

Player Information Package: ArdaMaster Campaigns

by Andrew C. Durston

updated - 10/25/94

update 2 - 1/2/95

update 3 - 8/21/97

update to Framemaker - 4/1/98

split into Player Info/Campaign Info - 4/7/98

updated to Framemaker 5.5 (date added to page footers)

Disclaimer: Portions of this campaign material has been adapted from the work of, among others, Steven Brust, Glen Cook, CJ Cherryh, Columbia Games, JRR Tolkien, and the original works are copyrighted by those authors and are used without express permission. All other materials are copyrighted by the author, as indicated below.

*'Intro to ArdaMaster' © 1991-9
Andrew C Durston'
April 14, 1999*

1. Various info for ArdaMaster

This document contains various info for my Arda Rolemaster campaign. Nicknamed "ArdaMaster," the Arda campaign has been running since January of 1988. Set in the far future of Earth, on a world removed from our reality, Arda is a land of High Fantasy and adventure. It is full of very real and present dieties, a myriad of native and non-native races, continual intrigue and politics.

This missive contains the races of Arda, character generation for Rolemaster PCs on Arda, available Rolemaster character classes, additional Rolemaster skills used/not used in these campaigns and additional rules variations.

2. RACES OF ARDA

2.1 Races of Arda

The races of Arda can be divided into two groups, those originally native to the planet and their descendants and those who came to the planet and their descendants. The natives, consisting of the Sindarin/Elves and Khudzul/Dwarves, are known as the Old or Elder Races. Orcs and Trolls, having achieved (or been granted by other powers) sentience, are sometimes considered Elder Races as well being native to Tarna.

The colonizing races, Human, Hani, Mahendo'sat, Stsho and Kif, are known as the Young Races. Since the time of the changes some of the Young Races have spawned or created variations of their own race (Humans and High Men, Kif and Sohleugir for example) which survive to this day as well. The following tables details all the major races of Arda.

2.2 Human Races

Human Derived Races										
Name	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE
Human	+5	-	-	-	-	-	-	+5	-	-
High Man	+10	-5	+10	-	-	+10	-5	-	-	-
Neanderthals	+10	-	-5	+5	-	+10	+5	-	-5	-10
Bear Tribes	+15	-5	+5	+5	-10	+15	-	-	-	-

Additional Racial Modifiers										
Race	Resistance Bonuses					Other Information				
	Ess	Chan	Ment	Poison	Disease	Soul	Heal	Dice	Max	Options
Human	0	0	0	0	0	12	1x	d8	120	6
High Man	-5	-5	-5	0	0	10	.7x	d10	150	4
Neanderthal	+25	0	+25	+5	0	20	.5x	d10	150	5
Bear Tribes	+20	0	0	+20	+15	12	.7x	d10	150	4

Humans have changed little since Arda became as it was. They exhibit the widest variety among all races of Arda and are able successfully mate with Arda's native races.

The High Men are a warrior race whose origins are shrouded in Arda's past. Also known as the Dorsai, the 12 fathers of the High Men were created by Measse, at the lake Glimmermere, to combat great evil in the First Age. They are taller and fiercer than normal Humans though not as quick. Most are of a dark and dour countenance.

The Neanderthal tribes are groups of humans who have fallen from civilization. Most live in small nomadic clans who roam the countryside hunting, gathering and trading for supplies. They are small and doughty people, close to nature and magic but not brilliant. Their nature is gentle and quiet, eschewing the noise and activity of the cities and towns for the dales and valleys.

The Bear Tribes are small groups of Humans who bear the unusual heredital gift/curse of shapesharing, a magical ability with a monthly cycle causing the change between human form and that of an animal. They are strong and imposing yet are closed and lonely folks only happy within their own clans.

Known Bear Tribes include Panther (Northwest Telor), Bear, Wolf (North Tarna), Fox, Squirrel (Timeria), Lion (Telumar in Torca), Eagle (Schooner Isles), Lynx (Kooselan), Mouse (Timeria).

Associated Dieites

Humans - Manwe, Lord of the Skies, Sun and Weather

High Men - Measse, Mistress of Swords, Lady of Paladins

Bear Tribes - Orome, Master of Animals and the Hunt

2.3 Elven Races

Elven Races										
Name	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE
Light Elves	-	+10	+10	-	+5	-	+5	-20	+5	-
Mixed Elves	-	+10	+10	-3	+7	-3	+7	-20	+5	-
Dark Elves	-	+10	+10	-5	+10	-5	+10	-20	+5	+5
Elves (A)	+5	+10	+10	-	-	+5	+5	-10	-	-

Additional Racial Modifiers										
Race	Resistance Bonuses					Other Information				
	Ess	Chan	Ment	Poison	Disease	Soul	Heal	Dice	Max	Options
Light Elves	-5	-5	-5	+10	+100	2	2x	d8	110	3
Mixed Elves	-5	-5	-5	+10	+100	1	2.5x	d8	110	3/5
Dark Elves	-5	-5	-5	+10	+100	1	3x	d8	110	5
Elves (A)	-5	-5	-5	+0	+50	3	1.5x	d10	150	4

The Elven races, of the Sun and the Moon, have existed on Arda since its creation. Some are even said to remember the Changes. The Light or Sun Elves enjoy and revile in the sunlight of the Ardan days while the Dark or Moon Elves prefer the moonlight and underground places. Both races are extremely long lived and some may be immortal. Light Elves have excellent day vision (beyond that of men) though are usually nightblind while Dark Elves see at night as in day, but are blinded by the sun. There exists a great emnity between the two races from some incident deep in their racial history, neither talks of it or the Changes.

Half-Elves are the result of the unions between either Elven race and the many Humans of the planet. Half-Elves (A) with a High Man parent, (B) with a Common Human parent and (C) with a Bear Tribe parent. (B) is the most common (70%) with (A) rare (20%) and (C) rarer (10%) still. They are fertile and show many aspects of their Elven parentage. The even rarer crossbreed of Light and Dark Elf, commonly called Mixed Elves, maybe totally blind or possess vision beyond normal ken in all lighting conditions.

Statistics for the other two sorts of Half-elves (B&C) can be found in RMC I. Another type of elf, very rare and unusual, is the Fair Elf, said to be the descendents of the Elves before they split into Light and Dark. All Elves, or Half-Elves raised by Elves, are members of

one of the 17 Great Houses of Elvenkind, basically a set of huge clan/families which have existed for many thousands of years. The greatest concentration of Elves is within the great Azeryan Empire on the continent of Lythia. The Azeryan Empire is currently ruled by Zerika, the Phoenix Empress.

Associated Dieties

Light Elves - Orome, Lord of the Hunt and Forests; Vana, Lady of Spring

Dark Elves - Melkor, Lord of Darkness and Night Skies

2.4 Dwarven Races

Dwarven Races										
Name	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE
Dwarves	+5	-5	-10	-	-10	+15	-5	+5	-	-
Dwarves	+5	-5	-5	-	-	+15	-	+5	-	-

Additional Racial Modifiers										
	Resistance Bonuses					Other Information				
Race	Ess	Chan	Ment	Poison	Disease	Soul	Heal	Dice	Max	Options
Dwarves	+40	0	+40	+20	+15	18	.5x	d10	120	5
Dwarves	+20	0	+20	+15	+15	15	.7x	d10	120	5

The Dwarves have also existed from the beginning of Arda, yet they are somewhat short-lived (compared to Elves) and remember less of the time before the Changes. However the Dwarves have remembered more of the secrets of the Changes and the items associated with such. The Dwarves are strong and doughty people, fascinated with items and item magic. Dwarves do not see as well as humans, as a race they are nearsighted, but see equally well in day or night. All Dwarves are members of the seven Houses of Dwarvenkind springing from the Seven Fathers of the Dwarves (Durin the Deathless, Bavor the Swift, Dwalin, Thrar the Cold, Thelor, Druin the Proud and Barin the Scarred) who lived in ancient times. The Half-Dwarves are the result of the unusual mating of Dwarf with Human.

Associated Dieties

Dwarves - Aule, the Smith, the Maker; Yavanna, giver of Fruits

2.5 Kif and Kif-created Races

Kif and Kif-created Races										
Race	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE
Kif	+5	+10	-5	-	-10	+5	+10	-5	-	-
Sohleugir	+15	+5	-5	-	-	+10	-	-5	-5	-
Sstoi'isslythi	-5	-	+5	-	+10	-5	-	+10	-	-
Lesser Orcs	+5	+5	+5	-10	-5	+5	+5	-	-5	-5
Greater Orcs	+10	-	+5	-5	-5	+10	-	+5	-5	-5
Orcs	+10	-	+5	-5	-	+10	-	-	-5	-5
Trolls	+15	-10	+10	-10	-10	+15	-10	+10	-5	-5

Additional Racial Modifiers										
Race	Resistance Bonuses					Other Information				
	Ess	Chan	Ment	Poison	Disease	Soul	Heal	Dice	Max	Options
Kif	+5	+5	+5	+25	0	12	.8x	d10	150	4
Sohleugir	+5	+5	+5	+10	+10	15	.7x	d12	200	4
Sstoi'isslythi	0	0	0	+50	-5	10	.9x	d8	120	5
Lesser Orcs	0	0	0	0	+5	1	.5x	d8	80	5
Greater Orcs	0	0	0	+5	+10	1	.5x	d10	120	4
Orcs	0	0	0	+5	+10	7	.5x	d10	120	5
Trolls	0	0	0	+10	+10	1	.5x	d20	250	4

The Kif have existed on Arda for as long as the Human races. Few are seen on Tarna these days, preferring to deal through their brethren races; the Lizardmen (Sohleugir) and Snakemen (Sstoi'isslythi). The Kif are taller than humans with long thin faces of a grayish shade. They have small orange eyes and little body hair except for a ridge along the skull and back. Probably warmed-blooded reptiles, their mouths have many sharp teeth and they are carnivorous. Although thin, the Kif are very tough, agile and have little body fat. They have retractable claws and prefer dim light or night, most are colorblind. They are excellent linguists and mimics.

The Sohleugir are larger and stronger, though not as cunning. They tend to brown and green scaled skin and many have tails (while the Kif do not). They are amphibious, can breathe underwater and prefer wet climates. The Sstoi'isslythi are smaller than the Kif and are not as strong or agile as either race but make up for it in cunning and in some sheer viciousness. They are very serpentine in appearance, their skins hues of gold, yellow and tan. They prefer dry environments and possess a poisonous bite. The Snakemen are more prone to magic and items, while the Lizardmen tend to be warriors and the like. The Kif are very clan-oriented and have a highly developed social system where prominence is based on the amount of Sfik or 'face' one possesses. The Kif groups do not have royal lines or inheritances as such, title to possessions depends on who is in charge due to his/her 'face' value. All three races are hermaphroditic.

The predecessors of the Orcs and Trolls may have existed on Arda before the changes, it is not sure. The Kif however have had some sort of hand in bringing sentience to both races possibility through an ancient forgotten process call 'uplift.' Both Orcs and Trolls were used extensively by the Kif in the past as warriors, scouts and the like. The gradual retreat of the Kif from Tarnan society has left these

peoples to fend for themselves. The Orcs are very tribal and warlike, preferring to live and raid in the hills and mountains of Tarna. Their communities resemble hives of insects in terms of organization and hierarchy. Most Orcs avoid civilization except for some who live as bandits and raid caravan routes. The Trolls are solitary creatures who shun all contact and may have regressed to pre-sentience (rumors exist of great Troll kingdoms somewhere in the mountains of Arda). Half-orcs come from the most likely violent mating of Orc and Human.

Associated Dieties

Kif - Sauron, Lord of Lies and Deception; Mandos, Lord of the Dead; Vaire, Lady of Fate.

Sohleugir - Osse, Lord of Lakes and Seas

Trolls - Mahal (Aule), Lord of Rocks, Stone and Mountains

Orcs - Makar, Lord of War; Morgoth, Lord of Bloodshed

2.6 Mahe Races

Mahe Races										
Race	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE
Greater Mahe	+15	+5	+5	-10	-10	+20	+5	-20	-5	-5
Lesser Mahe	+5	+10	-5	-	+5	+15	+5	-10	-5	+5
Sea Krals	+5	+5	-5	-	-	+5	+10	-5	-5	-

Additional Racial Modifiers										
Race	Resistance Bonuses					Other Information				
	Ess	Chan	Ment	Poison	Disease	Soul	Heal	Dice	Max	Options
Greater Mahe	-5	-5	-5	+40	+100	5	.5x	d20	300	4
Lesser Mahe	+20	+5	+20	+10	+5	18	.6x	d10	140	4
Sea Krals	+15	+15	+15	+15	+15	20	.6x	d10	140	4

The Mahe are as old as the Humans and Kif on Arda. All three Mahen races are furred with simian-like faces. The Greater Mahe are tall and fierce warriors rivaling the High Men and the Trolls in ability though they are not as smart or controlled as the Human races. The Lesser Mahe, though they will not admit it, usually run most Mahe clans. They are of Human height and stature though strong and very quick and agile. The Sea Krals are near relatives of the Lesser Mahe but tend to prefer living on or near the sea, hence their name. They are natural sailors and swimmers and man many of Tarna's Naval vessels. All three groups are usually short on memory and have similar cultures. They are seemingly very flashy and outgoing, dress in bright and fancy apparel much like the gypsies and pirates of Earth but they are very closed, prejudiced against strangers (especially those of other races, the Kif most of all) and somewhat xenophobic. The Mahen have non-retractible finger-nails like men, though longer. They have alot of problems with language as there is no one coherent Mahen tongue but many clan dialects. Most contact uses either Tarnan or a trade pidgin tongue. They are great collectors especially of natural art, rare plants, trees and flowers and exotic pets. The Mahen also deal in mysticism, religion, symbols and hidden meanings. Each clan is run by a male/female head called the Person[age] who controls all clan activity including disposition of children. Mating is apparently at random though the results are overseen by the Personage.

Mahe = Mahen = Mahendo'sat

Associated Dieites

Greater Mahe - Makar, God of War and Battles; Morgoth, the Destroyer

Sea Kral - Ulmo, Lord of the Oceans; Osse, Lord of Seas and Rivers

2.7 Hani Races

Hani Races										
Race	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE
Hani Females	-	+10	+5	-	-	-	+10	-5	-	-
Hani Males	+10	+5	+5	-	-	+5	+5	-5	-5	-5
Vulfen	+10	+15	-5	-	-5	+5	-	-10	-	-10

Additional Racial Modifiers										
Race	Resistance Bonuses					Other Information				
	Ess	Chan	Ment	Poison	Disease	Soul	Heal	Dice	Max	Options
Hani Females	0	0	0	+5	+5	15	1x	d8	120	5
Hani Males	0	0	0	+10	+10	12	.8x	d10	150	4
Vulfen	+20	+20	+20	+10	+10	18	.5x	d10	150	4

The Hani as well have been on Arda for as long as the other major races. The Hani are unusual in that the males and the females are distinctively different in terms of abilities and character, thus leading to many aspects of their society. The Male Hani is large strong and almost uncontrollably fierce. Most have little patience for arts, crafts and magic until later in life when not concerned with gaining a clan. The Female Hani is smaller though quicker and not prone to destructive rage. Female Hani relatives run the clans that a Male Hani creates and/or seizes by combat. Females are more adept at magic and skills than combat. The Hani race is feline in appearance, of many colors and hues and slightly taller than average Humans, though they have no tails. Their society is centered about a Dominant Male, Female relatives and preadolescent children. Males without clans either retire to monastery-like retreats (or go adventuring) when old or seek their own clan when young. Females either work within a clan, seek to promote a new clan/male or work outside of Hani clan society. Males who adventure or work steadily and do not seek clan holdings are respected by clans because they've been able to avoid their more base instincts. Clan heads are usually skilled warriors though it has not been unknown for a wielder of magic to take a clan (some clans frown on magic though, which has caused some conflict in the Hani race).

Some Hani titles -

- Ker - a high clan female [such as Ker-Pyanfar]
- Na - a clan lord [such as Na-Khym]
- Par - maternal daughter [such as Par-Hilfy]
- Nef - an ex-clan lord [such as Nef-Teran]

The Vulfen are fierce degenerate tribal Hani having little contact with civilization. Their closer appearance and features to Terran/Hanic wolves speaks of some sort of magical manipulation during the race's past. Little is known of this. Vulfen are shunned by Hani in general and vice versa. They have a great rapport with the land, mysticism and associated magics. Vulfen exist in packs rather than clans and may have multiple dominant males (a heresy by Hani standards). Vulfen packs select a leader each year by determining which Male has the most support among the Females of the tribe, in particular how many wish to be his mate. However, any male who finds/ gains a mate may Speak in pack meetings.

Some Vulfen titles -

- Ca' - mage/spellweaver (Ca'Hunya)
- Ga' - male priest (Ga'Nutimdim)
- Ka' - warlord (Ka'Tiean)

- Ma' - technician, craftsman (Ma'Chelltech)
- Na' - a warrior male (Na'Xenkian, Na'Tiean)
- Ra' - Priestess female (Ra'Tiane, Ra'Seiya)
- Sa' - sage/wise one/learned one
- Ta' - a warrior female (Ta'Xiou)
- Va' - follower,servant,bondsman,under protection,vassal (Va'Derin)
- Za' - dead or noted warrior, honorific
- A' - diety, god or god-figure (A'Nubis = Mandos, A'Utum = Yavanna)
- I' - apprentice to another (I'Sa'Kelt)

Associated Dieties

Hani - Tulkas, Lord of Strength and Friendship; Nessa, the Dancer & Wind

Vulfen - A'Goliant, Queen of Unlight or A'Saragain, the White Winter Wolf

2.8 Stsho Races

Stsho Races										
Race	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE
Hira'razhir	-5	+5	-	-	+10	-10	+15	-	-	-
Stsho	-10	+10	-5	-	+15	-15	+15	-10	+5	-

Additional Racial Modifiers										
Race	Resistance Bonuses					Other Information				
	Ess	Chan	Ment	Poison	Disease	Soul	Heal	Dice	Max	Options
Hira'razhir	-5	-5	-5	-10	-20	12	1.2x	d5	90	5
Stsho	-10	-10	-10	-20	-20	10	2x	d5	90	6

The Stsho are the last of the five younger races of Arda. They are a tall, thin, pale and gentle folks meddling little in the affairs of civilization. They have bald heads with large sensitive eyes and hands with long delicate fingers. The Stsho are trisexual hermaphrodites who usually form mating groups known as Triads. However, a member of one triad may serve a different purpose (in the mating cycle) in another. Their body structures are fragile and their bones are easily broken. During times of great stress or emotional overload a Stsho may 'Phase' and undergo a change of persona. Stsho are irrational and impossible to deal with during 'Phasing' and it is impolite to mention a previous persona or identity. Some Stsho even change apparent sex during a Phase. They are brilliant craftsmen and artisans who enjoy subtle distinctions in taste and sight (much like the Kif's enjoyment of tactile sensations). Most fine jewelry and art is created by the Stsho but sold by clients as there are few Stsho who can drive a hard bargain.

The Hira'razhir may be a relation or creation of the Stsho but neither race mentions such. The Hira'razhir have the same build as the Stsho but are hardier and not as nimble. They are unusual in that they are the only race that can fly, each member having a fully developed set of wings which can fold behind one's back. They are taught to fly from birth and may carry up to almost their body weight while flying. Most live in the mountains where they build great eyries and are adapted to the high altitudes. However the inability to fly whether due to birth or accident is a crippling psychological blow to either the parental triad or individual. Most triads will quietly kill the deformed young while older avians either go mad or commit suicide if crippled permanently. They can easily find employment due to their unique abilities. Much of their culture is like the Stsho's though directed towards the skies and clouds (many fanatically worship Manwe).

2.9 OTHER RACIAL CHARACTERISTICS

For the heights and weights of the unique races to Arda, use the following -

- Neanderthals - Use Common Men with a -50 modifier to the initial roll
- Bear Tribes - Varies based on "animal" shape, bigger folk use Elven heights and Common Men weights, others use Common Men for both
- Half Dwarves - Use average of Common Men and Dwarves height and weight
- Kif - Use Elves for height and weight
- Sohleugir - Use Elves for height at +50 to the roll and use Common Humans for build/frame variations and multiply resultant weight by 1.5
- Sstoi'isslythi - Use Common Men
- Greater Orcs - Use Elves for height, Orcs for build/frame and multiply resultant weight by 1.25
- Greater Mahendo'sat - Use Trolls at +40 to initial roll
- Lesser Mahendo'sat - Use Dwarves at +50 to initial roll
- Sea Kral - Use Dwarves
- Hani Females - Use Common Men
- Hani Males - Use Elves for height and Trolls for build/frame variation
- Vulfen - same as Hani Males
- Hira'razhir - Use Elves for height, Elves-female at -50 for build/frame variations
- Stsho - Use Elves for height, Elves-female at -25 for build/frame

Visual capabilities vary significantly between races as well. The following table shows the day and night sight abilities of the races on a 1 to 10 scale where 1 is poor/bad and 10 is excellent.

Racial Visual Capabilities								
Race	Day	Night	Race	Day	Night	Race	Day	Night
Human	8	3	Hani	9	5	G.Mahe	6	4
HighMan	7	3	Vulfen	7	7	L.Mahe	8	3
Neand	7	3				SeaKral	9	2
BearTr	8	4	LtElf	10	1			
			1/2 Lt	9	2	Dwarf	5	5
Kif	7	5	Mixed	10	10	1/2 Dw	6	4
Sohlgr	5	5	1/2 Dk	4	7			
Sstoi	5	5	DkElf	1	10	L.Orc	4	6
						G.Orc	6	4
Stsho	5	3	Troll	2	10	1/2 Orc	7	3
Hiraz	10	2						

All "" races assume a mating with Common Humans. Mixed Elves (of Light and Dark parents) have a 50% chance of being blind at birth. Bear Tribes may vary with the animal form of the person.

3. Character Generation

1. Concept

Ponder a character concept that is workable within the current structure of the group at hand. Workable though is not meant to be totally restrictive, common sense applies. Talk over concept with other players and GM for opinions and comments. Is not a carbon copy of an existing PC, unless such is desired by said PC.
2. Numbers
 - a. Roll 3 sets of 10 percentile numbers (discard and reroll any result under 36), 36-100
 - b. Pick one set of numbers to be the Potential **Rolls**
 - c. Pick one set as Temporary stats and assign as desired based on race & class
 - d. Determine actual Potential stats based on Temporary stats and Potential **rolls** using the table in Character Law (the Temporary stats are the top column, the Potentials the side column, a '-' means the Potential = Temporary)
3. Race and Class
 - a. Pick race and class of character (see the handouts)
 - b. Note main and preferred stats for character class
 - c. Note racial stat modifiers and number of background options
 - d. Note racial background and abilities
4. Stats and Options
 - a. Calculate stat bonuses, development pts and power pts from RMC I table
 - b. Assign background options using -
 1. RMC IV Point-based method
 2. Character Law tables
 3. RMC I tables
 4. C&T item generation
 - c. Modify stats, stat mods, dev pts and power pts based on results of above
5. Run through first half of Central Casting if selected as a background option, else run through Central Casting up to and including Birth Events and end there.
6. Assign Development Points for adolescence
 - a. Roll for spell lists studied
 - b. Roll for any stat gain rolls bought (5 dp)
 - c. Roll for Concussion Points
7. Run through second half of Central Casting if selected as a background option.
8. Assign Development Points for apprenticeship
See previous section
9. Receive various race/birthplace benefits (dependent on whether Central Casting was used)
 - a. Hobby skill ranks
 - b. Racial skill benefits
 - c. Racial languages
 - d. Birthplace/home skill benefits
 - e. Birthplace/home languages
10. Calculate skill bonuses (rank, stat(s), level & item)
11. Determine Background information (can be modified by Central Casting)
 - a. Age
 - b. Social status
 - c. Education level
 - d. Parent's age/occupation/disposition
 - e. Sibling's age/occupation/number/disposition

12. Assign Handedness, unless purchased beforehand
13. Starting and Personal information
 - a. PC's name
 - b. Starting location
 - c. Starting equipment and monies
 - d. Character information (god, favorite colour, etc...)

4. Character Classes Used

4.1 Introduction

These are the current classes that I am using for my campaign.

E = essence, the power in the surroundings.

C = channelling, power from a diety.

M = mentalism, power focused by the mind.

RMC = Rolemaster Companion I-VII

AC = Alchemy Companion

ArC = Arms Companion

Non spell users can gain spells at great skill costs. Semi spell users balance between spell and combat skills. Pure spell users gain spells easily but not combat skills.

4.1.1 Non spell user

Character Law

- Fighter Your standard mercenary sort.
- Rogue Somewhat of a fighter/thief hybrid.
- Thief Your standard thief sort.
- Warrior Monk Martial Arts fighting specialist.
- Non Profession Jack of all trades.

RMC I

- Barbarian Fighter specializing in outdoors and light armor.
- Burglar A thief concentrating in light armor and athletics.
- High Warrior Monk A fanatic Martial Artist with few other skills.

RMC II

- Dancer A sort of a hybrid warrior monk/burglar, good with athletic and stealth skills.

RMC III

- Assassin A more subterfuge oriented rogue or fighter/thief hybrid.
- Bashkar A berserker, a fighter centered about frenzying.
- Bounty Hunter An outdoors, observation oriented fighter.
- Cavalier A fighter oriented towards chivalry and social graces and associated academic skills.
- Sailor A rogue variant on the high seas, a pirate.
- Warrior A fanatical warrior (like the high warrior monk) with little range in other skills.

RMC IV

- Leader A fighter variant concentrating on people and tactical skills

RMV V

RMC VI

AC

- Smith A non-spell using Rogue-variant concentrating on the working of metals and the like

ArC

- Archer A fighter variant specializing in missile weapons

4.1.2 Semi-spell user

Character Law

- Monk - E Martial artist with spells oriented towards movement and combat.
- Ranger - C Outdoorsman with plant, animal and tracking spells.
- Bard - M Harper, troubador with delving and sound control spells.

RMC I

- Nightblade - M Assassin with stealth and insertion oriented spells.
- Paladin - C Holy warrior with combat and prayer spells.
- Delver - E Researcher with item and substance analysis spells.

RMC II

- Warrior Mage - E/M Fighter-mage with movement, elemental and combat spells.
- Beastmaster - E/M Outdoorsman with animal handling, sense enhancement and combat spells.
- Paladin (variant) - C More spells for the previous version of the Paladin.
- Dervish - C Fanatic religious dancer-warrior with various dance spells.

RMC III

- Sleuth - C Spell using detective.
- Montebianc - M Spell using con man.
- Chaos Lord - C Fanatical paladin like warrior oriented towards chaos.
- Crafter - E/M/C Spell using professional.

RMC IV

- Houri - M Uses mind altering spells to seduce and control.

RMC V

RMC VI

4.1.3 Channellers

Character Law

- Cleric Servant of a diety with healing, commune and other related spells.
- Dark Cleric Nastier servant of a diety with dark lore, curses and soul destroying spells.
- Animist Works with plants, animals and the like.
- Healer Healer who takes wounds upon their person and heals their own body.

RMC I

- Druid Similar to the animist with some more elemental oriented spells.

RMC II

- Shaman Works with spirits and trances.

RMC III

RMC IV

RMC V

RMC VI

4.1.4 Essence-Users

Character Law

- Magician Standard manipulator of earth, wind, fire, water, ice and light. Summoner of elementals.
- Dark Magician Summoner and questioner of demons as well as spells which destroy mind and body.
- Alchemist Item construction spells.
- Illusionist Constructs of the five senses.

RMC I

RMC II

- Runemaster Spell caster using words of power, wards and runes.
- Conjurer Spell caster using circles to summon various things and circles of protections.

RMC III

RMC IV

RMC V

RMC VI

4.1.5 Mentalists

Character Law

- Lay Healer Spell using physician, spells heal other bodies.
- Mentalist Mind spells to locate people & objects, communicate with others.
- Evil Mentalist Mind spells to question, induce injury, erode the mental abilities.
- Seer Mind spells for various forms of sight, through elements, time, etc.

RMC I

RMC II

- Sage Researcher and knowledge gathering spells.

RMC III

RMC IV

RMC V

RMC VI

4.1.6 Hybrid spell casters

Character Law

- Sorcerer - E+C Entropy mage, destroys both minds and matter.
- Mystic - E+M Master of the forms of body and the elements.
- Astrologer - C+M Reads the skies and fortunes.

RMC I

- ArchMage - C+M+E A user of pure magic (the Arcane) rather than Essence, Channelling or Mentalism. Has access to spells of all three realms.

RMC II

- Necromancer - C+E Summoner and binding of the dead into undead.

- Warlock - C+M Specialist in scrying, curses and altering others' bodies.
- Witch - C+E Works with potions and candle magics.

RMC III

- Crystal Mage - M+E Works with the powers of the earth, earthblood and forms of crystals.

RMC IV

- Arcist - C+M+E Similar to the ArchMage but creates his own spell lists.

RMC V

RMC VI

5. Additional Skills Used

Update on skills for ardamaster games

Currently I am NOT using the following skills (these are mostly from RMC II but include other sources) --

- RMC II
armor evaluation, body damage stabilization, grappling hook, hide item, lancing, lie perception, locate secret opening, individual mediation types (except for ki, see RMC IV/VII), metal evaluation, poison perception, power perception, power pt development, power projection, rappelling, read tracks, sense ambush/assassin, sense reality warp, set traps, silent kill, spacial location awareness, stone evaluation, stunned maneuvering, surgery, surveillance, targeting skill, transcend armor, tumbling attack, tumbling evasion, weapon evaluation
- RMC IV
armored adrenal defense, weapon bugei, expertise, summoning, tackling, plant enhancing, plant control, plant moulding, plant mix
- RMC V
find weakness, power manipulation, spell ambush, time/temporal displacement

Current I AM using the following new skills that aren't in RMC II or ChLaw

Additional Skills				
Source	Skill	Stats	Category	Costs
Iron Crown Quarterly				
	Barfly	Pr/In	Social	See below*
	Chug	Co/Qu	Athletic	See below*
	Hide/Control Intoxication	Sd/Em	Subtefuge	See below*
	Provoke Assault	Pr/Em	Social	See below*
	Scoping	In/Re	Perception	See below*
	Recall	Co/Me	Concentration	See below*
	Retalitory Wit	In/Re	Social	See below*
RMC IV				
	Spell Mastery	None	Magical	See RMC II

Magical Langs	None	Magical	" "
Body Rigidty	Sd	Concentration	As Adrenal Defense
Crafting Skills	Ag/Sd	General	See RMC II
Shield Bash	S/S/Ag	Combat	As per 1 HCrush weapon
Spell Trickery	Pr/Qu	Magical	Spell Mastery
Wrestling	S/S/Ag	Combat	MA Grapples basically
Nature Sense	Em/Re	Outdoor	See RMC IV pg35
Nature Observe	Me/Re	"	" "
Botany	In/Re	"	" "
Omen Law	Me/Re	Academic	As per Divination
<hr/>			
RMC V			
Brawling	S/S/Ag	Combat table in RMC V	As per RMC II/use
Research	In/Re	Academic	As per Philos/Relig
Scrying	In/Pr	Magical	As per Divination
Specific Knowledges	Me/Re	Academic	1/3 for all classes
Spell Artistry	Em/Re	Magical	As per Spell Mastery
<hr/>			
EC			
Elemental Lore	Me/Re	Academic	As per Demon/Devil Lore
<hr/>			
SUC			
Magical Research	Me/Re	Magical	As per Power Pt Dev
Teaching	Em/Re	Academic	As per Public Speaking
<hr/>			
Misc			
Music Lore	Me/Re	Academic	1/3 (a Specific Knowledge)
Monster Lore	Me/Re	Academic	As per Fauna Lore
Magic Lore	Me/Re	Magical	As per Symbol Lore

*Iron Crown Quarterly skills (costs are 1/3 for non-spell users, 2/3 for semi spell users and warrior monks, 2/5 for pure spell users). As the GM for descriptions of specific skills.

6. Additional Rules Used

6.1 Parrying Versus Large Foes/Weapons [AD,CM,MM]

Arms Law assumes that one's Offensive Bonus used to parry is equally effective versus all forms of melee attacks except where noted for missile fire. The feel of this rule tends to break down when one's foe wields a rather large weapon (such as a Battle Axe) or is of great stature (such as a Giant or Dragon). What is proposed is that the value of Offensive Bonus placed towards parrying is modified according to the following table. This is an adjunct to Arms Law table 8.2.5.

Defender and weapon	Attacker and/or weapon	OB modifier
Normal size with one handed arms	Normal size with one hand arms	1x
	Normal size with two handed or large weaponry	1/2x
	Large size with one handed or natural weaponry	1/2x
	Large size with two handed or large weaponry	1/4x
Normal size with two handed arms or Large size with normal weaponry	Normal size with one hand arms	1x
	Normal size with two handed or large weaponry	1x
	Large size with one handed or natural weaponry	1x
	Large size with two handed or large weaponry	1/2x
Large size with two handed or large weaponry	All Cases	1x

Large and two handed weapons are defined in Arms Law. Large might include tables, flying disks, and the like. Two handed weapons include the usual assortment of 2 handed Swords, Battle Axes, Quarterstaves and the like.

A large creature is usually considered to be roughly twice the size of the defender, such as a Giant or War Troll using a sword or a Dragon using its natural weapons; claw or bite.

A large creature with a two handed or large weapon would be for example a Giant with a Battle Axe, a Troll with a Boulder, a Dragon's horns or tail bash, a falling house.

Example: Jean Paul deGaule is fighting Lareth the Dark Cleric, a normal sized foe and Fluffy the War Troll, a large foe. He has a 120 OB with a rapier with which he is parrying, which he splits evenly between his two foes. Since Lareth is normal sized and using a mace, Jean Paul's DB is 60. Since Fluffy is Large and using a sword, Jean Paul's DB is 60 x 1/2 or 30. Should Lareth decide to use a two handed sword, Jean Paul's DB would be 30 as well. Should Fluffy decide to use his favorite Battle Axe, Jean Paul's parry DB would be 60 x 1/4 or 15!

Option 1: A Gamemaster may wish to define certain creatures as "Super-Large" say perhaps 4 times or more the defender's size and halve again the Offensive Bonus modifiers present above.

6.2 Aiming [CM,MM,AD]

Arms Law and the Rolemaster critical hit system does not allow for attacks to a specific body location. A crafty Gamemaster may move the location of a critical (but apply the same damage) based on the combat situation (such as when cover is involved). The Ambush skill, in a surprise situation, allows a critical to be modified according to the number of ranks of skill. "Aiming" allows for criticals to be improved during a normal combat situation. A character can trade ranks of skill in a weapon, thereby lowering his/her Offensive Bonus, for points of "effective Ambush." For each skill rank used, the character loses 5 from his OB. If character possesses more than 10 ranks of skill in a weapon, he may use the "2% ranks" as well but NOT before all "5% ranks" have been used. Similarly "1% ranks" may not be used before all "2% ranks" have been used.

During a combat turn in which he is Aiming, the character may not move or perform Moving Maneuvers (other than the "Aimed" attack) during the combat round or perform any activity which gives a minus to action (such as preparing Adrenals, drawing a weapon, reloading a weapon). Aiming as a combat action is not affected by penalties to action due to wounds. The points of "effective Ambush" may be used to modify any critical result gained during that round as per Ambush. Aiming may be combined with Ambush in a surprise situation.

Option 1: A character may only take one attack during a round in which he "Aims." A second weapon can only be used to parry incoming blows.

Option 2: This combat option is allowed only to characters with above a certain number of skill ranks (for example 10) in a weapons form, representing an expert (or sharpshooter) in the use of that weapon.

Option 3: Two ranks of weapon skill must be used to gain one point of "effective Ambush."

Option 4: Some weapons may be more or less effective for Aiming and thus may modify the number of ranks needed to receive points of "effective Ambush." Also some creatures (such as Amorphous beings) may not be affected by Aiming.

Option 5: Aiming may be used with Directed Spells as well.

Option 6: The character may move up to half his base rate during the round in which he takes an Aimed shot.

Option 7: If a character receives a critical hit while Aiming, his Aim may be disrupted. He must roll a resistance roll, his level as the Target level versus 5 times the critical severity (where A = 1 and E = 5) as the Attack level adding his SD bonus or lose his Aim (and the associated transferred OB).

Example: Sofaltis has 15 ranks in Broadsword and thus a +60 skill rank OB. She puts 5 ranks into Aiming, leaving her with a +35 OB (5 ranks at 5% and 5 ranks at 2%) and 5 points of "effective Ambush." She hits her target, achieves a critical and rolls a 63 for the critical result. Sofaltis can modify this to be any result from 58 to 68 (63 +/- 5) so she naturally chooses a 66. If Sofaltis used 10 ranks of Broadsword for Aim, her OB would be +10 (5 ranks at 2%) but would have 10 points of "effective Ambush." Similarly if she used all 15 ranks for Aim, her OB would only consist of statistic, level, item and positional OB bonuses.

6.3 Rank Versus Rank Resistance Rolls [AD]

There may be instances where competitive skill rolls have been made which both indicate success but are mutually incompatible. For example a target makes a successful Hide roll but his pursuit makes a successful Tracking or Perception roll to spot him. To determine a final outcome, use a contest of skills based upon the expertise (number of skill ranks) of the persons involved. This is done using the Spell Law Resistance Roll table (15.5) where the Attack level is the number of skill ranks of one contestant's skill (for example the pursuit as described previously) and the Target level is the number of skill ranks of the other contestant's skill (the target in the prior text). The second contestant must roll equal to or higher than the roll indicated on the Resistant Roll table to win the contest of skills. This method may be used to resolve the following example skill contests -

Stalking vs Perception (attempting to surprise an opponent)

Perception vs Hiding/Camouflage (attempting to escape pursuit)

Tracking vs Tracking (attempting to conceal tracks)

Duping vs Perception/Lie Perception (attempting to fool someone)

Example: Chipana Nutchaser, the WereSquirrel Burglar, is attempting to elude the House Dragon armed guards. He has 8 ranks in Hiding and makes a successful Hide roll. His pursuers have 4 ranks in Perception and one makes a successful Perception roll. The Attack

level is 4, the Target level is 8 and Chipana must roll equal or higher than a 36 to prevent being seen by the guard and escaping into the night. He rolls a 20 and despite being concealed from view, an acorn hits a guard on the head, giving away poor Chip's position.

6.4 Lore Skills and Recognizing Herbs and Poisons [AD,CM]

The Herbs and Poisons presented in Campaign Law (7.3.6) and Rolemaster Companion I (5.6) have a certain "difficulty in finding" rating associated with each entry. This suggests that these herbs/poisons are rare or unique and thus presumably obscure. Borrowing from Rolemaster Companion II's Lore Table (11.4), we can apply this to the Herb and Poison Lore skills. A character can recognize and use (with a routine and successful skill roll) a herb/poison with a "difficulty of finding" rating equal to or less than the his number of skill ranks in the appropriate Lore skill.

Example: Zariya has 6 ranks in Herb Lore. He has no problem recognizing and using such herbs as Akbutege (difficulty 2) or Argsgargies (difficulty 5) but probably has never seen much less used a herb such as Winclamit (difficulty 7)

Option 1: If a herb/poison has a difficulty higher than the characters ranks in Herb/Poison Lore, the difference multiplied by 10 can be applied as a penalty to a Herb Lore or Use/Remove Poison skill roll. In the previous example, Zariya would have a -10 to his roll to attempt to use Winclamit correctly.

6.5 Additional Selectable Background Options [AD]

What follows are some additional point costs for new advantages and disadvantages for ROCO IV's Selectable Background Options (6.1).

Statistic Bonuses [Note that these replace Racial Statistic Modifiers]

- +10 stat bonus --75 points
- +5 stat bonus --50 points
- +0 stat bonus --25 points
- +10 to initiative --50 points
- +25 to Will (ROCO I) --100 points
- +15 to an RR versus one specific realm of magic --100 points
- +15 to an RR versus two realms --150 points
- +15 to RRs versus all realms --200 points
- Landed Knight, 150 points; Knight Exemplar, 200 points; Viscount, 350 points; Count, 500 points (Earl and above not available to purchase, may be gained from Central Casting though).

- Spirit Vision --100 points

A variant of Ethereal Vision, allows the character to see Spirits and the Spirit Plane

- Rearrange Lvl Bonuses --100 points

Allow a player to reassign a characters Level Bonuses, see Character Law (15.7.2) or ROCO II (11.6). A player may not place more than +3 in any one category, if using Character Law the player has 7 points to allocate over 8 categories, else if using ROCO II the player has 10 points to allocate over 16 categories.

- Column Shifts
 - Unused to Potential --100 points
 - Unused to Temporary --200 points

During character generation a player may, if using the 3 columns of 10 numbers PC generation approach (Character Law - 14.1.1), may transfer a number from his discard column into either his Temporary or Potential column. The number may be transferred horizontally or as the player wishes.

- Martial Arts as Warrior Monk/Monk

(As an option for this selection, one may give Pure Spell Users the skill costs of a Monk, but give Semi- and Non Spell Users the skill costs of a Warrior Monk.)

The ROCO I Skill at Arms background option (4.5) (costing 100 points) is composed of three parts; Martial Arts, Adrenal Defense and Adrenal Moves. A player may select the reduced costs in 2 of the 3 categories for 75 points, in 1 of the categories for 50 points.

A player may purchase the option a second time (spending 200 points) and reduce skill costs to that of a Warrior Monk. He may purchase it a third time (300 points!) for the costs of a High Warrior Monk. To buy a subset of the skills is multiplier similarly (to buy Adrenal Defense, only, at the cost of a High Warrior Monk, costs 150 points)

- Ambidextrous --100 points

Character does not receive a penalty for using weapons in his off-hand.

- Open Window (Disadvantage) --(-50 points)

A 5 percent chance per week that the character is possessed by a random Spirit from the Realm of Spirits

6.6 Magic Ritual Options [AD]

6.6.1 Similar Ritual Skills

A user of ritual magics tends to focus upon only one or two classifications of ritual magics when purchasing the Magic Ritual skill. Yet all rituals are similar on a basic level. Following the format of Rolemaster Companion II's Similar Skills Tables (11.3) the following table present some suggested similarities between ritual classes.

Similar Ritual Skills Table

	ALC	ALT	AUX	CL	D/N	ELE	IFU	INF	S/P
ALC		2 - 1	2 - 1	8 - 1	4 - 1	4 - 1	8 - 1	8 - 1	4 - 1
ALT	2 - 1		4 - 1	8 - 1	4 - 1	4 - 1	8 - 1	4 - 1	4 - 1
AUX	2 - 1	4 - 1		8 - 1	8 - 1	4 - 1	8 - 1	8 - 1	8 - 1
CL	4 - 1	8 - 1	8 - 1		2 - 1	4 - 1	2 - 1	4 - 1	4 - 1
D/N	4 - 1	4 - 1	8 - 1	2 - 1		4 - 1	4 - 1	4 - 1	4 - 1
ELE	2 - 1	4 - 1	4 - 1	4 - 1	4 - 1		8 - 1	8 - 1	4 - 1
IFU	8 - 1	8 - 1	8 - 1	4 - 1	8 - 1	8 - 1		2 - 1	4 - 1
INF	8 - 1	4 - 1	4 - 1	4 - 1	4 - 1	8 - 1	2 - 1		4 - 1
S/P	4 - 1	4 - 1	8 - 1	4 - 1	2 - 1	4 - 1	4 - 1	4 - 1	

ALC - alchemical, ALT - alteration, AUX - auxiliary, CL - clerical, D/N - druidical/natural, ELE - elemental, IFU - influence, INF - informational, S/P - summoning/possession

Example: Steven McCauley has 6 ranks in Magic Ritual: Alchemical. He has tired of a project and wants to do an Alteration ritual to destroy the remains. 2 ranks of Alchemical ritual are similar to 1 of Alteration (2->1) so therefore he has effectively 6/2 or 3 ranks in Magic Ritual: Alteration.

Option 1: If the Magic Ritual caster possesses a ritual focus (adding his Base Spell bonus to the ritual skill roll) he may use it, at reduced effectiveness, for a similar ritual according to be prior table.

Example: Steven has a BAR roll of 40, base on a superior EM stat bonus and his level bonus. His Alchemical ritual focus, a set of earthenware mixing plates and jars, allows him to add 40 to those rituals. He would be able to add 40/2 or 20 to his attempted Alteration ritual.

6.6.2 Speeding Magic Rituals

Rolemaster Companion III's Magic Ritual rules (4.3) specify a base time required for a ritual as the ritual effect level minus the caster's level. Exceeding that base time adds bonuses to the ritual skill roll. Similarly, reducing the base time required introduces risk into the ritual. For each halving of the base time required, subtract 20 from the ritual skill roll.

Example: Falling Light the Conjurer needs to summon a riding elemental. The ritual effect level is 13th and he is 5th level. Thus it normally takes 8 hours to complete. Falling Light doesn't have 8 hours to spare and decides to attempt the ritual in 4 hours, adding a -20 to his ritual skill roll.

Option 1: The base time for a ritual can not be reduced below the Minimum Ritual Casting Times suggested in Rolemaster Companion IV (4.3).

6.7 Meditation as a Single Skill II [AD]

The following is an expansion to ROCO IV 5.3 including classes from ROCOs III - V.

ROCO III

- Assassin2/4
- Bounty Hunter2/4
- Bashkar2/6
- Farmer2/6
- Duelist3/7
- Craftsman2/6
- Cavalier3/7
- Gypsy3/6
- Sailor3/6
- Warrior6
- Crafter3/6
- Noble Warrior3/7
- Chaotic Lord2/4
- Macabre1/4
- Montblanc3/6
- Moon Mage2/6
- Sleuth2/4
- Professional2/6
- Magus2/4
- Dream Lord - Illusionist variant2/4
- Dream Lord - Shaman variant1/2

ROCO IV

- Arcist1/5
- Astral Traveler1/3
- Houri2/4
- Enchanter1/3
- Leader3/7

ROCO V

- Forcemage1/5
- Maleficant1/4
- Wizard1/5

6.8 Martial Arts Expansions and Revisions [AD]

6.8.1 Natural Weapon Katas

Some of the creatures and alternate races presented in *Creatures & Treasures I* and *II* possess various natural weaponry, such as an Idyvian's claws or a Sohleugir's bite or tail. This natural attack form could be selected as a Weapon Kata when a student of martial arts reaches the appropriate skill bonus. The rules from *Character Law* (13.31) and *Arms Law* (10.3) are applied with the appropriate "Claw Law" attack table being used. Appropriate tables include Claw/Talon, Bite, Beak/Pincher, Ram/Butt/Bash.

Example 1: Rinaldo is an Idyvian Rogue who has learned some Martial Arts. When his OB reaches 50, he decides to learn a Claw Kata. Extra damage is figured from the Claw/Talon attack table (11.1.3) and the additional critical is a Slash.

Example 2: Isska the Sohleugir is a High Warrior Monk. When his OB in Martial Arts Sweeps/Throws reaches 50 he decides to take a Tail Bash kata. Extra damage is figured from the Ram/Butt/Bash/Knock Down/Slug attack table (11.1.6) and the extra critical is an Unbalancing.

Option 1: Since the natural weaponry Katas do not require a weapon or item in the hands, no -20 is assessed to the Martial Artist's OB.

Option 2: Rather than purchase Martial Arts skill ranks and learn a natural weapon Kata, a character may purchase Martial Arts but use the actual natural weapon combat table instead. In this case only one critical is done and no weapon Katas are allowed. The character can not switch back and forth between the Martial Arts tables and the natural weapon tables, the skill is considered a Martial Art unto itself.

Example 3: Ka'Xiou the Vulfen warrior is proficient in Martial Arts. She elects to use the Claw attack table directly where the Martial Arts Ranks 1, 2, 3 and 4 correspond to attacks topping out at Small, Medium, Large and Huge respectively.

6.9 Abilities and Katas Based On Skill Levels

According to *Character Law* (13.31) and *Arms Law* (10.3), special abilities and weapon Katas are gained based upon the Offensive Bonus a character has in a certain Rank of Martial Arts. This is biased towards characters with high statistic and level bonuses who will gain those abilities much faster than a similarly skilled (in numbers of skill ranks purchased in Martial Arts) character.

Special abilities and weapon Katas can be awarded based upon the number of skill ranks learned in a Rank of Martial Arts. See the following table. Note that in all other aspects the special attacks and weapons Katas remain as previously defined.

Special Ability	ChL method - OB	Skill ranks required
1 attack at 2 or more foes within 90 degrees	40	4
First weapon Kata	50	5*
1 attack at 2 or more foes within any angle	60	6
2 attacks versus one foe	80	8
Second weapon Kata	90	10*

* As per *Arms Law*, the weapon fumble is reduced 1 for each rank above 5 skill ranks but may never fall below 2.

Example 4: M'Bassu T'Balla has learned 6 ranks in Martial Arts Ranks 1 through 4. He may make one attack at two or more foes at a -20 for each additional foe, as per core rules, and may select one Weapon Kata.

Option 1: A Martial Artist may increase his initiative points by 10 for each skill rank he uses thereby reducing his Offensive Bonus.

Option 2: Gamemasters may modify the number of ranks required to gain an ability according to the requisites of his campaign.

6.9.1 Additional Katas

Character Law or *Arms Law* does not present any additional abilities for Ultra-High level Martial Artists whose OBs have exceeded 100 (or have more than 10 skill ranks in a particular Rank of Martial Arts, see the previous section). The following table provides some

suggestions for high level or truly heroic Martial Arts abilities.

Offensive Bonus	# of Skill Ranks	Special ability
105	14	May make 3 attacks versus 2 foes within 90 degrees of each other at a -40. For each additional -20, another foe may be attacked in the same arc.
120	15	Third Weapon Kata
130	16	May make 3 attacks versus 2 foes within any arc of each other at a -40.
135	18	May make 3 attacks against a single foe at a -60.
140	20	Fourth Weapon Kata
145	24	May make 4 attacks versus 2 foes within 90 degrees of each other at a -60. For each additional -20, another foe may be attacked in the same arc.
150	25	Fifth Weapon Kata
155	26	May make 4 attacks versus 2 foes within any arc of each other at -60.
160	28	May make 4 attacks against a single foe at a -90.
165	30	Sixth Weapon Kata

Example 5: Ashaan, the Ky'taari Abbess, has achieved an Offensive Bonus of 140 with her Martial Arts Strikes skill. Aside from having learned four weapon Katas in Strikes, during one combat round, Ashaan may 1) attack one foe three times at a -60 to each blow, leaving an 80 OB; 2) attack two different foes a total of three times at -40 to each blow, leaving a 100 OB.

6.9.2 Kata Options

Arms Law assigns certain restrictions to the use of a weapon Kata (10.3) such as the Offensive bonus being reduced by 20 and the additional critical inflicted as being of one less severity. When a Martial Artist improves in ability such that he gains a second or higher weapon Kata, he may choose to improve the first selected Kata in the following ways -

- 1) Reduce the 20 penalty to Offensive Bonus to 10
- 2) Increase the extra critical to one of an equal severity
- 3) Reduce the 10 penalty to Offensive Bonus to 0 if option 1) was selected for a previous Kata.

Example 6: Vareena has become skilled enough to gain a second Kata in Martial Arts Sweeps/Throws. Her first weapon Kata was taken in Staff. She may either elect to reduce the OB penalty when using her staff Kata or improve the extra unbalancing critical down with the staff Kata.

6.10 RMC IV Errata [AD]

Some miscellaneous errata for RMC IV.

Section 3.11 Page 21 example 1

Substitute Grid the Orc for Grod the Orc (first occurrence). Substitute Grad the Orc for Grod the Orc (second occurrence). Now the reference to triplets makes sense (Grod, Grid and Grad).

Section 5.4 Page 29 Maintaining Adrenals

The third line of the first column example should read, "Kellendil rolls 132 for his attempt to continue his Adrenal Speed, this is LESS

than 141, so he fails."

Section 6.3 Page 41 Random Events Chart

-66 should read "Roll again, add/subtract to -66 and take both results." 66 should read "Roll again, add/subtract to 66 and take both results." This usually generates two negative events for a -66 and two positive events for 66, rather than one positive and perhaps one negative event.

6.11 Variations on Summoning [AD]

6.11.1 WILL to Control

Certain spell casters have access to several Spell Lists which allow various forms of beings (animals, demons, spirits, elementals and undead) to be permanently mastered to the spell caster. How does one determine the maximum number of beings a summoner may have permanently mastered? This can be based upon the spell casters Will (ROCO I, 5.1). A summoner can have permanently mastered to himself, at any one time, as many levels of beings as his Will divided by 10 (rounded off). This number is his total number of Control Levels. If this number is ever exceeded, the Gamemaster should have the creatures under his control initiate Will contests (ROCO I) as his mind struggles to master them all.

Example 1: Girra the Sorceress has an IN bonus of 24, EM bonus of 40, PR bonus of 12, SD bonus of 24 and RE bonus of 4. She has no racial bonuses or subtractions to RR rolls versus Magic thus her total Will is 104. Her number of Control Levels is $104/10 = 10.4$ or 10 levels. This could be divided amongst 5 2nd level Elemental Servants or one 10th level Greater Airwing

Option 1: Certain spell using classes should have increase Control Levels. Based on the following table, one's Control Levels increases as a character gains experience.

	Control Levels Bonus	
	Option 1a	Option 1b
Non-spell users	1 per 4 lvls	1 per 4 lvls
Semi-spell users	1 per 3 lvls	1 per 2 lvls
Pure spell users	1 per 2 lvls	1 per level
Summoners*	1 per level	2 per level

* Summoners can be considered one of the following classes such as Conjurers, Shamans, Druids and Necromancers

Example 2: Falling Light is an 8th level Conjurer with a base Will of 87 while Girra the Sorceress is 8th level with a base Will of 104. Falling Light has $87/10 = 9 + 2*8 = 25$ Control Levels while Girra has $104/10 = 10 + 1*8$ or 18 Control Levels using Option 1b. Using Option 1a Falling Light and Girra have 17 and 14 Control levels respectively.

A Gamemaster may determine which classes qualify as summoners according to his game world. For example some classes may have increased Control Levels for only a certain type of being (such as Demons for Dark Magicians and Undead for Necromancers).

6.11.2Ease of Summoning

Determining the success chance of finding a certain creature (for example with the Summons I spell) can be done via the Character Law Maneuver/ Movement Table (15.3.1), The Gamemaster assigns the difficulty of finding a certain form of creature. The spell caster makes a BAR roll, determines the total and consults the MM table. 100+ percent indicates success, a number < 100 percent is a percent chance of success under which the caster must roll. Spell failures are resolved normally.

Example 1: Galen is trying to summon a demonic familiar of a specific sort. The Gamemaster assigns a rating of Hard. Galen rolls a 75 and adds his BAR roll of 36 for a total of 111. Consulting the table, he needs to roll under a 70 to succeed. Unfortunately he rolls an 88 and decides to summon a less obscure demon.

Example 2: Steven McCauley and Girra the Sorceress are both interested in summoning creatures of Elemental Chaos (see Elemental Companion). Steven is familiar with Earth and Fire elementals, so the Gamemaster determines that his summoning will be Extremely Hard. Girra, however, worships Arcanus, the Lord of Elemental Chaos, and thus the Gamemaster rates her summoning as Easy. It pays to have friends in High places.

6.12 Healing

Normal concussion point damage heals at the rate of $\text{CON bonus}/5 + 2$ per hour of rest.

Blood loss damage (tracked separately) heals at the rate of $\text{CON bonus}/5 + 2$ per DAY of rest.

Critical damage (CP damage specified in a critical listing) does not heal until the Critical result has been repaired by spell or herb.

For every -20 of penalty from a critical, that indicates one of the item has been damaged. For example, -50 due to muscle damage indicates that 3 muscles have been injured. Hence either 3 Muscle Repair Is or Muscle Repair III (if it exists) would be needed.