

EXPRESS ADDITIONS

Issue #4

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INTRODUCTION

Welcome to the fourth issue of Express Additions! In this issue, we will bring you 4 brand new races, imported from HARP, to expand your gaming pleasure. You get the Aesyrr, the Gryx, the Phrenali, and the Vsori.

We will also introduce 2 more professions, into *Rolemaster Express*, the Sorcerer and the Mystic.

The Sorcerer and the Mystic are spell casters who have access to multiple realms of magic unlike other spell users you have encountered in *Rolemaster Express* so far.

Next, we give you a couple more Secondary Skills to add to your game, and your enjoyment.

And finally, we will top off the issue with a number of optional rules that can be introduced to your game.

Enjoy!

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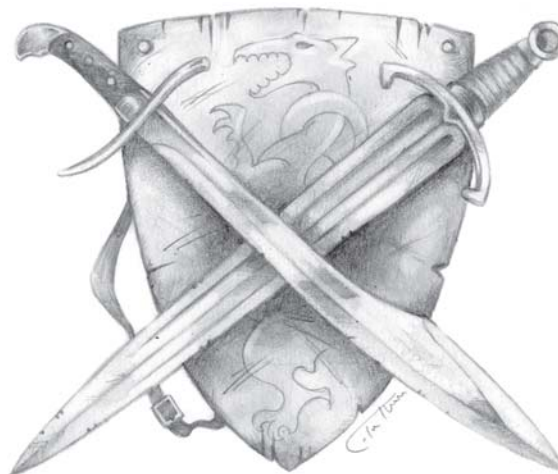
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RACES

Since its inception, we have occasionally added new races to one of our other product lines known as HARP. In this issue, I have selected 4 of those new races and have converted them over for use in RMX. They bring with them many possibilities for adventure.

Perhaps they are from an isolated location, and your adventurers stumble upon them. Perhaps they are from another world and fell through a portal into the one where your campaign takes place and are now searching for a way home. I hope that you enjoy them.

AESYR

Scholars often like to say that giants walk among us. This old adage is never truer than when one of the Aesyrs leaves their high, secluded valleys to travel in the lands of normal men. Standing between 7 and 8 feet tall, the Aesyrs are larger than even High Men, and some scholars speculate that the High Men resulted from the mating of Common Men and Aesyrs.

Though genial among friends, the Aesyrs are often a bit guarded in the presence of those that they do not know. The Aesyrs often have a lifespan of approximately 100 years, and they spend much of that time in their remote homelands high in the mountains.

Although the Aesyrs are just like the other mortal races and do not receive any critical adjustments because of their size. However, their inherent strength does allow them to wield two-handed weapons in one hand without any penalties, and it also reduces the fumble range of all one handed weapons to 01-02. Additionally, the Aesyrs use 20% of their normal weight as an encumbrance unit, not the normal 10% like other races.

GRYX

The savage appearance of the Gryx belies their calm and gentle nature. Standing around 6' in height, the Gryx are often mistaken as monsters at first sight, especially by those who don't know them.

Although they are normally peaceful by nature, the Gryx are not pacifists, and they will fight to defend themselves. They make superb warriors for such a normally peaceful race. Gryx are strong, sturdy and quick, and this grants them a +5 bonus to OB, DB, and initiative. The average Gryx lives about 95 years, and if they had their way, they would all be peaceful years.



The Gryx also have nightvision just as elves do, and this allows them to see quite well on all but the darkest nights.



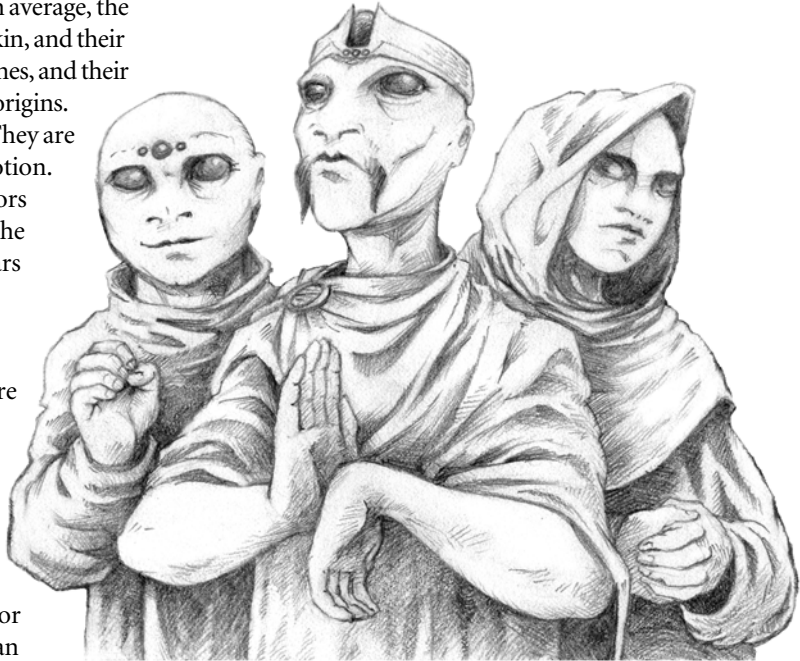
PHRENALI

Standing only four and a half feet tall on average, the Phrenali are a truly unique race. Their pale skin, and their oversized eyes, that glisten like liquid gemstones, and their lack of body hair all proclaim their unusual origins.

The Phrenali are a very peaceful race. They are very calm and reserved, rarely showing emotion. Many races like to hire Phrenali as negotiators and ambassadors because of these traits. The Phrenali have an average lifespan of 200 years

The stare of a Phrenali is extremely unnerving to other races, and many claim that their stare can see straight into your soul. While that is an exaggeration, the stare of a Phrenali can be very difficult to deal with. If a person notices a Phrenali staring at them, they must make a SD based RR against the Phrenali's level or have the fumble range of any action that they are taking at the time be doubled.

Their large eyes also grant them superior visual capabilities, including nightvision as an elf and darkvision out to a range of 50' and a +5 to all vision related perception maneuvers.



VSORI

This small race barely stands above four feet in height.

They look like miniature humans with slanted brows and slightly pointed ears, giving them a slightly devilish appearance. Despite their small stature, the Vsori are often tougher and sturdier than others might initially think. They are able to use 3 times their height as a base for jumping maneuvers, unlike other races that use their unmodified height.

The Vsori have nightvision like elves, and they also have a set of retractable claws. These claws grant them a +20 bonus to climbing maneuvers, and they can be used to make a Small (Tier 1) attack on the MA Strikes table, doing Slash criticals. The Martial Arts skill is used by the Vsori in learning how to use their claws in attacking.

The Vsori are a somber and serious race, very pragmatic and often stoic. This is usually attributed to their having developed in areas where survival was a continuous struggle. For whatever reason, the Vsori seem to prefer living in dangerous lands to living in peaceful ones.

RACIAL STATS				
Stat Bonus Modifications	Aesyr	Gryx	Phrenali	Vsori
ST	+15	+15	+0	+0
QU	+5	+0	+10	+15
PR	+5	+0	+20	+0
IN	-5	+0	+0	+5
EM	-5	+0	+0	+5
CO	+10	+10	+5	+0
AG	+5	+0	+5	+20
SD	-10	+5	+20	+10
ME	-5	+0	+0	+0
RE	-5	+0	+0	+0
RR Modifications				
Essence	-5	+0	-5	+5
Channeling	-5	+0	-5	+5
Mentalism	-5	+15	+40	+5
Poison	+40	+20	+5	+10
Disease	+100	+50	+20	+10
Recovery Multiplier	0.5x	1x	1.5x	1x
# Starting Languages*	2	3	1	2
Base Hit Points	60	40	22	32
Hits per Rank**	11	6	6	6
Max # hits	300	200	110	160
* = Rank 6 Spoken/5 Written for native tongue; 3S/3W for all others				
** = Per rank of Body Development				

PROFESSIONS

The Sorcerer and Mystic are Hybrid spell user professions, each of which combines some of the powers of two different realms of magic. They can obtain the power of the most potent pure spell user only in a very restricted set of spells. However, they are much more flexible since they have access to two realms of power.

A Hybrid spell user may learn their Base Lists, and may learn Open and Closed lists in both of their realms, but only to 10th level, even if you are using the full spell lists from *RMC Spell Law*.

When a Hybrid spell user casts a spell from one of their two realms, they must abide by the restrictions of that realm of power (only). For example, when casting a Mentalism spell, a helmet cannot be worn. When casting one of the spells from their hybrid base lists, they must abide by the restrictions of both realms. (see *RMC Spell Law* for more detail on Hybrids)

SORCERER

Sorcerers are Hybrid spell users who combine the realms of Essence and Channeling, concentrating on spells of destruction. Their base spells deal with the specific destruction of animate and inanimate material.
Prime requisites: Empathy and Intuition.

MYSTIC

Mystics are Hybrid spell users who combine the realms of Essence and Mentalism; they have concentrated on subtle spells of misdirection and modification. Their base spells deal with personal illusion as well as the modification of matter.
Prime requisites: Empathy and Presence.



SKILL COSTS			
Skills	Stats	Sorcerer	Mystic
Maneuvering in Armor			
Soft Leather	Ag/St	9	4/*
Rigid Leather	Ag/St	9	5/*
Chain	Ag/St	10	6/*
Plate	Ag/St	11	7/*
Weapon Skills			
One-Handed Edged**	St/St/Ag	9	9
One-Handed Crushing**	St/St/Ag	20	20
Two-Handed**	St/St/Ag	20	20
Missile**	Ag/Ag/St	20	20
Thrown**	Ag/Ag/St	20	20
Pole Arms**	St/St/Ag	20	20
General Skills			
Climbing	Ag	7	7
Swimming	Ag	3	3
Riding**	Em/Ag	3	3
Disarm Traps	In/Ag	7	7
Pick Locks	In/Ag	7	7
Stalk & Hide	Ag or SD	6	2
Perception	In/Re	3	2
Magical Skills			
Spell Lists**	Em or In	2/*	2/*
Runes	Em/In	2/5	2/5
Staves & Wands	Em/In	2/5	2/5
Directed Spells**	Ag	2/5	2/6
Special Skills			
Ambush	—	9	9
Linguistics**	—	2/*	1/*
Adrenal Moves**	Pr/SD	5	5
Adrenal Defense	—	20	15
Martial Arts **	varies	9	6
Body Development	Co	8	8
Secondary Skills			
First Aid	SD/Em	3/6	2/6
Foraging	In/Me	2/6	2/6
Lore: General**	Me/Re	1/3	1/3
Tracking	In/Re	3	2/4
Prime Requisites		Em/In	Em/Pr
** - Must be specialized into individual, specific skills, such as 1 weapon, spell list, lore, or language.			

SPELL LISTS

SORCERER BASE

FLESH DESTRUCTION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Sprain Limb	1 target	P	100'	F
2)	Limb Pain	1 target	1 rnd/5%	100'	F
3)	Touch of Disruption	1 target	P	touch	F
4)	Lock Joint	1 target	1 rnd/5%	100'	F
5)	Break Limb	1 target	P	100'	F
6)	Disruption II	1 target	P	20'	F
7)	Skin Death	1 target	varies	100'	F
8)	Disruption V	1 target	P	50'	F
9)	Ear Disruption	1 target	P	100'	F
10)	Limb Death	1 target	P	100'	F

- Sprain Limb** – A random part of a random limb is sprained. If it is part of a leg; movement is cut by 25%, combat is at -10; if it is part of an arm, combat is modified by -20.
- Limb Pain** – A random limb is in intense pain; for a leg, the target cannot walk (target may crawl at 10% of their normal movement); for an arm, that arm cannot be used.
- Touch of Disruption** – The bones and tissues of the target's body are disrupted as if the target had fallen a long distance. If the target fails their RR by (1-10), they takes an 'A' Impact critical; (11-20) = 'B'; (21-30) = 'C'; (31-40) = 'D'; (41-up) = 'E'.
- Lock Joint** – One of the target's joints locks; effect as in *Limb Pain*. A moving target that is afflicted with leg lock will fall; if a target with arm lock is carrying anything, it is dropped.
- Break Limb** – As *Limb Pain*, except limb is broken; broken arm is useless, broken leg cuts movement by 50% and combat with that arm will suffer a -75 penalty.
- Disruption II** – As *Touch of Disruption*, except range is 20'.
- Skin Death** – Target's skin will flake and peel all over their body; there is no tactical penalty, but it lowers the Appearance of the individual by 50%. Lasts until dispelled and 1 month passes.
- Disruption V** – As *Touch of Disruption*, except range is 50'.
- Rupture Ear** – One of the target's ears is disrupted; their hearing is at 50% of normal until cured (-25 to Perception involving hearing, -50 to Perception only involving hearing). If both ears go, the target will be rendered deaf.
- Limb Death** – One of the target's limbs (random) will wither and die. Target loses 5% of the use of the limb per day; when the total reaches 100%, the limb falls off. Can be cured through circulation and nerve repair spells up to the 80% point, then it must be regenerated. If the limb is a leg, movement is reduced by half the percentage lost (e.g., if a leg is 60% withered, movement is cut by 30%). If the limb is an arm, combat suffers a -1 penalty per 1% withered (e.g., if an arm is 75% withered, all combat with that arm will suffer a -75 penalty).

SORCERER BASE

FLUID DESTRUCTION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Vaporize Water	10 cu'/lvl	P	100'	F
2)	Freeze Water	10 cu'/lvl	P	100'	F
3)	Evaporation I	1000 cu'	P	100'	F
4)	Unwater I	100 cu'	P	100'	F
5)	Calm Water	100'R	C	100'	F
6)	Water Bolt I	100'	-	100'	Ed
7)	Unrain I	100' R	4 hrs/lvl	100'	F
8)	Dehydrate	1 cu'	P	100'	F
9)	Evaporation II	10,000 cu'	P	100'	F
10)	Unwater II	1,000 cu'	P	100'	F

- Vaporize Water** – Vaporizes 10 cu' of liquid/level.
- Freeze Water** – Freezes 10 cu' of liquid/level.
- Evaporation I** – Causes 1000 cu' of liquid to rapidly evaporate over the course of 1 hour.
- Unwater I** – Instantly disintegrates 100 cu' of water.
- Calm Water** – Water within radius is calmed; waves are cut 20' in center and less towards the perimeter.
- Water Bolt** – A bolt of water is shot from the palm of the caster; results determined on the Water Bolt Table.
- Unrain I** – No precipitation will occur in the area of effect for the duration of the spell.
- Dehydrate** – Removes all the liquid (usually water) from 1 cu' of inanimate material.
- Evaporation II** – As *Evaporation I*, except 10,000 cu' are affected.
- Unwater II** – As *Unwater I*, except 1,000 cu' are affected.

SORCERER BASE

GAS DESTRUCTION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Unfog	10'R/lvl	P	100'	F
2)	Air Stop I	10' R	C	100'	F
3)	Vacuum I	5' R	-	100'	F
4)	Deoxygenation I	10' R	C	100'	F
5)	Air Stop II	20' R	C	100'	F
6)	Vacuum II	10' R	-	100'	F
7)	Deoxygenation II	20' R	C	100'	F
8)	Gas to Air	1 cu'/rnd	P	100'	F
9)	Air Stop X	100' R	C	100'	F
10)	Vacuum IV	20' R	-	100'	F

- Unfog** – Disperses all fog in a 10'/level radius.
- Air Stop I** – Cuts all generalized air movement (e.g., wind) by 30 mph in a 10' radius (will not affect breathing).
- Vacuum I** – Creates a 5' radius of near vacuum; all within the radius take a 'B' Impact critical as the air leaves and rushes back in.
- Deoxygenation I** – As *Air Stop* except that caster can remove the oxygen in a 10' radius at the rate of 1% of the original oxygen/round.
- Air Stop II** – As *Air Stop I*, except affects a radius of 20'.
- Vacuum** – As *Vacuum I*, except affects a radius of 10'.
- Deoxygenation II** – As *Deoxygenation I*, except affects a radius of 20'.
- Gas To Air** – Changes any gas to oxygen at a rate of 1 cu'/round as long as the caster concentrates.
- Air Stop X** – As *Air Stop I*, except affects a radius of 100'.
- Vacuum IV** – As *Vacuum I*, except affects a radius of 20'.

SORCERER BASE

MIND DESTRUCTION

Level Spell	Area of Effect	Duration	Range	Type
1) Minor Pain	1 target	10 min/5%	100'	Fm
2) Jolts I	1 target	1 rnd/10%	100'	Fm
3) Disorientation	1 target	1 day/5%	100'	Fm
4) Unbalance	1 target	1 day/5%	100'	Fm
5) Distortions	1 target	1 day/5%	100'	Fm
6) Jolts III	1 target	3 rnd/10%	100'	Fm
7) Major Pain	1 target	10 min/5%	100'	Fm
8) Forget	1 target	P	10'	Fm
9) Word of Pain *	1 target	P	100'	Fm
10) Mind Shock	1 target	1 day/5%	100'	Fm

- Minor Pain** – Target takes 25% of their remaining concussion hits (i.e., those not already taken); these hits are healed when the duration is up, provided target has not died.
- Jolts I** – Target is stunned.
- Disorientation** – Target must subtract 25 from all orientation, perception, and initiative rolls.
- Unbalance** – As *Disorientation*, except 25 is subtracted from all maneuver rolls.
- Distortions** – As *Disorientation*, except 25 is subtracted from all combat rolls.
- Jolts III** – As *Jolts I*, except duration is 3 rounds/10 failure.
- Major Pain** – As *Minor Pain*, except 50% of remaining hits are taken.
- Forget** – Target forgets a period of (1 min/level) of their past, as desired by the caster.
- Word Of Pain** – As *Major Pain*, except hits must be cured.
- Mind Shock** – As *Disorientation*, *Unbalance*, and *Distortions* (all at once).

SORCERER BASE

SOLID DESTRUCTION

Level Spell	Area of Effect	Duration	Range	Type
1) Melt Ice	10 cu'/lvl	P	100'	F
2) Loosen Earth	100 cu'	P	100'	F
3) Erosions	100 cu'/lvl	P	100'	F
4) Cracks Call	10'x10'x10'	P	100'	F
5) Undoor	10'x10'x6"	P	10'	F
6) Stone/Earth	100 cu'	P	100'	F
7)				
8) Earth/Mud	100 cu'	P	100'	F
9)				
10) Corridor	3'x6'x1'/lvl	P	100'	F

- Melt Ice** – Melts up to 10cu'/level of ice.
- Loosen Earth** – Loosens 100 cu' of earth to the consistency of plowed ground.
- Erosions** – Causes a 100 cu'/level section of inorganic material to erode and deteriorate at 1000 x normal rate.
- Cracks Call** – Any previous cracks or flaws in material up to 10'x10'x10' (not 1,000 cu feet) section will extend to their limit.
- Undoor** – Will vaporize a non-magic door up to 6" thick, 10' high, and 10' wide (if the door is thicker than 6" it will vaporize the closest 6 inches).
- Stone/Earth** – Changes 100 cu' of stone to packed earth; change is gradual and takes 3 rounds.

8. **Earth/Mud** – As *Stone/Earth*, except changes earth to soft mud.

10. **Corridor** – Creates a 3'x6' corridor that is 1'/level long; it can be cut through any non-metal, inorganic material. The corridor can be cut at a rate of 1' (length) per round as the caster concentrates.

SORCERER BASE

SOUL DESTRUCTION

Level Spell	Area of Effect	Duration	Range	Type
1) Question	1 target	-	100'	Fm
2) Demonic Possession I	1 target	varies	100'	Fm
3) Neurosis	1 target	P	100'	Fm
4) Guilt	1 target	P	100'	Fm
5) Paranoia	1 target	P	100'	Fm
6) Demonic Possession II	1 target	varies	100'	Fm
7) Panic	1 target	P	100'	Fm
8) Transferral	1 target	varies	100'	Fm
9)				
10) Demonic Possession III	1 target	varies	100'	Fm

- Question** – Target must answer a single concept question (presuming that the target can understand the question).
- Demonic Possession I** – Target is possessed by a Type I Demon; caster has no control over the target or Demon. The Demon will force the target to do random (not necessarily destructive) things; target gets an RR every other round to attempt to get rid of the Demon.
- Neurosis** – Target has an extreme dislike for any specific thing the caster chooses; target has a 50% chance, modified by their Self Discipline stat bonus, of overcoming the neurosis when given a choice (e.g., neurosis concerning horses would mean that every time the target tried to get on or near a horse they would only have a 50% chance).
- Guilt** – Target becomes guilty over some action in their past. The GM should choose some significant event in the target's past. They will not perform similar actions again and must take steps to alleviate the guilt.
- Paranoia** – Target will trust no one absolutely. When in a life threatening/ dangerous situation, there is a 50% chance (modified by the their Self Discipline stat bonus) that they will not put their safety in the hands of others.
- Demonic Possession II** – As *Demonic Possession I*, except Demon is Type II and the possessed only gets a RR once every minute.
- Panic** – Target will flee in panic in any personally dangerous situation, unless they successfully make an RR (once per combat only). Fleeing equates to movement away for D10 rounds at maximum pace.
- Transferral** – Target's "soul" and the caster's "soul" are interchanged; the caster can operate at 50% of their normal activity in the body of the target. The target in the caster's body is inactive. The caster can cancel the spell at any time (takes 1 round); the target can only cancel the spell if they make a successful RR (they gets one every 10 minutes). If either body is killed, both "souls" will be destroyed.
- Demonic Possession III** – As *Demonic Possession I*, except Demon is Type III and the possessed target only gets a RR once every 10 minutes.

MYSTIC BASE
CONFUSING WAYS

Level Spell	Area of Effect	Duration	Range	Type
1) Distraction	1 target	C	100'	Fm
2) Confusion	1 target	1 rnd/5%	100'	Fm
3) Blur Vision	1 target	C	100'	Fm
4) Fear	1 target	1 min/10%	100'	Fm
5) Stumble	1 target	-	100'	Fm
6) Fumble	1 target	-	100'	Fm
7) Hallucination	1 target	C	100'	Fm
8) Spin	1 target	-	50'	Fm
9) Weapon Alteration	1 target	1 rnd/lvl	100'	Fm
10) Mirages	1 target	C	100'	Fm

- Distraction** – Target is at -30 for all actions.
- Confusion** – Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- Blur Vision** – Target has a -100 OB mod for missile attacks; -50 for all other actions.
- Fear** – Target fears caster and attempts to flee. Fleeing usually equates to moving at maximum pace away from caster.
- Stumble** – Target becomes unbalanced; if they is moving, they trips and falls (**Down** for 1-5 rounds); if they is performing a maneuver they fails it.
- Fumble** – As *Stumble*, except target fumbles any weapon or item in their hands; roll on the appropriate Arms Law Fumble Table.
- Hallucination** – Target sees a nonexistent foe; must fight them until the foe is “defeated” (i.e., takes damage that would drop the target); foe has same capabilities as target but does them no damage (i.e., always misses).
- Spin** – Target is spun about 180°, taking 1 round/10 point failure to recover.
- Weapon Alteration** – Target’s weapon is altered to appear to them that it is some other weapon, with which they must fight; treat as a similar weapon for OB purposes.
- Mirages** – Target sees all moving things clearly, but the caster can control the fixed scene that the target “sees”.

MYSTIC BASE
GAS ALTERATION

Level Spell	Area of Effect	Duration	Range	Type
1) Condensation	1 cu' water	P	touch	F
2) Airwall	10'x10'x3'	C	10'	E
3) Fog II	20'R	1 min/lvl	100'	E
4)				
5) Air Stop I	10'R	C	touch	F
6) Fog X	100'R	1 min/lvl	10'	E
7)				
8) Airwall True	10'x10'x3'	1 min/lvl	10'	E
9) Fire Bolt I	1 target	-	100'	Ed
10) Air Stop V	50'R	C	touch	F

- Condensation** – Condenses 1 cu' of water from the surrounding air into the caster’s hands. The caster can then funnel the water into any available container.
- Airwall** – Creates 10'x10'x3' wall of dense air; cuts movement and missile attacks through it by 50% (i.e., -50 to OBs).
- Fog II** – Creates dense fog in a 20' radius.

- Air Stop I** – Stops all generalized air movement (e.g., wind) up to 30 mph and cuts higher winds by 30 mph, both in a 10' radius.
- Fog X** – As *Fog II*, except radius is 100'.
- Airwall True** – As *Airwall*, except has a set duration of 1 min/level and does not require concentration.
- Fire Bolt I** – A bolt of fire is shot from the palm of the caster; results are determined from the Fire Bolt Table (a fire source must be within 10').
- Air Stop V** – As *Air Stop I*, except radius is 50'.

MYSTIC BASE

HIDING

Level Spell	Area of Effect	Duration	Range	Type
1) Blur	caster	1 min/lvl	self	D
2) Unseen	1 object	24 hrs	touch	P
3) Shadow	caster	10 min/lvl	self	P
4) Quiet I	1'R	1 min/lvl	self	F
5) Invisibility I	1 target	24 hrs	touch	P
6) Invisibility II	1 target	24 hrs	touch	P
7) Screens	1,000 sq'	C	100'	P
8) Displacement I	caster	1 min/lvl	self	P
9) No Sense	1 target	24 hrs	touch	P
10) Shadow Mystic	varies	1 min/lvl	100'	P

- Blur** – Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- Unseen** – A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass **or** the object is struck by a violent blow (being hit by a weapon, falling, etc.) **or** the object makes a violent move (i.e., an attack).
- 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).
- Quiet I** – Any sounds originating within a radius of 1' of the caster’s body are completely muffled; +25 to Stalking.
- Invisibility I** – As *Unseen*, except everything within 1' of the target is invisible as long as it remains within the radius (1') and none of the Unseen termination conditions occur. Only objects totally contained in the radius at the time of casting become invisible. Any object in the radius is under the restrictions given in *Unseen*. See Express Additions #1 for notes on *Invisibility*.
- Invisibility II** – As *Invisibility I*, except the caster can vary the radius up to 1'.
- Screens** – Creates a 1,000 sq' screen on which the caster can place any static scene; seems 3-dimensional and normal.
- Displacement I** – Caster appears to be offset from where they really is, all attacks have no effect 10% of the time (no normal RRs). Each time a foe misses, the chance of “no effect” for that foe goes down by 5%.
- No Sense** – As *Invisibility I*, except caster is also undetectable by smell and sound.
- Shadow Mystic** – Creates a duplicate of the caster; if they concentrates, it will move as they will; otherwise, it does exactly as they does. With a round of concentration, the caster can merge the shadow mystic with himself and then split apart again.

LIQUID ALTERATION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Boil/Freeze Water	1 cu'/lvl	C	2'	F
2)	Clear/Desalinate Water	1 cu'/lvl	C	2'	F
3)	Evaporation	1,000 cu'/lvl	P (C)	2'	F
4)	Waterwall	10'x10'x1'	C	10'	E
5)	Water Bolt I	1 target	-	100'	Ed
6)	Water Corridor I	100'x3'x10'	C	10'	F
7)	Call Rain	100'R	C	self	F
8)	Calm Water	100'R	C	10'	F
9)	Wave	(1'x10')/lvl	-	100'	F
10)	Waterwall True	10'x10'x1'	1 min/lvl	10'	E

- Boil/Freeze Water** – The caster may vary the temperature of any inanimate body of liquid (1 cu'/level) by 125°F per round. Once the liquid begins to boil/freeze, it will not continue to heat up, but will begin to cool naturally if the caster stops concentrating. (Temp. cannot be lower than -20°F).
- Clear/Desalinate Water** – As *Boil/Freeze Water*, except removes all sediment and dissolved substances.
- Evaporation** – As *Boil/Freeze Water*, except 1,000 cu'/level of liquid is evaporated at a rate of 100 cu'/round.
- Waterwall** – Creates a 10'x10'x1' wall of churning water (a liquid source must be within 10'), cuts all movement and attacks through it by 80%.
- Water Bolt** – A bolt of water is shot from the palm of the caster (a liquid source must be within 10'); results are determined on the Water Bolt Table.
- Water Corridor I** – Creates a corridor through liquid up to 100' long, 3' wide and 10' deep (must be open at the top).
- Call Rain** – Causes it to rain in 100'R about the caster, heaviness is determined by the humidity.
- Calm Water** – All water within a 100'R is calmed: waves are cut by 20' in the center and less towards the perimeter.
- Wave** – Creates a wave moving away from the caster; wave is 1' high/level in the center and 10'/level wide.
- Waterwall True** – As *Waterwall*, except has a set duration of 1 min/level and doesn't require concentration.

MYSTICAL CHANGE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Study	self	-	300'	I
2)	Face Shifting True	self	1 hour/lvl	self	U
3)	Change to Kind	self	10 min/lvl	self	U
4)	Misfeel Kind o	self	C	self	Pm
5)	Enlarge	self	10 min/lvl	self	U
6)	Shrink	self	10 min/lvl	self	U
7)	Misfeel Calling o	self	C	self	Pm
8)	Changing Lungs	self	10 min/lvl	self	U
9)	Change	self	10 min/lvl	self	U
10)	Mind Tongue	1 target + self	C	20'	Um

- Study** – Caster studies and memorizes the appearance and mannerisms of a being, for later use in a *Face Shift* or *Change* type spell.
- Face Shifting True** – Allows caster to alter the form of their face; if they *Studied* a being they can take on the exact form.
- Change to Kind** – Caster can alter their entire body to the form of another humanoid race (no increase in mass). This cannot be a specific person.
- Misfeel Kind** – Caster appears to be of any race they chooses to magical or mental detections.

- Enlarge** – Caster can increase their mass (and usually height) by 10%/level; but there is no proportional increase in strength (other than for movement purposes).
- Shrink** – As *Enlarge*, except caster shrinks by 10%/level (to a maximum of 90%) and there is no proportional decrease in strength.
- Misfeel Calling** – As *Misfeel Kind*, except profession may be misrepresented.
- Changing Lungs** – Caster can breathe water, air, or gas at will.
- Change** – As *Change To Kind*, except caster can assume any organic form within 1/2 and 2x their mass; does not obtain any special abilities.
- Mind Tongue** – [RR Mod: -50] Caster can speak mentally with any sentient being; and to the being it will seem as if the caster was speaking in the being's own language.

SOLID ALTERATION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Warm Solid	1 cu'/lvl	24 hrs	touch	F
2)	Heat Solid I	1 cu'/lvl	1 min/lvl (C)	touch	F
3)	Cool Solid I	1 cu'/lvl	24 hrs	touch	F
4)	Cracks Call	10'x10'x10'	-	100'	F
5)	Door	1 door	-	touch	F
6)	Woodfires	1'R	-	touch	F
7)					
8)	Heat Solid II	1 cu'/lvl	1 min/lvl (C)	50'	F
9)	Cool Solid II	1 cu'/lvl	1 min/lvl (C)	50'	F
10)	Wall of Ice	10'x10'x2'	varies	10'	E

- Warm Solid** – Any solid inanimate, non-metal material (1 cu'/lvl) can be warmed to 100°F at a rate of 1 cu'/rnd. The solid will not begin to cool for 1 min per level of the caster.
- Heat Solid I** – As *Warm Solid*, except material can be heated to 500°F at a rate of 100°F/rnd. The caster must concentrate to increase the temperature (without concentration, the material will retain it's current temperature for the duration of the spell). The caster need only touch the solid when initially casting the spell
- Cool Solid I** – Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cu'/round.
- Cracks Call** – Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
- Door** – Can cause a door to expand or contract due to subtle temperature changes; door can be jammed or loosened (a special modification of +/- 50 to maneuvers to break down the door can be granted).
- Woodfires** – Causes wood and other burnable materials to instantly burst into flames.
- Heat Solid II** – As *Heat Solid I*, except the range is 50' but the heat only increases 50°F each round that the caster concentrates.
- Cool Solid II** – As *Cold Solid*, except material can be cooled to -200°F, at a rate of (1 cu' and -100°F)/round. The caster must concentrate to decrease the temperature (without concentration, the material will retain it's current temperature for the duration of the spell).
- Wall of Ice** – Creates a 10'x10'x(2' base, 1' top) clear wall of ice, lasting until: melted (100 hits of fire) or chopped through (50 man rounds). Requires water source within 10'.

SKILLS

In the last issue, we brought you ten new skills. This time, we are only going to add 2 more skills to the list, and we won't be recommending that you increase the number of Developments Points that a character receives because we are also offering a couple of options that will reduce the overall number of skills that the player has to worry about.

The Additional Skills Table below lists the two new skills as well as the 10 skills from last issue. We did this because you need the skill costs for all of the professions to date, as well as needing the costs of the other skills for the professions introduced in this issue.

FRENZY [EM/SD] (SM)

This is the character's bonus to attempt to go into a state of single-minded, unpredictable rage. Once the character has entered a frenzied state, he will gain the following benefits and restrictions:

- +30 to Melee OB.
- All melee attacks do double concussion hits (criticals not included).
- May take double normal amount of hit damage before going unconscious.
- No DB other than armor bonuses.
- May not parry.
- May not use a shield.

Preparation for entering a frenzy requires at least one round of preparation. Once frenzied, the character will not be able to distinguish friend from foe without making a Very Hard Perception maneuver roll. He will first attack the focus of his frenzy, and then attack the next nearest foe, or friend if he cannot tell the difference, and so on until all foes are down. The character may also make a static maneuver each round to leave the frenzied state.

While in the frenzy, the character may not use any skills or other maneuvers except those that move him closer to his target, and even then, they may not be things

that require thought. For example, he can jump a ditch, but swing across on a rope requires too much mental effort for the frenzied character.

All damage sustained while in a frenzy is still there when the character recovers. This can quite often put him below zero hits. If this is so, when the character leaves the frenzy, he will pass out and be unconscious until he has a positive number of hits. If a character has received more hits than his Total Hits plus his Con stat, when he leaves the frenzy, the character will immediately begin the process of dying.

MEDITATION [PR/SD] (SM)

The meditation skill bonus is used to allow the character to enter, leave, and exploit meditative trances. Each hour of uninterrupted meditation equals two hours of sleep.

While in a trance, the character is usually unaware of all outside activity. Physical prodding allows one to make a static maneuver to leave the trance. A painful strike, such as a slap, gives a +25 modification to leaving the trance. With a Hard meditation roll, a character may setup a verbal trigger that will immediately rouse him from his trance.

More skill meditation practitioners will often enter a trance in order to aid their mental faculties. Since this form of trance allows for very minor movements and even interaction with others, it is harder to maintain, and requires an Extremely Hard meditation roll to properly enter. While in this form of trance, the character gains a +25 modifier to other static actions that he performs while in this trance. Elves get an additional +25 modification to this skill bonus.

Additional Secondary Skills

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

NEW OPTIONS

In this issue, we will present you with a number of new options that you can use to enhance your game.

EXTENDED SEMI BASE LISTS

In the core rules of *RMC Spell Law*, Pure spell users are allowed to select four additional spell lists to be Base Lists in addition to the six that they get from their profession. It is this that sparked the idea for this option.

In *Rolemaster Fantasy Roleplaying*, Semi spell users get 6 Base Lists as opposed to the 5 Base Lists that a Semi Spell User has in *Rolemaster Classic*. In order to bridge the gap between the two systems, we are offering this option.

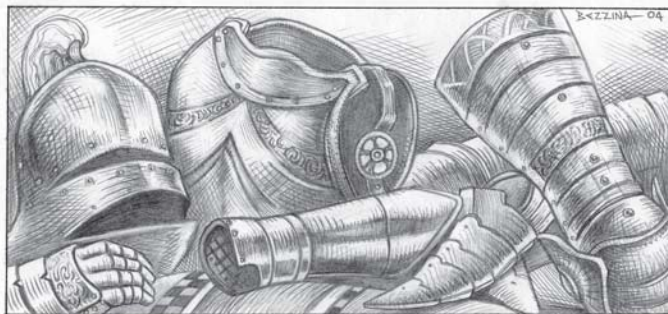
A Semi spell user may select 1 Closed List from their Realm to be treated as a sixth Base List for their profession. This option will allow for a small amount of customization among Semi spell users.

ARMOR AS A SINGLE SKILL

I have always found it slightly odd that a *Rolemaster* character had to learn 4 different skills for dealing with the extra weight and limited maneuverability of a suit of armor based on what it was made of. Its construction should not be a factor in learning how to wear and move properly in armor.

This option removes the 4 separate Maneuver in Armor skills and replaces it with a single skill. This single skill still works exactly the same way as the four separate skills did, nothing changes in that manner. The cost of this single skill can be found in the *Armor as a Single Skill* table.

ARMOR AS A SINGLE SKILL			
Profession	Cost	Profession	Cost
Fighter	3/*	Mentalist	7/*
Thief	4/*	Lay Healer	5/*
Rogue	3/*	Seer	7/*
Warrior Monk	11/*	Sorcerer	11/*
Magician	11/*	Mystic	7/*
Illusionist	11/*	Astrologer	7/*
Alchemist	11/*	Monk	11/*
Cleric	7/*	Ranger	4/*
Animist	8/*	Bard	4/*
Healer	7/*		



RAPID LOAD & FIRE

In *Rolemaster Classic* and *Rolemaster Express (RMX)* both, loading and firing a missile weapon are considered to be separate actions requiring differing amount of activity. And according to the rules regarding activity percentages, neither action may normally be accomplished using less activity.

However, in *RMX*, on the Weapon Statistics table on page 52, we also introduce an action known as Rapid Load & Fire (RLF) which combines the loading or reloading of a missile weapon with the firing of it into a single, complex action that takes less time than the two separate actions, but it also carries with it a modifier to the attack's OB.

This option expands the information from *RMX* to include other missile weapons not found in that product, such as thrown weapons and light crossbows. This option also presumes that the missile weapon is in hand, and strung (if it is a bow), or that the weapon to be thrown is sheathed in an easily accessible location.

The *Rapid Load & Fire* table shows the type of missile attack, and how much activity percentage is required along with the OB modifier for the attack.

RAPID LOAD & FIRE	
Type	RLF Information
Thrown Weapon	RLF (50%) at -20
Sling	RLF (90%) at -10
Short Bow	RLF (90%) at -15
Composite Bow	RLF (90%) at -20
Long Bow	RLF (90%) at -25
Crossbow, Light	RLF (120%) at -30
Crossbow, Heavy	RLF (185%) at -35

BASIC STYLES

In an upcoming *Rolemaster Classic* product, we will be introducing rules for creating and using combat styles in place of the existing combat oriented skills that are currently used. The goal of this option is to move things a step in that direction by providing you with the most basic styles possible.

A Basic Style is essentially the same thing that is covered by a normal melee or ranged attack. The character may attack and parry using the Basic Styles just as they would do so using the original combat skills. This option does not grant any additional attack capabilities, it only changes the manner in which the skills are learned.

The *Weapon Groups* table below shows various groups available and what weapon belongs to each group. The table includes weapons that are in *Rolemaster Classic*, but not in *Rolemaster Express*. It also includes a number of weapons that are listed only on the Weapon Statistics Chart on page 23 of *RMC Arms Law*.

This option replaces the 6 weapon skills with 2 skills, Melee and Ranged. The DP costs for the Melee and Ranged skills depend upon whether the character is

learning the basic style for an individual weapon or for a group of related weapons. The following information applied to both the Melee and the Ranged skills, based upon whether they learn the skill for an individual weapon or a group of weapons.

The *Basic Styles DP Costs* table shows the DP costs of these new skills for all the RMC professions.

INDIVIDUAL

This allows the character to gain skill in using a single weapon. He may attack using the full skill bonus as his OB. The character may also make attacks using the other weapons from the same group as that individual weapon with a maximum of 50% of his OB in the individual weapon.

GROUP

When a character learns this skill, he must select one weapon from the group to be his primary weapon. He may make attacks using his full skill bonus as his OB for that weapon. All other weapons within the group may be used with a -10 modifier.

WEAPON GROUPS	
Group	Individual Weapons
Blow Guns	Blow Gun, Pea Shooter
Bows	Short Bow, Long Bow, Composite Bow
Chains Plus	Morning Star, Nunchaku (1H)
Clubs	Blackjack, Jo (1H), Tonfa, Club (1H)
Crossbows	Light Crossbow, Heavy Crossbow, Handheld Crossbow
Great Blades	Bastard Sword (2H), Katana (2H), 2H Sword, Claymore, No-dachi, Irgaak
Great Chains	Flail, Nunchaku (2H)
Great Clubs	Club (2H), Cudgel
Lines Plus	Bola, Ge
Long Axes	Battle Axe, Woodsman's Axe, 3/4 Axe ("Hudson's Bay Axe")
Long Double-Edged Blades	Broadsword, Long Sword, Bastard Sword (1H), Katana (1H), Dag, Yarkbalka
Long Single-Edged Blades	Scimitar, Sabre, Cutlass, Falchion, Dag
Long Spikes	War Mattock, Mattock, Pick, 2H Hammer
Long Stabbing Weapons	Spear, Javelin, Short Spear
Mounted Pole Arms	Lance (mounted), Spear, Javelin
Pole Arms	Pole Arms, Spear, Javelin, Pilum, Harpoon, Lance (unmounted), Trident
Rope Weapons	Lasso, Net (fishing), Net (gladiators)
Short Axes	Cabis, Hatchet, Hand axe, Tomahawk
Short Blades	Dagger, Dirk, Knife, Kynac*, Main Gauche, Short Sword, Sai
Short Spikes	Baw, Ice Axe, Mace, War Hammer
Slings	Sling, Sling Staff
Staves	Quarterstaff, Jo (2H), Spear
Thrown Blades	Chackrum, Ikasha (big shuriken), Shuriken, Darts, Knives, Daggers, Chegain
Thrown Projectiles	Boomerang, Chegain, Typh
Thrusting Blades	Rapier, Foil, Long Kynac, Long Knife
Whips	Cat-o'-nine-tails, Whip, Metal Whip, Kusari (long chain whip)

Should a character learn a skill for an individual weapon, and then later learn a skill for that weapon's entire group, he may use either skill when using that specific weapon, but must use the group skill when using all other weapons from that group.

Melee skills will use St/St/Ag as their stats while ranged skills will use Ag/Ag/St for its stats.

DIRECTED SPELL SKILLS

Under this option, we included the Directed Spells skill because it is an attack skill, and as such it should following the same DP cost guidelines as the other skills. This skill is not changed in any other manner.

MARTIAL ARTS SKILLS

In the core rules, there are 2 types of martial arts, *Strikes* and *Sweeps & Throws*. Each type is also broken down into 4 different tiers of ability and each tier requires a separate skill. The higher tiers are also not learnable without first learning the lower tiers to an equal or higher level.

Under this option, each type of martial arts is divided into 2 ability levels, Basic and Advanced. Basic Martial Arts do a maximum of a Tier 2 attack, and Advanced Martial Arts do a maximum of a Tier 4 attack. A character must have an equal or greater number of ranks in the Basic MA skill than they do in the Advanced MA skill. A character must also learn separate skills for *Strikes* and *Sweeps & Throws* types of attacks. Martial Arts use St/Ag for its stats.



BASIC STYLE DP COSTS							
Profession	Melee		Ranged		Directed Spells	Martial Arts	
	Individual	Group	Individual	Group		Basic	Advanced
Fighter	1/3	2/4	1/4	2/6	6/12	2/6	3/6
Thief	2/4	3/6	3/6	4/8	6/12	2/6	3/6
Rogue	1/4	3/6	3/6	4/8	6/12	2/6	3/6
Warrior Monk	3/8	5/10	5/10	8	6/12	1/3	1/4
Magician	5/10	8	5/10	8	2/4	5/10	6/12
Illusionist	5/10	8	5/10	8	2/6	5/10	6/12
Alchemist	5/10	8	5/10	8	2/6	5/10	6/12
Cleric	5/10	8	5/10	8	3/8	5/10	6/12
Animist	5/10	8	5/10	8	3/8	5/10	6/12
Healer	5/10	8	5/10	8	3/8	5/10	6/12
Mentalist	5/10	8	5/10	8	2/6	3/6	3/8
Lay Healer	5/10	8	5/10	8	2/6	3/6	3/8
Seer	5/10	8	5/10	8	2/6	3/6	3/8
Sorcerer	5/10	8	5/10	8	2/4	5/10	6/12
Mystic	5/10	8	5/10	8	2/6	5/10	6/12
Astrologer	5/10	8	5/10	8	2/6	5/10	6/12
Monk	4/8	6/12	5/10	8	6/12	1/4	2/4
Ranger	2/6	3/8	3/8	5/10	6/12	3/8	4/8
Bard	3/6	4/8	5/10	8	6/12	3/6	3/8