Express Additions

Issue #3 October 2007

Table of Contents

Introduction 1
Races 2
Centaur 2
Dwelf 2
Gnome 3
Lizardman 3
Professions 4
Ranger 4
Bard 4
Ranger Base Lists 5
Bard Base Lists 7
New Skills 10
Optional Rules 11
RM Simplified 11
Fast Power Point Recovery 13
Limited Overcasting 14
Alternate Realms 14

Introduction

Welcome to the third issue of *Express Additions*! In this issue we fill in a few more of the gaps regarding professions by presenting you with the Ranger and the Bard. We will also add a few more, carefully selected, skills to the game in this issue to better round out your characters.

We also will offer you a few new options for your game as well. This includes things like options for changing the realm associated with one or two professions, running *RMX/C* without tables, and a few others just to make things a little more interesting overall.

And we will start this issue off by giving you with 4 new PC races to tickle your fancy.

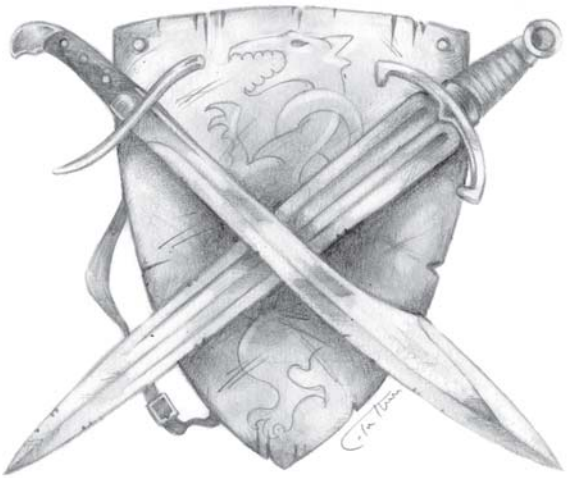
Enjoy!

Credits

Author: Tim Dugger & the RMC Team
Editing: Tim Dugger, Heike Kubasch
Pagemaking, & Layout: Tim Dugger
Artwork: Peter Bergting, John Dollar, Jesper Ejsing, Craig Henderson, Jeff Laubenstein, Colin Throm

ICE Staff

CEO: Bruce Neidlinger
President: Heike Kubasch
Editor/Jack-of-All-Trades: Tim Dugger
Pagemaking: Sherry Robinson
Web Master: Tim Dugger
Office Cats: Rajah, Pheobe, & Matsi



Express Additions Copyright © 2007 by Aurigas Aldebaran LLC. All rights reserved. No reproductions without permission.
Produced and distributed by Mjolnir LLC, dba Iron Crown Enterprises 112 Goodman Street, Charlottesville, Virginia 22902.
Web: www.harphq.com and www.ironcrown.com.

Races

In the last issue, we finished off the list of races from the core rules and gave you a brand new race that does not normally exist in the core rules.

In this issue, we bring you 4 races from *Creatures & Treasures*. I selected them to allow for a wider choice of player races without selecting races that might be too powerful overall.

Note: *the descriptions given of the races below is based on the descriptions found within Creatures & Treasures, but I have taken some liberties with the descriptions in order to make the races more suited to being players character races.*

Centaur

Centaurs are an unusual race. From the waist up, they appear like nobly proportioned humans. However, from the waist down, their body is like that of a horse. Centaurs stand between 6'6" and 7'4" tall on average from hooves to head. They are longer lived than most humans, averaging a lifespan of approximately 150 years.

Centaurs, on average, do not seem to have the same desires for the accumulation of material possessions that many other races share. They instead seem to prefer the pursuit of knowledge, and have a special fascination with the sky and starts. This fascination with heavenly bodies often leads Centaurs to prefer drier climates that have little rain and few clouds to hide the sky.

Centaurs are also faster than many other races due to their unique physiology. This grants them a bonus of +20' to their Base Movement Rate.

Dwelf

Dwelves are normally a very shy little race, standing between 3' and 3'6" tall on average, though there have been reports of Dwelves standing about 4' tall. In appearance, a Dwelf resembles a cross between Dwarves and Elves; having the sturdy frames and beards of like Dwarves, but with the pointed ears and fine features of elves. Unlike Dwarves though, Dwelves tend to keep their beards trimmed very short.

This resemblance between the two races has prompted some scholars to postulate that the race evolved from a mating between the two races, which often leads to some elves who hear of this theory to refer to Dwelves as "abominations". Dwelves have a lifespan of approximately 700 years.

Dwelves are able to see in total darkness, even magical darkness, out to a range of 50'. If they are in an area with illumination, such as a torch, they can see double the range provided by the illumination and then an additional 20' beyond that.

As mentioned above, Dwelves are a very shy race. It is rare, but not unknown, for one to travel the surface world. It usually takes a disaster of some sort to pry them from their underground communities, but there is the occasional Dwelf who likes wandering just for the sake of wandering and seeing new things.

Gnome

Tales always speak of Gnomes being bald, wizened little men living in caves and surrounded by books and rare scrolls. Those tales of archetypical Gnomes are, for the most part, not quite accurate. While Gnomes may act this way in their later life, it usually isn't the case for young, adventurous Gnomes.

Young Gnomes are often filled with the idea of adventure, of traveling to new and exotic places and learning new things. Gnomes generally do like puzzles and exploration and learning.

Gnomes stand between 4' and 5' tall, and usually are mostly bald, often having just a single top-knot of hair. They can see up to 30' in total darkness, and they can also see on a moonlit night as if it were daylight out. This often works out to allow them to see up to triple the distance that a person without Nightvision

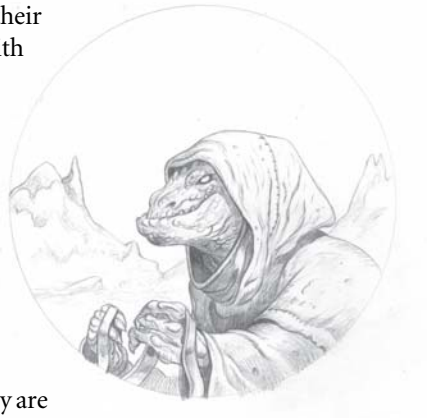
could see with a source of illumination. Gnomes also tend externally age like humans, at least for the first 100 years of their 600 year lifespans. After that point, they seem to stop aging, other than their skin looking more and more leathery as they get older.

Gnomish communities are a very friendly place. Hospitality is an important issue among Gnomes.

Lizardman

There are actually several distinct species of Lizardman, all of whom are related in some manner or form. The intention here is to provide a generic description from which specific Lizardman races/cultures like the Sohleugir can be built.

Your average Lizardman stands between 5' and 6' tall and he lives an average of around 100 years. He is completely covered with tough, yet supple scales that provide a natural armor that is equivalent to AT5. Lizardmen have a draconic, snouted head, and their mouths are filled with nice, pointy teeth. Lizardmen also have a 3' long tail and they are amphibious in nature, equally able to breath air or water. Their eyes have a nictitating membrane that protects it when they are underwater and/or from dust and other airborne irritants. Their hands and feet end in sharp, translucent, claw-like nails.



Lizardmen like to live near water sources; often on the shored of lakes and oceans, though swamps are also a likely place for Lizardmen to make their homes. While Lizardmen are often quite willing to fight to protect what they believe is theirs, they aren't cruel or savage beings.

Racial Stats

Stat Bonus Modifications	Centaur	Dwelf	Gnomes	Lizardman
ST	+0	-10	-5	+15
QU	-5	+10	-5	+5
PR	+0	+0	-5	-5
IN	+10	-10	-10	+0
EM	+10	+5	+15	+0
CO	+0	+5	+5	+10
AG	-5	+10	+0	+0
SD	+0	-5	+5	-5
ME	+0	-5	+10	+5
RE	+0	-5	+5	+0
RR Modifications				
Essence	-5	-5	+0	+5
Channeling	-5	+20	+10	+5
Mentalism	-5	-5	+0	+5
Poison	+10	+0	+0	+10
Disease	+15	+100	+0	+10
Recovery Multiplier	1x	1.5x	0.5x	0.7x
# Starting Languages*	5	1	4	2
Base Hit Points	30	20	18	32
Hits per Rank**	5	5	4	6
Max # hits	150	100	90	160

* = Rank 6 Spoken/5 Written for native tongue; 3S/3W for all others
** = Per rank of Body Development

Professions

In this issue we bring you the final two core semi-spell users.

Ranger

Rangers are semi spell users who combine the realm of Channeling with the realm of Arms. Their base spells deal with operating in the outdoors and manipulating the element (weather).

Prime requisites: Intuition and Constitution.

Bard

Bards are semi spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with sound, lore, and item use.

Prime requisites: Presence and Memory.

Skill Costs			
Skills	**Stats**	**Ranger**	**Bard**
Maneuvering in Armor			
Soft Leather	Ag/St	1/*	2/*
Rigid Leather	Ag/St	2/*	2/*
Chain	Ag/St	3/*	3/*
Plate	Ag/St	4/*	5/*
Weapon Skills			
One-Handed Edged**	St/St/Ag	3/7	3/9
One-Handed Crushing**	St/St/Ag	4	6
Two-Handed**	St/St/Ag	6	7
Missile**	Ag/Ag/St	6	7
Thrown**	Ag/Ag/St	6	7
Pole Arms**	St/St/Ag	9	15
General Skills			
Climbing	Ag	3/9	3/9
Swimming	Ag	2/6	2/6
Riding**	Em/Ag	2/6	2/6
Disarm Traps	In/Ag	4	4
Pick Locks	In/Ag	4	4
Stalk & Hide	Ag or SD	1/5	2/7
Perception	In/Re	2/7	2/7
Magical Skills			
Spell Lists**	Em or In	4/*	4/*
Runes	Em/In	5	5
Staves & Wands	Em/In	6	6
Directed Spells**	Ag	15	10
Special Skills			
Ambush	—	3	6
Linguistics**	—	3/*	1/*
Adrenal Moves**	Pr/SD	2/7	2/7
Adrenal Defense	—	20	15
Martial Arts **	varies	4	3
Body Development	Co	2/7	3/8
Secondary Skills			
First Aid	SD/Em	2/4	2/6
Foraging	In/Me	1/3	2/6
Lore: General**	Me/Re	1/3	1/2
Tracking	In/Re	2/5	2/6
Prime Requisites		**In/Co**	**Pr/Me**

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

Ranger Base Spell Lists

Ranger Base

Inner Walls

Level	Spell	Area of Effect	Duration	Range	Type
1)	Heat Resistance *	1 target	1 min/lvl	touch	D
2)	Cold Resistance *	1 target	1 min/lvl	touch	D
3)	Resistance I	caster	1 min/lvl	self	D
4)	Bless I	caster	1 min/lvl	self	U
5)	Prayer I	caster	1 min/lvl	self	U
6)					
7)	Sterilization	1 cu'/lvl	-	touch	F
8)	Resistance II	caster	1 min/lvl	self	D
9)	Bless II	caster	1 min/lvl	self	U
10)	Prayer II	caster	1 min/lvl	self	U

Ranger Base

Moving Ways

Level	Spell	Area of Effect	Duration	Range	Type
1)	Stonerunning	caster	1 min/lvl	self	U
2)	Limbwalking	caster	1 min/lvl	self	U
3)	Swimming	1 target	1 min/lvl	100'	U
4)	Waterwalking	caster	1 min/lvl	self	U
5)	Sandrunning	caster	1 min/lvl	self	U
6)	Limbrunning	caster	1 min/lvl	self	U
7)	Traceless Passing	caster	C	self	U
8)	Hide Tracks I	tracks of 1	C	50'	U
9)	Waterrunning	caster	1 min/lvl	self	U
10)	Hide Tracks II	tracks of 2	C	50'	U

Inner Walls

1. **Heat Resistance** – Target is protected from natural heat up to 170°F (treat as if target were in 70°F temperature). For temperatures above 170°F, subtract 100°F to determine the effective temperature for the target. Target also receives a +20 to all RRs vs. heat; +20 DB vs. elemental fire/heat attacks. If the target is more than 10' from the caster at any time, the spell is cancelled.
2. **Cold Resistance** – Target is protected from natural cold down to 20°F (treat as if target were in 70°F temperature). For temperatures below 20°F, add 50°F to determine the effective temperature for the target. Target also receives a +20 to all RRs vs. cold; +20 DB vs. elemental cold/ice attacks. If the target is more than 10' from the caster at any time, the spell is cancelled.
3. **Resistance I** – Caster gets a +5 bonus to their RRs and DB.
4. **Bless I** – As *Resistance I*, except bonus applies to DB and maneuver rolls.
5. **Prayer I** – As *Resistance I*, except bonus applies to RRs and maneuver rolls.
7. **Sterilization** – Caster can sterilize 1 cu'/level of any solid or liquid; will not affect inert poisons or harm creatures larger than 1/4" in length.
8. **Resistance II** – As *Resistance I*, except bonus is +10.
9. **Bless II** – As *Bless I*, except bonus is +10.
10. **Prayer II** – As *Prayer I*, except bonus is +10.

Moving Ways

1. **Stonerunning** – Caster can run on nearly horizontal stone surfaces as if they were on level ground.
2. **Limbwalking** – Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if they were on level ground.
3. **Swimming** – Target can swim without expending energy.
4. **Waterwalking** – Caster can walk on water as if they were on level dry ground; may not be used in rough water.
5. **Sandrunning** – As *Stonerunning*, except caster can run on sandy surfaces.
6. **Limbrunning** – As *Limbwalking*, except caster can run on tree limbs.
7. **Traceless Passing** – Caster can walk without leaving tracks or other visible signs of their passing.
8. **Hide Tracks I** – Caster can hide the tracks of any 1 being; this spell and *Traceless Passing* can be used simultaneously.
9. **Waterrunning** – As *Waterwalking*, ex-cept caster can run on calm waters.
10. **Hide Tracks II** – As *Hide Tracks I*, except for 2 beings' tracks.

Ranger Base

Nature's Guises

Level	Spell	Area of Effect	Duration	Range	Type
1)	Hues	caster	1 min/lvl	self	P
2)	Shade	100'R	10 min/lvl	touch	P
3)	Freeze	1 cu'/lvl	C	10'	F
4)	Silent Moves	caster	1 min/lvl	self	U
5)	Chameleon	caster	C	self	P
6)	Light I	10'R	10 min/lvl	touch	E
7)	Darkness I	10'R	10 min/lvl	touch	E
8)	Shadow	caster	1 hr/lvl	self	P
9)					
10)	Plant Facade	caster	1 min/lvl	self	P

Nature's Guises

1. **Hues** – Allows caster to take on the physical coloration of any 1 organic object; caster must be in contact with object. In many situations this will give a 10-50 bonus (GM discretion) to Hiding attempts (and perhaps to some Stalking attempts).
2. **Shade** – All shadows and darkness within radius deepen, giving all Stalking & Hiding attempts a 25 bonus; if the point is on a mobile object or being, it will move with the object/being.
3. **Freeze** – Up to 1 cu' of liquid/level can be cooled to freezing at rate of l cu'/round; will not lower the temperature below -20°F (makes great ice for drinks).
4. **Silent Moves** – Caster can move silently, so long as they do not create a sound originating more than 1' from their body. In many situations this will give a 10-50 bonus (GM discretion) to Stalking/Hiding attempts.
5. **Chameleon** – Caster blends into surrounding terrain; gives a 75 bonus to Hiding attempts; caster may not move (appreciably) without destroying effect.
6. **Light I** – Lights a 10'R area surrounding point touched. If this spell is cast onto a target they get a RR, if the RR succeeds, the light is centered on the point where they are standing, but will not move with them. If the target fails the RR the light sticks to the target and will follow with them until it is dispelled, or the duration ends.
7. **Darkness I** – Throws a 10'R area surrounding point touched into normal darkness. If this spell is cast onto a target they get a RR, if the RR succeeds, the darkness is centered on the point where they are standing, but will not move with them. If the target fails the RR the darkness sticks to the target and will follow with them until it is dispelled, or the duration ends.
8. **Shadow** – Caster and objects on their person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
10. **Plant Facade** – Allows caster to appear as any 1 type of plant; caster retains their size and will not smell or feel like the plant; it is purely a visual illusion.

Ranger Base

Nature's Way

Level	Spell	Area of Effect	Duration	Range	Type
1)	Outdoor Trap Detection	5'R	1 min/lvl (C)	50'	I
2)	Water Finding I	1 mi R	-	self	I
3)	Fire Starting	1'R	-	1'	E
4)	Storm & Rain Prediction	2 mi/lvl	-	self	I
5)	Food Finding I	1 mi R	-	self	I
6)	Water Purification	varies	P	touch	U
7)	Shelter Finding I	1 mi R	-	self	I
8)	Lesser Traps	1-10'R	P	touch	U
9)	Weather Prediction I	caster	-	1 mi/lvl	I
10)	Nature's Awareness I	100'R	C	self	I

Nature's Way

1. **Outdoor Trap Detection** – Has a 75% chance of detecting each individual trap in a 5'R area; caster can concentrate on a 5'R area each round.
2. **Water Finding** – Caster can locate any natural source of running water, exposed groundwater, etc. exceeding 1 gallon; learns approximate size and quality of source.
3. **Fire Starting** – Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical. Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical. Caster may only target a specific location, not an individual with this spell.
4. **Storm & Rain Prediction** – Gives caster 95% chance of predicting rain or a storm, ±15 min over the next 24 hr period; type and severity of storm can be ascertained.
5. **Food Finding I** – Caster learns location, type, and approximate quantity of edible food (e.g., dead animal matter, plants, etc.); food source must exceed 1 lb.
6. **Water Purification** – Allows caster to purify a number of gallons of water equal to their level.
7. **Shelter Finding I** – Caster learns location, type, and approximate size of any waterproof, covered space exceeding 125 cu'; shelter must have an entry (exceeding 2'R) opening onto open air.
8. **Lesser Traps** –This spell creates a minor, normal trap (constructed magically). The trap can deliver up to a 'B' critical strike (must be either a Slash, Krush or a Puncture; specified by the caster at time of casting) to any one target. The size of the trap may vary from 1'R to 10'R. The time to construct this trap is 1round per 1'R.
9. **Weather Prediction** – Gives caster a 95% chance of predicting time, type, and severity of weather over next 24 hr period.
10. **Nature's Awareness I** – Allows caster to monitor animate activity in the area (e.g., they will be aware of movements, subtle and overt); caster cannot move while concentrating.

Ranger Base

Path Mastery

Level	Spell	Area of Effect	Duration	Range	Type
1)	Pathlore	10'R	-	self	I
2)	Nightvision	caster	10 min/lvl	self	U
3)	Tracking	caster	C	self	I
4)	Path Tale	caster	-	1 mile	I
5)	Pathfinding I	caster	C	1 mile	I
6)	Tracks Lore	caster	-	touch	I
7)	Detect Ambush I	50'R	10 min/lvl (C)	self	I
8)	Passing Lore	1 object	-	touch	I
9)	Pathfinding V	caster	C	5 miles	I
10)	Animal Tongues	caster	1 min/lvl	self	Im

Path Mastery

1. **Pathlore** – Caster learns origin and nearest "destination" of any path within 10'R.
2. **Nightvision** – Tar-get can see 100' on a normal night as if it were daylight; may only be used outside.
3. **Tracking** – Caster gets a +50 bonus for all Tracking attempts.
4. **Path Tale** – Caster acquires visual image of any user(s) of a given path within a period of 1 hour/level.
5. **Pathfinding I** – Caster learns the location(s) of any path(s) within 1 mi; gives the nearest point on path, but not the path's course; may only be used outdoors.
6. **Tracks Lore** – Caster learns origin of tracks, and acquires a visual image of the one who left them; provides a +25 bonus when later tracking that particular being or animal.
7. **Detect Ambush I** – Allows caster to detect any hostile, thinking force within 50'; provides direction, but not distance of danger; may only be used in outdoors.
8. **Passing Lore** – Caster acquires visual and aural (sound) image of any being or animal that has passed within a 50'R of a specific object (up to 1 hour/level earlier). If more than one being or animal has passed, the caster will see them one image at a time, 1 image per round (starting with the oldest image).
9. **Pathfinding V** – As *Pathfinding I*, except range is 5 miles.
10. **Animal Tongues** – Allows caster to understand and "speak" the language of any 1 animal species.

Bard Base Lists

Bard Base

Controlling Songs

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Calm Song	1 target	C	50'	Fm
2)	Holding Song	1 target	C	50'	Fm
3)	Stun Song	1 target	C	50'	Fm
4)					
5)	Sleep Song	1 target	C	50'	Fm
6)	Charm Song	1 target	C	50'	Fm
7)	Fear's Song	1 target	C	50'	Fm
8)	Calm Song True	1 target	C x2	50'	Fm
9)	Stun Song True	1 target	C x2	50'	Fm
10)	Forgetting Song	1 target	P	50'	Fm

Controlling Songs

1. **Calm Song** – Target is calmed and can't take aggressive (offensive) action, while caster plays/sings (concentrates).
2. **Holding Song** – As *Calm Song*, except target only has 25% of their normal activity each round.
3. **Stun Song** – As *Calm Song*, except target is stunned.
5. **Sleep Song** – As *Calm Song*, except tar-get falls into a light sleep. Target gets another RR if someone attempts to wake them while this spell is still active. When the duration is up, the target can be wakened normally.
6. **Charm Song** – As *Calm Song*, except target believes caster is a good friend.
7. **Fear's Song** – As *Calm Song*, except target fears caster and tries to flee from them. Fleeing usually equates to moving at maximum pace away from caster.
8. **Calm Song True** – As *Calm Song*, ex-cept after the caster stops playing/singing the effect will continue for the number of rounds the caster has already played/sung (e.g., if the caster sings for 3 rounds, then after they stops the target will remain calm for 3 more rounds.
9. **Stun Song True** – As *Calm Song True*, except target is stunned.
10. **Forgetting Song** – Target will forget what transpired in a certain period of time specified by the caster (within 1 day/level). The length of the "forgetting" time period is equal to the amount of time the caster plays/ sings (concentrates).

Bard Base

Item Lore

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Jewel/Metal Assess.	1 object	-	touch	I
2)	Item Assessment	1 object	-	touch	I
3)	Detect Power	1 object	1 rnd/lvl(C)	touch	I
4)	Item Analysis I	1 object	-	touch	I
5)	Assessment True	1 object	-	touch	I
6)	Significance	1 object	-	touch	I
7)					
8)	Origins	1 object	-	touch	I
9)					
10)	Item Analysis II	1 object	-	touch	I

Item Lore

1. **Jewel and Metal Assessment** – Caster can assess the value of jewels and metals to within 10%; allows them to calculate different values for the different cultures they is familiar with.
2. **Item Assessment** – As *Jewel and Metal Assessment*, except crafted items may be as-sessed; magic capabilities are not included.
3. **Detect Power** – De-tects power in an item, but not the realm or how much.
4. **Item Analysis I** – Caster has a 10% chance for each ability of determining what enchanted abilities the item has; once an *Item Analysis* spell has been cast on an item, it may not be cast on that item again until the caster has reached a new level of experience.
5. **Assessment True** – As *Item Assessment*, except anything can be assessed, such as live-stock, houses, boats, etc.
6. **Significance** – Determines if the item examined has any cultural or historical significance, but not specifically what signifi-cance.
8. **Origins** – Gives the area of origin of the item, the race of the being who made it, and when it was made (within 100 years).
10. **Item Analysis II** – As *Item Analysis I*, except there is a 20% chance for each ability.

Bard Base

Lores

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Recall	caster	C	self	U
2)	Learn Lang. II	caster	C	self	U
3)	Language Lore	caster	-	self	I
4)	Mind's Lore I	caster	1 rnd/lvl(C)	50'	Im
5)	Study II	caster	C	self	U
6)					
7)	Learn Lang. III	caster	C	self	U
8)	Mind's Lore III	caster	1 rnd/lvl(C)	50'	Im
9)					
10)	Study III	caster	C	self	U

Lores

1. **Recall** – Caster gets a 25% chance of recalling some key fact or occurrence from their subconscious; this infor-mation should relate to the current situation (could be from their background or something they has forgotten); increases the caster's Memory stat bonus by 50 for the duration of one maneu-ver involving Memory (e.g., the use of a "lore" skill, one hand of a card game, one "star-gaz-ing" attempt, etc.).
2. **Learn Language II** – Doubles the rate at which the caster can learn a language. Every rank of language developed (i.e., DPs spent) results in two ranks being learned. It is assumed that this spell is cast and is in effect while the language is being learned – that is, whenever the development points are allocated.
3. **Language Lore** – Caster learns what language a piece of text is written in, and the author if they was noteworthy or the caster has seen their work.
4. **Mind's Lore I** –Caster can scan the target's mind and recieve some of the target's knowledge (conscious and unconsious) concerning one very specific topic. For each bit of knowledge on the topic, there is a 10% chance that the caster will learn it (roll for each bit once per round).
5. **Study II** – As *Recall*, except caster can also read at double the normal rate (resulting in 2 pages per minute while this spell is active).
7. **Learn Language III** – As *Learn Language II*, except rate is 3x (three ranks gained for every one developed).
8. **Mind's Lore III** – As *Minds Lore I*, except chance is 30%.
10. **Study III** – As *Study II*, except caster can read at 3x normal rate.

Bard Base

Sound Control

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Quiet I	1'R	1 min/lvl	self	F
2)	Sonic Law I	1'R	C	self	P
3)					
4)	Silence I	10'R	1 min/lvl	self	F
5)	Sonic Law II	10'R	C	self	P
6)					
7)	Silence	10'R	1 min/lvl	self	F
8)	Cracks	1,000 cu'	-	100'	F
9)					
10)	Silence III	50'R	1 min/lvl	self	F

Sound Control

1. **Quiet I** – Any sounds originating within 1' of the caster's body cannot be heard outside the radius; +25 to Stalking.
2. **Sonic Law I** – Caster may manipulate sound within 1' of their body. They can create any sound they wants; and if they desires, that sound can be heard outside the radius.
4. **Silence I** – As *Quiet I*, except radius is 10'.
5. **Sonic Law II** – As *Sonic Law I*, except radius is 10'.
7. **Silence** – As *Silence I*, except radius can be altered anywhere between 0' and 10'. (e.g., setting up an area of Silence at a tavern table, excluding everything but the table).
8. **Cracks** – Certain sound waves cause any cracks or flaws in solid, inanimate material (up to 1,000 cu') to expand to their limit.
10. **Silence III** – As *Silence I*, except radius is 50'.

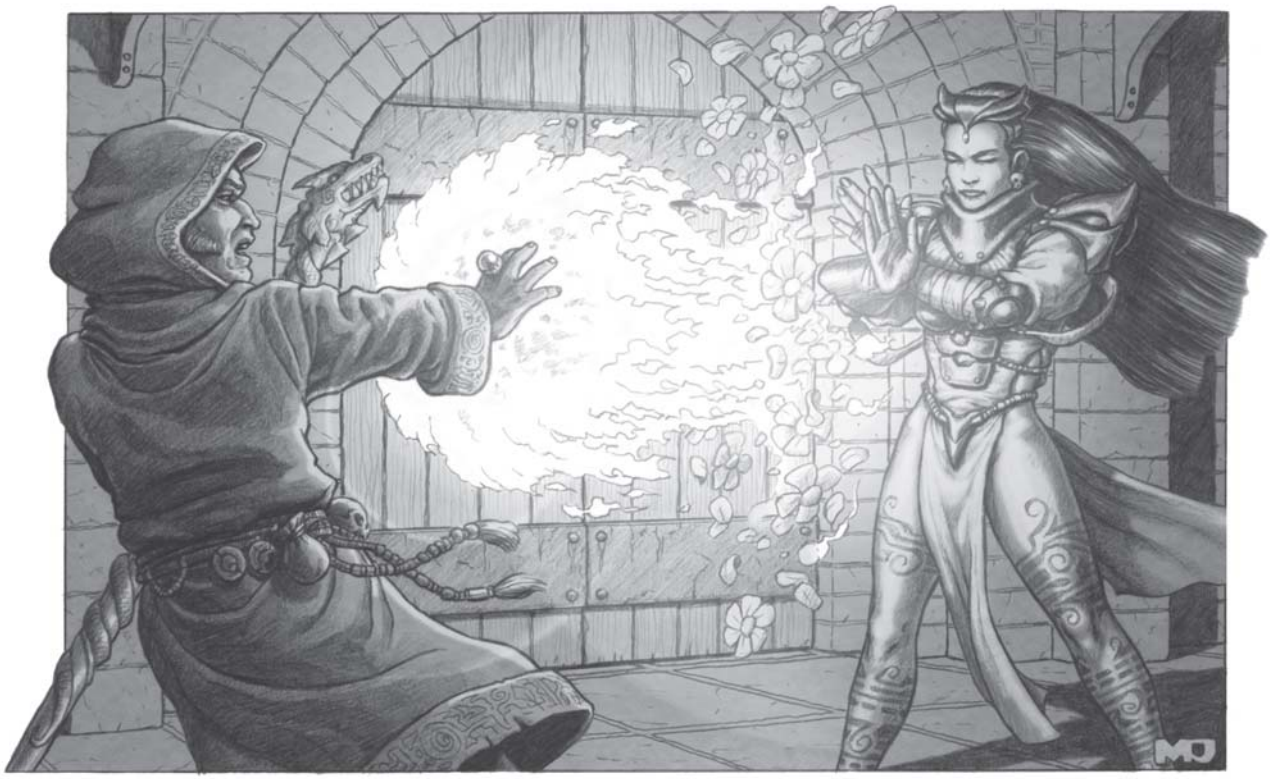
Bard Base

Sound Projection

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Long Whisper I	1 point	C	100'	U
2)	Sounding II	caster	C	self	U
3)	Song Sound. II *	1 spell	varies	self	U
4)	Song II *	1 spell	varies	self	U
5)	Long Whisper III	1 point	C	300'	U
6)	Sounding V	caster	C	self	U
7)	Great Song I *	1 spell	varies	self	U
8)	Song Sound. III *	1 spell	varies	self	U
9)	Long Whisper V	1 point	C	500'	U
10)	Song III *	1 spell	varies	self	U

Sound Projection

1. **Long Whisper I** – Caster can whisper and the whisper can be heard at any point they chooses within the range.
2. **Sounding II** – Caster's voice is amplified 2x.
3. **Song Sounding** – Doubles the range of a spell on the Bard Base list, Controlling Songs; must be cast just before that spell.
4. **Song II** – Allows the caster to affect 2 targets with a spell off the Bard Base list, Controlling Songs; this spell requires the same PPs as the controlling spell, and is cast simultaneously with that spell.
5. **Long Whisper III** – As *Long Whisper I*, except range is 300'.
6. **Sounding V** – As *Sounding II*, except amplification is 5x.
7. **Great Song I** – As *Song II*, except everyone within a 10'R of the caster is a target of the control song used.
8. **Song Sounding III** – As *Song Sounding II*, except range is 3x.
9. **Long Whisper V** – As *Long Whisper I*, except range is 500'.
10. **Song III** – As *Song II*, except 3 targets may be affected.



New Skills

RMX contains 28 skills, the same as the number of primary skills. And in our last issue, we presented a few new skills specifically for martial artists.

In this issue, we are giving you 10 more skills that you can add to your *RMX* game to enhance it. It is recommended that if you include these skills within your game, that you give each player an **extra 5 DP per level** to counteract the larger drain on their development points.

Additional Secondary Skills

Skill	Stat	Skill Development Cost (Per Profession)									
		Figh	Thief	Rogue	W Mnk	Mage	Anim	Ment	Monk	Rang	Bard
Acrobatics	Ag/Qu	2/5	1/3	1/4	1/3	3	2/7	3/7	1/5	2/6	2/6
Acting	Pr/Em	2/6	2/5	1/3	2/5	3/6	2/7	2/6	2/6	2/6	1/5
Crafting	Ag/Em	2/6	2/6	2/6	3/5	3	3	3	2/6	2/6	2/6
Lore: Magical	Me/Re	6	5	4	6	1/4	2/5	2/4	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	3/7	2/4
Music	Ag/Em	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	1/2
Navigation	Re/In	2/6	2/6	2/5	2/6	2/6	1/5	2/6	2/6	1/4	2/6
Singing	Pr/In	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	1/2
Streetwise	In/Pr	2/4	1/2	1/3	3/6	3	4	3	3/7	3/6	2/4
Trickery	Pr/Qu	2/6	1/2	1/3	1/4	3	3	3	2/5	2/5	2/4
		Figh	Thief	Rogue	W Mnk	Mage	Anim	Ment	Monk	Rang	Bard

The majority of the skills presented below are directly from the *RMC Character Law*. However, one skill is a completely new skill; ***Crafting***. Crafting was created and included as a single skill meant to cover the various existing crafting type of skill and to allow expansion for other types of crafts as well.

Additionally, the Acrobatics skill listed below is a combination of the *RMC Character Law* secondary skills Acrobatics and Tumbling. It was felt that the two skills were too similar in nature and that combining them into a single skill was a better option overall.

Acrobatics [Ag/Qu] (MM)

Provides a bonus for in-air maneuvers (e.g., flying or levitation), for horizontal dives, rolling, vaulting maneuvers or swinging on objects. Also used to decrease the damage one takes from a fall. A character could fall safely up to 2'/ skill rank if a successful maneuver roll is made

Acting [Pr/Em] (SM)

Provides a bonus for simulating the behavior of others, devising new identities, etc. This skill may be used to impersonate others, or hide one's own reactions from others, or to take part in a staged performance.

Crafting [Ag/Em] (SM)

Bonus for performing or working in a specific craft. Each individual craft requires separate skill development (as with Riding and Weapon skills). Some examples: Cooking, Dancing, Jeweler, Wood-working, Weapon Smith, Armor Smith, Fletcher, Scribe, Herald, Stone Carving, Veterinarian (Animal Healing), and many, many more.

Lore: Magical [Me/Re] (SM)

This skill encompasses the use of informational and academic skills dealing with magic and magical things. They are usually available only to those with access to magical resources and/or instructors. Some examples: Artifact Lore, Circle Lore, Planar Lore, Spell Lore, Symbol Lore, Undead Lore and Warding Lore.

Lore: Obscure [Me/Re] (SM)

This skill encompasses the use of informational and academic skills dealing with extremely unusual or obscure topics, often dealing with rare races and the like. Note that the availability of these skills should be limited to those with unusual magical or academic resources. Some examples: Demon/Devil Lore, Dragon Lore, Faerie Lore and Xeno-Lores (one skill for each type of "unusual" race or culture).

Music [Ag/Em] (SM)

Bonus for playing an instrument or skill rank with a musical language. Each individual instrument or musical language requires separate skill development (as with Riding and Weapon skills). A GM may establish "similar" instrument and language groups.

Navigation [Re/In] (SM)

Bonus for determining proper directions and distances when using a map in conjunction with some directional aid, such as a compass, a landmark, or the stars. This includes the concept of orienteering, and is applicable on land or water.

Singing [Pr/In] (SM)

This skill gives a bonus to performance attempts based on singing in tune and for attempts to mimic tunes and vocalized notes.

Streetwise [In/Pr] (SM)

Awareness of events and protocol in the street society and underworld and the ability to interact with the individuals who run and live in the common or underworld society.

Trickery [Pr/Qu] (SM)

Bonus for any maneuvers involving slight of hand: picking pockets, confusing sight tricks, and slight-of-hand diversions.

Optional Rules

In this section, we are presenting several rules options for those who like to tweak the game to their own specifications. We are presenting 3 options in this issue. Of the three, the third option resembles an option given in the *RMC Spell Law*, but it is not exactly the same.

RM Simplified

This option is actually a collection of several smaller rulings meant to be used to remove the use of tables from *RMX* and/or *RMC* altogether. This option was specifically requested by some folks who were interested in trying *RM*. However, for one reason or another, they dislike the idea of all the tables required to accomplish anything, even the relatively few tables found in *Rolemaster Express*. The result of that request is this option.

There are 3 main sections to this option; Skill Resolution, Combat Resolution and Resistance Roll Resolution. The goal here is not to exactly replicate the way RM currently works, but to provide alternative methods which allow for the same basic types of results without requiring any tables during the course of play. This means that some of the aspects of this option will give much different results than you will find in the core rules, but it also gives you the greater flexibility overall by allowing RM to be run in a much quicker manner.

Skill Resolution

RM contains 2 specific types of maneuvers that require rolls to resolve. They are Static Maneuvers and Moving Maneuvers. In the core *RM* rules, they are resolved on 2 different tables, and Moving Maneuvers can have varying degrees of success depending upon what the maneuver is.

Skill Resolutions can be basically broken down into 3 separate types of resolutions; All-or-Nothing, Percentage, and Bonus. Each type of Resolution can be effectively handled quite easily without tables.

All-or-Nothing Resolution: This is the simplest method of resolution. The player rolls, adding in his skill bonus and any modifiers; if the result is 101 or greater, the maneuver succeeds.

Any results that fall within 20 points of the threshold for success could be described as a Near Success and allow another attempt to complete the maneuver on the next round with a +20 bonus. This should be determined on a case-by-case basis and depends on the actual maneuver itself and whether or not such a result is feasible.

Percentage Resolution: With this type maneuver, the player rolls, adds his skill bonus, adds in any modifiers and then subtract 50 from the total. The result is the percentage of the maneuver that is completed within the given time frame. Results of over 100% can indicate that the maneuver was completed in less time than required, or that perhaps the task was completed in a better than average manner. It all depends upon what the goal of the Percentage maneuver was.

Bonus Resolution: This type of maneuver is a support maneuver and is used in order to have the successful use of a skill grant a bonus to another skill maneuver (primary maneuver). The player rolls, adding in his skill bonus and any modifiers, and then subtracts 100. If the result is a positive number; then one half of this result is added to the maneuver that this was intended to support. However, if the result was a negative number, then the whole thing is subtracted from the maneuver that this was intended to support.

It should be noted that when using the Bonus Resolution method that if the maneuver results in a negative modifier, the player must continue on with the maneuver that they were attempting to modify. For maneuvers where the bonus is coming from a lore type of skill (i.e. using a lock lore skill to get a bonus on picking locks), a negative modifier represents the character remembering information incorrectly. Where the maneuver to acquire the bonus is more physically oriented, the character essentially does the equivalent of a fumble, and that provides the negative modifier to the primary maneuver.

Difficulty Ratings

RM contains 9 basic Difficulty Ratings. For these optional rules, we are going to add a tenth Difficulty Rating and we are also going to change the modifiers from what they are in the core rules. In the core rules, success for a Medium difficulty Moving Maneuver is 116 or higher while Static Maneuvers require 111 or higher. Since we are changing the success threshold into something uniform for both types of maneuvers, we should also change the modifiers supplied by the Difficulty Ratings as well, to better reflect the new success threshold and the fact that *RM* is a percentile-based system.

Here are the new Difficulty Ratings for these optional rules.

Mundane: No roll is necessary. This is the new Difficulty Rating and is meant for normal, everyday tasks and actions.

Routine (+60): Anyone could complete a maneuver of this type, given time and a bit of luck.

Easy (+40): An apprentice can complete the maneuver with little difficulty.

Light (+20): Given enough time, an apprentice could complete the maneuver.

Medium (+0): The average difficulty inherent in any situation.

Hard (-20): This difficulty level requires a character with expertise to accomplish this maneuver.

Very Hard (40): Even an expert needs time to successfully complete these types of maneuvers.

Extremely Hard (-60): Only an expert of unparalleled skill, or someone with incredible luck would be able to accomplish maneuvers of this difficulty.

Sheer Folly (-80): Maneuvers at this level teeter on the very edge of natural human capability.

Absurd (-100): These maneuvers are a step above the normal possibilities of most humans.

Combat Resolution

To resolve combat without tables, we need to alter a few things. To make this work properly, we will use a slight variation of the Damage Dice option that was developed for *HARP*.

Attack Sizes

The first thing to do is to divide weapons and attacks into 5 distinct sizes. The Attack Size Table on the next page lists all of the weapons from *Character Law*, sorted by attack size.

Each attack size will use a different type of dice to deal damage. The following table shows the size of the die to be used with each attack size.

Attack Size	Damage Dice
Tiny	d6
Small	d8
Medium	d10
Large	d12
Huge	d20

Attack Resolution

Now it is time to go over the process for making an attack. The basics are relatively simple:

(d100 +50 + OB - DB +/- any mods) > 100 = Successful attack

The player makes an open-ended percentile roll, adds 50 and then adds in his OB. He then subtracts the foe's DB, and applies any other modifiers, be they positive or negative. If the result is 101 or higher, then the attack is considered successful and the player rolls 1 die of the appropriate type for damage.

If the attack is 121 or higher, then the player rolls 2 dice of the appropriate type for damage. A result of 141 or higher lets the player roll 3 dice of the appropriate type for damage, and for every 20 points beyond that the player gets to roll an additional die of the appropriate type.

This will result in hit damage to the foe. But before this damage is applied, the foe's Armor Type is subtracted from the damage. If this reduces the damage to zero or below, then the foe takes no damage.

If you want to add in other critical-like effects, just use the following guidelines. If should be noted that these are optional.

- If you roll maximum damage on a die, then the foe is stunned for 1 round. The more dice you are using, the more stun that is possible.
- If you roll more than 1 die of damage, then you also do 1 point of bleeding for each die beyond that first one (i.e. rolling 2 dice of damage indicated bleeding at a rate of 1 hit per round; 5 dice would be bleeding 4 hits per round).
- Every 10 points of damage done when rolling damage inflicts a -5 modifier to all actions.

Resistance Roll Resolution

The following guidelines for resolving Resistance Rolls (RR) is a bit simpler than the rules used to create the actual table.

The two sides of an RR is the Attacker and the Defender. The Attacker refers to the attacking poison, spell, or other effect that is attempting to affect the Defender. The Defender is the one attempting to resist the effect.

Both are measured by their level, and it is their level that is used to determine the Target Number for the Resistance Roll.

If the Attacker and Defender are both of the same level, then the Defender has t o beat a Target Number (TN) of 50. If the Attacker has a higher level than that of the Defender, then the TN is raised by 3 points for each level of difference. If the Defender has the higher level, then the TN for the RR is reduced by 2 points for every level of difference between the two.

Fast PP Recovery

In the core rules, a caster has to sleep or meditate for up to 8 hours to restore their power points once they have expended them. This can lead to the situation where the party gets up, has a major battle within the first hour of rising and then the magician has to go back to sleep to recover their Power Points (PP).

The core rules also include magical devices that multiply the number of power points is able to use each day. Multipliers range from giving double the normal amount of PP to giving up to 5x the amount. Unfortunately, this can, at higher levels, be extremely unbalancing.

In the last issue of *Express Additions*, we introduced a Gift with a similar name. After giving it some thought, I decided to present that individual Gift to you as a full-fledged option that could be implemented in your game if you like. This idea is also based on some of the concepts already in use for the Exhaustion rules in *RMC*.

The basic concept here is that the number of PP that a magic user has is not a daily allotment, but representative of how much magical energy can be manipulated before that character needs to rest.

This means that a character with 12 Power Points can cast up to 12 PP worth of spells, and a few minutes later be back at full capacity and ready for the next encounter. See below for more information on PP Recovery Times.

PP Recovery Times

Using this option, a character will recover 1 PP for each minute he spends resting. And in this case, resting is defined as sitting or lying down quietly, with little to no movement or activity.

If a character is unable to rest properly, he may still recover his PP. However, he does so at a rate of 1 PP for every 10 minutes of non-strenuous activity, such as walking, riding, eating dinner, etc.

If the character is performing strenuous activity, such as combat or running, he will regain no PP during this period, and he will require at least 1 full minute of rest (or 10 minutes of non-strenuous activity) before he can begin regaining his power point (i.e. after strenuous activity, it will take 2 minutes of rest to get that first PP back, but then the remainder will be recovered normally).

Attack Size Table

Tiny Attacks	Small Attacks	Medium Attacks	Large Attacks	Huge Attacks
Animal/Creature Attacks	Animal/Creature Attacks	Animal/Creature Attacks	Animal/Creature Attacks	Animal/Creature Attacks
Blackjack	Bola	Bastard Sword (1H)	Bastard Sword (2H)	Elemental Bolt (Lightning)
Blowpipe	Boomerang	Broadsword	Battle Axe	
Dagger	Cat-o'-nine-tails	Claymore	Boar Spear	
Darts	Crossbow, Light	Club	Crossbow, Heavy	
Dirk	Elemental Bolt (Water)	Composite Bow	Cudgel (2H)	
Elemental Bolt (Shock)	Handaxe	Cudgel (1H)	Elemental Ball Attack	
Gauntlet	Javelin	Cutlass	Elemental Bolt (Fire)	
Lasso	MA Sweeps Tiers III & IV	Elemental Bolt (Ice)	Flail	
MA Sweeps Tiers I & II	Main Gauche	Falchion	Halberd	
MA Strikes Tier I	MA Strikes Tier II	Foil	Harpoon	
Net (fishing)	Pilum	Jo (1H)	Jo (2H)	
Net (gladiator)	Sai	Katana (1H)	Katana (2H)	
Shuriken	Short Bow	Long Bow	Lance	
Whip	Short Sword	Long Sword	MA Strikes Tier IV	
	Sling	Mace	No-dachi	
	Tomahawk	MA Strikes Tier III	Nunchaku (2H)	
	Tonfa	Morning Star	Pick	
		Nunchaku (1H)	Quarterstaff	
		Rapier	Trident	
		Sabre	Two-hand Sword	
		Scimitar	War Mattock	
		Spear		
		War Hammer		

Spell Devices

The use of spell devices with these rules is problematic, and each type of device needs to be taken separately.

- **PP Multipliers:** These should not be allowed with this option as it will make spell users way too powerful overall.
- **Spell Adders:** These types of spell devices are allowed as they have no affect on the number of PP that a character has.
- **PP Adder (Type I):** This is a spell device that grants the character x number of PP each day. These are allowed, but it needs to be remembered, that this is *per day* allowance, so once those PP have been used, they will not be available again until the next day.
- **PP Adder (Type II):** This is a spell device that provides 1 or more PP each time that the character casts a spell. With these devices, the character must always supply at least 1 PP to the casting process. These types of items are allowed, but they should never give more than 2 or 3 PP at most.
- **PP Batteries:** These are devices which store PP for later use. A character that puts PP into such a device will require 10x the normal amount of time to recover these PP, as it puts a larger strain on the body to store PP in a device than it does in casting a spell. Using PP that are in a battery works just the same manner as a Type I *PP Adder* described above.

Limited Overcasting

This is an option that is based on Option 10.4 found in the *RMC Spell Law*, as well as the Spell Class descriptions found on pages 29-30 of the RMC *Spell Law*.

In those Spell Class descriptions, spells are classified based on their level in relation to the caster. This classification determines how much time is required to cast a spell.

With this option, we add a new Spell Class that allows the character to cast spells that are within a few levels of his own. This is similar to Option 10.4 mentioned above, but not quite the same.

Class IV Spells

Class IV spells require 4 rounds to cast; three rounds of preparation, and one round for effect. Class IV spells have a level that is one, two, or three levels above the level of the caster. (i.e. 5th, 6th and 7th level spells would be Class IV spells for a 4th level caster).

Class IV spells receive a -25 modifier to their casting/attack rolls. Additionally, if a character has a Directed Spell attack as a Class IV spell, this allows them to learn one rank in the proper Directed Spell skill each level until the spell becomes a Class III spell, at which point the character may begin learning the skill normally (i.e. two ranks per level if the profession's costs for the skill allows).

Alternate Realms

In *RMC*, the Monk is an Essence user and the Bard is a Mentalism user. With this option, the GM can swap the realms associated with these two professions to have an Essence Bard and a Mentalism Monk.