

RM EXPRESS/CLASSIC CHARACTER CREATION GUIDE

Version 1

PURPOSE

This document has two primary purposes. The first is that it is to be used as a guide by ICE's authors for the creation of NPCs and characters to be included in Rolemaster Classic and Rolemaster Express products that ICE publishes. This document provides them with a single, specific set of guidelines. It lets them know what options and/or rules to use when writing modules for ICE.

The second primary purpose is to be a guide for Game Masters (GMs). A GM can download and review this document and it will allow him to more easily adjust characters to his or her campaign as it allows him to see exactly where the creation of material in the official products differs from the rules and options that he uses in his own campaigns.

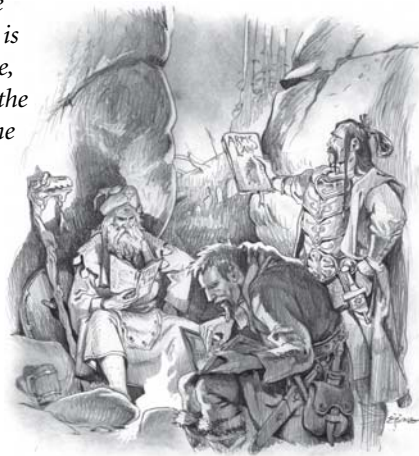
UPDATES

As is to be expected, as ICE releases more and more products for the Rolemaster Classic and Rolemaster Express product lines, we will update this document with those new rules and options that we wish to include in other products.

However, we will retain older versions of this document, sorted by version number. Each module or product that utilizes these guidelines will notate what version is being used in the introduction or credits section of the product.

All released versions of this document will be stored on ICE's website and freely available for download.

Note: *This document only contains those rules that differ from the core rules. If something is not mentioned here, then consider that the core rules determine how it is done or accomplished.*



STATS

ICE has decided that one of the options we will be implementing for these guidelines is that we will be separating the number of Development Points received from the actual stats. We have also decided that for the purposes of NPC creation, that we will go with a fixed array of stats, and fixed stat increases.

ASSIGNING STATS

Character Law divides the 10 stats into two groups, Primary Stats and Development Stats. The Primary Stats are Strength, Quickness, Presence, Intuition, and Empathy. The Development Stats are Constitution, Agility, Self Discipline, Memory, and Reasoning.

For each group of stats, ICE prefers that the stats are assigned from an array. The following array is used for each group, and the array consists of 5 numbers, with 5 additional numbers in parenthesis next to them. The 5 main numbers are the Temporary Stats, and the accompanying number in parenthesis is the Potential Stat that goes along with the Temporary. The array is as follows:

90 (95), 80 (92), 75 (90), 75 (90), and 70 (81)

The "90" is required to be assigned to the "prime requisites" for the profession. Every profession has at least 2 prime requisites, one in the Primary Stats and one in the Development Stats. The other stats in each array may be assigned to the other stats in the group as you like.

If a profession has more than 2 prime requisites, then a 90 is assigned to only two of those stats. Additional prime requisites do **not** receive a 90 stat.

Example: *John is making a Rogue character. The Rogue's prime requisites are Strength and Agility. Strength is one of the Primary Stats, so John must assign the 90 to it. He may then assign the rest of the array to the rest of the Primary stats as he likes. John decides on the following: Quickness 80, Intuition 75, Presence 70, and Empathy 75. For his Development Stats, John has to assign the 90 to Agility. For the rest of this array, he decides Self Discipline 80, Constitution 75, Memory 70, and Reasoning 75. Once John assigns his stats, he then records the Potentials for each stat as well.*

RM Express/Classic Character Creation Guide Copyright © 2008 by Aurigas Aldebaran LLC. All rights reserved. No reproductions without permission. Produced and distributed by Mjолnir LLC, dba Iron Crown Enterprises 112 Goodman Street, Charlottesville, Virginia 22902. Web: www.harphq.com and www.ironcrown.com.

INCREASING STATS

For each level beyond the first, the character is allowed to increase 1 stat. The character may not have a single stat increased multiple times in a row. The most frequently that any stat may be increased is every other level.

Example: If Fred the Fighter has his Strength increased when going from first to second level, and then when he goes from second to third level, Strength is not allowed to be increased, something else must be selected. When Fred goes from third to fourth level, Strength may once again be selected.

The amount that the stat increases will depend upon the difference between the Temporary stat and the Potential stat. Subtract the Temporary stat from the Potential stat and look up the result on the *Stat Increases* table to determine how much the Temporary Stat can be increased.

STAT INCREASES	
Difference*	Increase
0	+1**
1	+1
2 - 3	+2
4 - 5	+3
6 - 9	+5
10 - 11	+7
12 - 14	+9
15+	+12

* = Potential stat minus the Temporary stat.
 ** = Potential, not Temporary is increased.

Once a Temporary Stat has maxed out to its Potential, it is possible for the Potential to be raised as well. However, no stat may be raised above a 102.

DEVELOPMENT POINTS PER LEVEL

Characters receive 40 Development Points (DPs) per level to spend on skills. Adolescence counts as a level for the purposes of determining how many DPs are used to create a character.

Example: A first level character goes through Adolescence and training for first level. Therefore, he has spent a total of 80 development points. 40 DPs for Adolescence and 40 for his training for first level.

POWER POINTS

Characters will start first level off having a number of Power Points (PP) equal to

$$10 + (\text{Realm Stat Bonus}/10 \text{ (rounded up)}) + \text{Level Based PP.}$$

Level Based PP are determined by cross referencing the character's realm stat (or the average of the two for hybrids) on the Master Stat Table (Table 03-05 on page 28 of RMC Spell Law) to determine the number of Power Points that the character has based on their level. The result is multiplied against the character's level to determine the total number of Level Based PP.

Example: Jon is a 3rd level Magician and he has an Empathy (his realm stat) stat of 96. Looking up the 96 on the Master Stat Table, we see that it gives a stat bonus of +15, and a Power Point per level of 2. So, to figure out Jon's total number of Power Points, we use the above formula.

$$10 + (\text{Realm Stat Bonus}/10 \text{ (rounded up)}) + \text{Level Based PP}$$

$$10 + (15/10 \text{ (rounded up)}) + (3 \text{ rd lvl} \times 2 \text{ PP per lvl})$$

$$10 + 1.5 \text{ (rounded up)} + 6 \text{ PP}$$

$$10 + 2 + 6 \text{ PP}$$

18 PP

The "adolescent" level is never counted when determining the total number of Power Points that a character may have. Also, a character's Power Points are completely refigured at each level, they are not a static additive number, they are a dynamic number based on several factors.

PROFESSIONS

All professions published in the *RMC Character Law* and in the *RMC Combat Companion* are available for use. The table, Available Professions, indicates which professions are recommended for not being used as "adventuring" professions unless the product really requires it.

AVAILABLE PROFESSIONS	
Non Spell Users	Pure Spell Users
Fighter	Cleric
Thief	Animist
Rogue	Healer*
Warrior Monk	Magician
Semi Spell Users	Illusionist
Revised Ranger	Alchemist*
Monk	Mentalist
Bard	Lay Healer*
Champion	Seer
Elemental Warrior	Other Spell Users
Venturer	Priest
Hybrid Spell Users	Mage
Astrologer*	Mentat
Sorcerer	
Mystic	

* = Not recommended as "adventuring" professions. Use only if really needed for the adventure.

There are also a number of optional rules that have been implemented regarding spell using professions. They are listed below.

SPELL USERS

Several rules have been changed or added to give a small bit of added flexibility to spell users in general. They are detailed as follows:

- **Pure Spell Users:** Pure Spell Users are allowed to select up to 4 Additional Lists as Base Lists. Base Lists are the only lists that may be learned above 20th level. A Pure Spell User may select his Base Lists from other professions within their own realm, and the Open and Closed lists of their own realm.
- **Clerics:** Unlike other professions, the Cleric is a special case. Instead of 10 Base Lists, he only receives 8 Base Lists. However, the Cleric may select those 8 Base Lists from any realm or profession so long as the list is one that reflects the spheres of interest for the deity. All Cleric Base Lists, except for Repulsions and Life Mastery, are always available to be Base Lists for the Cleric. Those two lists (Repulsions and Life Mastery) should only be available to Clerics whose deity's sphere of influence includes those aspects. This is much the same manner as the Priest profession from *Express Additions #9* works, refer to that document for more information.

Example: *A Cleric of a Sea God would not know Fire Law, though Water Law would be a good choice. If the god was also a god of storms, then Wind Law might also be a good choice.*

- **Semi Spell Users:** Semi Spell Users may select a single Closed Spell List from their realm to be a 6th Base List for their profession.
- **Hybrid Spell Users:** Hybrid Spell Users have 6 Base Lists. Half of those lists are associated with one of their 2 realms, while the other half are associated with their other realm. Hybrid Spell Users may, if they wish, exchange any one spell lists associated with one of their two realms (i.e. max of 2 Base Lists, one from each realm) with a Closed spell list from the same associated realm. The Closed list is thereafter treated as a Base List, while the former Base List is treated as a Closed list from that realm for that particular caster.
- **Base Lists:** Base Lists are to be selected at the time of character creation. It does not matter whether or not the character purchases ranks in his Bases Lists right away or several levels later as his early training will have included some of the basic concepts.

EVIL PROFESSIONS

Evil Spell Users are a fact of life. There may be Evil versions of any profession using the following guidelines:

- **Pure Spell Users:** The character selects one or more of the Evil Lists for his realm as a Base List. A Pure Spell

User may select all 5 of the Evil Spell Lists for his realm as Base Lists. If he does so, then one of his normal Base Lists will be treated as an Open List for this particular caster as he is only allowed 10 Base Lists in total.

- **Evil Clerics:** Evil Clerics are still restricted to 8 Base Lists and the guidelines given above.
- **Hybrid Spell Users:** An Evil Hybrid Spell User may exchange up to 2 of his Base Lists associated with a given realm for 2 of the Evil lists for that realm (i.e. total of 4 lists swapped out). Those former Base Lists then are treated as Open spell lists for that caster.
- **Semi Spell Users:** An Evil Semi Spell User may swap out up to 3 of his Base Lists for 3 Evil lists from his realm. Those former Base Lists are then treated as Open spell lists for that character.
- **Non Spell Users:** For a Non Spell User, the Evil Lists are treated the same as Open lists.

OTHER PROFESSIONS

- The Revised Ranger from *Express Additions #7* should be used rather than the core Ranger. The Consolidated Skill Costs (CSC) tables contain the DP costs for the Revised Ranger.
- The Champion, Elemental Warrior, and the Venturer from the *Combat Companion* are available. The CSC tables contain the DP costs for their skills.
- The Priest, Mage, and Mentat from *Express Additions #9* are available. However, All of their Base Lists should be pre-selected for the professions, and they should have specific themes whenever possible. The CSC tables contain the DP costs for their skills.

PROFESSIONAL LEVEL BONUSES

Professions gain level bonuses to certain skills based on their level. The “adolescent” level is never counted towards Professional Level Bonuses.

COMBAT BONUSES

Fighters & Rogues – Gain +3 per level to all weapon and martial arts skills until 20th level. Fighters then gain +1 per level for each level that they have beyond 20th.

Thieves, Warrior Monks & other non-spell users – Gain +2 per level to all weapon and martial arts until 20th level.

Semi-Spell Users – Gain +1 per level to all weapon and martial arts until 20th level.

Pure and Hybrid Spell Users – Gain no bonuses to weapon or martial arts skills.

SPELL CASTING BONUSES

Pure & Hybrid Spell Users – Gain +1 per level to all spell lists until 20th level.

Semi-Spell Users – Gain +1 to all spell lists for every 2 full levels that the character has until 20th level.

Non-Spell Users – Gain no bonuses to spell lists learned.

RACIAL ABILITIES																						
Race	Stat Bonus Modifications										RR Modifications					Healing and Injury						
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	Ess.	Chan.	Ment.	Poi.	Dis.	Soul Dep.	Stat. Det.	Rec. X	# Lang	Max. Hits	Base Hits	Hits Rank
Campaign Law Races																						
Common Men	+5	0	0	0	0	0	0	+5	0	0	0	0	0	0	0	12	0	1x	2	120	24	5
High Men	+10	-5	+10	0	0	+10	-5	0	0	0	-5	5	-5	0	0	10	0	0.7x	3	150	30	6
Half-Elves	+5	+10	+10	0	0	+5	+5	-10	0	0	-5	-5	-5	0	50	3	0	0.7x	3	150	30	6
Wood Elves	0	+5	+5	0	+5	0	+10	-20	+5	0	-5	-5	-5	10	100	3	2	1.5x	3	100	20	5
High Elves	0	+10	+10	0	+5	0	+5	-20	+5	0	-5	-5	-5	10	100	2	4	2x	4	110	22	5
Fair Elves	0	+15	+15	0	+5	0	+5	-20	+5	0	-5	-5	-5	10	100	1	6	3x	5	120	24	6
Dwarves	+5	-5	-10	0	-10	+15	-5	+5	0	0	+40	0	+40	20	15	18	-1	0.5x	2	120	24	6
Halflings	-20	+10	-15	0	-5	+15	+15	-10	0	0	+50	0	+40	30	15	18	-1	0.5x	2	80	16	5
Orcs (Lesser)	+5	0	-5	-10	-5	+5	0	-10	-10	-5	0	0	0	0	5	1	0	0.5x	1	80	16	5
Orcs (Greater)	+10	0	-5	-5	-5	10	0	-5	-5	-5	0	0	0	5	10	1	0	0.5x	1	120	24	6
Trolls (Forest)	+15	-10	-10	-10	-10	15	-10	-10	-10	-10	0	0	0	10	10	1	0	0.5x	1	250	50	6
New EA Races																						
Aesyr (EA4)	+15	+5	+5	-5	-5	+10	+5	-10	-5	-5	-5	-5	-5	+40	+100	10	1	0.5x	2	300	60	11
Corvari (EA6)	-5	+10	0	0	0	-10	+15	0	0	0	-5	-5	-5	-10	-20	6	2	1.2x	2	100	20	4
Half Orc (EA2)	+10	0	+5	-5	0	+10	+5	0	-5	-5	0	0	0	+10	+15	8	1	0.5x	2	130	26	6
Gryx (EA4)	+15	0	0	0	0	+10	0	+5	0	0	0	0	+15	+20	+50	12	0	1x	3	200	40	6
Myotari (EA6)	0	+5	+5	0	0	0	+15	0	-5	-5	0	-5	0	+5	+10	8	2	1x	2	110	22	5
Phrenali (EA4)	0	+10	+20	0	0	+5	+5	+20	0	0	-5	-5	+40	+5	+20	20	3	1.5x	1	110	22	6
Vsori (EA4)	0	+15	0	+5	+5	0	+20	+10	0	0	+5	+5	+5	+10	+10	12	0	1x	2	160	30	6
Fairy Races																						
Fey Folk																						
Dwelfs	-10	10	0	-10	5	5	10	0	0	0	-5	20	-5	0	100	9	0	1.5x	1	100	20	5
Gremlins	-10	15	-5	-10	5	5	15	-10	0	0	-5	20	-5	20	100	9	0	1.5x	1	100	20	5
Nixies	-25	20	10	-10	5	-5	20	0	0	0	-5	20	-5	0	100	9	0	1.5x	1	80	16	3
Pysk	-30	25	5	-10	0	-5	25	0	0	0	-5	20	-5	0	100	9	0	1.5x	1	60	12	3
Sylphs	-40	30	0	-10	15	-5	30	0	0	0	-5	20	10	0	100	9	0	1.5x	1	60	12	3
Tyiweth	-20	15	10	-10	10	-5	15	0	0	0	-5	20	-5	0	100	9	0	1.5x	3	100	20	5
House Spirits	-30	20	0	-10	5	0	25	0	0	0	-5	20	-5	0	100	9	0	1.5x	2	60	12	3
Occupational Spirits																						
Leprechaun	-15	10	0	0	0	0	15	0	0	0	-5	20	-5	10	100	18	-1	.7x	2	90	18	5
Pech	-5	5	0	0	0	0	10	0	0	0	-5	20	-5	50	100	18	-1	.7x	2	150	30	6
Rural Spirits																						
Fosse-Grim	-5	5	5	0	0	0	5	-5	5	5	-5	-5	-5	30	100	20	-2	.5x	3	120	24	5
Nymphs	-10	10	5	0	0	5	15	-15	0	0	-5	-5	-5	20	100	20	-2	.5x	1	100	20	5
Satyrs	5	10	-5	0	0	10	10	-15	-5	0	-5	-5	-5	20	100	20	-2	.5x	1	150	30	6
Undines	-5	15	10	5	0	10	15	-20	-5	0	-5	-5	-5	20	100	20	-2	.5x	1	100	20	5
Yaai	-5	10	0	0	0	0	20	-10	-5	0	-5	-5	-5	30	100	20	-2	.5x	1	120	24	5

RACES

All of the races from *RMC Character Law*, *RMC Creatures & Treasures* and all of the issues of *Express Additions* are available and/or allowed for use. Refer to the *Racial Abilities* table for the racial stat modifiers, including for the alternative method of Body Development that is listed in the Skills section.



SKILLS

The Consolidated Skill Cost (CSC) tables give the DP costs for the skills, as well as the list of skills available for character for ICE products. The following list details where the skills differ from the core rules.

- Body Development** – A character starts with 20% of his racial maximum of hits. Each rank of Body Development adds a number of hits equal to half of the size of the racial hit die, plus 1 (i.e. a d10 hit die == 6 hits per rank; half of d10 is 5 and 5 plus 1 equals 6). The Constitution Stat Bonus is added directly to this. Hits from ranks of Body Development may not exceed the racial maximum for hits; however the hits from the Con stat bonus may put the total number of hits above the racial maximum. This information is already figured out for you on the *Racial Abilities* table.

RACIAL ABILITIES																						
Race	Stat Bonus Modifications											RR Modifications					Healing and Injury					
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	Ess.	Chan.	Ment.	Poi.	Dis.	Soul Dep.	Stat. Det.	Rec. X	# Lang	Max. Hits	Base Hits	Hits Rank
Giant Races																						
Cyclops	40	-10	-5	-5	-5	30	-5	-10	-5	-10	20	20	20	30	30	9	0	1x	1	550	110	16
Giants																						
Forest	25	0	-5	-5	-5	20	0	5	-5	-10	0	10	10	10	10	9	0	1x	1	400	80	11
Hill	25	0	-5	-5	-5	20	0	5	-5	-10	0	10	10	10	10	9	0	1x	1	400	80	11
Stone	25	0	-5	-5	-5	20	0	5	-5	-10	0	10	10	10	10	9	0	1x	1	400	80	11
Fire	30	-5	-5	-5	0	25	-5	-5	-5	-5	0	15	15	15	15	9	0	1x	1	450	90	13
Frost	30	-5	-5	-5	0	25	-5	-5	-5	-5	0	15	15	15	15	9	0	1x	1	450	90	13
Water	30	-5	-5	-5	0	25	-5	-5	-5	-5	0	15	15	15	15	9	0	1x	1	450	90	13
Cloud	35	-5	0	-10	5	30	-5	0	0	0	0	20	20	20	20	9	0	1x	2	500	100	16
Mountain	35	-5	0	-10	5	30	-5	0	0	0	0	20	20	20	20	9	0	1x	2	500	100	16
Storm	35	-5	0	-10	5	30	-5	0	0	0	0	20	20	20	20	9	0	1x	2	500	100	16
Trolls																						
Hill	15	-10	-10	-10	-10	15	-10	-10	-10	-10	0	0	0	10	10	1	0	.5x	1	250	50	6
Stone	15	-10	-10	-10	-10	15	-10	-10	-10	-10	0	0	0	10	10	1	0	.5x	1	250	50	6
Cave	20	-10	-10	-10	-10	20	-15	-10	-10	-10	0	0	0	15	10	1	0	.5x	1	300	60	8
Mountain	20	-10	-10	-10	-10	20	-15	-10	-10	-10	0	0	0	15	10	1	0	.5x	1	300	60	8
Snow	20	-10	-10	-10	-10	20	-15	-10	-10	-10	0	0	0	15	10	1	0	.5x	1	300	60	8
War	20	0	-5	-10	-10	25	5	0	-5	-5	0	0	0	20	10	1	0	.5x	1	350	70	11
Ogres, Small	15	-5	-15	-10	-10	10	-5	-10	-5	-5	5	5	5	10	10	1	0	.7x	1	220	44	6
Ogres, Large	15	-5	-15	-10	-10	10	-5	-10	-5	-5	5	5	5	10	10	1	0	.7x	1	220	44	6
Titans	30	0	30	0	0	30	15	0	5	5	0	0	0	75	100	5	0	1x	6	450	90	11
Underground Races																						
Gnolls	-10	5	-10	-5	20	5	5	5	0	0	0	5	5	0	0	15	0	.5x	2	100	20	5
Gnomes	-5	-5	-5	-10	15	5	0	5	10	5	0	10	0	0	0	15	0	.5x	4	90	18	4
Goblins	5	-5	-5	-5	-5	10	0	-5	5	-5	0	0	0	5	5	6	0	.5x	1	100	20	5
Halflings	-20	10	-15	0	-5	15	15	-10	0	0	50	0	40	30	15	18	-1	.5x	2	80	16	5
Hobgoblins	10	-5	-5	-5	-5	15	-5	-5	5	-5	0	0	0	5	5	6	0	.5x	1	120	24	6
Kobolds	0	5	-5	-5	-5	10	5	-5	-5	0	0	0	0	5	5	6	0	.5x	1	70	14	4
Troglodytes	10	0	-5	-5	-5	10	0	5	-5	-5	20	20	20	10	15	12	0	.5x	1	150	30	6
Unusual Races																						
Centaur	0	-5	0	10	10	0	-5	0	0	0	-5	-5	-5	10	15	10	0	1x	4	150	30	5
Garks	10	10	-5	0	5	15	5	-10	-5	-15	20	5	20	10	5	18	-1	.6x	1	140	28	6
Hira'razhir (avians)	-5	5	0	0	5	-10	15	0	0	0	-5	-5	-5	-10	-20	12	0	1.2x	3	90	18	3
Ldiyva (felines)	0	10	5	0	0	0	10	-5	-5	-5	0	0	0	5	5	15	0	1x	2	120	24	5
Maazhat (lieutenants)	15	-5	-10	10	-5	0	0	5	10	-5	0	0	0	10	20	20	-2	.8x	1	180	36	5
Mermen	0	0	0	0	0	0	0	0	5	5	0	0	0	0	0	12	0	1x	2	120	24	5
Minotaur	15	5	10	0	-10	20	5	0	0	0	0	0	0	50	25	8	0	2x	2	210	42	8
Neanderthals	10	0	-5	5	0	10	5	0	-5	-10	25	0	25	5	0	20	-2	.5x	1	150	30	6
Sea-Krai	10	5	-5	0	0	5	10	-5	-5	-5	15	15	15	15	15	20	-2	.6x	1	140	28	6
Sohleugir (lizardmen)	15	5	-5	0	0	10	0	-5	5	0	5	5	5	10	10	15	0	.7x	2	160	32	6
Sstoi'sslythi (reptiles)	-5	0	5	0	10	-5	0	10	0	0	0	0	0	50	-5	10	0	.9x	3	120	24	5
Vulfen (wolfmen)	10	15	-5	0	-5	5	0	-10	0	0	20	20	20	10	10	18	-1	.5x	1	150	30	6

- **Spell List Acquisition** – No random rolls for spell acquisition. Purchasing 5 ranks in a list means that it is known to 5th level. A character is allowed to purchase up to 3 ranks per list per level and up to 5 lists total per level.
 - **Casting Bonus** – Each spell list has its own casting bonus based upon what level the character knows the list to. The casting bonus is equal to the +1 per rank that the character has in the list, his Professional Level Bonus for spell casting and the stat bonus for his realm stat. Hybrid casters average both of their realm stat bonuses before adding it to the casting bonus for each spell list.
 - **Spell List Limits** – Characters may only learn spell lists to a certain levels, regardless of the origins of the list. The level to which the

various types of lists may be learned is indicated on the *Maximum Spell Level* table. The table includes Arcane spell lists, which are not an official part of RMC just yet. However the re-release of *Rolemaster Companion I* make it likely that many will be including such, thus they are included in the table.

MAXIMUM SPELL LEVEL				
Caster Type	Spell List Type			
	Open	Closed	Base	Arcane*
Pure Spell User	20	20	50	20
Hybrid Spell User	20	10	50	20
Semi-Spell User	10	5	50	10
Non-Spell User	5	-	-	5

* = Costs double normal DP costs to learn an Arcane list.

Skill notes continued on page 8

CONSOLIDATED SKILL COSTS

Skills	Stats	Fighter	Thief	Rogue	War. Mnk	Magician	Illusionist	Alchemist	Cleric	Animist	Healer
Maneuvering in Armor											
Soft Leather	Ag/St	1/*	1/*	1/*	9	9	9	9	1/*	2/*	2/*
Rigid Leather	Ag/St	1*	2*	1*	9	9	9	9	2*	3*	3*
Chain	Ag/St	2/*	3*	2*	10	10	10	10	10	10	10
Plate	Ag/St	2/*	4*	3*	10	11	11	11	11	11	11
Weapon Skills*											
One-Handed Edged**	St/St/Ag	1/5	2/7	2/5	4	9	9	9	6	6	9
One-Handed Crushing**	St/St/Ag	2/5	3/8	3/8	6	20	20	20	7	7	20
Two-Handed**	St/St/Ag	2/7	4	3/9	8	20	20	20	9	9	20
Missile**	Ag/Ag/St	2/7	4	3/9	8	20	20	20	9	9	20
Thrown**	Ag/Ag/St	2/7	4	3/6	8	20	20	20	9	9	20
Pole Arms**	St/St/Ag	5	6	6	15	20	20	20	20	20	20
General Skills											
Climbing	Ag	3/7	2/5	3/7	3/7	6	7	7	5	4	6
Swimming	Ag	2/6	1/3	2/5	1/5	3	3	3	3	3	3
Riding**	Em/Ag	2/6	2/6	2/5	2/7	3	3	3	3	1/3	3
Disarm Traps	In/Ag	3/8	1/3	2/5	3/9	7	8	4	7	8	8
Pick Locks	In/Ag	3/9	1/3	2/6	3/9	8	8	4	8	8	8
Stalk & Hide	Ag or SD	2/5	1/3	1/3	2/4	5	3	6	5	3	6
Perception	In/Re	2/5	1/3	1/3	2/5	3	2	3	3	3	3
Magical Skills											
Spell Lists**	Em or In	20	10	8	10	2/*	2/*	2/*	2/*	2/*	2/*
Runes	Em/In	7	6	6	6	1/4	1/4	1/3	2/5	2/6	2/6
Staves & Wands	Em/In	9	7	8	9	1/4	1/4	1/3	2/5	2/6	3/7
Directed Spells**	Ag	20	20	20	20	2/5	2/6	2/7	2/6	3	3
Special Skills											
Ambush	—	3/8	1/3	2/5	3/9	9	5	9	9	6	9
Linguistics**	—	3/*	3/*	3/*	3/*	2/*	1/*	1/*	2/*	2/*	2/*
Adrenal Moves**	Pr/SD	2/6	2/6	2/6	1/3	6	6	6	5	6	5
Adrenal Defense	—	20	20	20	3/7	20	20	20	20	20	20
Martial Arts **	varies	3/7	3/7	3/7	1/3	9	9	9	6	9	6
Body Development	Co	1/3	3/7	2/5	2/7	8	8	6	4	4	1/3
Secondary Skills											
Acrobatics	Ag/Qu	2/5	1/3	1/4	1/3	3	3	3	2/7	2/7	2/7
Acting	Pr/Em	2/6	2/5	1/3	2/5	3/6	1/3	3/6	2/7	2/7	2/7
Crafting**	Ag/Em	2/6	2/6	2/6	3/5	3	3	1/3	3	3	3
Diplomacy	Pr/In	3/6	3/6	2/6	2/6	2/4	2/5	2/5	2/4	2/6	2/6
Duping	Pr/Em	2/6	1/4	1/5	3/6	3/6	2/4	3/6	3/6	3/6	3/6
First Aid	SD/Em	2/6	2/6	2/6	2/6	2/6	2/6	2/5	1/5	1/5	1/2
Foraging	In/Me	2/6	2/6	2/5	2/6	2/6	2/7	2/5	2/5	1/5	2/5
Frenzy	Em/SD	2/6	2/6	2/6	2/5	5	5	6	3	3	3
Herbalism	In/Re	3/8	3/8	3/6	2/4	3/8	3/8	3/8	2/6	1/3	2/4
Lore: General**	Me/Re	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3
Lore: Magical**	Me/Re	6	5	4	6	1/4	1/4	1/4	2/4	2/5	2/5
Lore: Obscure**	Me/Re	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7
Meditation	Pr/SD	3/7	3/6	3/6	2/4	1/5	2/4	2/4	1/2	1/3	1/2
Music	Ag/Em	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/5	2/6	2/6
Navigation	Re/In	2/6	2/6	2/5	2/6	2/6	2/5	2/6	2/4	1/5	2/4
Singing	Pr/In	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/5	2/6	2/6
Streetwise	In/Pr	2/4	1/2	1/3	3/6	3	3	3	3	4	3
Tracking	In/Re	1/4	1/3	1/4	1/3	3	3	2	2/6	1/4	3/5
Trading	Re/Em	3/6	2/4	2/4	3/5	3/5	2/4	3/5	2/5	2/6	2/6
Trickery	Pr/Qu	2/6	1/2	1/3	1/4	3	1/4	3	3	3	3
Prime Requisites		Co/St	Qu/Ag	St/Ag	Qu/SD	Em/Re	Em/Re	Em/Re	In/Me	In/Me	In/Me

** - Must be specialized into individual, specific skills, such as 1 weapon, spell list, lore, or language

CONSOLIDATED SKILL COSTS										
Skills	Stats	Mentalist	L. Healer	Seer	Sorcerer	Mystic	Astrologer	Monk	Revised Ranger	Bard
Maneuvering in Armor										
Soft Leather	Ag/St	4/*	2/*	4/*	9	4/*	4/*	9	1/*	2/*
Rigid Leather	Ag/St	5/*	3/*	5/*	9	5/*	5/*	9	2/*	2/*
Chain	Ag/St	6/*	4/*	6/*	10	6/*	6/*	10	3/*	3/*
Plate	Ag/St	7/*	5/*	7/*	11	7/*	7/*	11	4/*	5/*
Weapon Skills*										
One-Handed Edged**	St/St/Ag	6	8	6	9	9	9	5	3/6	3/9
One-Handed Crushing**	St/St/Ag	8	8	15	20	20	20	8	3/8	6
Two-Handed**	St/St/Ag	15	15	20	20	20	20	8	6	7
Missile**	Ag/Ag/St	20	20	20	20	20	20	8	6	7
Thrown**	Ag/Ag/St	20	20	20	20	20	20	15	6	7
Pole Arms**	St/St/Ag	20	20	20	20	20	20	15	9	15
General Skills										
Climbing	Ag	5	6	4	7	7	7	3/7	2/4	3/9
Swimming	Ag	3	3	3	3	3	3	2/6	2/4	2/6
Riding**	Em/Ag	2	2	2	3	3	3	3	2/5	2/6
Disarm Traps	In/Ag	7	8	7	7	7	7	4	4	4
Pick Locks	In/Ag	8	8	7	7	7	7	4	4	4
Stalk & Hide	Ag or SD	5	6	6	6	2	6	2/7	1/4	2/7
Perception	In/Re	3	3	1/3	3	2	2	2/7	1/5	2/7
Magical Skills										
Spell Lists**	Em or In	2/*	2/*	2/*	2/*	2/*	2/*	4/*	4/*	4/*
Runes	Em/In	2/5	2/6	2/6	2/5	2/5	2/6	4	5	5
Staves & Wands	Em/In	2/5	2/6	2/6	2/5	2/5	2/6	5	6	6
Directed Spells**	Ag	2/6	2/7	2/7	2/5	2/6	2/7	9	15	10
Special Skills										
Ambush	—	9	9	9	9	9	9	4	3/8	6
Linguistics**	—	2/*	2/*	1/*	2/*	1/*	1/*	3/*	3/*	1/*
Adrenal Moves**	Pr/SD	6	3	3	5	5	5	2/4	2/7	2/7
Adrenal Defense	—	20	15	15	20	15	15	6	20	15
Martial Arts **	varies	9	3	3	9	6	6	2/5	4	3
Body Development	Co	6	6	6	8	8	6	3/7	2/7	3/8
Secondary Skills										
Acrobatics	Ag/Qu	3/7	3/7	3/7	3	3	3	1/5	2/6	2/6
Acting	Pr/Em	2/6	2/6	2/6	2/7	1/2	2/7	2/6	2/6	1/5
Crafting**	Ag/Em	3	3	3	3	3	3	2/6	2/6	2/6
Diplomacy	Pr/In	2/4	2/6	1/5	2/6	2/5	2/4	2/4	2/5	1/4
Duping	Pr/Em	2/5	3/6	2/5	2/6	2/5	3/6	3/6	2/7	1/5
First Aid	SD/Em	2/6	1/2	2/6	3/6	2/6	2/6	2/6	1/4	2/6
Foraging	In/Me	2/6	2/5	1/4	2/6	2/6	2/6	2/6	1/3	2/6
Frenzy	Em/SD	2/4	3	5	3/6	3	5	1/3	2/6	2/6
Herbalism	In/Re	3/6	2/6	3/6	3/6	3/6	3/6	2/6	1/4	3/8
Lore: General**	Me/Re	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/2
Lore: Magical**	Me/Re	2/4	2/5	2/5	2/5	2/5	2/5	3/6	3/6	1/4
Lore: Obscure**	Me/Re	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/4
Meditation	Pr/SD	1/4	1/4	1/2	2/4	1/3	1/2	1/5	2/4	2/4
Music	Ag/Em	2/6	2/6	2/5	2/6	2/5	2/4	2/6	2/6	1/2
Navigation	Re/In	2/6	2/6	1/2	2/6	2/6	1/3	2/6	1/3	2/6
Singing	Pr/In	2/6	2/6	2/5	2/6	2/5	2/4	2/6	2/6	1/2
Streetwise	In/Pr	3	3	3/5	3	2/5	3	3/7	3/6	2/4
Tracking	In/Re	3	3	1/5	3	2/4	2/4	2/6	1/3	2/6
Trading	Re/Em	3/5	3/5	3/6	3/6	3/6	3/6	3/6	3/5	2/4
Trickery	Pr/Qu	3	3	1/5	3	1/5	3	2/5	2/5	2/4
Prime Requisites		SD/Pr	SD/Pr	SD/Pr	Em/In	Em/Pr	Pr/In	Em/SD	In/Co	Pr/Me

** - Must be specialized into individual, specific skills, such as 1 weapon, spell list, lore, or language

CONSOLIDATED SKILL COSTS							
Skills	Stats	Champion	Elemental Warrior	Venturer	Priest	Mage	Mentat
Maneuvering in Armor							
Soft Leather	Ag/St	2/*	3/*	2/*	2/*	9	4/*
Rigid Leather	Ag/St	3/*	4/*	2/*	3/*	9	5/*
Chain	Ag/St	4/*	5/*	3/*	10	10	6/*
Plate	Ag/St	5/*	6/*	4/*	11	11	7/*
Weapon Skills*							
One-Handed Edged**	St/St/Ag	3/5	3/5	3/5	6	9	6
One-Handed Crushing**	St/St/Ag	3/8	3/9	3/8	7	20	8
Two-Handed**	St/St/Ag	5	6	4	9	20	15
Missile**	Ag/Ag/St	7	8	6	9	20	20
Thrown**	Ag/Ag/St	9	15	8	9	20	20
Pole Arms**	St/St/Ag	15	15	15	20	20	20
General Skills							
Climbing	Ag	3/8	3/9	3/7	5	7	5
Swimming	Ag	2/6	2/6	2/6	3	3	3
Riding**	Em/Ag	1/5	2/6	2/6	3	3	2
Disarm Traps	In/Ag	6	8	4	8	7	7
Pick Locks	In/Ag	8	8	4	8	8	8
Stalk & Hide	Ag or SD	3/7	2/7	2/6	5	5	5
Perception	In/Re	2/7	2/7	2/6	3	3	3
Magical Skills							
Spell Lists**	Em or In	4/*	4/*	4/*	2/*	2/*	2/*
Runes	Em/In	4	3	4	2/6	1/4	2/5
Staves & Wands	Em/In	6	5	6	2/6	1/4	2/5
Directed Spells**	Ag	6	3/6	6	3/8	2/6	2/6
Special Skills							
Ambush	—	9	6	3	8	8	9
Linguistics**	—	3/*	3/*	3/*	2/*	2/*	2/*
Adrenal Moves**	Pr/SD	2/7	2/7	2/6	5	6	6
Adrenal Defense	—	20	20	8	20	20	20
Martial Arts **	varies	3/8	3	2/7	6	9	3
Body Development	Co	2/7	2/7	2/7	5	8	6
Secondary Skills							
Acrobatics	Ag/Qu	2/6	2/6	2/4	2/7	3	3/7
Acting	Pr/Em	2/6	2/6	2/6	2/7	3/6	2/6
Crafting**	Ag/Em	2/6	2/6	2/6	3	3	3
Diplomacy	Pr/In	2/6	2/5	2/5	2/6	2/5	2/4
Duping	Pr/Em	2/6	3/6	2/5	3/6	3/6	3/5
First Aid	SD/Em	2/4	2/4	2/4	1/4	2/6	2/6
Foraging	In/Me	2/5	2/6	2/5	2/5	2/6	2/6
Frenzy	Em/SD	2/6	2/6	2/6	3	5	2/4
Herbalism	In/Re	3/6	3/6	2/6	2/4	3/8	2/6
Lore: General**	Me/Re	1/3	1/3	1/3	1/3	1/3	1/3
Lore: Magical**	Me/Re	2/4	2/4	2/4	2/5	1/4	2/4
Lore: Obscure**	Me/Re	2/6	2/6	2/6	3/7	3/7	3/7
Meditation	Pr/SD	2/5	2/6	1/3	1/3	2/6	1/4
Music	Ag/Em	2/6	2/6	2/6	2/6	2/6	2/6
Navigation	Re/In	2/5	2/6	2/4	2/4	2/6	2/6
Singing	Pr/In	2/6	2/6	2/6	2/6	2/6	2/6
Streetwise	In/Pr	2/6	2/6	2/6	3	3	3
Tracking	In/Re	2/4	2/4	2/4	2/7	3	3
Trading	Re/Em	2/4	2/4	2/4	2/6	3/5	3/5
Trickery	Pr/Qu	2/6	2/4	2/6	3	3	3
Prime Requisites		In/St	Em/Ag	Pr/SD	In/Me	Em/Re	Pr/SD

** - Must be specialized into individual, specific skills, such as 1 weapon, spell list, lore, or language

- **Crafting** – Skill definition can be found in *Express Additions #3*.
- **Diplomacy & Duping** – Skill Definitions can be found *Express Additions #7*.
- **Herbalism** – Skill definition can be found in *Express Additions #8*.
- **Weapon Katas** – The rules for learning Weapon Katas from *Express Additions #2* shall be used.