.

HERB CHART

Name	Code	Form / Prep	Cost	Effect
Statistic Modifiers, Continued				
Trebarat	tM8	Bark / Apply	4gp	AF1. Adds 10 (Dwarves 20) to DB of humaniods with AT 1 or 2.
Boriag	hJ4	Flower / Powder / Inhale	2gp	AF 20 Adds 20 to Quickness for 1 hour.
Plaranata	tC10	Leaf / Powder / Inhale	4gp	AF5 Adds 10 to any meditation roll (50 for elves). Results in being disoriented for after meditation is complete for a time equal to 1/3 the time spent in meditation.
Mundane *				
Loitiord	cS1	Root / Ingest	2cp	Causes tearing while cutting. Adds flavor of cooked meats. Halflings dislike it and suffer nausea for 1-10 hours.
Mucolat	mF2	Mushroom / Ingest	7gp	L10 Masks the flavor of any food including poisoned food. Food will taste different then if untreated, but not necessarily worse.
Alcolar	hF1	Leaf / Ingest	7sp	L4 Improves flavor incredibly of any vegetarian dish. Regardless of ingrediants all those failing an Intuition roll decide food is superb.
Life Preserving				
Netaf	cM5	Leaf / Powder / Inhale	21gp	AF0 L10. Restores normal breathing to someone who for some reason has stopped. (Level 5 if spell caused the effects.)
Blood Repair				
Threa	tU3	Ooze / Apply	10gp	AF0 L10. Allows character who has recently stopped bleeding to maneuver normally without fear of reopening the wound.

* — Note: Feel free to add any spices from this world!

POISON CHART

Name	Code	Form / Prep	Cost *	Effect
Nerve Poisons				
Galthren	m-C-5	Leaf, crush / add water / apply	50gp	AF10 L8. Attacks the victim's nervous system, sending his neurons into chaos. Immobilizes victim for twelve hours, all muscles are locked (vital organs remain unaffected).
Alcoon	t-H-6	Root, crush / inject	30gp	AF13 L7. Enters bloodstream and attacks victim's nervous system, sending jolts through the body. Victim has uncontrollable spasms for six hours (vital organs remain unaffected).
Fire Root	s-M-4	Root, crush / apply	15gp	AF02 L4. When applied, it enters the skin and spreads through the body. It attacks nerve endings. The victim feels as if he were on fire -25 to all actions for 1d10 hours.
Nuolco	c-V-8	Berry, ingest	100gp	AF35 L6. The berries shut down the nervous system in such a way that the victim can no longer touch or feel (i.e., he senses no pain or sensations at all). There is also a mental euphoria that effects the mind. Each dose lasts three to nine hours.

POISON CHART

Name	Code	Form / Prep	Cost *	Effect
Simulating Poisons				
Khargus	a-W-9	Berry, crush into paste / apply	250gp	AF03 L10. This poison causes its victim to slowly become ill. The degree of the sickness increases day to day, with the final result being a coma lasting 3d10 months. The coma sets in ten days after the poison is applied.
Phellum	t-J-5	Mineral/powder and mix into liquid/ingest	125gp	AF01 L8. When ingested, Phellum enters the blood stream and attacks the heart, causing a 'natural' heart attack several hours after ingestion. Treat as two 'E' Stress Criticals.
White Eyes	h-T-4	Fungus/ingest	35gp	AF07 L5. Twenty minutes after consumption, target will begin to have an epileptic-like seizure, with all the boons (i.e., uncontrollable bodily contortions and movements. -50 to all actions for 3d10 minutes.
Lumus	f-O-6	Mineral/powder and inhale	75gp	AF12 L8. After breathing in the Lumus dust, the victim will begin to have epileptic-like seizures, see above, once a day per 5% RR failure.
Hellgor	s-V-9	Root/peal/dice and boil / crush and apply	400gp	AF01 L10. When applied to the skin of a victim, it is absorbed by the skin and enters the blood stream and heads to the heart. There it bonds with the blood, forming a clot. 1% cumulative chance per day for heart failure and immediate death.
Bloom	h-C-2	Flower/dry / crush/ingest	10sp	AF08 L2. One day after ingestion, the victim comes down with the flu (-20 to all actions). Illness lasts 1 day per 10% RR failure.
Yekkol	t-D-4	Root/crush / apply	10gp	AF05 L5. Enters the bloodstream and travels to the victim's brain. Temporarily reduces the all the targets statistics by 10 as if he had a stroke. 25% chance of one half the victim's body is paralyzed. Lasts one hour per 5% RR failure.
Greeth	t-D-9	Root/crush/mix with Yekkol and apply	250gp	AF 20 L9. As Yekkol, but the statistics are reduced by 25. Lasts one day per 10% RR failure. Modify RR by -20.
Neuro-Toxins				
Higgets	e-A-3	Mineral/Powder and inhale	24sp	AF 30 L1. Victim feels ticklish all over, and having to scratch. SD roll overcomes the effect. Otherwise, target acts at -10 to all actions for one hour.
Paol	m-M-2	Liquid/mix with Higgets / ingest	5gp	AF35 L2. As Higgets, but the victim feels extremely nervous as well as ticklish. All actions at -10, all mental actions at -20. SD roll negates the -10. Lasts two hours.
Bornar	m-D-4	Syrup/ingest	20gp	AF04 L5. Target becomes paranoid. Feeling as if always being watched or followed. All concentration related actions at -50 for one hour per 5% RR failure.
Kag Gack	h-J-5	Leaf/apply to open wound	10gp	AF07 L7. Victim begins to feel cold (gets the shivers, -10 to all actions), then becomes manic (+10 to all physical actions, -20 to all mental actions) and finally depressed (-10 to all actions, -20 to all concentration related actions). Each phase lasts four hours.
Nikken	t-C-4	Twig/crush / ingest	25gp	AF13 L4. Victim's vision blurs (-10 to actions and -25 to sight perceptions) and then becomes super sharp (-5 to all actions, +25 to all sight perceptions) sporadically reverting back and forth for one hour per 5% RR failure.

POISON CHART

	Code	Form / Prep	Cost *	Effect
Neuro-Toxins, Continued				
Wellend	t-U-1	Liquid/mix with drink / ingest	12sp	AF09 L6. Victim's image of himself increases 'ten-fold.' SD bonus at -50, Presense bonus at +50. Target has a hard time not boasting and making challenges. Lasts one hour per 10% RR failure.
Fancifur	m-C-7	Leaf/brew	150gp	AF100 L8. Looks and smells like Athelas, but has no other effect but making victim addicted. Withdrawal occurs within two hours of not having a dose.
Billum	f-G-7	Mineral/brew	150sp	AF80 L5. Gives the victim a feeling of euphoria, but also puts him asleep for one day per 10% RR failure.
Jodaph	c-H-8	Berry/Paste	400gp	AF35 L10. Victim becomes insanely depressed for 2-20 days. 5% chance per day of attempting suicide. Otherwise -50 to all actions.
Acids **				
Largath	h-V-6	Liquid/apply	30sp	L5. This acid only affects internal organs and open wounds. Does 5 hits per round, lasting ten rounds per dose.
Vitriol	s-V-8	Liquid/apply	50gp	L10. Vitriol dissolves organic and non-organic alike. Causes 10 hits per round on flesh, and 5 hits per round on all other organic materials. On non-organic substances, vitriol does 2 hits per round. This acid lasts 20 rounds.
Heethil	t-U-3	Liquid/ingest	5gp	L3. A tasteless, odorless acid that causes the victim to regurgitate uncontrollably for 1 to 10 minutes.
Frag	h-A-5	Liquid/ingest	20gp	L6. A fruity flavored that, once ingested, causes the victim to regurgitate and have uncontrollable convulsions for 10 to 60 minutes.
Linnith	t-V-7	Liquid/apply	75gp	L7. A selective acid that eats away at non- flesh organic material nor any metallics either.
Greagrex	e-V-9	Liquid/apply	250gp	L9. This caustic acid dissolves flesh almost instantly. Treat as a +75 Huge Acid Ball attack.
Arcom	s-W-4	Oil/ingest	1gp	L5. Works in phases. After five doses, the victim loses his sense of smell. Five more doses causes deafness. Five more causes blindness. Five more causes death. Each group of five doses must be given within three hours, but not at the same time.
Ell	m-U-6	Oil/ingest	100gp	L6. When ingested, Ell attacks the bones of the victim. All Crushing criticals against the victim are modified by +15. Lasts one month per 5% RR failure.
Yuhn	h-M-2	Liquid/apply	15sp	L2. Slightly burns all materials. Treat as -10 Acid bolt.
* — The cost of these poisons might be drastically less when purchased from either a Thieves' or an Assassins' Guild.				
** — The damages listed for acids assume that the whole dose has been successfully applied to the victim. Lesser amounts cause lesser damage. (GMs should have the attacker make a roll on a appropriate maneuver chart to determine how much acid has been effectively applied.)				

10.4 WARRIOR BACKGROUND TABLE #1

All material found within this table is strictly geared toward the Warrior-Type character, although anyone can use it.

Roll—Result

- 1—**Battle Confusion.** When engaged with more than two foes, character must make a Perception roll every round or lose all offensive action that round.
- 2—**Slow.** Character's movement rates drop by 25%.
- 3—**Queasy.** Any sight of blood or gore causes character discomfort. Make SD roll each round the character sees the sight. Failure means acting at -30.
- 4—**Poor Concentration.** -25 to all Concentration Skills.
- 5—**Uncoordinated.** Each time character fails a maneuver, they receive an A unbalancing critical.
- 6—**Terrible Luck.** With any roll of 1 in combat the character's weapon breaks. Magic weapons get Resistance Rolls.
- 7—**Tender Skin.** Cannot wear any metal armor without breaking out in a rash. The character is then at -10 for all actions.
- 8—**Near Sighted.** OB is modified by -30 for all missile weapons.
- 9—**Far Sighted.** Fights at -20 in melee, but +10 to missile Offensive Bonuses.
- 10—**Fearlessness.** The character does not believe in the use of shields. He has been taught that they are for the cowardly and the weak.
- 11—**Weapon of Choice.** A non-magical weapon is bequeathed to the character. Superior Craftsmanship (+5).
- 12—**Master Warrior Friend.** The character has a friend who will train him in his primary weapon. He learns one additional rank per level at a Development Point cost of 12.
- 13—**Glaring Eyes.** Gains +15 to all Presence Projection skill rolls.
- 14—**Iron Will.** Double SD bonus or raise to +10, whichever is higher.
- 15—**Instinctive Defense.** Gain +20 to Defensive Bonus while aware of attack, +10 if unaware.
- 16—**Swift Dresser.** Lower all armor donning and doffing times by 25%.
- 17—**Focused Mind.** Gains +10 to all Adrenal Moves and Maintaining Adrenals.
- 18—**Warrior Extraordinaire.** In the character's hands, all melee weapons gain +10 OB.
- 19—**Strike Precision.** Gains +10 to Strategic Targeting. (This does not eliminate the base -20 modifier)
- 20—**Defensive Edge.** Gain +25 to all parries.
- 21—**Sturdy Build.** Has a one level critical reduction against all crushing, unbalancing and impact criticals.
- 22—**Resilient.** All bleeding per round is reduced by 1. Bleeding 1 per round stops in 10 rounds automatically.
- 23—**Battle Reflexes.** Gain +30 to initiative rolls while in combat.
- 24—**Internal Sense.** Gains +20 to Stunned Maneuver rolls. He operates at [-50 + (-10 per accumulated rounds of stun)] while stunned.
- 25—**Armorer.** A friendly armorer will sell armor for 50% of cost. This does not include magic. All repairs for free.
- 26—**Weapon Smith.** A friendly weapon maker will sell non-magic weapons for 50% of their cost to the character. All repairs for free.
- 27—**Fearless.** Resistance to fear is at 3x level.
- 28—**Popular Family.** Has 35% chance of any mercenaries in cities of being friendly. 20% in towns. 10% in villages. 40% in mercenary bands.
- 29—**Steel Grip.** Resist weapon disarming at 3 times level.
- 30—**Peripheral Vision.** Enemies gain no bonus for flank attacks against character.
- 31—**Lightning Strike.** May use 150% of OB to make two separate attacks or parries in one round.
- 32—**Shield Attack.** Character has no Two-Weapon-Combo penalty when using a shield as the second weapon.
- 33—**Dead Eye.** All missile OBs gain +10. Strategic Targeting rolls with missile weapons gain +10. (This does not eliminate the base -20 modifier)
- 34—**Blazing Speed.** Movement rate increases by 25%.
- 35—**Battle Cry.** May shout a Battle Cry before entering combat and gain +10 to his Offensive and Defensive Bonuses for the duration of that combat.
- 36—**Stability Sense.** Reduce rounds of stun by one. 1 round of stun has no affect.
- 37—**Reverberative Strength.** When striking a foe, they deliver one additional unbalancing critical two ranks below any other criticals dealt.
- 38—**Tensile.** Player and GM choose one critical type that the character receives a critical reduction of 1 in. Game Master may opt to have a critical reduction of 2.
- 39—**Awesome Appearance.** While in combat, all allies gain +5 to OBs and DBs. Foes make Resistance Roll or fight at -10.
- 40—**Unnatural Aging.** Aging is slow. All statistic penalties from aging are reduced by half. Life span is twice as long.
- 41—**Great Arm.** All missile ranges increase by 50%. This includes Crossbows specially made for greater strength. (Not cumulative with Natural Archer)
- 42—**Dominance.** Receives +50 to all RRs versus mind controlling spells.
- 43—**Weapon Control.** Primary weapon only fumbles on a 1. All other weapon fumbles lower by 1. DP cost for Expertise doubles.
- 44-52: +15 to St Modification.
- 52-61: +15 to Qu Modification.
- 62-70: +15 to SD Modification.
- 71-79: +15 to Ag Modification.
- 80-89: +15 to Co Modification.
- 90-91: +20 to Qu Modification.
- 92-93: +20 to St Modification.
- 94-95: +20 to Co Modification.
- 96-97: +20 to Ag Modification.
- 98-99: +20 to SD Modification.
- 100: +25 to Ag, SD, Qu, St, or Co. (GM choice, PC choose or random.)

10.5 WARRIOR BACKGROUND TABLE #2

It is *strongly* recommended that this Background Option Table only be accessible to Non-Spell Users. Although it is meant as a normal background table (which you must spend background points for) it could also be used as a “general traits” table, that is, Non-Spell Users each receive two free rolls on this table.

Roll—Result

- 1-3—Calmness:** The character seems extremely calm and collected in any situation. Whenever under pressure (as determined by the GM) he receives a +10 to all Leadership, Public-speaking, Diplomacy, Seduction, and so on rolls. Unfortunately, the character’s nerves have a strange way of revealing themselves; his hands sweat profusely, raising fumble ranges by 1 and giving a -10 to all manual skills (non-combat.)
- 4-6—Pain Resistance:** The character is able to shake off pain, and uses his Self Discipline bonus as a multiplier in addition to Constitution (if desired.) i.e. a character with 40 BHP, a +10 CO mod and a +25 SD mod would have $(50 \times 1.1 \times 1.25 = 68.75)$ 69 hits. However, the character has a tendency to shun healing and must be convinced (use will vs. will or Diplomacy skill or spells) to accept artificial or magical means of treatment.
- 7-9—Violent Prejudice:** The PC may choose one specific race (i.e. Grey Elves, High Orcs, Northmen) against which he is prejudiced; he receives a permanent +10 OB against that race, with every crit delivering an additional Impact critical of one lesser severity, due to the ferocious attacks. Every time the character sees a member of that race, he must make a SD-based RR vs. 10th or he immediately attacks.
- 10-12—Hypercharged Adrenaline:** +15 to Frenzy and all Adrenal Moves, and a +5 to all OBs, Adrenal Defense, and Armored Adrenal Defense. The character tends to be quite impulsive and receives a -5 to all actions which require “sitting still”; i.e. Public-speaking, Reading Runes, Picking Locks, etc.
- 13-15—Manual Deftness:** Extreme skill with the hands. +10 to most Subterfuge skills and missile weapons; +5 to melee weapons. This results from a peculiar hobby in youth which required most of the character’s time, causing a -5 to other maneuvers or Agility-based actions.
- 16-18—Magical Affinity:** The character considered becoming a magic-user in adolescence (or else was born with a particular gift for magic.) He may learn any two lists (from his chosen realm of magic, or Prosaic lists), which he chooses at first level, at half the normal number of Development points. He may also reduce one Magical Skill (other than Spell List Development) to one half its cost. This caused a late start in his martial training; -5 to all weapon skills.
- 19-21—Good Battlefield Awareness:** +25 to all orientation rolls made in combat. If a martial artist, penalty for making multiple attacks is -15/extra hit instead of -20. The character also receives a +25 to the skill, Reverse Strike. When in combat, he becomes so absorbed in dispatching his foes quickly that he pays little attention to everything else; -25 to Perception rolls not directly related to the current melee, and it is Hard to call the character’s attention to anything not readily apparent to him.

22-24—Lifetime Goal: A long-term goal dominates the character’s actions. The goal should relate to many but not all of the character’s adventures, and should be a lifetime hope if it is attainable at all (i.e. the overthrow of a great Emperor or the retrieval of a legendary Artifact in the Dark Lord’s castle.) Whenever involved in an action directly related to accomplishing this goal, the character is at +5 to +15 depending how closely related the action is to his goal (using a previous example, fighting the Emperor’s soldiers in a different land would grant a +5, while picking the lock to his personal chamber to assassinate him would be +15 or greater. Note that the +5 should be used most of the time, if a bonus is granted.) This goal is so important to the character, however, that he must resist (SD-based) vs. his own level or will refuse to participate in the group’s activities if they do not somehow affect his “goal” (assuming other options are available that would.)

25-27—Magical Resistance: All RRs vs. one chosen realm of magic are at +25, other magical RRs are at +10. Additionally, whenever under any form of “enchantment” (Hold Kind, Charm, Nightvision Curse, Master of Kind) he may make a Will vs. Will roll every hour against the caster in order to try to break the spell. All magical skill costs for the character are doubled, and he may not contribute power or levels to others’ rituals.

28-30—Exceptional Skill in Arms: +10 to all weapon OBs and Maneuvering in Armor skills. Character may choose two weapon categories which he may develop at the first cost (i.e. A Fighter may place his 1/5 cost in both Two Handed Weapons and Thrown Weapons.) This originates from an experience early in life when the young character had to fight his way out of a sticky situation against superior foes. Because of the character’s reliance on his arms capabilities, he panics when weapons are unavailable to him; -20 to all actions if no weapon from his first two categories is available for use (regardless of whether he is actually using one or not.)

31-33—Assassin’s Training: +25 bonus to Poison Lore, Use/Remove Poison, Silent Kill, and Stalk & Hide. +3 ranks of Ambush skill. The character shuns fair fighting and must resist vs. 10th level or will refuse to enter any combat where both sides are ready and his side does not outnumber the other.

34-36—Monastery Training: +25 to one chosen Gymnastic or Athletic Secondary skill and +25 to one chosen Adrenal Move. Has one prejudice associated with his monastery which can cause irrational behavior.

37-39—Ethereal Tie: Close spiritual relationship with one Demon, Spirit, or Champion (depending on alignment and world-system.) In any combat situation which follows character’s beliefs there is a 25% chance that he will be possessed by his bonded entity. This grants AT 11 (if desired), +25 to OB and +10 to DB. While possessed, the character may not parry (except with a shield) and after combat he must defeat the entity in a Will vs. Will roll or it will remain for 1d10 hours. During this time the character has only partial control over his own actions (GM discretion.)

40-42—Spatial Bonding: High resistance to magics involving magical gates or teleportation. +50 to RRs against unwanted Gating, Long Door, Teleport, Leaving, or planar travelling spells, even if they are part of a trap. Even if willing to take the journey, the character does not receive a -50 for being a willing target (but nor must he take the +50 for Spatial Bonding.)

43-45—Navigation Gift: A strange magnetic field surrounds the character's body. +50 to the skills Direction Sense and Navigation. However, he has a tendency to attract iron, steel and electricity; +10 to attacks made by such weapons or spells against him. Even this property also works to his advantage, lowering fumble ranges for iron/steel objects by 2 (this *can* eliminate fumble ranges for weapons such as daggers.) Other strange effects may occur (GM discretion.)

46-48—Demonic Eyesight: Inhuman ability to change eyes' colors. While changed, the character possesses nightvision rivaling that of an Orc; when normal, he can see in daylight like an Elf. This ability brings another subtle power. He seems possessed by some spirit or demon when changed. This forces foes to resist a second level Fear attack when they encounter the character. Sadly, this unusual trait occurs because of a bad experience with a demon early in life. Anytime the character encounters a real demon, he must resist a 10th level attack (SD based) or flee for 1d10 hours.

49-51—Underground Uprising: Raised by a prominent member of the underground/Thief's Guild/Assassin's Guild. This may or may not be reflected in alignment, but it will affect personality. +10 to all subterfuge skills; any 1 such skill (even Primary) may be learned as a Thief. There is a (40-PR Mod)% chance that any constable or police officer will recognize him and hold an extreme prejudice. Note that he is not actually a wanted criminal.

52-54—Arch-nemesis: The character has a hated enemy. Usually he has been around this foe since an early age, and the enemy will be just a few levels higher than the character. Often the nemesis is disliked by the general populace, so the group will enjoy public support while fighting or searching for the scoundrel. All OBs are at +10, DBs at -10 due to rage when in battle with the enemy. GMs, this can be a source for *many* adventures, just remember to keep the enemy a few steps ahead of the characters.

55-57—Sadistic: Great skill in causing pain to others. +30 to interrogation. All minuses delivered by the character's crits are doubled; concussion hits 1.5x normal. Has a sick tendency not to kill or even knock out foes, but keep them conscious for torture.

58-60—Cold Rationale: Excellent tactician and strategist, +25 to such skills. The character has an almost skin-crawling ability to discard emotion in important situations and do what makes sense; +20 to RE bonus in these situations if applicable. This can, obviously, work against the character, and he always receives a -10 EM bonus.

61-63—Defensive Intuition: Exceptional parrying ability. Character may add 1.25x the amount subtracted from OB to his DB; i.e. if he parries 20, he may add 25 to DB. Missile weapons may also be parried at 0.5x the amount subtracted. Moreover, he may parry any foe who does not receive a "Rear" attack. The character uses so much concentration on parrying and dodging frontal attacks that he remains unfortunately static to attacks from the rear. Add an additional +15 to such attacks, or to any subduing attacks from behind.

64-66—Shield Mastery: Extremely well-trained in the use of shields. Multiply the effectiveness of any shield used by 1.5. He also receives a +15 to shield bashes. Due to always training with a shield of some sort, his parries with weapons are multiplied by 0.5.

67-69—Farsightedness: Ranges of all missile weapons increased 50%, and all range penalties are halved. Also a +15 to such attacks (which are further than 10'). -10 to melee attacks. Development costs and training times for written languages doubled.

70-72—Nearsightedness: +10 to all melee attacks or missile attacks within 10'. Written languages learnable at half training times. Character starts with one more language than is usual, and knows native languages to at least five written ranks (if possible.) -10 to all missile attacks past 50', and all range penalties multiplied by 1.5.

73-75—Government Ties: Character has a tradition of aiding the "Good" government figures. He will usually receive the aid of the local constabulary, both with shelter or protection from the underground, and in money in an emergency. This has earned him a reputation with the local underground, and will likely be a target.

76-78—General Weapons Master: Any weapon category with a first rank cost of more than 3 is lowered to 3. Due to lack of specialization, any rapid development cost lower than 6 is raised to 6. Reroll for Duelists.

79-81—Precision: May add 5 to critical results delivered by character; not cumulative with Ambush. -5 to all OBs due to drawn-out attacks.

82-84—Acrobat: +15 to Acrobatics, Contortions, Gymnastics, and Tumbling. When using one of these skills as Complementary to Martial Arts, bonus is +25 instead of +15. Must maintain strict diet and training (GM discretion.) ST and AG temps are lowered by one each week these requirements are not met.

85-87—Sleight-of-Hand: +20 to Trickery, Pick Pockets, and Hide Item. No connection with the underground; in fact, any local Thief's Guild is likely to consider him an "Outsider" and seek to drive him from town.

88-90—Undetectable: Tripled resistance level against all Scrying, Detection, and related spells. No magical aura. A strange allergy plagues the character during the winter. He must make an RR every day that he is exposed to snow vs. 5th level or he is at -10 to all actions that day.

91-92—Arcane Shapechanger: Inherited trait of shapechanging. Character may cast effects from the Arcane List, "Shapechanging Ways," in *RMCI*, up to 10th level. The effects are in no way magical; they require three hits per level of the spell to use. Whenever changing his form, character takes "C" Physical Alteration crits until 100% change is achieved. The character is extremely empathic toward animals and will never hurt any animal without provocation. Monsters do not count, nor do speaking beings.

93-94—Special Familiar: Character starts with a form of Familiar. This type of familiar is a closer bond, however. The bond may be with any appropriate creature (GM discretion, based on character background) but starts at first level, and its powers should reflect that. Experience points earned by character or familiar are split between them (i.e. they advance levels at the same time.) If one member of the bond is killed, the other will be at -50 for one week, after which he will be single-mindedly set on killing the person/thing/being responsible.

95-96—Elemental Half-breed: If *Elemental Companion* is used, the character is an elemental half-breed of a basic element, receiving all the bonuses and penalties. If it is not used, reroll.

97-98—Geographic Awareness: +35 bonus to Mapping and Direction Sense (but not to Navigation.) Uncanny ability to memorize maps gives a +25 bonus to Navigation when a map has been studied more than ten minutes. This power is unfortunately compensated by a terrible lack of nightvision. The character receives a -20 to all actions requiring sight after the beginning of sunset.

99—Heir: Character is heir to some great hero or lord. Very few will know of this position (the character himself usually doesn't know.) The character probably has the goal of retrieving some great weapon, staff, scepter or other artifact that belonged to his ancestors, but may not know why he searches for it. Great evil forces (or good ones for an evil character) may know more about his ancestry than the character does, so he is likely to be hunted.

100—Enchanted by War-god: For whatever reason, the character has been blessed by a great War-god of his alignment. He receives a +10 to ST, QU, AG, and CO bonuses and has 5 power points per day to use on the Paladin list "Arm's Way." (Note that the character does not actually know the spell list, nor does he have these power points for other lists. Treat this power as if it were from an item.) There is a 5% chance each month (non-cumulative) that the character will be "Quested" to carry out some mission for his god. He may roll a Channeling RR vs. 10th to resist if he wishes, but if he succeeds he is excommunicated, loses all the powers from this option and is at -15 to all actions for one year. (Revenge from a War-god is not fun.) All enemies to the god have a 25% chance of identifying the character. If the concept of a War-god does not fit into a GM's world, either modify where the powers are from or reroll.

10.6 HOBBY PICKS REVISITED

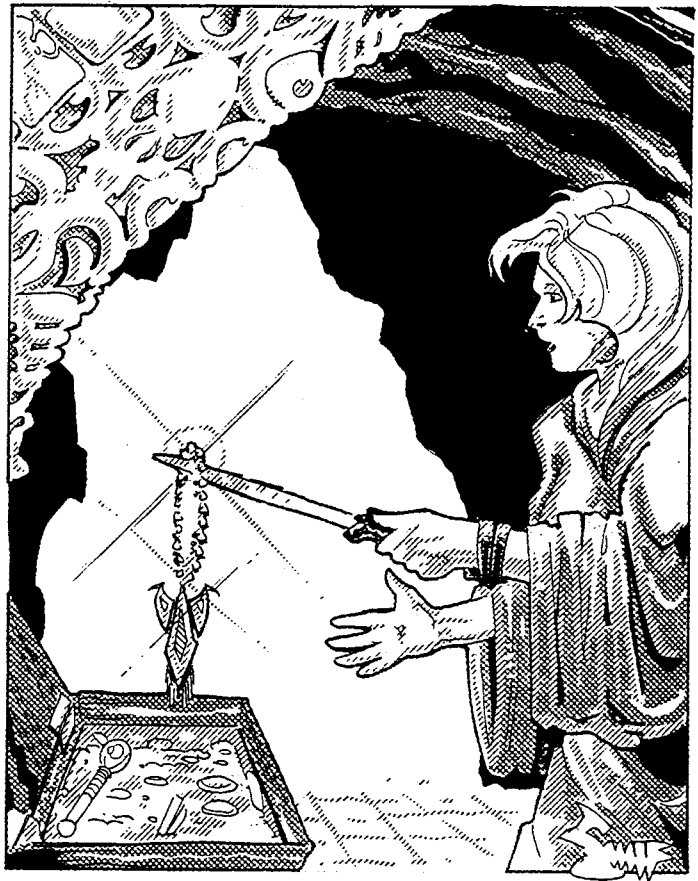
The Hobby Pick, in *Character Law* Section 13.42, can be enhanced to meet the new size and scope of the available skills in *Rolemaster*. Hobby picks individualize each character by detailing their past activities. Since there are a great number of skills available, the character's past may need more skills to better depict their adolescence. Limited Development Points usually prevents this.

Option 1: Have two hobby picks, a choice of four skills. No skill costing more than 20 Development Points allowed.

Option 2: Have three hobby picks, a choice of six skills. No skill costing more than 20 Development Points allowed.

Option 3: Choose Option 1 or Option 2 with GM assigning the skills and ranks.

Note: *Hobby picks are limited in ranks as per Character Law Section 13.42 (i.e., 5-1, 4-2 and 3-3).*



11.0 HISTORICAL & FICTIONAL WARRIORS

11.1 MILITIA & MILITARY

This section has a brief description of various militaries in the history of Earth.

IMPERIAL ROME

There were many variations of the Roman armies throughout Rome's history. The *Arms Companion* covers the soldier of 100 AD, during the reign of Marcus Ulpius Trajanos (Trajan, the 14th Emperor).

A soldier entered either a Legion or the Auxilia. The Legion was the main army and the Auxilia were support forces. A Legion was composed of Roman citizens where the Auxilia was full of those who wanted Roman Citizenship. They each served 25 years. For the Legionnaire, the end of this term meant land and money. For the Auxiliary, it meant Roman Citizenship. (Roman citizenship was obviously highly regarded.)

The watchword of the Roman military was "discipline." The average soldier was small and stocky, no match physically for the massive barbarians they fought. Their training and tactics, however, made them the killing force like no other.

The men wore:

- The *Lorica Segmenta*, a breast plate worn by Legionnaires, treated as AT 17.
- The *Lorica Squamata*, chain mail worn by the Auxilia, treated as AT 15.
- The *Aerea*, a helmet.
- The *Scudem*, a large square shield which connects with others to make a near solid wall or ceiling. In an army this was called the Testudo or tortoise shell. When locked together with others, it should be treated as a wall shield. The scudem was used by the Legionnaires.
- The *Clipeus* was a small round shield used by the Auxilia, treated as a target shield.

They used the following weapons:

- The *Gladius*, a short sword.
- The *Falcata*, or long gladius used by the cavalry.
- The *Pugio*, the dagger.
- Two *Parazonia*, thin shafted spears with a long and weak head, up to three feet long. These were used to pierce an enemy's shield and the thin head would bend under its own weight. This would be stepped on and forced the enemy to drop his shield. This was a modified javelin.
- The *Pillum*, a six foot long spear with a three foot long head. This heavy weapon could either be thrust or thrown up to ten feet.

The Roman Legion is entirely infantry. They had cavalry and archers making up their support units.

THE DARK AGES: 500 TO 900 AD

During this period most soldiers had no armor (AT 1) and were equipped with a spear and a large knife, either a dagger or a short sword. Most of the armies of the time were broken up into infantry, the peasants, and cavalry, the nobles. In this age, the nobles wore the only armor, mostly chain with some plate, AT 14, 15, 17 and 18.

Mounted combat was rare, nobles rode their horses to the battle, but dismounted to fight on foot. Armies formed only in times of war—few standing militaries existed. Battles occurred during

spring and summer, leaving the men to harvest their crops. Charlemagne, who ruled during the ninth century, broke that tradition. He raised a standing army, which was one of the major factors enabling him to overcome the opposition with relative ease.

EARLY MIDDLE AGES: 900 TO 1200 AD (INCLUDING THE CRUSADES)

The militia of this time had spears as their main weapon, though a double edged sword became more prominent (treat as broadsword). The infantry wore leather, possibly chain, if they were elite. Treat as AT's 5, 6, and 13. Scale and Lamellar is also common, treat as rigid leather and chain.

Most infantry were called Levymen. They received little or no training. If they had any armor, it was of low quality. The purpose of the levyman is to slow down the enemy.

The knights ruled the battlefield. Their armor was impressive and heavy (treat as AT 19). They fought with lances and swords, typically charging over infantry.

LATE MIDDLE AGES: 1200 TO 1500 AD

There was a turn-around in the typical army. Infantry used longbows, crossbows and pole arms (e.g., Bill Hook and Halberd), and the mounted knight lost his edge. The infantry typically wore leather and even chain armor—the most common being the Brigantine (Leather jacket with plates sewn in), and the Jack (Leather vest, studded with chain or covered with large rings). Some infantrymen wore kettle helms, some had steel breastplates. The Levymen composed most of the infantry.

Nobles wore heavy armor, but when they charged over the infantry they would be hurt and killed more often as the infantry could hold off cavalry charged with their pikes and halberds. The broad slashing sword changed to a more tapered sword with a diamond cross section which could deliver an armor piercing stab as well as a slash. The Falchion entered this era with some blades over four inches thick, made to cleave through a man.

Early firearms like the Pot-de-Fer (mortar), Arquebus and Culverin were introduced. Weapons such as the footman's mace, horseman's axe and hammer are introduced to combat the superior armors.

EARLY RENAISSANCE: 1500 AD TO THE EARLY 1700's

Armor is used less and even abandoned altogether in some sectors for more mobility. The longbow exits almost entirely, replaced by the easier-to-use firearm. It took months to train a man to properly use a longbow, but anyone could learn the basics of a firearm in minutes.

The nobles, with lighter, stronger armor, used the lance less, gradually replacing them with firearms. The mounted knight, now with AT 20, had many problems. The crossbow and firearm could shoot right through his plate armor and the Lucern Hammer could knock him clear off of his mount. Barrages of ranged fire killed the horses and sent many a knight crashing to his doom. The main melee weapon of the knight switched to the thinner and swifter rapier and sabre.

The infantry could hold off and destroy a cavalry charge, even from long ranges. They used pole arms and other similar weapons. Armor was no longer needed, as their mobility and weapons gave them the edge.



11.2 MERCENARIES

The classic mercenary is not a profession, but a life-style, though not a great one. Contrary to popular belief, the life of a mercenary is not so much glorious as it is "Nasty, Brutish and Short." The mercenary hardly ever outlives his employers.

The general outlook of a mercenary is "eat, drink and be merry." They know that life is short and may end any day, and usually sooner than expected. Mercenaries are honorless, with few exceptions.

Any profession can be a mercenary, either in one of the mercenary groups (Section 11.3) or a "lone wolf." The mercenary puts his skills and abilities for hire. They get jobs ranging from running messages to killing. Mercenaries who break their contracts become ostracized and distrusted. Those who fulfill their obligations are still distrusted. Mercenaries are often killed by employers if a job is botched, unfinished, or even completed successfully.

Mercenaries often think little of murder and death. It's a job to them. In general, mercenaries find that killing for a living is the only way to survive. All other forms of life are too mundane and stressing for them.

John Hawkwood, the famous mercenary leader was walking on a street in Ravenna when he happened upon two priests. They greeted him with the phrase "Pax Vobiscum." (Peace be with you.) Hawkwood replied, "And may you starve to death."

The priests asked him why he wished them this foul malediction. He replied, "By wishing me peace, you hope I starve to death, for war puts food on my table."

Whenever the priests saw him from then on, they wished him "Bellum Vobiscum." (War be with you.)

A character may start as a mercenary, either in a group or alone. They also can become one later. Note, a character cannot start in a Cadre. Only experienced and elite warriors work in a Cadre.

11.3 MERCENARY GROUPS

Mercenary Army: Mercenaries organized in such a fashion actually make up the standing armies of a nation. What makes mercenaries is that their services are sold to others, in other words, they are state-sponsored mercenaries (e.g., Hessian soldiers who fought for the British in the American Revolutionary War were hired out from the Barony of Saxe-Hess).

This type usually contains few or no knights or nobility. The army is a paid unit and not a loyalty based military. They are lead by the wisest and most experienced. Anyone can rise in the ranks of a Mercenary Army, thus being a "Meritocracy."

Free Company: This mercenary group is smaller than a mercenary army, but can rise to that size. A Free Company is lead by a single person or an elite group. Their size ranges from 50 to 5000 or more. The number always changes, due to death, loss of interest, better jobs, etc.

This mercenary group is a Meritocracy. Though at the upper echelon the leaders tend to stay the same, with the most elite remaining under them or forming their own groups.

Free Companies are hired to supplant armies or aide nations. They travel around looking for work, doing well in times of war and great crusades.

Free Lance: This is the classic mercenary group. The size ranges from 10 to 50 members. It is run by a single mercenary or elite group. Their purpose is monetary and material gains.

Free Lancers are usually hired for small military actions or support. In hard times, when there is little work, Free Lance groups often become brigands, raiding nearby settlements and waylaying travellers.

Cadre: This is a small team of mercenaries. Here are the elite warriors. Cadres train and lead large groups of soldiers, even armies. A cadre is highly paid and highly skilled. They tend to be made up of knights, nobility and elite warriors. Throughout history, Cadres have been responsible for spear-heading many military actions.

11.4 GLADIATOR SCHOOLS

In some cultures, there are schools where anyone worthy may enter and learn to be a warrior. In other cultures, slaves are entered into these schools to fight for the pleasure of others. In any case, a Gladiator School teaches all forms of combat, usually striving for diversity rather than individualization.

The ideal entrance age is the early teens, although it is not mandatory. In the schools where the students enroll, it is not uncommon to study for two or three years before graduating. In Gladiator Schools for slaves, the enrollment is until death or until they are able to escape—a frequent problem arising from teaching your slaves how to fight.

For characters who wish to enter a Gladiator School, or for some reason are cast into one, the following development rules apply:

For one year of training, characters gain:

- 1 level of experience as a Fighter. (They do not spend DPs.) 6 ranks of Weapons Skills, to be divided among six weapons. 6 ranks of Martial Arts, to be divided among six Martial Arts Skills (i.e., M/A Strikes, Sweeps and Throws, Wrestling, etc.).
- 3 ranks of Body Development.
- 16 ranks of Maneuver in Armor, to be divided among all the different AT categories.
- 2 ranks of WOW: Fatigue and Pain.
- 3 ranks of Weapon Brawl, for three different weapons.
- 2 ranks of Tumble Attack and Tumble Evade
- 2 ranks of Disarm Foe, Armed.
- 4 ranks of Melee Scuffle.
- 10 ranks of random combat skills. (Player's choice at GM's discretion)
- +02 to Strength, Agility and Constitution statistic bonuses.

Not everyone survives. Use the Discharge Military and Militia chart, Section 2.1.5. Roll once per year spent in Gladiator Schools.

A character entering such a school must stay the full year, or gain *no* benefits.

Players wishing to start their characters in a Gladiator School spend 3 Background Options. They receive the above skill and stat alterations twice. (For adolescence and first level.) They may spend another 2 Background Options for each additional year spent at the school.

A player who enters a Gladiator School does not have to be a Fighter. When they leave the school, they do not have to remain a Fighter.

11.5 ASSASSIN'S GUILDS

These secretive societies house the most vial and deadliest of persons. If you want to have someone killed, an Assassin's Guild is the place to hire the killer. They have a seedy following, are cunning and have contacts everywhere.

No one exactly knows where the headquarters of an Assassin's Guild is located. To find a contact, go to a tavern or inn, go to the market place, in a dark alley, go to the butcher, the baker or the candlestick maker—a contact could be anywhere.

The members of such a guild are varied in profession and purpose. There are members that merely relay messages, and others who do the heinous job of assassination. Each guild has a different number of members and functions. The basic features of all guilds are:

- Contacts, street or other “eyes and ears,” people.
- Assassins, the killers.
- The coordinators, those who receive information from the contacts and give jobs to assassins. They are the local leaders.

Other positions:

- Money gatherers, those who collect the fees and pick pockets on the side.
- The muscle, those who protect the interests of the guild and its members.
- Lieutenants, those persons who deal with public officials and other groups, protecting the guild's interests.

In all guilds there are initiates. Those people wishing to enter the guild who are in the midst of their tests of loyalty and skill. Initiation procedures differ from person to person.

A player who wishes his character to enter an Assassin's Guild has to find a contact. All initiates are watched by other members. The tests given to the initiate are commonly sleazy tasks. Some guilds have their initiates kill off one or more people to prove their worth and trust. In any case, a character gets many tests and tasks before he finally passes his initiation.

There are no skill or statistical bonus gained for entering a guild. There is, however, the benefit of being a member of one of the most powerful organizations in the world. Members can call on each other for help. On rare occasions, the head of the guild assigns great numbers of members for a single cause.

Characters that start in an Assassin's Guild spend two Background Options for the honor.

11.6 LORDS AND LIEGES

In serving a lord, a character performs many different tasks. In return he gains several benefits. Depending on the type of lord he works for, the benefits differ. There are several levels of employ in serving a lord.

1. **General employee.** The character performs menial and often mundane duties receiving only money in exchange (e.g., maid, gardener, butler, etc.).
2. **Loyal servant.** The character holds some specific post or position under his lord. Here he either performs a set task, or the special orders of his liege (e.g., guard, personal servant, counselor, etc.).
3. **Elite servant.** This character is under his lord's thumb. He does whatever his lord asks, whenever he is asked. There is no question of loyalty (e.g., Captain of the Guard, Champion, personal advisor, etc.).

The more devoted and important a character is to his lord, the greater the benefits he receives. The following chart covers different types of lords and the benefits received.

Type of Lord/Liege	Duties	Benefits
Noble	Guard Messenger Servant	Supplies, room and board, protection, pay.
Craftsman	Apprentice Servant	R&B, skills at 1/2 DP cost*, pay.
Spell Caster	Servant Guard Messenger	R&B, use of items†, supplies, pay.
Religious Figure	Guard Acolyte Messenger Servant	R&B, health, supplies, pay.
Military Officer	Warrior-Type Servant Messenger Guard	Skills at 1/2 DP cost*, R&B, supplies.
Merchant	Servant Messenger Spy / Thief Guard	Supplies, pay, R&B, pay, skills at 1/2 DP cost*
Captain (Ship/Caravan)	Servant Physical Labor Guard	Traveling, supplies, skills at 1/2 DP cost*, pay.

* — The skills developed at 1/2 DP cost are those that the character actively learns while working for their Lord. Weapon skill costs may also be halved. (GM's discretion)

† — The magic items used are limited to mundane and weak only. On rare occasions, the Lord may allow the use of a more magically powerful item. (GM's discretion)

11.7 ARCHETYPES

The following archetypes depict the lives and attitudes of different fictional warriors. From this section a player may get ideas for the background or attitude appropriate to his character.

THE MERCENARY

My name is Wolfgang and I grew up in a small village in Westphalia. When I was ten, the mercenary soldiers called *Landsknechts* came to my village. They were billeted all about by the Baron. They were the most exciting men I had ever seen—all of them big, sporting beards and wearing all colors of the rainbow. They had weapons and armor, and plumes in their hats. They drank and roared and chased the wenches at the tavern.

I watched, enchanted. I heard their stories of battle, pillage and glory. A day or two later when they marched out of town with banner, pipe and drum, I knew that the boring life of a cooper's son was not for me.

I dreamed about the soldiers for two years. Then one spring day I ran away to join them. It took a while but I finally found them. I started out by fetching gear and leading mules when they moved. After battles, I would go out with the camp followers to slit the throats of the wounded and rob the dead. I found my first good weapon, a bastard dagger with a ten inch blade, on a body of a dead Schnitzer.

I got my first sword while guarding the baggage train. A force of *Stradiots* (light mounted infantry) broke through the lines and

tried to loot the train. I found myself with the very young and the very old of the camp followers, driving them off with whatever came to hand. I split an Italian's skull with a wood-cutting axe and I confiscated the dead man's bastard sword, boots and studded leather jerkin—he did not need them any longer.

Over the next few months I grew, gaining weight and muscle. Some of the men began to show me how to fight with the knife, the sword, the pike and the halberd. I especially liked the *Zweihander*, the great two handed sword, which I had an exceptional aptitude for. I could whirl the five foot sword so fast the blade became a blur.

At the next battle, I fought with the soldiers in the third line, with all the other novices. I stayed cool and fierce in the fray. As time went by, I ended up in the front rank wearing a breastplate, sallet helm and high boots that I had looted in previous battles. Mail-covered leather gauntlets covered my hands. My bastard sword had been replaced by a true great sword, a wavy bladed Flamberge, taken from a dead Frenchy from the Black Company in the battle of Châlons.

Eventually I was placed in the rear rank. This is a very important position, as it anchored the new men between the front and rear lines. At twenty-one, I became a *Dopplesöldner* (or Double Soldier, paid twice as much because of his experience and skill.) Unlike my fellows who spent all their money on women and wine, I have been salting my loot and pay away. One day, I thought to myself "I shall buy a commission and start my own company and we shall be the fiercest soldiers in all Europe!"

THE GRUNT

My father had been one of Baron Delacy's men who had risen to the rank of sergeant. Now it was my turn. I waited in the castle courtyard in the cold in a line with other boys twelve to fourteen years old. My father would have been there with me if he didn't die several years ago.

Pickwick, the old bailiff, tramped up and down the line in his mail, blowing steam like a dragon hungrily examining horses. "Nope," he moved down the line to the next boy, "Nope." He poked the next, gripping his arm on the muscle, "Hmnn...you'll do...Nope...Yes...Nope..."

Now it was my turn. "Hmnn, you've got some muscle to your sword arm lad?" He squeezed hard, and glared deep into my eyes.

"Yes sir," I was nearly shaking, "my pa had made me swing a lead bar for a while each day, sir."

Pickwick squinted at me even more deeply.

"Be ye Ben Fisher's boy, Wat?"

"Yes sir, an it please you?"

"Aye, well, if you shape up to be as fine a soldier as that worthy, you'll do your pa proud!"

That is how my career started. Day after day of training with sword, axe, mace, spear and bow built up my skills. I took well to horsemanship and fought viciously with the axe and shield. I grew strong on the steady diet and exercise I received daily. I ran around and around the courtyard in my forty pound mail and then vaulted into and out of my saddle, over and over again.

The weight of my kettle helm, mail and sword belt grew familiar over time. Soon I began to trust his fellow soldiers in battle and follow orders. My new duties included putting down peasant revolts and eliminating poachers and outlaws.

The Baron himself had noticed me. He commended me by making me one of his retainers. Later I followed Sir Humphrey on campaigns. For good service at war and Tourney, the lord promoted me to sergeant, like my father before me. Soon I followed my knight and Baron to join King Harry's army as it marched toward victory.

THE LEVYMAN

I was terrified. Yesterday morn the Baron's soldiers had come and roused all the young freemen before dawn. Rumor had been going around that the Baron was at war with the King. And that soon a great battle would ensue. The soldiers, all big men, began to hand all the village men spears taken from a bundle strapped to the back of a mule. The spear was seven feet long and did not have a head so much as a sharp iron cone covering each end.

The soldiers began to teach the us how to thrust and ground the end, the how to receive cavalry. The training was hot and tiring in the midsummer sun, but by the end of the day us locals could keep a straight line, even while mobile, and thrust viciously. That evening we swaggered around the village like real soldiers, not sure why the old gaffers were laughing at them.

There was no swagger during the enemy cavalry charge as I saw three of my friends die screaming, arrows sticking in their bodies. My heart ran to my throat and my courage left altogether. The smell of death and the screams of men and horses washed over us. Our own knight had ridden over us, crushing people like rotten fruit. Now the King's cavalry thundered down upon us too.

I watched other spearmen's heads cleaved off and their insides released as I clutched my spear for dear life. Suddenly I had an inspiration. I dropped the spear and ran for all I was worth. Looking for cover I came upon a line of the Baron's men. They threatened to kill me if I didn't pick up the spear and stand the line. To prove it, one of the soldiers killed Jeffrey Cooper, one of my oldest friends.

My head felt like it was struck by lightning, I turned and bolted the other way, running hard. I don't know how far I got, but suddenly I tripped over a corpse. Looking around I found myself behind a dead horse. Laying there I hid through the rest of the battle.

THE KNIGHT (SAMURAI / HOUSECARL)

I am Iasu Tengu's and my father's father's father had been Hatamoto, armed *Samurai* retainer to Lord Mitsunaris' Ancestors. Now it was my honor and *shinto* to serve. My father had been instilling the code of *Bushido*, the way of the warrior into me since childhood. I learned to wield the *Yari* spear, and the *Dai-Sho*, and the long and short sword with mastery. My teacher, Zanshin, taught me the bow, and how to release the arrow in the same way as the blossom falls from the cherry tree.

I gained all the gentlemanly skills. Playing the flute, writing poetry, and accomplishing a tea ceremony or a game of *Go* with equal facility. Through all of this, grounded into my mind were the ideas that the katana was my soul and my life is my lord's to do with as he pleased. Death is preferred over dishonor. I absorbed the principle that *Giri*, duty, was but as weightless as a feather.

I have brought much glory and honor to my lord in the wars against the pretender, Tokugawa. I remain courteous in conduct to elders and children, and honorable to my foes. Many of the younger Samurai try to emulate me, for they feel I was the model of what a good retainer should be. That is: Fierce in battle, yet quiet, courteous, chivalrous and absolutely faithful to his master.

Now as I sit on my horse surveying the battlefield, I feel convinced of imminent victory. Was not my lord the greatest? And did this Tokugawa fool think that bamboo screens were going to stop them? Why, even the name of this place had a victorious ring, Sekigahura.

Surely we will be victorious.

THE HOLY WARRIOR

I, Muhammad, waited with my band of *Ghazis* (holy warriors) in a cleft of rock up the side of the gorge. Soon the Infidel Mongol scum harrying his lord Mallk Shah would be coming up the pass. When the time was right, I and my five remaining men, Ibrahim, Yussuf, Hassan the Shi'ite, Halial and Da'ud will fire our few arrows, then charge down on the defilers, washing our spears and swords in their blood. With luck we will take the Infidel Leader, Chepe Noyon with us to Paradise, for surely when we attack, Allah will touch us with the *Barraca* (divine luck) and allow us to slay many unbelievers before we ascend to the right hand of the prophet.

Our breath steamed in the cold mountain air as we prayed to Mecca. Sheepskin poshteen coats covered the fine steel mail which were worn over the silk coats and pyjama trousers. Turbans covered the steel *Zirkullah* mail coif. Each of us had a large set of *Dervich* prayer beads gotten when we had, with hundreds of others, fought the infidel at Samarkand. Now it would be fought here, many miles and many months later. But none of us feel anything other than joy, for are we not assured a place in paradise?

Soon we heard the jingle and thud of many horses. Then the Mongol vanguard came into sight, horsetail banners waving in the wind. At the proper moment, Da'ud and Ibrahim released their pitifully few remaining arrows from the short, powerful Turkish recurve bows. The shots emptied saddles, even at this extreme range.

Now I stood up, drawing my fine ivory hilted shamshir of watered Damascus steel, and threw aside the scabbard. My small band followed suit. I turned to the others. "We shall all eat lamb in paradise brothers." With a great shout I bellowed "ALLAH AKBARRR!!," and we, the six holy warriors, charged down the hill into the a cloud of mongol arrows.

THE DUELIST

Etienne d'Arcy is my name and I seem to get into a lot of fights. The fact that my father, Antoine d'Arcy was the richest merchant in Dijon is part of the problem. He is a Merchant...common, and the sons of the nobles never let me forget it. Combine this annoyance with a small girlish stature. You can see how angry and wrathful I became—their taunts drove me crazy. Father saw the hate building up in his boy and arrived at a solution. He sent me to study at the fencing *Sallé* of master Gerard d'Artois.

Artois worked me hard. Drilling me again and again with the rapier, small sword and *main gauche* dagger. Then my small form began to harden. My weak physique transformed into one full of flat wiry muscles. I trained until I could pin drop scraps of paper to an oak board, every time, thinking long and hard of the nobles as I worked. Artois especially worked to enrage me, which at first was not too difficult. You see, my style suffered when I became angry.

I studied for four years under the master, only returning home for holidays. I quietly cataloged every slight and snub remark given my by the gentry, and there were many. Finally came a time where the master could not make a single touch upon me, nor could Artois throw me into a rage, not even noble-peasant slurs affected me. I was even able to beat my teacher three out of five times. Artois stated proudly that I, Etienne D'Arcy was his greatest student.

It was only two days after my return home when one of the young nobles, Augus d'Orles, now armed, came to pick on me. He felt the need to fill the four year gap since the last time he accosted me. But nothing he said moved me. He grew angry at unsuccessfully baiting me into a fight, and challenged me to a duel...fool.

Seconds were nominated, and a day appointed. Shortly that day arrived. I smiled from start to finish, which was not too long as the duel ended in an embarrassingly short time. Augus, run through the heart, had a confused look on his face as he fell and pumped his life's blood out on the ground, as if saying "I'm a nobleman, I was supposed to win..."

The seconds agreed that it had been fairly dueled and honor settled. I found that I liked to kill as much as I liked to fight—it was easy.

As I was putting my effects into order, a man approached me. He introduced himself as Matrac and made me a proposition. He explained that I had the skills to become a professional duelist, and that if I traveled around France, lords and rich men would pay me to fight, if I let Matrac manage me, and run side bets. He said that the two of us could become very rich. I said I would think it over.

However, the Comte de Orles, Augus's father, soon began to cause the me and my family trouble. So I decided for my family's sake to skip town and agree to Matrac's offer. The two of us traveled the length and breadth of France, even making forays into Italy and Spain. Until finally, after hundreds of duels, I settled down in Vienna and opened my own duelist school.



11.8 CHRONICLES OF NORWIN THE RED, WIZARD OF THE ORTHGONICAL TOWER

In times of war and crusades, warriors rise to glory and fame. Sometimes, however, one man stands above all others. In the war of North Ending, a four month-long siege had dried the city nearly of all its supplies. The resistance knew that something had to break the enemy camp or North Ending would fall within the month.

Word was spread to all occupants of the city. Anyone who could break through the enemy camp and call for aid from an ally would receive half of the king's treasure; a treasure that the enemy strived to have. One man came forward and took the challenge. He was known only as Thag and had the renown of a vicious warrior.

Thag prepared himself, spending many hours meditating. He cleaned and honed his weapons. Then he silently went to the gate and awaited to face the enemy...alone. His calm demeanor lasted only so long as the gate stood shut before him. With a creak and a whine, the massive wooden portal opened slightly, revealing the expansive enemy camp before North Ending. Thag snapped. His coolness exploded in a violent rage. He drew two swords and charged through the opening.

Neither of the two enemy sentries nearest Thag had seen or heard him before he put a sword through the man on the right. As the guard gasped and fell, the other turned and faced the warrior. But, before he could draw his weapon, Thag's other sword pierced his heart.

He had taken down two sentries before the huge battle worn gate closed behind him. With wild screams he called the enemy to him, swords swinging wildly. Several nearby sentries rushed to stop him, but he plowed right past them. Slamming his fist into one man's face, the pommel of a sword into another. A back swing hit another, and Thag's knee, spike and all toppled yet another. The raging ball of fury charged into the enemy camp.

Bowmen took aim on Thag, but there were too many of their own men in the way to get a clear shot. Some archers fired anyway, mostly hitting the ground. Thag, covered in blood, dove at a man in plate, taking him down, then he kned him in the neck. Then sensing enemies to the rear, Thag swung his left sword back and hit the belly of a sentry in chain. As he pulled out the sword, he swung the other to his right and took the arm off another man.

Charging forward again, Thag engaged five sentries, with more coming up from behind. He whirled his first sword around in his right hand then suddenly chopped at two of the sentries that he caught off guard. Then he drew back his right arm and elbowed one of the remaining three. They attacked back, but Thag's sword was too swift. He dodged and lunged, forcing the sentries to swing blindly to hit him, they missed and he passed them.



From up above, on the walls of North Ending, the whole battle could be seen easily. The morning sun had given just the proper light. The king with his advisors looked on from safety at the warriors accomplishments.

Thag dove under a catapult, luring the three sentries after him. In the tight space he jabbed his swords, taking out one of the three immediately. The other two tried swinging back at him, but only hit the huge siege weapon. Two more well placed jabs and Thag stuck the sentries twisting his blades. The men cried out just before falling to the ground. Hearing more soldiers coming, Thag braced his legs and pushed the unmanned catapult ten feet forward. He heard several thuds and clangs as some of the enemy hit the other side.

Then making his way across a clearing, he saw several archers. A hail of arrows began to pierce the air around him, so he crouched and charged right at his foes. He moved so fast that the bowmen could not compensate enough before he reached cover. Moving along a dirt wall, he saw two more men in plate. He knew their tactics and charged them. He knew they would first lunge and then hack, so he feinted with his right blade and tumbled forward, jabbing upward with his left. The tip of the blade slid effortlessly where plate met chain just above the waist.

With his right hand sword, he snared the other foe's broadsword, holding it tight as he finished off the first. More sentries approached him, he had to work fast. Twisting his left arm and making a strong hack with his right, he both toppled the first foe and broke the sword of the second. From his prone position, he used an old combat style. He swung his arms, both blades lunging upward. He knew the foe would step back, so he jumped at the man in plate, his knee catching the foe in the groin.

Sounds came from all over, there must have been thirty or more sentries near. With a backhand hack and a bash from his pommel, the second man in plate fell. Thag turned to see over forty men closing on him. Behind them, he caught a glimpse of a royally dressed man with several more men in plate surrounding him.

He stood, blood dripping from his armor, his as well as the enemy's. He focused on the enemy leader and charged. He could only see several men moving about in front of him as he single mindedly cleaved his way to the leader. He felt the touch of steel on his back and sides, but kept going forward as if it did not matter at all. His eyes remained fixed on the leader before him as he closed the distance. Three soldiers fell, then another two, he attacked with amazing ferocity. The leader looked on undaunted, knowing his troops would protect him. Four more soldiers fell, then two and then three.

Thag felt something break in his side, but all his concern was with the foe ahead, now only a short ways away. Four more fell, then two. Thag pushed on as the leader lost his confidence and started to back away with his guards. This did not matter to the

warrior, he continued, two more soldiers fell, then four, then another four. His back seemed numb and sides weak, but he continued.

From above in the city the king looked on with interest. He hoped he would be giving this Thag half his treasures. His eyes followed the progress of the warrior down below.

Thag broke the line and moved ahead with greater speed. The attacks behind him ceased. Four men in plate armor came to kill him, as five others left with the man in royal robes. Thag spun and cleaved two of the enemy before they got their shields up to block him. The other two backed away and allowed Thag to pass. The warrior stopped spinning and continued on, the two behind him no longer mattered.

Thag could taste victory as he neared the enemy. The leader's men-at-arms slowed him down and he dared not leave without protection. Thag closed with the first guard and cast a sword at another man, impaling him to a cart. He then drew a dagger. Getting chest to chest with the first man in plate, he rammed his dagger between two of the metal plates. The guard stood helpless, his weapons, now nearly ineffective, were too long to be swung at the monster attacking him.

Pushing over this foe, Thag feigned several attacks with his sword and rammed both his knee and dagger into another guard. Three remained, and Thag moved on them. He lunged forward and as he flew by the first of the three, his sword and dagger sunk into the man's side, dropping him. The warrior rolled and stood up weaponless. He came on the next guard. Thag knew a special attack using his hands and feet. He locked his hands in claw-like positions and jumped at his foe. The man swung hitting Thag in the leg, taking off his bloodied knee spike. Thag's hands gouged the man's arms and chest. The strike echoed with resounding snaps as the man fell.

The last guard looked at Thag and ran. The enemy leader looked on in horror, knowing his death was only seconds away. Using one of the fallen guard's swords, Thag swiftly ran through his enemy. Then as if a spell had worn off him, he slumped to the ground, barely alive.

He then heard the rush of footsteps. Concentrating, he mentally turned off his pain and fatigue. Getting to his feet he looked at the twenty or so more guards before him. They inched forward, but Thag raised his sword and locked eyes with them. As if magic rent the air, the twenty men stopped and looked around at all the carnage this one warrior had reaped. Their hearts left totally when they saw their leader dead as well. They abruptly turned and ran.

•••

Thag walked up to the king, a hero, and now one of the wealthiest warriors in all the land. For many generations to come, Thag would be one of the greatest warrior the world has ever known.

12.0 TABLES AND CHARTS

12.1 USING THE NEW LARGE AND SUPER LARGE CRITICAL TABLES

The goal in creating the new Large and Super Large critical tables was to make the crit results against these creatures more realistic, depending on the weapon, and easier to apply. The restrictions on delivering crits to a large or super-large creature are the same: 'B' or higher against large, 'D' or 'E' against super-large.

Apply the type of critical indicated by the attack roll. If the type is "Tiny," no crit is delivered; if the type is "Grapple" or "Unbalance" against a super-large creature, disregard it.

Note that these tables were designed in the interests of realism more than balance. Some crit tables are slightly more powerful than others, although usually if one is stronger at the low end the other surpasses it near the top.

The observant GM will note that in many cases the damage given by these new crit tables resembles closely that of the original tables. This was done to avoid changing drastically the power of a crit. Whenever the old explanation could not easily fit the crit type, however, the result has been completely changed.

In order to establish a convention, Large Creatures in the table are treated as humanoid, because many of the creatures attacked on this table (Trolls, undead, etc.) are humanoid. The Super-large creatures are not treated this way. Therefore, some improvisation will still be required at times, but the damage numbers can remain the same; just come up with a more accurate area for the damage.

USING THE LARGE GRAPPLE, UNBALANCING AND MARTIAL ARTS TABLES

The Large Grapple and Unbalancing tables don't have separate results for weapon type: Holy, Magic, Mithril, etc. The reasoning here is obvious; these are barehanded attacks. If a GM feels that such a result would be more appropriate in a given situation (e.g., Grunt the Troll has magic Laen arms) double or triple the concussion hit damage given.

The Martial Arts crits are more complicated. These, too, have only one column each. If a kata is used, we suggest allowing the martial artist to roll the critical and choose the result he wants from either the martial arts table or the appropriate other table. However, no kata may receive higher than the "Magic" column, unless it is "Slaying."

The Large Grapple, Unbalancing, and Martial Arts crits are weak, be there no doubt about it. This shouldn't upset balance, because usually these attacks are especially effective against normal creatures (with Martial Arts) and/or are insane to use against a large creature. (Grapple a Troll? Are you nuts?)

CREATURE SIZES

The Large and Super-large crit tables are meant for attacks made against creatures significantly larger than the attacker. At times a GM may need to resolve damage given by one large creature to another. One option is to have Large creatures attack other Large creatures on the normal *Arms Law* tables (ditto for Super Large.) Similarly, Large creatures could attack Super Large creatures on the Large crit tables.

Option 1: Vary the table used on the creature's size, from *C&T*.

Huge creatures may attack Super-large on the normal crit tables; Large would attack Large on the normal tables, and Huge on the Large tables; Medium would be standard, etc.

Option 2: As option 1, but continue the pattern below medium-sized creatures, so a termite would attack a PC on the Super Large tables. This option could eliminate the Tiny crit table completely.



LARGE CREATURE KRUSH CRITICAL STRIKE TABLE (I2.1.1)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+14 hits. Your weapon breaks.	+17 hits. You juggle your weapon and must parry for two rnds.	+20 hits. You yield the initiative next rnd.	+22 hits. The big end, stupid, not the hit. Subtract 10 from your next attack.	+7 hits.
06-10	+3 hits.	+4 hits.	+6 hits.	+10 hits.	+12 hits.
11-20	+6 hits.	+8 hits.	+10 hits.	+13 hits.	+17 hits.
21-30	+9 hits.	+10 hits.	+13 hits.	+16 hits.	+22 hits.
31-40	+12 hits.	+15 hits.	+21 hits.	+26 hits.	+32 hits.
41-50	+15 hits.	+19 hits.	+26 hits.	+32 hits.	Hit foe's elbow. +20 hits. Foe must parry for 3 rnds at -10. +10 to your next swing.
51-65	+21 hits.	+26 hits.	+32 hits.	+12 hits. Foe must parry for 2 rnds. You have the initiative for 3 rnds.	Catch foe with unbalancing bash. Foe is stunned without parry for 1 rnd and takes +12 hits.
66	Hard strike to neck shatters spine. Instant paralysis, death in 7 rnds. +17 hits.	Foe drops and dies in 3 rnds from painful and irreparable internal damage. +32 hits.	Strike to chest collapses both foe's lungs. Death in 2 rnds. +14 hits. Add +10 to your next swing.	Right between the eyes. +22 hits and instant death. You have half the rnd to act, continue the show.	Crush foe's skull. Instant death. +10 to friendly rolls next rnd.
67-70	+26 hits.	+32 hits.	Light blow catches foe's upper leg. +17 hits. Foe is stunned for 2 rnds and fights at -20. Add +10 to your next swing.	Painful hit bruises thigh badly. +22 hits. Foe is stunned without parry for 1 rnd. Add +10 to your next attack.	Break collarbone and many ribs. Heart just can't take it. Death in 1 inactive rnd, +10 to your next swing. +22 hits.
71-80	+32 hits.	Well-placed but weak swing to chin. He his stunned for 2 rnds, without parry for one. +15 hits.	Hard blow to shield shoulder. +25 hits. Foe is stunned for two rnds and may not parry.	Strike to foe's leg. +15 hits. Foe is stunned for 3 rnds, one without parry. Foe is at -10.	Shatter weapon arm and shoulder. Arm useless. +12 hits. Foe is stunned for 3 rnds.
81-90	Strong move. +22 hits. Foe is stunned without parry for 2 rnds. +5 to next attack.	Hard blow stuns for for three rnds. He may not parry next rnd. +24 hits, add +10 to your next swing.	Glancing blow to abdomen. +20 hits. Foe is stunned for 2 rnds and fights at -20.	Mighty bash to forehead. If foe has no helm, he dies. If foe does have helm, knock him out for 12 hours. +35 hits.	Just missing foe's forehead, you destroy his face at the nose instead. Instant death. +29 hits. Add +15 to your next swing.
91-95	Blast to foe's hand breaks two fingers. +25 hits, foe is stunned for 3 rnds. Foe fights at -20.	Minor fracture to foe's weapon hand. +10 hits, foe fights at -15. Add +20 to your next swing.	Not too hard, but very accurate strike to foe's head. Foe is knocked out. +32 hits. Add +10 to all friendly rolls next rnd.	Heavy, hard blow to chest disrupts heartbeat. Foe is stunned for 3 rnds, then falls unconscious; death in 5 rnds.	Minor skull fracture renders foe unconscious. Death in 10 rnds. +12 hits.
96-98	Shatter both foe's knees and follow-up breaks ribs. Foe is dead after 2 inactive rnds; unfortunately he falls on you. You take 20 hits and are pinned 6 rnds.	Nicely aimed! Crush foe's mouth, sending most teeth back into throat. Foe dies of blood loss and asphyxiation after 3 painful rnds. Unfortunately, you drop your weapon. +27 hits.	Craaack! Fracture skull. Instant death. You have half the rnd left to act. Fine piece of work.	Crush foe's pelvis. +17 hits. Foe dies in 1 rnd. Add +25 to your next swing.	Shatter entire skull. Piece flies backward 30 feet. Instant death, +32 hits. Not pretty.
99-100	Crushing blow to foe's head. He takes +26 hits and dies after 6 rnds. +20 to all friendly rolls next rnd.	You break your weapon over foe's forehead. The good news: Foe is stunned without parry for one rnd and takes +37 hits.	Very hard but badly executed blow. Foe dies in 6 stun no parry rnds due to shock. +22 hits. Your weapon flies backward 8 feet.	Clean, easy bash to side of head without overexerting. Very nice execution. Foe drops unconscious and takes 20 hits.	Strong blast breaks through ribs, wedges into heart. Instant death. Your weapon is stuck for 2 rnds. +17 hits.
101-150	Awesome blow to foe's torso. +56 hits. Foe is stunned without parry for 3 rnds and fights at -25.	Hefty blow to side of foe's head knocks him out. +22 hits. Add +10 to your next swing.	Shatter foe's jaw. Foe is knocked out and in a 30 day coma. +62 hits.	Shatter foe's knee. Foe is at -30 and is stunned without parry for 3 rnds. +10 hits.	Major internal bleeding from strike to upper leg. Death after 9 rnds of stun without parry. +22 hits.
151-175	Strike drives bone into vital organs. Instant death, +45 hits.	Amazing strike to foe's chest causes cardiac arrest. Instant death unless somebody knows CPR. You have half the rnd left to act.	Apparently possessed by some violent entity, you dive weapon-first at foe and crush abdomen. Foe dies in 6 inactive rnds. +30 hits. -5 to your next attack due to overconfidence from this one.	Smash foe's face in. +12 hits. Instant death. You have half the rnd left to act.	Shatter every bone in neck. Instant death. +29 hits. Add +10 to your next swing.
176-200	Mighty swing to foe's torso. Foe dies in 12 rnds due to heavy internal bleeding. +35 hits. Add +15 to your next swing.	Crush entire rib cage. Gory, but effective. Foe takes +10 hits and dies instantly. Add +20 to all friendly rolls next rnd.	Slicing move crushes foe's arm into ribs. Foe fights at -50 for 3 rnds before dropping... permanently.	Crush vertebrae in upper back. +22 hits. Foe is permanently paralyzed from the waist down.	Collapse a lung and severe damage to other important nearby organs. Death after 2 inactive rnds. +17 hits. You have half the rnd left to act; +10 to your next swing.
201-250	Off-balance hit breaks most of rib cage. +15 hits. Foe is stunned 6 rnds before death due to heart damage and internal bleeding.	Lucky move shatters vertebra in neck and damages spinal cord. Foe is paralyzed from the neck down. Your weapon breaks neatly and flies backward. +17 hits.	Truly impressive. Crush both shoulders, neck, and one leg. Instant death. +22 hits. +15 to all friendly rolls for 2 rnds.	Foe falls, very hard, to the ground. He takes a +125 Fall/Crush attack without DB and is knocked out regardless of the outcome. +35 hits. +20 to friendly rolls for 3 rnds.	Amazing, adrenalized smash sails through foe's head as if it were a melon. You lose your grip and your weapon sails at nearest opponent within 10 feet, attacking with half your OB.
251+	Your incredible strength shows as you bludgeon foe's chest inward. Unfortunately, you knock yourself out.	Pulverize foe's pelvis. Yuk. Foe dies of organ damage in one rnd. Add +25 to your next swing. +22 hits.	Completely smash all bones in center face. Foe cannot smell and is blinded until the blood is stopped. Foe fights at -100 and takes 15 hits per rnd. Stunned 6 rnds.	Knock foe out with vicious head strike. +32 hits. You drop your weapon and it takes you 3 rnds to find it.	Blind foe by rupturing both eyes. Foe is at -100. +20 hits. Foe is stunned without parry for 24 hours.

LARGE CREATURE PUNCTURE CRITICAL STRIKE TABLE (12.1.2)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+10 hits. Your weapon is stuck for 4 rnds.	+12 hits. You fumble your weapon, must parry next rnd.	+15 hits. You lose two rnds of initiative.	+17 hits. Subtract 10 from your next swing.	+2 hits
06-10	Zip.	+1 hit.	+3 hits.	+7 hits.	+9 hits.
11-20	+3 hits.	+5 hits.	+7 hits.	+10 hits.	+14 hits.
21-30	+6 hits.	+7 hits.	+10 hits.	+13 hits.	+19 hits.
31-40	+9 hits.	+12 hits.	+18 hits.	+23 hits.	+29 hits.
41-50	+12 hits.	+16 hits.	+23 hits.	+29 hits.	Light wound. +6 hits and foe takes 7/rnd bleeding. He must parry next rnd. Add +10 to your next attack.
51-65	+18 hits.	+22 hits.	+29 hits.	Quick but minor jab to armpit. +4 hits and 5/rnd. Foe must parry next rnd, you have the initiative for 3.	Staggering blow. +10 hits, foe steps back. Stunned without parry next rnd. Add +10 to your next attack.
66	Thrust through foe's gaping mouth. Extreme bone, blood vessel and nerve damage. Foe dies in 6 inactive and very painful rnds.	Strike passes through lung. Foe drops and dies in 3 inactive rnds. +20 hits.	Arrow sails cleanly through heart. +5 hits. Foe dies instantly. Add +10 to your next attack.	Inspired, strong stroke right between the eyes. Instant death, +20 hits. You have half the rnd left to act.	Arrow flies through foe's ear, destroys brain. Foe is dead, instantly. Add +10 to friendly rolls next rnd.
67-70	+23 hits.	+29 hits.	Light wound. +7 hits and 3/rnd. Foe is stunned for 2 rnds. Add +10 to next attack.	Hard, precise swing. +10 hits and 3/rnd. Stunned without parry for 2 rnds. Add +10 to your next attack.	Brutal thrust to heart. Foe dies instantly. Add +15 to your next attack.
71-80	+29 hits.	Light shoulder wound. +10 hits. Foe takes 3 hits/rnd and is stunned for 2 rnds.	Minor thigh laceration. +10 hits and 5/rnd. Foe stunned without parry for two rnds.	Thrust severely punctures leg, great muscle damage. +5 hits and 5/rnd. Foe is stunned no parry for 1 rnd.	Puncture tears muscle and tendon in foe's weapon arm. Arm is useless. +10 hits and foe is stunned 4 rnds.
81-90	Knock foe back. Stunned for 3 rnds. +15 hits and 2/rnd. Add +10 to your next swing/shot.	Blow pierces body causing 3 rnds of stun. +18 hits and 3/rnd. Add +10 to your next attack.	Hard but imprecise strike gives +10 hits. Foe is stunned for one rnd and fights at -20. Foe bleeds for 4 hits per rnd.	Precision aim to both shoulder blades. If he has greaves or other armor covering, it is destroyed, 15 hits/rnd bleeding, and stunned no parry for 4 rnds. If not, both arms are useless, 20/rnd, and he passes out after 2 rnds from blood loss.	Perforate important parts of foe's heart. Death in 1 rnd. Add +15 to your next attack. +20 hits.
91-95	Pierce foe's leg. +10 hits and 4/rnd. Foe at -10. Stunned 2 rnds.	Lance face. Foe takes 5 hits and 5/rnd. He fights at -25. Add +15 to your next attack.	Shot knocks foe out. +15 hits and 5/rnd. Add +10 to friendly attacks.	Blow severs vein in chest. Foe is unconscious for 6 rnds before death.	Cut an artery in foe's leg. +5 hits and 8/rnd. Foe may fight through intense pain at -55 for 6 rnds before death.
96-98	Awkward strike through heart kills foe instantly, but you drop your weapon; if bow it comes unstrung.	Weapon passes clear through foes body. He dies in three rnds; you fumble your weapon. +15 hits.	Strike to head punctures cheek and nose, instant death. You have half the rnd left to act.	Weapon enters brain through eye. Foe is quite dead, add +25 to your next swing.	Arrow flies straight through chest, continues 25' that direction. +20 hits, foe is very dead.
99-100	Weapon perforates lung. Foe dies in 6 rnds. +20 hits. Add +20 to friendly rolls next rnd.	Strike foe in upper chest. 20 hits and 5/rnd. Your weapon neatly snaps (if it fails an RR.) Foe stunned one rnd. If your weapon breaks, so are you.	Wide opening in foe's defenses, poor execution. Your weapon is stuck in foe's neck next rnd, but he takes +10 hits and 3/rnd. He dies after 6 rnds of stun no parry.	Strike destroys both eyes and most of nose. Foe is at -100 and is stunned without parry for 2 rnds. +5 hits and 3/rnd.	Strike through windpipe kills in 3 painful rnds of inactivity. Arrow or weapon stuck between vertebrae for 2 rnds.
101-150	Precise shot through shoulder; yields +30 hits and 7/rnd. Stunned without parry 3 rnds. Foe fights at -25.	Pierce minor vein. +5 hits and 6/rnd. Foe takes the result of a "Magic" attack on the Large Creature Crush table.	Abdominal strike, massive blood loss and organ damage. +20 hits and 10/rnd. Foe is in a 30 day coma.	Leg strike. Foe fights at -30. He is stunned for 3 rnds and takes 4 hits per rnd. +5 hits.	Sever vein in foe's forearm. Foe is stunned without parry 4 rnds, dies in another 2. +10 hits and 5/rnd.
151-175	Bore into liver. Foe takes +20 hits and dies instantly.	Impale foe through side of head. Foe's brain is utterly destroyed. You have half the rnd left to act.	Puncture lungs and major arteries. Death in 6 rnds. +20 hits.	Cruel blow to midsection destroys liver, kidneys, spleen, you name it, but not the heart, so foe lives in agony for 2 inactive rnds until death. +20 hits.	Nice shot! Thrust through foe's stomach. Instant death. Add +10 to your next swing. +20 hits.
176-200	Arrow flies straight through neck. Death in 2 inactive rnds. +33 hits. Arrow continues 15 feet past foe, where it hits at +50.	Nice series of unanticipated, unchallenged stabs to the body. Foe dies in one inactive rnd. +25 hits. +20 to all allied rolls next rnd.	Mangle both arms. Foe fights at -20 for six rnds while taking 8 hits per rnd, then dies. +20 hits.	Weak blow hits the back of foe's neck. +10 hits and foe is paralyzed from the neck down.	Strike impacts foe through eye. Instant death. Add +25 to your next swing. You have half the rnd left to act. +25 hits.
201-250	Hit foe's thigh, cut major artery. +10 hits. Foe is stunned 4 rnds, then falls unconscious from blood loss.	Awkward hit to foe's spine. He is paralyzed and takes +15 hits, but you fumble your weapon.	Quick thrust to groin area. +10 hits and instant death. +20 to friendly rolls for two rnds.	Crush jawbone and mangle brain. +20 hits, instant death. +25 to all friendly rolls for three rnds.	Arrow passes cleanly through side of foe's neck and continues 10' that direction. Instant death.
251+	Strike through forehead. +35 hits. Foe dies instantly. You overexert and knock yourself out.	Foe is dead in a disgusting move that there's no point in describing. +25 hits. +20 to attack.	Hit both eyes. Foe blind, functions at -100. He is stunned for six rnds. +20 hits and 5/rnd.	Jab clear through a lung. Foe is knocked out and takes 30 hits, but your weapon is stuck for 6 rnds.	Blind foe with lacerations through both eyes. Stunned no parry for 24 hours.

LARGE CREATURE SLASH CRITICAL STRIKE TABLE (12.1.5)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	Weak. +10 hits. Your weapon breaks.	+13 hits. Fumble your weapon. You are stunned without parry next rnd.	+16 hits. Ever seen bent mithril? Have now. Your weapon goes down 5 in bonus.	+18 hits. Flat strike. -10 to next swing.	+3 hits.
06-10	+2 hits	+3 hits.	+4 hits.	+9 hits.	+12 hits.
11-20	+5 hits.	+7 hits.	+8 hits.	+12 hits.	+15 hits.
21-30	+8 hits.	+11 hits.	+11 hits.	+15 hits.	+20 hits.
31-40	+11 hits.	+14 hits.	+19 hits.	+25 hits.	+30 hits.
41-50	+14 hits.	+17 hits.	+25 hits.	+31 hits.	Light wound. +9 hits and 6/rnd. Foe must parry next rnd. +10 to your next attack.
51-65	+19 hits.	+25 hits.	+31 hits.	Lightly tear flesh. +8 hits and 4/rnd. Foe must parry for one rnd, you have the initiative for three.	Hard flat swing. +10 hits and 5/rnd. Foe is stunned next rnd.
66	Neck slash cuts jugular. +13 hits. Dies in 6 rnds of painful inactivity due to massive blood loss and nerve damage.	Slash opens abdomen. Organs dangling. Foe dies in 3 rnds, still standing there. +30 hits.	Neatly slice foe in half. Dies instantly. Very disgusting. +21 hits. +10 to your next attack.	Neatly sever neck. +80 hits. Foe is dead. You have half the rnd left to act.	Strike decapitates foe. Foe dies instantly. +10 to all friendly rolls next rnd.
67-70	+25 hits.	+31 hits.	Glancing blow to thigh. +13 hits. Foe stunned two rnds, fights at -20.	Hard but misplaced swing to chest. +18 hits. Stunned without parry for 2 rnds.	Brutal swing destroys heart. Foe dies. +20 hits.
71-80	+31 hits.	Light wound. +11 hits. Stun foe 3 rnds and 2 hits/rnd.	Hard strike across chest. +18 hits. Stun no parry 2 rnds, 4 hits/rnd.	Leg strike. +7 hits and 6/rnd. Foe is at -15 due to muscle and tendon damage.	Sever foe's weapon arm. +15 hits and 10/rnd. You have the initiative.
81-90	Strong swing gashes foe's shield arm. +18 hits. Foe is stunned 2 rnds and takes 3 hits/rnd.	Nasty gash across forehead. Foe is stunned 1 rnd. +18 hits and 3/rnd. Add +10 to your next action. If foe has no helm, he is stunned 5 rnds.	Deep gash through leg, slicing muscle. +13 hits. Foe stunned 2 rnds, fights at -20. 2 hits/rnd.	Strike to side of head. If foe has no helm, he is knocked out and takes 5 hits/rnd. If he does, stunned for 6 rnds, two without parry. +28 hits.	Slash to chest brings about massive organ damage. +23 hits. Foe dies in 1 rnd. +15 to your next swing.
91-95	Fine strike to leg. +18 hits and 5/rnd. Foe is at -10 and is stunned 3 rnds.	Slice to face. +3 hits, 3/rnd. Foe fights at -25 due to bleeding. Add +20 to your next swing.	Cut open foe's cheek. +28 hits and hard impact knocked foe out cold.	Sever artery in chest. Stunned 2 rnds before unconsciousness; dies 6 rnds later.	Mutilate blood vessels in leg. +10 hits. Foe dies in 12 agonizing rnds.
96-98	Slash through heart. Foe is quite dead and falling toward you. 'Hard' maneuver to avoid; if fail, you're pinned for 6 rnds. 20 hits. Blood everywhere.	Strike through one lung. Foe dies in 3 rnds. Your weapon is stuck for 12 rnds. +25 hits.	Thrust to groin area destroys vitals. +36 hits. Foe dies instantly, you have half the rnd left to act.	Slash to head removes an ear. He drops immediately and dies in one rnd. +13 hits. Add +20 to your next swing.	Perfect swing with nice followthrough leaves foe headless. +30 hits. Head flies back 10 feet. Not pretty.
99-100	Mighty swing cuts between ribs to destroy lungs. Foe falls; dies in 5 rnds of excruciating pain. +23 hits; add +20 to all friendly rolls next rnd.	Hard but unskilled swing. Foe takes 32 hits and is stunned without parry for 3 rnds. Your weapon breaks if it fails an RR.	Hefty swing slices neck. Heavy bleeding. Foe is stunned without parry 6 rnds (he cannot speak) then dies.	Heavy strike destroys eyes. Foe takes +8 hits and is stunned without parry for 2 rnds. Foe at -100.	Strike to head. Foe dies instantly. +13 hits, but your weapon is stuck in what was foe's brain.
101-150	Powerful move across abdomen. +45 hits and 3/rnd. Foe stunned without parry for three rnds, after which he fights at -25.	Flat hit knocks foe out for 3 hours. +18 hits. Add +10 to your next swing.	Upward thrust to chin shatters jawbone. Foe falls backwards 4' and lands in a 30 day coma. +57 hits.	Hefty strike shatters foe's knee. 3 hits/rnd, foe at -30 and roll on the "Holy" column of the Large Creature Crush table.	Rip vein in foe's arm. Foe stunned without parry 2 rnds, fights at -45 from terrible pain. +27 hits and 9/rnd.
151-175	Strike destroys kidneys and liver. +38 hits. Foe doesn't last the rnd.	Swift thrust to head. If foe has no helm, his brain is destroyed, he dies, you have half the rnd to act. If foe has helm, he is stunned no parry for 120 rnds.	Strong swing but little penetration to midsection. +25 hits, foe stunned without parry 4 rnds. Any armor over that area destroyed (magic gets RR.)	Sweet diagonal slice shatters ribs. Foe dies instantly from organ damage. You have half the rnd left to act.	Deep strike to foe's neck kills foe instantly. +20 hits. Add +10 to your next swing.
176-200	Thrust destroys foe's bowels. Foe dies after 12 rnds of inactivity. Add +15 to your next attack. +33 hits.	Slash across torso kills foe instantly. +10 hits. Add +20 to all friendly rolls next rnd.	Sever artery in leg. Foe fights at -20 for 2 rnds then drops and dies in another 6.	Cut spinal cord and destroy nearby vertebrae. +18 hits. Foe is paralyzed.	Gouge out foe's eyes. Foe dies instantly. You have half the rnd left to act. Add +20 to your next action.
201-250	Sever an artery. Foe stunned 6 rnds, dies on seventh. +13 hits.	Sever spine. +13 hits. Foe is paralyzed from the neck down, but your weapon breaks (no RR.)	Destroy heart. +28 hits. Foe dies instantly. +20 to all friendly attacks for 3 rnds.	Deep stab to heart. +23 hits. +20 to friendly rolls for 3 rnds.	Remove both foe's legs. +65 hits and 29/rnd. Foe at -75. Foe falls and takes a +50 roll on the "Normal" column of the Large Creature Crush table.
251+	Your adrenaline flows through you, and your sword flies through him. +35 hits. Foe is stunned without parry for 5 rnds. Unfortunately, you are knocked out for 5 hours.	Swing through eyes. Instant death. +18 hits. Add +25 to your next swing.	Great swing with terrible followthrough removes bottom half of foe's face. Foe functions at -80 and bleeds 20 hits/rnd. -70 to appearance. Unfortunately you give yourself a 'C' Slash critical.	Weapon lodged in foe's lung. +28 hits. Foe knocked out and dies in 2 hours, but your weapon is stuck underneath him for 10 rnds.	Blind foe with precision strike. +6 hits. Foe stunned without parry 24 rnds.

SUPER LARGE CREATURE KRUSH CRITICAL STRIKE TABLE (I2.1.4)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+12 hits. Your weapon breaks. Time to run.	+12 hits. Your weapon rebounds back into your face. Roll two fumbles.	+12 hits. You stun yourself for a rnd.	+12 hits. Fumble your weapon. Sad, just sad.	+12 hits.
06-10	+4 hits.	+5 hits.	+6 hits.	+8 hits.	+10 hits.
11-20	+5 hits.	+6 hits.	+7 hits.	+10 hits.	+12 hits.
21-30	+6 hits.	+7 hits.	+8 hits.	+12 hits.	+14 hits.
31-40	+7 hits.	+8 hits.	+9 hits.	+14 hits.	+16 hits.
41-50	+8 hits.	+9 hits.	+10 hits.	+16 hits.	+18 hits.
51-65	+9 hits.	+10 hits.	+11 hits.	+18 hits.	+20 hits.
66	+20 hits.	Mighty swing hits bone in leg. Weapon breaks. +14 hits and foe is stunned for one rnd.	Light hit bruises foe's arm badly. You have the initiative for 4 rnds. +25 hits and 1/rnd. Foe fights at -10 and must parry next rnd.	Hard blast to abdomen. Foe stunned without parry next rnd and fights at -25. +25 hits.	Upward blast crushes foe's jaw and mutilates brain. Death. Add +20 to your next swing.
67-70	+10 hits.	+11 hits.	+12 hits.	+20 hits.	Strong move breaks several bones in foe's upper body. +35 hits. Foe is stunned for 3 rnds and unable to parry for two.
71-80	+11 hits.	+12 hits.	+16 hits.	+30 Hits.	Hard blow to foe's abdomen stuns him without parry 3 rnds. Foe fights at -10. +15 hits.
81-90	+12 hits.	+16 hits.	+21 hits.	Glancing strike to foe's arm. Foe fights at -5 and is stunned next rnd. +10 hits. Add +10 to your next swing.	Hard blast. +30 hits and foe is stunned without parry 7 rnds. Good Work.
91-95	+16 hits.	+20 hits.	Weak strike to jaw dazzles foe. +25 hits and 1/rnd. Foe fights at -10 and must parry next rnd. +8 hits.	Light bruise to leg. +15 hits and 1 per rnd internal bleeding. Add +10 to friendly rolls next rnd.	Strike to neck destroys spine, ending life instantly. +40 hits.
96-98	Extremely hard blow to side of head brings severe concussion. Foe out for 36 hours. Add +15 to your next swing.	Massive blow to neck crushes spinal cord and severs all area nerves. Foe drops now and dies after 3 painful rnds. Add +30 to your next swing.	Heavy swing to lower skull kills foe instantly. Foe staggers 1 rnd before dropping. Add +25 to your next swing.	Crush in left side of foe's skull. Foe is quite dead and your weapon is quite stuck for 4 rnds.	Strike drives bone through foe's heart. Foe dies instantly; your weapon is stuck for 10 rnds. Good Luck. +50 hits.
99-100	Blow shatters bone. +35 hits and 6 hits per rnd. Foe at -30. Nice strength.	Strike rib cage and crush it. Foe may fight for 4 rnds at -50, then dies. +40 hits.	Crush neck and upper back. Foe at -85 to all actions for 3 rnds, then paralysis sets in. +35 hits.	Strike to abdomen destroys several organs. Death in 3 rnds. Add +20 to your next swing.	Paste the sucker right between the eyes to crush skull. You have half the rnd left to act. +29 hits.
101-150	Glancing blow. Foe takes 10 hits and is stunned for 2 rnds.	Light blow to shoulder. +15 hits and foe yields the initiative for 5 rnds. Add +10 to your next swing.	Hard hit to back of head. Foe at -55 to all actions and takes 15 hits per rnd. Add +25 to your next swing. +20 hits. Add +15 to your next swing.	Hard blow to upper torso. +15 hits and 5 rnds of stun. Add +15 to your next attack.	Shatter all the bones in foe's leg. Foe crumples, dazed, to the ground where he stays unable to parry for 8 rnds. +35 hits and 15/rnd.
151-175	Fracture minor bone. +15 hits. Foe is stunned for 2 rnd and may not parry for one.	Nasty knock to head stuns foe for 2 rnds without parry. +30 hits.	Knock foe down. Foe only down 1 rnd, but stunned without parry 3 more. +15 hits. Add +20 to your next swing.	Serious compound fracture. Foe is stunned 5 rnds, unable to parry for 2, and takes 15 hits.	Blow knocks foe down. Foe breaks back and is permanently paralyzed. Add +25 to your next swing. +45 hits.
176-200	Compound fracture to minor bone. +25 hits. Foe stunned for 3 rnds and fights at -20.	Knock foe down. Foe is down for 4 rnds and may not parry. +15 hits.	Amazing hit breaks pelvis. Foe at -55 to all actions and takes 15 hits per rnd. Add +25 to your next swing. +25 hits.	Foe goes down hard. +45 hits. Foe is prone and stunned without parry for 12 rnds.	Precision shot to nose drives cartilage into brain. Life ends quickly. +25 hits.
201-250	Huge swing shatters several bones. +40 hits. After 4 rnds of stun foe fights at -20. 3 hits per rnd.	Hard blast across foe's face. +10 hits. Foe is stunned and unable to parry 5 rnds. Add +25 to your next attack.	Break both foe's legs. Foe stuned without parry 5 rnds and acts at -45. Add +10 to all friendly rolls next rnd. +21 hits.	Strong blast breaks foe's ribs. Foe operates at -35 and is stunned without parry 10 rnds.	Perfect head shot sends foe reeling unconscious. Out 35 days. +65 hits. Add +25 to your next swing.
251+	Crush foe's skull. Wow. Instant death, but your weapon breaks into several useless pieces.	Cruel strike crushes every bone in face. Death in one agonizing, screaming rnd.	Incredible move. Drive bone through both lungs. Foe falls into a 20-rnd coma, then death. +125 hits.	Hit to foe's ear destroys brain. Death in 2 long rnds. +20 hits. Add +10 to your next swing.	Side strike sends bones splintering into organs. Instant death. +150 hits. Amazing. Blood flies everywhere.

SUPER LARGE CREATURE PUNCTURE CRITICAL STRIKE TABLE (12.1.5)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+8 hits. Your weapon bends into a worthless lump.	+8 hits. Your blunted weapon is reduced by 10 in bonus (can go negative.)	+8 hits. Foolish attempt at a swing results in a fumble. Stun yourself 1 rnd.	+8 hits. Bobble weapon for the rest of this rnd, must parry next rnd. Two opportunities lost... hope you live to get another one.	+8 hits. You must parry next rnd.
06-10	+2 hits.	+3 hits.	+4 hits.	+6 hits.	+10 hits.
11-20	+3 hits.	+4 hits.	+5 hits.	+8 hits.	+12 hits.
21-30	+4 hits.	+5 hits.	+6 hits.	+12 hits.	+15 hits.
31-40	+5 hits.	+6 hits.	+7 hits.	+15 hits.	+20 hits.
41-50	+6 hits.	+7 hits.	+8 hits.	+20 hits.	+25 hits.
51-65	+7 hits.	+8 hits.	+9 hits.	+25 hits.	+30 hits.
66	+25 hits.	Strong but badly aimed jab across foe's side. +8 hits and 5/rnd. Your weapon breaks.	Light wound to foe's leg. +15 hits. Foe takes 4 hits per rnd and is stunned next rnd.	Hard blow against foe's neck. Foe is stunned 2 rnds and cannot parry next rnd. Foe fights at -20 and takes 6 hits per rnd.	Pierce midsection and destroy both ventricles of foe's heart. Ugly. You are covered in blood, which is perhaps worse. +50 hits.
67-70	+8 hits.	+9 hits.	+12 hits.	+30 hits.	Incredible shot breaks ribs & severs arteries. +28 hits. Foe stunned no parry 2 rnds. Foe fights at -20.
71-80	+9 hits.	+12 hits.	+20 hits.	Light wound. +15 hits and 7 per rnd. You have the initiative.	Stab foe in shoulder. +24 hits and 6 hits per rnd. Foe is stunned without parry 4 rnds.
81-90	+12 hits.	+20 hits.	+30 hits.	Glancing blow to torso. +10 hits and 5 per rnd; foe must parry next rnd. Add +25 to your next swing.	Hard thrust, 30 hits and 20 per rnd. Foe fights at -35 and is stunned 5 rnds.
91-95	+20 hits.	+30 hits.	Nick foe in abdomen. +8 hits and 5/rnd. You have the initiative next rnd.	Deep blast to foe's abdomen. +20 hits and foe is stunned no parry next rnd. 4 hits per rnd bleeding.	Cut jugular and windpipe in foe's neck. Foe dies in 3 inactive rnds. +40 hits.
96-98	Lateral blow across upper body severs several major blood vessels. Foe fights at -50 for 5 rnds while bleeding 50 hits per rnd before dying.	Lanced right between the eyes. Foe dies instantly from massive brain damage. +5 to all friendly rolls for 1 hour.	Crush foe's skull with amazing ferocity. Instant death, but foe stands there (apparently still in awe) for 4 rnds. Add +25 to your next swing.	Drive weapon into liver, spleen, and one other organ you probably haven't heard of. Instant death. Add +20 to friendly witnesses' rolls next rnd.	Pierce foe's heart. Instant death. Your weapon is stuck for 10 rnds. Oops. +55 hits.
99-100	Strike to abdomen tears muscle. +25 hits. Heavy bleeding, 8 hits/rnd. Foe at -20.	Strike foe in leg and sever series of capillaries and small veins. +20 hits. Foe takes 30 hits per rnd for 8 rnds, fighting at -35, then drops unconscious.	Jab weapon clear through spine at foe's neck, where it remains. Foe fights at -250 due to extreme nerve damage and dies in 3 rnds, but you are weaponless for now. Add +20 to your next swing (if you have something to swing.)	Simple, yet effective, thrust into foe's heart. He is quite dead, but takes 20 hits just to accentuate the point.	Destroy brain by opening new path between eyes. Foe dies instantly. Add +35 to your next swing.
101-150	Nick foe's face. +8 hits and 2/rnd. Foe humiliated (and angry.)	Nicely aimed thrust to foe's torso. +18 hits. Foe takes 4 hits per rnd.	Downward slash to foe's groin area (or whatever.) +15 hits. Foe is stunned without parry 3 rnds and fights at -15, all from intense pain. +3 hits per rnd bleeding.	Destroy the majority of blood vessels in foe's leg. +25 hits and 8 per rnd. Foe is stunned 2 rnds.	Sever muscles and tendons in foe's leg. Foe is stunned without parry for 8 rnds and fights at -100. +30 hits and 12 per rnd.
151-175	Blow cuts muscle and causes light wound. +15 hits. Foe at -15 and takes 7 hits per rnd.	Slice muscle and tendons in foe's torso. Stunned 2 rnds, +25 hits and 3/rnd bleeding.	Deep incision into foe's midsection. Foe is stunned without parry for 3 rnds and takes 4 hits per rnd. +15 hits.	Deep cut just catches jugular vein. Foe takes +45 hits and takes 27 per rnd before collapsing unconscious from blood loss in 20 rnds. -55 in the meantime. At least 50% chance you are splashed by blood.	Sever windpipe and break foe's neck. Foe dies in 10 inactive rnds. +30 hits. Add +25 to your next swing.
176-200	Jab through nerves makes one limb useless. +15 hits and foe at -25.	Knock foe down with strong but awkward thrust. +15 hits. Foe is down without parry for 2 rnds and takes 2 hits per rnd.	Sever myriad of muscles, ligaments, and tendons in foe's dominant limb. +35 hits. Foe fights at -50; takes 13 hits/rnd.	Strike severs vast number of blood vessels. +20 hits and foe is stunned without parry 5 rnds. 10 hits per rnd.	Puncture foe's eye and destroy brain. Nice. Foe drops and dies immediately. Add +15 to all your rolls for 5 rnds.
201-250	Deep puncture to foe's midsection. Major organ damage and intense pain. +40 hits and 10 per rnd. Foe is stunned 2 rnds and fights at -35.	Deep gash to side of foe's face. +28 hits and 12/rnd. Foe is stunned 4 rnds and fights at -25.	Viscious leg strike. +20 hits and 15/rnd. Foe fights at -35 and is stunned without parry 3 rnds.	Strike into ear leads to massive brain damage. Foe dies in 5 rnds if he has survived that long, being stunned without parry. +25 hits.	Incredible strike to abdomen rips apart flesh, revealing organs. Foe dies in 5 rnds. +50 hits.
251+	Gouge out foe's eye. Permanent blindness, foe at -50. Foe is stunned without parry for 10 rnds. +15 hits.	Catching foe off balance you thrust your weapon through foe's gaping mouth and into brain. Not pretty. Add +25 to your next swing.	Smooth as the silk from a Womawian caterpillar. Pierce both lungs with a lateral entrance between foe's ribs. Foe dies in 5 rnds of inactivity.	Sever spine behind abdomen. Paralyzed from the waist down and -75 elsewhere. Foe dies after 4 excruciatingly painful rnds.	Strike through side pierces heart and one lung. Blood splashes about 30 foot radius. +100 hits, instant death.

SUPER LARGE CREATURE SLASH CRITICAL STRIKE TABLE (12.1.6)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+8 hits. Your blade receives a large notch for -10.	+8 hits. You drop your weapon, take 3 rnds to get it back. Ha.	+8 hits. You fumble your weapon and take an 'A' slash critical, subtracting 10.	+8 hits. Your gods didn't help you this time. Nick yourself for 5 hits.	+8 hits. You must parry next rnd. Hardly the stuff heroes are made of.
06-10	Nada	+1 hit. Don't you feel special.	+2 hits.	+3 hits.	+5 hits.
11-20	+1 hit.	+2 hits.	+3 hits.	+5 hits.	+8 hits.
21-30	+2 hits.	+3 hits.	+4 hits.	+8 hits.	+10 hits.
31-40	+3 hits.	+4 hits.	+6 hits.	+10 hits.	+14 hits.
41-50	+4 hits.	+6 hits.	+8 hits.	+13 hits.	+19 hits.
51-65	+6 hits.	+8 hits.	+10 hits.	+18 hits.	+25 hits.
66	+24 hits.	Light flesh wound. +15 hits. Foe takes 4 hits per rnd. Your weapon shatters.	Nicely executed, but weak shot to lower abdomen. +15 hits and 8 per rnd.	Deep gash to foe's face will lead to impressive scar. +20 hits. Foe is stunned for 2 rnds and takes 12 hits per rnd.	Awesome swipe right down foe's torso misses heart; parallel follow-up finds it. Foe is very dead; +20 to next swing if you survive being covered with blood. +75 hits.
67-70	+8 hits.	+10 hits.	+12 hits.	+25 hits.	Hard blow finds opening near foe's chest. +30 hits and 7 per rnd. Foe is stunned next rnd.
71-80	+10 hits.	+12 hits.	+18 hits.	'Tis but a scratch. +15 hits. You have the initiative for 2 rnds and your foe takes 7 hits per rnd. Add +15 to your next swing.	Stab to abdomen shocks foe. Foe fights at -25 and is stunned without parry 2 rnds. Bleeding causes 6 hits per rnd.
81-90	+12 hits.	+18 hits.	+25 hits.	Light wound to arm/whatever. +10 hits and 7 per rnd. Foe is stunned next rnd.	Heavy wound to leg. +25 hits and 15 per rnd. Foe is stunned for 6 rnds and can't parry for three.
91-95	+18 hits.	+25 hits.	Foe steps back just in time to almost avoid death from your awesome blow. +15 hits. Foe takes 15 hits and 6 per rnd. Fights at -5 from minor tendon damage.	Superb move to side of head. +15 hits. Foe is stunned 5 rnds and takes 5 hits per rnd.	Strong slice to side of hip digs deep into foe's organs. Foe dies in 4 rnds. +40 hits.
96-98	Skillful move severs vein and artery. Foe is stunned for 10 rnds before death. +15 hits per rnd in the meantime. Your friends are impressed, if they're still alive.	Neatly avoid vertebrae while severing spinal cord. Foe paralyzed (have any ideas on what to do with a paralyzed dragon?) permanently. Add +25 to your next swing.	Upward thrust slashes through jaw and crushes skull. Instant death. Add +15 to your next swing.	Slice through foe's skull. Weapon is stuck 6 rnds. Add +15 to friendly rolls 6 rnds.	Thrust enters foe's gaping mouth, carrying into brain. Instant death. How ugly. Weapon stuck 6 rnds. Have fun.
99-100	Slash cuts many muscles and tendons. +30 hits and 12 hits per rnd due to bleeding. Foe at -15.	Sever large vein in foe's leg. +25 hits. Foe drops and dies in 3 rnds; may fight at -20 in the meantime.	Completely mangle foe's windpipe. Foe may act for one rnd, but breath weapons are out and he dies afterwards. +25 hits.	The multiple organs you mutilate are just a prelude to the demise of your foe's heart. +15 hits. Add +25 to your next attack.	Implant sword between eyes. Disgusting. Instant death, add +25 to your next swing.
101-150	Lightly pierce flesh. +8 hits and 3 per rnd bleeding.	Glancing strike to upper body. +15 hits and 4 per rnd. Add +25 to your next swing.	Badly slice open foe's abdomen. +25 hits and 5/rnd. Foe is stunned without parry for 2 rnds and fights at -10.	Long but shallow cut across foe's side causes heavy bleeding. +20 hits and 15/rnd. Foe stunned without parry for one rnd.	Sever jugular vein. Quick and easy, just like you were taught. Foe stunned without parry 8 rnds, then dies. +35 hits.
151-175	Minor cut across muscle. +20 hits. Foe at -10 and takes 7 hits per rnd.	Sever foe's ear. +10 hits and 2 per rnd. Foe is stunned without parry 1 rnd and is at -25 to perception, -15 to all else.	Strong move tears flesh and breaks bone. Foe fights at -20. +20 hits and 4/rnd. Foe is stunned without parry next rnd.	You sever whatever part of the anatomy holds your foe up, sending him crashing to the ground. +50 hits, +20 hits per rnd, and foe is stunned 12 rnds. If he recovers foe fights at -55.	Slice off top of foe's skull. Ugh. Foe bleeds at 10 hits per rnd and is stunned without parry 45 rnds. +20 to friendly rolls for 2 rnds.
176-200	Swing cuts tendons in several places. +20 hits. Foe fights at -20 and is stunned 1 rnd. Add +25 to your next swing.	Knock foe down with hard but flat swing. +20 hits. Foe down for 2 rnds and may not parry. Add +25 to your next swing.	Heavy damage to foe's spinal cord puts him at -50. +35 hits. Foe is stunned without parry for 6 rnds.	Strike severs vast number of blood vessels. +25 hits and 14 per rnd. Foe is stunned without parry for 6 rnds.	Amazing move lands your blade (somehow) at the back of foe's neck. Foe is paralyzed from the neck down. +24 hits.
201-250	Sever an arm/tentacle/leg/appendage/whatever. +40 hits. Foe is stunned one rnd and takes 15 hits per rnd. He fights at -25.	Long, deep gash into foe's torso. +30 hits and 12 per rnd. Foe is stunned for 4 rnds and fights at -50 from muscle damage and blood loss.	Sever foe's leg. Blood splatters everywhere. +45 hits and 15/rnd. Foe is stunned without parry 4 rnds and fights at -35, if he gets another chance.	Swing to abdomen destroys several important organs. +25 hits. Foe falls into a coma immediately where he'll be for at least four months. Add +20 to your next swing.	Downward strike crushes collarbone and severely damages heart. Foe is at -85 for 5 rnds, then dies. You are stunned next rnd. +35 hits.
251+	Unceremoniously remove foe's face. +35 hits and 20 per rnd. Foe fights at -90. He is stunned without parry for 8 rnds.	Strong, skillful stroke navigates flesh ribs to find foe's heart. Instant death. Your weapon is stuck for a rnd. Add +25 to your next attack once you retrieve it.	Quick but effective thrust leads to slash through both lungs. +100 hits. Death in one painful and inactive rnd.	Behold foe with a move that your foe surely would have applauded, if he were alive. +87 hits. Instant death. Hope you like trophies, this is a biggie.	Simple, yet strong swing right through foe's side. Instant death. Blood everywhere. +60 hits.

LARGE & SUPER LARGE CREATURE NON-WEAPON CRITICAL STRIKE TABLE (12.1.7)

	LARGE CREATURES				SUPER LARGE CREATURES	
	GRAPPLE	UNBALANCE	M.A. STRIKES	M.A. SWEEPS	M.A. STRIKES	M.A. SWEEPS
01-05	+5 hits. You knock yourself out.	+3 hits. You fall down.	+10 hits. You break a finger. +5 hits. Fight at -5.	+6 hits. You stumble (must parry) for a rnd.	+5 hits. You break your arm.	+3 hits. You break your leg.
06-10	+1 hit	+1 hit	+3 hits.	+1 hit.	+2 hits.	You tried to do WHAT to the dragon? THROW it? Fool.
11-20	+2 hits	+3 hits	+6 hits.	+4 hits.	+3 hits.	+1 hit.
21-30	+3 hits	+5 hits	+9 hits.	+7 hits.	+4 hits.	+2 hits.
31-40	+4 hits	+7 hits	+12 hits.	+10 hits.	+5 hits.	+3 hits.
41-50	+6 hits	+10 hits	+15 hits.	+13 hits.	+6 hits.	+4 hits
51-65	+9 hits	+14 hits	+20 hits.	+18 hits.	+7 hits.	+5 hits.
66	You grab foe's neck. If you can hold on for 5 rnds, he'll be unconscious; in another 3 he's dead. In the meantime he may fight at -50.	Foe topples right onto a fallen weapon or sharp rock on ground. Instant death. Add +10 to your next attack.	Nice roundhouse hits foe in chest, collapsing a lung and breaking ribs. +15 hits. Foe is at -75, dies after 6 rnds. +15 hits.	Using foe's own movement for energy, you throw him head-first against the ground. He dies in 5 rnds. +10 hits.	+20 hits.	+18 hits.
67-70	+13 hits	+19 hits	+25 hits.	+23 hits.	+8 hits.	+7 hits.
71-80	+15 hits	+20 hits	+30 hits.	+27 hits.	+9 hits.	+8 hits.
81-90	+18 hits	+23 hits	Light but well-placed chop to face. +22 hits. Foe is stunned without parry for 2 rnds.	Foe staggers. +15 hits, he is stunned without parry 3 rnds.	+10 hits.	+9 hits.
91-95	+20 hits	+25 hits	Break shield elbow with high kick. Foe is at -30. +25 hits. Foe stunned for 2 rnds.	Terrible attempt at a sweep breaks bone in foe's foot. +20 hits. Foe at -25 and is stunned for 4 rnds.	+15 hits.	+13 hits.
96-98	+25 hits	+8 hits. Foe stunned without parry 1 rnd while regaining balance.	Kick to groin. As foe keels over, you snap his neck with a follow-up punch. Foe is dead, he falls on you. You take +25 hits and are pinned 5 rnds.	Sweep foe to the ground and kill him instantly by crushing his skull against the ground. Unfortunately, you break your leg in the process.	Incredible strike to head fractures skull. Foe drops immediately and dies in 12 rnds. Awesome.	You knock foe's legs (or whatever) out from under him at EXACTLY the right moment. He falls, crushes several important bones, and dies in 15 rnds.
99-100	You hold his throat for 3 rnds before he breaks loose. During that time foe at -30. You have the initiative another 4.	Light brush against chest catches foe off guard. +12 hits. Foe stunned for 2 rnds and you have the initiative for 3.	Kick foe's hip hard, destroying pelvis. Death in 6 rnds. +25 hits. +20 to friendly rolls next rnd.	Attempt at throw results in landing, with him, upon the ground. He dies of system shock and internal bleeding in 3 rnds. +15 hits. +15 to friendly rolls next rnd.	Break bone. +30 hits and 1/rnd. Foe at -25.	Sweep stuns foe for 3 rnds. Foe at -25. +15 hits.
101-150	You bear hug foe's waist briefly. +6 hits. Foe stunned 3 rnds.	You break foe's leg. Foe at -75, takes 12 hits, and is stunned without parry for 1 rnd.	Foe's shoulder broken by fast hard punch. Foe at -25, stunned without parry for 3 rnds, and takes 25 hits.	Sweep injures leg and makes foe stagger back 5 feet. +30 hits. Foe stunned without parry 5 rnd and fights at -20.	Glancing blow. +10 hits and 2/rnd. Add +15 to your next attack.	Sweep to leg catches foe off balance. +5 hits, 2 rnds stun. Add +15 to your next attack.
151-175	Grab foe's weapon arm. If no arm greaves, arm is broken, +10 hits, foe at -35. If arm covering, bad bruise, +12 hits and foe at -15.	Knock foe 5 feet sideways. He falls on shield arm and drops everything in it. Stunned 6 rnds. +10 hits.	Knock foe down with quick sweep and finish him with heel to ribcage. Death in 2 rnds. +35 hits.	Throw knocks foe out. +35 hits. Add +20 to your next attack, +35 if against this foe.	Strong strike to abdomen gives 30 hits. Foe at -20. Stunned 2 rnds.	As foe thrusts/lunges, you sidestep and throw him down. +20 hits, foe at -10, stunned without parry next rnd.
176-200	Twist shield arm. Foe stunned 9 rnds while you hold him. +10 hits. All other attacks against your foe while you hold him at +20.	Nasty blow to shield arm spins 60 degrees. If foe has shield, he is stunned 3 rnds and takes 8 hits. If no shield, he is knocked out and shield arm is useless.	Simultaneous elbow to chest and punch to foe's jaw knock him down. Down 5 rnds, stunned without parry 10 more. +20 hits. Add +10 to your next attack.	Sweep lands foe in a seated position, where you kick him in the head to knock him back against the ground. Death in 15 rnds. +20 hits. Add +20 to your next attack.	Kick to foe's neck strong but ineffective. +10 hits. Foe is at -20. Add +20 to your next attack.	+5 hits. Foe is at -50. Add +20 to your next attack.
201-250	Yank forward on foe's head. If neck armor, he drops his weapon and is stunned without parry for 3 rnds. If no neck protection, death in 6 rnds due to spine damage.	Break foe's neck with pinpoint accuracy. Death in 3 rnds. +20 hits.	Damage to internal organs puts foe in a 20 day coma. +25 hits.	As foe lunges forward, you duck and throw him clear over you. +20 hits. Foe dies in 10 10 rnds.	Spinning kick tears flesh. +30 hits and 10/rnd. Foe is stunned for 2 rnds and fights at -30.	Sweep somehow displaces foe's legs. +25 hits. Foe is stunned without parry for 5 rnds.
251+	Over 3 rnds, you gradually squeeze life out of foe. He may not fight in the meantime. +10 hits. Add +20 to your next attack.	Heavy hit to forehead knocks foe backward 8 feet. If no helm, death; 30 day coma if foe has helm.	Acrobatic spinning jump kick, best move around here in years. +35 hits. Foe is stunned without parry 8 rnds. You fall down.	Weak sweep. +20 hits. Foe is stunned without parry for 12 rnds. Your next two attacks will fumble.	Blind foe with strike to eye. Foe operates at -100 and is stunned without parry 6 rnds. +10 hits.	In an inexplicable and inspired move, you leap up and wrestle foe's head against the ground, knocking him out 24 hours. +15 hits. Truly impressive.

STRATEGIC TARGETING CRITICAL STRIKE TABLE (I2.2.1)

	A	B	C	D	E
01-05	Nil.	Zip.	1 Structural Point.	2 Structural Points.	2 Structural Points.
06-10	Sorry.	1 Structural Point.	2 Structural Points.	4 Structural Points.	5 Structural Points.
11-15	1 Structural Point.	2 Structural Points.	4 Structural Points.	6 Structural Points.	7 Structural Points.
16-20	2 Structural Points.	4 Structural Points.	6 Structural Points.	8 Structural Points.	10 Structural Points.
21-35	5 Structural Points.	7 Structural Points.	9 Structural Points.	12 Structural Points.	15 Structural Points.
36-45	8 Structural Points.	10 Structural Points.	12 Structural Points.	16 Structural Points.	20 Structural Points.
46-50	11 Structural Points.	13 Structural Points.	15 Structural Points.	20 Structural Points.	25 Structural Points.
51-55	14 Structural Points.	16 Structural Points.	18 Structural Points.	24 Structural Points.	30 Structural Points.
56-60	18 Structural Points.	21 Structural Points.	21 Structural Points, stunned for 1 round.	30 Structural Points, stunned for 1 round.	40 Structural Points stunned for 2 rounds.
61-65	21 Structural Points.	18 Structural Points, stunned for 1 round.	24 Structural Points, stunned for 1 round.	34 Structural Points, stunned for 2 rounds.	47 Structural Points, stunned for 2 rounds.
66	40 Structural Points, stunned for 4 rounds, bleed for 2/round.	55 Structural Points, stunned for 5 rounds, bleed for 3/round.	65 Structural Points, stunned for 6 rounds, bleed for 4/round.	80 Structural Points, stunned for 8 rounds, bleed for 6/round.	95 Structural Points, stunned for 9 rounds, bleed for 9/round.
67-70	17 Structural Points, stunned for 1 round.	23 Structural Points, stunned for 1 round.	31 Structural Points, stunned for 2 rounds.	42 Structural Points, stunned for 2 rounds.	55 Structural Points, stunned for 3 rounds.
71-75	22 Structural Points, stunned for 1 round.	29 Structural Points, stunned for 1 round.	30 Structural Points, stunned for 2 rounds.	36 Structural Points, stunned for 3 rounds.	50 Structural Points, stunned for 4 rounds.
76-80	25 Structural Points, stunned for 2 rounds.	35 Structural Points, stunned for 2 rounds.	35 Structural Points, stunned for 3 rounds.	42 Structural Points, stunned for 3 rounds.	55 Structural Points, stunned for 4 rounds, bleed for 1/round.
81-85	29 Structural Points, stunned for 2 rounds.	40 Structural Points, stunned for 2 rounds.	40 Structural Points, stunned for 3 rounds.	45 Structural Points, stunned for 3 rounds, bleed for 1/round.	60 Structural Points, stunned for 5 rounds, bleed for 2/round.
86-90	32 Structural Points, stunned for 2 rounds.	45 Structural Points, stunned for 3 rounds.	50 Structural Points, stunned for 4 rounds, bleed for 1/round.	55 Structural Points, stunned for 4 rounds, bleed for 2/round.	70 Structural Points, stunned for 6 rounds, bleed for 4/round.
91-95	35 Structural Points, stunned for 3 rounds.	49 Structural Points, stunned for 3 rounds, bleed for 1/round.	56 Structural Points, stunned for 4 rounds, bleed for 2/round.	62 Structural Points, stunned for 6 rounds, bleed for 3/round.	80 Structural Points, stunned for 7 rounds, bleed for 6/round.
96-99	38 Structural Points, stunned for 3 rounds, bleed for 1/round.	53 Structural Points, stunned for 4 rounds, bleed for 2/round.	61 Structural Points, stunned for 5 rounds, bleed for 3/round.	73 Structural Points, stunned for 7 rounds, bleed for 4/round.	89 Structural Points, stunned for 8 rounds, bleed for 7/round.
100	48 Structural Points, stunned for 4 rounds, bleed for 2/round.	60 Structural Points, stunned for 6 rounds, bleed for 3/round.	70 Structural Points, stunned for 7 rounds, bleed for 5/round.	85 Structural Points, stunned for 9 rounds, bleed for 6/round.	105 Structural Points, bleed for 10/round, foe knocked out.

PUMMELING CRITICAL STRIKE TABLE (12.2.2)

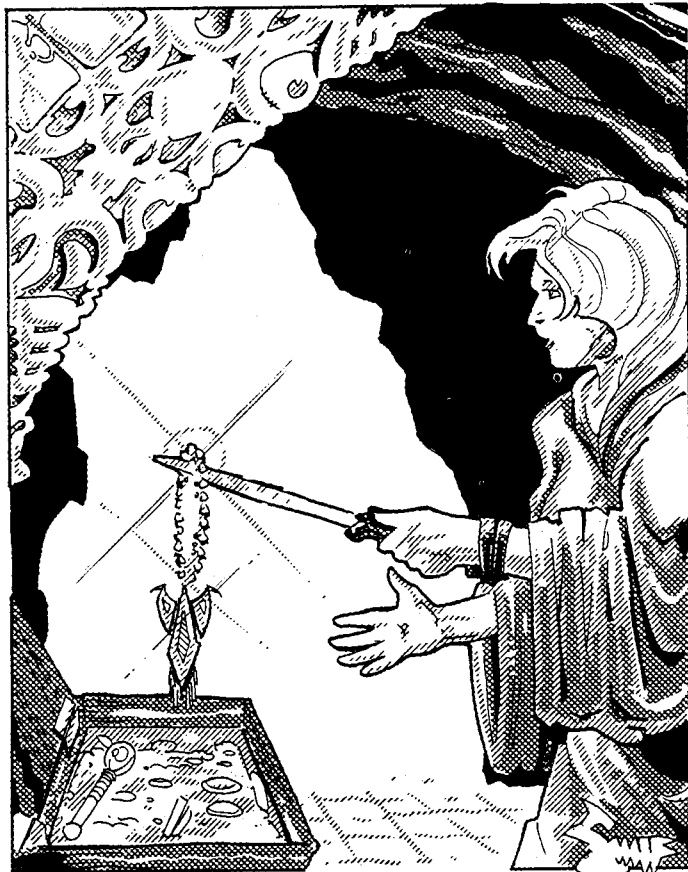
	A	B	C	D	E
01-05	Take that!	Zip.	+1 hit.	+1 hit.	+2 hits.
06-10	+1 hit.	+1 hit.	+2 hits.	+3 hits.	+4 hits.
11-15	Light strike +2 hits.	Weak attack +3 hits. You gain initiative next rnd.	Soft Blow. You Gain initiative next rnd. +4 hits.	Mild strike. Foe is at -10. +4 hits.	Semi-solid connection. Foe is at -15. +6 hits.
16-20	Getting better. +3 hits.	Strike foe's side. +05 to your next swing. +4 hits.	Blow shakes foe. He must parry next rnd. +5 hits.	Solid hit. Foe must parry at -10. +6 hits.	Catch foe off guard. Gain initiative for 2 rnds. +7 hits.
21-35	Foe must parry next rnd. +4 hits.	hit foe's shoulder. +6 hits. Foe is at -15.	Hard strike sends foe back a step. Stunned 1 rnd. +7 hits.	Strike mid-section. Foe stunned 1 rnd. +8 hits.	Solid blow rattles foe. Stunned for 2 rnds, +8 hits.
36-45	Clean strike, +6 hits. Gain initiative next rnd.	Strike to ribs. Foe is stunned next rnd. +7 hits.	Blow to upper body causes foe to fight at -10. +8 hits.	Bruise foe's hip, +10 hits. He fights at -15.	Hard strike to lower body. Foe is stunned for 3 rnds, +12 hits.
46-50	Good hit, foe must parry for 2 rnds. +7 hits.	Hard blow to abdomen. Foe disoriented for 2 rnds, +9 hits.	Bruise foe's upper arm. +10 hits. He fights at -20.	Solid blow to chest, foe stunned for 3 rnds, +11 hits.	Hit solar plexus Foe stunned for 2 rnds. Fights at -25 for 5rds.
51-55	Hard strike to side. Foe must parry at -50 next rnd.	Heavy hit to leg, foe is at -25. +8 hits.	Shocking blow, foe falls down. Must parry next 3 rnds, +8 hits.	Stomach strike, foe disoriented 3 rnds, +10 hits.	Strike side, +15 hits. You gain initiative next rnd.
56-60	Blow shakes foe, stunned 1 rnd, +9 hits.	Nailed foe in shoulder, +10 hits, you gain initiative.	Hard hit to side. +12 hits, foe fights at -15 for 4 rnds.	Strong blow to chest, foe disoriented 3 rnds.	Hefty hit spins foe, stunned and disoriented for 2 rnds. Great!.
61-65	Solid strike. Your initiative for 2 rnds, +8 hits.	Arm strike, add +20 to next swing, +12 hits.	Chest strike, foe stunned 2 rnds, foe at -25, +6 hits.	Shoulder strike. Foe floored for 2 rnds, +12 hits.	Hit foe in chin, +12 hits, foe disoriented for 3 rnds.
66	Knock foe out, stands for 3 rnds before falling.	Foe does a double backflip landing on his face. +45 hits.	Foe starts violently laughing for 1 rnd then drops.	Blow knocks front teeth out. He coughs blood and drops.	Foe spends 3 rnds trying to pass out. +40 hits.
67-70	Blow to side, gain initiative next rnd, +12 hits.	Side strike, foe is at -25 for 3 rnds, +15 hits.	Blow to abdomen, foe stunned for 3 rnds, +12 hits.	Strike chest, foe is knocked down, +10 hits stunned 2 rnds.	Hardy strike sends foe reeling, +25 hits. .
71-75	Heavy Strike, foe stunned and knocked down, +13 hits.	Blow to hip, flooring him, +17 hits.	Knock breath out of foe, stunned for 4 rnds, +13 hits.	Reverberating strike renders foe to -75 for 2 rnds.	Hefty strike spins foe about, +20 hits and stunned 1 rnd.
76-80	Sobering blow renders foe motionless for 1 rnd, +15 hits.	hit flips foe backwards 5 ft. +20 hits, stunned 1 rnd.	Blow doubles foe over. Stunned 5 rnds, +16 hits.	Major strike rattles foe's brain, -100 for 2 rnds.	Foe spins like a top and lands on his face, out cold, +20 hits.
81-85	Foe drops foe to his knees in pain, +20 hits. Must parry.	Solid blow to the face sends several teeth away, +18 hits.	Foe left breathless, +20 hits. Must parry for 2 rnds.	Foe coughs up blood and a few teeth, +25 hits, at -25.	Foe takes hit and smiles before dropping at your feet.
86-90	Floored foe lies stunned and unable to parry for 2 rnds.	Shock rattles foes nerves, stunned 5 rnds and +25 hits.	Monstrous wallop sends foe flying back 10 ft, K-O'd.	Blow breaks several ribs, +30 hits. Foe at -30.	After a show-stopping display of acrobatics, foe drops, K-O'd.
91-95	Blow spits up blood and teeth, +25 hits and -30.	Break foe's nose, +15 hits, stunned 3 rnds, foe at -30.	Foe finds standing difficult, he drops, out cold.	Foe's body vibrates violently before dropping.	Foe stopped cold, tells a joke and passes out. +30 hits.
96-99	Foe drops, face first in dirt. +30 hits, stunned 10 rnds.	Foe takes fetal form as he falls and passes out.	Foe's chest pops, he drops and you step on top. K-O'd.	Foe's eyes bulge, his mouth froths, he passes out.	Foe stands erect, says 'nice shot' and drops. K-O'd.
100	Level foe. He gurgles for 2 rnds and passes out. +35 hits.	Allies gain +10 to next roll as foe flies to unconsciousness.	Turn foe into spinning top for 3 rnds, then passes out.	Strong blow turns foe to gello. Sleeps like a baby.	Foe stops, turns and walks ten feet away before dropping. K-O'd.

TEARING / RIPPING CRITICAL STRIKE TABLE (12.2.3)

	A	B	C	D	E
01-05	Zip.	Nada.	+1 hit.	+1 hit.	+2 hits.
06-10	Right...	+1 hit.	+2 hits.	+3 hits.	+4 hits.
11-15	+1 hit.	+2 hits.	+4 hits.	+5 hits.	+6 hits.
16-20	+3 hits.	+2 hits. Foe at -10 for 2 rnds.	+4 hits. Side strike. Foe bleeds at 1/rnd.	Strike arm. +6 hits. Bleeding 1/rnd.	Foe stunned 1 rnd. +8 hits.
21-35	+3 hits. Foe fights at -10 for 1 round.	+3 hits. You get initiative next round.	+5 hits. Foe at -15 for 3 rounds.	Leg strike. +8 hits. Bleeds 1/rnd.	Chest strike. Foe stunned 1 rnd Bleeding 1/rnd.
36-45	+5 hits. Foe stunned 1 rnd.	+6 hits. Foe at -15. Bleeding 1/rnd.	Foe hit in stomach +7 hits. Stunned 1 rnd.	Gash. Foe bleeds 2/rnd. +7 hits.	Crunch. Foe stunned 2 rnds. +10 hits.
46-50	Rip on side. +5 hits, Bleeding 1/rnd.	Gash, +6 hits, foe stunned 1rnd bleeding 1/rnd.	Side strike. +7 hits, stunned, unable to parry 2 rnds.	Rip to hip, +8 hits, bleeding at 2/rnd. Stunned 1 rnd.	hit upper arm, +10 hits, bleeding 3/rnd.
51-55	Slice to leg, +6 hits, foe at -15%. Bleeding 1/rnd.	Foe unbalanced, +6 hits, stunned 2 rnds.	Chest gash, +8 hits, bleeding 2/rnd. Foe at -25 for 3 rnds.	Hard rip to side. Foe at -30 for 4 rnds. +12 hits.	Lacerate stomach foe fights at -15, Bleeding 3/rnd, +11 hits .
56-60	Tear ligament. +7 hits. Bleeding 2/rnd.	Rip chest. +8 hits. Bleeding 2/rnd. Stunned 2 rnds. Foe at -10.	Blow to side. +10 hits. Foe knocked down. Stunned 3 rnds.	Rip leg muscle Foe at -20 until healed. +11 hits.	Tear side. Bleeding 4/rnd. +12 hits. Foe fights at -20.
61-65	Hit arm +7 hits bleeding 2/rnd, You gain initiative 2 rnds.	Impale foe. +8 hits, bleeding 3/rnd. Add +25 to next attack.	Slice foe's side, +11 hits. Foe at -20. Bleeding 3/rnd.	Cleave foe's shoulder. +12 hits. Foe at -50 for 5 rnds.	Hit stomach. +14 hits, Bleeding 4/rnd. Stunned 3 rnds.
66	Foe needs to see dentist... no... he needs to see the mortician.	Cosmetic surgery leaves patient with mortal wounds. Dies in 5 rnds.	Cleave foe's sternum. It falls to ground and he follows next rnd. Death.	Foe's blood sprays like a fountain for 5 rnds, then he dies.	You perform an autopsy on foe. He ate terrible terrible food.
67-70	Rip arm +8 hits. Bleed 3/rnd. Foe at -20.	Crunch! +10 hits. Stunned 5 rounds.	Rip side +15 hits, bleed 5/rnd.	hit foe's hip +20 hits. Foe stunned 10 rnds.	Cleave foe's inards, +25 hits bleed 10/rnd.
71-75	Strike to side. +9 hits. Stun for 2 rnds.	Rip, +14 hits, bleed 5/rnd. Add 20 to next roll.	Tear at chest +20 hits. Foe at -40 for 4 rnds.	Strike to side, +30 hits bleed 10/rnd.	Sever artery, bleed 12/rnd. Foe at -100.
76-80	Tear upper arm +10 hits, bleed 4/rnd. Foe at -20 for 3 rnds.	Strike foe's abdomen +16 hits bleed 6/rnd Foe at -25.	hit foe's neck, +26 hits. Bleed 7/rnd. Stunned 6 rnds. Take that.	Cleave side, Bleed 12/rnd +40 hits. Stunned 8 rnds.	Foe drops from blood loss. +45 hits. Bleed 15/rnd.
81-85	Rip chest, +11 hits. Bleed 5/rnd stunned 4 rnds.	Cleave at side, +19 hits. Bleed 8/rnd. Foe at -35, Stun 7 rnds.	Slice middle. Bleed 9/rnd. +30 hits. Foe at -50 for 6 rnds.	+50 hits, foe is unconcious from blood loss, messy.	+65 hits, for all it's worth. Bleeding 18/rnd. Ouch that smarts.
86-90	Shear weapon hand. Bleeding 6/rnd. +12 hits.	Foe stunned and unable to parry for 6 rnds. +15 hits.	Bleeding 10/rnd, +45 hits, what an incision!.	After he is skinned, foe falls into a 1 year comma.	After ten rounds of massive pain and suffering, foe croaks.
91-95	Rip foes side, bleeding 6/rnd, +15 hits, foe parries 3 rnds.	Ripping strike, stunned 10 rnds, bleeding 10. +25 hits.	Foe lapses in comma for 6 months then dies.	Excellent shot removes skin and bones, foe dies in 9 rnds.	Midsection is removed, foe finds life futile and dies.
96-99	Foe bleeding 8/rnd and stunned 5 rnds. +14 hits.	A terrible haircut, leaves foe with no scalp. Death.	Poor fool falls into your weapon, opening rib cage, death.	Terrible wound leaves foe convulsing 6 rnds, then dies.	Foe is gashed from head to abdomen, drops and dies.
100	Look at that mess on the floor.	Heavy blow removes major portions of foes torso. He expires.	Disembowel foe. He helplessly falls with a thump. He be dead.	Swing takes foe's inards with it. He watches for a round, then dies.	Foe's is skinned before you eyes. He expires in two embarrassing rounds.

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14.0 ARC OPTIONS CHECKLIST

This checklist is an extension to the *RM* Options Checklist in *RM CIV–RM CVI*. It only presents the new optional material found in the *Arms Companion (ARC)*.

The following codes are included to give you an idea of our impressions of some of the options:

Core Rules	Core
Highly Recommended	A
Recommended	B
Recommended but adds complexity	B ^C
Its up to you, not for everyone	C
Its up to you, adds a whole lot of complexity	C ^C
Recommended if all or most of the <i>RM CII</i> skills are used ...	II
For High-powered campaign, be careful	H

•••

2.0. OPTIONAL PROFESSION "LAWS"

2.1 Background Packages	C ^C □
2.3.3 Examples of Custom Professions	
Horseman — Horse Riding Profession	□
Indurate — Focused Profession	□
Outrider — Scout-like Profession	□
Specialist — Weapon Specializing Profession	□
Templar — Religious Profession	□
Trench Fighter / Dwarven Warrior	□
Hunter — Hunting Profession	□

3.0 OPTIONAL STATISTIC "LAWS"

3.1 Overcoming Penalties with Self Discipline	□
3.2 Optional Racial Bonuses and Maximums	C ^C □

4.0 OPTIONAL COMBAT "LAWS"

4.1 Large and Superlarge Critical Resolution	
Option 1 Smaller modifications	B□
Option 2 Larger modifications	C□
4.2 Optional Offensive Bonuses and Penalties	B□
4.3 Combat Languages	C ^C □
4.4 Experienced Attack Bonus	H□
4.5 Cauterizing Wounds	C□
4.6 Ripping-Tearing Critical	
Option 1 Reduce severity when using Rip-Tear Crits	C□
Option 2 Only reduce some of the Rip-Tear Crits	C□
4.7 Close Quarters Combat	C ^C □
4.8 Weapons Use	B ^C □
Option Certain races reduce modifications	B ^C □
4.9 Options for "Attacking to Subdue"	
Option 1 Use Pummeling Critical Table	II□
Option 2 Use exhaustion points rather than hits	C ^C □
4.10 Causing Exhaustion in Melee	C ^C □
Option Must make an RR or go unconscious	H□
4.11 Attack Speed Variances	C□
4.12 Restricted Area Combat	C□
4.13 Unusual Weapon Styles	C ^C □
4.14 Initiative Modifiers Revisited	B□

4.15 Strategic Targeting	C ^C □
Option 1 Use Location 21	C ^C □
Option 2 Double BAM	C ^C □
4.15.3 Strategic Targeting	
Option Use skill as defense against strat. targeting	C ^C □
4.16 Stance-Based Initiative System	C ^C □
Option Use level bonus rather than profession	C ^C □
<i>Initiative Options</i>	
Option 1 Use Qu/EI stat	C ^C □
Option 2 Use Qu/Ag stat	C ^C □
Option 3 Use 50+Qu bonus or 50+2xQu bonus	C ^C □
Option 4 Use 50+Qu bonus+EI bonus	C ^C □

5.0 OPTIONAL ARMOR "LAWS"

5.1 Enhanced Armor, Enhanced DB	C ^C □
5.2 Armor Pick and Choose	C ^C □
Option No downward shifts for using lesser armors	C ^C □
5.3 Donning and Doffing Armor Revisited	C ^C □
5.4 Helmets	C□
5.5 Options for Armor and Helmets	C□
5.6 Multiple Shield DB Modifications	C□
5.7 Optional Armor Thicknesses	C ^C □
5.8 Sollerets	C□
5.9 Armor Maintenance and Breakage	C ^C □

6.0 OPTIONAL WEAPON "LAWS"

6.1 Sword Breakers	C□
Option Ensnared character may use weapon at -75	C□
6.2 Three Bladed Daggers	C□
6.3 Optional Rules on Wavy Blades	C□
6.4 Brodrack	B□
6.5 Mecthar	H□
6.6 Stiletto	B□
6.7 Metal Whip	B□
6.8 Battle Hammer	B□
6.9 Estock	B□
6.10 Hilt Gauntlets	B ^C □
Option 1 Develop as separate skill	B ^C □
Option 2 Develop as sub-skill	C ^C □
6.11 Tebuje	B□
6.12 Great Sword	H□
6.13 Killee	B□
6.14 Barbed Spear Heads	B□
6.15 Battle Adze	B□
6.16 Executioner's Swords	C□
Option Develop skill separately from broadswords	C□
6.17.1 New Arrows	C□
6.17.2 Mass Changes for Arrows	C ^C □
6.17.3 Bow Ranges Revisited	B□
6.17.4 Optional OB Modifiers for Fletchings	C ^C □
6.18 Crossbow Reloaders	C□
6.19 Optional Bow/Crossbow Strength Modifications	C ^C □

6.20	Arbalest	B	<input type="checkbox"/>
6.21	Stone Bow – Stone Crossbow	C	<input type="checkbox"/>
6.22	Optional Rules for Crossbows	H	<input type="checkbox"/>
6.23	Armor and Weapon Quality	C	<input type="checkbox"/>
6.24	More Mass—More OB	C	<input type="checkbox"/>
6.25	Sheaths	B	<input type="checkbox"/>
6.26	Sheath Hangers	C	<input type="checkbox"/>
6.27	Attack with Torches(PP/SB)	B	<input type="checkbox"/>
6.28	Weapon Statistic Modifiers	C	<input type="checkbox"/>
6.29	Weapon Speed Modifiers	C	<input type="checkbox"/>
	Option 1 Double creatures' bonuses	C	<input type="checkbox"/>
	Option 2 No mods when fighting against nat. weapons	C	<input type="checkbox"/>
6.30	Siege Weapons	C	<input type="checkbox"/>
6.31	Irritants	C	<input type="checkbox"/>
6.32	Armor Mounted Weapons	C	<input type="checkbox"/>
	Option 1 +10 for every 5 ranks of weapon brawling	C	<input type="checkbox"/>
	Option 2 Foe gets RR versus surprise	C	<input type="checkbox"/>
6.33	Weapons Maintenance	C	<input type="checkbox"/>
6.34	Rare and Exotic Weapons	C	<input type="checkbox"/>
6.35	Hidden / Sudden Strike Weapons	C	<input type="checkbox"/>
6.36	Multi-Purpose Weapons	C	<input type="checkbox"/>
6.37	Take-Apart-Weapons	C	<input type="checkbox"/>
6.38	Disguised Weapons	C	<input type="checkbox"/>
6.39	Mercury Filled Weapons	H	<input type="checkbox"/>
6.40	Custom Made Weapons	H	<input type="checkbox"/>

7.0 OPTIONAL TACTICS "LAWS"

7.1	Combat Styles	C	<input type="checkbox"/>
7.2	Indirect Fire	C	<input type="checkbox"/>
7.3	Bushwhacking	C	<input type="checkbox"/>
7.4.1	Airborne Combat Modifiers	B	<input type="checkbox"/>
7.4.2	Seaborne Combat Modifiers	B	<input type="checkbox"/>

8.0 OPTIONAL SKILL "LAWS"

8.1	New Skills	C	<input type="checkbox"/>
	<input type="checkbox"/> Adrenal Spell Avoidance	<input type="checkbox"/> Airborne Combat	
	<input type="checkbox"/> Awakening	<input type="checkbox"/> Battle Perception	
	<input type="checkbox"/> Blind Fighting	<input type="checkbox"/> Calisthenics	
	<input type="checkbox"/> Defensive Weaving	<input type="checkbox"/> Cryptography	
	<input type="checkbox"/> Closing	<input type="checkbox"/> Directed Strength	
	<input type="checkbox"/> Distract Foe	<input type="checkbox"/> Dentistry	
	<input type="checkbox"/> Don and Doff Armor	<input type="checkbox"/> Endurance	
	<input type="checkbox"/> Feinting	<input type="checkbox"/> Holding Breath	
	<input type="checkbox"/> Focus	<input type="checkbox"/> Honing	
	<input type="checkbox"/> Instinctive Maneuver	<input type="checkbox"/> Increase Wounds	
	<input type="checkbox"/> Hygiene	<input type="checkbox"/> Intimidation	
	<input type="checkbox"/> Jestng	<input type="checkbox"/> Looting	
	<input type="checkbox"/> Melee Scuffle	<input type="checkbox"/> Mind Block	
	<input type="checkbox"/> Moving Strike	<input type="checkbox"/> Presence Projection	
	<input type="checkbox"/> Portaging	<input type="checkbox"/> Prepared Shot	
	<input type="checkbox"/> Restricted Area Cmbt	<input type="checkbox"/> Seaborne Combat	
	<input type="checkbox"/> Sniping	<input type="checkbox"/> Special MA Attacks	
	<input type="checkbox"/> Spell Deflection	<input type="checkbox"/> Spell Perc.	
	<input type="checkbox"/> Strategic Targeting	<input type="checkbox"/> Trick Shot	
	<input type="checkbox"/> Taunting	<input type="checkbox"/> Way of the Warrior	
	<input type="checkbox"/> Weapon & Armor Maint.	<input type="checkbox"/> Unhorsing	
	<input type="checkbox"/> Weapon Brawling	<input type="checkbox"/> Weapon Casting	
	<input type="checkbox"/> Weapon Shatter	<input type="checkbox"/> Weapon Snare	
	<input type="checkbox"/> Weapon Trickery	<input type="checkbox"/> Weapons Use	
	<input type="checkbox"/> Whip Grapple		

8.2	Optional Effects of Exhaustion on Skills	C	<input type="checkbox"/>
	Option Make SD roll to overcome effects	C	<input type="checkbox"/>
8.3	Optional Stalk and Hide Modifiers	B	<input type="checkbox"/>
8.4	Options for High Speed Gymnastic Skills	C	<input type="checkbox"/>
8.5	First Aid Implements	C	<input type="checkbox"/>
	Option Add only to initial roll	C	<input type="checkbox"/>

9.0 OPTIONAL SUBTERFUGE "LAWS"

9.1	Trap Building and Types of Traps	C	<input type="checkbox"/>
	Option Treat Damage Factor as a mod to criticals	H	<input type="checkbox"/>
9.2	Detect Traps Vs. Magic Traps		
	Option 1 Use Intuition bonus	C	<input type="checkbox"/>
	Option 2 No chance of finding without magical skills	A	<input type="checkbox"/>
9.3	Tools of Thieves	B	<input type="checkbox"/>
9.4	Thieves Code	C	<input type="checkbox"/>
	Option 1 Learned only in a guild	C	<input type="checkbox"/>
	Option 2 Varies from area to area	C	<input type="checkbox"/>

10.0 OPTIONAL CAMPAIGN AND BACKGROUND "LAWS"

10.1	Honor Point System	C	<input type="checkbox"/>
10.3	Apprenticing	C	<input type="checkbox"/>
	Option 1 Costs one Background Option	C	<input type="checkbox"/>
	Option 2 Only 75% of dev points are available	C	<input type="checkbox"/>
	Option 3 Both Options 1 and 2	C	<input type="checkbox"/>
10.4	Warrior Background Table #1	C	<input type="checkbox"/>
10.5	Warrior Background Table #2	C	<input type="checkbox"/>
10.6	Hobby Picks Revisited		
	Option 1 2 Hobby Picks	C	<input type="checkbox"/>
	Option 2 3 Hobby Picks	C	<input type="checkbox"/>
	Option 3 GM determines the skills	C	<input type="checkbox"/>

12.0 TABLES AND CHARTS

12.1.1	Large Creature Krush Critical Strike Table	C	<input type="checkbox"/>
12.1.2	Large Creature Puncture Critical Strike Table	C	<input type="checkbox"/>
12.1.3	Large Creature Slash Critical Strike Table	C	<input type="checkbox"/>
12.1.4	Super Large Creature Krush Critical Strike Table ...	C	<input type="checkbox"/>
12.1.5	Super Large Creature Puncture Critical Strike Table	C	<input type="checkbox"/>
12.1.6	Super Large Creature Slash Critical Strike Table	C	<input type="checkbox"/>
12.1.7	Large & Super Large Creature Non-Weapon Critical Strike Table	C	<input type="checkbox"/>
12.2.1	Strategic Targeting Critical Strike Table	C	<input type="checkbox"/>
12.2.2	Pummeling Critical Strike Table	C	<input type="checkbox"/>
12.2.3	Tearing / Ripping Critical Strike Table	C	<input type="checkbox"/>
12.3.1	Arbalest Attack Table	B	<input type="checkbox"/>
12.3.2	Estock Attack Table	B	<input type="checkbox"/>
12.3.3	Battle Hammer Attack Table	B	<input type="checkbox"/>
12.3.4	Metal Whip Attack Table	B	<input type="checkbox"/>
12.3.5	Tebuje Attack Table	B	<input type="checkbox"/>

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