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ROLEMASTER™

SCHOOL OF HARD KNOCKS

THE Skill Companion

Inject more skill, expertise, and action into your FRPG!

SCHOOL OF HARD KNOCKS™
The Skill Companion

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Dedication: This book is dedicated to
Kregon, who reminded me that anything
worth doing, is worth doing with style!
Keep the faith, brother.

SKILL
COMPANION

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1.0
INTRODUCTION

Thank you for purchasing the *Skill Companion* This book is designed to be used by Gamemasters (GMs) and players to more precisely define the capabilities of the characters in their fantasy settings.

This book contains detailed rules and tables for all of the skills originally listed in *Role-master Fantasy Role Playing (RMFRP)* and *Character Law*. In addition, there are new options for skill development, skill resolution, and healing. Each skill category and individual skill is dissected in detail. Numerous examples are provided, especially for all non-combat skills.

The *Skill Companion* also contains material that focuses on characters who do not use spells. It provides 4 new professions, 18 new training packages, and optional GM material for balancing magic use.

This book does not examine combat skills or spells in any detail. These skills have been adequately dealt with in *Arms Law* and *Spell Law*. Additional details can be found in *Martial Arts Companion, Arcane Companion, Channeling Companion, Essence Companion,* and the *Mentalism Companion.*

USING THIS BOOK WITH
OTHER ROLEMASTER BOOKS

When using this book with *RMFRP, Character Law, Arms Law,* and *Spell Law,* any information presented herein takes precedence. This book corrects a handful of minor misprints or oversights from *RMFRP* and *Character Law*. There is very little material that relates to *Spell Law* or *Arms Law*.

Any information contained within any other Companion takes precedence over the rules in this book. This reference material was designed (as much as possible) as a stand alone product. As a result, there are some discrepancies between this Companion and others. In such cases, the rules provided by the other Companions offer a more detailed analysis of a particular skill. For example, *Essence Companion* deals with Magical Rituals more intensively than is possible in this book.

Other source books (especially *Castles & Ruins, Gamemaster Law,* and *Creatures & Monsters)* are of great benefit, but not required to use this book. The information contained herein should not conflict with any information in those books. If discrepancies do arise in later source books, consider the specific source book to have the most applicable rules.

NOTATION CONVENTIONS

This book uses the standard notation found in *RMFRP* and *Character Law*. Whenever a stat is referenced (e.g., Strength), it refers to the stat bonus, unless otherwise indicated. In addition, for readability purposes, the standard masculine pronouns have been used when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/his, etc.

LEVELS OF PLAY

Every GM prefers his own style of play. This book attempts to accommodate this as much as possible. The GM should, however, decide on the power level of his campaign.

The goal of a mundane campaign is realism. The actions performed by the players are not heroic, but plausible. The character's immediate goals are small and manageable.

Most fantasy campaigns are heroic in nature. The characters are capable of performing feats not possible by mere mortals. The character's goals are grand; magic is a common occurance.

The focus of an epic campaign is immense. The players play characters whose actions move and shake the universe. The differences between good and evil are clear; the good guys usually win.

The penalties associated with performing maneuvers of various difficulties are presented below.

DIFFICULTY LEVELS

The difficulty level of a maneuver determines the penalty assigned to the maneuver roll. Throughout this book difficulty levels are also used for many other purposes. As a result, each difficulty has been assigned a numeric value, ranging from 1 to 9.

The first modifier applies to Static Maneuvers; the latter, to Moving Maneuvers. The Moving Maneuver modifiers are smaller since the difficulty of the maneuver is accounted for by the column on which the maneuver is resolved.

Difficulty	Value	Mundane	Heroic	Epic
Routine	1	+30 (0)	+30 (0)	+50 (+20)
Easy	2	+20 (0)	+20 (0)	+25 (+5)
Light	3	+10 (0)	+10 (0)	+10 (0)
Medium	4	0 (0)	0 (0)	0 (0)
Hard	5	-10 (0)	-10 (0)	-10 (0)
Very Hard	6	-25 (-5)	-20 (0)	-20 (0)
Extremely Hard	7	-50 (-20)	-30 (0)	-25 (+5)
Sheer Folly	8	-75 (-25)	-50 (0)	-35 (+15)
Absurd	9	-100 (-30)	-70 (0)	-50 (+20)

In many cases, a single skill or person is insufficient to complete a task. In these cases, the following guidelines can be used by the Gamemaster (GM) to facilitate sequential or simultaneous skill resolution.

2.1
SPECIALIZED
STATIC MANEUVER TABLES

RMFRP provides one generalized static maneuver table (T-4.3, p. 45). The *Skill Companion* provides a number of optional static maneuver tables, each keyed to a specific skill category. These specialized static maneuver tables are collected in Section 7.0 (p. 133-146).

Each of these specialized static maneuver tables has two additional parameters for each result: a "time multiplier" and a special modifier for subsequent related maneuvers. The General Static Maneuver Table T-4.3 provided on the next page is identical to Static Maneuver Table T-4.3 in *RMFRP* except for the inclusion of these two new parameters.

General modifiers common to all skills within the category may be found near the bottom of each static maneuver table, while modifiers specific to each skill may be found with the definition of that skill. On many static maneuver tables there is room for the GM to write down his own general modifiers.

Occasions will arise where a specialized static maneuver table for a skill category may not produce appropriate results for a particular application of a skill. In this circumstance, the GM should modify the results to his liking, or use the General Static Maneuver Table T-7.1 (or T-4.3).

KEY TO THE STATIC MANEUVER TABLES

If the initial *unmodified* roll is 66 or 100, the special optional entries for those values may be used instead of the modified result. The GM should examine these results carefully to appraise their suitability to his game; they have been highlighted to facilitate their exclusion if necessary.

Note that any modifier specified in the text of a result is *not* cumulative (i.e., an individual can only have one such modifier in effect at a given time for a particular skill).

Each result has a code associated with it:

$$\#\# \% \bullet \#.\# \text{\ding{80}} \bullet \#\# \Rightarrow$$

% — This indicates the extent to which a maneuver was successful. If partial or extra success is inappropriate, the GM should simply take 100% or higher as success and anything lower as failure.

🕱 — This indicates a multiplier to the amount of time the task would ordinarily take to accomplish. The GM should determine how long a "standard" successful maneuver would take, and may, at his discretion, apply this multiplier to that time to determine the speed with which a character accomplished a task.

➡ — This gives a modifier to a subsequent related action on the part of a character. Note that this modifier may only be applied to an activity that is both immediate and integrally related to the maneuver that yielded this result. For example, a mage makes a static maneuver using his Research skill to study the teachings of a famous mathematician, and receives a Subsequent Action modifier of +30. He then makes an Advanced Math static maneuver to utilize those teachings to solve a complex problem. He may add the +30 modifier to his Advanced Math static maneuver roll. This modifier *is* cumulative with any modifier specified in the text of the result.

Note: *The GM may determine that this modifier is innapropriate to a particular subsequent action, whereupon it should be ignored.*

2.2
UNCOORDINATED EFFORTS

An uncoordinated effort occurs whenever a group of people are working together towards a common goal, but there is no clear master craftsman or organizer. Examples of such a situation might include a group (or pair) of people rowing a boat, or a group of spell casters all working towards the same ritual.

In this situation, the average bonus for the applicable skill should be determined. A *single* maneuver roll is made, and the average skill bonus is applied as a modifier.

Group Bonus for a Coordinated Maneuver =
Average of the skill bonuses of the group

Whereas the average bonus might be significantly smaller than that of the best participant, by pooling one's efforts, tasks can be accomplished in a fraction of the time it would normally take to complete the task. The following formula indicates how many times faster the task will be accomplished than normal.

$$(\text{Max} + 1 - \text{N}) \times (\text{N}) \div (\text{Max})$$

Max indicates the maximum number of people that **could** work together (normally twice the number that could comfortably work together). *N* indicates the number of people currently working together. Note that if Max is very large, then the product is roughly equal to N.

Example: *In a given kitchen, only 4 people can work together due to space constraints. 3 cooks are working on preparing dinner. Dinner could be made by one person in 60 minutes. These cooks can complete the task (4+1-3) x 3 ÷ 4 = 1.5 times faster than normal, or in 40 minutes. If they could find additional space so that up to 6 cooks could possibly work together, then the dinner would be finished in 30 minutes.*

2.3
COORDINATED EFFORTS

When there is a distinct leader or master craftsman coordinating the efforts of a group, the effective skill bonus of the group might be much higher (or lower) than in the uncoordinated circumstance. The group's skill bonus is based on the smallest skill bonus in the group. The leader then adds one to this value for every skill *rank* he has in the skill, minus one for each person he is coordinating, plus the number of *ranks* he has in Leadership. The bonus from Leadership cannot exceed the number of people being coordinated.

Group Bonus for a Coordinated Maneuver =
    smallest skill bonus in the group *(may be modified)*
    + leader's skill rank
    - number of group members *(other than the leader)*
    + leader's skill ranks in Leadership *(limited)*

The leader can also assist the less skilled members of his staff. The leader can divide his *skill rank bonus* among any members of his staff as he sees fit. This will temporarily increase their skill, possibly elevating the group's overall bonus.

Example: *Glim is attempting to sow the seeds of rebellion. He and a group of friends are attempting to perform a coordinated propaganda drive. Glim has 15 ranks of Propaganda and 5 ranks of Leadership. His friends' skill bonuses (in Propaganda) are +30, +45, +50 and +75. Glim divides his +40 skill rank bonus among his first three friends, increasing their bonuses to +55, +55, +55 and +75, respectively. The smallest skill bonus is now +55, to which Glim adds 15 - 4 + 4 = 15. The group's overall Propaganda skill bonus for a coordinated group maneuver is +70. If we assume that Glim's Propaganda bonus is +100, the group's average skill bonus (for an uncoordinated group maneuver) would only be +60 = [(100+30+45+50+75)÷5].*

General Static Maneuver Table T–4.3

-26 down   Spectacular Failure: -50% • 5.0✳ • -30➡
   You make a thorough mess of your attempt as you forget even the most basic principles of this maneuver. You are at -20 modification to your next two actions while you recover from your stunning failure.

-25 – 04   Absolute Failure: -20% • 3.0✳ • -10➡
   Your remarkable failure marks you for ridicule. Hope your parents weren't watching...

05 – 75   Failure: 0% • 2.0✳ • +0➡
   You fail. Your skill is not up to the task. Maybe next time.

UM 66 Unusual Event: – • – • –
   Your maneuver is beset by an unusual event. It may or may not be a beneficial occurrence (GM should choose or determine randomly).

76 – 90   Partial Success: 20% • 1.5✳ • +5➡
   Your attempt bears little fruit, but you appear to be on the right track. Perhaps more attention to detail will improve your chances.

91 – 110   Near Success: 80% • 1.25✳ • +10➡
   You are within sight of your goal! If appropriate, you may attempt to complete your maneuver with another roll with a modification of +10.

UM 100 Unusual Success: 125% • 1.0✳ • +25➡
   You have achieved a remarkable success in an unusual fashion. The GM should determine the details; this result may occur because of an unexpected extraneous event or because of a remarkable personal effort.

111 – 175   Success: 100% • 1.0✳ • +20➡
   Congratulations! You are completely successful in your attempt. Carry on.

176 up   Absolute Success: 120% • 0.75✳ • +30➡
   Zounds! Your masterful performance has stretched the boundaries of your own abilities! You operate at +10 (non-cumulative) to all future attempts to use this skill, until you receive a result of **Absolute Failure** or **Spectacular Failure.**

General and GM-Assigned Modifers

Standard	Modification
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Less than normal % activity used	-1 per 1% less

Difficulty	Modification
Routine	+30
Easy	+20
Light	+10
Medium	+0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70

% of Hits Taken	Modification
0% to 25%	0
25% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Other Wounds	Penalty
Hits/Rnd Being Taken	-5 per hit/rnd
Stunned	-50 + 3x SD stat bonus

% of ExPs Expended	Penalty
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Combat Situation	Modification
Engaged in melee	not allowed
In a melee environment	-20
Under missile fire	-10

Lighting, if Required †	Mod.
No Shadows	+10
Light Shadows	+5
Medium Shadows	+0
Heavy Shadows	-10
Dark	-25
Pitch Black	-40

Darkness, if Advantageous †	Mod.
No Shadows	-30
Light Shadows	-20
Medium Shadows	+0
Heavy Shadows	+10
Dark	+30
Pitch Black	+40

† – These lighting conditions are for normal human eyesight. Creatures that can see in the dark should ignore the dark and pitch black modifications and halve the shadow modifications.

The amount of time required to complete a coordinated maneuver is equivalent to that of an uncoordinated effort (see Section 2.2). Note that the leader does not count as a participant if his staff is larger than the number of ranks he has in Leadership.

Example: *Continuing the above example, since a nearly unlimited number of people could blanket the city with pamphlets, the task can be accomplished in one fifth of the time normally required.*

2.4
AIDED MANEUVERS

An aided maneuver is the converse of the coordinated maneuver. In this case a single person is attempting a maneuver, but he is being assisted by a number of people. For example, a general will often have a staff of tacticians in order to increase his Tactics bonus. The amount of time required to complete the maneuver is not reduced by the aid, but the character performing the maneuver has his skill bonus temporarily increased.

The character's skill bonus is increased by the total number of ranks of the skill possessed by his aides. This number is reduced by the number of aides, squared. It is possible to have one's skill bonus reduced by listening to too many assistants.

Modification for an Aided Maneuver =
    character's normal skill bonus
    + aides' total skill ranks
    - (# aides x # aides)

Example: *Talen is planning a raid. He asks three of his friends for assistance. They have 3, 7 and 10 ranks of Tactics, respectively. Talen's Tactics bonus is increased by 20 - 9 = 11. If he asked three more friends for help, each of whom had 3 ranks of tactics, his skill bonus would be modified by -7 = (3+7+10+3+3+3) - (6x6). It's good to keep the advisory board small.*

2.5
SUBSEQUENT MANEUVERS

A subsequent maneuver occurs whenever a given maneuver must be completed before a second maneuver can be attempted. For example, a piece of music must be composed before it can be performed.

The GM should first determine the order in which the skills involved should be resolved. If the maneuvers are truly sequential, the order is obvious. If one or more of the maneuvers are occurring simultaneously, the GM must decide which skill is most significant. That skill is resolved last.

Example: *A figure-skater is competing in ice-dancing. The GM decides that a Dance maneuver is the true goal of the maneuver, but that a Skating maneuver must also be completed.*

To determine the success of the complete maneuver, the character attempts the first maneuver. If successful, the subsequent maneuver bonus (the final number on every Static Maneuver Table) is applied to the next maneuver.

The GM must also determine if the preliminary maneuvers are required to complete the overall maneuver. In the prior example, a failed Skating maneuver would indicate that the Dancing maneuver also failed. However, some skills are used simply to gain the subsequent maneuver bonus (e.g., Adrenal Balance, Meditation, Advanced Math). For example, it is not necessary for a character to successfully complete an Advanced Math maneuver before attempting an Architecture maneuver, but it may be necessary before attempting an Engineering maneuver.

If the character performing the preliminary maneuver is not the one performing the subsequent maneuver, any bonus resulting from the first maneuver should be halved. It is possible for a number of people to pass the subsequent maneuver bonus from one to another, provided each maneuver is successful.

When there are multiple skills being strung together, the overall maneuver is successful if every required maneuver results in Near Success or better. Characters can normally not re-roll Near and Partial Successes when attempting a sequential maneuver.

2.6
MANEUVER DURATION

The amount of time needed to complete a maneuver depends on the maneuver being made and its difficulty. In general, the GM determines how long it will take to complete a given maneuver; this duration is modified by results from the various Static Maneuver Tables.

If the GM is interested in a more dynamic approach, the Moving Maneuver Table can be used. The GM determines how many points must be obtained, and how often the character gets to roll. For example, picking a lock might require 600 points, but the character gets to roll every round. Constructing a house might require 300 points; the character rolls each month.

The average amount of time is roughly equal to the number of points needed times the amount of time between rolls. The above examples would take 6 rounds and 3 months to complete, on average.

The character makes a maneuver roll, modified by his skill and all other modifiers, not including difficulty. The result should be indexed on the Moving Maneuver Table. If the result is a numeric result, the character gains that many points. Any other good result gives the character 150 points. Any bad results provide the character with no points. In some situations, the GM may even reduce the number of points gained if the maneuver roll is particularly bad.

Any subsequent maneuver bonuses or aided maneuver bonuses apply to each roll, not just the first.

Once the skill is completed, the character should make a final maneuver roll and reference the result on the Static Maneuver Table. If the result is less than a complete Success, the procedure may begin anew. Subsequent and aided maneuver bonuses would then be lost.

2.7
VARIABLE STAT BONUSES

Normally, all skills within a category use the same stat bonuses. If a GM wishes a finer granularity in individualizing skills, he can assign two stat bonuses to the category and then a third to each individual skill. The two stats assigned to a category are the same as the first two stats given for the category in *RMFRP* and *ChL).*

Each skill description (Section 6.0) gives three stats under *"Optional Stats Used."* When using this optional rule, each skill category bonus uses the first two stat bonuses given. Then, each skill gets a special bonus that is equal to the stat bonus for the third stat given.

The net result is that 3 stat bonuses affect each skill bonus (just as they do if this optional rule is not used).

Example: *The Awareness • Searching category has eight skills listed in it. The stats that give the stat bonuses for the category are "In/Re/SD." If this optional rule is being used, the skill category bonus would be figured as normal, except that only the In and Re stat bonuses would be added in. As each skill is developed, it would receive a special bonus equal to the stat bonus for the individual skill. Detect Traps and Locate Hidden would get a special bonus equal to the In stat bonus. Lie Perception would get a special bonus equal to the*

Em *stat bonus. Poison Perception would get a bonus equal to the Me stat bonus. Observation, Reading Tracks, Surveillance, and Tracking would get a special bonus equal to the SD stat bonus.*

2.8
EXTENDED EXAMPLE

A minor lord desires to have a manor built. He hires an architect, Bob, who in turn hires 3 drafters and a team of carpenters.

Bob begins by attempting an optional Advanced Math maneuver. Since he is not a mathematical genius (his bonus is only +30), he asks two of his academy buddies, Joe and Bill, for help. They each have 5 skill ranks in Advanced Math, and so they provide an aided maneuver bonus of (5 + 5 - (2 x 2) = 6). Bob rolls an aided Advanced Math maneuver and rolls an 89. His total is (89 + 30 + 6 = 125) which is a Success.

Since his maneuver was successful, Bob can apply twice the subsequent maneuver bonus (+20 x 2 = +40) to his Architecture maneuver (see Advanced Math, p. 28). He must then complete a required Architecture maneuver. The GM considers the situation and determines that this will be a Medium maneuver. If this maneuver is not successful, the project will be a disaster, although this may not be evident until much later! His Architecture skill bonus is +30, and he rolls a 16, so his final result is (16 + 30 + 40 = 86) a Partial Success.

Since the Architecture maneuver was successful, half of the subsequent maneuver bonus (+5 ÷ 2 = 2.5 = 3) is passed along to his three drafters. Not wanting to micro-manage, Bob does not attempt to coordinate their efforts. The drafters make a Medium Drafting maneuver, using their average Drafting bonus of +15. Since their workspace could comfortably house four people, the GM decides that the maximum number of drafters that could work together is eight. Thus, the drafting project is completed ((8 + 1 - 3) x 3 ÷ 8 = 2.25) times as fast as normal.

The lead drafter rolls a 90 for his maneuver, giving a combined result of (90 + 15 + 3 = 108). One half of the subsequent maneuver bonus (+10 ÷ 2 = 5) is passed along to the carpenters. The master carpenter (skill rank bonus of +30, category bonus of +20) is coordinating his staff of 5 carpenters (with skill rank bonuses of +5, +10, +15, +20 and +20), so he must decide how to allocate his skill rank bonus among his staff. He decides to allocate 15 points to the least skilled worker, 10 points to the next most skilled and 5 points to the next most skilled. Once he has allocated his rank bonus, all bonuses are equal, so the smallest bonus is +20.

The GM decides that the manor will take an average of six months to complete. He requires that the carpenters roll each month until they accumulate 600 points. These rolls are modified by the master carpenter's number of ranks in Leadership (3) and Carpentry (6) minus the number of workers (5), plus half of the drafters' subsequent maneuver bonus (5). Thus, each monthly roll is modified by (+20 + 3 + 6 - 5 + 5 = 29) and cross-referenced on the Moving Maneuver Table until 600 points are achieved.

*After accumulating 600 points, the carpenters make a final Carpentry static maneuver roll. The master carpenter (Carpentry skill bonus of +50) rolls a 45 and gets a result of (45 + 50 = 95) a Near Success. This indicates that the structure is 80% complete. The carpenters must now accumulate another (600 * 20% = 120) points before the building is finished. The carpenters do not gain the benefit of the drafters' subsequent maneuver bonus on remaining maneuver rolls, but the Near Success does provide them with a +10 bonus instead.*

Once these 120 points are accumulated, the manor will be complete if the final Carpentry maneuver result is a Success. As the project nears completion, it becomes clear to Bob whether or not he succeeded his initial Architecture maneuver.

SKILL DEVELOPMENT

These optional rules cover the specialization and generalization of the development of certain skills.

SPECIALIZATION

This option allows a character to focus his skill proficiencies more finely. Many skills (e.g., History, Religion, etc.) allow a character either to develop a broad understanding of an entire field or to develop a more precise understanding of a sub-field. Other skills provide a character with a similarly diverse set of abilities. See the skill descriptions in Section 6.0 for recommended specializations for each skill (some skills have none).

Specialization allows a character to select a sub-field of a skill in which he is an expert. If a maneuver roll falls within the character's specialty, he temporarily doubles the number of skill ranks he has in that skill. If the character cannot develop skill in the category (e.g., Spells, Awareness • Perceptions, etc.), the character temporarily increases the number of ranks in the skill by 50%.

To gain a specialization, a character must sacrifice a skill rank to the specialization when purchasing skills. This does not increase the number of ranks that can be bought in a given skill, however. For example, a Ranger wants to develop a specialization in Rigid Leather. Upon attaining level 2, he purchases three ranks of Rigid Leather. Two of these ranks are devoted to increasing his skill in Rigid Leather, the other towards specializing in AT 10. He could not purchase three ranks and sacrifice a fourth to gain a specialization because he can only develop three ranks of Rigid Leather per level.

It is not possible to specialize in a skill category. Suggested specializations are provided for each skill in Section 6.0.

The GM should carefully consider any proposed specialization to ensure that its parameters are sufficiently narrow. If a specialization is constructed such that a small number of specializations would cover every possible circumstance, the specialization is too broad.

It is strongly recommended that a character only have one specialization per combat skill (e.g., weapon skills, combat maneuvers, etc.) to prevent abuse of this option. A character may have multiple specializations in other skills.

> **Example:** *Anton, the Paladin, is not interested in learning general Religion. Instead, he specializes in the religion to which he belongs. He has 12 ranks in religion. These 12 ranks can be applied towards any religion, but if he needs information pertaining to his own religion, he has 24 ranks. Note that he has actually purchased 13 ranks, but had to sacrifice one in order to gain the specialization.*

Note that once a character has a specialization, he keeps that specialization until it is replaced by another specialization. Any ranks devoted to specializations are lost; a character cannot recover the rank by losing the specialization.

GENERALIZATION

This option is the converse of specialization. Many skills require that a character develop the skill for each sub-category of the skill (e.g., Weapons, Riding, Metalcrafts, etc.). This option allows a character to learn all possible versions of the skill simultaneously.

If the skill is an Occupational or Everyman skill, it becomes a regular skill. If the skill is a regular skill, it becomes a Restricted skill. Restricted skills cannot be generalized. Once a skill is generalized, it can be used regardless of the sub-category. For example, a generalization in Riding would allow a character to ride horses, elephants and warcats equally well.

A skill cannot be both generalized and specialized. The GM may also decide that some generalizations do not apply to every sub-category, but rather a closely related group of sub-categories (e.g., a generalization in swords, rather than in one-handed edged weapons).

> **Example:** *Genn, the Animist, purchases Animal Healing as a generalization. Normally, Animal Healing would a normal skill for her. Since she has generalized, Animal Healing becomes a Restricted skill. She purchases a total of four ranks in Animal Healing (resulting in the acquisition of two ranks), but this skill can now be applied to any animal.*

4.0

HEALING

Section 24.1 (p. 75-79) of *RMFRP* provides guidelines for the length of time it takes to heal from an injury. These guidelines assume natural healing only. The following sections describe the effects of various healing maneuvers and how difficult they are to perform. The following skills are considered healing skills:

Animal Healing

Diagnostics

First Aid

Psychology

Second Aid

Surgery
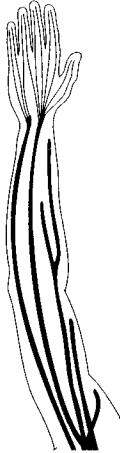
GENERAL EFFECTS

In general, use of a healing skill will reduce the amount of time it takes for a wound to heal. Without First Aid, many wounds will kill a character before natural healing is relevant, particularly when the victim is bleeding. First Aid is useful for stabilizing a victim, but a successful First Aid maneuver will not reduce the amount of time needed for a wound to heal. First Aid will help prevent re-injury. First Aid can also be applied to oneself (unlike any of the other healing skills).

A successful Second Aid maneuver will reduce the amount of time needed to heal by 25%. Thus, a wound that would normally take 12 days to heal will take only 9 days to heal. In addition, a Second Aid maneuver will reduce the penalty associated with the wound by 25%. Thus, a penalty of -40 would be reduced to -30.

Surgery is an intrusive process. It is needed when a limb must be amputated, or when a foreign object must be removed from the victim. Because of the traumatic nature of surgery, the amount of time needed to recover is not reduced, but Surgery might allow the victim to survive injuries otherwise fatal. A wound treated with Surgery or Second Aid allows the victim to add the subsequent maneuver bonus to his roll to prevent Nerve Damage. (See *RMFRP* p. 76.)

Diagnostics is needed whenever a victim is affected by a poison or physical illness. Diagnostics is used to identify the symptoms of the ailment and prescribe an appropriate treatment and/or diet. Diagnostics can also be used to estimate a patient's chance of survival (prognosis).

Psychology is used to diagnose and treat mental illnesses. Of all of the healing skills, this one is the most difficult and time intensive. For a Psychology maneuver to have any chance of success, the victim must be willing to undergo treatment. If this is not the case, the psychologist can still diagnose the malady, but he may not make a maneuver to cure the affliction.

BLEEDING

Bleeding wounds recover on the Skin/Tissue portion of the Healing Recovery Table T-5.4 (*RMFRP*, p. 75). A Light wound is any wound that is bleeding 1-5 hits per round. A Medium wound is one that is bleeding 6-10 hits per round. A Severe wound is bleeding 11 or more hits per round.

First Aid can be used to stop up to 5 hits per round due to bleeding by applying direct pressure to the wound and/or pressure points. This is a Medium maneuver. If the victim performs any action more rigorous than walking, the wound will reopen.

First Aid can also be used to stop more serious bleeding by using a tourniquet. A tourniquet must be loosened frequently, or the limb will die. This maneuver is Easy, but a result of Partial or Near Success indicates that the limb is lost.

Second Aid or Surgery can be used to stitch a wound. Second Aid can stitch a Light or Medium wound; Surgery can stitch any wound (that does not involve the loss of a limb). A wound that has been stitched is less likely to reopen. Every round of activity, the victim should roll and add the subsequent maneuver bonus provided by the Second Aid or Surgery maneuver and subtract 5 for every round of bleeding. If the result is zero or greater, the wound remains closed.

Example: *Eirik stitches Kregon's arm after a fight. Eirik's Surgery maneuver results in an unusual success (+30). Kregon was bleeding 8 hits per round. Every round of he is active, he must roll and subtract 10 (30 - 8 x 5)—if the result is less than 0, the wound reopens.*

Any character can cauterize a wound, provided he has a torch or a hot metal object. The character should make a First Aid maneuver. A Spectacular or Absolute Failure inflicts a D Heat critical and 4d10 hits and does not stop any bleeding. A Failure inflicts a C Heat critical and 3d10 hits, but half of the bleeding is stopped. A Partial or Near Success stops all of the bleeding and inflicts a B Heat critical and 2d10 hits. A Success inflicts an A Heat critical and 1d10 hits; an Unusual or Absolute Success causes no damage.

BONE INJURIES

A simple fracture with a penalty of -20 or less is a Light wound. Any compound fracture, fracture with no specified penalty, or fracture with a penalty of -50 or less is considered a Medium wound. All shatters and fractures with a penalty of worse than -50 are Severe.

First Aid can be used to create a crude splint. This is a Medium maneuver for Light wounds and a Very Hard maneuver for Medium wounds. If a victim does not have a splint, he must roll whenever he maneuvers at faster than a walk. If the roll is less than the penalty (taken as a positive number), the penalty increases by 10.

Example: *Kregon broke a rib (-5 penalty). The next round of combat he must roll. He rolls an 04. This is less than 5, so the penalty for the broken rib increases to -15. Another such increase, and the broken rib becomes a Medium wound.*

Second Aid can be used to design a more permanent brace or setting. This is a Hard or Very Hard maneuver depending on whether the wound is Light/Medium or Severe. Setting a shatter is Absurd. Once the victim has such a brace, he can use the limb with little threat of re-injury.

Surgery is the best option for a shattered limb. The limb must be amputated to prevent gangrene. This is a Light maneuver.

BURNS

Any critical that results in a light burn indicates a Light wound. A critical that results in a minor/medium burn or causes 1-5 hits per round of damage indicates a Medium wound. Any critical that results in a severe burn, causes 6 or more hits per round of damage, or involves the loss of a limb indicates a Severe wound.

First Aid can be used to treat Light and Medium wounds by applying cool water and a bandage. This is an Easy maneuver that restores 1-5 hits and prevents the possibility of blisters becoming infected. If First Aid is not administered, the wound will take twice as long to heal due to skin irritation.

Second Aid can also be used and usually includes the application of a salve. This is a Light maneuver.

Second Aid or Surgery can be used in the case of a Severe wound. The victim needs to have the burnt skin removed, and the wound properly dressed. This gory task is a Hard maneuver.

CARTILAGE & LIGAMENT INJURIES (SPRAINS & STRAINS)

Injuries of this type recover on the Muscle/Tendon portion of the Healing Recovery Table T-5.4 (*RMFRP*, p. 75). The number of days needed for recovery should automatically be doubled. The penalty associated with the injury indicates the severity of the wound: -20 or less indicates a Light wound, -21 to -50 indicates a Medium wound, and a penalty of more than -50 indicates a Severe wound.

First Aid can be used to brace a Light wound. This helps protect the victim from re-injury. This is a Light maneuver. If the victim does not have a brace, he must roll whenever he maneuvers at faster than a walk. If the number is less than the penalty (taken as a positive number), the penalty increases by 5. Once the injury is braced, the victim need only make such a roll when he fails a Moving Maneuver.

Second Aid can also be used to create a brace suitable for a Light or Medium wound. This is a Light maneuver. Torn ligaments can also be braced, but this is a Hard maneuver.

A surgeon can attempt to reconnect a severed ligament, but this is an Absurd maneuver. Failure indicates that the wound will never heal.

HEAD INJURIES

If a victim suffers a head injury, any healing maneuver performed on that injury is increased by one difficulty level. In addition, head wounds are slow to heal.
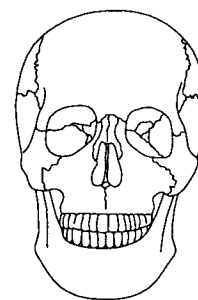
MUSCLE/TENDON INJURIES

The penalty associated with the injury indicates the severity of the wound: -20 or less indicates a Light wound, -21 to -50 indicates a Medium wound, and a penalty of more than -50 indicates a Severe wound.

First Aid can be used to bind a Light wound. This is a Light maneuver. First Aid can do nothing for more serious injuries.

If First Aid is not administered, the victim risks re-injuring himself. Whenever the victim attempts a maneuver more rigorous than a walk, he must roll below the penalty taken as a positive number, or the penalty increases by 10.

Surgery can be attempted to close more serious injuries. This is a Medium or Hard maneuver, depending on whether the wound is Medium or Severe. If the muscle or tendon was severed, this becomes an Absurd maneuver.
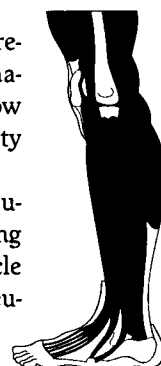
NERVE INJURIES

There is nothing that can be done for a nerve injury. The victim needs a magical herb or spell to recover from the injury.

ORGAN INJURIES

The penalty associated with the injury indicates the severity of the wound: -20 or less indicates a Light wound, -21 to -50 indicates a Medium wound, and a penalty of more than -50 indicates a Severe wound.

There is not much that can be done when an organ is injured. In the case of a Light wound, First Aid or Second Aid can be used to cover the wound. This is a Sheer Folly or Extremely Hard maneuver. Until a successful maneuver is made, the victim must roll once per day. If the roll is below the penalty (taken as a positive number), that day does not count towards healing.

Example: *A small creature scratches Kregon's eye. As a result, his vision suffers a penalty of -20. Kregon rolls on the Healing Recovery Table, and determines that his eye will heal in 3 days. However, until Eirik administers First Aid, there is a 20% chance per day that Kregon will not get to count that day towards recovery.*

If the wound is Medium or Severe, surgery is required. This is an Extremely Hard or Absurd maneuver.

Note that any organ that has been destroyed will not heal without magical intervention. Loss of a single eye may only result in a penalty of -50 to vision maneuvers, but this Medium wound will not heal.

SHOCK

Nearly all injuries require treatment for shock. The GM may rule that no other treatment can be administered until the healer treats for shock. Any injury that results in death in a given number of rounds can be delayed as long as First Aid is successfully administered. Shock treatment will also stop the loss of hits per round from burn injuries (since such damage indicates shock damage and not bleeding damage). Preventing death is an Extremely Hard maneuver; normal shock treatment is an Easy maneuver (subject to a penalty of -5 for every hit per round of shock damage).

Second Aid can also be used to temporarily revive a victim unconscious due to shock damage. If the victim's hits can be brought above zero the round he is revived (by consuming an herb, for example), he remains conscious. This is a Sheer Folly maneuver.

SKIN/TISSUE INJURIES

Any injury that does not specify specific damage is considered to be a flesh wound. This includes any injury that causes bleeding and a generic maneuver penalty. The penalty associated with the injury indicates the severity of the wound: -20 or less indicates a Light wound, -21 to -50 indicates a Medium wound, and a penalty of more than -50 indicates a Severe wound.

First Aid or Second Aid can be used to dress the injury. This is a Light, Medium or Hard maneuver, depending on the severity of the injury. A successful maneuver allows the victim to apply the subsequent maneuver bonus to any resistance rolls versus infection. Healers may voluntarily provide skin dressings in order to provide their patients with this bonus, even if the injury is deeper than a flesh wound.

DISEASES

Bubonic diseases are the bane of every warrior. Every day that a character has an open wound, he must make a RR vs. a bubonic disease of a random level (1-10). This check must be made twice per day if the character is in a battlefield or other unsanitary situation. An RR should also be made once each month regardless of injuries, or once each week in unsanitary conditions.

Bubonic diseases can be treated using Diagnostics. A successful maneuver indicates that the healer has identified the disease. If the victim maintains the prescribed regiment of food and exercise (and prayer), the amount of time needed for recovery will be reduced by 25%. If the RR originally indicated an Extreme result, the victim may also make an additional RR (to avoid dying). If the second RR also indicates an Extreme result, the victim dies. (Bloodletting is another common treatment. The GM may consider giving the healer a bonus of +5 to a Diagnostics maneuver if he succeeds at a Light Surgery maneuver.)

Chemical diseases can be treated with Psychology. If the psychologist is successful, the victim may add the subsequent maneuver bonus to the Withdrawal roll. (See *Gamemaster Law* p. 90.) This greatly increases a victim's chances of surviving withdrawal.

Neither Diagnostics, nor Psychology can assist a character with a genetic disease. If the disease is healed magically, Psychology can be used to reduce the recovery time by 25%.

Pneumonic diseases can strike at any time. Each month a character should make an RR versus a pneumonic disease (of a random level, 1-10). If conditions are crowded, this check should be made once each week. Pneumonic diseases are treated using Diagnostics in a manner identical to bubonic diseases.

Psychiatric diseases can be treated using Psychology. Until the victim receives treatment, he will not recover from a psychiatric disease. The amount of time needed to recover depends on the severity of the disease.

Note that trephination (removing a button of bone from the skull) is a more common approach to psychiatric illnesses in a medieval setting. This is a Very Hard Second Aid maneuver. If the GM is generous, he might give this procedure a 10% chance of success.

Reducing an Extreme disease to Severe requires a year of treatment. During this time, the psychologist must make a successful maneuver roll each month, or begin again. In addition, if the victim is not monitored closely, suicide or self-injury is a serious threat.

Reducing a Severe illness to Moderate requires one month for every six months that the victim has lived with the illness. The psychologist must make a successful maneuver roll each month, or begin from scratch. An Absolute Failure (or worse) results in the victim's condition worsening. These patients generally require constant supervision.

Curing a Moderate illness requires one month of outpatient therapy for every year the victim has had the condition. Curing a Mild illness requires therapy for one month for every two years the victim has had the affliction. The psychologist should make a maneuver roll each month, but a Failure does not require the psychologist to start over. An Absolute Failure causes the victim's condition to worsen.

The difficulty of any Diagnostic or Psychology maneuver depends on the severity of the illness. A Mild case is Easy to treat. A Moderate case is a Medium maneuver. A Severe case is Very Hard to treat, and an Extreme case is Sheer Folly (at best).

POISONS

First or Second Aid can be used to prevent a poison from taking effect, provided the treatment is administered before any symptoms manifest. This treatment involves making a small incision and drawing the toxin out of the blood. If the poison was ingested, the healer must instead induce vomiting. This difficulty of either maneuver depends on the severity of the RR failure:

Severity	Maneuver Difficulty
Mild	Light
Moderate	Hard
Severe	Extremely Hard
Extreme	Absurd

5.0
SKILL CATEGORIES

The following sections provide options and general modifiers for all of the skill categories in *RMFRP* and *Character Law*. Most of the sections each cover a skill category or a group of skill categories (e.g., the Awareness skill categories). However, there are two general sections:

• **Combat Skills** — Skills from the following skill categories: Armor skill categories, Body Development, Combat Maneuvers, Martial Arts, Special Attacks, Special Defenses, and Weapon. See Section 5.4, p. 15.
• **Power Skills** — Skills from the following skill categories: Directed Spells, Power Awareness, Power Manipulation, Power Point Development, and Spells. See Section 5.10, p. 18.

5.1
ARTISTIC SKILLS

There are two types of artistic skills: passive and active. The goal of an artistic maneuver is the same, regardless of the category. The artist seeks to design a work of art, an object or performance of beauty and emotion. The artist expresses himself by presenting his work to the audience (in the gallery, on stage, or in the library).

The goal of an artistic maneuver is not the accumulation of wealth, although many artists would welcome fame and the accompanying wealth. Indeed, the greatness of an artist depends in large part on his audience's perception.

The difficulty of an artistic maneuver generally captures the depth or significance of the subject matter. The maneuver roll then indicates the beauty and elegance of the art. If the product of these two factors is determined, one can approximate the greatness of the result.

In more specific terms, the following formula indicates how widely known a given piece of art is generally recognized. Within this radius, the art can be considered part of the local culture. Beyond this radius, the public's familiarity with the piece of art diminishes until only serious collectors and fans are familiar with the art.

$$(\text{Difficulty Level} \times (\text{Maneuver Roll} - 100) \div 20)^2$$
in miles

Example: *Sonya performs at the local pub. She is a fairly gifted flautist who attempts a Hard (DL = 5) maneuver. The maneuver roll results in a 165 after modifications. This impressive feat is mentioned as much as 264 miles away (= [5 × (165-100) ÷ 20]².*

An artist's fame grows and shrinks more slowly than the fame of a specific piece or performance. Each time the artist produces a work, his sphere of fame increases by one tenth of the difference or decreases by one twentieth of the difference, as appropriate.

Example: *If Sonya had a sphere of fame equal to 100 miles, her fame would increase by 16.5 miles (=(265-100)÷10). If she previously had a sphere of fame of 400 miles (Wow!), her sphere would shrink by 7 miles (=(265-400)÷20).*

Over time, an artist's fame will be roughly equal to that of his works. Once the artist dies, his work may still gain fame, provided there is some way for future generations to enjoy the work (i.e., the art is passive, not active). If the artist had more than 10 ranks in his art, his reputation's sphere of fame will grow by a percentage equal to the number of ranks above 10, each decade. If the artist had fewer than 10 ranks, the sphere of fame will shrink by a percentage equal to the number of ranks fewer than 11, every five years. Note that an artist does not necessarily need to die for this to occur, he merely needs to stop producing work for five or more years.

The amount of time required to complete an artistic maneuver depends largely on the size (or length) of the artistic piece. In general, an artist can complete a piece of art of average size (depending on the medium) in 6 months to a year. This should be modified by the difficulty of the artistic maneuver. A simple sketch might take only a few minutes to complete, whereas a complete masterpiece might require years of effort. The GM might allow the artist to roll the maneuver after spending one fourth of the time required. At this point, the artist can decide whether or not to continue.
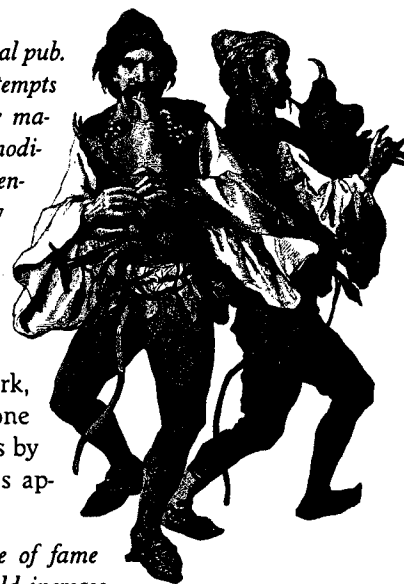
5.2
ATHLETIC SKILLS

The Moving Maneuver Table can be used in a number of ways. The result from the table is often a number, which can be interpreted in a number of ways.

All or Nothing: An all or nothing maneuver is a maneuver that either succeeds completely, or fails utterly. Examples include attempting to lift a great weight, and attempting to stop while skiing. The player must roll a second time and add the number from the chart. If the result is over 100, the maneuver succeeds.

Percentage: For these maneuvers, it is possible to succeed partially. This is definitely the case when attempting to maneuver a certain distance.

Both: Some maneuvers may involve both of these options; these maneuvers are dangerous. There should be an obvious risk to the character to justify using this option. Examples might include climbing or tightrope walking. The danger of falling is very real.

Athletic maneuvers require the expenditure of exhaustion points (EPs). Each such skill description includes the exhaustion point cost of the maneuver. This indicates the number of EPs that must be expended each round. The normal exhaustion point modifiers also apply.

In addition, there is an exhaustion point modifier based on pace:

Pace	Exh. Pt. Modifier
Walk	x1
Jog	x2
Run	x5
Sprint	x120
Fast Sprint	x360
Dash	x3000

EXHAUSTION MODIFIER CHART

Factor	Modification to Exhaustion Points Expended
Temp. above 100°F	2x
Temp. above 120°F	4x
Temp. above 130°F	8x
Temp. below 20°F	2x
Temp. below -10°F	3x
Temp. below -30°F	5x
Temp. below -50°F	8x
Rough Terrain	2x
Mountainous Terrain	3x
Sand	3x
Bog	4x
Hits or wounds above 25%	2x
Hits or wounds above 50%	4x
More than 10 hours without sleep	2x
More than 15 hours without sleep *	3x
* — Increase modification by +1x for each additional 5 hours without sleep.	

Example: *Normally, acrobatics requires 1 exhaustion point every 6 rounds. An acrobatics maneuver performed at a sprint pace (x120) would cost 20 exhaustion points per round. This increases to 40 exhaustion points per round if the temperature is above 100°F.*

For every 5 exhaustion points spent, the character's pool of available exhaustion points is reduced by one. This reflects the effects of prolonged exertion. This effect lasts until the character sleeps (or drowses, see p. 61). The character also loses one point from his pool of exhaustion points for every hour of consciousness.

Example: *A character with 40 exhaustion points fast sprints (6 EPs every round) for 5 rounds. This costs 30 exhaustion points. His pool of exhaustion points drops from 40 to 34; he currently has 10 exhaustion points. After resting for a few minutes, he has recovered all of his available exhaustion points. However, until he sleeps, he cannot have more than 34 exhaustion points.*

Most athletic skills also have a distance multiplier indicated. A character can normally maneuver a distance equal to his base movement rate each turn. The distance multiplier modifies this rate. Hence, skills like Climbing and Tightrope-walking are slow and methodical. Skills like Skiing and Flying can be quite rapid. In addition, a character can increase this rate by increasing his pace. This costs more exhaustion points and may increase the difficulty of the maneuver. Most skills are ideally performed while walking, but some (like Jumping) require a different pace. Each pace category faster (or slower) than the ideal pace increases the difficulty by one.

The amount of weight carried also increases the difficulty of a maneuver:

Wt. Penalty (before St mod.)	Modification
0	-1 difficulty level
-1 - -10	no modifier
-11 - -25	+1 difficulty level
-26 - -40	+2 difficulty levels
-41 - -65	+3 difficulty levels
-66 - -100	+4 difficulty levels
-101 and worse	+5 difficulty levels

Note that the weight penalty also modifies a character's maximum pace. Even though this penalty can be offset by a character's Strength, wearing armor and carrying equipment greatly reduces a character's mobility. In addition, a character's Moving Maneuver Penalty will modify all moving maneuvers.

Athletic maneuvers must be resolved every round or every strategic turn. The maneuver is not complete until the character decides to stop maneuvering.

5.3
AWARENESS SKILLS

Most Awareness skills are based on visual observation. As a result, most Awareness maneuvers are modified by the lighting. Other obstructions (like fog or smoke) increase the difficulty of the maneuver.

Lighting	Modifier
Direct bright light	-10
Indirect bright light	+10
Medium light	0
Twilight	-10
Torchlight or Moonlight	-25
Candlelight or Starlight	-50
No light	-100 (at best)

Races with excellent night vision can ignore these penalties, provided there is some source of light (like the moon). Races with dark vision (like Dwarves) can ignore these penalties within the range of their dark vision.

Maneuvers that rely on other senses have the difficulty level of the maneuver modified by the background interference. There are no general modifiers.

Awareness maneuvers can be performed whenever the GM or character deem a maneuver roll to be appropriate. It usually takes a single round to complete an Awareness maneuver in a single direction (60° field of vision) or one minute to complete an Awareness maneuver in all directions. An Awareness maneuver might take longer if a significant area must be searched (roughly one round for every 10' x 10' area examined closely enough to notice small objects).

Example: *Searching one square mile for the prince's missing knife would require 775 man-hours = 32 days. A search of this scope requires multiple people.*

5.4
COMBAT SKILLS

This includes Armor, Body Development, Combat Maneuvers, Martial Arts, Special Attacks/Defenses, and Weapons.

These skills are detailed in *Arms Law* and *Martial Arts Companion*. Note that every combat skill has an exhaustion point cost. This number indicates the number of rounds that must be spent performing that action before losing one exhaustion point. This may be modified

by the normal exhaustion point modifiers. (See Section 5.1.) If multiple combat skills are used simultaneously, the exhaustion point cost of each is applied.

Combat skills (including attacks) can be used while maneuvering. It is often difficult to stop while maneuvering (e.g., while skiing or flying). The penalty associated with attacking while maneuvering depends on the difficulty of the maneuver:

Difficulty	Modifier
Routine	0
Easy	-5
Light	-10
Medium	-25
Hard	-50
Very Hard	-75
Ext. Hard	-100
Sheer Folly	-150
Absurd	-200

Note: *The GM may allow characters to develop a skill called Moving Strike (in the Combat Maneuver skill category). This skill must be developed separately for each type of maneuvering while attacking—for example, charging on foot, skiing, flying, etc. The Moving Strike skill bonus is only used to reduce (or eliminate) the penalty based upon the difficulty of the maneuver (see above).*

If a character is moving faster than his opponent (e.g., he is charging) and attacking while maneuvering, the attack is not resolved in the usual manner. Initiative is based solely on the length of the weapons (or attacks) used. The longer weapon strikes first. The attacker and defender both receive a bonus of +1 for every 10 feet/round of speed. If both combatants are charging, this bonus can become quite large. Double this bonus for a combatant with a pole arm. Finally, if a combatant is not moving, and has braced his pole arm, he doubles the number of concussion hits inflicted.

Example: *Cedric is charging into battle with a spear. Sprinting is an Easy maneuver for him, so he suffers a penalty of -5 to his attack. However, since he is moving 180'/round, he receives a bonus of +36. His opponent is using a sword, which receives a bonus of +18. Cedric's weapon is longer, so he will strike first. If his opponent were also charging (at 150'/round), these bonuses would increase to +66 and +33, respectively.*

Combat Maneuvers must be resolved every round and are completed within the course of a round. Note that many Combat Maneuvers do not require a maneuver roll.

5.5
COMMUNICATION SKILLS

A maneuver roll is generally not necessary when communicating, especially when player characters are communicating with other player characters. In most cases, a player should restrict his vocabulary to that of his character.

A maneuver roll is necessary if information must be communicated. Partial and Near Successes indicate that some of the information is not communicated.

A maneuver roll is also necessary whenever a player wants to temporarily increase another character's linguistic skill (i.e. tell him what to say). Note that all participants have their skill temporarily increased, so this option cannot be used to increase another player character's linguistic skill in order to communicate with someone else in secret.

The length of time required to complete a Communications maneuver depends on the length of the communication. Game time and real time transpire at equal rates while communicating.

5.6
CRAFTS

The goal of a crafter is the creation of some item. The difficulty of this attempt depends on the complexity of the object to be created, not on the size of the object. On the other hand, the size of the object to be created is the single most important factor when determining how long it will take to complete a project. Note that more difficult projects will automatically take longer than easier ones simply due to the fact that partial successes are more likely.

The average amount of time required to complete many common items is listed in *RMFRP* and *Gamemaster Law*. Other production times can be extrapolated from there. The length of time required to construct a building is described in *Castles & Ruins*.

A maneuver roll should not be made until the item is at least half finished. At this time, the GM may wish to allow the player to make the maneuver roll before deciding whether or not to finish the project.

Note that all craftsmen require tools and supplies. A complete set of tools generally costs from 10 silver pieces

(sp) to 1000 sp depending on the size of the workshop. In addition, the craftsman must purchase raw materials. These generally cost half as much as the item. It takes years for a craftsman to become rich.

Finally, many cities require craftsmen to belong to the appropriate guild, which will invariably require the craftsman to pay yearly dues of 1-10 sp. However, the craftsman is more likely to receive work when he belongs to a guild, and he can usually get a discount on raw materials (5-10%).

5.7
INFLUENCE SKILLS

Influence skills are one of the most difficult to quantify in any game. There are two main approaches to resolving Influence maneuvers. The appropriate solution depends on the skill of the player (at role playing) and the skill of the character (at the Influence skill).

Roll Playing: In many cases, the character has a much better idea how to get his way than does the player. In these cases, roll playing is an appropriate solution. Prior to role playing the influence attempt, the player should make a maneuver roll. The player then role plays the attempt in relation to the success of the maneuver. The GM should offer the appropriate amount of resistance. Note that this method of resolution requires greater skill on the part of player and GM alike.

Role Playing: Some players are more comfortable role playing an influence attempt prior to making the maneuver roll. If the player's attempt is especially clever (or entertaining), the GM might give the character a bonus to the maneuver roll. The drawback of resolving Influence maneuvers in this manner is that the player must have some idea of how the character would accomplish the attempt.

In reality, most GMs opt for a solution somewhere between these two extremes. The most important factor to keep in mind is that it is the character's skill that is most important, not the player's.

Many Influence maneuvers can be completed in a few minutes. More difficult maneuvers will take longer. A Routine maneuver will generally take one minute to complete. Each increase in difficulty level doubles the amount of time required. The amount of time required for a Propaganda maneuver is measured in days, not minutes.

> **Example:** *A Medium Duping maneuver would take 8 minutes to complete. An Extremely Hard Propaganda maneuver would take 64 days.*

The maneuver roll cannot be made until the entire time has elapsed. If the attempt is abandoned prior to this point, it will automatically fail. In addition, the GM might decide that similar attempts in the future will be more difficult.

5.8
LORE SKILLS

Lore skills can be resolved in one of two ways. The GM may want to provide each player with background information prior to play. The amount and type of information provided would depend on the character's skill in any relevant Lores. Alternatively, the player may desire a specific piece of information. This requires a maneuver roll during play.

The difficulty of a Lore maneuver depends entirely on the amount or depth of knowledge requested by the player. The obscurity of the information modifies what maneuvers can be attempted. See below.

The absolute number of ranks in a Lore determines the amount of knowledge the character has in the subject. For this reason, specialization is particularly useful with Lore skills. Determine the character's Knowledge Level on the table below:

Ranks	Knowledge Level
0	1
1-2	2
3-4	3
5-6	4
7-9	5
10-12	6
13-16	7
17-20	8
21+	9

The obscurity of a given topic should be determined by the GM. In some cases, this is equivalent to the rarity code found in *Creatures & Monsters* (e.g., Fauna and Flora Lore) or in *Gamemaster Law* (e.g., Herb and Poison Lore). In other cases, the Gamemaster must decide on the obscurity rating, which will range from 1 (common knowledge) to 9 (arcane trivia). A character cannot attempt a Lore maneuver if the difficulty level plus obscurity rating exceeds twice the character's knowledge level. If the obscurity rating is not obvious, assume that it is equal to the difficulty level.

> **Example:** *Asix, the scholar, has 7 ranks in Culture Lore. The GM has determined that information about the gypsy nomads is somewhat scarce and assigns information concerning these people an obscurity of 6. Asix has a knowledge level of 5. He can therefore not attempt any maneuver more difficult than Medium. If he specialized in the nomads, he could attempt Hard maneuvers.*

If the sum of the obscurity rating and difficulty level do not exceed the character's knowledge level, he can attempt the maneuver without any resources. Otherwise, the maneuver will require research. Most non-research maneuvers can be attempted in one round. If research is required, the maneuver will require a number of hours equal to the difficulty level times the obscurity rating.

> **Example:** *Asix is not able to attempt any maneuver concerning the gypsies without doing some research. A Medium maneuver would take 24 hours of research. Better brew some coffee.*

5.9
OUTDOOR SKILLS

Many Outdoor maneuvers must be resolved every strategic turn. Due to the variety of maneuvers in these categories, the GM must determine the amount of time required to complete a given maneuver. Many of the animal skills resemble skills in other categories, which can be referenced for guidelines.

If the maneuver involves an animal, the following modifiers apply:

Condition	Modification
Non-intelligent	-50
Low-intelligence	-10
Animal intelligence	0
Wild/Untamed	-20
Befriended/Raised from birth	+30
Amphibians	-10
Arthropods (insects)	-50
Avian (birds)	-20
Bovine (cattle, buffalo, deer, etc.)	0
Canine (dogs, wolves, foxes, etc.)	+10
Cetacean (all sea mammals)	-20
Civets (skunks, badgers, etc.)	-10
Coelentrate (jellyfish, etc.)	-10
Equine (all horse types)	+10
Feline (all cats)	-10
Fish (all fish with bones, scales, fins)	-30
Mollusca (snails, clams, squids, etc.)	-40
Mustelids (ferrets, weasels, etc.)	0
Pacyderm (elephants, rhinoceros, etc.)	0
Rodents (rats, beavers, rabbits, etc.)	0
Saurians (dry-land, legged reptiles)	-10
Serpentine (all snakes and serpents)	-10
Simians (apes, monkeys, gorillas)	+50
Swine (pigs, boars, etc.)	0
Ursine (bears, wolverines, pandas, etc.)	0

5.10
POWER SKILLS

These skills all come from the following skill categories: Directed Spells, Power Awareness, Power Manipulation, Power Point Development, and Spells.

Most Power maneuvers require one minute to complete. For every round less than this devoted to the skill, the maneuver roll should be reduced by -20. This cannot be reduced to less than a single round (-100). This allows characters a desperate chance to attune to a new item while in combat.

Note that spell casting requires the expenditure of exhaustion points. Casting a spell drains one exhaustion point every two rounds. Concentration drains one exhaustion point every six rounds (one minute). If a character desires to maintain concentration for an extended time, he should develop the Meditation skill, which allows him to concentrate without spending exhaustion points.

5.11
SCIENCE/ANALYTIC SKILLS

The length of time required to complete a Science/Analytic maneuver depends on the difficulty of the maneuver. Note that some maneuvers may take longer (e.g., Biochemistry) and others may take less time (e.g., Basic Math).

Difficulty	Time Required
Routine	1 round
Easy	1 minute
Light	10 minutes
Medium	1 hour
Hard	6 hours
Very Hard	12 hours
Extremely Hard	24 hours
Sheer Folly	1 week
Absurd	1 month

Use of a Science/Analytical skill assumes that the character has the necessary materials and tools to complete the maneuver. The cost of such materials can vary widely, and must be determined on a case-by-case basis. The quality of these tools may provide the scientist with a bonus or penalty ranging from -20 to +20.

A Science/Analytic maneuver roll cannot be made until the task is completed. The scientist has no way of knowing how successful he will be until this time.

5.12
SELF CONTROL SKILLS

Self Control maneuvers are used to perform some feat that requires mind over matter or requires the character to summon internal energies to accomplish some task. Many of these maneuvers are physically draining. Nearly all Adrenal maneuvers require the character to spend 5 exhaustion points per round. This includes the round of preparation (20% action), thereby raising the total cost to 6 exhaustion points (1 the first round and 5 the next).

Note: *GMs may allow characters to sustain Adrenal maneuvers. The exhaustion point cost increases by a factor of one for each round after the first, and there is a cumulative penalty of -10 to the Self Control maneuver roll after the first.*

Example: *En-Shin, the Warrior Monk, spends the first round of combat preparing for Adrenal Speed (20% action, 1 exhaustion point). His maneuver is successful, so the next round he receives 200% activity (and spends 5 exhaustion points). He spends 20% of that round preparing for another Adrenal Speed maneuver. This attempt will be made at -10. It is successful, so the next round En-Shin spends 10 exhaustion points to maintain the Adrenal Speed. After 4 rounds of Adrenal Speed (requiring a total of 51 exhaustion points, not including those spent attacking or maneuvering), En-Shin attempts to maintain Adrenal Speed one more round. This attempt (at -40) fails, so En-Shin does not receive the benefits of Adrenal Speed the following round. (Neither does he spend 25 more exhaustion points).*

Note that only Adrenal maneuvers and Frenzy require the expenditure of exhaustion points. No other Self Control skills require exhaustion points. In fact, Meditation can be used to prevent the loss of exhaustion points due to concentrating on a spell.

5.13
SUBTERFUGE SKILLS

Subterfuge skills are generally used to prevent others from noticing some misdeed. The difficulty of such a maneuver should *not* depend on the skill of potential observers. The difficulty of Subterfuge maneuvers depends only on the nature of the maneuver itself. In addition, lighting conditions thwart vision, they do not make Subterfuge maneuvers more simple. In fact, it might be quite difficult to find a hiding place in the dark, but harder still to find the person hiding.

Whenever a Subterfuge maneuver is made, the GM should note the level of success attained by the character (e.g., Partial Success, Success, Failure, etc.). Intentional attempts to discover the Subterfuge maneuver (using an Awareness • Searching skill) requires a maneuver roll at least as successful as the Subterfuge maneuver. For example, if a thief attempted a Stealth maneuver and got a 159 (Success), an observer needs to roll a 111-175 (Success) to discover the hiding person. If the observer's result is a Partial Success or better, the observer might become suspicious even if the hiding person was not located.

If the observer is relying on unconscious Awareness skills (Awareness • Senses or Alertness), his result must exceed that of the hiding person. In the above example, the observer would need a 176 or better (Absolute Success) to locate the hiding person. If the maneuver result is equal to that of the Subterfuge maneuver, and the Awareness maneuver is a Partial Success or better, the observer might become suspicious.

Subterfuge • Stealth and Subterfuge • Attack maneuver rolls are required every round. These tasks take at most a single round, and occasionally less. Subterfuge • Mechanics maneuvers generally take one round times the difficulty level, squared. Notable exceptions include Forgery and Trap Building, which take longer.
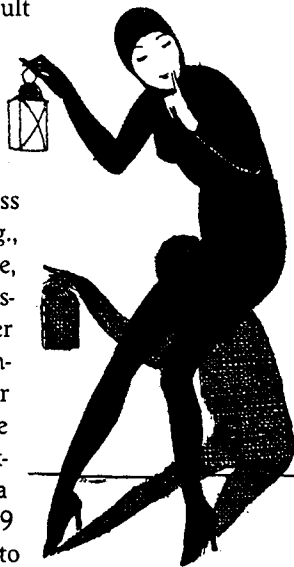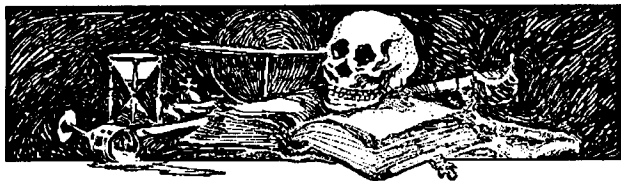
5.14
TECHNICAL/TRADE SKILLS

The Technical/Trade categories encompass a large number of skills. The amount of time required to complete such a maneuver can vary widely, and must be determined on a case by case basis. Note that if tools are required, it is assumed the character has access to the necessary implements. If not, an additional penalty of at least -50 should be assessed.

5.15
URBAN SKILLS

These skills allow characters to assimilate into an urban setting, or locate a specific person or item. Assimilation maneuvers are attempted immediately upon entering the urban setting, or whenever it is important that the character blend in. It is not necessary to spend time performing these maneuvers, they occur automatically. Note that an assimilation maneuver can only be used to draw attention away from oneself. If the police are conducting door-to-door searches, you will need to use a Subterfuge skill to escape.

Locating people and items can take time. It generally takes one hour times the difficulty level, squared, of the maneuver to determine if the person or item exists in the area.

A character can designate one area within a city as an automatic specialization in all Urban skills. This assumes that the character lives in this neighborhood and spends a considerable amount of time there. Assimilation maneuvers in this neighborhood automatically succeed, unless the character is performing some action that draws attention to himself. If the character moves, this specialization will disappear after one month. A new specialization will be gained for his new neighborhood after living there one month. If the character does not settle down, he will not have any automatic specialization until one month after he does settle down.

6.0
SKILLS

This section provides detailed material for each skill using the following parameters.

Skill Name:

Each skill entry begins the skill's name—these correspond to the skill names in *RMFRP* and *Character Law.*

Category:

The category to which the skill belongs. See Section 5.0 for information on each skill category.

Optional Stats Used:

These are the stats that the skill uses if the optional rules in Section 2.7 (p. 8) are used.

Exhaustion Point Cost:

This indicates how quickly exhaustion points are expended when the skill is used at a normal pace—usually at a walking pace (see Section 5.2.). If this parameter is not included for a specific skill, no additional exhaustion points are expended when using the skill. Increased paces require more exhaustion points:

Pace	Exh. Pt. Modifier
Walk	x1
Jog	x2
Run	x5
Sprint	x120
Fast Sprint	x360
Dash	x3000

Distance Multiplier:

Multiply the character's base movement rate by this value to determine the character's base rate while performing the skill. If this parameter is not included for a specific skill, a character may not normally move while using the skill.

Description:

What the skill does.

Notes:

Additional information concerning maneuver resolution or other uses for the skill. This section also describes how to determine the difficulty of a maneuver.

Specialties:

Possible specializations. See Section 3.1.

Example Difficulties:

The following sections provide example maneuvers of various difficulties. What follows here are guidelines for understanding the various difficulty levels.

Routine (1): A normal person without skill could complete the maneuver given time, and a bit of luck.

Easy (2): An apprentice could complete the maneuver with little difficulty.

Light (3): An apprentice could complete the maneuver given ample time.

Medium (4): This difficulty level represents the "average" difficulty. Whatever maneuver seems most common for a skill is generally a Medium maneuver.

Hard (5): An expert is needed to accomplish the maneuver.

Very Hard (6): An expert would need time to accomplish the maneuver.

Extremely Hard (7): Only a very skilled expert would be able to succeed at the maneuver.

Sheer Folly (8): This difficulty level is reserved for attempts that are at the edge of human capabilities. Refer to a record book for examples of Sheer Folly maneuvers.

Absurd (9): This difficulty level is reserved for maneuvers that exceed the possibilities of humans. Such maneuvers should only be attempted by heroes.

ACROBATICS

Category:	Athletic • Gymnastics
Optional Stats Used:	Ag/Qu/Ag
Exhaustion Point Cost:	1 every 6 rounds
Distance Multipler:	1

Description:

This skill provides a bonus for in-air maneuvers (e.g., flying or levitation) or swinging on objects. This skill includes the use of parallel bars, uneven bars, and other gymnastic activities in which the majority of the activity is spent in airborne maneuvers. A successful maneuver roll can reduce the severity of a falling critical by one (i.e., a 'B' becomes an 'A', a 'D' becomes a 'C', etc.).

Notes:

The primary goal of an Acrobatics maneuver is the successful (safe) completion of an in-air maneuver. Unlike Flying/Gliding, the maneuver is linear; the acrobat cannot change direction while in the air. Whereas Acrobatics maneuvers tend to be graceful and beautiful, if beauty is the goal, an artistic skill (like Dance) might be more appropriate.

The difficulty of an Acrobatics maneuver is determined by the amount of movement the acrobat must perform, combined with the timing of the maneuver. Simply swinging on a rope is not difficult, but in order to grab the hands of another acrobat while swinging requires careful timing. Rotations and somersaults make the maneuver even more difficult.

Note: *Every 180° of rotation (in any direction) while performing an Acrobatics maneuver adds one to the difficulty. For example, a complete somersault (360°) combined with a half spin (180°) would add three difficulty levels.*

Specialties:

- A specific gymnastic event (parallel bars, uneven bars, etc.).
- Chandeliers, curtains, whips, etc.

Example Difficulties:

Routine: Holding onto a swinging object (e.g., a rope). Partial Success requires a second roll to determine whether or not the character has lost his grip.

Easy: Swinging across a pit or other opening provided the rope is already in hand. Again, Partial Success requires another roll.

Light: A swing to a specific location. Partial Success indicates that the swing was successful, but misses the intended location by a similar percentage. (For example, Glimglad wants to swing from one balcony, across the room to the top of a staircase (a total of 50'). The result of the Light maneuver is a 70. Glimglad misses his intended location by 15' (30 percent). The Gamemaster decides that Glimglad has instead landed on the banister fifteen feet down the stairs.)

Medium: A swing onto or into a combatant. A successful result forces the victim to make a RR (level vs. number of ranks of Acrobatics) or take an Unbalancing critical (1 severity/20 failure). If the acrobat lands on the victim, the victim resists at a -20, but the acrobat falls if the victim makes the RR. This is a Very Hard maneuver if the acrobat has a weapon or other object in one hand.

Hard: Riding a curtain or a sail with a knife. Partial Success indicates the acrobat falls more quickly than intended and may take falling damage. (For example, E'Roll leaps out of a crow's nest and attempts to use the sail to brake his fall. He rolls and gets a 30. Since the crow's nest was 50' high, E'Roll takes damage for a 35' fall. Ouch!)
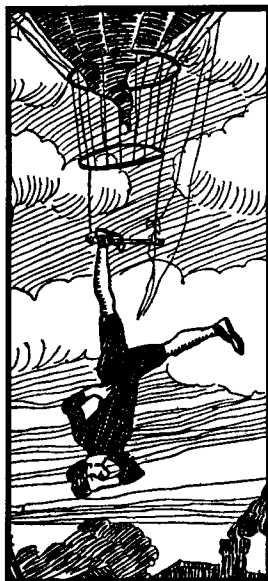
Catching a static object while falling and swinging around it before dropping further. (This is frequently done in comic books.) This maneuver is modified by -1 for every 10' fallen, but will reduce the severity of a falling critical by one. This is an extremely hard maneuver if the object being caught is in motion (e.g., a trapeze). Note that if there are several objects to brake the fall, the acrobat can reduce the critical several times, thereby eliminating the critical(s) entirely.

Very Hard: Swinging from rope to rope, vine to vine, etc. Partial Success indicates that the acrobat covers less than the normal distance. If one rope must be released prior to grasping the next, the maneuver becomes more difficult and all Partial Successes must be rolled again to avoid falling.

Extremely Hard: 1'-10' between ropes.

Sheer Folly: 11'-25' between ropes.

Absurd: 26'-50' between ropes.

ACTING

Category:.. Artistic • Active
Optional Stats Used:.............................. Pr/Em/SD

Description:

This skill provides a bonus for simulating actions or reactions of others, as often used in drama performances, devising new identities, etc. This skill may be used to impersonate others, or hide one's own reactions from others. It may be used anytime a character wishes to behave or appear in a manner other than normal and natural to him under any given circumstances.

Notes:

The goal of acting is the creation of a (fake) persona that facilitates the viewer's suspension of disbelief. The more complex or fantastic the persona, the more difficult the attempt. If the skill roll is successful, the actor has convincingly portrayed the persona he is acting. (This may result in nothing more than a laugh or tear, depending on the difficulty of the maneuver.)

It is relatively simple to remove a specific component of one's own demeanor; it is much more difficult to portray a believable character replete with idiosyncrasies and intricate emotions. Humor is also easier to portray, since plausibility is not a factor.

When attempting to fool a target, the target may be entitled to an Alertness roll.
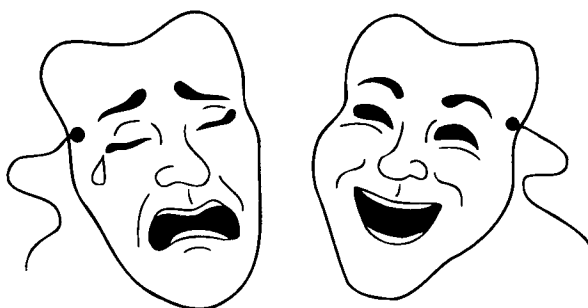
Specialties:

- Comedy, Tragedy, etc.
- A specific individual, race or character.
- A specific emotion or characteristic.

Example Difficulties:

Routine: Hiding a specific brief response. Success indicates that the actor has replaced his natural response with one chosen by him. This is particularly useful when receiving Winter Solstice gifts from great aunts and uncles.

Easy: Hiding one characteristic trait for an extended period of time. Each time the characteristic trait would have been exhibited, the actor makes a roll to hide it. Each consecutive Partial Success increases the chance of detection by +10. Any Absolute Success reduces the chance of detection by -10 until a failure is rolled.

Light: Adding one characteristic trait for an extended period of time. Each time the characteristic trait is exhibited, the actor makes a roll. See above for modifiers. (For example, an evil Doppelganger is pretending that he worships the Lord of Light. Every week he must roll while attending mass to convince his companions that he is devout.)

Medium: Portraying a simple character. The character has no emotional depth and is plausible only for a short time. Most minor theatrical roles fall into this category.

Hard: Portraying a specific individual to an audience or target who has only heard of the individual. (For example, the evil Doppelganger has assassinated the ambassador of Sherib while en route to Salin. The ambassador has never been to Salin, but has a definite reputation.)

Very Hard: Portraying a complex character. The character has real emotional depth and is plausible for an extended time. Most main and supporting roles fall into this category.

Extremely Hard: Portraying a specific individual to an audience or target who is familiar with the individual, but not a close friend or family member. The actor could, for example, portray the king at official functions to thwart assassination attempts.

Portraying a complex character whose ethos is antithetical to that of the actor's. Many actors simply refuse such roles, due to the difficulty of the task.

Sheer Folly: Portraying a specific individual to that individual's close family and friends. Note that this implies that the individual has spent a great deal of time with the target. A person's own wife may not know her husband if he is always at war (but the generals would certainly recognize an impostor immediately).

Absurd:

Portraying a specific individual whose ethos is antithetical to that of the actor's. Any attempt to fool magical detection would also fall into this category.

ADMINISTRATION

Category: .... Technical/Trade • Vocational

Optional Stats Used: .... Me/In/Pr

Description:

This skill provides a bonus for functioning successfully within a familiar government where record keeping, personnel interaction, and bureaucracy are present. Also useful in gaining public office and applying governmental power.

Notes:

The goal of Administration is the successful application of political influence, graft, and legal loopholes towards some specific goal. That goal must be within the means of the local governmental system. Thus, gaining office and changing a law may be possible goals. However, if only the king can declare war, an Influence skill should be used to persuade the king. (Although gaining an audience will probably require an Administration roll.) The difficulty of the attempt is determined by the size of the effect desired. The public's willingness to accept the change can further modify the difficulty.

Specialties:

- Elections, court, obfuscation, etc.
- One specific department or office.

Example Difficulties:

Routine: Applying for and obtaining a license. Some cultures may require a permit or license to carry a sword or to modify or build a dwelling. Bureaucracies with years of experience may require a permit for nearly every activity imaginable.

Easy: Being elected to or awarded a trivial position. Examples might include Lamp Inspector, Refuse Removal Coordinator for Baker Street, etc.

Light: Proposing and adopting a trivial law or regulation. Such a proposal should modify an extant law, and produce only the smallest of results. For example, changing the order of mail delivery within a small area or requiring all licensed blacksmiths to display credentials.

Medium: Preventing the prosecution of an innocent person. This may be modified by up to two degrees of difficulty by the evidence available and by the public perception of the individual. (It is easy to gain a conviction against a known killer, even if the charges are trumped.) Being elected to or awarded a minor position. Examples might include Magistrate, City Inspector, etc.

Hard: Eliminating records pertaining to a specific incident. This may be modified by up to two degrees of difficulty by the amount of evidence to be deleted and by the importance of the incident.

Proposing and adopting a minor law or regulation. This law should affect a relatively small percentage of the population, or affect everyone in some small way. Examples include the addition of a holiday that does not disturb business, and requiring all mages to be licensed and certified every five years.

Very Hard: Obtaining the release of an innocent person. This may be modified by the importance and perceived threat of the individual. Partial or Near Success indicates that some measures are taken to prevent the individual from committing another crime. This depends on the technology level of the society in question.

Extremely Hard: Preventing the prosecution of a guilty person. This may be modified by up to two degrees of difficulty by the evidence available and by the public perception of the individual.

Proposing and adopting a major law or regulation. This law affects everyone in some significant way. Examples include the introduction of a new tax, or removal of some department or office.

Sheer Folly: Being elected to or awarded a significant position when the administrator's declared beliefs and intentions are contrary to the local populace's. It may be important to alter the local opinion via Public Speaking or Propaganda in order to simplify the attempt.

Absurd: Obtaining the release of a guilty person. This may be modified by the importance and perceived threat of the individual. Partial or Near Success indicates that some measures are taken to prevent the individual from committing another crime. This depends on the technology level of the society in question.

Proposing and adopting a major law or regulation that contradicts the local beliefs and traditions. Even Propaganda cannot simplify this attempt.

Being elected to or awarded a significant position. Examples might include Lord Advisor to the Crown, Guild Master, etc.

ADRENAL BALANCE

Category:	Self Control
Optional Stats Used:	SD/Pr/Ag
Exhaustion Point Cost:	5 every round

Skills

Description:

This skill enhances the ability of the character to maintain his balance in one maneuver action (requiring balance). The skill rank bonus is added to any maneuver roll required for the action (even if it takes several rounds). This skill requires taking a 20% activity action in a "preparation round" immediately prior to the use of this skill (ExP cost is 1 during the preparation round).

Notes:

This skill provides an additional bonus to maneuvers that involve balance. Unless this skill is followed by such a maneuver it is useless. In essence, Adrenal Balance is the act of mentally preparing for a balance maneuver.

If the Adrenal Balance maneuver is successful, the character may add his skill rank bonus only to the subsequent maneuver. (Stat bonuses, category bonuses, etc. are ignored.) The subsequent maneuver may include nearly any moving maneuver.

The more distractions that are present, the more difficult the maneuver. The number of distractions only affects the difficulty of the Adrenal Balance maneuver, not the subsequent moving maneuver.

Note: *The size of the audience can be reduced by up to two levels if they are quiet.*

Specialties:

• One specific balance maneuver.

Example Difficulties:

Routine: Practicing in a quiet and sedate setting.

Easy: Practicing in a noisy setting.

Light: In front of a tiny audience (1-10 people).

Medium: In front of a small audience (11-100 people) or during a combat in which the character is not a combatant or target.

Hard: In front of a large audience (101-500 people).

Very Hard: In front of a huge audience (501-2500 people).

Extremely Hard: In front of a gigantic audience (2501+ people) or during fireworks.

Sheer Folly: While under missile fire.

Absurd: While in melee combat.
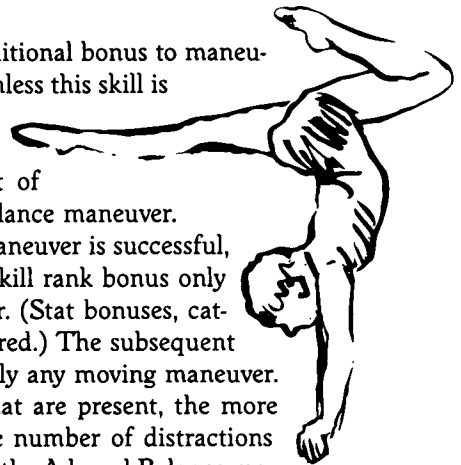
ADRENAL CONCENTRATION

Category:..Self Control

Optional Stats Used:..............................SD/Pr/Pr

Exhaustion Point Cost: ....5 every round

Description:

This skill provides a bonus for achieving a special +25 bonus on any activity attempted using concentration and the focusing of internal reserves. If the user makes a successful static maneuver, +25 is added to any such activity the next round. However, this static maneuver requires 75% activity the round it is attempted.

Notes:

This skill provides an additional bonus to moving maneuvers, attacks and Adrenal skills. (Static maneuvers are modified by meditation.) This skill is modified by how strongly the character feels about the successful completion of the action. Life-long goals should be realized once during the life-time of the character. Major goals are realized after several adventures. Minor goals should be realized at most once per adventure.

This skill is also easier during cinematic high points. Thus, the usefulness of Adrenal Concentration is dependent on the storyline as determined by the GM. There can be multiple climaxes during a single adventure, but only a single scene involving plot resolution. The GM may rule that during some scenes Adrenal Concentration is practically useless (e.g., when the plot demands the failure of the characters in some endeavor). These scenes should be used sparingly.

Specialties:

• One specific skill (to be modified by +25).

Example Difficulties:

Routine: One of the character's life-long goals or ambitions is about to be realized.

Easy: One of the character's major goals or ambitions is about to be realized.

Light: One of the character's minor goals or ambitions is about to be realized or during the plot resolution (final climax).

Medium: During a climactic scene.

Hard: During a scene significant to the adventure plot.

Very Hard: During a minor scene.

Extremely Hard: During a scene where the failure of the character is useful.

Sheer Folly: During a scene where the failure of the character is crucial.

Absurd: When the GM really wants the character to fail!

ADRENAL DEFENSE

Category:... Special Defenses

Optional Stats Used:... none

Exhaustion Point Cost: ....1 every round

Description:

By using this skill, attacks with melee or missile weapons may be dodged or deflected (wholly or partially). The skill bonus of the defender is added to his DB versus melee attacks. Against missile attacks the skill bonus is halved and added to the DB.

To use Adrenal Defense, the character must be aware of the fact that he is under attack. In addition, the character must not be wearing any armor and cannot have a shield or other large object in his hands.

Notes:

See *Martial Arts Companion.*

Specialties:

• A specific weapon.
• A specific martial arts or weapon style.

ADRENAL DEFLECTING

Category:................................... Combat Maneuvers

Optional Stats Used:.............................. Ag/Qu/SD

Exhaustion Point Cost: ....5 every round

Description:

This skill provides a bonus for using the body (hands, etc.), a weapon, or a shield to deflect or even catch a thrown weapon or missile directed at the user. To determine the effect of such an attempt, roll (open-ended) and add the Adrenal Deflection skill bonus. Then refer to the Maneuver/Movement table, using the "Extremely Hard" column against thrown weapons and the "Sheer Folly" column against missile weapons. If the result is a number it is subtracted from the weapon's attack roll (in addition to the normal DB). If the missile or thrown object misses, the character has a chance of catching the item. Roll d100 (open-ended) and add the modification received earlier from the Movement Maneuver table; if the result is over 100, the item has been caught if desired.

Notes:

See *Martial Arts Companion.*

Specialties:

• A specific martial arts or weapon style.
• A specific weapon.

ADRENAL LANDING

Category:...Self Control

Optional Stats Used:..............................SD/Pr/Ag

Exhaustion Point Cost:.....................5 every round

Description:

With a successful static maneuver, a character may decrease the severity of a fall by his skill rank bonus times one foot. For example, if a character's skill rank bonus was +60, a 100' fall would be treated as a 40' fall. The severity of a fall can never be reduced below that of a 1' fall (requiring a roll of the Fall/Crush Attack Table with a +1 modification). A 20% activity is required the round after the fall (assuming he's alive and conscious). This is the "recuperation" round (ExP cost is 1 during the recuperation round).

Notes:

This skill reduces the damage taken from falling. This skill does not assume that the character has any means by which to slow his descent (unlike Acrobatics). It can be used in conjunction with Acrobatics, but a +1 Fall/Crush attack must be made regardless. The character must choose between this skill and Tumbling. Note that Tumbling could be used to provide a subsequent maneuver bonus, or vice versa.

If there are obvious means by which to slow the descent, this skill becomes easier. Conversely, it is difficult to lessen the effects of having been thrown by a Dragon.

Specialties:

N/A

Example Difficulties:

Routine: Being knocked down (+0 Fall/Crush) or falling down a 45° slope with ample cushioning (moss, loose dirt, etc.).

Easy: Falling down a 60° slope with ample cushioning, or falling down a 45° hard slope.

Light: Being knocked off a horse (+5 Fall/Crush) or falling down a 60° slope.

Medium: Falling down a 90° slope with suitable ledges, protrusions, etc.

Hard: Falling down a 90° smooth slope.

Very Hard: Being thrown by a man-sized creature.

Extremely Hard: Falling without any means of slowing the descent (the nearest wall is more than 10' away).

Sheer Folly: Being thrown by a large creature (e.g., Troll).

Absurd: Being thrown by a huge creature (e.g., Dragon).
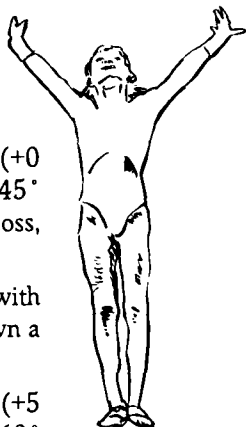
ADRENAL LEAPING

Category:...Self Control

Optional Stats Used:...............................SD/Pr/St

Exhaustion Point Cost:.....................5 every round

Distance Multipler:..0.5

Description:

This skill allows the character to automatically increase the distance he can successfully leap from either a standing or running start. The Movement/Maneuver Table can be used, with the skill bonus being added. A 100% would indicate a normal leap and results above that a longer jump. This skill requires taking a 20% activity action in a "preparation round" immediately prior to the use of this skill (ExP cost is 1 during the preparation round).

Notes:

This skill represents the ability to perform the amazing leaps found in many kung fu movies. If the GM is running a low-powered campaign, he should treat Adrenal Leaping as Jumping.

Otherwise, Adrenal Leaping allows the user to spend a 20% action one round in order to leap the following round. The leap itself takes no further action. Thus, the character can perform any action while leaping (including missile and melee attacks). The round he is in the air, the character can only be attacked by missile weapons, other airborne characters, and melee attacks in the Snap Action Phase.

The base distance a character can Adrenal Leap (Base Leap) is equal to his base movement rate divided by two. Hence, a common man can has a base of 25'.

Specialties:

- While performing a specific skill.
- While using a specific martial arts style.

Example Difficulties:

Routine: Up to 1/2 of Base Leap forward.

Easy: Up to 1/2 of Base Leap up, or back.

Light: Up to 1/2 of Base Leap forward (or back) and up to 1/2 of Base Leap up.

Medium: Up to Base Leap forward.

Hard: Up to Base Leap up, or back.

Very Hard: Up to Base Leap forward (or back) and up to Base Leap up.

Extremely Hard: Up to twice Base Leap forward.

Sheer Folly: Up to twice Base Leap up, or back.

Absurd: Up to twice Base Leap forward (or back) and up to twice Base Leap up.

ADRENAL QUICKDRAW

Category: .... Self Control

Optional Stats Used: .... SD/Pr/Ag

Exhaustion Point Cost: .... 5 every round

Description:

Bonus for drawing your weapon with 0% activity. Success indicates that you have your weapon ready and failure indicates you take the normal 20% activity for drawing your weapon. This skill does count against the one adrenal move each round limit (see *ChL* p. 41). It must be developed separately for each type of weapon (1-handed edge, 1-handed crushing, 2-handed, thrown, etc.).

Notes:

This skill is nearly identical to Quickdraw. If this skill is performed successfully, a weapon can be both drawn and used during the snap action phase (since drawing the weapon is a 0% action). If used with a thrown weapon, it is possible to throw two weapons in one round (provided one is already in hand). The GM may even wish to allow this skill to be used with missile weapons (representing Zen archery).

The difficulty of the skill is based entirely on the size of the weapon.

Specialties:

• Any specific weapon type (long sword, mace, etc.).

Example Difficulties:

Routine: Readying a thrown weapon.

Easy: Readying a one-handed edged weapon.

Light: Readying a one-handed crushing weapon.

Medium: Readying a two-handed weapon.

Hard: Readying two weapons (both are one-handed edged or thrown).

Very Hard: Readying two weapons.

Extremely Hard: Readying a short bow or sling.

Sheer Folly: Readying a composite bow or long bow.

Absurd: Readying any other weapon (subject to GM approval).
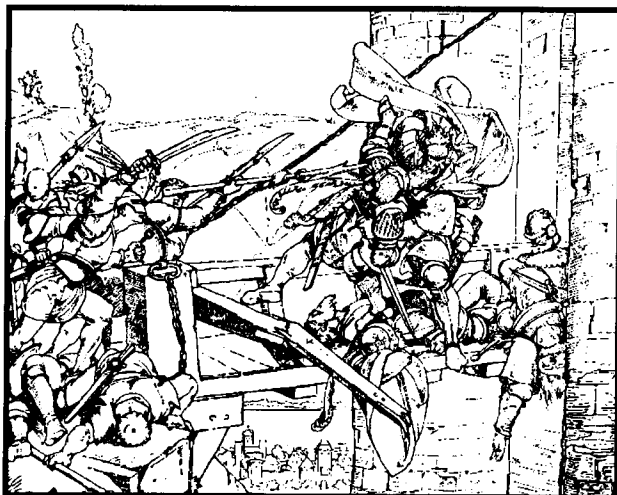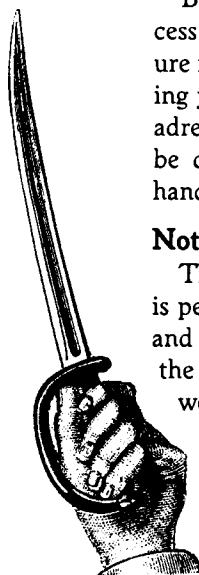
ADRENAL SPEED

Category: .... Self Control

Optional Stats Used: .... SD/Pr/Qu

Exhaustion Point Cost: .... 5 every round

Description:

This allows a character to move at twice normal speed (as if Hasted) and thus increase his activity for one round. This skill requires taking a 20% activity action in a "preparation round" immediately prior to the use of this skill.

Notes:

This skill is modified by how strongly the character feels about the successful completion of the action. Life-long goals should be realized once during the life-time of the character. Major goals are realized after several adventures. Minor goals should be realized at most once per adventure.

This skill is also easier during cinematic high points. Thus, the usefulness of Adrenal Speed is dependent on the storyline as determined by the GM. There can be multiple climaxes during a single adventure, but only a single scene involving plot resolution. The GM may rule that during some scenes Adrenal Speed is practically useless (e.g., when the plot demands the failure of the characters in some endeavor). These scenes should be used sparingly.

Specialties:

N/A

Example Difficulties:

Routine: One of the character's life-long goals or ambitions is about to be realized.

Easy: One of the character's major goals or ambitions is about to be realized.

Light: One of the character's minor goals or ambitions is about to be realized or during the plot resolution (final climax).

Medium: During a climactic scene.

Hard: During a scene significant to the plot of the adventure.

Very Hard: During a minor scene.

Extremely Hard: During a scene where the failure of the character is useful.

Sheer Folly: During a scene where the failure of the character is crucial.

Absurd: When the GM really wants the character to fail!

ADRENAL STABILIZATION

Category: .... Self Control

Optional Stats Used: .... SD/Pr/SD

Description:

This skill provides a bonus for keeping oneself alive after being injured. This skill puts the character's body into a near death condition (coma) for 1 day/round before death. (Rounds before death is obtained from the description of the critical strike taken.) Due to the slowing down of the character's body's metabolic rate, he will appear dead to all but the closest of scrutiny (-75 to other characters' Awareness maneuvers).

If the character fails to make a successful static maneuver, he immediately goes into a coma but you still die at the appointed time. He may be awakened from this state by one or more of the following: Within 1 hour of the preset time, an Awaken spell, or vigorous physical disturbance lasting more than 3 minutes. If the character receives a critical that kills instantly, this skill will have no effect.

Certain types of damage may make it impossible to use this skill (e.g., massive brain damage, head being completely ripped off or destroyed, body dissolving in acid, heart being ripped out of chest, etc.). Note: This skill should only be available under unusual circumstances (e.g., Healers, exotic monastic order, fanatic assassin training, etc.).

Notes:

This skill can also be used to enter a catatonic state in order to survive submersion, deprivation, or to be presumed dead. If the skill roll is failed, the catatonic state is not entered. Partial and Near Success results in a semi-catatonic state. While in this state, the body requires 1% of the oxygen normally required. This state can be maintained for 1 day per difficulty level.

Specialties:

N/A

Example Difficulties:

Routine: Practicing Adrenal Stabilization or entering a catatonic state (1 day).

Easy: Bleeding 1/round or a 2 day catatonic state.

Light: Bleeding 2/round or a 3 day catatonic state.

Medium: Bleeding 3/round or a 4 day catatonic state.

Hard: Bleeding 4/round or a 5 day catatonic state.

Very Hard: Bleeding 5/round or a 6 day catatonic state.

Extremely Hard: Bleeding 6+/round or a 7 day catatonic state.

Sheer Folly: One limb amputated or a 10 day catatonic state.

Absurd: Two limbs amputated or a 14 day catatonic state.

ADRENAL STRENGTH

Category: .... Self Control

Optional Stats Used: .... SD/Pr/St

Exhaustion Point Cost: .... 5 every round

Description:

This skill gives a character a +10 modification on his melee OB and doubles the number of concussion hits that he delivers from melee attacks. This skill requires taking a 20% activity action in a "preparation round" immediately prior to the use of this skill (ExP cost is 1 during the preparation round). Alternatively, **this skill can be used to increase the character's Strength stat bonus by +5 for the purpose of one maneuver.**

Notes:

This skill is modified by how strongly the character feels about the successful completion of the action. Lifelong goals should be realized once during the life-time of the character. Major goals are realized after several adventures. Minor goals should be realized at most once per adventure.

This skill is also easier during cinematic high points. Thus, the usefulness of Adrenal Strength is dependent on the storyline as determined by the GM. There can be multiple climaxes during a single adventure, but only a single scene involving plot resolution. The GM may rule that during some scenes Adrenal Strength is practically useless (e.g., when the plot demands the failure of the characters in some endeavor). These scenes should be used sparingly.

Specialties:

N/A

Example Difficulties:

Routine: One of the character's life-long goals or ambitions is about to be realized.

Easy: One of the character's major goals or ambitions is about to be realized.

Light: One of the character's minor goals or ambitions is about to be realized or during the plot resolution (final climax).

Medium: During a climactic scene.

Hard: During a scene significant to the plot of the adventure.

Very Hard: During a minor scene.

Extremely Hard: During a scene where the failure of the character is useful.

Sheer Folly: During a scene where the failure of the character is crucial.

Absurd: When the GM really wants the character to fail!

ADRENAL TOUGHNESS

Category: .... Special Defenses

Optional Stats Used: .... none

Exhaustion Point Cost: .... 5 every round

Description:

By using this skill, the individual may toughen his body to withstand blows that would otherwise inflict damage. This skill requires taking a 20% activity action in the round immediately prior to the use of this skill **or** during the snap action phase of the same round (ExP cost is 1 during the preparation round). Then, the character must make a static maneuver modified by this skill bonus. If successful, the individual may reduce the severity of any critical that he receives by one (i.e., an 'E' becomes a 'D', a 'B' becomes an 'A', etc.) during the next round (or remainder of the current round). In addition, any self-inflicted critical stemming from the individual striking a surface or object is nullified completely (e.g., no Krush critical would be sustained from attempting to break a brick with one's hand).

Notes:

See *Martial Arts Companion.*

Specialties:

- A specific martial arts or weapon style.
- A specific weapon.
- A specific material (brick, ice, etc.).

Example Difficulties:

Routine: Clay or bamboo or vs. Tiny criticals.

Easy: Soft wood (e.g., pine) or vs. Unbalancing criticals.

Light: Hard wood (e.g., oak) or vs. Impact criticals.

Medium: Glass, shale, or vs. a crushing weapon (Krush criticals).

Hard: Ice, bone, or vs. a thrusting weapon (Puncture criticals).

Very Hard: Soft stone (e.g., sandstone) or vs. a slashing weapon (Slash criticals).

Extremely Hard: Brick or cement or vs. Fire, Cold or Electricity criticals.

Sheer Folly: Enchanted wood or hard stone (e.g., granite).

Absurd: Enchanted materials or gem stones.

ADVANCED MATH

Category: .... Science/Analytic • Specialized

Optional Stats Used: .... Re/Me/Re

Description:

This skill provides a bonus for using higher levels of mathematics (e.g., calculus, differential equations, basic relativity, etc.). You must develop a higher skill rank in Basic Mathematics (e.g., if your rank in Basic Math is 12 you may only develop this skill to 11 skill ranks).

Notes:

The goal of this skill is the correct application of mathematical theory to an actual problem. Such a problem may originate from physics, magical inquiry, encryption, etc. The mathematician applies the tools and tricks of mathematics to convert the complex into the mundane. Difficult problems are broken down into several easier problems until each sub-problem is trivial.

In a medieval setting, mathematics and physics were wholly intertwined. In a fantasy setting, mathematics and magic can also easily be intertwined. (Read any Jack Chalker novel as an example.) In any event, however, mathematics is rarely pursued for the sake of mathematics. In most cases, the mathematical solution must be converted to a real solution. (For example, a mathematician can calculate a parabolic trajectory, but a siege engineer is needed to shoot a catapult.)

> **Note:** *If a successful Advance Math maneuver is required for a subsequent maneuver, the GM may want to double the skill bonus provided by Advanced Math for the subsequent maneuver. See Section 2.5 (p. 7) for more details.*

Note: *The following examples assume one dimension or variable. Every time the number of variables doubles, an additional penalty of -10 should be assessed.*

1 variable: 0
2-3 variables: .... -10
4-7 variables: .... -20
8-15 variables: .... -30
etc. .... *etc.*

Specialties:

- Calculus, physics, probability, algebra, etc.
- Any specific application.

Example Difficulties:

Routine: Calculating a limit. Limits allow mathematicians to study the behavior of a function at a specific value, without actually reaching that value. If the laws of magic are governed by the principles of mathematics, then the successful application of the limit may allow a magical researcher to perform research more safely (e.g., study the effects of fire by getting very close to the flame, but not entering).

Easy: Calculating a linear derivative. Derivatives are important in calculating the effects of gravity on an object, or in any parabolic trajectory. Derivatives also measure rates of change (acceleration, growth, etc.) and help in identifying maximums and minimums.

A successful application of the derivative may allow a mathematician to identify a maximally (or minimally) disruptive social change. The derivative is also crucial to siege engineering.

Light: Calculating basic probabilities. Basic probability is important to gamblers and experimenters alike. The basic laws of probability allow the mathematician to deal with results that are not mutually exclusive, and provide him with powerful counting methods. These tools allow the mathematician to predict distributions and likely outcomes.

For example, after careful research, a mathematician could use the laws of probability to determine how long (on average) it takes for a magic item to recharge. In addition, he can calculate how likely it is for the recharging process to take twice as long (as normal). Probability is also the basis for every casino.

Medium: Calculating an integral. The integral is the opposite of the derivative; their uses are similar. The integral can be used to calculate the area or volume of an irregular object. When the integral is applied to multiple dimensions, the effects of torque and torsion can be understood. The integral measures cumulative effects over time (force, growth, etc.) and helps to identify balance points.

Hard: Calculating advanced statistics/probabilities. Advanced probability is important largely to experimenters. Using the techniques of advanced statistics, a mathematician can determine not only the average and extreme behavior of a model (or event), but also the probability of his answers being correct. In addition, these methods allow a mathematician to combine several people's work and merge the results into a single result (which will necessarily be more accurate than each individual result).

Advanced statistics can be used to study the effects of social policy on behavior. These results can then help modify the behavior of a population (although the number of variables should put the mathematician at a severe penalty).

Very Hard: Calculating differential equations. These equations are sophisticated applications of the integral and derivative. Differential equations allow the rate of change to depend on the rate of change as well as time (e.g., population growth increases as time progresses, but decreases as population growth increases). These conundrums can only be solved with a differential equation.

Problems that involve differential equations are common in architecture and dynamic physical structures (complex machines rather than simple machines).

Extremely Hard: The successful application of the integral may help the mathematician determine the cumulative effects of casting Calculations in any branch of mathematics that has not yet been discovered. Examples (in a fantasy setting) might be applying the same spell multiple times on the same target. The integral is particularly crucial to most physics applications including quantum mechanics, relativity, etc.

Sheer Folly: Applying any mathematics techniques (Medium or easier) to a dimension/plane with different laws of nature, or rules of mathematics.

Absurd: Applying any mathematics techniques (Hard or worse) to a dimension/plane with different laws of nature, or rules of mathematics.
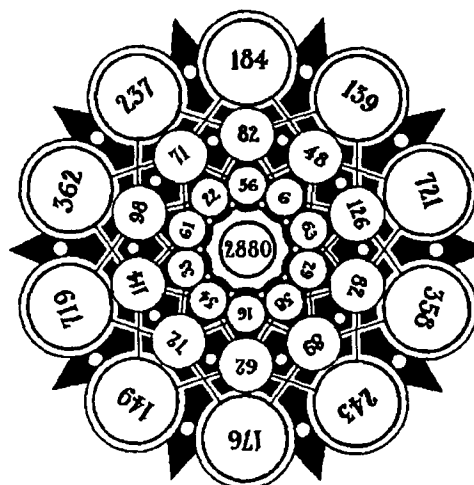
ADVERTISING

Category: .... Technical/Trade • Professional

Optional Stats Used: .... Re/Me/In

Description:

This skill provides a bonus for successfully marketing a product or service. Must be developed separately for each culture encountered.

Notes:

The goal of advertising is the successful sale of products and/or services to the general public. Mercenary companies use the skill to find employers. Craftsmen use the skill to find buyers.

Advertising is most useful in large towns or cities; the number of potential buyers is larger. It is also more useful when the goods or services being offered are useful and inexpensive.

There are two main uses for advertising:

1. The sale of large numbers of goods to the mass market. Since bargaining may not be involved, Trading may not be appropriate, but Advertising can be used to encourage sales.
2. The location of employers or employees. An advertising roll determines the number of such persons, relative to the number available.

In general, 10% of all possible buyers/employees/employers can be contacted with a successful skill roll. Partial Success yields 2%, Near Success 8%, Absolute Success 13%, and Unusual Event 20%. (If there are competitors in the market, successful advertising increases market share by one percentage point.)

Note that the number of potential buyers is based on the number of people exposed to the advertisements who may be interested in purchasing the advertised product. It is not possible to sell rune paper to the common person; it would make more sense to advertise in the Mage's Guild than on the street.

The following examples assume that the product is either a consumable or is useful on a daily basis. For employment, it assumes a contract for at least one year, or a single assignment. Each step longer (for products) or shorter (for services) increases the difficulty by one. The steps are: Hour, Day, Week, Month, Year, Decade.

Specialties:

• Any specific product.
• Any specific town/city.

Example Difficulties:

Routine: The product or service is practically free.

Easy: The product or service is useful on a daily basis and is priced between 25% and 50% of normal.

Light: The product or service is useful on a daily basis and is priced between 50% and 75% of normal.

Medium: The product is free (people are suspicious of such offers). The product or service is useful on a daily basis and is priced between 75% and 100% of normal. Employment in a mundane or menial field (e.g., street sweeper, porter, etc.)

Hard: The product or service is useful on a daily basis and is priced between 100% and 125% of normal. Employment in a vocational field (e.g., craftsman, manager, herbalist, etc.).

Very Hard: The product or service is useful on a daily basis and is priced between 125% and 150% of normal. Employment in a professional field (e.g., Seer, Lay Healer, etc.) or in a field involving some danger (e.g., city guard, hunter, etc.).

Extremely Hard: The product or service is useful on a daily basis and is priced between 150% and 200% of normal. Employment in a field involving danger (e.g., adventurer, soldier, magical researcher, etc.).

Sheer Folly: The product or service is useful on a daily basis and is outrageously priced. Employment involving a very unique set of skills and little danger (e.g., a blacksmith fluent in Old Norse who is also a skilled sailor).

Absurd: Employment involving a very unique set of skills and danger (e.g., a Magician spy well-versed in Influence skills and Star-gazing).

ALCHEMY

Category: .... Science/Analytic • Specialized

Optional Stats Used: .... Alchemy

Description:

This skill provides a bonus for identifying and mixing various non-magical substances with relatively predictable results. Acids, itching powders, toxins, etc. are just a few of the possible results. The GM may deem some combinations inappropriate for his world (e.g., he might disallow gunpowder or petroleum products). This skill allows the user to know elemental composition, reactions, compounds, etc. Skill is modified from -30 to -70 for lack of laboratory equipment, supplies, etc.

Notes:

The creation or identification of an alchemical compound is the alchemist's goal. The more general the results, the easier it is to create or identify a given compound. It is more difficult to invent a new compound than it is to recreate an existing one. For example, there are many acids capable of devouring most metals that can be stored in glass. It is more difficult to design an acid that destroys only steel, but leaves iron untouched, or to design an agent that causes steel to revert to iron.

Specialties:

- Any specific type of compound (acids, oils, etc.).
- Any specific element.

Example Difficulties:

Routine: Extracting a dissolved compound from solution (e.g., extracting the salt from salt water).

Easy: Separating a non-acidic liquid from a solid (e.g., separating wood into an oil and charcoal).

Light: Purifying a common element (or compound).

Medium: Recreating a known compound that produces general results (e.g., an acid).

Hard: Identifying a compound that contains no obscure elements.

Very Hard: Creating a new compound that produces general results (e.g., a toxin that kills fungi, a flame suppressant).

Extremely Hard: Recreating a known compound that produces specific results (e.g., aqua regia, which dissolves gold and platinum).

Sheer Folly: Identifying a compound that contains obscure elements (e.g., xylene, a powerful solvent).

Absurd: Creating a compound that produces specific results (e.g., a powder that causes Elves to belch uncontrollably).

ALERTNESS

Category: .... Awareness • Perceptions
Optional Stats Used: .... In/SD/In

Skills

Description:

This skill provides a bonus for unconscious observation and assimilation of information from the general environment. The GM should use this skill to allow characters a chance to notice objects, events, and other phenomena around them. Note that use of this skill assumes that the character has not indicated that he is looking for such a thing. If the player is actively seeking something within the environment, the appropriate Awareness • Searching skill should be used.

The existence of this as an acquirable skill indicates one's ability to train one's level of sensitivity to such things, but more active observation should be handled by the skills of Observation and Situational Awareness.

Notes:

This skill functions like any of the Awareness • Searching skills, but on an unconscious basis. As a result, it provides characters with profession bonuses in Awareness or with high Intuition bonuses to become quite good at all of the Awareness • Searching skills by developing this skill. It is strongly recommended that the difficulty of the Awareness maneuver be made more difficult when using Alertness as follows:

Subtract the number of ranks of the relevant Awareness • Searching skill from the number of ranks of Alertness.

0- or less	Equal difficulty
1-5	+1 difficulty level
6-10	+2 difficulty levels
11+	+3 difficulty levels

Thus, a Routine Lie Perception (3 ranks) attempt would be a Medium maneuver if using Alertness (20 ranks).

Specialties:
N/A

AMBUSH

Category:..................................... Subterfuge • Attack

Optional Stats Used:.............................. Ag/SD/In

Description:

This skill is the ability to make a very precise attack. To use his Ambush skill a character must approach his foe undetected and be able to strike before the foe can react. At this point, the character must declare whether he is striking to kill or subdue. An attack is then made normally, and an Ambush static maneuver is made (0% activity) and modified by position, target's Sense Ambush (a change from *RMFRP*), and other factors (e.g., position, lighting, etc.).

If the Ambush static maneuver is successful, the character may modify his result on the resulting critical strike roll (using the normal *Arms Law* Critical Strike Table if the intent was to kill, or the Subdual Critical Strike Table if the intent was to subdue). This modification consists of being allowed to adjust the critical strike roll by any number up to the Ambush skill rank (not bonus) of the attacker. This adjustment may be either up or down. Note that to use this bonus, the attacker must first get a normal critical strike result on an attack table. If he does, however, this ability greatly increases the chance of a killing or incapacitating blow and tremendously increases the chance of a result that takes effect instantly.

Since position is relatively unpredictable in a general melee situation, Ambush skill is halved if an ambushed foe is in a melee situation. (Note: The character must still approach the foe undetected and strike before he can react.)

If a "Large" or "Super Large" creature is ambushed, the ambushing character may not declare a strike to subdue, and the Ambush skill rank is added to the critical roll. If the resulting modified roll is above 95, a second roll is made and added to the modified critical as in a normal open-ended roll.

Notes:

The difficulty of an ambush maneuver is dependent on two factors. Small, blunt objects are the most useful when attempting to subdue. Small, sharp objects are the most useful when attempting to kill. In addition, the ambusher needs access to the target's head (or other weak point).

For each difference in size, the difficulty level is increased by one. For example, a Halfling is attempting to ambush a large Ogre. Since the Ogre is two sizes larger, the maneuver is increased by two levels of difficulty.

Specialties:

- Any specific race.
- Any specific weapon (GM approval).

Example Difficulties:

Routine: Attacking to subdue or kill while invisible, or otherwise undetectable (beyond the abilities of Stalking or Hiding).

Easy: Attacking to subdue with a blackjack, garrote, or other small subdual weapon.

Light: Attacking to subdue with the pommel of a weapon. Attacking to kill with a small, sharp weapon (e.g., dagger).

Medium: Attacking to subdue with a medium sized blunt weapon (e.g., club, mace, etc.). Attacking to kill with a medium sized sharp weapon (e.g., axe, long sword).

Hard: Attacking to subdue with a large, blunt weapon (e.g., war mattock, staff, etc.) or a sharp weapon. Attacking to kill with a large, sharp weapon (e.g., battle axe, bastard sword, etc.).

Very Hard: Attacking to subdue with a large, sharp weapon. Attacking to kill with a chain weapon (e.g., morning star, flail, etc.).

Extremely Hard: Attacking to subdue with a chain weapon.

Sheer Folly: Attacking to kill with a ranged weapon.

Absurd: Attacking to subdue with a ranged weapon.

ANIMAL HEALING

Category:..................................... Outdoor • Animal

Optional Stats Used:............................. Em/Ag/Em

Description:

This skill provides a bonus for administering medical aid to injured animals. Allows one to stabilize or repair light wounds and illnesses. A successful static maneuver can stop (or reduce) up to 5 hits/round of bleeding. The general modifications to Outdoor • Animal skills do not apply to this skill. This skill must be developed separately for each different type of animal.

Notes:

This skill functions like First Aid and Diagnostics, but only on animals of the appropriate type. See Healing, Section 4.0.

Specialties:

- Any specific type of injury.
- Any individual animal.

ANIMAL HANDLING

Category: .... Outdoor • Animal

Optional Stats Used: .... Em/Ag/Em

Description:

This skill provides a bonus for the care and feeding of animals including bedding, hobbling, etc. This skill must be developed separately for each different type of animal. This skill is normally used in the handling of one animal at a time.

Notes:

The animal handler's primary concern is the well-being of the animal(s) in his care. Over the course of time, poor treatment, malnutrition, etc. will lead to the deterioration of the animal. It is the animal handler's responsibility to prevent this from happening. Any (non-herd) domestic animal that is not cared for properly at least once each week may suffer as a result. Each week there is a 5% (cumulative) chance that some malady will afflict the animal. In addition, each month without care will result in the deterioration of the animal's stats (1d10 from each stat). Note: this assumes that the animal has a ready supply of food and water.

One successful Animal Handling maneuver each week (one attempt per day) will prevent the animal from suffering any penalties. A failed skill roll will not cause damage, but it may annoy the creature (all maneuvers with that animal for the next 24 hours are at -10). An Absolute Failure or worse, may result in the animal's injury.

> **Note:** *The normal Outdoor • Animal modifiers do not apply to this skill.*

Specialties:
- Any individual animal.
- Any specific type of care.

Routine: Providing appropriate food.

Easy: Care of a non-intelligent creature (e.g., fish, insects, etc.).

Light: Care of small herbivores (e.g., rabbits, birds, etc.).

Medium: Care of a trained, domestic animal (e.g., dog, cat, horse, etc.).

Hard: Care of a trained exotic or hunting animal (e.g., hawk, monkey, elephant, etc.).

Very Hard: Care of a wild, domesticable animal (e.g., wild horse, coyote, etc.).

Extremely Hard: Care of a wild animal (e.g., eagle, komodo dragon, etc.).

Sheer Folly: Care of an untrained creature (non-animal).

Absurd: Care of an untrained, hostile, creature (non-animal).

ANIMAL MASTERY

Category: .... Outdoor • Animal

Optional Stats Used: .... Em/Ag/Pr

Description:

This skill provides a bonus for simple communicating wtih, and (if possible) the mastering of an animal. This skill must be developed separately for each different type of animal. The animals that are controlled by this skill do not have to be trained or tame. The animal will only do what is within its capabilities. If the skill roll fails, the animal will revert back to its basic tendency.

Notes:

This skill has two main uses. The animal master can attempt to establish communication with the creature. This does not imply any attempt to coerce the animal into performing any action. It merely allows the human and animal to communicate as if each had 1-4 ranks of the other's language. Note that most animals are incapable of duplicity.

The animal master may also desire to control the animal's behavior. In this case, the difficulty of the maneuver is dependent on the natural tendencies/behaviors of the animal (see *Creatures & Monsters*). The difficulty level should be increased if the animal is not familiar with the action requested by the animal master, or if the action is contrary to the animal's demeanor (e.g., convincing a rabbit to attack a wolf).

Specialties:
- Any individual animal.
- Communication.
- Any specific action.

Example Difficulties:

Routine: Communicating with an animal as if each had 1 rank of the other's language.

Easy: Communicating with an animal as if each had 2 ranks of the other's language.

Light: Communicating with an animal as if each had 3 ranks of the other's language.

Medium: Communicating with an animal as if each had 4 ranks of the other's language. Controlling a tame, domestic animal and convincing it to perform an action with which it is familiar (via training or natural instincts). The animal must consider the human to be its master or friend.

Hard: Controlling a "docile" or "passive" animal.

Very Hard: Controlling a "normal," "hungry," or "inquisitive" animal.

Extremely Hard: Controlling an "aggressive," "jumpy," or "protective" animal.

Sheer Folly: Controlling a "belligerent," "hostile," or "timid" animal.

Absurd: Controlling any other animal.

ANIMAL TRAINING

Category:.................................... Outdoor • Animal

Optional Stats Used:............................. Em/Ag/SD

Description:

This skill provides a bonus for training a particular type of animal, such as birds of prey, dogs, bears, big cats, etc. Skill normally results in the taming of the animal. This skill must be developed separately for each different type of animal.

Notes:

This skill can be used to tame an animal, i.e., it will accept the presence of a human. If the animal is naturally aggressive, it will not attack unless provoked. The difficulty of this maneuver is two levels easier than an Animal Mastery maneuver on a similar animal.

Once tame, a tame animal can be taught tricks and commands. The difficulty of this maneuver is based on the complexity of the trick to be mastered (from the animal's perspective) and the number of tricks already known. Each trick or command after the first has a cumulative -1 penalty. (For example, Rarl desires to train her great cat another command, drop it. The cat already knows attack, fetch, come, stay and protect. Hence, this training maneuver will be at -5.) Most animals are intelligent enough to understand multiple commands that are strung together to produce new commands.

Note that in many cases, the animal will need to make a maneuver roll to perform the requested maneuver successfully.

Specialties:
- Any individual animal.
- Any specific command.
- Taming.

Example Difficulties:

Routine: Teaching an animal to use a litter box.

Easy: Training a horse or other riding animal to allow it to be ridden.

Light: Taming a "docile" or "passive" animal. Teaching an animal to heel, or obey simple directions (forward, left, right, stop, etc.).

Medium: Taming a "normal," "hungry," or "inquisitive" animal. Teaching a predatory animal to attack on command. Teaching an animal to vary its pace (trot, gallop, walk, etc.). Teaching an animal instinctual commands (e.g., training a bloodhound to follow a scent).

Hard: Taming an "aggressive," "jumpy," or "protective" animal. Teaching an animal complex directions (jump, twist, etc.). Teaching an animal non-instinctual commands (play dead, roll over, beg, etc.).

Very Hard: Taming a "belligerent," "hostile," or "timid" animal. Teaching a horse or other riding animal not to bolt when its rider vaults into the saddle. Teaching a non-aggressive animal to attack on command.

Extremely Hard: Taming any other animal. Training an animal not to flee upon encountering a dangerous or hostile situation. (A horse cannot be considered a warhorse until it learns this.)

Sheer Folly: Training an animal to operate independently within simple predefined parameters. (Most search and rescue dogs fall into this category.)

Absurd: Training an animal to operate independently within complex predefined parameters. This effectively raises the animal's intelligence one category.

ANTHROPOLOGY

Category:................ Science/Analytic • Specialized

Optional Stats Used:.............................. Re/Me/Em

Description:

This skill provides knowledge of linguistic trends, customs, habits and cultural trends of any known races and cultures. Skill may be developed for any specific race or culture from the character's home world. Several different anthropology races or cultures may be developed simultaneously, assuming research materials are available.

Notes:

Anthropology allows a character to identify the customs and trends of a culture based on either archeological remains, or prior experience. As a general rule, an anthropologist is familiar with one race for every rank of this skill. This skill studies extinct cultures and peoples. The study of living cultures is Culture Lore (or Influence skills).

The difficulty of this skill is dependent on the amount of information that has survived to the present day. The more infrequently a given practice was performed, the less information there will be. Many natural disasters will destroy or obscure archaeological information, but some (e.g., ash eruptions) may preserve the remains for an extended time.

Specialties:
- Any specific culture/race.
- A specific site or time period.

Example Difficulties:

Routine: Identifying the daily practices of a culture that left written documentation in the form of pictograms or hieroglyphs.

Easy: Identifying the rites and beliefs of a culture that left written documentation in the form of pictograms or hieroglyphs.

Light: Identifying the daily practices of a culture when there is ample archaeological evidence or very sparse written documentation.

Medium: Identifying the rites and beliefs of a culture when there is ample archaeological evidence or very sparse written documentation.

Hard: Predicting the location of specific remains (e.g., a tomb) based on the practices of a familiar culture.

Very Hard: Identifying particular remains as belonging to a race or culture with which the anthropologist is familiar. ("Yes, yes, these coffins certainly remind me of the ancient desert people renowned for their advanced mummification process.") Identifying the daily practices of a culture when there is little archaeological evidence.

Extremely Hard: Identifying the rites and beliefs of a culture when there is little archaeological evidence.

Sheer Folly: Identifying the practices of a culture whose behavior was contrary to the location and time period (e.g., Atlantis).

Absurd: Identifying the practices of a culture from another planet/dimension based on the evidence gathered from visitation sites.

APPRAISAL

Category: .... Technical/Trade • Vocational
Optional Stats Used: .... Me/In/Re

Description:
This skill provides a bonus for determining or estimating the value of an object or goods other than armor, metal, stones, or weapons.

Notes:
The goal of the appraiser is the accurate determination of an item's value. This is a relatively simple task when the object is commonly available and therefore subject to standard market forces. It is more difficult to appraise art, collections, and other rare objects.

Specialties:
- Furs, paintings, ceramics, etc.

Example Difficulties:

Routine: Determining the value of a commodity whose price is strictly regulated.

Easy: Determining the value of a raw commodity whose price is tracked by a large number of investors. Modern examples include oil and grain. Many agricultural products may be monitored in this way.

Light: Determining the value of a common item (e.g., a pot, clothing, etc.). Determining the value of a raw commodity whose price is not tracked. Many non-agricultural goods may fall into this category.

Medium: Determining the value of a rare item (e.g., an herb, a map, exotic furs, etc.) that has practical value. Determining the value of an object of art produced by a well known artist.

Hard: Determining the value of an object of art produced by an obscure artist.

Very Hard: Determining the value of a rare item with little or no practical value and no artistic value (but possible historical significance, e.g., a scientific text whose material is outdated).

Extremely Hard: Determining the value of a collection of objects that are collected by a large number of people (e.g., coins or stamps).

Sheer Folly: Determining the value of a collection of objects of interest only to other collectors of the same objects (e.g., collectible cards).

Absurd: Determining the value of an item whose origin and utility is unknown.

ARCHITECTURE

Category: .... Technical/Trade • Professional

Optional Stats Used: .... Re/Me/In

Description:

This skill provides a bonus for designing buildings, reading or creating blueprints and technical diagrams, and evaluating or appraising structures. This skill may also provide a bonus for locating hidden spaces within a structure.

Notes:

The architect's ultimate goal is the design of a building that is both aesthetically pleasing as well as sound. Towards this end, an architect must have some mathematical training. The difficulty of the maneuver is determined by the intricacy of the structure and by how strong the building must be.

Note: *For each 10% increase in building integrity, the difficulty level should be modified by one.*

Note: *A dishonest architect may attempt to disguise frail construction. If measures are taken to hide shoddy workmanship, one half of the designer's skill bonus should be subtracted from the inspector's maneuver roll.*

Specialties:

- Towers, castles, temples, etc.

Example Difficulties:

Routine: Determining the style in which a building is created. This may (GM discretion) allow the architect to gain insight into the floorplan.

Easy: Designing a simple remodeling (e.g., adding a window or door to an existing wall).

Light: Determining a building's architect, provided the inspector is familiar with the designer's work. Designing a simple structure (e.g., a single story dwelling).

Medium: Determining the integrity of a building. This may be modified if poor construction is deliberately obscured (see above). Designing a simple, multi-story structure (e.g., an inn).

Hard: Designing a complex structure (e.g., a guild hall).

Very Hard: Designing a collection of simple structures (e.g., an apartment building).

Extremely Hard: Designing a collection of complex structures (e.g., a castle complete with towers, walls, and keep). Designing a complete remodeling of a simple structure.

Sheer Folly: Designing a structure that mimics the style of another architect. If this maneuver is an Absolute Success, future scholars will be convinced that the structure was built by the architect being copied.

Absurd: Designing a complete remodeling of a complex structure.

ARMOR

Category: .... Armor

Optional Stats Used: .... St/Ag/St or Ag/St/Ag

Exhaustion Point Cost: .... Soft Leather: 1x; Rigid Leather: 1.5x; Chain: 2x; Plate: 3x

Description:

Each armor type has a Moving Maneuver Penalty (MMP) associated with it for untrained individuals. This penalty modifies Moving Maneuver rolls. The different armor types are divided into five groups based upon the composition of the armor: type 1-4 = No Armor; types 5-8 = Soft Leather; types 9-12 = Rigid Leather; types 13-16 = Chain; and types 17-20 = Plate. There are no Moving Maneuver Penalties associated with No Armor, and therefore there is no need to apply skill ranks towards it.

The Soft and Rigid Leather skills are both found in the Light Armor Skill Category; Chain is found in the Medium Armor Skill Category; Plate is found in the Heavy Armor Skill Category.

Every encumbering armor has a minimum maneuver penalty associated with it. The skill bonus for maneuvering for a group of armor types reduces the maximum penalty for maneuvering until the minimum maneuver penalty is reached. This limit represents the fact that weight and constriction of the armor will always hinder the character to some extent. These minimums may vary for certain superior or magical suits of armor.

In addition, each armor type has a Quickness penalty associated with it.

An Armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB (see *RMFRP*, p. 33). It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.

Notes:

The GM may require the character to make maneuver rolls for various activities in combat. The most common examples are standing up and dropping to the ground.

It should be difficult to injure oneself by standing. It merely takes time. Conversely, a drop or dive is always successful, but the character may be injured in the process (+0 Fall).

Specialties:
- Any individual suit of armor.

Example Difficulties:

Routine: Careful drop.

Easy: Standing while in AT 1-6 or 9.

Light: Rapid drop. Standing while in AT 10 or 13.

Medium: Standing while in AT 7, 14, or 17.

Hard: Standing while in AT 8, 11, or 12.

Very Hard: Standing while in AT 15, 16 or 18.

Extremely Hard: Standing while in AT 19.

Sheer Folly: Standing while in AT 20.

Absurd: Diving for cover.

ARTIFACT LORE

Category: .... Lore • Magical

Optional Stats Used: .... Me/Re/Me

Description:
This skill provides a bonus for recognizing and knowing the powers of potent magical items.

Notes:
This skill provides characters (and players) with information about magic items they encounter or with which they are familiar. This skill is only useful if some source of information exists about the item in question. This may include legends, bardic recitations, word of mouth, reputation, etc. The potency of magic items that can be identified with this skill is dependent on the amount of magic in the campaign. In a standard fantasy game, this skill can only identify those items that require an Alchemist of at least 11th level. The item must also have specific abilities (e.g., a scholar may recognize Celebtil, sword of the High Elves, but could not identify a +20 magical blade). The maneuver is one difficulty level harder if the scholar is attempting to identify an item from its description and cannot see the item.

Specialties:
- Any specific type of item (potions, swords, etc.).
- Items crafted by a specific individual.

Example Difficulties:

Routine: Identifying an object created by one or more divine entities (gods) about which ballads are sung. Identifying the purpose of such an object.

Easy: Identifying an object of divine origin. Identifying the general function of such an object.

Light: Identifying an object of great historical significance (e.g., Rolan's sword). Getting a general description of the most powerful abilities of such an object.

Medium: Identifying an object that requires an Alchemist of at least 26th level. Getting a general description of the abilities of such an object.

Hard: Identifying an object that requires an Alchemist of at least 21st level. Getting a general idea of how to destroy or counter such an object.

Very Hard: Identifying an object that requires an Alchemist of at least 16th level. Getting a general idea of how to destroy or counter such an object.

Extremely Hard: Identifying an object that requires an Alchemist of at least 11th level. Getting a specific description of the abilities of such an object (including charges, ranges, etc.).

Sheer Folly: Identifying the steps involved in creating a magical item. Getting a general idea of the location (if lost or missing) of such an object.

Absurd: Identifying nearly every aspect of a magical item's history. Getting a specific idea of the location (if lost or missing) of such an object.

ASTRONOMY

Category: .... Science/Analytic • Specialized

Optional Stats Used: .... Re/Me/Pr

Description:
This skill provides a bonus for stellar analysis and survey. Skill is useful for aiding in divinations, and obtaining detailed knowledge of stars, planets, moons, etc.

Notes:
The goal of this skill is the accurate study of celestial bodies and their motions. Depending on the setting, the character's home world may circle the sun, or vice versa. It is the astronomer's job to determine which is true. Through the use of astronomy, a character can determine his latitude and the current time. By constantly measuring the movements of celestial bodies, the astronomer can identify anomalies and propose forces to explain these anomalies.

Specialties:
- Astrology (and its effects on personality, not divination), planetary motion, comets, etc.

Example Difficulties:

Routine: Identifying the major constellations.

Easy: Predicting when a constellation will rise or set.

Light: Predicting when a planet will rise or set.

Medium: Determining the time of night, based on latitude. Determining latitude, based on time of night.

Hard: Predicting the next lunar eclipse. Plotting the path of one or more planets.

Very Hard: Determining both time of night and latitude.

Extremely Hard: Predicting the next solar eclipse. Plotting the path of multiple constellations.

Sheer Folly: Predicting the approach of a comet.

Absurd: Inventing a revolutionary new approach to astronomy. (You know, the moon does look like green cheese!)

ATHLETIC GAMES (BRAWN)

Category:..Athletic • Brawn

Optional Stats Used:.................................St/Co/Ag

Exhaustion Point Cost:..3

Distance Multipler:...................... 4 every 3 rounds

Description:

This skill encompasses any athletic game that primarily involves brawn (e.g., wrestling, etc.). Skill in each game must be developed separately, and includes rules, techniques, etc.
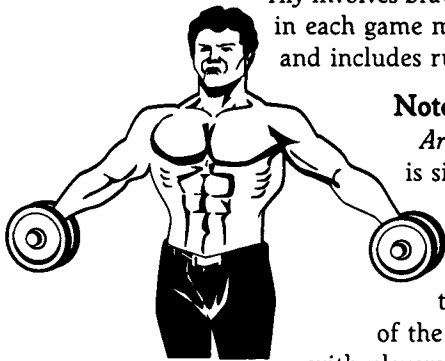
Notes:

Arterion (fictitious): This game is similar to modern dodge ball. There are two teams, each of which begin with two small leather balls, roughly the size of softballs. The goal of the game is to be the only team with players remaining on the field.

When a ball strikes a player with sufficient force to knock him down, he must leave the field. When a player is holding a ball, he cannot move his feet. Players without a ball may move freely.

There are a number of possible maneuvers:

• Toss (to a teammate),

• Strike (an opponent with the ball),

• Catch,

• Remain Standing.

Specialties:

Throwing, catching, standing, etc.

Example Difficulties:

Routine: Tossing a ball to a teammate.

Easy: Striking an immobile player with a ball. Retrieving a downed ball.

Light: Remain standing when struck by one ball.

Medium: Catching a toss. Striking a mobile player with a ball.

Hard: Remain standing when struck by two balls.

Very Hard: Striking a mobile player while simultaneously catching a toss.

Extremely Hard: Remain standing when struck by three balls.

Sheer Folly: Striking a mobile player while being struck by one or more balls.

Absurd: Remain standing when struck by four balls.

ATHLETIC GAMES (ENDURANCE)

Category:...............................Athletic • Endurance

Optional Stats Used:................................ Co/Ag/Co

Exhaustion Point Cost:............... 1 every 2 rounds

Distance Multipler:...1

Description:

This skill encompasses any athletic game that primarily involves endurance (e.g., track events, etc.). Skill in each game must be developed separately, and includes rules, techniques, etc.

Notes:

Soccer: (Current rules preclude frequent substitution, making soccer a game of endurance.)

Specialties:

• Any specific position.

Example Difficulties:

Routine: Simple dribbling while running.

Easy: Light passing (to a teammate), throw-ins, tackles (sliding foot-first towards an opponent to kick the ball loose).

Light: Stealing possession.

Medium: Dribbling while feinting. Kicking for distance (e.g., down-field). Blocking/stealing a pass.

Hard: Trapping a pass (while on the run). Blocking a shot on goal from long range.

Very Hard: Header, tackle (vs. a feint), juggling (divide the numeric result from the Movement/Maneuver Table by 5 to determine the number of bounces).

Extremely Hard: Trapping a kick, shooting on goal, stealing (vs. a feint), blocking a shot on goal from medium range.

Sheer Folly: Bicycle kick.

Absurd: Blocking a shot on goal from close range.
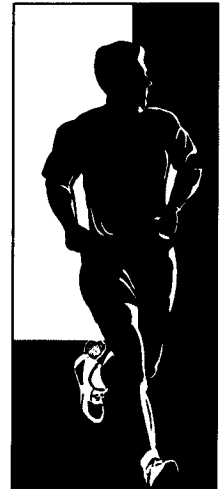
ATHLETIC GAMES (GYMNASTIC)

Category:.............................Athletic • Gymnastics

Optional Stats Used:.............................Ag/Qu/Co

Exhaustion Point Cost:..............1 every 4 rounds

Distance Multipler:.............................0.5

Description:

This skill encompasses any athletic game that primarily involves gymnastic skills (e.g., gymnastic events, basketball, etc.). Skill in each game must be developed separately, and include rules, techniques, etc.

Notes:

Darts: If a specific number is being aimed for and the maneuver fails by less than 30, the board is hit. Roll (open-ended) on the following table to determine the result:

01-80	random number
81-100	bull's eye
101-150	random double
151-190	random triple
191+	double bull's eye

Specialties:

• Any specific variant.

Example Difficulties:

Routine: Hitting the board.

Medium: Hitting a specific number.

Hard: Hitting the bull's eye.

Very Hard: Hitting a specific double.

Extremely Hard: Hitting a specific triple.

Sheer Folly: Hitting the double bull's eye.

Absurd: Hitting the end of another dart.

ATTUNEMENT

Category:.............................Power Awareness

Optional Stats Used:.............................Em/In/Pr

Description:

This skill enables a character to use the spell abilities of a staff, wand, or any item with spell casting capabilities. In order to cast spells from an item, the wielder of the item must have made an Attunement static maneuver.

If an item has several spells or groups of spells that are widely separated in power or type, the GM may require separate Attunement static maneuvers for each spell or group of spells.

"Teaching" someone else an item is not permitted because using an item is a personal experience between the individual and the item. Although you may tell someone what the item does and thus remove any penalty for not knowing the spell(s) in the item, you cannot aid them. Certain spells on items do not normally require Attunement rolls, subject to GM stipulation. They include spells that operate constantly, bonuses built into items, and spells in intelligent items.

All of these cases include spells that do not require the conscious casting of any spell by the wielder of the item. A character should be given one chance to attune to an item. If he fails, he may not try again until he improves his skill rank with Attunement.

Notes:

The GM may wish to allow characters to attune to locations or people rather than just items. This might allow the character to determine the approximate power (or potential for power) of a person, or whether or not a location is cursed.

Condition	Modifier
Realm of the spell is unknown	-20
Realm of the spell is known	+10
Spell is not known	-10
Spell is known	+20
Realm of the spell differs from character	-30
Character can cast spell intrinsically	+30

Specialties:

N/A

BASIC MATH

Category: .... Science/Analytic • Basic

Optional Stats Used: .... Re/Me/Re

Description:

This skill provides a bonus for everyday math. This includes simple counting through proficiency at basic mathematical manipulations. Generally, the major mathematical functions (multiplication, division, addition, subtraction, etc.) may be acquired through the use of this skill. At much higher levels, skill in geometry and even algebra is possible. Calculus, trigonometry, tensor math, etc. all require the acquisition of Advanced Math.

Notes:

The goal of this skill is the correct application of mathematics to an actual problem. Such a problem may originate from accounting, drafting or splitting the bar tab. Note that these maneuvers assume that the mathematician has some writing implement. If not, the GM may want to increase the difficulty by one or two levels.

In a medieval setting, basic mathematics may not be widely understood. Without skill in basic mathematics, a character can count using his fingers (and toes), but little more.

Specialties:
• Geometry, calculation, accounting, etc.

Example Difficulties:

Routine: Counting beyond one's fingers and toes. Single digit addition and subtraction.

Easy: Addition and subtraction. Basic accounting.

Light: Multiplication. Complex accounting.

Medium: Integer division. Simple geometry (e.g., squares and triangles). Calculating the area of a rectangular space.

Hard: Fractions and ratios. Intermediate geometry (e.g., circles and trapezoids). *Triangulation:* calculating a person's location based on his distance from three distinct points.

Very Hard: Advanced geometry (e.g., ellipses and solids). Calculating the volume of a fireball.

Extremely Hard: Basic algebra. Solving simple time-dependent relationships.

Sheer Folly: Intermediate algebra. Solving non-linear algebraic equations, like a trajectory.

Absurd: Advanced algebra. Determining a solution that is dependent (in terms of) one or more other variables. (Thus preventing the need to solve the same problem numerous times.)

BEGGING

Category: .... Technical/Trade • General

Optional Stats Used: .... Re/Me/Pr

Description:

This skill provides a bonus for eliciting a sympathetic response from the person being solicited.

Notes:

The goal of this skill is usually some tangible reward. The reward may include money, food, etc. In some cases, though, the beggar is seeking an intangible reward or service. A truly desperate king might be forced to beg a mighty Dragon to return his daughter.

Specialties:
• Any specific reward (e.g., food, money, clothing, etc.).
• Any specific target group (e.g., wealthy, elderly, etc.).

Example Difficulties:

Routine: The target is seriously considering offering the reward before the begging attempt was made (e.g., convincing a lover to give you a good-bye kiss).

Easy: The target is naturally charitable, especially to this particular cause. Perhaps the target was once in a condition similar to that of the beggar.

Light: The target is naturally charitable.

Medium: The target is neither charitable, nor stingy.

Hard: The target is generally stingy, but empathizes with the beggar's condition.

Very Hard: The target is stingy.

Extremely Hard: The target is stingy and bears a particular dislike towards the beggar.

Sheer Folly: The target's plans/goals would be directly hindered by providing the reward. (Please, won't you release just one of the two hostages?)

Absurd: Providing the reward would seriously damage the target. This includes social, physical or emotional damage.

BIOCHEMISTRY

Category:............... Science/Analytic • Specialized

Optional Stats Used:............................... Re/Me/In

Description:

This skill allows understanding and analysis of basic biochemistry and genetics for the life forms of a specific area.

Notes:

The most common goal of biochemistry is breeding. The biochemist is interested in producing animals/plants that exhibit specific (desirable) traits. The result is generally considered to be a distinct sub-species (e.g., Labrador Retriever, German Shepherd, etc.).

In some cases, the biochemist may desire to create a hybrid creature, the result of mating animals/plants of two different species. The resulting offspring is usually sterile (unless the biochemist rolls an Absolute Success or unmodified 100).

Specialties:

• Any specific species or trait.

Example Difficulties:

Routine: Breeding a pure member of a sub-species from pure parents.

Easy: Generating a new strain of plant that is a modification of a current strain. For example, breeding an apple tree that produces smaller apples of the same variety.

Light: Analyzing a family tree to determine the likelihood of an unborn child exhibiting specific traits.

Medium: Generating a new sub-species that exhibits traits common to the creature. For example, breeding a long-haired housecat whose fur is generally black with white features.

Hard: Determining a person's parents based on a pool of likely candidates.

Very Hard: Generating a new sub-species that exhibits traits that are rarely exhibited by the creature, but do occur naturally. For example, breeding a horse that can instinctually walk backwards.

Extremely Hard: Identifying if two creatures are genetically compatible (i.e., can produce viable offspring).

Sheer Folly: Generating a new sub-species that exhibits one or more traits of a different species. For example, breeding a peach that has the rind of an orange.

Absurd: Generating a new sub-species that combines two (or more) creatures into one. For example, breeding a winged horse. (The GM may require the biochemist to use magic to facilitate this combination.)

BLOCKING

Category:........................... Martial Arts • Sweeping

Optional Stats Used:.................................. Ag/St/St

Exhaustion Point Cost: .... 1 every 4 rounds

Description:

This skill is used to knock down or hold a person at bay without intent of injury. Note that it is merely to keep a person from crossing some line or location, not to immobilize them. The *Arms Law* Martial Arts Sweeps Attack table is used with a maximum result equal to an equivalent Sweeps Degree 1 attack, and Unbalancing Criticals are used.

Notes:

See *Martial Arts Companion.*

Specialties:

• While playing a specific sport.
• While parrying a specific amount.

BOAT PILOT

Category:................. Technical/Trade • Vocational

Optional Stats Used:............................... Me/In/Ag

Description:

This skill provides a bonus for knowledge of water courses such as the location of sand bars, rapids, waterfalls, whirlpools, currents, reefs, icebergs, vegetation clogs (underwater snags and roots or overhead hanging branches and vines), etc. Skill is very useful for navigating water ways. Each water course must be learned separately.

Notes:

The Boat Pilot skill allows a character to determine if a particular vessel can navigate a given water course and how to navigate that course most efficiently. In general, the smaller the vessel is, the easier the maneuver. These examples also assume that boats are used for river travel and ships for ocean travel. If this is not the case, the maneuvers should be made more difficult.

Specialties:

- Any specific hazard.
- Any specific boat.

Example Difficulties:

Routine: Identifying the location of the most obvious hazards in a particular portion of a water course.

Easy: Determining if a craft is capable of navigating a particular water course. This includes determining if the craft is too deep for the water, too wide to navigate the corners, or too small to avoid capsizing under the waves. Note that some hazards are impossible to overcome, while others are merely dangerous.

Light: Successfully navigating through a well-marked port or harbor.

Medium: Navigating a route that does not include any hidden dangers (like undercurrents).

Hard: Navigating a route that includes hidden dangers including reefs, sand bars, etc.

Very Hard: Navigating a safe route while attempting to outrun another vessel or storm.

Extremely Hard: Navigating a dangerous route while attempting to outrun another vessel or storm.

Sheer Folly: Piloting a vessel through rapids or a whirlpool. Partial and Near Successes indicate that the vessel survives the experience, but one or more crew members are lost in the attempt.

Absurd: Piloting a boat over a waterfall. A successful skill roll indicates that the craft has found the safest path over the waterfall. This may still result in the destruction of the craft upon impact, but there will be minimal crew losses (0%-30% based on the circumstances).

BODY DEVELOPMENT

Category:..................................... Body Development

Optional Stats Used:.............................. Co/SD/Co

Description:

The number of hits a character can take is equal to his Body Development skill bonus.

This skill enhances the character's ability to resist damage, and withstand pain and shock. A character's Body Development skill bonus determines how many hits (concussion hits) a character can take without passing out. Note that this is not merely strength training – training in this skill provides a greater tolerance for pain, physical toughness and discipline in the face of wounds and bleeding. An individual might remain a very slight and frail-looking individual but still hold a large number of ranks of Body Development.

Whenever this skill is developed, consult the chart on page 85 (or 102) of *RMFRP* and reference the character's race against the column titled Body Development. These numbers show the skill bonus progression for the character's race.

Notes:

All characters receive a special +10 bonus to this skill.

Specialties:

N/A

BOXING

Category:............................Martial Arts • Striking

Optional Stats Used:................................. St/Ag/St

Exhaustion Point Cost: .... 1 every 2 rounds

Description:

This is the skill of using one's fists to strike at an opponent's upper body and torso, while protecting oneself from similar blows. This skill uses the *Arms Law* Martial Arts Strike Attack Table and may not exceed the damage done by an equivalent Striking Degree 1 attack.

Notes:

See *Martial Arts Companion.*

Specialties:

- Any specific environment.
- While parrying a specific amount.
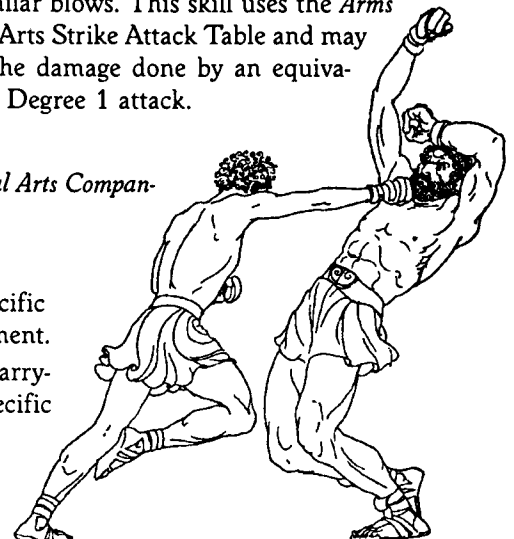
BRAWLING

Category: .... Special Attacks

Optional Stats Used: .... St/Ag/St

Exhaustion Point Cost: .... 1 every 2 rounds

Description:

This skill provides a bonus to combat in which there is no organized melee (tavern brawls, riots, etc.). Targets are chosen on the basis of proximity and blows are exchanged in an essentially random fashion. This skill allows one to better handle oneself in such situations.

Sometimes a character will find himself in combat without a weapon. If it is a general melee situation (i.e., combatants are using weapons designed to kill each other), such a character may make "Martial Arts" attacks. He may not use Brawling attacks in such a situation.

If such a combatant has a substantial object in his hands capable of blocking a weapon blow (e.g., a stool, a mattress, a log, a body), he may even be given a shield bonus for the item. In such a case, a GM may even allow the combatant to make a "club" attack.

In a similar manner, a combatant may "parry" with suitable terrain features (e.g., dodge around a tree, duck under a large branch, step behind a door). As always, the GM is the final judge as to the appropriateness of such "parrying" situations.

In a brawl (i.e., a general fracas, the combatants are not using killing weapons; e.g., a barroom brawl), an unarmed character can make Brawling attacks or Martial Arts attacks as he chooses.

If the character chooses to make Brawling attacks, the *Arms Law* (p. 71) Brawling Attack Table 3.3 should be used with Brawling criticals. The benefit of such a choice is in the relative non-lethality of Brawling attacks.

Notes:

See *Martial Arts Companion*.

Specialties:

- Any specific environment.
- While parrying a specific amount.

BRIBERY

Category: .... Influence

Optional Stats Used: .... Pr/Em/In

Description:

This skill provides a bonus for offering a bribe to an individual in the proper and unobtrusive manner. At the GM's discretion, this may also allow the identification of bribable individuals; the GM may also allow the use of this skill to help in identifying persons likely to have been bribed by the evidence of some unusual behavior.

Notes:

The goal of bribery is the exchange of money (or some other form of payment) for political or legal influence. Bribery also implies that it is not legal to purchase the favors being requested. Legal transactions should use the Trading skill.

The difficulty of a bribery maneuver is dependent on two key factors. First is the receptiveness of the target. The other is the risk involved for the person being bribed. If the favor requested is minor, the chance of discovery small, and the punishment minor, a bribery attempt is trivial. This skill is much easier in a society rife with corruption.

Specialties:

- Any specific service.
- Any specific individual.

Example Difficulties:

Routine: Bribing an individual who is actively seeking a bribe.

Easy: Bribing a low-ranking clerk to provide a minor service or advantage.

Light: Bribing a low-ranking guard not to notice a minor offense.

Medium: Determining how receptive a target is to a bribery attempt.

Hard: Bribing a petty diplomat for long-term political gain.

Very Hard: Determining if a particular person has been bribed. Bribing an officer of the law not to notice a major offense.

Extremely Hard: Bribing a judge or other individual whose actions are watched closely.

Sheer Folly: Bribing an individual who is under oath and believes strongly in that oath.

Absurd: Bribing a fanatic.

CAMOUFLAGE

Category: .... Subterfuge • Mechanics

Optional Stats Used: .... In/Ag/Em

Description:

This skill provides a bonus in hiding or concealing an item or another person by using the natural attributes of the surrounding environment.

Notes:

Camouflage is used to prevent casual observers from noticing a person or object. It involves using disguise, coloring and natural obstructions to prevent the object from being seen. This skill will only prevent a casual observer from noticing the camouflaged item; a more rigorous search will almost always be successful. More comprehensive skill is gained from Hiding and Hide Item. Any Alertness or Awareness • Senses maneuver made to detect a camouflaged object is 1-3 difficulty levels more difficult (depending on the success of the Camouflage maneuver).

Whereas this skill does not thwart a concerted search effort, it does allow the camouflager to hide objects of considerable proportions. It also allows the camouflager to hide other people, thereby making it more difficult for them to be seen (regardless of hiding ability).

Larger objects are more difficult to conceal. In addition, any object that calls attention to itself or is unusual in any way (e.g., a music box) is more difficult to conceal.

Specialties:

• Any specific type of object, or any specific terrain.

Example Difficulties:

Routine: Camouflaging a tiny object, no larger than a small knife.

Easy: Camouflaging a small object, no larger than a sword or military radio. Camouflaging a tiny creature (e.g., a mouse).

Light: Camouflaging a man-sized object. Camouflaging a small creature (e.g., a dog).

Medium: Camouflaging a person. This allows the target to maneuver through moderate cover at one half of normal movement and still receive the benefits listed above. The amount of cover may modify this ability by up to two levels of difficulty in either direction.

Hard: Camouflaging a large object, up to the size of a tent.

Very Hard: Camouflaging a large creature (e.g., an elephant). See above.

Extremely Hard: Camouflaging a huge object, up to the size of a small house.

Sheer Folly: Camouflaging a huge creature (e.g., a Dragon —although it could be smelled a mile away).

Absurd: Camouflaging an immense object (e.g., a castle).

CARTOGRAPHY

Category: .... Technical/Trade • Vocational

Optional Stats Used: .... Me/In/Re

Description:

This skill provides a bonus to the analysis, preparation and use of advanced maps and mapping techniques, using cartographic tools. This skill complements the skill of Navigation.

Notes:

Cartography is the art of creating an accurate and detailed map. Unlike mapping, this skill allows a character to generate a professional quality map. The distances will be accurate and to scale, altitude information may be included, contours drawn, etc. This skill is very time-intensive, but the result is a map that can be easily understood by others.

The difficulty of this skill is determined by the detail the cartographer wishes to add to the map. The larger the scale of the map, the more difficult the cartography maneuver (since large distances are harder to measure). To produce a map that includes information that is not purely geographic (e.g., a map of imports and exports) requires other appropriate knowledge.

Note that a successful skill roll indicates that the cartographer produced a map of average quality for the time period. In a medieval setting, the map may still have serious flaws.
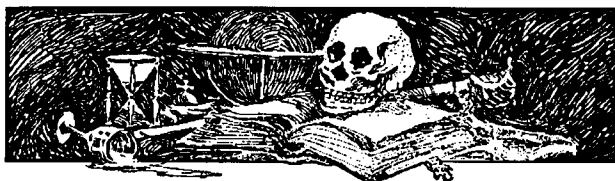
Specialties:

• Any specific region.
• Road maps, terrain maps, contour maps, etc.

Example Difficulties:

Routine: Designing a map of a tiny geographical region, for example, a city park.

Easy: Designing a road map of a village or hamlet that includes the roads, paths and a couple of buildings.

Light: Designing a map of a small geographical region (e.g., a county) that includes contours, major paths and roads, and land ownership.

Medium: Designing a road map of a small town or city that includes the important buildings and features.

Hard: Designing a map of a large geographical region (e.g., a barony) that includes all prominent features including terrain. The GM's map of the area is probably drawn at this level.

Very Hard: Designing a road map of a large city or capitol that includes every building and many minor features (such as sewer entrances — the thieves always ask).

Extremely Hard: Designing a map of a huge geographical area (e.g., a kingdom or sub-continent). Many campaign settings include maps of this scale that can be recreated by a cartographer.

Sheer Folly: Designing a map of the known world. The creation of this map may take a lifetime of work.

Absurd: Designing a map of another dimension where the rules of time and space (dimensions) are not the same as the cartographer's home plane.

CAVING

Category: .... Outdoor • Environmental

Optional Stats Used: .... SD/In/Me

Description:

This skill provides a bonus for determining the natural course and lay of a cave or cavern (passage or chamber). It gives a bonus when attempting an unassisted maneuver in a cave.

Notes:

The Caving skill allows the spelunker to maneuver safely in caves and caverns. This includes identifying dangers, determining one's location, finding an exit, etc.

A maneuver should be made once for every cavern (and adjoining caves) while exploring. This maneuver should be made every 4 hours while traveling underground. A successful roll indicates that the inherent dangers of the area have been avoided and that the spelunker has not gotten lost. If the maneuver fails, the spelunker may become lost and/or injured. Partial Success and Near Success provide the spelunker with a chance to recover before becoming lost. Getting lost is more likely while traveling, damage is more likely while exploring.

Specialties:

- Any specific cave system.
- Avoiding: Cave-ins, Getting lost, Sink-holes.

Example Difficulties:

Routine: Traversing through a well-known and well-maintained underground passage with minimal turns and intersections.

Easy: Exploring a cavern that is safe. The only dangers present are loose footing and uneven floors.

Light: Traversing through a well-maintained, but unfamiliar underground passage with some turns and intersections.

Medium: Finding one's way out of a small cavern complex (provided that the spelunker never got lost). Exploring a cavern that has some hidden dangers such as sink holes or sudden ledges.

Hard: Identifying one's depth below ground, and whether or not the ground is level. Traversing a poorly maintained underground passage with many twists and turns, as well as some obstacles (rivers, chasms, etc.).

Very Hard: Determining the size of a large cavern by testing the echoes. Identifying unnatural disturbances, which might indicate the presence of sentient beings. Exploring a cavern rife with dangers.

Extremely Hard: Finding one's way out of a large cavern complex or labyrinth after getting lost. This might include such techniques as following air drafts and always moving to higher ground. Traversing a poorly maintained underground passage with which the spelunker has no experience. The passage may have numerous turns and branches as well as frequent obstacles.

Sheer Folly: Exploring a cavern on the verge of collapse. If this maneuver is not successful, the spelunker triggers the collapse of the cavern and should begin praying.

Absurd: Traversing the tunnels of an active volcano, in which many of the tunnels are still filled with molten lava.

CHANNELING

Category:................................. Power Manipulation

Optional Stats Used:............................... Em/In/SD

Description:

This is the skill of transmitting power between two willing individuals over any distance, provided that contact can be made. The transmitter of the power must be able to see the receiver or know his exact location (direction and distance, or a specific place). The receiver must know exactly when the power is coming. For example, if a Cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell, then another spell user (or deity) could use Channeling to send him a spell (if he knew where the altar was and the correct time). This could occur when a Cleric is on a vital mission and his god decides to aid him. Characters may channel to each other.

It is important to note that the spells a "Channeling" spell user (e.g., Clerics, Animists, etc.) acquires normally through worship and the use of intrinsic power points are not subject to this rule. Similarly, the development of the Channeling skill will not allow others to gain a "Channeling" spell user's intrinsic spell ability. This skill applies to extraordinary channeling.

Notes:

In an epic campaign, it is not unusual for gods to meddle in the affairs of mortals. If the GM allows it, characters can attempt to communicate with their deities directly. It is a Sheer Folly maneuver to contact one's deity and an Absurd maneuver to request a favor. In addition, there is a cumulative penalty of -100, every time after the first that a character requests a favor. This penalty decreases by 20 for every level the character gains after incurring the penalty. Hence, a character can request a favor once every five levels without any additional penalty.

For more details see the *Channeling Companion.*

Specialties:

* To a specific individual.
* From a specific individual.

CIRCLE LORE

Category:.................................... Lore • Magical

Optional Stats Used:.............................. Me/Re/Me

Description:

This skill provides a bonus for manipulating and using magical circles in conjunction with spells. It also allows a spell user to pursue non-magical research in defining and identifying new circles to add to his repertoire of spells.

Notes:

Circles are typically used to provide protection from Demons, spirits, or other ethereal beings. This skill allows a character to identify the circles produced by others (either magical or protective). A character may also be able to design and implement his own circles. If this is the case, the difficulty of the maneuver determines the maximum level of spirit that can be prevented from entering the circle. If the spirit's name is known, the protective circle will be more effective. If the GM is using other magical circles, the character may be able to glean more information from the circle.

If *Essence Companion* is being used, an essence spell-caster can produce a circle even if he doesn't know the spell being imbedded if he has studied another spell-caster's circle. A spell user automatically knows a number of circle spells equal to the number of ranks he has in Circle Lore squared. Additional circles must be encountered and studied.

Option: *If the GM is not using Essence Companion, allow Symbol Lore to be used to create a circle or a symbol.*

Specialties:

* Any specific type of protective circle (e.g., vs. Man-Demons, vs. Sidhe, etc.).
* Circles pertaining to a specific spell list (see the *Essence Companion*).

Example Difficulties:

Routine: Identifying which creature a protective circle is designed to be used against.

Easy: Identifying the approximate power of a circle (i.e., how difficult it was (or would be) to create). Designing a minor protective circle, which blocks the appropriate 1st level spirit).

Light: Identifying the skill of the person who designed the circle. Designing a lesser protective circle, which blocks the appropriate 2nd or 3rd level spirit).

Medium: Identifying the realm of a spell circle. Designing a greater protective circle, which blocks the appropriate 4th-8th level spirit). Learning a very low level (1-5) circle spell.

Hard: Identifying from which spell list the spell imbedded in a circle originated. Designing a major protective circle, which blocks the appropriate 9th-15th level spirit). Learning a low level (6-10) circle spell.

Very Hard: Identifying the individual who designed a circle, provided his work has been encountered by the character before. Designing a powerful protective circle, which blocks the appropriate 16th-24th level spirit. Learning a medium level (11-15) circle spell.

Extremely Hard: Identifying which spell is imbedded in a circle. Designing a very powerful protective circle, which blocks the appropriate 25th-35th level spirit. Learning a high level (16-20) circle spell.

Sheer Folly: Identifying the level of a spell imbedded in a spell circle. Designing a very powerful protective circle, which blocks the appropriate 26th-50th level spirit. Learning a very high level (21-50) circle spell.

Absurd: Identifying a circle that contains an unknown spell or protects against an unknown spirit. Learning an extremely high level (51+) circle spell.

CLEANSING TRANCE

Category:...Self Control
Optional Stats Used:.............................SD/Pr/SD

Description:

This skill provides a bonus for purification rituals to help remove outside energies and influences that linger on an object, item, person, etc. The use of this skill enables the user to rid himself of the touch of curses and hexes. Skill must be used within 5 minutes/rank of the Cleansing Trance skill in order to benefit the user at all. Otherwise the only way to be cleansed is from a spell or a person with a higher skill rank in Cleansing Trance. Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25).

Notes:

A Cleansing Trance removes all traces of impure thoughts, transgressions and curses. It is used by holy people and spiritualists to keep their souls pure. The more serious the transgression or curse, the more difficult it is to regain inner harmony. Such inner peace is important to attain salvation or remain in the favor of one's deity.

The GM may wish holy persons to lay hands on members of their faith and use this skill to purify them. All difficulty levels should be increased by two unless the target's belief/faith is absolute.

Specialties:

- Any specific sin/transgression.
- Any specific curse.

Example Difficulties:

Routine: Purifying a minor transgression that was never actually committed, merely contemplated (e.g., desiring a second glass of wine with dinner).

Easy: Purifying a minor transgression that was committed with good intentions (e.g., lying to a criminal to prevent him from performing a crime).

Light: Purifying a transgression that was purely mental in nature (e.g., lust).

Medium: Purifying a transgression that harmed another (e.g., striking a loved one in anger). Cleansing a very low level (1-5) curse.

Hard: Purifying a major transgression that was not performed (e.g., desiring to kill another). Cleansing a low level (6-10) curse.

Very Hard: Purifying a major transgression that seriously injured another (e.g., murder) provided the transgression was justifiable. Cleansing a medium level (11-15) curse.

Extremely Hard: Cleansing a high level (16-20) curse.

Sheer Folly: Purifying a major transgression committed with malice (e.g., torture, rape). These actions cannot be justified. Cleansing a very high level (21-50) curse.

Absurd: Cleansing an extremely high level (51+) curse.

CLIMBING

Category: .... Athletic • Gymnastics

Optional Stats Used: .... Ag/Qu/St

Exhaustion Point Cost: .... 1 every round

Distance Multipler: 0.2

Description:

This skill provides a bonus for climbing maneuvers over relatively short distances through the use of hand-holds, etc. This could range from the ability to climb sheer surfaces to climbing a ladder. Poorer hand-holds or greater speed will increase the difficulty of the maneuver. Note that extended climbs may require the use of the Scaling skill.

Notes:

There are two major factors that determine the difficulty of a Climbing maneuver: the grade (angle) of the climb and the frequency of hand-holds. This skill is strenuous, but allows rapid ascents.

Add one difficulty level if the surface is sandy, two if wet, three if oily and four if icy.

Specialties:

* Rope, ladder, tree, brick wall, etc.

Example Difficulties:

Routine: Climbing stairs (in combat).

Easy: Climbing a ladder or knotted rope.

Light: Climbing a rope or 45° incline.

Medium: Climbing a 60° incline or tree with low-hanging branches.

Hard: Climbing a stone wall (i.e., there are frequent hand-holds).

Very Hard: Climbing a rough wall (like a cliff face) or tree trunk.

Extremely Hard: Climbing a smooth wall (designed to have minimal hand-holds) or 120° stone surface.

Sheer Folly: Climbing a 120° smooth surface or 135° stone surface.

Absurd: Climbing upside-down along a stone surface.
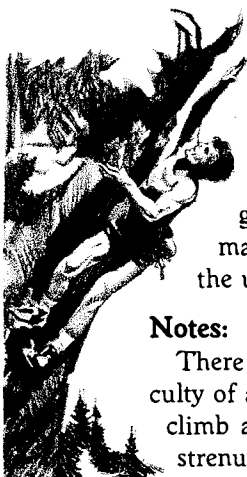
CONTACTING

Category: .... Urban

Optional Stats Used: .... In/Pr/Re

Description:

This skill provides a bonus for locating individuals of influence or knowledge within an urban environment. It includes knowledge of where such individuals may be found as well as information involving how they might be reached (e.g., locating a crime boss or fence, politician, etc.). This skill is the equivalent of Scrounging except that it operates for individuals or locations. Note that actual interaction with such persons are covered by the skills in the Influence skill category.

Notes:

The results of this skill are obvious; either contact is made or not (although Absolute Failure might indicate that contact is made with someone who only claims to be influential). The difficulty of the maneuver is dependent on the amount of influence being sought and the risk involved in having the influence. (Most crime bosses are hard to contact because of the danger inherent to their status.) The size of the city does not modify the difficulty of the maneuver. There are fewer people in small villages, but there is less influence and people tend to know one another.

Specialties:

* Any specific city.
* Any specific type of influence (religious, political, criminal, etc.).

Example Difficulties:

Routine: Locating the city guard or other constabulary. Locating a minor church official, generally a lay person. This person cannot perform rites or blessings.

Easy: Locating a petty official, someone who can process paperwork and little else. Locating a merchant that provides common services.

Light: Locating a merchant that provides goods of above average quality. Locating a church official who can perform ceremonies and absolve minor transgressions.

Medium: Locating a minor fence, one willing to trade in goods that cannot easily be traced and are not particularly valuable. Locating an official with enough influence to provide minor services (e.g., a permit, guild membership, etc.).

Hard: Locating a minor military official. Such a person has access to some confidential tactical information, but not to strategic information. Locating a major church official. This person has influence in religious decisions and may even have some spell-casting abilities.

Very Hard: Locating a person willing to sell goods that are illegal, but can easily be smuggled. Locating a fence willing to deal in valuable goods that can be traced (e.g., jewelry).

Extremely Hard: Locating a spell user willing to cast spells for a fee. Locating a high-ranking government official with real influence.

Sheer Folly: Locating a military officer with access to important confidential information. Locating a fence willing to deal in unique items (e.g., art objects, magical items, etc.).

Absurd: Locating a person willing to sell goods that are illegal, difficult to smuggle, and dangerous to possess (e.g., explosives). Locating a church leader. This person controls parishes for a large area and has real influence within the church.

CONTORTIONS

Category:	Athletic • Gymnastics
Optional Stats Used:	Ag/Qu/SD
Exhaustion Point Cost:	1 every 12 rounds
Distance Multipler:	0.1

Description:
This skill provides a bonus for manipulating one's body in order to move through small openings or absorb sudden crushing impact (other than falls). This skill also helps one escape from bonds, etc.

Notes:
There are three primary uses of this skill:
Absorbing an impact (such as a collision). This reduces the critical by one severity.
Escaping from bonds.

Squeezing through an opening. No maneuver is required if the opening is the same size as the character. For every 10% difference in a single dimension, the difficulty is increased by one. (For example, a 6' tall human is attempting to limbo under a pole that is 4' above the ground. This would be a Medium maneuver since the human must reduce his height by 31-40%.)

Specialties:
• Escape, Fitting in boxes, Limbo, etc.

Example Difficulties:

Routine: Touching one's own toes.

Easy: Performing feats of agility like bending over backwards.

Light: Removing a shoulder from its socket.

Medium: Absorbing an impact (and reducing the critical by one severity).

Hard: Escaping from leather bindings. Drinking from a glass held in one's feet.

Very Hard: Escaping from rope bindings. Removing a blindfold (while bound).

Extremely Hard: Escaping from cloth bindings like a strait jacket.

Sheer Folly: Removing a gag.

Absurd: Escaping from chains.

CONTROL LYCANTHROPY

Category:	Self Control
Optional Stats Used:	SD/Pr/SD

Description:
This skill provides a bonus for controlling one's lycanthropy. Note that this skill may only be developed by an individual already infected with an active form of lycanthropy. This skill may be used to prevent the onset of a lycanthropic change, to control one's bestial nature during such a change, or to initiate a change at will.

Notes:
Every time the moon rises or day breaks (or whatever trigger situation GM decides upon), a lycanthrope must make a *transformation roll*. A lycanthrope can also concentrate for 1 round and make a transformation roll. Any or all of the lycanthrope's Control Lycanthropy skill bonus can be added to or subtracted from a transformation roll. If the result is positive, the lycanthrope takes on (or remains in) human form. Otherwise, the lycanthrope takes on (or remains in) beast form.

These modifiers apply to the transformation roll:

Condition	Modifier
Full moon	-100
Half moon	-50
New moon	0
No moon	0
Daybreak	+100
Daylight outdoors	+50
Daylight indoors	+25
Daylight underground	+10
See a friend wounded	-25
See a friend killed	-50
Taken hits	-50
Taken a critical	-50

While in beast form, the lycanthrope can make a control roll to influence the actions of the beast. This roll is referenced on the Self Control Static Maneuver Table SM-7.19 (p. 142). The difficulty of the maneuver is dependent on how stressful the maneuver is. The most difficult should be used if multiple situations exist (e.g., if the beast is hungry and the only potential victim is a friend; the control maneuver is a Medium maneuver).

Specialties:
N/A

Example Difficulties:

Routine: The human's closest friend/love/lifetime goal is threatened.

Light: A close friend of the human is in danger.

Medium: The beast is hungry.

Hard: The beast's interests are in danger of being compromised. This depends on the beast's outlook.

Very Hard: The lycanthrope is in danger of being damaged.

Extremely Hard: The human's desires contradict those of the beast.

Absurd: The lycanthrope is in danger of dying.

COOKING

Category: .... Crafts

Optional Stats Used: .... Ag/Me/In

Description:
This skill provides a bonus to cooking or preparing food. This skill bonus may also be used when detecting bad food, or preparing/neutralizing dangerous food ingredients.

Notes:
The ultimate goal of the cook is the preparatopm of some food. The difficulty of the maneuver is dependent on how elaborate or exotic the food is to be. This stems from the difficulty in obtaining fresh ingredients. Note that exotic is dependent on one's culture. Asian food is not exotic in Asia.

Specialties:
• Any specific recipe.

Example Difficulties:

Routine: Preparing a simple dish (e.g., a sandwich).

Easy: Determining if an ingredient has gone bad (provided it is not obvious).

Light: Preparing a dish when all of the ingredients are readily available and fresh.

Medium: Preserving a food. Brewing normal beer (i.e., without any extra ingredients).

Hard: Selecting the wine most appropriate for a given meal. Preparing a dish when some of the ingredients must be substituted. Inventing a new dish that uses a specific ingredient. The remaining ingredients must be readily available.

Very Hard: Preserving meat while in a makeshift camp. Preparing an exotic dish when there is a ready supply of dried (or preserved) ingredients.

Extremely Hard: Brewing a beer that has a very specific flavor.

Sheer Folly: Inventing a new dish that uses a specific collection of ingredients (e.g., a recently slain Wyvern and a handful of wild mushrooms and berries).

Absurd: Preparing an extremely exotic dish when nearly all of the ingredients must be substituted for other ingredients.

COUNTERFEITING

Category: .... Subterfuge • Mechanics

Optional Stats Used: .... In/Ag/Re

Description:
This skill provides a bonus for creation of false but believable writings or illustrations or records from scratch. It is used to falsify bank records and accounts, change testimony records to misrepresent the facts, etc. Also includes the ability to simulate official documents, official currency (coined or paper moneys), stocks and bonds.

Notes:

The difficulty of a Counterfeiting maneuver is dependent largely on the amount of care that went into preventing someone from counterfeiting a particular document. Such techniques include water-marks, special dyes, intricate emblems, etc. Generally, the more important a document is, the harder it is to counterfeit. Money is particularly difficult to counterfeit since it is watched carefully. A counterfeiter must be careful not to pass too much bad money in a specific area, or the money will inevitably be discovered. The act of counterfeiting money was often considered to be treasonous, a capital offense.

Specialties:

• Any specific type of document.

Example Difficulties:

Routine: Counterfeiting a coin when the value of the coin depends on its weight. (In other words, the counterfeiter is merely affixing some stamp on the coin that means very little.)

Easy: Counterfeiting a note from one's mother.

Light: Creating a document that looks official, but does not actually change any records. For example, counterfeiting a bank statement (but not a bank transaction).

Medium: Modifying an official document by replacing the original with an altered copy.

Hard: Counterfeiting money when little has been done to prevent such an attempt. Minor counter-measures might include milling the edges of coins.

Very Hard: Counterfeiting a complete collection of papers that effectively create a new identity. This might include a record of birth and/or marriage as well as a passport.

Extremely Hard: Modifying an official document directly. Any changes are made directly to the document itself.

Sheer Folly: Counterfeiting money when extensive measures have been taken to prevent such an attempt. Such counter-measures might include a water-mark, special paper, and detailed art.

Absurd: Counterfeiting official documentation when an original has never been seen. The counterfeiter must guess what the document should look like.

CULTURE LORE

Category:.................................... Lore • General

Optional Stats Used:............................ Me/Re/Me

Description:

This skill provides information about the beliefs, rituals, or other information about a specific culture. Note that skill for each culture or race must be developed separately. All characters begin with ranks in Culture Lore for their own culture.

Notes:

This skill provides characters and players with information about a single culture. This allows the character to understand and mimic various customs and habits. This skill is useful for blending in as well as for predicting behavior (or at least understanding it). All characters begin with enough ranks to be familiar with the common customs of their own culture, but not enough to understand the origins of such customs.

Specialties:

• Any specific sub-culture (e.g., nobility, farmers, sailors, etc.).

Example Difficulties:

Routine: Knowledge of major holidays/festivals and when they occur. Knowledge of common stereotypes.

Easy: Knowledge of how all major and some minor holidays are celebrated. Knowledge of most everyday practices/rituals (e.g., shaking hands as a greeting).

Light: Knowledge of the background of most holidays. Knowledge of all everyday practices as well as some more rare practices (e.g., toasting a host).

Medium: Knowledge of most social protocols and their origins. As an example, read any Miss Manners column.

Hard: Predicting which cultural traits will be expressed by an individual with whom you are intimately familiar.

Very Hard: Knowledge of how various sub-cultures interact and why. This includes knowledge of how best to alleviate any tensions.

Extremely Hard: Predicting which cultural traits will be expressed by an individual who has been closely observed.

Sheer Folly: Knowledge of the cultures from which a given culture evolved. This includes an intimate understanding of how these cultures view each other now and how best to alleviate any tensions.

Absurd: Predicting which cultural traits will be expressed by an individual who has been described to you.

DANCING

Category:.. Artistic • Active

Optional Stats Used:............................... Pr/Em/Ag

Description:

This skill provides a bonus for performing dances. It may also apply to any circumstances in which complex and/or precise footwork is necessary (e.g., negotiating a pattern on the floor, performing certain magical rituals, etc.).

Notes:

The goal of the dancer is a work of art. Towards this end, many maneuvers are performed, many of which may be very athletic. However, art is stressed over athleticism. Self control, elegance and grace are all characteristics that influence the quality of the art.

Many dances also attempt to convey a story or emotion. The difficulty of such an attempt depends on the style of the dance. Sensuality is expressed by ballet, power or anger by tap.

The extent to which a dancer can entertain (or influence) his audience depends on the difficulty of the maneuvers he performs and the grace with which he performs those maneuvers. In general, however, the greater levels of entertainment are only possible if more difficult maneuvers are attempted.

Specialties:

* Any specific style of dance (e.g., ballet, folk, ball-room, etc.).

Example Difficulties:

Routine: Warming up. *Ballet:* Moving through the positions. A plait (or bend). *Tap:* A flap (heel-toe-heel).

Easy: Portraying sensuality in ball-room dance. *Ballet:* A glissade (or glide). *Tap:* Keeping a flat-footed rhythm. Trenches (like a goose step).

Light: Portraying power or anger in tap. *Tap:* Keeping a toe rhythm.

Medium: Portraying grace/sensuality in ballet. *Ballet:* A pirouette (or turn); a grand j'ete (or grand leap).

Hard: Telling a story in ballet. Portraying joy. *Ballet:* A tour ch'ete (or kick w/ half-turn). *Tap:* Wings (using the side of the feet).

Very Hard: Portraying a simple emotion (fear, anger, sorrow). *Ballet:* Consecutive pirouettes.

Extremely Hard: Portraying a complex emotion (such as jealousy). *Ballet:* A controlled kick/extension. A lift.

Sheer Folly: Portraying a logical sequence of emotions within a story. *Ballet:* A leap compounded with a roll.

Absurd: Portraying an emotion that is antithetical to a particular style of dance (e.g., portraying despair via tap).

DEATH TRANCE

Category:...................................... Self Control

Optional Stats Used:............................ SD/Pr/SD

Description:

This skill provides a bonus to causing oneself instantaneous and painless death.

Notes:

This skill is self explanatory.

Specialties:

N/A

Example Difficulties:

Routine: Practicing.

Medium: Instantaneous death.

Absurd: Dying for a short period of time (up to 1 minute per skill rank), and then recovering.

DEMON/DEVIL LORE

Category:.. Lore • Obscure

Optional Stats Used:............................... Me/Re/Me

Description:

This skill provides a bonus for recognizing, and identifying the major powers and abilities of extra-dimensional beings, and information pertaining to Demons and Devils (land, items, etc.).

Notes:

This skill provides a character and player with information about Demons, their abilities and their activities. Successful use of this skill may allow a player to read certain portions of *Creatures & Monsters* (or at least receive a summary from the GM). This skill is useful in identifying Demons and their motivations, attack patterns, etc. A scholar may even be able to recognize Demonic activity from indirect evidence (e.g., an increase in mental illness).

Specialties:

* Any specific type of Demon (e.g., Man-Demons, Elf-Demons, etc.) Demonic activity in a specific region.

Example Difficulties:

Routine: Identifying a creature as a Demon in its true form.

Easy: Knowledge of the major types of Demons and their general differences. This includes Demon lords.

Light: Identifying a specific type of Demon in its true form. Knowledge of most Demons general abilities.

Medium: Knowledge of each type of Demon's specific abilities. Knowledge of Demon hierarchy; status is roughly approximate to a Demon's type.

Hard: Knowledge of the structure of Demon society and which Demons are likely to be encountered in each other's presence. This includes knowledge of who the Demon generals are (those Demons who work closely with the Demon lords).

Very Hard: Knowledge of which Demons bear enmity towards other Demons. This might allow one actually to survive an encounter with a large number of Demons (while in the Pale, for example).

Extremely Hard: Knowledge of Demonic history as well as all of the major Demons, including their names and personalities.

Sheer Folly: A complete understanding of the intricacies of Demonic culture, goals, and habits. This level of understanding might threaten a character's sanity.

Absurd: Knowledge of a specific minor Demon, by name alone.

DETECT TRAPS

Category: .... Awareness • Searching

Optional Stats Used: .... In/Re/In

Description:

This skill provides a bonus for detecting inanimate traps or ambushes. Note that this skill is not "automatic"; the individual must state that he is searching for signs of a trap or ambush for this skill to come into play.

Notes:

The difficulty of this maneuver depends on the amount of effort that went into hiding the trigger. In addition, small threats are generally harder to perceive than larger threats (although most thieves don't expect a wall to fall on them). This skill also requires a very close examination of the location/object. This skill cannot be performed from more than a couple of feet away.

Specialties:
- Any specific type of trap (e.g., poison needles, pits, weapon traps, etc.).
- All traps within a specific location.

Example Difficulties:

Routine: Traps triggered by a rope strung across a corridor.

Easy: Traps triggered by pressure plates.

Light: Traps triggered by weight.

Medium: Traps triggered by turning a door knob or opening a latch.

Hard: Traps whose effect spans a large area (e.g., a collapsing wall or flooding room) unless the trigger is listed above.

Very Hard: Gas traps.

Extremely Hard: Traps whose trigger is on the other side of a door.

Sheer Folly: Traps whose trigger is specific to a given individual.

Absurd: Traps whose trigger is specific to a given individual and well-removed from the trap.

DIAGNOSTICS

Category: .... Technical/Trade • Professional

Optional Stats Used: .... Re/Me/Em

Description:

This skill provides a bonus for determining the medical condition of an individual. Skill must be learned for a particular race, or type of creature. One must pick the skill in either general diagnosis, or diagnosis of a specific race. General diagnostics skill of 6 ranks or higher allows certification of simple medical practice on all races (use of field equipment and healing drugs). Diagnostics skills for a specific race of 12 ranks or higher is required for surgical certification (and reasonable competence).

Notes:

See Healing, Section 4.0.

Specialties:
- Any specific type of disease or poison (e.g., respiratory, circulatory, bubonic, etc.)
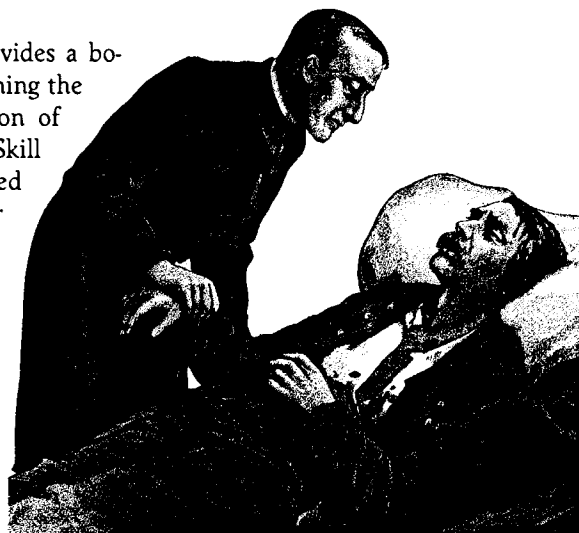
DIPLOMACY

Category:...Influence

Optional Stats Used:...............................Pr/Em/In

Description:

This skill provides a bonus for operating successfully in a complex, bureaucratic foreign environment, such as a foreign royal court or any other large foreign government structure. Tact, negotiation, and deceit are all facets of diplomacy. It is used for the conducting of relations between nations. It is important to note that this skill provides a bonus for using the proper protocol in an unfamiliar situation and impressing a person in authority. This applies to situations ranging from an audience with the High King to an involuntary meeting with the Prince of Thieves. For operating within a familiar government system, refer to Administration.

Notes:

This skill is used both to relate with foreign officials and governments and to manipulate them. It is often considered more civilized to settle a dispute with a war of words (diplomacy) than with an armed conflict. When attempting to manipulate a peer, many rounds of intense negotiations may be necessary. The game of give-and-take requires skill, tact and nerves of steel.

When attempting to relate within a foreign system, the difficulty of the maneuver depends on how different the system is from one's own. The difficulty of a manipulation maneuver depends on how much one is willing to give up.

When negotiating, each side should make a maneuver roll to determine how much the other side should give up. If both maneuvers are successful, and both sides agree, the negotiations are complete. If only one side is successful, they can declare the negotiations complete if they are satisfied with the results (or depart in disgust — their position strengthened). If neither side was successful, the negotiations are a disaster. Both diplomats must swallow their ego in order to continue.

Specialties:

- Any specific government.
- Any specific type of dispute (e.g., border conflict, peace settlement, trade rights, etc.).

Example Difficulties:

Routine: Relating to a foreign court whose government and culture is nearly identical to your own.

Easy: Negotiating a deal when you are willing to give up nearly everything (e.g., a near unconditional surrender).

Light: Relating to a foreign court with which you are very familiar; you have spent a great deal of time with their people. Determining what your opponent is least likely to concede.

Medium: Negotiating a deal when both sides need to make minor concessions.

Hard: Relating to a foreign court whose people and customs are unfamiliar to your own. Determining what your opponent is most likely to concede.

Very Hard: Negotiating a deal wherein the other side must clearly make concessions and your concessions are minor in comparison.

Extremely Hard: Relating to a foreign court whose customs are not only alien to your own, but often repulsive. Forcing your opponent to offer some concession based on his own philosophical and cultural norms.

Sheer Folly: Negotiating a deal wherein the other side must make all of the concessions. Note that demanding an unconditional surrender is not difficult if the opponent has been completely demoralized.

Absurd: Relating to a government whose people are truly alien (e.g., a first-contact situation).

DIRECTED SPELLS

Category:..Directed Spells

Optional Stats Used:.................................Ag/SD/Ag

Exhaustion Point Cost: ....1 every 2 rounds

Description:

The skills in this category provide bonuses to directed spell attacks utilizing the elemental form to which they apply. For example, skill in fire directed spells will give a bonus to all Fire Bolts (regardless of range). Skill may be developed separately for each such spell. A character wishing to develop skill with such a spell must be able to cast it without the need of a spell casting static maneuver at least once a day, either intrinsically or from an item or runes.

Notes:

Condition	Modifier
3x Defender's Qu stat bonus (as a penalty)	-30 to 0
Full Cover	-60
Partial Cover	-30
Static Target	+30
Wall Shield	-30
Full Shield	-20
Normal Shield	-15
Target Shield	-5
No Helmet	+5
Full Helmet (covers face)	-5
Range	-75 to +35

Specialties:

- Any specific environment.
- While fighting a specific race/enemy.
- At a specific range.

DIRECTION SENSE

Category: Awareness • Senses

Optional Stats Used: In/SD/In

Description:

This skill provides a bonus for determining which way is north or any specific direction, without the aid of navigational instruments. Skill is useful for determining direction while underground, during the darkest night without stars, moon, or other night lights.

Notes:

This skill is a semi-conscious ability that is always in operation. It is generally based on some mineral deposit in the body responding to the planet's magnetic field. This ability operates regardless of meteorological conditions. The maneuver roll is made more difficult if there are magnetic fields present that mask or obscure the natural magnetic field.

There is an extra penalty of -50 following teleportation to an unfamiliar area. This penalty disappears after acclimating for ten minutes to the new area.

Specialties:

N/A

Example Difficulties:

Routine: The natural magnetic field can be felt strongly, with no obstructions. Obstructions include any significant source of metal, like a building, ore mine or suit of heavy armor.

Easy: The natural magnetic field is disrupted by a companion in heavy armor.

Light: The natural magnetic field is disrupted by a storm.

Medium: The natural magnetic field is disrupted by the presence of a nearby ore deposit.

Hard: The natural magnetic field is disrupted by wearing heavy armor.

Very Hard: A weak magnetic field is masking the natural magnetic field.

Extremely Hard: The natural magnetic field has been deliberately obscured, but not masked with another magnetic field.

Sheer Folly: A strong magnetic field is masking the natural magnetic field.

Absurd: The magnetic field has been deliberately obscured and masked.

DISARM FOE (ARMED)

Category: Special Attacks

Optional Stats Used: St/Ag/Ag

Exhaustion Point Cost: 1 every 2 rounds

Description:

This skill provides a bonus to remove a foe's weapon with one's own. If successful, the opponent must make a successful RR based on the target's skill ranks with the weapon being used versus the attacker's number of skill ranks in Disarm Foe (Armed). If the RR is successful, the disarming attempt fails. If it fails, the opponent is disarmed. There are 4 separate skills for the user to develop: 1-Handed, 2-Handed, Pole Arm and Two-Weapon Combo. These refer to the type of weapon being used to disarm the target.
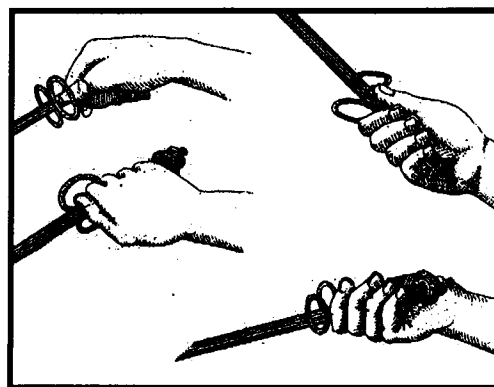
Notes:

See Martial Arts Companion.

Specialties:

- Using a specific weapon style.
- Disarming a specific type of weapon (e.g., dagger, short sword, etc.).

DISARM FOE (UNARMED)

Category:.. Special Attacks

Optional Stats Used:................................. St/Ag/Ag

Exhaustion Point Cost: .... 1 every 2 rounds

Description:

This skill provides a bonus to remove a foe's weapon with one's bare hands. If successful, the opponent must make a successful RR based on the target's skill ranks in the weapon used vs. the attacker's number of skill ranks in Disarm Foe (Unarmed). This is an entirely different skill from Disarm Foe (Armed). If the RR is successful, the character performing the maneuver takes a 'B' critical of the type appropriate to the weapon. If the RR fails, the character performing the maneuver may disarm the opponent, either discarding or acquiring the opponent's weapon. There are 4 separate skills for the user to develop: 1-Handed Edged, 1-Handed Concussion, Two-Handed, and Pole Arm. These refer to the type of weapon that the target is wielding.

Notes:

See *Martial Arts Companion.*

Specialties:

- Disarming a specific type of weapon (e.g., dagger, short sword, etc.).

DISARMING TRAPS

Category:........................... Subterfuge • Mechanics

Optional Stats Used:............................... In/Ag/SD

Description:

This skill provides a bonus in identifying and disarming, but not locating, an inanimate trap.

Notes:

The difficulty of a Disarming Traps maneuver is dependent entirely on the complexity of the trap. Some traps can simply be triggered safely. Other traps may require an elaborate system of counter-balances. Once a trap has been discovered, it is usually fairly obvious how difficult it will be to disarm the trap (although some cruel trap designers may make it appear as if the trap is simpler to disarm than it is). If there is any doubt, an additional Detect Traps maneuver can be made to determine the complexity of the trap. Note that Detect Traps may reveal the trigger, but not the trap itself. The victim may not know the level of danger he is facing.

Specialties:

- Any specific type of trap.

Example Difficulties:

Routine: Triggering a trap safely. For example, turning a door knob without grabbing the portion of the knob in which a needle is hidden.

Easy: The trap can be triggered and blocked or diverted in some way. For example, covering the hole out of which a dart flies.

Light: Disarming a trap that you designed.

Medium: Disarming the trap requires removing a counter-weight. The trap's natural position is not activated. This often includes pit traps and rotating walls. Once the counter-weight is removed or disabled, the trap's components cannot move.

Hard: Disarming a lever-based trap. For example, a pressure sensitive plate that causes a lever to move, activating the trap.

Very Hard: Disarming the trap requires disabling a spring or other similar mechanism. Traps that propel darts or arrows are one example.

Extremely Hard: Disarming the trap requires removing a trigger. Removal of a trigger usually causes the trap to be sprung, so the trigger must be disabled without activating the trap. The natural state of the trap is active (e.g., a bomb or gas capsule), the trigger prevents activation.

Sheer Folly: Disarming the trap requires removing a trigger that is attached to another trigger such that one trap is triggered if the other is disabled. Both triggers must be disabled simultaneously.

Absurd: Disarming the trap requires an elaborate collection of mirrors, pulleys, and/or counter-weight—such a trap is ridiculously complex and very volatile.
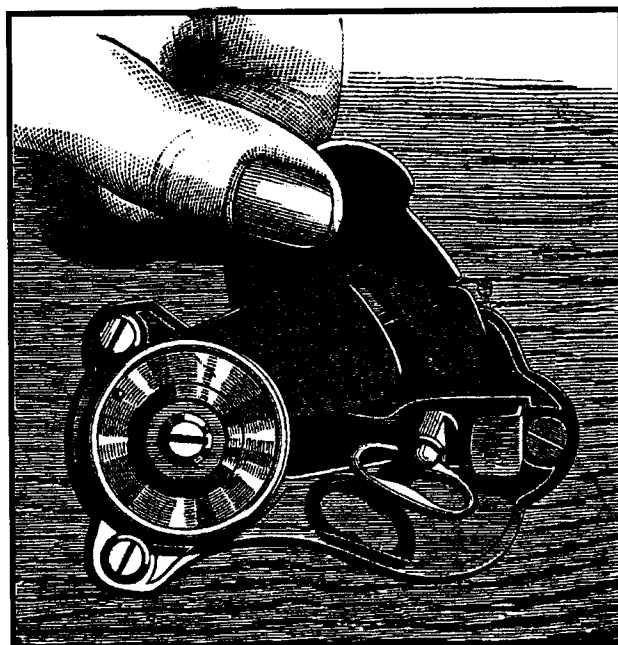
DISGUISE

Category: .... Subterfuge • Mechanics

Optional Stats Used: .... In/Ag/Pr

Description:

This skill provides a bonus to change one's appearance (not his actual shape or weight) by application of cosmetics and other props.

Notes:

This skill allows a character to appear to be someone he is not. In many cases, the disguise is intended to conceal one's own identity, but a skilled disguise artist can make someone appear to be a specific individual. Combined with Acting, this skill allows a character to assume a new identity. The difficulty of the maneuver is dependent on how radically one's appearance is being altered and how convincing the disguise must be.

Specialties:

- Any specific type of disguise (e.g., monster, nobility, etc.).

Example Difficulties:

Routine: Adding a new facial characteristic that does not conceal one's identity in any way (e.g., a wart or beauty mark).

Easy: Appearing to belong to a specific group of people (e.g., soldier, pirate, etc.). The character's identity is not changed (except that his friends might not expect to see him in such garb).

Light: Partially appearing to be another type of creature/race. The disguise does not intend to fool the target/audience, only to portray key characteristics of the creature/race. For example, adding whiskers and white floppy ears in order to portray a rabbit.

Medium: Completely altering one's identity so as to appear to be someone else. This might include adding facial hair, changing one's age, etc.

Hard: Completely altering one's identity to that of a representative of a specific group of people (e.g., a sailor, noble, etc.). The disguise masks the character's actual identity.

Very Hard: Designing a costume that convincingly alters a character's race or gender from a distance of 10' or more. Closer inspection may reveal certain flaws in the disguise.

Extremely Hard: Assuming the identity of a specific individual whose appearance is vaguely familiar to the target/audience. This might include disguising oneself as a ruler in order to deliver a speech.

Sheer Folly: Designing a costume that can convince a target/audience that the character is a specific individual whose appearance is very familiar to the target/audience. The disguise is good enough to pass all but the closest scrutiny.

Absurd: Designing a costume that can convince a target/audience that the character is a monster of some sort even under close scrutiny. For example, the character appears to be a hairless, gray alien.

DISTANCE RUNNING

Category: .... Athletic • Endurance

Optional Stats Used: .... Co/Ag/Co

Exhaustion Point Cost: .... 1 every 2 rounds

Distance Multipler: 1

Description:

This skill provides a bonus for maintaining one's speed over long distances at slow to moderate paces, including pacing one's resources (exhaustion point expenditure) and running in a safe and non-injurious manner.

Notes:

This skill is used when maneuvering at a strategic level. It is not useful in tactical (round-by-round) situations. The base strategic movement rate is given in *RMFRP* Table T-5.2 (p. 67). A Distance Running maneuver is made when attempting to maneuver at paces faster than a walk, but slower than a sprint. (It is not possible to sprint for hours.) The base exhaustion rate for walking is 2 per hour; this assumes occasional rest stops. Thus, the base exhaustion rate for jogging is 4 per hour and the base rate for a run is 10 per hour. (Hence an average human can run for 4 hours and cover a distance of 20 miles, assuming he rolls quite well.)

The following modifiers apply:

Condition	Modifier
Walking	-1 difficulty
Running	+1 difficulty
(A maneuver roll must be made every hour.)	
Uphill	+1 difficulty for every 5°
Downhill	-1 difficulty for every 10°

(Grades > 30° cannot be traversed using this skill.)

Specialties:
- A specific course.
- A specific distance (e.g., marathon).

Example Difficulties:

Easy: Pavement, open road.

Light: Smooth trail.

Medium: Poor trail.

Hard: Open plains.

Very Hard: Broken ground, forest.

Extremely Hard: Soft ground (e.g., snow, desert, etc.), hills.

Sheer Folly: Mountains.

DIVINATION

Category: .... Power Awareness

Optional Stats Used: .... Em/In/In

Description:

This skill provides a bonus for foretelling the future or perceiving unknown quantities/qualities with the use of divinatory means and methods (e.g., crystal balls, tarot cards, sticks, tea leaves, gleefully rooting around in the steaming entrails of freshly dead animals...ahem... sorry...dice, palms, etc.). Each method must be learned separately. Skill can also be used to scan the past and present.

Notes:

A successful Divination maneuver gives the diviner a symbolic representation of the future. The results are invariably vague and imprecise. The GM should study horoscopes, fortune cookies, or Nostradamus for inspiration. In general, it is important that the GM not reveal any specific information. (For example, it is not appropriate to tell the diviner that he will travel to Burnwood tomorrow. Rather, the GM might indicate that the diviner sees a journey in the near future. There are ashes and a branch present. In this way, if the players do not go to Burnwood, the GM can reinterpret the divination such that it comes true anyway. For more detail see *GM Law* and the *Mentalism Companion*.) The difficulty of the maneuver is based on the span of time to be divined. Note that the divination result need only relate to the span of time divined in some way. The events divined, may actually occur at any time; divination is an imprecise art at best.

Specialties:
- Any specific individual (e.g., the king, one's self, etc.).

Example Difficulties:

Routine:	Past: 12 hours	Future: 10 min.
Easy:	Past: 1 day	Future: 30 min.
Light:	Past: 1 week	Future: 1 hour
Medium:	Past: 2 weeks	Future: 6 hours
Hard:	Past: 1 month	Future: 12 hours
Very Hard:	Past: 3 months	Future: 1 day
Extremely Hard:	Past: 6 months	Future: 1 week
Sheer Folly:	Past: 1 year	Future: 1 month
Absurd:	Past: 1 year +	Future: 6 months

DIVING

Category: .... Athletic • Gymnastics

Optional Stats Used: .... Ag/Qu/Ag

Exhaustion Point Cost: .... 1 every 30 rounds

Description:

This skill provides a bonus for controlled falling maneuvers. This can range from controlling the direction of an extended fall to diving into water safely from a great height (up to 20'/skill rank if a successful maneuver roll is made or 30'/skill rank if the diver enters the water feet first).

Notes:

The greatest challenge a diver faces, is performing his maneuver before his fall ends. The amount of time that one spends in the air is very short. A 15' fall takes a single second. In five seconds a person can fall hundreds of feet. The diver must complete his rotations in this span of time.

The difficulty of a diving maneuver is determined by the amount of movement the diver must perform. Additional complexity is introduced if the diver needs to control the direction of his fall in order to land at a specific point.

Specialties:
- Diving into water, parachuting, diving onto vehicles passing under bridges, etc.

Example Difficulties:

Routine: Diving up to 1'/skill rank into water. Every 180° rotation per 10' fallen adds one complexity. For example, a 10' dive with one somersault (360°) and a half turn (180°) would add 3 difficulty levels.

Easy: Diving up to 5'/skill rank into water. Diving off a bridge (or out a window, off a building, etc.) onto a static target. Hopefully, there is a waiting hay bale or dumpster. If the maneuver is successful, the character may halve the distance of the fall when determining damage. Acrobatics and/or Tumbling may reduce this even further.

Light: Diving up to 10'/skill rank into water.
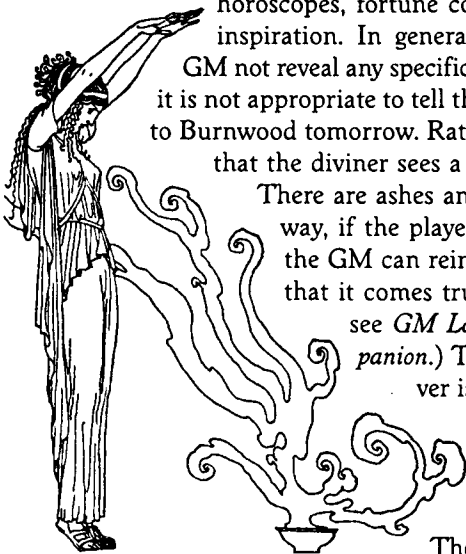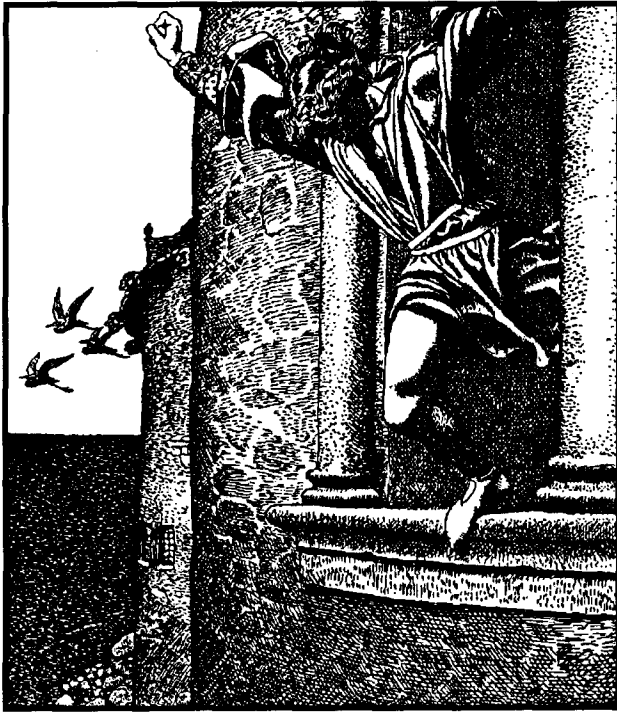
Medium: Diving up to 20'/skill rank into water. Diving off of a bridge onto a slow moving vehicle (e.g., a cart).

Hard: Diving to a specific location from a great height (e.g., while skydiving) to a static location. For every 20' fallen, the diver can alter his horizontal distance by 1'/difficulty level above medium. For example, while falling 1,000', a character needs to maneuver 150' along the ground. This maneuver will be Extremely Hard. A diving maneuver cannot alter a fall by more than 5' per 20' fallen (an Absurd maneuver).

Very Hard: Diving off a bridge onto a moving vehicle (e.g., a truck or horse).

Sheer Folly: Diving off a bridge onto a fast vehicle (e.g., a train or Dragon).

DOWSING

Category:.............. Technical/Trade • Professional

Optional Stats Used:.................................. Re/Me/In

Description:

This skill provides a bonus for locating underground water sources through the ground. The water will be directly under the character's feet when the skill has successfully been used.

Notes:

This skill can be used anywhere, but it is most useful when there is no obvious source of water. Unfortunately, this skill is more difficult when there is less water in the area. Note that in many cases, a failed maneuver does not mean that water is not present, merely that the water is further from the surface than some other location.

Specialties:

• Wells, springs, underground rivers, etc.

Example Difficulties:

Routine: Next to a lake.

Easy: In a jungle or swamp. (The water might not be potable, but that's a different problem.)

Light: Sensing the flow of an underground stream.

Medium: In a temperate forest.

Hard: In a grassy plain or savanna.

Very Hard: Sensing the location of a spring; digging is thereby avoided.

Extremely Hard: In an arid climate. Since the dowser can sense water only (and not snow or ice), this includes tundra climates.

Sheer Folly: Sensing a hot spring; spas pay well for dowsers able to do this.

Absurd: In a desert that has not seen rain in decades.

DRAFTING

Category:.. Crafts

Optional Stats Used:.............................. Ag/Me/SD

Description:

This skill provides a bonus to draw an item, object, diagram, etc. This is not free-hand drawing; specialized drafting equipment (squares, triangles, compasses, etc.) is used to make accurate and precise drawings (normally to scale).

Notes:

Drafting has two main applications: generating a detailed and accurate representation of an actual object and generating a blueprint from which an object can be designed. Difficulties arise when the object is highly irregular or complex.

When Drafting is used to generate a blueprint for the creation of some object, the Drafting skill is only useful in generating the blueprint. The actual design of the object requires some other skill (e.g., Architecture, Engineering, Gimmickry or Machination). If the blueprint is accurate, the object can be designed with a minimum of flaws. Partial and Near Successes introduce flaws that must be adjusted for by the carpenter.

Specialties:

• Buildings, vehicles, siege engines, etc.

Example Difficulties:

Routine: Drawing basic geometric shapes.

Easy: Drawing advanced geometric shapes (e.g., ellipses, cones, etc.).

Light: Drawing the layout of a simple dwelling (i.e., the building exists, the drafter is generating an accurate map of the building).

Medium: Generating the blueprints for a simple dwelling.

Hard: Drafting a simple object with a small number of moving pieces.

Very Hard: Generating the design of a simple object or average dwelling. This might include a house or catapult.

Extremely Hard: Drafting an object with multiple moving pieces that interact with one another. For example, a clock.

Sheer Folly: Generating the blueprints for a complex object or dwelling. Examples include a fortress built on a slope or a ballista that reloads itself.

Absurd: Generating the blueprints for an extremely complex object. A building might have secret passages that cross on multiple levels and rooms that span partial stories (creating crawlways and other access tunnels).

DRAGON LORE

Category:... Lore • Obscure

Optional Stats Used:............................... Me/Re/Me

Description:

This skill provides a bonus for recognizing and identifying the major powers and abilities of Dragons, and information pertaining to Dragons (e.g., lands, items).

Notes:

This skill provides a character with information about Dragons, their abilities and their activities. Successful use of this skill may allow a player to read certain portions of *Creatures & Monsters* (or at least receive a summary from the GM). This skill is useful in identifying Dragons and their motivations, attack patterns, etc. A scholar may even be able to recognize Draconic activity from indirect evidence (e.g., a slow decline in the wealth of an area).

Specialties:

• Any specific type of Dragon (e.g., Cave Drake, Fire Drake, etc.).

Example Difficulties:

Routine: Identifying whether a creature is a Great, Lesser, or Minor drake.

Easy: Identifying the approximate age of a Great Drake. Knowledge of the abilities common to each of the major classifications of Dragons (Great, Lesser and Minor).

Light: Identifying a specific type of Dragon. Knowledge of most Dragons' general abilities (e.g., the petrifaction ability of a Basilisk) including its preferred climate and terrain.

Medium: Knowledge of each type of Dragon's specific abilities. This includes the frequency with which a Dragon can use its abilities. Knowledge of Dragon culture, religion, and status.

Hard: Specific knowledge pertaining to Dragon society and customs. This includes the appropriate protocols to prevent a Dragon from eating you on sight.

Very Hard: Knowledge of Dragon sub-cultures and conflicts. This provides a character with an understanding of Draconic motivation.

Extremely Hard: Knowledge of Draconic history as well as all of the major Dragons, including their names and personalities.

Sheer Folly: A complete understanding of the intricacies of Draconic culture, goals, and habits. This level of familiarity with Dragons might enable a scholar to predict a Dragon's reaction to a certain situation.

Absurd: Complete knowledge of a Dragon given its name.

DRIVING

Category:..................................... Outdoor • Animal

Optional Stats Used:............................... Em/Ag/In

Description:

As in Riding, skill ranks in Driving must be developed separately for different types of vehicles. Vehicles are defined as animals pulling such objects as wagons, carts, sleighs, etc. One skill rank allows basic understanding of the controls; subsequent ranks reflect increased ability and some quickness in maneuvers.

Notes:

Animal powered vehicles are, in general, not particularly maneuverable. It is not possible to make right angle turns with such a vehicle. When the horses turn, the rear of the cart continues moving straight ahead until it is pulled into the curve.

The difficulty of a Driving maneuver is dependent on two factors: the speed of the vehicle and how sharp the maneuver is. Also, smaller vehicles (like chariots) are more maneuverable than larger -wagons. The size of the vehicle may modify the difficulty of the maneuver by one level. The following examples assume that the vehicle is moving at a walking pace. Faster paces result in correspondingly more difficult maneuvers.

Partial and Near Successes indicate that the vehicle either skids in the direction in which it was traveling or begins to fish-tail. A Failure indicates that no change in direction is made; the animal ignores you. Absolute and Spectacular Failures may indicate that the vehicle crashes or rolls (as appropriate).

Note that animal-powered vehicles cannot maneuver faster than a sprint. It takes one round to accelerate one pace category (e.g., from jog to run).

% of Activity used for Driving	Modifier
5%	-30
10%	-25
20%	-20
30%	-15
40%	-10
50%	-5
60%	0
70%	+5
80%	+10
90%	+15
100%	+20

Specialties:

• Any individual vehicle.

Example Difficulties:

Routine: Accelerating one pace category (e.g., from walk to jog).

Easy: Turning up to 15°.

Light: Slowing down one pace category (e.g., from run to jog).

Medium: Controlling a vehicle that brushes against another (either intentionally or not). Turning up to 30°.

Hard: Swerving around a small object (e.g., a cat or wheel). Slowing down two pace categories (e.g., from run to stop).

Very Hard: Controlling a vehicle that collides with another (either intentionally or not). Turning up to 45°.

Extremely Hard: Swerving around a large object (e.g., a person or another vehicle). Slowing down three pace categories (e.g., from sprint to walk).

Sheer Folly: Making a right-angle turn.

Absurd: Slowing down four pace categories (e.g., from sprint to stop).

DROWSING

Category: .... Technical/Trade • Professional

Optional Stats Used: .... Re/Me/SD

Description:

This skill provides a bonus to lazing about, drifting in and out of sleep, and falling asleep in uncomfortable or socially inappropriate places.

Notes:

This skill is very useful for characters that need to remain awake for extended periods of time. In general, a character loses one exhaustion point every hour he is awake. Thus, an average human can remain awake for 40 hours before collapsing from exhaustion. The Drowsing skill allows characters to take cat-naps in order to extend this amount of time. (It also annoys teachers.) A character can normally not sleep while some other distracting activity is going on. The Drowsing skill makes this possible. For example, a group of soldiers is traveling 24 hours a day. They take turns napping while riding in order to remain more alert. It only takes one half hour of sleep to recover all of one's exhaustion points. However, after each insufficient rest period (usually 6-8 hours), the rate of exhaustion point loss is increased by a factor of one. (For example, after 3 cat-naps a character loses 4 exhaustion points per hour until he catches up on sleep.) A Drowsing maneuver can be made to fall into a light sleep, from which one can wake up easily. A failed maneuver can be interpreted in two ways: the character has fallen into a natural sleep, or the character failed to fall asleep (GM choice).

Specialties:

• Any specific environment (e.g., while role playing, in class, in the saddle, etc.).

Example Difficulties:

Routine: Falling asleep at night.

Easy: Falling asleep while listening to a dull speech, lecture, sermon, etc. The character must be sitting.

Light: Falling asleep while supine wearing leather armor.

Medium: Falling asleep while riding at a normal pace. Falling asleep during a discussion in which you are not participating.

Hard: Falling asleep while standing.

Very Hard: Falling asleep while supine wearing metal armor. Falling asleep while lying on rocky terrain.

Extremely Hard: Falling asleep while walking at a normal pace.

Sheer Folly: Falling asleep in the middle of a great deal of commotion (e.g., during a heated argument, or while bombs are detonating).

Absurd: Falling asleep during a combat.

DUPING

Category:.. Influence

Optional Stats Used:............................... Pr/Em/In

Description:

This skill provides a bonus for speaking quickly, convincingly, and confusingly in order to get a victim to do something they would not ordinarily do. This skill usually may be used on only one person at a time.

Notes:

This skill is useful when attempting to convince another that some action is reasonable, when in fact it is not. The difficulty of a Duping maneuver is dependent on how outrageous the action is. This skill can also be used to distract someone by causing the target to focus on the duper, and not on some other person or activity.

This skill differs from Bribery in that Bribery does not attempt to disguise the nature of the action. When bribing, it is obvious to the target that he should not allow the activity, but he is overcome by greed. This skill is distinct from Seduction in that Duping appeals to rationality rather than emotionality.

Specialties:

• Any specific scam.

Example Difficulties:

Routine: Convincing someone to allow you to do something that is normally allowed, but appears suspicious.

Easy: Distracting a guard for a brief time to allow another person to perform some action unnoticed. The guard's Alertness skill can still be used, but not any Awareness • Senses or Awareness • Searching skills.

Light: Convincing someone to allow you to bend the rules (e.g., allowing a janitor to remain in a building to finish a task even though the building should be secure).

Medium: Convincing a guard to allow you past a low-security check-point.

Hard: Distracting a guard and convincing them to leave their post long enough for someone else to slip by. ("Don't you think you should make sure that nobody is lurking in the alley?")

Very Hard: Convincing someone to do something that is blatantly illogical or contrary to obvious facts. Suckering people into a pyramid scam is one example.

Extremely Hard: Distracting two or three guards at the same time.

Sheer Folly: Convincing someone to do something that will cause them serious harm (e.g., drink a vial of cool, refreshing acid...uh, water).

Absurd: Convincing someone to take your place at the gallows.

ENGINEERING

Category:............... Technical/Trade • Professional

Optional Stats Used:................................ Re/Me/In

Description:

This skill provides a bonus for knowing major facts about engineering of the appropriate technical level known to the culture. Also provides a bonus for attempts to utilize that knowledge in new engineering projects. A GM may require different types of Engineering to be treated as separate skills.

Notes:

Engineering combines aspects of mathematics, physics and invention. It provides a theoretical knowledge of devices and processes. An engineer understands how and why things work (but not necessarily how to build them). Engineers also try to produce systems that are maximally efficient.

Knowledge of engineering allows characters to determine what a device does, design new devices or streamline systems. The difficulty of an Engineering maneuver is dependent on the complexity of the device and the obscurity of the theory behind an item.

Specialties:

• Any specific branch of engineering (mechanical, electrical, civil, etc.)

Example Difficulties:

Routine: Determining how a simple device works (e.g., a lever, pulley, magnifying glass, etc.).

Easy: Determining how a compound device works (e.g., a telescope, elevator, etc.).

Light: Determining whether or not a simple device can be used to solve a particular problem (without simply attempting the potential solution). For example, the engineer might calculate whether or not a pulley system is powerful enough to move an elephant.
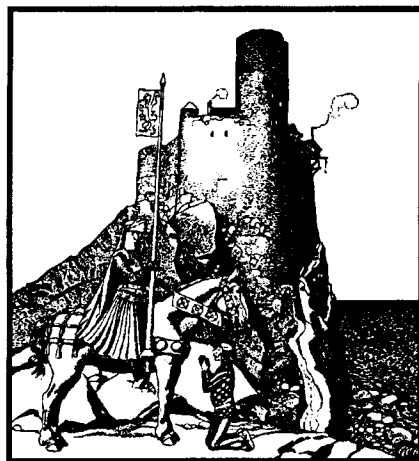
Medium: Designing a new device to solve a particular problem (e.g., moving a large object from one place to another). Streamlining a process or system to improve efficiency.

Hard: Determining whether or not a complex device can be used to solve a particular problem (e.g., can a catapult propel a water-filled balloon over a fire such that the balloon breaks in mid-flight).

Very Hard: Designing a new device to solve a general class of problems (e.g., designing an aqueduct that can deliver water to any number of locations).

Extremely Hard: Determining the most efficient system to address a given problem (with respect to a particular variable: money, time, etc.).

Sheer Folly: Designing a complex device whose component parts can be interchanged in order to address a wide variety of problems (e.g., a telescope with interchangeable and reversible lenses such that the device can magnify and reduce).

Absurd: Inventing a new branch of engineering that tackles a distinct collection of related problems.

EVALUATE ARMOR

Category: .... Technical/Trade • Vocational
Optional Stats Used: .... Me/In/Re

Description:
Provides a bonus for determining the value and quality of armor.

Notes:
This skill is used to determine the inherent bonuses and abilities of a suit of armor. The maneuver becomes more difficult when its abilities/value are hidden or not apparent. This skill does not require that the evaluator wear the armor (and thereby be subjected to the risk of curses, imbedded spells, etc.).

Specialties:
- Any armor type.

Example Difficulties:

Routine: Determining whether an artifact or common item has a greater bonus.

Easy: Determining whether an artifact or common item has a better maneuver modifier.

Light: Comparing two suits of armor (of the same type) and determining which suit of armor has a better DB modifier.

Medium: Comparing two suits of armor (of the same type) and determining which suit of armor has a better maneuver modifier.

Hard: Determining the specific DB modifier.

Very Hard: Determining the specific maneuver modifier.

Extremely Hard: Determining any special abilities inherent to a suit of armor. This does not include any magical/spell abilities.

Sheer Folly: Determining any minor flaws.

Absurd: Determining inherent magical/spell abilities in an item. (Attunement is much easier.)

EVALUATE METAL

Category: .... Technical/Trade • Vocational
Optional Stats Used: .... Me/In/Re

Description:
Provides a bonus for determining the value and quality of metal objects in worked, refined or raw conditions.

Notes:
This skill is often used to determine the value of jewelry. The difficulty of the maneuver depends on the state of the metal. Unrefined metals are easier to assess since the quality of craftsmanship is not important. Damaged goods are even more difficult to assess since the cost of repair must be included in the calculation.

Specialties:
- Any specific metal (e.g., gold, platinum, etc.).
- Any specific type of product (e.g., ores, bracelets, rings, etc.).

Example Difficulties:

Routine: Determining the value of a collection of coins.

Easy: Determining the value of a pure metal based on its weight.

Light: Determining the value of an ore based on its weight and purity.

Medium: Determining the value of a piece of jewelry with little artistic value (e.g., a plain gold band).

Hard: Determining the value of an average piece of jewelry.

Very Hard: Determining the value of an intricate piece of jewelry whose value is based largely on the craftsmanship.

Extremely Hard: Determining the value of a piece of jewelry with cultural and historical significance.

Sheer Folly: Determining the value of a badly damaged piece of jewelry.

Absurd: Determining the value of a piece of jewelry constructed from a metal never before seen.

EVALUATE STONE

Category: .... Technical/Trade • Vocational

Optional Stats Used: .... Me/In/Re

Description:

Provides a bonus for determining the value and quality of stone objects in worked, refined or raw conditions. This skill is also used to evaluate gems.

Notes:

This skill is often used to determine the value of gems. The difficulty of the maneuver depends on the state of the stone. Raw, uncut stone is easier to assess since the quality of craftsmanship is not important. Damaged goods are even more difficult to assess since the cost of repair must be included in the calculation.

Specialties:

- Any specific stone (e.g., rubies, granite, etc.).
- Any specific type of product (e.g., gemstones, building materials, etc.).

Example Difficulties:

Routine: Determining the value of a processed stone used only for construction (e.g., a brick, a slab of granite).

Easy: Determining the value of a quarry that produces stones for construction (e.g., limestone, granite, etc.).

Light: Determining the value of an unrefined gemstone.

Medium: Determining the value of a clean, but uncut gemstone.

Hard: Determining the value of an average cut gemstone.

Very Hard: Determining the value of an intricate gemstone, whose craftsmanship is superb.

Extremely Hard: Determining the value of a piece of a gemstone with cultural and historical significance.

Sheer Folly: Determining the value of a badly damaged gemstone (although repair is rarely possible).

Absurd: Determining the value of a stone never before encountered.

EVALUATE WEAPON

Category: .... Technical/Trade • Vocational

Optional Stats Used: .... Me/In/Re

Description:

Provides a bonus for determining the value and quality of weapons.

Notes:

This skill is used to determine the inherent bonuses and abilities of a weapon. The maneuver becomes more difficult when its abilities/value are hidden or not apparent. This skill does not require that the evaluator hold the weapon (and thereby be subjected to the risk of curses, imbedded spells, etc.).

Specialties:

- Any type of weapon (e.g., dagger, mace, lance).

Example Difficulties:

Routine: Determining whether an artifact or common item has a greater bonus.

Easy: Determining whether an artifact or common item has a better maneuver modifier.

Light: Comparing two weapons (of the same type) and determining which one has a better OB modifier.

Medium: Comparing two weapons (of the same type) and determining which one has a better maneuver modifier.

Hard: Determining the specific OB modifier.

Very Hard: Determining the specific DB modifier (if any).

Extremely Hard: Determining any special abilities inherent in a weapon. This does not include any magical/spell abilities.

Sheer Folly: Determining any minor flaws.

Absurd: Determining inherent magical/spell abilities in an item. (Attunement is much easier.)

FAERIE LORE

Category: .... Lore • Obscure

Optional Stats Used: .... Me/Re/Me

Description:

This skill provides a bonus for recognizing and identifying the major powers and abilities of Faeries, and information pertaining to fairies (e.g., lands, items, etc.).

Notes:

This skill provides a character with information about Faeries, their abilities and their activities. Successful use of this skill may allow a player to read certain portions of *Creatures & Monsters* (or at least receive a summary from the GM). This skill is useful in identifying Faeries and their motivations, attack patterns, etc. A scholar may even be able to recognize fey activity

from indirect evidence (e.g., an increase in unexplained magical phenomena).

Specialties:
- Any specific type of Faerie (e.g., Rural Spirits, Elves, Occupational Spirits, etc.).
- Fey activity in a specific region.

Example Difficulties:

Routine: Identifying a creature as a Faerie (assuming it is in its true form).

Easy: Knowledge of the major types of Faeries and their general differences. This includes Faerie queens.

Light: Identifying a specific type of Faerie in its true form. Knowledge of most Faeries' general abilities.

Medium: Knowledge of each type of Faerie's specific abilities. Knowledge of the Faerie court and the role each of the fey races plays in that court.

Hard: Knowledge of the structure of fey society and which Faeries are likely to be encountered in each other's presence. This includes knowledge of who the most prominent Faeries are.

Very Hard: Knowledge of which Faeries bear enmity towards other Faeries. The struggles between the Seelie and Unseelie Courts are legendary in their scope.

Extremely Hard: Knowledge of fey history as well as all of the major Faeries, including their names and personalities.

Sheer Folly: A complete understanding of the intricacies of fey culture, goals, and habits. This level of understanding might threaten a character's sanity.

Absurd: Knowledge of a specific Faerie, by name alone.

FAUNA LORE

Category:..Lore • General

Optional Stats Used:.............................. Me/Re/Em

Description:
This skill provides a bonus for recognizing and identifying the major animal forms within a specific area, region and climate. May be developed either in-depth for a specific area or as general education in fauna/zoological trends. Several different regions/climates may be developed simultaneously, provided that research materials are available. Note: This skill may be used for learning about specific species as well, providing great detail on the characteristics and habits of a particular type of animal.

Notes:
This skill provides a character with information about animals, their abilities and their activities. Successful use of this skill may allow a player to read certain portions of *Creatures & Monsters* (or at least receive a summary from the GM). This skill is useful in determining what animals can be found in a particular area and in providing information about those animals.

Specialties:
- Any specific species.
- Any specific region/climate.

Example Difficulties:

Routine: Identifying the animals in a region that are encountered on a regular basis (e.g., birds and dogs). Very little is known except that they exist.

Easy: Identifying the most common animals in a region. This provides distinctions between families of animals, but not genus or species. For example, a character may know that rabbits, wolves and bears are common, but not what type of bear.

Light: Identifying all animals that are common to a region. The character can differentiate between some animals at the species level. For example, the character can recognize the differences between a black and brown bear. The character is also aware of general information pertaining to the animal's family (e.g., herbivore or omnivore, natural enemies, etc.).

Medium: Identifying animals that are uncommon in a given region. The character can differentiate many animals at the species level. He is also aware of specific information pertaining to the animal's family (e.g., hours of activity, number of offspring, etc.). Knowledge of how animals are grouped into orders is also available (thereby providing information of what similarities exist).

Hard: Identifying animals that are rare in a given region. The character is also aware of general information specific to the species (e.g., what type of seeds a bird eats, etc.). Knowledge of animals at the class level is also available.

Very Hard: Identifying the insects and other small fauna native to a region. The character also has information specific to a species (e.g., hunting techniques, general abilities from *Creatures & Monsters*). Knowledge of animals at the phylum level is also available.

Extremely Hard: Identifying the animals that can be found in similar climates and terrain in other areas of the world. The character also has specific knowledge of the animals encountered (including specific information found in *Creatures & Monsters*).

Sheer Folly: Identifying the animals that can be found in a similar climate, or similar terrain in other areas of the world. The character also knows the general culture/social behavior of the animals with which he is familiar.

Absurd: Identifying the animals native to the planet. The character is familiar with nearly all details of these animals. The character may even have some familiarity with the wildlife of other planets or dimensions.
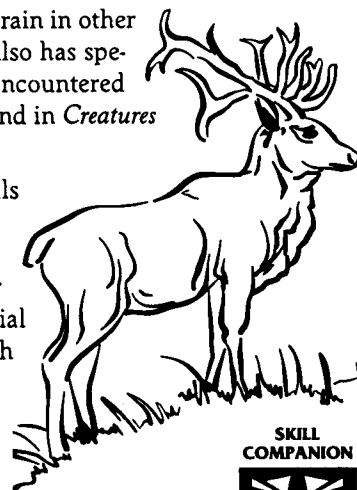
FIRST AID

Category:..................... Technical/Trade • General

Optional Stats Used: .... Re/Me/Em

Description:

This skill provides a bonus for applications of emergency aid or treatment (limited to type of creature), such as attempts to halt or slow bleeding or damaging deterioration. It is suggested that, provided with the proper tools or bandages, a character using first aid could stop up to 5 hits/round of damage without resorting to a tourniquet. Used normally in the field without the benefits of a proper medical facility or elaborate equipment.

Notes:

See Healing, Section 4.0.

Specialties:

• Any specific type of injury (e.g., fractures, bleeding, etc.).

FLETCHING

Category:.. Crafts

Optional Stats Used: .... Ag/Me/In

Description:

This skill provides a bonus for making an arrow out of available wood, metal, paper, and/or feathers. With this skill, sophisticated types of special purpose arrows may be crafted (such as hunting, armor-piercing, message, howling, poison bearing, etc.).

Notes:

The goal of Fletching is the production of one or more arrows. The difficulty of this maneuver is dependent on how specialized the arrow is supposed to be. The skill is further modified by how straight the shaft must be. There will always be some variation, but high-quality arrows minimize this quantity. It is also very difficult to fashion an arrow that serves multiple purposes since one function (e.g., armor piercing) comes at the expense of some other feature (e.g., an edged arrowhead that causes maximum damage).

Specialties:

• Any specific type of arrow.

Example Difficulties:

Routine: Fashioning an arrow that flies half as far as a normal arrow (ranges are halved).

Easy: Fashioning an arrow designed for target practice. (This arrow inflicts Krush criticals of two less severity.)

Light: Fashioning a poor-quality arrow (-5 OB).

Medium: Fashioning a normal arrow.

Hard: Fashioning an armor-piercing (+5 vs. AT 13-20) or hunting (+5 vs. AT 3-12) arrow. (These arrowheads are -5 vs. all other armor types.)

Very Hard: Fashioning an arrow that spins while it flies (due to curved feathers). (This arrow increases the severity of any critical by one, and can be combined with an armor-piercing or hunting arrow.)

Extremely Hard: Fashioning a superior arrow that flies 50% farther than a normal arrow (-5 OB). Fashioning an arrow with a hollow-tip. This can be filled with poison or modified to cause the arrow to whistle while in flight.

Sheer Folly: Fashioning an arrow that flies twice as far as a normal arrow. (-5 OB).

Absurd: Fashioning an arrow that is designed to be shot with a second arrow, thereby allowing an archer to shoot at two targets.

FLORA LORE

Category:...Lore • General

Optional Stats Used: .... Me/Re/Em

Description:

This skill provides a bonus for recognizing and identifying the major plant forms within a specific area, region and climate. May be developed either in-depth for a specific area or as general education in flora/botanical trends. Several different regions/climates may be developed simultaneously, provided that research materials are available. This skill may be used for learning about specific species as well, providing great detail on the characteristics and habits of particular types of plant.

Notes:

This skill provides a character with information about plants, their abilities and their activities. Successful use of this skill may allow a player to read certain portions of *Creatures & Monsters* (or at least receive a summary from the GM). This skill is useful in determining what plants can be found in a particular area and in providing information about those plants.

Specialties:

• Any specific species.
• Any specific region/climate.

Example Difficulties:

Routine: Identifying the plants in a region that are encountered on a regular basis (e.g., grass and trees). Very little is known except that they exist.

Easy: Identifying the most common plants in a region. This provides distinctions between families of plants, but not genus or species. For example, a character may know that oaks, grass, and wildflowers are common.

Light: Identifying all plants that are common to a region. The character can differentiate between some plants at the species level. For example, the character can recognize the differences between a red and white oak. The character is also aware of general information pertaining to the plant's family (e.g., leaf and root structure).

Medium: Identifying plants that are uncommon in a given region. The character can differentiate many plants at the species level. He is also aware of specific information pertaining to the plant's family (e.g., when they bloom, average size, etc.). Knowledge of how plants are grouped into orders is also available (thereby providing information of what similarities exist).

Hard: Identifying plants that are rare in a given region. The character is also aware of general information specific to the species (e.g., how nutritious the plant is, etc.). Knowledge of plants at the class level is also available.

Very Hard: Identifying the fungi and other small parasites native to a region. The character also has information specific to a species (e.g., amount of sunlight and water needed, general abilities from *Creatures & Monsters*). Knowledge of plants at the phylum level is also available.

Extremely Hard: Identifying the plants that can be found in similar climates and terrain in other areas of the world. The character also has specific knowledge of the plants encountered (including specific information found in *Creatures & Monsters*).

Sheer Folly: Identifying the plants that can be found in a similar climate, or similar terrain in other areas of the world. The character also knows the general distribution of the plants with which he is familiar.

Absurd: Identifying the plants native to the planet. The character is familiar with nearly all details of these plants. The character may even have some familiarity with the plant life of other planets or dimensions.

FLYING/GLIDING

Category: .... Athletic • Gymnastics

Optional Stats Used: .... Ag/Qu/In

Exhaustion Point Cost: .... 1 every 12 rounds

Distance Multipler: 2

Description:
This skill provides a bonus for flying or gliding through the use of natural or artificial wings (e.g., feathered wings, parachute, hang-glider, balloonist, etc.). Doesn't include powered aircraft of any type. If a character has no skill ranks in Flying/Gliding, any Flying/Gliding maneuvers he attempts receive a special -75 modification.

Notes:
The goal of a Flying/Gliding maneuver is the successful (safe) completion of an in-air maneuver. Unlike Acrobatics, Flying/Gliding allows a character to change direction while in the air.

The difficulty of a Flying/Gliding maneuver is determined by the amount of precision required in order to complete the maneuver. A gentle bank or shallow dive is much simpler (and safer) than a sharp turn.

Note that many methods of flying are unable to execute maneuvers that involve hovering or changing direction suddenly. In most cases, it is not possible to stop maneuvering while flying. A character that ceases to make forward progress begins plummeting towards the ground. Some creatures (like Air Elementals) are able to control their movement completely and are therefore not required to make a maneuver roll.

Specialties:
• Any specific method of flying.

Example Difficulties:

Routine: Flying. A maneuver roll is made to determine how far the character is able to fly this round. While flying a character cannot maneuver at a pace faster than a sprint. Accelerating one pace category (e.g., from a walk to a jog).

Easy: Climbing. While climbing a character can not maneuver at a pace faster than a jog. Decelerating one pace category (e.g., from a jog to a walk). Accelerating two pace categories (e.g., from a jog to a sprint). Greater acceleration requires a dive.

Light: Diving. Only while diving or swooping can a character attain a pace of fast sprint or dash. While diving, a character can accelerate as much as is desired without making an additional maneuver roll. (If the dive is successful, the acceleration is successful). Once the dive is completed, the character will automatically slow down one pace category per round until maneuvering at a sprint.

Medium: Turning up to 90°. Decelerating two pace categories (e.g., from a sprint to a jog). Landing as a 20% maneuver. (Landing is normally an automatic full action that occurs the round a character decelerates from a walk to stopped.)

Hard: Swooping close enough to the ground to make an attack at the bottom of the dive. The character is allowed to make an attack using his entire OB; he cannot parry, but retains his natural DB. If this maneuver fails, the character crashes. Turning up to 120°.

Very Hard: Turning up to 150°. Decelerating three pace categories (e.g., from a sprint to a walk). Pulling in one's wings in order to swoop through a tunnel, win-

dow, etc. The character automatically decelerates one pace category per turn.
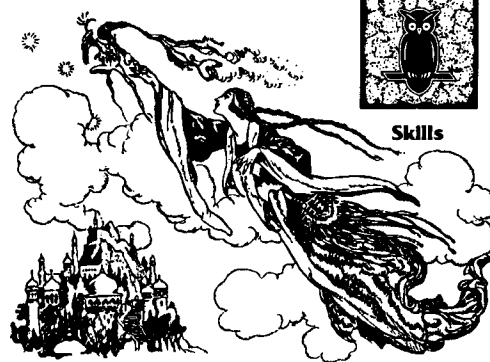
Extremely Hard: Turning up to 180˚. Executing spins or rolls. This is flashy, dangerous, and of little practical value.

Sheer Folly: Turning up to 270˚. Decelerating four pace categories (e.g., from a dash to a jog).

Absurd: Turning up to 360˚. Hovering.

FORAGING

Category: .... Outdoor • Environmental

Optional Stats Used: .... SD/In/Em

Description:

This skill provides a bonus for finding any local source of potable water or edible plants and animals. Includes basic food acquisition such as gathering or fishing.

Notes:

This skill is crucial to wilderness survival. Combined with the Survival skill, a character can survive indefinitely in the wilderness. This skill provides a character with a supply of water and vegetables (plants). Fishing and clamming are also covered by this skill. Set Traps and Hunting are more useful for obtaining meat.

The difficulty of this maneuver depends on the amount of food and water that is readily available. The maneuver is also modified by the number of people that need to be fed. These examples assume that only one person is being fed (and that one strategic turn, 4 hours is spent gathering). Each additional person increases the difficulty by one.

Specialties:

• Any specific climate/terrain.

Example Difficulties:

Routine: Finding water in a rain forest.

Easy: Finding water in a temperate or moist area.

Light: Finding food in a forest, jungle, or coast.

Medium: Finding food in a grassy plain or swamp. Finding water along a salt-water coast.

Hard: Finding food and water in a savanna.

Very Hard: Finding food and water while above the timber line.

Extremely Hard: Finding water during the dry season of an area whose climate alternates between monsoons and droughts.

Sheer Folly: Finding food and water in a desert (this includes a tundra setting).

Absurd: Finding food and water in a desert of dust.

FORGERY

Category: .... Subterfuge • Mechanics

Optional Stats Used: .... In/Ag/Re

Description:

This skill provides a bonus to replicate specific objects, works of art, etc. Where counterfeiting is the skill of producing a believable copy of something, forgery represents the ability to reproduce a specific item. Note that this skill must be developed for a specific type of item, such as signatures, art, weapons, etc.

Notes:

The difficulty of a Forgery maneuver is dependent largely on the quality of the forgery. A simple forgery is easy to create, but will be noticed by any casual observer. Only experts can catch well-done forgeries.

Specialties:

• A specific work of art, a specific signature, etc.

Example Difficulties:

Routine: Producing a forgery that can fool someone with no knowledge of the subject (painting, art, etc.) who has never seen the object being copied.

Easy: Producing a cheap imitation to sell in souvenir shops.

Light: Producing a forgery that will pass a cursory comparison.

Medium: Producing a forgery that will fool someone familiar with the subject who does not look closely.

Hard: Producing a forgery that will pass a close examination by most people familiar with the original (but not an expert).

Very Hard: Producing a forgery that will only be discovered by an expert who examines the work closely.

Extremely Hard: Producing a forgery that can only be discovered if an expert compares the forgery to the original.

Sheer Folly: Producing a forgery that cannot be discovered without some form of scientific evidence (e.g., dating the materials, magic, etc.).

Absurd: Producing a forgery that experts believe to be the original instead of the actual original.
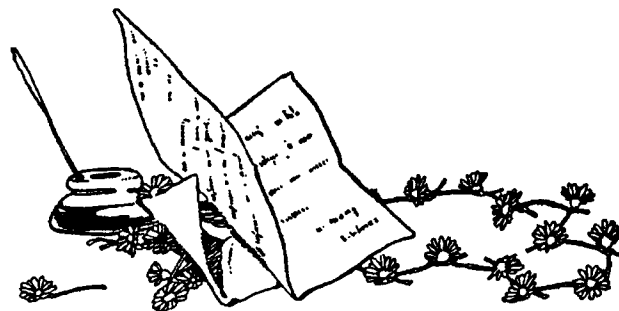
FRENZY

Category: .... Self Control

Optional Stats Used: .... SD/Pr/SD

Exhaustion Point Cost: .... 1 every round

Description:

This skill provides a bonus to attempt to go into a state of single-minded, unpredictable rage which results in an additional +30 to melee OB, the ability to take twice normal concussion damage and the ability to deliver double melee concussion hit damage. While in frenzy, a characters has no DB other than the armor bonus, get no shield bonus, and cannot parry. The static maneuver (i.e., preparation) for frenzy takes one round. Once in a frenzied state, the berserker may make a static maneuver each round in order to resume his normal state. Once frenzied, the berserker will continue to fight until there is no one left standing except himself, at which time he receives a +30 modification to static maneuvers to end the frenzy. While frenzied, the berserker may attempt (with an Awareness roll at a -30 modification) to distinguish friend from foe.

Notes:

The difficulty in entering a frenzied state depends on the character's emotional state. This can be augmented with the use of certain drugs. (The Norse were known for eating a particular mushroom.)

Specialties:

- Against a specific race/creature or foe.

Example Difficulties:

Routine: While enraged or in despair.

Easy: While angry or sad.

Light: While irritated or annoyed.

Medium: While in a tense situation that could possibly result in armed conflict.

Hard: While in a situation being solved diplomatically.

Very Hard: While happy.

Extremely Hard: While facing a pathetically inferior opponent.

Sheer Folly: While in a state of bliss.

Absurd: While magically calmed.

GAMBLING

Category: .... Technical/Trade • General

Optional Stats Used: .... Re/Me/Pr

Description:

This skill provides a bonus when playing any game with a significant element of luck. Also includes cheating as a form of improving one's luck at any game.

Notes:

At its most basic level, this skill provides a knowledge of various games of chance including card games, dice games, casino games, etc. When this skill is used without cheating, players make a basic maneuver roll; the player rolling highest wins. In this case, gambling skill represents knowledge of the odds. If the game is based purely on chance, then the players should simply compare die rolls.

When cheating, a player should choose the maneuver difficulty. If the maneuver is successful, all other players must make an Alertness maneuver of the same difficulty to detect the cheater. If the cheater is not caught, he can modify his next gambling maneuver by the amount indicated on the Technical/Trage • General Static Maneuver Table SM-7.25 (p. 145).

Specialties:

- Card games, dice games, etc.

Example Difficulties:

Easy: Using a small mirror to see an opponent's hand.

Medium: Stacking the deck while shuffling.

Hard: Palming a card.

Very Hard: Switching dice.

Sheer Folly: Sliding dice. (This prevents them from rolling, allowing the cheater to control the result.)

GIMMICKRY

Category:................. Technical/Trade • Vocational

Optional Stats Used:.............................. Me/In/Re

Description:

This skill provides a bonus for making plans for an uncommon or not yet invented item. The character does not receive materials or other essentials for the production of item (such as mathematics, laen, wood carving, etc.). The GM must approve the creation of any such item.

Notes:

Gimmickry is a skill that provides a character with a great deal of flexibility. Only the player's imagination (and his character's skill) limits the possible results of a gimmickry maneuver. The GM must carefully analyze any proposal. The use of Gimmickry is always tied to some other skill (like Engineering or Mechanition). If the character has an insufficient understanding of any pre-requisite skills, no Gimmickry maneuver can be made. The difficulty of the maneuver depends on the character's other skills, the culture and technology, and how disruptive the invention would be to the game (e.g., inventing a portable explosive might make physical barriers irrelevant). Note that prototypes inevitably have many minor flaws.

This skill can also be used to provide temporary repairs or alterations to an object (jury-rigging). If the GM allows this, the Gimmickry maneuver does not have any pre-requisites. The character can simply attempt to make the repairs/modifications by making a maneuver roll. Whatever the result, jury-rigging is a temporary solution.

Specialties:

- Any specific invention.
- Making repairs to any specific object (e.g., catapults, car engines, etc.).

Example Difficulties:

Routine: Making trivial repairs.

Easy: Temporarily tweaking an object in order to improve some aspect (e.g., allowing a crossbow to shoot 10% further). There will almost always be some disadvantage (e.g., -5 OB).

Light: Making minor repairs.

Medium: Altering a device to significantly improve performance, at the cost of safety and durability.

Hard: Making normal repairs.

Very Hard: Converting one object into another object (e.g., converting a compass into a magnifying glass).

Extremely Hard: Repairing a badly damaged object.

Sheer Folly: Merging two unrelated items into one (e.g., a ballista and a telescope).

Absurd: Repairing a nearly destroyed object.

HEALING TRANCE

Category:... Self Control

Optional Stats Used:.............................. SD/Pr/SD

Description:

This skill provides a bonus for increasing one's healing rate. The individual using this skill goes into a coma. Healing rate is increased/decreased by the amount the static maneuver roll is over 100 as a percentage times the racial healing rate (see *RMFRP* Section 24.1). Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25).

Notes:

The difficulty of a Healing Trance maneuver depends on the level of noise and activity in the immediate surroundings.

Specialties:

N/A

Example Difficulties:

Routine: An isolated and sound-proof room.

Easy: A quiet room in which all of the occupants are sleeping.

Light: A still setting with some noise, but no activity (e.g., in a peaceful glen).

Medium: A relatively sedate setting in which there is some activity, but it is muffled.

Hard: While in a room where two people are having a conversation.

Very Hard: An active setting in which there is a great deal of movement.

Extremely Hard: In a noisy or disruptive environment (e.g., during an argument).

Sheer Folly: In an extremely noisy or distracting environment (e.g., while being bombed or shot at).

Absurd: While in melee.

HERALDRY

Category:.................................Lore • General

Optional Stats Used:.............................. Me/Re/Me

Description:

This skill provides a bonus for designing or recognizing the particular heraldic crests (coats-of-arms) specific to a given culture. Separate cultures must be developed separately.

Notes:

This skill allows a character to gain knowledge about the heraldic crests of a specific region/culture. The GM may want to provide the player with specific information before play begins. Knowledge of heraldry also implies a general understanding of politics. Crests are used to identify friend from foe. Thus, a herald can identify his enemies and allies if they are displaying a banner. In addition, coats-of-arms are used to trace lineage. As families branch and merge, their symbols also evolve. A herald is familiar with the genealogy of an area.

Common crests are those displayed by lords and rulers. Uncommon crests are worn by organizations and merchant families. Personal crests are unique to a family name, but families that are closely connected will have similar crests.

Specialties:

* Any specific family, country, group, etc.

Example Difficulties:

Routine: Identifying a common crest as local. Recognizing the king's crest.

Easy: The ability to reproduce the most common crests in the area.

Light: Knowledge of the rulers that use a specific common crest.

Medium: The ability to reproduce all common crests and some rare crests. Identifying the general alignment of a group based on the crest they display.

Hard: Identifying uncommon crests and knowledge of those groups' affiliations.

Very Hard: The ability to reproduce an uncommon crest.

Extremely Hard: Identifying a personal crest and knowledge of the family-head that uses that crest.

Sheer Folly: Identifying an individual by his crest.

Absurd: Identifying the coat-of-arms of a foreign family that visited the area years ago.

HERB LORE

Category:......................................Lore • Technical

Optional Stats Used:.............................. Me/Re/Me

Description:

This skill provides a bonus for recognizing/identifying herbs.

Notes:

The difficulty of locating an herb is indicated in *RMFRP* (p. 149). That provides the difficulty of finding such an herb in the wild. The number associated with the difficulty of finding a given herb indicates its rarity. If a character has 4 ranks in Herb Lore (i.e., knowledge level 3), he is familiar with rewk (t-D-3), including how to prepare it. He knows that yavethalion (m-O-5) provides concussion relief and that akbutege (s-O-2) heals 1-10 hits.

Specialties:

* Any specific climate or locale.
* Any specific category of herbs.

Example Difficulties:

Routine: Knowledge of category (e.g., bone repair, muscle repair, etc.).

Easy: Knowledge of climate/locale codes (e.g., m-U).

Light: Knowledge of form/prep (e.g., flower/ingest).

Medium: Knowledge of specific effects (e.g., heals 1-10 hits).

Hard: Knowledge of market value.

Very Hard: Knowledge of addiction factor.

Extremely Hard: Identifying an herb in its prepared state.

Sheer Folly: Knowledge of the combined effects of two herbs in the same category.

Absurd: Knowledge of the combined effects of two herbs in different categories.

HERDING

Category: .... Outdoor • Animal

Optional Stats Used: .... Em/Ag/Em

Description:

This skill provides a bonus for gathering, befriending, or manipulating herd animals. Skill normally deals with one coherent group (herd) of animals at a time. This skill must be developed separately for each different type of animal.

Notes:

This skill allows a character to maneuver a group of animals according to his will. This skill is most useful for maneuvering herbivores, although any animal that travels in a pack can be herded. The difficulty of the maneuver depends on how contrary to the animal's instincts the maneuver is. Eating is instinctual, charging an opponent is not.

Condition	Modifier
Character has a properly trained herd dog	+20

Specialties:

• Any specific herd.

Example Difficulties:

Routine: Moving a herd to familiar pasture.

Easy: Moving a herd in a straight line.

Light: Negotiating corners. Gathering the animals into a herd in order to begin moving them.

Medium: Convincing a herd to return to an enclosed space.

Hard: Preventing any of the animals from moving too close to some danger (as perceived by the herder, not the animal). For some reason, some animals seem driven to fall off of ledges or cliffs.

Very Hard: Fleeing a dangerous situation. (The herd tends to scatter.)

Extremely Hard: Convincing a herd to stampede in the direction of a minor threat.

Sheer Folly: Keeping a herd together while fleeing from a Demon or other awesome creature.

Absurd: Convincing a herd to approach a Dragon or other awesome creature.

HIDING

Category: .... Subterfuge • Stealth

Optional Stats Used: .... Ag/SD/In

Description:

Hiding is the ability to conceal one's presence by remaining still within a place of concealment, using silence, shadow and camouflage; Stalking is the same ability used when moving.

Notes:

The difficulty of a Hiding maneuver depends on the quality of the hiding place. The cover being used by the skulk may be solid or translucent; it is easier to hide behind a rock than in a shadow. This skill includes choosing a hiding place that is not obvious (e.g., behind a potted plant).

A Hiding maneuver is modified by the Alertness bonuses of all potential observers. If the maneuver is successful, no Alertness maneuver should be made unless someone moves very near to the hidden character. Other Awareness skills can still be used to locate the thief, however.

Specialties:

• Any specific environment (e.g., castles, forest, etc.).

Example Difficulties:

Routine: There are ample places to hide that provide complete concealment. A warehouse of empty crates and a cluttered attic are two examples.

Easy: There are many locations that provide at least 75% cover. For example, behind a curtain; in a large basket, or under a bed, or in a natural cavern.

Light: There are many locations that provide 50% cover and ample deep shadows or other dark cover. A dense forest or jungle, or a garbage-filled alley are two examples.

Medium: There are some physical obstructions (e.g., pillars, curtains, etc.) as well as ample dark corners/cubbyholes.

Hard: There are a many locations that provide 25% cover and many locations with partial cover (like bushes or smoke). For example, a mature forest, or a pavilion.

Very Hard: There are no physical barriers, but there are many locations that obscure observation (e.g., tall grass, stained glass or paper walls).

Extremely Hard: There are no solid objects behind which to hide, but there is some cover provided by less dense objects. For example, hiding in a green-house or behind a picket fence.

Sheer Folly: There are no physical obstructions, but there are some irregular features that cast shadows. The smoke provided by a campfire might also be used.

Absurd: Hiding in an otherwise empty room.

HIDING ITEMS

Category: .... Subterfuge • Mechanics

Optional Stats Used: .... In/Ag/Re

Description:
This skill provides a bonus to hide an item from other beings.

Notes:
The difficulty of this skill depends on the size of the object being hidden. This skill supposes that the item is being hidden on one's person. The character may desire to smuggle some goods or conceal a weapon. Hiding an object on another person increases the difficulty by two levels. Hiding an object somewhere else requires use of the Camouflage skill.

If this skill is successful, the object will not be found unless the character is searched carefully. An Absolute Success indicates that even a careful search will not locate the item.

Specialties:
• Weapons, herbs/poisons, documents, etc.

Example Difficulties:

Routine: Hiding a small supply of an herb or poison (less than 1 ounce).

Easy: Concealing a razor blade, lock pick, or other tiny implement.

Light: Hiding a moderate supply of herbs or drugs (up to 1 pound).

Medium: Concealing a small knife so that it is not found in a cursory search.

Hard: Hiding a collection of documents (up to 50).

Very Hard: Concealing a dagger or other small weapon.

Extremely Hard: Hiding an irregularly shaped object, like a banana.

Sheer Folly: Hiding a living creature like a small cat.

Absurd: Concealing a sword or other large weapon.
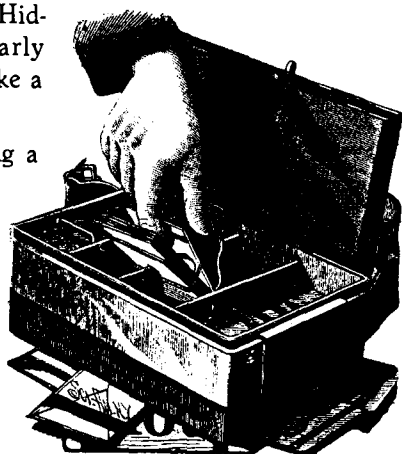
HISTORY

Category: .... Lore • General

Optional Stats Used: .... Me/Re/Me

Description:
This skill provides knowledge about the past. One may develop this skill in general World History (subject to the available learning materials — i.e., if knowledge about the other side of the world is not available it may not be learned) although the information will be far less specific, focusing instead on the broad strokes of history. If this skill is developed in the history of a particular region or subject, the information will be far more specific. In essence, the smaller the focus of the skill, the greater the level of detail and accuracy. Developing skill in the history of the Kingdom of Harran, for instance, might provide information about the rulers and the great events in the kingdom's past; skill in the history of the Guild of Architects in the city of Jeppod would likely include all of the names of the guild's officers, the bylaws memorized by heart, etc. This skill encompasses military history as well.

Notes:
This skill provides characters with historical information. The GM may want to provide some information prior to play. This information is useful in understanding current affairs, identifying historical landmarks and points of interest, and successful time travel.

In order to determine the difficulty of a History maneuver, the significance of the event in question must first be determined. A character with an equivalent knowledge level is familiar with the event. The amount of additional information the character is aware of depends on the maneuver attempted. For example, a character with knowledge level 4 is able to attempt a Medium maneuver about an event with significance 5 (e.g., a minor war), and can attempt a Light maneuver (difficulty 3) in order to determine the cause of the conflict.

Specialties:
• Wars, politics, inventions, etc.

Example Difficulties:

Routine: Familiarity with an event within the area of study (e.g., a nation's birth, wars, etc.).

Easy: Familiarity with the most famous people involved in an event (e.g., kings, generals, etc.).

Light: Knowledge of the events that influenced and shaped an event (e.g., how a war started, major battles, etc.).

Medium: Insight into the interrelations between events (e.g., a depression influencing a leader's decision to declare war).

Hard: Knowledge of the minor characters' involvement in the event (e.g., aides, heroes, etc.).

Very Hard: Relating historical events to current affairs in order to gain insight into problem resolution or behavior prediction.

Extremely Hard: Knowledge of the details of an event (e.g., troop movements).

Sheer Folly: Accurately and concisely integrating all aspects of an event into a useful summary such that others can share the insight.

Absurd: Knowledge of the minutiae of an event (e.g., which individuals were where on a battlefield).

HORTICULTURE

Category: .... Crafts

Optional Stats Used: .... Ag/Me/Em

Description:

This skill provides a bonus for growing flowers, fruits, fungi and vegetables. It includes the feeding, care, and harvesting of such plants.

Notes:

This skill combines elements of gardening and farming. The character is able to maintain a garden or crop using this skill. The difficulty of the maneuver depends on the hardiness of the plant in the local climate. (Grass is a resilient plant, but not in a desert.) Plants that are not native to the area are more difficult to care for.

Specialties:

• Any specific type of plant (e.g., corn, oak trees, bonsai, etc.).

Example Difficulties:

Routine: Growing plants that are native to the area and require no special attention (e.g., grass).

Easy: Growing wild-flowers or fruit in a controlled manner. Such plants tend to overpower their competitors for nutrients and water (e.g., raspberries).

Light: Growing flowers that are native to the area that require some special attention (e.g., regular watering, fertilizing, etc.).

Medium: Growing a cash crop under normal conditions. This includes watering, fertilizing, weeding, and harvesting the crop.

Hard: Growing a magical herb in natural conditions. The herb must be native to the area. The yield of salable product is generally quite low.

Very Hard: Growing a plant from a different climate/ region in a controlled environment (e.g., a greenhouse).

Extremely Hard: Maintaining a garden that is always in bloom (by mixing plants of different types whose reproductive cycles differ). Kings pay handsomely for such gardens.

Sheer Folly: Growing a magical herb under unnatural condition (e.g., indoors).

Absurd: Growing a plant that requires bizarre conditions. For example, a flower that requires nitrous oxide to mature.

HUNTING

Category: .... Outdoor • Environmental

Optional Stats Used: .... SD/In/Em

Description:

This skill provides a bonus to Hunting maneuvers. Note that tracking and recognizing game is covered by other skills; this skill gives bonuses to the actual hunt, including setting up blind runs, leading and driving game, etc.

Notes:

This skill is used to find game and maneuver it into a position where it is within range of the hunter. This skill does not include bringing down the game, or trapping the game, merely identifying good hunting locations. If the maneuver roll is successful, the hunter has found game at long range (roughly 200'-300'). Every 50' difference modifies the maneuver by one difficulty level (to a maximum of 2). The hunter can try once every strategic turn (4 hours). A successful maneuver indicates that the hunter has found enough game to

feed 4 people (if he can kill it). Results above or below Success indicate more plentiful/larger or less plentiful/smaller game.

Condition	Modifier
Night	-20
Day	0
Dusk/Dawn	+10

Specialties:

- Any specific climate/region.

Example Difficulties:

Routine: Finding game in a stocked preserve.

Easy: Finding game in an area where most of the natural predators have been killed.

Light: Finding game in a young forest.

Medium: Finding game in a mature forest; the lack of undergrowth limits the supply of food.

Hard: Finding game in a plains.

Very Hard: Finding game in an area that has been hunted heavily (or the game scared off by impending danger).

Extremely Hard: Finding game in a tundra or other sparsely populated region.

Sheer Folly: Finding game in a normal desert.

Absurd: Finding game in an especially arid desert.

HYPNOSIS

Category: .... Technical/Trade • Vocational

Optional Stats Used: .... Me/In/Em

Description:

This skill provides a bonus for placing a willing individual into a trance where they are responsive to suggestions. An unwilling individual receives a +50 RR bonus. Such an individual can be told to forget that they have been placed under hypnosis. He can be primed to perform some type of task which is triggered by a word, a gesture, a person, etc.

Notes:

This skill is most useful on persons willing or desiring to enter a hypnotic state. The hypnotist must first induce a hypnotic state in the target. At this point the hypnotist is able to cause the individual to perform various actions or access unconscious memories. Post-hypnotic suggestions are the most difficult maneuvers.

Specialties:

- Accessing memories, entertainment, removing memories, etc.

Example Difficulties:

Routine: Inducing a hypnotic trance in a target that desires to be hypnotized.

Easy: Causing the target to perform a simple action (e.g., touch your nose).

Light: Inducing a hypnotic trance.

Medium: Accessing unconscious memories. Causing an individual to perform a complex action (e.g., pretend like you are driving a car, sing a song, etc.).

Hard: Causing the target to forget everything that transpired while in a trance. Forcing the target to tell the truth.

Very Hard: A post-hypnotic suggestion that involves a simple action. For example, the target will bark every time he hears the word, "dog."

Extremely Hard: A post-hypnotic suggestion that involves a complex action (one that involves multiple actions). For example, traveling to a specific location.

Sheer Folly: A post-hypnotic suggestion that is dangerous or contrary to the target's beliefs (e.g., murder).

Absurd: A post-hypnotic suggestion involving bodily harm or death.

INTERROGATION

Category: .... Influence

Optional Stats Used: .... Pr/Em/SD

Description:

This skill provides a bonus for extracting information from an intelligent source. This may or may not include causing discomfort to the target. However, if a target is discomforted and the Interrogation maneuver fails, the target may suffer a major injury or death. In such a case the target should roll a RR vs. a level 10 attack. If the target fails the RR, the GM must determine the extent of the damage—using the target's Co/SD/Co stat bonus as a indicator of how susceptible he is to injury.

This skill not only applies to torture but also includes the ability to piece together scattered fragments of information received.

Condition	Modifier
Causing discomfort	+10 to +25

Notes:

The difficulty of an interrogation is dependent on the subject being interrogated. The interrogator will generally ask a series of questions, hoping to catch inconsistencies and implied information. This is useful for criminal investigations as well as more general information gathering. The interrogator must often extract the truth from an abundance of lies.

It is not necessarily easy to get information from co-operative subjects. The subject may not be good at expressing himself; it is the interrogator's job to ask the proper questions. It is even more difficult to interrogate a subject who is attempting to cover up or who does not want the interrogator to learn the information.

Specialties:

• Torture, investigative reporting, witness interrogation, etc.

Example Difficulties:

Routine: Gleaning relevant information from an articulate and cooperative subject.

Easy: Determining if the subject is deliberately withholding information. (This does not imply guilt, however.)

Light: Extracting useful information from an incoherent, but cooperative, subject.

Medium: Obtaining clues from an uncooperative subject. Such clues generally provide non-information (e.g., the murder weapon is not in the fireplace).

Hard: Piecing together information from a number of sources, none of whom are particularly observant. Most witnesses at a crime scene seem to fall into this category. The testimony is often contradictory or inaccurate.

Very Hard: Obtaining actual information from an uncooperative subject (e.g., the location of the murder weapon).

Extremely Hard: Obtaining clues from an intelligent subject that has a personal stake in the result of the interrogation (e.g., he is the murderer, the information will be used against his people, etc.).

Sheer Folly: Obtaining information from an intelligent subject that has a personal stake in the result of the interrogation.

Absurd: Obtaining anything from a fanatic. Note that very few people truly qualify. Most people will cave in when severely tortured.

JOUSTING

Category:.. Special Attacks
Optional Stats Used:................................ St/Ag/SD
Exhaustion Point Cost: .... 1 every 2 rounds

Description:

This skill provides a bonus for using complex lancing (mounted) maneuvers, such as tilting, skewering rings in a tourney, etc.

Notes:

This skill is used when outside of a combat situation. It can be used to unseat an opponent or perform jousting feats of agility. The difficulty of such maneuvers depends on the size of the target and the speed of the mount. Each pace category above walk increases the difficulty by one.

When attempting to unseat an opponent, each participant must make a Medium maneuver. If successful, the other must make a Very Hard Riding maneuver, or be thrown from the horse. Each pace category above run increases the difficulty of the Jousting maneuver by one, the difficulty of the Riding maneuver by one, and increases the damage taken from falling. (See Riding.)

Specialties:

• Any specific event.

Example Difficulties:

Routine: Striking a straw man.

Easy: Striking an object the size of a large shield.

Light: Striking an object the size of a breast-plate.

Medium: Striking another rider.

Hard: Tossing one's lance to a squire and grabbing another.

Very Hard: Striking an object the size of a small helmet.

Extremely Hard: Retrieving a handkerchief or garter from the ground.

Sheer Folly: Striking an object smaller than an apple.

Absurd: Removing a (loose) ring from a finger.

JUGGLING

Category: .... Athletic • Gymnastics

Optional Stats Used: .... Ag/Qu/In

Exhaustion Point Cost: .... 1 every 30 rounds

Description:

This skill provides a bonus for tossing objects up and manipulating them in such a manner as to keep them up in the air.

Notes:

The difficulty of this maneuver is dependent entirely on the number of objects being juggled. Apart from entertainment, this skill is not particularly useful.

Condition	Modifier
Irregularly shaped objects	-10
Sharp objects	-20
Different objects	-30
Per pound over 1 lb.	-5

Specialties:

• Balls, knives, torches, etc.

Example Difficulties:

Routine: 2 objects.

Easy: 3 objects.

Light: 4 objects.

Medium: 5 objects.

Hard: 6 objects.

Very Hard: 7 objects.

Extremely Hard: 8 objects.

Sheer Folly: 9 objects.

Absurd: 10 or more objects.

JUMPING

Category: .... Athletic • Brawn

Optional Stats Used: .... St/Co/Ag

Exhaustion Point

Cost: . 1 every round (not modified by pace)

Description:

This skill provides a bonus for jumping, either from a running or a standing start.

The base jump (running horizontal) for the average man of 5'10" is equal to 50" + (2 x St bonus in inches). For every 2 inches above or below this average height, add or subtract one from the base jump. The difficulties listed below assume that the character is running at a dash at the time of takeoff. For every speed category (fast sprint/sprint/run/etc.) below the dash rate, raise the difficulty of the running jump by one (e.g., Hard becomes Very Hard, etc.).

The base jump (standing horizontal) for the average man of 5'10" is equal to the base jump (running hori-

zontal) divided by two. The base jump (running vertical) for the average man of 5'10" is equal to (12 + Strength Bonus) in inches. For every 3 inches above or below this average height, add or subtract one inch from the base jump. The optimal speed for a vertical jump with a running start is a run.

The base jump (standing vertical) for the average man of 5'10" is equal to the base jump (running vertical) divided by three.

Notes:

Adding somersaults or flips increases the difficulty of the maneuver by one for every 180° of rotation.

Specialties:

N/A

Example Difficulties:

Routine: Base Jump x 1

Easy: Base Jump x 1.5

Light: Base Jump x 2

Medium: Base Jump x 2.5

Hard: Base Jump x 3

Very Hard: Base Jump x 3.5

Ext. Hard: Base Jump x 4

Sheer Folly: Base Jump x 4.5

Absurd: Base Jump x 5

LANGUAGES

Category: .... Communication

Optional Stats Used: .... Re/Me/Em

Description:

Rolemaster is created for a world with a variety of cultures and languages. There is no such thing as a common tongue or an alignment tongue (though a GM can add them for his world system), although certain professions have developed their own languages for use in research. Each language must be developed individually, with the written and spoken versions of a language each counting separately. Skills in one language normally have little effect on others; however, "brother languages," those deriving from an immediate common ancestor, may be an exception.

One's skill rank indicates the level of comprehension of a spoken or written language.

One's skill bonus with a written form of language serves as a skill bonus to writing attempts using that language. The spoken skill bonus for a language is used to improve communication with someone. A successful static maneuver means that the spoken language rank of the person with whom you are communicating is temporarily increased for the purposes of this conversation, to a maximum of the rank developed by the individual performing the static maneuver. See the *Mentalism Companion.*

The difficulty of a language maneuver depends on how many ranks the character is trying to provide to the listener. If the listener has no ranks, this is automatically an Absurd maneuver.

Specialties:
- Rhetoric, exposition, technical writing, etc.

Example Difficulties:

Routine: 0 ranks.

Easy: 1 rank.

Light: 2 ranks.

Medium: 3 ranks.

Hard: 4 ranks.

Very Hard: 5 ranks.

Extremely Hard: 6 ranks.

Sheer Folly: 7-8 ranks.

Absurd: 9-10 ranks.

LEADERSHIP

Category: .... Influence

Optional Stats Used: .... Pr/Em/Pr

Description:

This skill provides a bonus to inspire and command others to follow you, and to make others believe that you are competent to lead and that you know what you are doing. This includes the ability to raise the morale of those you command.

Notes:

Leadership is primarily used in two situations. A leader can attempt to recruit/attract an army. In this case, the leader must first raise a small army (Routine maneuver), and build from there. He can continue making Leadership maneuvers to grow his army until he fails a maneuver roll, or until there are no more available recruits in the area. (Roughly 1% of a population can be recruited unless the leader is also a ruler. Rulers can recruit up to 10% of the population unless the safety of

the nation is at stake.) Leadership is also used to maintain morale. The difficulty of the maneuver depends on the gravity of the situation. Even an excellent leader cannot prevent his troops from fleeing overwhelming odds (unless his troops are fanatics).

Specialties:
- Attacking, preventing routs, holding formation, etc.
- Any specific location for recruiting.

Example Difficulties:

Routine: 1-10 people. Marching an army.

Easy: 11-20 people. Maintaining a formation.

Light: 21-40 people. Maneuvering an army at a forced march. Attacking an equal or smaller force.

Medium: 41-80 people. Attacking a larger force.

Hard: 81-160 people. Maintaining morale after suffering 25% casualties.

Very Hard: 161-320 people. Maintaining morale after suffering 50% casualties. Maintaining formation while retreating.

Extremely Hard: 321-640 people. Maintaining morale while facing an opponent with Dragons, Demons, or other awesome creature.

Sheer Folly: 641-1500 people. Maintaining morale after suffering 75% casualties.

Absurd: 1501+ people. Maintaining morale after suffering 75% casualties from a Dragon, Demon, or other awesome creature.

LEATHER-CRAFTS

Category: .... Crafts

Optional Stats Used: .... Ag/Me/SD

Description:

This skill provides a bonus for working with hides and creating leather goods (e.g., leather armor, bolas, etc.).

Notes:

The difficulty of leather-working depends on the number of pieces of leather involved, and the intricacy of the stitching or other work required. Like many crafts skills, this skill assumes that the craftsman has an adequate supply of tools. Without the necessary implements, there is little a craftsman can do. (Increase all maneuvers by at least 3 difficulty levels.)

Specialties:
- Any specific object.

Example Difficulties:

Routine: Cutting a piece of leather into a simple shape.

Easy: Sewing an object that requires a single piece of leather (e.g., a pouch or hood).

Light: Dying a piece of leather. Tanning a hide into soft leather.

Medium: Sewing an object that requires only a few pieces of leather (e.g., a shoe or vest).

Hard: Boiling a hide to produce hard leather. Adding weaving to a simple garment.

Very Hard: Sewing an object that requires multiple pieces of leather (e.g., a full suit of armor or a saddle).

Extremely Hard: Sewing an object that incorporates hard and soft leather flawlessly (e.g., a breastplate and cape).

Sheer Folly: Sewing an object that requires multiple pieces of leather that is waterproof (i.e., can be worn underwater).

Absurd: Incorporating leather with some magical substance (like laen). Note that an Alchemist would have to fashion the laen first.

LIE PERCEPTION

Category: .... Awareness • Searching
Optional Stats Used: .... In/Re/Em

Description:
This skill provides a bonus for perceiving lies told by an individual under proximate observation (within 10' and within visual/hearing range) by the user of this skill.

Notes:
The difficulty of this maneuver is identical to the difficulty of the Acting maneuver made to tell the lie convincingly. (For this reason, the difficulty of an Acting maneuver can be voluntarily increased.)

Condition	Modifier
Cannot see target	-30
Familiar with liar	+10
Knows liar well	+30
Unfamiliar with liar	-25
Less than 5 ranks in language	-20
No ranks in language	-40
Cannot hear target	-50

Specialties:
N/A

Example Difficulties:
Routine: The lie is outrageous.

Medium: The lie is plausible.

Extremely Hard: The lie is more plausible than the truth.

Absurd: The character perceiving the lie has been magically charmed by the liar.

LIP READING

Category: .... Communication
Optional Stats Used: .... Re/Me/SD

Description:
This skill provides a bonus for reading lips and sign language. Lip Reading is only possible with languages that the lip reader knows and then only to the known spoken skill rank. Special creatures (e.g., the Chicken People) might cause a penalty to be added to the character's bonus due to distinct lack of lips. Line of sight must be maintained with the subject's mouth. Skill is halved for reading the lips of creatures not of the same general type. Types could include human, reptile, avian, non-human mammalian, etc.

Notes:
This difficulty of a Lip Reading maneuver depends on the amount of lip movement the lip reader is able to observe. It is interesting to note that one must enunciate to be understood while whispering.

Condition	Modifier
Each foot over 20'	-2
Using a telescope/binoculars	-10

Specialties:
• Any specific individual.

Example Difficulties:
Routine: The speaker is deliberately directing his words towards the lip reader.

Easy: The speaker is a trained actor enunciating perfectly.

Light: The speaker is speaking crisply or whispering.
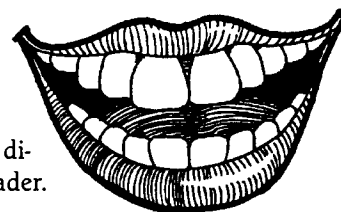
Medium: Normal conversation.

Hard: The speaker stutters.

Very Hard: The speaker is mumbling.

Extremely Hard: The speaker's lips make meaningless motions when he is not speaking.

Sheer Folly: The speaker's lips rarely move (e.g., the speaker is under the influence of a narcotic).

Absurd: The speaker is throwing his voice.

LOCATE HIDDEN

Category: .... Awareness • Searching

Optional Stats Used: .... In/Re/In

Description:
This skill provides a bonus for locating secret openings or hidden objects.
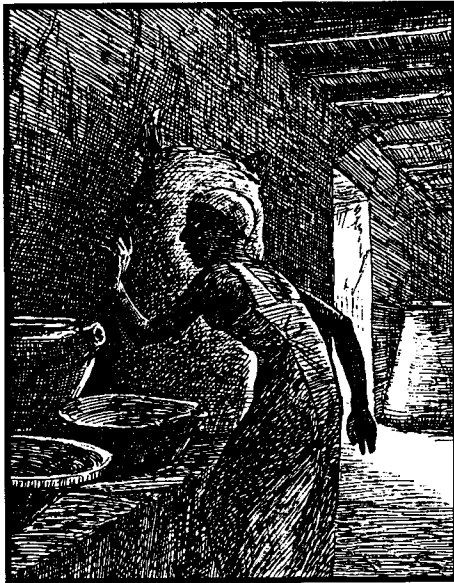
Notes:
Locate Hidden involves careful measurement, combined with an eye for detail. The character is looking for minor discrepancies that indicate that some opening or object has been hidden. If the concealer successfully camouflaged the object, only a Locate Hidden roll will detect it; casual observation will not detect the object.

The difficulty of the maneuver depends on either the size of the opening or the level of concealment of the object. The level of concealment depends on how completely the object was hidden.

Condition	Modifier
Searching for a specific item	+10
Has had location described in detail	+20

Specialties:
N/A

Example Difficulties:

Routine: The object is hidden behind camouflaged netting. The opening is huge (e.g., a barn door or palace gate).

Easy: The object was camouflaged only. The opening is large (e.g., double-doors).

Light: The object was hidden in an obvious place. The opening is the size of a normal door.

Medium: The object was hidden in a secret compartment. The opening is the size of a small door.

Hard: The object was camouflaged in its hiding place. The opening is half the size of a normal door.

Very Hard: The object was hidden in a well-designed hidden compartment (e.g., inside a padded box with a false bottom). The opening is large enough for a dog.

Extremely Hard: The object is in a hidden compartment and camouflaged. The opening is large enough for a cat.

Sheer Folly: The object is hidden within an object not normally capable of containing an object (e.g., a hollow loose stone). The opening is large enough for a mouse.

Absurd: The object is hidden in a location only accessible through special means (e.g., halfway up a narrow chimney). The opening is large enough for an insect.

LOCK LORE

Category: .... Lore • Technical

Optional Stats Used: .... Me/Re/Me

Description:
This skill provides a bonus for recognizing and identifying major forms of locks and similar devices.

Notes:
This skill is used to identify a lock in order to determine the type of locking mechanism and type of key. A successful maneuver may assist a thief in a Picking Locks maneuver. This skill is also used to determine the strength or other attributes of a lock.

Note that the subsequent maneuver bonus should be doubled when using Lock Lore.

Specialties:
• Any specific type of lock.

Example Difficulties:

Routine: Identifying the type of lock (e.g., dead-bolt, sliding bolt, padlock, bar, etc.).

Easy: Identifying the type of key (i.e., the general shape).

Light: Identifying the strength of the lock. The character can estimate how difficult it would be to destroy the lock.

Medium: Designing a mold of the key (from a disassembled lock). Creating a key from this requires a maneuver with the appropriate Crafts skill.

Hard: Knowledge of the internal mechanics of the lock by observing its exterior. (This could be used to jam the lock as well as pick it.)

Very Hard: Designing a mold of the key (from an intact lock).

Extremely Hard: Knowledge of how long it would take to pick a given lock.

Sheer Folly: Knowledge of what triggers can be attached to a given type of lock.

Absurd: Identifying the designer of the lock.

MAGICAL LANGUAGES

Category:..............................Communication
Optional Stats Used:.............. Re/Me/SD

Description:

This skill enables characters to learn magical languages. These languages are acquired in the same fashion as are regular languages. These Languages are rarely spoken except in conjunction with spell casting, where they aid the spell's potency. This is the language of Power Words.

Notes:

Magical languages enable spell users to enhance the effects of their spells. The difficulty of such a maneuver depends on how powerful an effect the spell user desires to attain. Each magical language can affect a specific category of spell lists whose effects are similar (e.g., detection spells, scrying spells, movement spells, etc.). In addition to the suggestions below, there are two standard uses of magical languages that a GM can utilize:

• Before making a spell casting static maneuver roll, the caster can make an appropriate Magical Languages maneuver. Any resulting subsequent maneuver modifier is applied to the following spell casting static maneuver (i.e., +10 for Near Success, +20 for Success, +30 for Absolute Success).

• Modify a Spell Mastery maneuver by +1 for each appropriate Magical Languages skill rank.

Specialties:

• Any specific spell list.

Example Difficulties:

Routine: +1 to a BAR or +5 to an EAR.

Easy: Increasing a spell's effective level by 1 (for RRs, durations, etc.).

Light: +2 to a BAR or +10 to an EAR.

Medium: Increasing a spell's effective level by 2.

Hard: Modifying the target's RR by -10.

Very Hard: Increasing a spell's effective level by 3. +3 to a BAR or +15 to an EAR.

Extremely Hard: Modifying the target's RR by -20.

Sheer Folly: Increasing a spell's effective level by 5.

Absurd: Increasing a spell's effective level by 10.

MAGICAL RITUAL

Category:.............................Power Manipulation
Optional Stats Used:..............Em/In/SD

Description:

This skill provides a bonus for enhancing a spell effect or duplicating a spell effect outside of normal spell resolution parameters (e.g., no power point expenditure). GM's are warned that this skill can be easily abused. GM's should understand how magic works in their world before implementing this skill. Magic rituals are not for hack-and-slash campaigns. Think of Celtic witches' incantations or Shamanistic dances and you have a good idea how this skill should work. (Other skills can complement this skill such as Herb Lore, Dancing, Demon/Devil Lore, Poetry and Singing to make chants, etc.). Be imaginative. Be careful.

Notes:

See the *Essence Companion, Channeling Companion, Mentalism Companion,* and *Arcane Companion* for more information on magic rituals.

This skill can be used to cast ritual spells that do not require Power Points. Subtract the combined levels of the casters from the following sum:

Level of the first spell +
2 x Level of the second spell +
3 x Level of the third spell, etc.

Reference the result below. The time needed to cast the spell is also indicated.

For example, 3 spell casters (all level 10) are attempting to cast a 5th, 10th and 25th level spell. The difference is (25 + 10 x 2 + 5 x 3 - 10 x 3) = 30. This ritual would be a Sheer Folly maneuver and require 30 minutes to complete.

Condition	Modifier
Spell user	+5
Semi spell user	-10
Non spell user	-25

Specialties:

• Any specific spell list.

Example Difficulties:

Routine: (-20) or lower: 1 round.

Easy: (-19) - (-10): 2 rounds.

Light: (-9) - (-5): 3 rounds.

Medium: (-4) - 4: 4 rounds.

Hard: 5-9: 1 minute.

Very Hard: 10-14: 5 minutes.

Extremely Hard: 15-20: 15 minutes.

Sheer Folly: 21-30: 30 minutes.

Absurd: 31 or more: 1 hour.

MAPPING

Category:....................... Technical/Trade • General

Optional Stats Used:.............................. Re/Me/SD

Description:

This skill provides a bonus to making, recognizing and using simple maps. This skill is not capable of producing fully detailed maps like those of a cartographer, but it is sufficient to the task of marking out one's journey well enough to find one's way home.

Notes:

Mapping allows a character to maintain a crude map. The difficulty of this maneuver is dependent on the amount of detail the player wants the GM to provide. More accurate maps require the Cartography skill.

Specialties:

• Any specific location.

Example Difficulties:

Routine: Maintaining a record of the directions turned.

Easy: Including crude distances (e.g., a dagger toss, javelin throw, or bow shot).

Light: Allowing for turns that are not at right angles.

Medium: Including approximate distances (e.g., 50 paces).

Hard: Noting subtle bends or slopes.

Very Hard: Including relatively accurate distances.

Extremely Hard: Mapping a building with half floors or sub-levels that create the illusion of overlapping rooms.

Sheer Folly: Determining the location of secret rooms or openings by noting subtle discrepancies.

Absurd: Copying the GM's map.

MECHANITION

Category:.............. Technical/Trade • Professional

Optional Stats Used:................................ Re/Me/Ag

Description:

This skill provides a bonus for building and using a machine that already exists. It will be necessary to have the appropriate skills to build the machine. Each type of machine must be learned as a separate skill.

Notes:

A successful Mechanition maneuver indicates that the character has built an effective machine. Partial Success indicate that the machine has various flaws or quirks. A vehicle might pull in a specific direction; the roof of a covered battering ram might leak; etc.

The difficulty of the maneuver depends on the complexity of the machine being created. This presupposes that the necessary materials are available and that the character has the necessary Crafts skills.

Note that this skill implements the designs created by an Engineering or Gimmickry maneuver.

Specialties:

N/A

Example Difficulties:

Routine: A simple machine (e.g., lever, pulley, etc.).

Medium: A compound machine (e.g., a telescope, elevator, etc.).

Extremely Hard: An intricate machine (e.g., a computer, laser, etc.).

Absurd: An alien device.
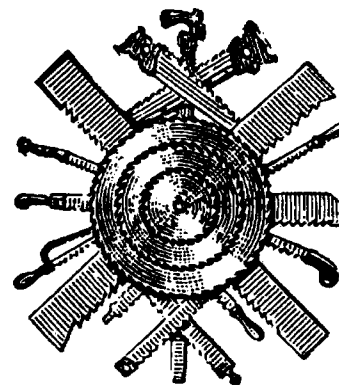
MEDITATION

Category:.. Self Control

Optional Stats Used:............................... SD/Pr/SD

Description:

This skill provides a bonus for an individual entering, leaving, and exploiting a mental trance which the individual can use to help solve problems, increase his chance to successfully cast a spell, aiding in Attunement maneuvers, etc. (subject to GM stipulation). Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25).

Notes:

This skill is normally used to gain the subsequent maneuver bonus since there are many skills that can logically be aided by meditating. The difficulty of the meditation depends on the environment in which the meditation is being attempted.

Condition	Modifier
Elves	+25

Specialties:
- Any specific subsequent maneuver.

Example Difficulties:

Routine: An isolated and sound-proof room.

Easy: A quiet room in which all of the occupants are sleeping.

Light: A still setting with some noise, but no activity (e.g., in a peaceful glen).

Medium: A relatively sedate setting in which there is some activity, but it is muffled.

Hard: While in a room where two people are having a conversation.

Very Hard: An active setting in which there is a great deal of movement.

Extremely Hard: In a noisy or disruptive environment (e.g., during an argument).

Sheer Folly: In an extremely noisy or distracting environment (e.g., while being bombed or shot at).

Absurd: While in melee.

METAL LORE

Category: .... Lore • Technical

Optional Stats Used: .... Me/Re/Me

Description:

This skill provides a bonus for recognizing and identifying metals, alloys, metallic crystal structures, etc. Also will give information on famous, magical, historic, legendary, or cursed types of metals. Skill must be developed separately for each culture or region as applicable to the GM's world scheme.

Notes:

The skill provides the character and player with knowledge about the metals found in a specific region. Unlike many Lore skills, the GM will probably not be able to provide the player with information prior to play.

The rarity of a given metal must first be determined. Common metals (like iron) probably have a rarity of 1. Precious metals and alloys have a higher rarity rating, and magical and enchanted metals, the highest rarity rating. See Section 5.8 for more information about Lore maneuvers.

Specialties:
- Any specific region.

Example Difficulties:

Routine: Identifying a metal.

Easy: Identifying a precious metal. (Silver, electrum and platinum are all very similar.)

Light: Identifying an alloy.

Medium: Determining the purity of a metal.

Hard: Determining the relative strength of an alloy.

Very Hard: Determining if a metal has any flaws (e.g., stress fractures, impurities, air bubbles, etc.).

Extremely Hard: Identifying an alloy that includes foreign metals.

Sheer Folly: Knowledge of any magical or supernatural properties inherent in a metal.

Absurd: Precise information about every known use for a metal.

METAL-CRAFTS

Category: .... Crafts

Optional Stats Used: .... Ag/Me/In

Description:

This skill provides a bonus for working with normal metals to create or repair desired objects (e.g., horse shoes, metal ornaments). Bonus for oven or kiln building, and doubling effects of fires.

Notes:

The difficulty of metal-working depends on the intricacy of the final product. Even a large, bulky product might require very detailed workmanship in order to function properly (e.g., a clock). Like many crafts skills, this skill assumes that the craftsman has an adequate supply of tools. Without the necessary implements, there is little a craftsman can do. (Increase all maneuvers by at least 3 difficulty levels.)

Specialties:
- Any specific object.

Example Difficulties:

Routine: Making a crude object (e.g., a nail or spike).

Easy: Making an object that requires bending a single piece of metal (e.g., a horseshoe or ring).

Light: Designing a crude weapon (e.g., a simple Roman or Viking sword).

Medium: Smelting a metal. Producing a simple cast (required for many items).

Hard: Designing an average weapon or shield. Incorporating ornamentation.

Very Hard: Making an object that requires multiple pieces of metal and very careful precision (e.g., a suit of plate armor, a clock).

Extremely Hard: Designing an exquisite weapon (e.g., a katana or ornate rapier).

Sheer Folly: Designing a miniature object (e.g., a watch, armor for a fairy, etc.).

Absurd: Making an object whose technology is well beyond the current level. The craftsman must have access to the appropriate design skills (e.g., Gimmickry).
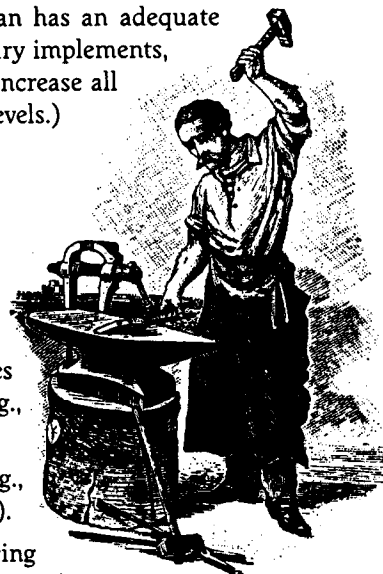
MIDWIFERY

Category:................. Technical/Trade • Vocational

Optional Stats Used:.............................Me/In/Em

Description:

This skill provides a bonus for delivery and care of babies.

Notes:

See Healing, Section 4.0.

Specialties:

• Any specific race.

MILITARY ORGANIZATION

Category:.............. Technical/Trade • Professional

Optional Stats Used:................................. Re/Me/In

Description:

This skill provides a bonus for organization of a military force, not the actual deployment into battle (which is Tactics). Includes knowledge of how to billet and supply a unit, posting of watch, running of patrols, etc.

Notes:

Military Organization is used in the day-to-day maintenance of a military force. Without sufficient military organization, a unit slowly degrades into chaos. A successful maneuver is required each month in order to maintain a unit. If the maneuver fails, the unit's morale and offensive bonus will begin to deteriorate. The difficulty of maintaining a force depends on the size of the unit. It is common practice to generate multiple command layers such that each leader is responsible for a smaller number of units.

Specialties:

• Any individual force.

Example Difficulties:

Routine: 1-5 people.

Easy: 6-10 people.

Light: 11-20 people.

Medium: 21-40 people.

Hard: 41-80 people.

Very Hard: 81-160 people.

Extremely Hard: 161-320 people.

Sheer Folly: 321-640 people.

Absurd: 641+ people.
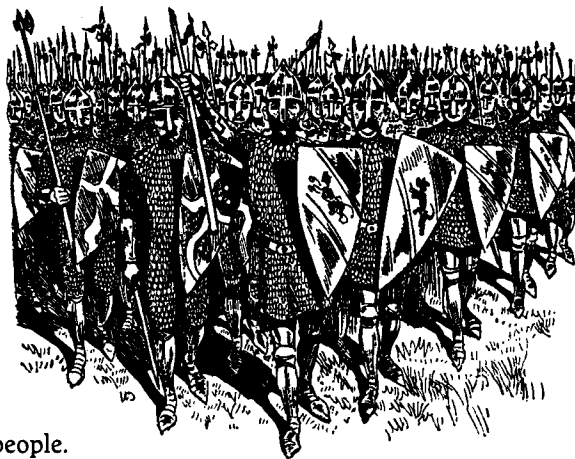
MIMERY

Category:... Artistic • Active

Optional Stats Used:............................... Pr/Em/SD

Description:

This skill provides a bonus for conveying concepts or information without verbal communication or a codified sign language. This skill is useful when trying to span a language barrier, entertain others, etc. Also used when trying to imitate a particular action (i.e., a movement not requiring a maneuver).

Notes:

Mimery is often used for entertainment purposes. It can also be used to communicate with people with whom a character has no language in common. The difficulty of either maneuver depends on the complexity of the information being conveyed. In general, the maneuver will automatically fail if the audience is not familiar with the information.

Specialties:

• Any specific routine (e.g., climbing a rope, trapped in a box, etc.).

Example Difficulties:

Routine: Any stock routine (e.g., walking into the wind, trapped in a box, etc.).

Easy: Conveying a simple idea (e.g., riding a horse, fighting, etc.).

Light: Conveying specific information (e.g., a color, name, etc.). Think charades.

Medium: Communicating with the equivalent of 2 ranks of language.

Hard: Conveying a complex idea (e.g., an interaction, a battle plan).

Very Hard: Communicating with the equivalent of 3 ranks of language.

Extremely Hard: Conveying a theoretical idea (e.g., knowledge, philosophy).

Sheer Folly: Communicating with the equivalent of 4 ranks of language.

Absurd: Communicating with the equivalent of 5 ranks of language.

MIMICRY

Category: .... Artistic • Active

Optional Stats Used: .... Pr/Em/Me

Description:

This skill provides a bonus for imitating sounds. This skill is useful when trying to imitate individuals, animals or even inanimate sounds (e.g., wind, stairs creaking, etc.).

Notes:

The difficulty of a Mimicry maneuver depends on how easily a human voice can imitate the sound. The familiarity the audience has with the sound also modifies the difficulty. It is easier to convince a general audience that you sound like the king; it is much more difficult to convince the queen.

Specialties:

- Any specific sound.
- Any individual.

Example Difficulties:

Routine: Whistling.

Easy: Simple sounds (one note/tone).

Light: Animal sounds (e.g., a bear or dog).

Medium: Multi-tone sounds (birds trilling, etc.).

Hard: Very complex (comprehensive words).

Very Hard: Imitate another's vocal patterns.

Extremely Hard: Simple inanimate sounds. Multi-sided conversations.

Sheer Folly: Complex inanimate sounds.

Absurd: Alien sounds. Convincing a target that is intimately familiar with the vocal pattern.

MINGLING

Category: .... Urban

Optional Stats Used: .... In/Pr/Ag

Description:

This skill provides a bonus to attempts to mix easily with a large urban population, whether for the purposes of remaining unnoticed, escaping pursuers, or simply moving easily through a crowd.

Notes:

This skill allows characters to disappear into a crowd. This is particularly useful when evading authorities. A character can also use this skill to blend in with a mixed group. The people present will not consider the character's presence unusual.

Specialties:

- Any type of group (merchants, lower class, etc.).

Example Difficulties:

Routine: Disappearing in an immense crowd when the pursuit is well behind the character.

Easy: Moving through a large crowd easily.

Light: Interacting and blending with a mixed group of people.

Medium: Disappearing in a huge crowd when the pursuit is close behind.

Hard: Interacting and blending with a specific group of people (e.g., sailors).

Very Hard: Disappearing in a large crowd when the pursuit is close behind.

Extremely Hard: Interacting and blending with a group that has obvious differences from the character. For example, a fighter blending with a group of doctors.

Sheer Folly: Disappearing in a small crowd when the pursuit is close behind.

Absurd: Interacting and blending with a group of a different race.

MINING

Category: .... Technical/Trade • Professional

Optional Stats Used: .... Re/Me/In

Description:

This skill provides a bonus for assessing the possibilities of mining in an area, and supervising the creation and running of the mine. Each type of mining process must be learned as a separate skill.

Notes:

The skill is used to find good mining locations and extracting as much ore from the location as possible. The actual extraction of minerals generally assumes a large group of workers (miners). A miner can also use this skill for individual mining (e.g., panning), but the yield will be significantly less.

Specialties:

- Any specific mineral.
- Any specific environment.

Example Difficulties:

Routine: Extracting ore from a known vein.

Easy: Estimating the amount of ore in a vein.

Light: Organizing an open-pit/quarry mining operation.

Medium: Identifying good locations for a mine in a mountain setting.

Hard: Organizing a tunneling operation. Predicting the safety of a mine.

Very Hard: Identifying mine locations in a plains or deserts.

Extremely Hard: Finding a good panning site.

Sheer Folly: Identifying mine locations in a forest, jungle or swamp.

Absurd: Finding mineral deposits in an extremely unfamiliar location (e.g., underwater or on the moon).
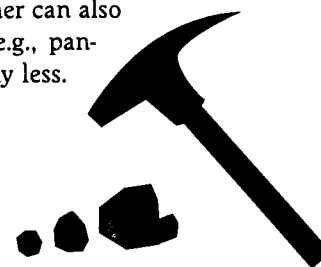
MNEMONICS

Category:	Self Control
Optional Stats Used:	SD/Pr/Me

Description:

This skill provides a bonus for recalling information through the use of memory aids, techniques and tricks.

Notes:

This skill is used to memorize data. Memorizing data is not synonymous with knowledge. Mnemonics is used to memorize data of little relevance. Couriers and pages use this skill to remember messages. Characters may use this skill to memorize the words of an oracle until their meaning becomes obvious. The difficulty of the skill depends on the amount of information and the impact it has on the character.

Condition	Modifier
Per week in the past	-5
Carefully committed to memory	+30
Impact on PC	-10 to +30

Specialties:

- Messages, lists, numeric information, etc.

Example Difficulties:

Routine: A short list (up to 10 items).

Easy: A short message or note.

Light: A moderately long list (up to 100 items).

Medium: A detailed message, up to letter length.

Hard: A long list (up to 1000 items).

Very Hard: A table of complex information (e.g., all of a country's rulers, their birth dates, age of coronation, etc.).

Extremely Hard: An epic length poem (whose rhyming pattern aids rote memorization).

Sheer Folly: An entire novel.

Absurd: The complete works of a prolific author.

MOUNTED COMBAT

Category:	Combat Maneuvers
Optional Stats Used:	Ag/Qu/Em
Exhaustion Point Cost:	1 every 4 rounds

Description:

This skill limits one's OB against an opponent while mounted. The OB of an attack made while mounted cannot exceed the attacker's Mounted Combat skill bonus. A character's Mounted Combat skill cannot have more skill ranks developed than his Riding skill ranks.

Notes:

This skill is self-explanatory.

Specialties:

- Any specific mount.

MUSIC

Category:	Artistic • Passive
Optional Stats Used:	Em/In/Pr

Description:

This skill provides a bonus to writing, recognizing or performing a piece of music. This skill may be used to determine the ability of the individual to play in concert with others, or to direct others in doing so. A successful maneuver roll by a conductor will give those he is conducting a bonus of +20 to their own use of this skill.

Notes:

This skill can be used either to reproduce a piece of music (conducting) or to create a piece of music (composition). The difficulty of a Music (performance) maneuver depends on the greatness of the composition. A Music (performance) maneuver is equal to the difficulty of writing the work. A Music (composition) maneuver depends on the impact the piece is intended to have. Each Partial Success reduces the resulting fame by 20%, each Near Success, by 10%. An Absolute Success increases the fame by 20%. (See Section 5.1).

This skill must be developed separately for each style of music to be learned. Examples include classical, baroque, romantic, jazz, rock, etc.

Condition	Modifier
2-4 people	-5
5-10 people	-10
11-20 people	-15
21+ people	-20

Specialties:
- Any specific composer.
- Any specific style of music.

Example Difficulties:

Routine: A scale.

Easy: A simple melody or air. A jingle or ditty.

Light: A piece with limited appeal. Music with technical flair, but no emotion.

Medium: A good piece of music. Consistent work of this quality may earn the composer a sponsor.

Hard: A piece that appeals to those who enjoy the particular style. Catchy tunes like dances, arias, and concertos that portray a single emotion or idea.

Very Hard: A work with broad appeal. Complete works (nocturnes, improvisations, consolations, etc.) that tell a story, or convey a complex emotion.

Extremely Hard: A work that will be considered great many years from now. Masterpieces like operas, symphonies, etc. that capture a range of emotions.

Sheer Folly: A work that creates a new style of composition.

Absurd: A work that gains immediate recognition worldwide.

NAVIGATION

Category: .... Technical/Trade • Vocational

Optional Stats Used: .... Me/In/Re

Description:
This skill provides a bonus for determining proper directions and distances when using a map in conjunction with various directional aids, such as a compass, sextant, clock, etc. This includes a concept of orienting, and is applicable on land, water or the stars. Note that this skill is far more precise and complex than Orienteering.
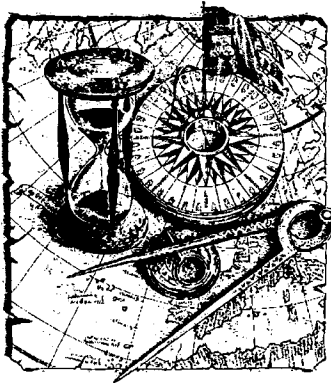
Notes:
This skill is used to prevent a character from getting lost while traveling. Use of this skill allows a character to travel from point A to point B without getting lost. The character must have the necessary equipment and maps (including at least a compass). As long as this skill is successful, a character will not get lost. (A maneuver should be made each day of travel.)

Condition	Modifier
Light fog	-5
Dense fog	-15

Specialties:
- On land, at sea, underground, etc.

Example Difficulties:

Routine: While at a landmark whose location is clearly noted on a map (e.g., a port, city, etc.).

Easy: While in possession of all possible navigational tools and a map.

Light: At night.

Medium: On a clear day.

Hard: Following a storm.

Very Hard: While overcast.

Extremely Hard: Following a gale that pushed the ship far off course.

Sheer Folly: Without a map or compass.

Absurd: After being teleported.

OBSERVATION

Category: .... Awareness • Searching

Optional Stats Used: .... In/Re/SD

Description:
This skill provides a bonus for noticing details about the environment for assimilation and analysis. This is normally only usable in an active fashion, and requires concentration. Note that this skill is different from Alertness, which represents a general and unconscious level of receptivity and awareness of events and details within one's immediate environment. This skill reflects the active observation, noting and appraisal of such details. For example, if a character were about to make camp in an unsafe location, the GM might make an Alertness maneuver for that character to determine whether or not he notices the danger. If the character indicated that he wished to examine the location for suitability, the character would instead make an Observation maneuver.

Notes:
This skill has numerous applications. It is used to find people hiding in the brush. It is used to examine an object closely, looking for any anomalies. It is used to determine the number of enemies in the opposing army.

As a result, it is not possible to describe even a fraction of the situations in which Observation could be used. Instead, broad general guidelines are provided.

The level of difficulty should be based on the amount of information the character is seeking. The obviousness of the information can modify this difficulty by up to two levels. For example, determining the safety of the aforementioned campsite might be a Medium maneuver. However, the presence of a Troll's burrow nearby might be a subtle clue to look elsewhere for a campsite.

This skill can be used to discover persons who are Stalking or Hiding. It can also be used to see through a disguise, notice a camouflaged object or realize that a voice is being mimicked. It cannot be used to find hidden objects, which requires the skill Locate Hidden.

Specialties:

• Any specific topic of inquiry.

Example Difficulties:

Routine: The character knows exactly what he is looking for and is merely trying to verify some detail. For example, T'mar knows that the king has a mole on his right hand. While shaking the king's hand, he checks to make sure that this really is the king.

Easy: The information being sought is obvious provided any time is spent looking (e.g., noticing an object that has been hastily camouflaged).

Light: The character has excellent knowledge about some object (person, creature, etc.) and is looking for details in order to distinguish between two similar objects.

Medium: The information being sought by the character is general in nature (e.g., "Are there any signs of recent habitation in the cottage?").

Hard: The character's knowledge of the subject is fair and he has some idea of what he is looking for. For example, a weapons master is attempting to assess his opponent's skill by watching him practice.

Very Hard: The information being sought is specific in nature. For example, there is debris everywhere, and a character is interested in determining if the door was ripped off its hinges or battered down.

Extremely Hard: The character's knowledge of the object is poor, and the character is not certain what he is looking for. (But he'll recognize it when he sees it!)

Sheer Folly: The information is trivial in nature, and not at all obvious. For example, determining if a vial ever held olive oil.

Absurd: The character has no knowledge about the subject of inquiry. The player is merely hoping to roll well enough to get some insight from the GM.

OPERATING EQUIPMENT

Category: .... Technical/Trade • General
Optional Stats Used: .... Re/Me/In

Description:

This skill provides a bonus to operate simple equipment, or specific set of complex equipment, such as millworks, automatic looms, etc.

Notes:

This simple skill is necessary to use any tool with more than a few moving parts. No skill is necessary to dig a hole with a shovel. Digging a hole with a post-hole digger is another story. The difficulty of the maneuver is based on the number of things that could go wrong. If the tool is being used for something other than its intended purpose, add three to the difficulty level.

This skill does not necessarily provide any knowledge of how the device works, nor any knowledge of how to fix the device.

Specialties:
N/A

Example Difficulties:

Routine: Only a technophobe would have difficulty operating the equipment (e.g., a padlock, a child-proof cap, etc.).

Medium: Most complex machines (e.g., a loom, a bottle corker, etc.).

Extremely Hard: Very complicated and touchy machines (e.g., a human-powered ornithopter).

Absurd: Alien machinery.

ORIENTEERING

Category: .... Technical/Trade • General
Optional Stats Used: .... Re/Me/In

Description:

This skill provides a bonus for using landmarks, the sun, stars and other simple navigational tricks in order to arrive at a desired location. Note that Orienteering provides only a general sense of the proper direction towards a location; hazards, obstacles, or distances are not learned. It is not capable of the sort of precise results that Navigation will provide, but it is sufficient to make one's way across the countryside.

Notes:

Without this skill, a character is guaranteed to get lost if not following a road or river. Additional ranks will help a character avoid getting lost in heavy terrain or cloudy weather. A maneuver roll should be made every strategic turn (4 hours). Failure generally indicates that the character heads in a direction up to 60° degrees from the direction intended.

Condition	Modifier
Light fog	-15
Dense fog	-45

Specialties:
- Any specific terrain.

Example Difficulties:

Routine: Traveling through very familiar territory.

Easy: Traveling with excellent directions.

Light: On a clear day in open terrain.

Medium: On a clear day in a light forest. On a cloudy day in open terrain.

Hard: On a clear day in a heavy forest. On a cloudy day in a light forest.

Very Hard: On a moonlit night. On a cloudy day in a heavy forest.

Extremely Hard: In a dense jungle with multiple canopies.

Sheer Folly: On an overcast or moonless night.

Absurd: In complete darkness (e.g., during a storm on a moonless night).

PAINTING

Category: Artistic • Passive

Optional Stats Used: Em/In/Ag

Description:
This skill provides a bonus for creating graphic images. This may be on a flat medium such as sketching or painting with pigments, or painting on an object of some kind. Any activity that involves the creation of an image or deliberate design may benefit from this skill.

Notes:
The goal of the painter is a representation of a real object, scene or person. This representation may be realistic, symbolic or emotive. The difficulty of the maneuver depends on the beauty and depth of expression of the piece of art to be produced. At the most basic level, a painter can produce sketches, or stylized images. As he gains in ability, he is able to infuse his works with a unique perspective or insight.

The perceived greatness of the work depends to a large extent on the audience. For a painter to make a living, it helps to market one's skill well.

Condition	Modifier
Unfamiliar medium	-30
From posed image or person	+10
From memory	-30 (+ Memory stat bonus x 3)

Specialties:
- Any specific medium (e.g., watercolors, oils, charcoal, etc.)
- Any specific style

Example Difficulties:

Routine: A symbolic sketch using stock symbols (e.g., stick figures). Many cave paintings are of this quality.

Easy: A basic sketch that is recognizable as a poor representation of a specific location or person.

Light: A simple, elegant sketch that captures the essence of a location, item, or person. Many artists begin with such a sketch.

Medium: A simple painting, devoid of character or life, that accurately depicts its subject.

Hard: A detailed portrait that portrays every nuance of the subject in stark clarity.

Very Hard: An elegant painting that captures the spirit or essence of the moment. Persons viewing the work feel drawn into the painting.

Extremely Hard: A magnificent work that completely captures the painter's reaction to the subject in subtle ways without sacrificing the mood of the painting.

Sheer Folly: Designing a piece that inspires a new style. Such a work is refreshing in its approach to the subject.

Absurd: A masterpiece that inspires fear or awe, depending on the subject matter.
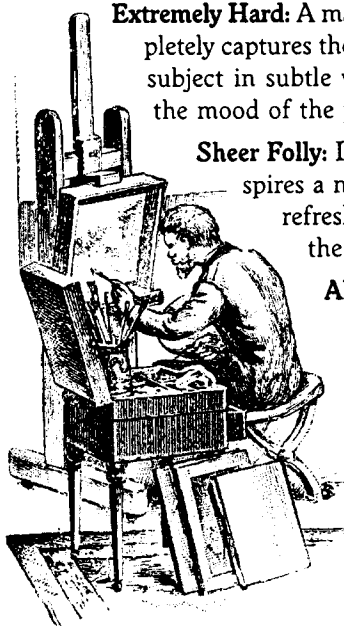
PHILOSOPHY

Category: ....Lore • General

Optional Stats Used: .... Me/Re/In

Description:

This skill provides a bonus for recognizing and identifying major aspects of philosophic doctrines. Each philosophy doctrine may be concentrated in and learned separately for in-depth knowledge and understanding.

Notes:

Philosophy is the study of thought. There are many branches of philosophy, all of which strive for enlightenment and truth through the application of logic. (Even though logic itself is a philosophical field.) At the core of most doctrines is the search for morality, that which should be done for its own sake.

The difficulty of a Philosophy maneuver depends on the amount of logic and faith to be applied to a given situation. Memorizing the tenets of a philosophy is much easier than applying those maxims accurately. Note that different philosophies will find different situations difficult.

Most schools of philosophy fall into three major categories:

1. *Rule-based.* Philosophy is the application of universal rules (or imperatives) to all situations.
2. *Situational.* The proper course of action depends on the actual circumstances and the persons involved.
3. *Existential.* Each person defines his own reality. Truth can only be perceived, and only applies to the person perceiving.

Specialties:

• Any school of thought.

Example Difficulties:

Routine: Reciting the major tenets of a doctrine.

Easy: Memorizing examples that demonstrate the major tenets.

Light: Applying a philosophical belief to a simple situation (i.e., one in which there is an obvious correct answer). For example, demonstrating that it is wrong to cheat on a test.

Medium: Knowledge of more subtle facets of a philosophy. This includes a critical analysis of its weaknesses.

Hard: Applying a philosophical belief to a complex situation (i.e., one in which multiple parties have valid cases).

Very Hard: Familiarity with classic examples of conundrums that have been solved. (Is it wrong to tell a murderer that the person he is hunting is not in your house to protect the potential victim, even though you are lying?)

Extremely Hard: Resolving an untenable position. For example, finding a resolution (from a situational view) to a set of circumstances in which no alternative maximizes the outcome.

Sheer Folly: Producing a new school of philosophical thought that resolves one or more dilemmas. (New dilemmas will inevitably arise.)

Absurd: Demonstrating that all possible situations have been addressed, without contradiction.

PICKING LOCKS

Category: .... Subterfuge • Mechanics

Optional Stats Used: .... In/Ag/Re

Description:

This skill provides a bonus for locking and unlocking locks and similar devices.

Notes:

The difficulty of this maneuver depends on the complexity of the lock. In general, smaller locks are more difficult to pick. Note that in a medieval setting, there are no locks that are Sheer Folly or Absurd.

Condition	Modifier
Successful Lock Lore prior to attempt	+40
Each time lock has been unsuccessfully attempted	-30
Have picked lock before	+50
Picker has picked this type of lock before	+25
Picker has description of mechanism	+10

Specialties:

• Any specific type of lock.

Example Difficulties:

Routine: Picker has the key (and can therefore see the cut).

Easy: Picker can see the locking mechanism.

Light: Keyhole larger than a finger. Handcuffs or shackles.

Medium: Keyhole larger than a pencil (most medieval locks). Car door.

Hard: Padlock.

Very Hard: Sliding bolt.

Extremely Hard: Modern dead-bolt or combination lock. Multiple keys must be turned simultaneously.

Sheer Folly: Door is barred, not locked.

Absurd: Electronic lock.

PICKING POCKETS

Category:............................... Subterfuge • Stealth

Optional Stats Used:...............................Ag/SD/Pr

Description:

This skill provides a bonus for picking pockets. If successful, the contents are lifted and the skill bonus is applied against the victim's Alertness.

Notes:

The difficulty of a Picking Pockets maneuver depends on how accessible the victim's pockets are. (Note that pockets are a fairly recent invention.) Money carried in a pouch is the easiest to gain access to. If the character must come into contact with the victim, the maneuver is much more difficult.

There are many items which aid in Picking Pockets. Examples include palm knives (for slitting pouches), hollow canes, fake blindfolds, etc.

Specialties:

N/A

Example Difficulties:

Routine: The target is asleep.

Easy: The target is drunk.

Light: The pouch (or pocket) is outside of armor.

Medium: The pouch is outside of clothing.

Hard: The pocket is internal, but the item being stolen is (relatively) large, like a wallet.

Very Hard: Deep pockets and/or small items.

Extremely Hard: The pouch is worn below armor.

Sheer Folly: Removing rings from fingers.

Absurd: Stealing a weapon from a scabbard.
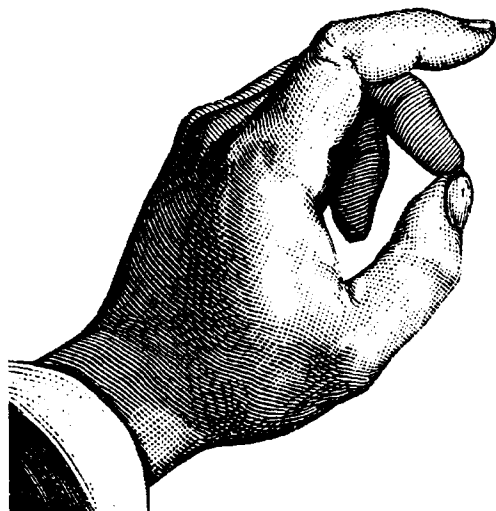
PLANAR LORE

Category:... Lore • Magical

Optional Stats Used:................................ Me/Re/In

Description:

This skill provides a bonus for recognizing and navigating other planes of existence; it also provides knowledge about other planes.

Notes:

This skill provides characters with knowledge about other planes of existence. The GM should discuss the extent of the character's knowledge with the player before play. The skill offers an understanding of how the planes of existence connect, how to travel from one to another, and how to survive on a plane whose environment is hostile or alien.

During play, a character may use this skill to identify the quickest way home (if one exists), determine where a gate most likely leads, or recognize a multi-dimensional item. The difficulty of the maneuver depends on the proximity of the plane to the character's own.

Specialties:

• Any specific plane.

Example Difficulties:

Routine: Belief that other planes of existence are real.

Easy: Knowledge that other planes of existence are real.

Light: Knowledge of an adjacent plane (e.g., the ethereal). In most cases, this allows the character to identify the plane, how it relates to his plane, and basic survival techniques.

Medium: Identifying ways of entering and exiting an adjacent plane.

Hard: Knowledge of a plane two realms removed (i.e., the plane borders on the ethereal, but not this reality).

Very Hard: Identifying ways of entering and exiting a plane two realms removed.

Extremely Hard: Knowledge of a plane more than two realms removed.

Sheer Folly: Identifying planes that exist beyond reality (e.g., the home of the Chaos Demons). This knowledge invariably leads to insanity.

Absurd: Knowledge of havens in insanely dangerous planes of existence (e.g., hell).
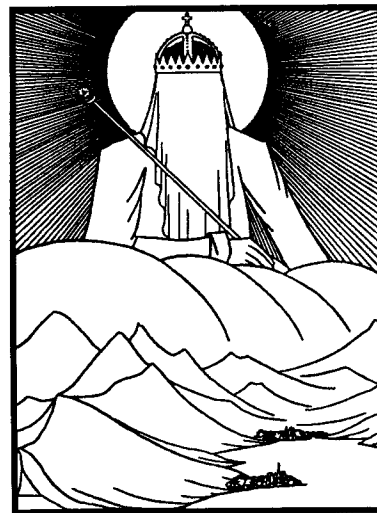
PLAY INSTRUMENT

Category: .... Artistic • Active

Optional Stats Used: .... Pr/Em/Ag

Description:

This skill provides a bonus for using a specific instrument, such as flute, drum, lute, etc. It may also be used to recognize musical patterns or rhythms, notes, etc. Note that separate development is required for skill with each instrument.

Notes:

This skill can be used either to reproduce a piece of music or to improvise a melody. The difficulty of a performance maneuver depends on the greatness of the composition (see Music). A Play Instrument (performance) maneuver is equal to the difficulty of writing the work (when reproducing a composition). An Play Insturment (improvisation) maneuver depends on the complexity of the chord progression or melody. Each Partial Success reduces the resulting fame by 20%, each Near Success, by 10%. An Absolute Success increases the fame by 20%. (See Section 5.1).

This skill must be developed separately for each style of music to be learned. Examples include classical, baroque, romantic, jazz, rock, etc.

Specialties:

- Any specific composer.
- Any specific style of music.

Example Difficulties:

Routine: A scale.

Easy: Improvising off of a simple melody.

Light: Improvising from a common major chord progression.

Medium: Improvising off of a common melody.

Hard: Improvising from a known chord progression (e.g., minor, blues, etc.).

Very Hard: Improvising off of a melody just heard (used in dueling instruments).

Extremely Hard: Improvising from an unfamiliar chord progression.

Sheer Folly: Improvising a new chord progression.

Absurd: Improvising a complete work.

POETIC IMPROVISATION

Category: .... Artistic • Active

Optional Stats Used: .... Pr/Em/Me

Description:

This skill provides a bonus for improvising or reading poetry. It may also be used to recognize poetical styles, forms, etc. Note that a minimum of 4 ranks in the spoken language utilized is required to use this skill.

Notes:

This skill is used by bards and historians to entertain royal courts, by Elves to praise one another, and by romantics wooing their lovers. The difficulty of the maneuver depends on the length of the poem being recited, or improvised. When reciting poetry, a strong meter and rhyme pattern reduces the difficulty by one level. When improvising, attempting to maintain both meter and rhyme increases the difficulty by one level.

Each rank of poetic improvisation indicates knowledge of one epic poem or equivalent amount of shorter material. Master bards can recite any number of epic poems.

Condition	Modifier
Elves	+10
7+ ranks in spoken language	+10
Improvisation	-30

Specialties:

- Any specific type of poem (e.g., humorous, epic, tragic, etc.).

Example Difficulties:

Routine: A limerick.

Easy: A sonnet or short series of heroic couplets.

Light: A short poem (2 or 3 verses).

Medium: An average length poem (4 to 6 verses, plus a possible chorus).

Hard: A long poem (7 or more verses).

Very Hard: A (relatively) short epic.

Extremely Hard: A full epic.

Absurd: Improvising an epic.

POETRY

Category: .... Artistic • Passive

Optional Stats Used: .... Em/In/RE

Description:

This skill provides a bonus for the writing of poetry, or any highly stylized form of writing. Note that the individual must have at least 4 ranks in the written language to be used. Note that this form of poetry is typically of a significantly greater quality than improvisational poetry.

Notes:

This skill is used to write a poem. The difficulty of the maneuver depends on the intricacy of the poem's structure (meter and rhyme) and depth of emotion.

Condition	Modifier
Writing about a personal experience	+10
Writing about an unfamiliar topic	-30
8+ ranks in written language	+15

Specialties:

- Any specific type of poem (e.g., humorous, epic, tragic, etc.).

Example Difficulties:

Routine: A slogan or jingle that rhymes. No self-respecting poet would ever write many of these.

Easy: A brief open-form poem that describes some subject without emotion.

Light: A short, structured poem that approaches its subject in an innovative manner.

Medium: An open-form poem that invokes a simple emotional response (e.g., sadness or laughter).

Hard: A perfectly metered and rhymed poem that inspires a simple emotional response, perhaps in an innovative manner.

Very Hard: A long poem that touches on a number of emotional responses.

Extremely Hard: A complete collection that honestly addresses a logical series of emotions (e.g., the author's journey from boy to man).

Sheer Folly: An epic poem that causes the reader to identify strongly with the hero, feeling his pain and sharing in his triumph.

Absurd: A masterpiece that allows the reader temporarily to experience the divine.

POISON LORE

Category: Lore • Technical
Optional Stats Used: Me/Re/Me

Description:

This skill provides a bonus for recognizing and identifying poisons, as well as knowledge of proper application and usage techniques. (These may require a Using/Removing Poison skill roll to actually carry through.)

Notes:

The difficulty of locating a poison is indicated in *RMFRP* (p. 149). That provides the difficulty of finding such a poison in the wild. The number associated with the difficulty of finding a given poison indicates its rarity. If a character has 5 ranks in Poison Lore (i.e., knowledge level 4), he is familiar with jitsu (m-O-4), including its specific effects. He knows that zaganzar (t-M-6) can be found in temperate mountains and that silmaana (s-O-2) is a level 9 poison with no addiction factor.

Specialties:

- Any specific climate or locale.
- Any specific category of poison.

Example Difficulties:

Routine: Knowledge of category (e.g., circulatory, respiratory, etc.).

Easy: Knowledge of climate/locale codes (e.g., m-U).

Light: Knowledge of form/preparation (e.g., root/paste).

Medium: Knowledge of specific effects (e.g., delivers 1-100 hits).

Hard: Knowledge of market cost and antidotes.

Very Hard: Knowledge of addiction factor and level.

Extremely Hard: Identifying a poison in its prepared state.

Sheer Folly: Knowledge of the combined effects of two poisons in the same category.

Absurd: Knowledge of the combined effects of two poisons in different categories.

POISON PERCEPTION

Category:........................... Awareness • Searching

Optional Stats Used:............................... In/Re/Me

Description:

This skill provides a bonus for perceiving the presence of poison in or on an item or object. Note that some poisons will simply be undetectable (e.g., a colorless, tasteless, odorless powder that dissolves completely in water will be very difficult if not impossible to detect).

Notes:

The difficulty of detecting a poison depends on the method of application (pastes are usually obvious) and the number of senses that can detect the poison. For example, cyanide has a distinctive odor, although if mixed with some food that masks the poison, it is more difficult to detect.

The base difficulties assume that the poison can be seen, smelled and tasted. For each sense removed, add one to the difficulty. For example, iocaine is a powder that is colorless, odorless and tasteless. It is an Absurd maneuver to detect this poison. Sharkasar is a paste that has an odor and is dark brown. Since it has no taste, it is a Light maneuver to detect this poison.

Specialties:

• Any specific category of poison.

Example Difficulties:

Easy: Paste.

Medium: Liquid.

Very Hard: Powder.

POLE-VAULTING

Category:............................. Athletic • Gymnastics

Optional Stats Used:............................. Ag/Qu/Ag

Exhaustion Point Cost: .... 1 every round

Description:

This skill provides a bonus for handling a pole to surmount or cross over an obstacle.

Notes:

Use of this skill assumes a sprint the round before. For each pace category above or below, the difficulty is increased by one. If the character does not have a proper pole (flexible, yet strong), the difficulty is also increased by one.

Specialties:

N/A

Example Difficulties:

Routine: 4' high or 4' wide.

Easy: 6' high or 6' wide.

Light: 8' high or 8' wide.

Medium: 10' high or 10' wide.

Hard: 12' high or 15' wide.

Very Hard: 15' high or 20' wid‹

Extremely Hard: 18' high or 30

Sheer Folly: 22' high or 40' wid‹.

Absurd: 25' high or 50' wide.

POWER PERCEPTION

Category:..Power Awareness

Optional Stats Used:............................... Em/In/Pr

Description:

This skill provides a bonus for seeing active Essence (blue), Channeling (red) and Mentalism (green) magic. If the GM allows players to develop the skill of Power Perception he should stipulate that Detect Magic spells will detect magic, active or inactive (e.g., waiting spells).

Notes:

The difficulty of this maneuver depends on the power of the magic. Extremely powerful dweomers (enchantments) may be so overwhelming that it is difficult not to notice the presence of the spell. The distance from the location (center) of the spell, diminishes one's ability to detect the spell. Note that this skill reveals nothing about the level of the spell or effect.

Condition	Modifier
Per foot over 10'	-2
Informational Spell	-10
Elemental Spell	+20

Specialties:

• Any specific realm.

Example Difficulties:

Routine: Deific magic.

Easy: 50th level or higher spell/effect.

Light: 37th - 49th level spell/effect.

Medium: 26th - 36th level spell/effect.

Hard: 17th - 25th level spell/effect.

Very Hard: 10th - 16th level spell/effect.

Extremely Hard: 5th - 9th level spell/effect.

Sheer Folly: 2nd - 4th level spell/effect.

Absurd: 1st level spell/effect.

POWER POINT DEVELOPMENT

Category: .... Power Point Development

Optional Stats Used: .... Realm stat

Description:

A character's total Power Points (PP) is equal to his Power Point Development skill bonus. This skill allows a spell user to increase the total number of Power Points he may hold at any given time. The skill bonus progression for this skill is found the chart on page 85 of *RMFRP*. A hybrid spell caster averages his realm stat bonuses to obtain his stat bonus for this skill.
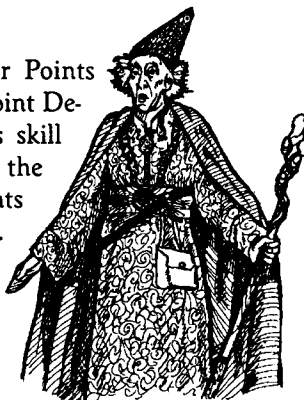
Specialties:

N/A

POWER-STRIKING

Category: .... Athletic • Brawn

Optional Stats Used: .... St/Co/St

Exhaustion Point Cost: .... 1 every round

Distance Multipler: 0

Description:

This skill allows the use of a controlled burst of strength to increase the force of a blow, such as with a sword, hammer, or fist. The use of this skill requires a 40% activity action the round before the strike takes place. The round of the strike, the character receives a bonus to his OB according to how much force he puts into the blow, which in turn affects the difficulty of the maneuver.

Notes:

The difficulty of the maneuver depends only on the amount of extra OB sought.

Specialties:

• Any specific weapon.

Example Difficulties:

Routine: +1 OB modification.

Easy: +4 OB modification.

Light: +7 OB modification.

Medium: +10 OB modification.

Hard: +20 OB modification.

Very Hard: +30 OB modification.

Extremely Hard: +40 OB modification.

Sheer Folly: +50 OB modification.

Absurd: +60 OB modification.

POWER-THROWING

Category: .... Athletic • Brawn

Optional Stats Used: .... St/Co/St

Exhaustion Point Cost: .... 1 every round

Description:

The skill allows the use of a controlled burst of strength to increase the range of a thrown object, such as a javelin, hammer, stone, etc. The use of this skill requires a 40% activity action the round before the throw takes place. The round of the throw, the character receives a bonus to his weapon range according to how much force he places into the throw, which in turn affects the difficulty of the maneuver.

Notes:

If a large item is thrown as a weapon, the attack is resolved as a Fall/Crush attack (see *RMFRP* p. 226 or *AL* p. 75) with an OB of +1/10 pounds. The range modifier depends on the difficulty of the Power-throwing maneuver. The maximum distance an object can be thrown is 1 foot for every 2 unused pounds of lifting capacity (see Weight-lifting).

Specialties:

• Any specific weapon.

Example Difficulties:

Routine: -5 OB / foot.

Easy: -3 OB / foot.

Light: -2 OB / foot.

Medium: -1 OB / foot+10% range.

Hard: -1 OB / 2 feet+25% range.

Very Hard: -1 OB / 3 feet+50% range.

Extremely Hard: -1 OB / 5 feet+75% range.

Sheer Folly: -1 OB / 10 feet+100% range.

Absurd: -1 OB / 20 feet+125% range.
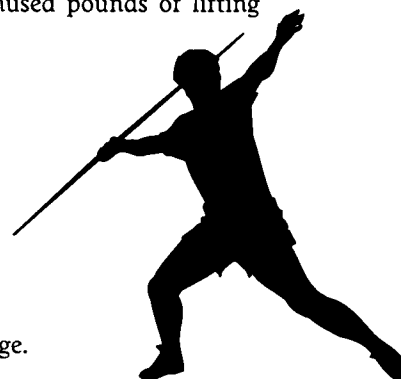
PREPARE HERBS

Category: .... Technical/Trade • Vocational

Optional Stats Used: .... Me/In/Ag

Description:

This skill provides a bonus to successfully prepare a medicinal herb from its natural state into a usable form.

Notes:

Use of this skill supposes that the herbalist knows how the herb must be applied. The difficulty of the maneuver depends on how many ingredients are needed to purify the herb. As a general rule, divide the cost of the herb (in gold) by the rarity factor squared (cost ÷ [rarity x rarity]) and reference below. (The GM may declare that some herbs are more or less difficult than this.)

Specialties:

• Any specific method of preparation (e.g., brew, ingest, apply).

Example Difficulties:

Routine: Below .01.

Easy: .01 - .1.

Light: .1 - .5.

Medium: .5 - 1.

Hard: 1 - 2.

Very Hard: 2 - 4.

Extremely Hard: 4 - 7.

Sheer Folly: 7-10.

Absurd: 10 or more.

PREPARE POISONS

Category: .... Technical/Trade • Vocational

Optional Stats Used: .... Me/In/SD

Description:

This skill provides a bonus to successfully prepare a poison from its natural state into a usable form.

Notes:

Use of this skill supposes that the herbalist knows how the poison must be applied. The difficulty of the maneuver depends on how many ingredients are needed to prepare the poison. As a general rule, divide the cost of the poison (in gold) by the rarity factor squared (cost ÷ [rarity x rarity]) and reference below. (The GM may declare that some poisons are more or less difficult than this.)

Specialties:

• Any specific method of preparation (e.g., brew, ingest, apply).

Example Difficulties:

Routine: Below .01.

Easy: .01 - .1.

Light: .1 - .5.

Medium: .5 - 1.

Hard: 1 - 2.

Very Hard: 2 - 4.

Ext. Hard: 4 - 7.

Sheer Folly: 7-10.

Absurd: 10 or more.

PROPAGANDA

Category: .... Influence

Optional Stats Used: .... Pr/Em/Re

Description:

This skill provides a bonus for influencing others through indirect means, rather than direct speech. Includes such ideas as starting rumors, as well as designing large advertising campaigns.

Notes:

Propaganda is used to influence public opinion. It can be used to lower the public's opinion of their leader, justify a war, or anything a clever manipulator can dream of. Unlike advertising, this skill is not trying to sell a product. The effects of propaganda are more ethereal than profit (although the two are certainly related).

The difficulty of the attempt depends on how much of a change is being attempted. This assumes, naturally, that the allegation, claim, or assertion is plausible. The more outrageous the statement, the more difficult it's going to be to sell it to the public.

In general, successful use of this skill will modify public opinion by up to 5%.

The following examples assume that a small number of people are being influenced, fewer than 100. For each factor of 100, the difficulty should be increased by one. Hence, a Propaganda maneuver intended to affect a country of 1,000,000 inhabitants would be increased by two levels of difficulty.

Specialties:

• Any specific culture.

• Any type of claim (political, religious, etc.).

Example Difficulties:

Routine: A claim that is very reasonable. For example, Aeron is known for his sexual exploits. It is not difficult to convince the public that he is having an affair.

Easy: A claim that is truthful, but sounds implausible. Continuing the above example, it would be an Easy maneuver to convince the public that the allegations of impropriety are wrong.
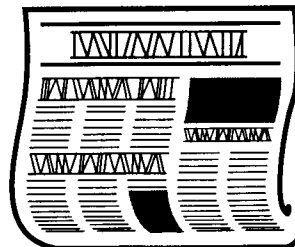
Light: A claim that reinterprets the truth. Spin doctors attempt such maneuvers to re-direct public attention to a different aspect of a situation.

Medium: A claim whose assertions cannot be verified. For example, there is a vast government conspiracy that includes the disappearance of its citizens. The very nature of the claim prohibits verification.

Hard: A claim that is contrary to the public's morals or beliefs. Convincing a tolerant public that Orcs are pond-scum would be a Hard maneuver.

Very Hard: A claim that requires the public to re-examine some core religious or cultural belief. The Protestant Reformation would be one example.

Extremely Hard: Inspiring the public to take action about some concern that is relevant to them and not contrary to their beliefs. For example, a campaign to convince more people to bathe regularly.

Sheer Folly: Convincing the public to stop performing some mundane activity, including a successful product ban.

Absurd: Inspiring the public to take some action that goes against their core beliefs. Inciting a rebellion through propaganda alone, for example. (This would be much easier if a strong leader were to emerge.)

PSYCHOLOGY

Category: .... Science/Analytic • Specialized
Optional Stats Used: .... Re/Me/Pr

Description:
This skill provides a bonus for recognizing and identifying major insanities (including manias, phobias, depressions, dementia, etc.) and attempting to heal or correct them. It must be developed either in-depth for a specific race or in general trends of multi-cultural racial makeups. Several races may be developed simultaneously provided research materials are available. See *Gamemaster Law* for more information on psychological disorders and their effects.

Notes:
See Healing, Section 4.0.

Specialties:
• Any specific race.
• Any specific disorder.

PUBLIC SPEAKING

Category: .... Influence
Optional Stats Used: .... Pr/Em/In

Skills

Description:
This skill provides a bonus for impressing, entertaining, or manipulating groups of people directly. Note that this is different from the Tale Telling skill, which is used on small groups, using stories and fables for entertainment and instruction. Public Speaking is for larger groups, is often more extemporaneous, and is used to manipulate the emotions or views of a crowd.

Notes:
This skill is used to directly influence an audience (unlike Propaganda, which is used to indirectly influence the public). The difficulty of the attempt depends on how much attention the audience is paying, and how radical the recommendations of the speaker. In general, a Public Speaking maneuver will have direct effects on 10% of the audience, and indirect effects on the entire audience.

Specialties:
• Any specific group (e.g., sailors, soldiers, etc.).
• Any specific message (e.g., repentance, glory, etc.).

Example Difficulties:

Routine: The message reinforces common and strongly-held beliefs (e.g., a rallying speech prior to combat).

Easy: The audience worships the speaker, hanging on his every word (e.g., a beloved regent).

Light: The message reminds the audience of common beliefs that have been temporarily forgotten. This includes regaining morale following a defeat or reminding a congregation of the importance of charity.

Medium: The audience is interested in what the speaker has to say. They will probably agree based solely off of their impression of the speaker (e.g., a hero returning to his homeland).

Hard: The message modifies a common belief, but does not directly contradict it. For example, reminding people that a free and just society can harshly punish those who threaten freedom and justice.

Very Hard: The audience is bored or disinterested.

Ext. Hard: The message is contrary to the audience's beliefs. Convincing the audience that a criminal should be released, or that they should voluntarily pay taxes.

Sheer Folly: The audience is trying to ignore the speaker. Most street prophets must endure hostile audiences.

Absurd: Converting people from one religion to another.

SKILL COMPANION

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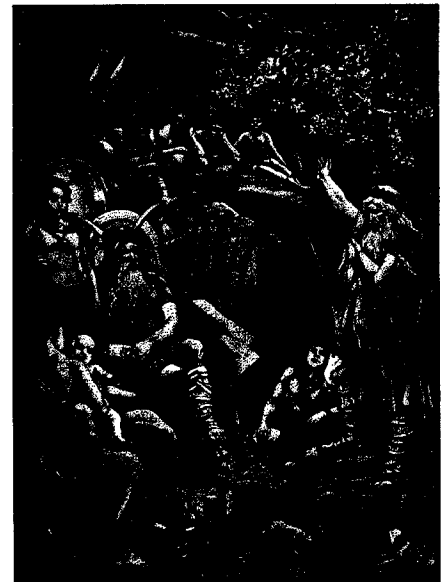
QUICKDRAW

Category:.................................... Combat Maneuvers

Optional Stats Used:.............................. Ag/Qu/SD

Description:

This skill provides a bonus for getting a weapon from a scabbard into battle very quickly. If successful, the weapon is out of the scabbard and in hand and moreover may make an attack and/or move the same round without the normal 20% activity required (-20 penalty) for drawing a weapon. If the skill check fails, he has dropped the weapon. On a Partial Success, the character takes the normal time (and penalty) to draw the weapon.

Notes:

This skill is nearly identical to Adrenal Quickdraw. If this skill is performed successfully, a weapon can be both drawn and used during the snap action phase (since drawing the weapon is a 0% action). If used with a thrown weapon, it is possible to throw two weapons in one round (provided one is already in hand). The GM may even wish to allow this skill to be used with missile weapons (representing Zen archery).

The difficulty of the skill is based entirely on the size of the weapon.

Specialties:

- Any specific weapon type (long sword, dagger, etc.).

Example Difficulties:

Routine: Readying a thrown weapon.

Easy: Readying a one-handed edged weapon.

Light: Readying a one-handed crushing weapon.

Medium: Readying a two-handed weapon.

Hard: Readying two weapons (both are one-handed edged).

Very Hard: Readying two weapons.

Extremely Hard: Readying a short bow or sling.

Sheer Folly: Readying a composite bow or long bow.

Absurd: Readying any other weapon (subject to GM approval).

RAPPELLING

Category:............................Athletic • Gymnastics

Optional Stats Used:............................... Ag/Qu/St

Exhaustion Point Cost:... 30

Distance Multipler:............................. 1 every round

Description:

This skill provides a bonus for rapidly descending from a height, using ropes and other equipment. If the Rappelling maneuver is unsuccessful, the individual has a chance of falling. Rappelling rate is equal to the individual's normal movement rate, with modifiers due to speed.

Notes:

The difficulty of a Rappelling maneuver depends on the quality of the surface being descended. Uneven surfaces with multiple protrusions are more difficult to rappel down than smooth brick walls.

Condition	Modifier
Rope and climbing gear	+20
Rope only	-15
No rope or equipment	Use Climbing or Scaling skill.

Specialties:

N/A

Example Difficulties:

Routine: Smooth brick or concrete wall at a 75° angle.

Easy: Smooth brick or concrete wall.

Light: Rough brick wall.

Medium: Smooth cliff face with no extreme protrusion.

Hard: An uneven cliff face with some protrusions.

Very Hard: An extremely uneven surface.

Extremely Hard: An extremely uneven surface at a 120° angle.

READ RUNES

Category:...Power Awareness

Optional Stats Used:...............................Em/In/Me

Description:

The Read Runes skill enables a character to decipher and use magical runes (spells inscribed in suitable media). If the level of the spell on the rune is less than or equal to the level of the character attempting to use it to cast a spell, deciphering the rune is sufficient to use it (subject to the normal chances of spell failure). If the rune is a level above the character, or of a realm of magic other than the character's realm(s), a second roll, similar to the first, must be made successfully to cast

the spell from the rune. Runes are generally not reusable, but the rune paper is.

Each character should be given one chance to decipher a rune. If he fails, he may not try again until he improves his skill rank with Read Runes.

Notes:

Condition	Modifier
Realm of the spell is unknown	-20
Realm of the spell is known	+10
Spell is not known	-10
Spell is known	+20
Realm of the spell differs from character	-30
Character can cast spell intrinsically	+30

Specialties: N/A

READING TRACKS

Category: .... Awareness • Searching

Optional Stats Used: .... In/Re/SD

Description:

This skill provides a bonus for gleaning information from a set of tracks or spoor. Detailed information about the tracks can be obtained, such as type of creatures, age of tracks, weight of creature, speed creature moving at, back tracking, etc. This skill is used for identifying the tracks and the Tracking skill is used for spotting and following the tracks.

Notes:

The difficulty of this maneuver depends on the amount of information that the character is attempting to gain. The quality of the print will also modify the maneuver roll.
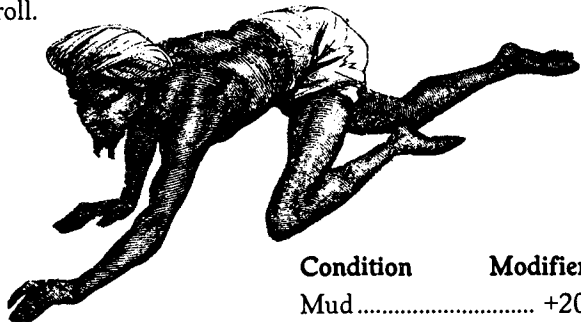
Condition	Modifier
Mud	+20
Snow	+10
Grass	-10
Stone	-20
Falling snow	-10 / hour

Specialties:
- Any specific type of creature.
- Any specific type of information.

Example Difficulties:

Routine: Determining size of creature (tiny, small, medium, large, or huge).

Easy: Determining if tracks belong to a humanoid or nonhumanoid.

Light: Determining number of creatures.

Medium: Determining type of creature (e.g., dog, cat, Wyvern, etc.).

Hard: Determining speed. Determining age of tracks.

Very Hard: Determining race of humanoid.

Extremely Hard: Determining close approximation of weight.

Sheer Folly: Determining the frequency with which a specific type of creature uses a game trail.

Absurd: Determining if a known individual made the tracks.

REALITY AWARENESS

Category: .... Awareness • Senses

Optional Stats Used: .... In/SD/Em

Description:

This skill provides a bonus to determine if the natural order or reality has been or is going through turmoil, (e.g., Demonic gate opening or closing, power fluctuation which is disturbing or causing the fabric of this dimension to shift, holes in the space-time continuum, residual powerful magic, etc.). Note that this skill may be severely limited in its availability.

Notes:

The further the character is from the warp in reality, the more difficult this maneuver is. If the maneuver attempts to detect the opening or closing of a warp, add the level of the spell required to create the warp to the Reality Awareness maneuver roll. If the spell level is not known, assume that opening or closing a warp requires a 20th level spell. Once a warp is open the spell level does not modify the maneuver roll.

Specialties:
- Gates to hell, time warps, etc.

Example Difficulties:

Routine: Within 10'.

Easy: 11'-30'.

Light: 31'-100'.

Medium: 101'-300'.

Hard: 310'-500'.

Very Hard: 501'-1000'.

Extremely Hard: 1001'-3000'.

Sheer Folly: 3001'-1 mile.

Absurd: 1 mile +.

REGION LORE

Category: .... Lore • General

Optional Stats Used: .... Re/Me/Re

Description:

This skill provides knowledge about the geography of a specific region. Note that skill for each region must be developed separately. All characters begin with ranks in Region Lore for their own region.

Notes:

This skill provides characters and players with information about a single region. This allows the character to identify landmarks and other significant features (like havens, etc.). This skill is useful for determining which location best meets certain criteria. All characters begin with a rudimentary knowledge of their home region, enough to identify major landmarks.

Specialties:

- Any specific area within the region.

Example Difficulties:

Routine: Identifying the major cities in an area.

Easy: Identifying the most important landmarks.

Light: Identifying the significance of medium-sized cities.

Medium: Identifying the historical significance of an area. Identifying a location that matches a general set of criteria (e.g., Where is there a good inn?).

Hard: Identifying small towns including their most prominent features.

Very Hard: Identifying minor landmarks.

Extremely Hard: Identifying a location that matches a very specific set of criteria (e.g., Where is there an inn that has a secret chamber and a back door?).

Sheer Folly: Identifying every feature of the GM's map, including details of such locations.

Absurd: Knowledge of most buildings larger than an abode in the region.

RELIGION

Category: .... Lore • General

Optional Stats Used: .... Me/Re/Me

Description:

This skill provides a bonus for recognizing and identifying major aspects of religious doctrines. Each religion may be concentrated in and learned separately for in-depth knowledge and understanding.

Notes:

This skill provides characters with knowledge of one or more religions. The GM may want to provide the player with some information prior to play. Knowledge of religion is useful in understanding motivations and beliefs, which can be heavily influenced by religion. A successful Religion maneuver might provide a character with insight into a religious leader's reaction to an event, or how to motivate a congregation into action. This skill can also be used to defend the tenets of a faith within a certain context. (If God is good, why is there evil in the world?) Note that this skill is used to defend a belief, not create it.

Specialties:

- Any specific religion.

Example Difficulties:

Routine: Simple faith.

Easy: Knowledge of common beliefs and rituals.

Light: Understanding of how a person should live one's life, based on the tenets of a faith. Predicting the behavior of a fanatic or zealot.

Medium: Resolving common religious dilemmas (e.g., can a peaceful person defend himself?).

Hard: Knowledge of uncommon rituals and an understanding of how the beliefs relate to one another.

Very Hard: Intimate understanding of how the religion fits into a cultural and historical context. Predicting the behavior of a highly spiritual person.

Extremely Hard: Resolving difficult religious dilemmas (e.g., when can a peaceful faith declare war?).

Sheer Folly: Predicting the behavior of a devout follower. Creating a new religious doctrine that incorporates aspects of one or more other doctrines.

Absurd: Predicting the behavior of the common follower whose decisions are only slightly modified by his beliefs.
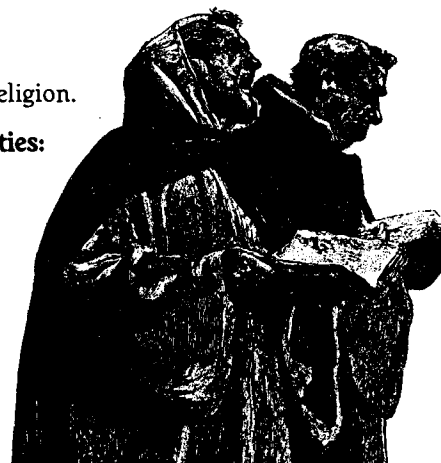
RESEARCH

Category: .... Science/Analytic • Basic

Optional Stats Used: .... Re/Me/SD

Description:

This skill provides a bonus for using multiple sources of reference to assimilate the knowledge and information necessary to solve a problem, support a creative effort, or otherwise answer questions important to the individual. It includes the skills necessary to organize a search through reference material, and collate the results. Note that skill is necessary for the creation of new spell lists. If appropriate materials are available, a successful maneuver using appropriate materials will give up to a +40 (twice normal subsequent maneuver bonus) modification to a related Lore maneuver.

Notes:

This skill can only be used to research information that already exists. Except for spell lists, this skill cannot be used to generate new knowledge. Some other Science/Analytic skill must be used for that. The difficulty of a Research maneuver depends on the difficulty of the Lore maneuver being researched. Whereas Lore skills produce results much more quickly, a good researcher need learn only one skill (provided he has access to a good reference library).

When researching new spells or spell lists, the difficulty of the maneuver depends on the similarity of the attempt to what the researcher already knows. A significant amount of time and materials will also be necessary. (See *Spell Law.*)

Specialties:

* Any specific Lore maneuver.
* Any specific Spell List.

Example Difficulties:

Routine: Researching a modification to a known spell.

Easy: Researching a spell that will exist on a spell list the character has.

Light: Researching a spell from another list to be inserted into a spell list the character has.

Medium: Researching a new spell that will exist independent of any spell list.

Hard: Researching a new spell whose effects are very dissimilar from anything with which the researcher is familiar.

Very Hard: Researching a spell list that is a modification of a known spell list.
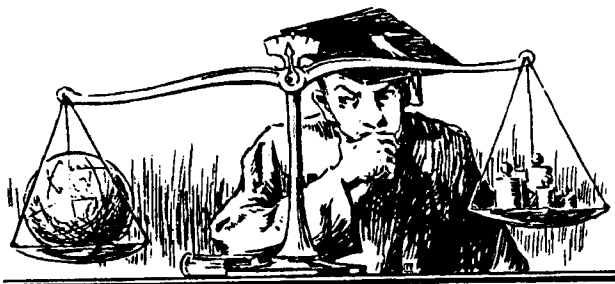
Extremely Hard: Researching a spell list that would be classified as a Base List for the character's profession.

Sheer Folly: Researching a new spell list within the character's realm.

Absurd: Researching a new spell list of a different realm.

REVERSE STROKE

Category: .... Combat Maneuvers

Optional Stats Used: .... Ag/Qu/Pr

Exhaustion Point Cost: .... 1 every 4 rounds

Description:

This skill provides a limit for applying one's melee OB against an opponent to one's flank or rear without turning or changing position. The OB of an attack made in this fashion cannot exceed the attacker's Reverse Stroke skill bonus. Note that this skill must be developed separately for each weapon category.

Notes:

This skill is self-explanatory.

Specialties:

* Any specific weapon type.

RIDING

Category: .... Outdoor • Animal

Optional Stats Used: .... Em/Ag/Em

Description:

A single rank is necessary to keep from constantly falling off the animal being ridden. Higher skill ranks enhance the chance of controlling the animal (of the type for which the skill is developed). This skill must be developed separately for each different type of animal.

Notes:

Note that this skill involves convincing an animal to perform a specific maneuver. The mount performs the actual moving maneuver. The difficulty of the maneuver depends on the degree to which the mount naturally wants to perform the action. Natural horse actions include walking, eating, fleeing danger, etc. A horse can accelerate up to three pace categories per turn (e.g., from walk to sprint). It can decelerate a like amount. The difficulty of such a maneuver depends on the target pace.

A GM may decide that some maneuvers performed in the saddle qualify as Athletic • Gymnastic maneuvers. For example, standing in the saddle (Tightrope Walking), riding along the side of the horse (Contortions), leaping from horse to horse (Jumping and/or Acrobatics), etc.

% of Activity used for Riding	Modifier
5%	-30
10%	-25
20%	-20
30%	-15
40%	-10
50%	-5
60%	0
70%	+5
80%	+10
90%	+15
100%	+20

Specialties:
- Any individual mount.

Example Difficulties:

Routine: Walk.

Easy: Canter/Run. A slow turn.

Light: Gallop (Sprint or faster). Walking up an incline or stairs.

Medium: Trot/Jog. Jumping a low obstacle. Convincing a carnivore to attack.

Hard: Crossing water.

Very Hard: Jumping an obstacle the height of the mount's chest. A controlled rear. Charging.

Extremely Hard: Approaching an obvious danger (e.g., fire, combat, etc.). Convincing an herbivore to attack.

Sheer Folly: Swimming.

Absurd: Approaching an awesome danger (e.g., a Dragon or Demon).

ROPE MASTERY

Category: .... Crafts

Optional Stats Used: .... Ag/Me/In

Description:
This skill provides a bonus for knot recognition, knot-tying, braiding, rope splicing, or throwing a line.

Notes:
This skill covers any maneuver attempted with a rope that does not involve the character moving. Such maneuvers are covered by Climbing or Acrobatics. The skill is useful for securing prisoners or tying a boat to a dock.

Specialties:
- Any specific knot.

Example Difficulties:

Routine: Tying shoes or boots.

Easy: Braiding three ropes together.

Light: Securing an inanimate object.

Medium: Tying two ropes together to increase their length without decreasing the amount of load that can be suspended.

Hard: Securing a person or creature (provided they are unconscious or otherwise subdued).

Very Hard: Attaching two ropes of different sizes. Splicing two ropes together.

Extremely Hard: Securing an animate target using a lasso (the target gets an RR: level vs. number of ranks of Rope Mastery).

Sheer Folly: Attaching two cables to one another.

Absurd: Securing an animate target using a chain.

ROWING

Category: .... Athletic • Endurance

Optional Stats Used: .... Co/Ag/St

Exhaustion Point Cost: .... 1 every 6 rounds

Distance Multipler: 1

Description:
This skill provides a bonus for the propulsion of watercraft through the use of paddles, oars, or poles. It combines the skills required to control and guide the craft with the coordination to work with others in rhythm (when necessary), in addition to the marshaling and pacing of internal resources to last throughout the journey.

Notes:
Rowed vehicles are, in general, not particularly maneuverable, but they are more maneuverable than a sailing vehicle. It is possible to make relatively tight turns since each side of the vehicle can act independently of the other. Attaining speed in a rowed vehicle is more difficult than with a sailing vehicle, however.

The difficulty of a rowing maneuver is dependent on two factors: the speed of the vehicle and how sharp the maneuver is. Also, smaller vehicles (like rowboats) are more maneuverable than longships. The size of the vehicle may modify the difficulty of the maneuver by one level. The following examples assume that the vehicle is moving at a walking pace. Faster paces result in correspondingly more difficult maneuvers.

Partial and Near Successes indicate that the vehicle begins to rock and might take on water. Failure indicates that the vehicle performs no maneuver and slows by one pace category. Absolute and Spectacular Failures may indicate that the vehicle tips. It takes one round to accelerate one pace category (e.g., from jog to run).

These examples also assume a complete crew. Fewer rowers than normal will reduce the base speed by a similar amount. For example, a longship that requires

30 rowers has only 15. It moves at half speed. If there are fewer than one fourth of the necessary crew, the ship cannot move.

Specialties:
• Any specific type of vehicle.

Example Difficulties:

Routine: Accelerating one pace category (e.g., from walk to jog).

Easy: Maintaining a walk. Decelerating two pace categories.

Light: Maintaining a jog. Making a 45° turn.

Medium: Maintaining a run. Making a 90° turn. Decelerating three pace categories.

Hard: Maintaining a sprint. Making a 135° turn.

Very Hard: Maintaining a fast sprint. Decelerating four pace categories.

Extremely Hard: Making a 180° turn.

Sheer Folly: Maintaining a dash. Decelerating five pace categories.

Absurd: Decelerating six pace categories.

SAILING

Category:...................... Technical/Trade • General
Optional Stats Used:............................... Re/Me/Ag

Description:
This skill provides a bonus for maneuvering a watercraft with one or more sails. It includes the skills required to control and guide such a craft as well as perform routine maintenance.

Notes:
Sailing vessels are, in general, not maneuverable, but they are much faster than rowed vessels. Even when sailing into the wind, many sailing vessels can move quite rapidly.

The difficulty of a Sailing maneuver is dependent on two factors: the speed of the vessel and how sharp the maneuver is. Also, smaller vessels (like river boats) are more maneuverable than galleys or long-ships. The size of the vessel may modify the difficulty of the maneuver by one level. The following examples assume that the vessel is moving at a walking pace. Faster paces result in correspondingly more difficult maneuvers.

If a Sailing maneuver fails, the boat fails to maneuver; it continues in the direction it was heading the previous round, decelerating one pace category, to a minimum of a walk. Absolute and Spectacular Failures might cause the ship to be damaged or capsized. Partial and Near Successes probably indicate that the boat takes on water.

The maximum attainable pace depends on whether or not the vessel is moving with the wind (dash), against the wind (jog), or perpendicular to the wind (sprint).

Condition	Modifier
No wind	The boat cannot maneuver.
Light Breeze	+10 (x0.5 movement)
Strong Breeze	+5 (x0.75 movement)
Light Wind	0 (x1.0 movement)
Strong Wind	-10 (x1.25 movement)
Gale	-25 (x1.5 movement)

Specialties:
• Any specific type of boat (e.g., clipper, yacht, etc.).

Example Difficulties:

Routine: Accelerating one pace category (e.g., from walk to jog).

Easy: Turning up to 15°.

Light: Slowing down one pace category (e.g., from run to jog).

Medium: Controlling a boat that sideswipes another (either intentionally or not). Turning up to 30°.

Hard: Slowing down two pace categories (e.g., from run to stop).

Very Hard: Controlling a vehicle that rams another (either intentionally or not). Turning up to 45°.

Extremely Hard: Slowing down three pace categories (e.g., from sprint to walk).

Sheer Folly: Making a right-angle turn.

Absurd: Slowing down four pace categories (e.g., from sprint to stop).
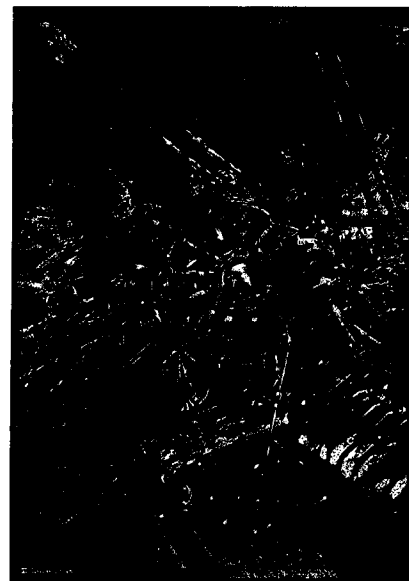
SCALING

Category: .... Athletic • Endurance

Optional Stats Used: .... Co/Ag/St

Exhaustion Point Cost: .... 1 every 12 rounds

Distance Multipler: 0.1

Description:

This skill provides a bonus for climbing maneuvers of extended duration, including the climbing of mountains, long stairways, etc. It combines the skills required to climb safely and the marshaling and pacing of internal resources to last throughout the entire climb.

Notes:

There are two major factors that determine the difficulty of a Scaling maneuver: the grade (angle) of the climb and the frequency of hand-holds. This skill is not as strenuous as Climbing, but slower and more difficult. (This prevents characters from performing sustained climbs on the ceiling.) Add one difficulty level if the surface is sandy, two if wet, three if oily and four if icy.
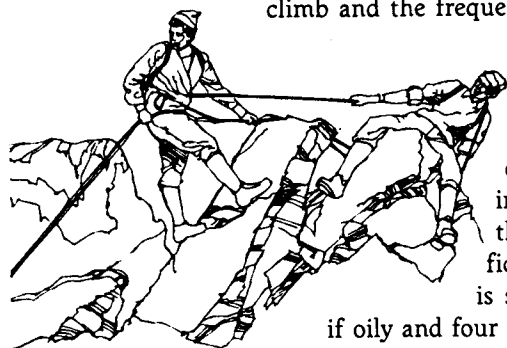
Specialties:

• Any specific mountain.

Example Difficulties:

Routine: Scaling a 30° incline.

Easy: Climbing a long staircase.

Light: Scaling a 45° incline.

Medium: Scaling a 60° incline.

Hard: Scaling a stone wall.

Very Hard: Scaling a rough wall (like a cliff face).

Extremely Hard: Scaling a 105° incline.

Sheer Folly: Scaling a smooth wall (designed to have minimal hand-holds) or 120° stone surface.

Absurd: Scaling a 120° smooth surface or a 135° stone surface.

SCRIBING

Category: .... Crafts

Optional Stats Used: .... Ag/Me/SD

Description:

This skill gives proficiency in secretarial skills, including calligraphy, taking dictation and librarian skills.

Notes:

The difficulty of a Scribing maneuver may depend on a number of factors: the clarity of the work being copied, the clarity of the speaker (dictation), the intricacy of the lettering being used, and the scribe's familiarity with the language.

Condition	Modifier
3-5 ranks in written language	-10
8+ ranks in written language	+10

Specialties:

• Dictation, illumination, calligraphy, etc.

Example Difficulties:

Routine: Copying a printed page.

Easy: Generating a barely legible work.

Light: Dictation from a slow, precise speaker.

Medium: Copying a work written neatly, by hand.

Hard: Generating a neat, clear work with crisp lettering.

Very Hard: Dictation from a speaker who mumbles, stutters, or rephrases things frequently.

Extremely Hard: Generating a work with ornate illumination.

Sheer Folly: Copying a text that has been severely damaged by time and was poorly written originally.

Absurd: Dictation in a language with which the scribe is not familiar. A phonetic representation of the words is produced.

SCROUNGING

Category: .... Urban

Optional Stats Used: .... In/Pr/Re

Description:

This skill provides a bonus in being able to come up with the location of a particular needed item, part or ingredient. This skill is normally used in an urban type of setting. This does not cover locating food or water.

Notes:

This skill is generally used to locate items that have been discarded (and are therefore free) or are illegal. In either case, the difficulty of the maneuver depends on the rarity of the item. If scrounging for a discarded item, the item's value must be taken into consideration; if scrounging for an illegal item, the penalty for selling the item is a key factor. In some cases, the GM may require a character to make a Scrounging maneuver in order to locate a part or component (since most dealers located using Contacting are purveyors of new merchandise).

Specialties:

• Any type of item (e.g., clothing, drugs, etc.).

Example Difficulties:

Routine: Locating an item that is frequently discarded (e.g., clothing).

Easy: Locating a specific common item or part.

Light: Locating an illegal good that is common and for which the penalty for possession is minor.

Medium: Locating a discarded item with a minor re-sale value. Locating an uncommon item or part.

Hard: Locating a discarded item of little or no value.

Very Hard: Locating an illegal good that must be smuggled into the area at some risk.

Extremely Hard: Locating a discarded item of moderate value. Locating a specific rare item or part.

Sheer Folly: Locating an illegal good, possession of which is dangerous.

Absurd: Locating an illegal good that is closely guarded (e.g., military technology).
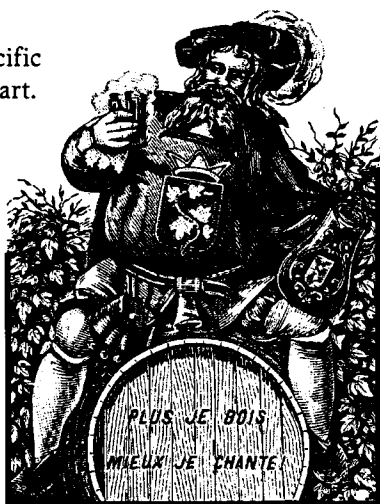
SCULPTING

Category: .... Artistic • Passive

Optional Stats Used: .... Em/In/Ag

Description:

This skill provides a bonus for the manipulation of a malleable material or the carving of a resilient material into a desired three dimensional shape. This skill does not confer the ability to work materials normally unworkable (e.g., the individual must have the means to mold and form copper if the sculpture is to be formed of that metal). Note that this skill may also be used to identify styles of sculpture and to imitate other sculptures.

Notes:

The sculptor's goal is the representation of a real object, scene or person. This representation is usually realistic, but may be symbolic or emotive. The difficulty of the maneuver depends on the beauty and depth of expression of the piece of art to be produced. As a sculptor gains skill, he is able to incorporate greater detail. Some sculptors allow the stone or wood to express itself naturally; the sculptor is not sure of the final product until it is completed.

The perceived greatness of the work depends to a large extent on the audience. Without a rich sponsor, a sculptor leads a meager existence.

Condition	Modifier
Unfamiliar medium	-30
From posed image or person	+10
From memory	-30 (+ Memory stat bonus x 3)

Specialties:
- Any specific medium (e.g., clay, wood, ivory).
- Any specific style.

Example Difficulties:

Routine: A simple bowl or plate.

Easy: A crude representation that is recognizable as a person, animal, mushroom, etc.

Light: A stylistic representation of an object. Many primitive religious items are of this quality.

Medium: An accurate representation of a person or object, that lacks any depth or spirit.

Hard: A precise representation that displays every aspect in stark detail.

Very Hard: A moving sculpture that incorporates a touch of the subject's essence or spirit. Viewers gain insight into the target's nature.

Extremely Hard: An impressive piece that fully captures nuances in the subject's nature. The artist's relation to the subject is subtly incorporated.

Sheer Folly: Designing a piece that inspires a new style. Such a work is refreshing in its approach to the subject.

Absurd: A masterpiece that inspires fear or awe, depending on the subject matter.

SECOND AID

Category: .... Technical/Trade • Professional

Optional Stats Used: .... Re/Me/Em

Description:

This skill provides a bonus for performing minor surgery, including sewing closed wounds, removing diseased or mangled limbs, bone setting and any other minor surgery operation.

Notes:

See Healing, Section 4.0.

Specialties:
- Any specific race.
- Any specific type of injury.

SEDUCTION

Category:.. Influence

Optional Stats Used:................................ Pr/Em/In

Description:

This skill provides a bonus when attempting to emotionally, sensually, or sexually manipulate someone. Note that this is not limited to sexual seduction! Manipulation of a person's sensual sensibilities, urging a person to indulge in some fantasy or desire, and convincing a person of some tenet on emotional rather than rational grounds can all be classified as seduction.

Notes:

Seduction is used to convince the target to succumb to his desires. If the target does not have a specific desire, no amount of seduction will change his mind. Unfortunately, there are very few people who do not have any base desires; fewer still who can repress these desires when faced with temptation.

The difficulty of a Seduction maneuver depends on the strength of the desire and the seriousness of the action. Some people cannot withstand the slightest temptation, while others can resist almost anything.

Specialties:

• Any specific temptation (e.g., sex, power, money, fame, etc.).

Example Difficulties:

Routine: Convincing someone to do something he was probably going to do anyway. For example, enticing a john.

Easy: Swaying a target to your side in a conflict, when that target is unsure of his own position.

Light: Causing a target to fulfill a strong desire with no chance of discovery.

Medium: Convincing someone to succumb to a normal desire when there is little risk or chance of discovery.

Hard: Swaying a target to your side, provided the target has little stake in the outcome.

Very Hard: Convincing a target to succumb to a normal desire when there is a significant chance of discovery. This includes any political figure whose reputation is at stake.

Extremely Hard: Swaying a target to your side, when the target has an investment in the outcome (e.g., his family is in danger, he has deep philosophical beliefs, etc.).

Sheer Folly: Seducing a target with little interest in the offer.

Absurd: Convincing a target to do something that is dangerous or lethal. Some cults seduce their members into suicide pacts.

SENSE AMBUSH

Category:.......................... Awareness • Perceptions

Optional Stats Used:............................... In/SD/Em

Description:

This skill provides a bonus to detect animate traps, ambushes or assassination in progress. Note that this is a passive skill, and should not be used when the player has indicated that he is actively searching for signs of ambush or assassins. Range is 10' per skill rank. The existence of this as an acquirable skill indicates one's ability to train one's level of sensitivity to such things, but more active observation should be handled by the skills of Observation and/or Situational Awareness.

Notes:

This skill provides a penalty to Ambush maneuvers. This skill can also be used to detect traps as they are being triggered. If the result of the maneuver is some level of success, the character may be able to react before it's too late.

Specialties:

N/A

SENSE AWARENESS

Category:................................. Awareness • Senses

Optional Stats Used:............................... In/SD/Pr

Description:

This skill provides a bonus to the individual's ability to discern detail and information through the use of a particular sense (i.e., sight, touch, etc.). Note that skill for each sense must be developed separately.

Notes:

Sense Awareness is used automatically to detect features of the environment. The difficulty of this maneuver depends on the size or strength of the stimulus in relation to background stimuli. A Dragon on the horizon is more noticeable than a pickpocket in a crowd. Even a Dragon cannot be seen, however, if it is far enough away.

Guidelines are provided for sight and sound. Other senses can be extrapolated from the examples given.

Sight: An average human can spot a single man-sized figure at a distance of 500 yards. Below are the average distances at which various objects can be discerned. Details cannot be discerned until the object is one category closer. Each factor modifies the maneuver by ±10:

Object Size	Average Distance to Discern
Minute	10 feet
Tiny	100 feet
Small	100 yards
Man-Sized	500 yards
Large	1000 yards
Huge Creature	1 mile
Small Dwelling	1 mile
Medium Dwelling	3 miles
Huge Dwelling	5 miles

For example, spotting a Dragon at a range of one half mile gets a bonus of +10. Noticing a minute detail at 30' gets a penalty of -20. If the object is moving, there is an additional bonus of +10.

Sound: An average human can discern a normal conversation from 50 feet away. Below are the average distances at which various volumes can be discerned. Details cannot be discerned until the object is one category closer. Each factor modifies the maneuver by ±10:

Type of Sound	Average Distance to Discern
Very Quiet Sound	5 feet
Whisper	10 feet
Normal Conversation	50 feet
Yelling	50 yards
Trumpet or Drum	200 yards
Gun-shot	500 yards
Small Airplane	1 mile

Specialties:
N/A

Example Difficulties:

Routine: *Sight:* On top of a mountain.
 Sound: In complete silence.

Easy: *Sight:* On an empty plain. *Sound:* In a quiet alley.

Light: *Sight:* On a deserted city street.
 Sound: While walking normally.

Medium: *Sight:* On a plain with occasional trees.
 Sound: While moving in metal armor.

Hard: *Sight:* At twilight. *Sound:* During a conversation.

Very Hard: *Sight:* In light fog. *Sound:* During a storm.

Extremely Hard: *Sight:* In a forest or swamp.
 Sound: During melee.

Sheer Folly: *Sight:* In dense fog.
 Sound: During a rock concert.

Absurd: *Sight:* On a moonless night.
 Sound: While a Dragon is roaring nearby.

SERVICE

Category:	Crafts
Optional Stats Used:	Ag/Me/SD

Description:
 This skill gives a bonus to performing service duties, such as those of a valet, maid, butler, etc.

Notes:
 The difficulty of a service maneuver depends on the demeanor of the person being served. Cheerful people are much easier to please than are cranky codgers. Note that a maneuver is made only if the server is interested in pleasing the target. Otherwise, treat the maneuver as an automatic failure.

Specialties:
• Any specific culture.
• Any specific duty (e.g., retail, food service, etc.).

Example Difficulties:

Routine: Serving an optimist.

Easy: Serving a cheerful person.

Light: Serving someone having a bad day.

Medium: Serving an average person, such that the person is pleased with the service.

Hard: Serving someone having a really, really bad day.

Very Hard: Serving a dour or cranky person.

Extremely Hard: Serving a pessimist.

Sheer Folly: Serving a condescending noble.

Absurd: Serving a Demon.

SETTING TRAPS

Category: .... Subterfuge • Mechanics

Optional Stats Used: .... In/Ag/SD

Description:

This skill provides a bonus for setting traps. Traps can be lethal or non-lethal. The traps used by this skill are either very simple snares or pre-built mechanisms that are set into place.

Notes:

The difficulty of this maneuver depends on the amount of effort involved in hiding the trigger. The difficulty of this maneuver determines the difficulty of the Detect Traps maneuver needed to discover the trap.

Specialties:

- Any specific type of trap
  (e.g., poison needles, pits, weapon traps, etc.)
- In a specific environment
  (e.g., forest, treasure room, etc.)

Example Difficulties:

Routine: Traps triggered by a rope strung across a corridor.

Easy: Traps triggered by pressure plates (e.g., a bear trap or mine).

Light: Traps triggered by weight (e.g., a pit trap).

Medium: Traps triggered by turning a door knob or opening a latch.

Hard: Traps whose effect spans a large area (e.g., a collapsing wall or flooding room) unless the trigger is listed above.

Very Hard: Gas traps.

Extremely Hard: Traps whose trigger is on the other side of a door.

Sheer Folly: Traps whose trigger is specific to a given individual.

Absurd: Traps whose trigger is specific to a given individual and well removed from the trap.

SEWING/WEAVING

Category: .... Crafts

Optional Stats Used: .... Ag/Me/In

Description:

This provides a bonus to static maneuvers involving sewing or weaving. These skills include fashioning garments, blankets, etc. as well as repairing such items.

Notes:

The difficulty of a Sewing/Weaving maneuver depends on the intricacy of the final product. The durability of the garment also modifies the difficulty of the maneuver.

Specialties:

- Any specific type of garment.

Example Difficulties:

Routine: Replacing a button.

Easy: Darning a sock.

Light: Sewing a familiar, simple pattern (e.g., a tunic or surcoat).

Medium: Sewing a familiar pattern (e.g., a shirt or jacket).

Hard: Sewing a familiar, complex pattern (e.g., a formal gown or ceremonial garb).

Very Hard: Sewing an unfamiliar pattern. Designing a new pattern (e.g., a shirt that contains a hidden pouch).

Extremely Hard: Designing a complex pattern (e.g., a ceremonial robe whose encumbering pieces can easily be removed by ripping them off, for example to facilitate fighting).

Sheer Folly: Sewing with unconventional materials (e.g., metal, plastic, etc.).

Absurd: Designing clothing for a creature that has never been seen by the designer.

SIEGE ENGINEERING

Category: .... Technical/Trade • Vocational

Optional Stats Used: .... Me/In/Re

Description:

Allows the user knowledge of conducting all aspects of a siege. Includes proper and best positioning of siege weapons, determining weaker portions of a wall (for siege weapon assault and/or sapping), basic engineering knowledge for building ramps, digging trenches and horse traps (for opposing cavalry), etc.

Notes:

The difficulty of this maneuver depends on the quality of the structure under siege. Successful siege engineering will (over time) result in the destruction of the building's defenses. Each successful week of siege engineering reduces the DB of the structure by 5. If the DB is ever reduced to -50, the building is demolished. A successful siege engineering maneuver can also prevent attempts to re-supply.

Specialties:

• Any specific structure.

Example Difficulties:

Routine: A straw hut.

Easy: A wooden dwelling.

Light: A stone dwelling.

Medium: An outpost or wooden palisade.

Hard: A palace.

Very Hard: A city wall.

Extremely Hard: A fortress.

Sheer Folly: A heavily fortified keep.

Absurd: A complex built out of a mountain (rather than on).

SIGNALING

Category:	Communication
Optional Stats Used:	Re/Me/Me

Description:

This skill provides a bonus when using any form of signal communications. This skill is a specialized form of linguistics and linguistics guidelines apply.

Notes:

Treat this skill as a language, subject to the following modifications:

1) Halve the number of skill ranks when referencing the Language Rank Table T-4.7 (*RMFRP*, p. 115).

2) Both the sender and the receiver must make successful maneuvers. If either fail, the information is garbled. Neither can temporarily provide the other with additional ranks.

3) Like Language, each form of Signaling must be developed separately.

Specialties:

N/A

SILENT ATTACK

Category:	Subterfuge • Attack
Optional Stats Used:	Ag/SD/In

Description:

This skill is used in conjunction with an Ambush maneuver. A successful Ambush maneuver followed by a successful static maneuver using this skill (0% activity) result in the target being unable to make a sound during the attack. Note that this skill also requires that the attacker approach the foe undetected and strike before he can react. If an instant kill or immobilization result is obtained on a critical chart, the target does not make a noise.

Notes:

The difficulty of a Silent Attack maneuver depends on how armored the attacker and victim are. It is also facilitated by a cushioned surface.

Specialties:

N/A

Example Difficulties:

Routine: Neither party is wearing armor; the floor has pillows or thick carpeting.

Easy: The attacker is wearing leather armor.

Light: The victim is wearing leather armor.

Medium: Both the attacker and victim are wearing leather armor.

Hard: The attacker is wearing metal armor.

Very Hard: The victim is wearing chain armor.

Extremely Hard: The victim is wearing plate armor.

Sheer Folly: Both the attacker and victim are wearing metal armor.

Absurd: The victim is a construct or other automaton.

SINGING

Category: .... Artistic • Active

Optional Stats Used: .... Pr/Em/Me

Description:

This skill provides a bonus for vocally reproducing musical tunes and/or words. Note that although one may perform a song in an unfamiliar language, this skill does not provide any understanding of the language; this skill merely allows the memorization and reproduction of a song.

Notes:

A singer attempts to reproduce, faithfully and emotionally, a piece of music. The intensity of the emotion and musical complexity of the song determines the difficulty of the maneuver. The impact of the performance is limited by the greatness of the composition, although a talented singer can increase the impact of even a simple song.

Each Partial Success reduces the resulting fame by 20%, each Near Success, by 10%. An Absolute Success increases the fame by 20%. (See Section 5.1).

This skill must be developed separately for each style of music to be learned. Examples include classical, baroque, romantic, jazz, rock, etc.

Condition	Modifier
Per rank in spoken language below 4	-10
Improvisation	-30

Specialties:

- Any specific composer.
- Any specific style of music.

Example Difficulties:

Routine: A scale.

Easy: A simple melody or air. A jingle or ditty.

Light: A piece with limited appeal. Music with technical flair, but no emotion.

Medium: A good piece of music. The audience is entertained, but not moved.

Hard: A piece that appeals to those who enjoy the particular style. A single emotion or idea can be communicated.

Very Hard: A performance with broad appeal. Complex emotions or multiple ideas can be conveyed.

Extremely Hard: A performance that will be considered great many years from now. A masterpiece that conveys an entire story or emotional interaction.

Sheer Folly: A performance that reinterprets a masterpiece.

Absurd: A performance that gains immediate recognition world-wide.

SITUATIONAL AWARENESS

Category: .... Awareness • Senses

Optional Stats Used: .... In/SD/In

Description:

This skill provides a bonus to the individual's ability to notice and assimilate information from the environment in a specific type of situation. This is a combination of active and passive skills specifically trained for maximum effectiveness within a given situation. For example, Scouting Awareness is used by the point man in a squad of soldiers to be alert to possible enemy approaches, traps; Sleep Awareness might aid in sleeping lightly to prevent being taken unawares; Urban Awareness might aid in staying alert for muggers, oncoming vehicles, etc. Skill with Situational Awareness must be developed for each situation as determined by the GM.

Notes:

This skill is used primarily for orientation rolls and to avoid surprise. When in a potential surprise situation, each character should make a Situational Awareness maneuver. The total of the maneuver roll indicates the amount of activity that character has to use during the round of surprise. The difficulty is generally Medium.

An orientation roll is required whenever a situation changes dramatically (e.g., following a teleport, the arrival of a new combatant, etc.). The total of the maneuver roll indicates what percentage of activity the character can devote to a reaction. His remaining activity must assume that no change has occurred. The difficulty depends on how dramatic the change was.

Note that it is reasonable for both sides of an encounter to be surprised by the other.

Note also that a character who fails this maneuver can only act during the deliberate phase. Near and Partial Success indicates that the character can act during the normal phase. A complete Success allows the character to act during any phase.

Specialties:

N/A

Example Difficulties:

Routine: A trivial change occurs (e.g., a new combatant joins a fray).

Easy: Avoiding surprise while traveling at a slow pace.

Light: A minor change occurs (e.g., one's opponent becomes stunned).

Medium: Avoiding surprise.

Hard: A major change occurs (e.g., one side or the other flees). After a *Leaving* spell to a place you can see.

Very Hard: Avoiding surprise while traveling at a fast pace. After a *Long Door* spell to a place you can see.

Extremely Hard: A huge change occurs (e.g., the ground is ripped in two).

Sheer Folly: After a *Long Door* or *Leaving* spell to a place you cannot see.

Absurd: After being teleported.

SKATING

Category: .... Athletic • Gymnastics

Optional Stats Used: .... Ag/Qu/Ag

Exhaustion Point Cost: .... 1 every 60 rounds

Distance Multipler: 2

Description:

This skill provides a bonus for Skating maneuvers. This may also (at GM's discretion) be used to help one stay upright on slippery or icy surfaces without skating equipment.

Notes:

This skill is used to perform moving maneuvers while on skates. If the character's goal is artistic, the Dancing skill should be used, modified by the character's Skating maneuver.

The difficulty of a Skating maneuver depends on the speed of the skater and the sharpness of the maneuver. Each 180° of rotation while maneuvering adds one to the difficulty level. For example, a triple rotation adds six to the difficulty.

A character can decelerate one pace category per round or accelerate two pace categories without a maneuver roll.

Specialties:

• Speed skating, figure skating, ice dancing, etc.

Example Difficulties:

Routine: Decelerating two pace categories.

Easy: Accelerating 3 pace categories. Turning 45°.

Light: Decelerating 3 pace categories. Skating backwards.

Medium: Accelerating four pace categories. Turning 90°.

Hard: Decelerating four pace categories. Maintaining balance after colliding with another skater.

Very Hard: Accelerating 5 pace categories. Dodging a small object.

Extremely Hard: Decelerating 5 pace categories. Dodging a man-sized object.

Sheer Folly: Accelerating 6 pace categories.

Absurd: Decelerating 6 pace categories.

SKIING

Category: .... Athletic • Gymnastics

Optional Stats Used: .... Ag/Qu/Co

Exhaustion Point Cost: .... 1 every 60 rounds

Distance Multipler: 2

Description:

This skill provides a bonus for skiing maneuvers. This may also (at GM's discretion) be used to help one stay on one's feet when sliding down an incline without skiing equipment.

Notes:

The goal of a skier is navigating a slope without falling. Whereas this sounds simple, it can be quite difficult when the slope is steep or uneven, or when the skier is trying to slow down or turn. Accelerating is not difficult, but the maximum pace depends on the grade of the slope.

Specialties:

• Downhill, cross-country, jumping, etc.

Example Difficulties:

Routine: Turning 30°. Skiing a flat surface.

Easy: Decelerating one pace category. Skiing a smooth slope.

Light: Turning 60°. Remaining standing following a short jump.

Medium: Decelerating two pace categories. Skiing a rough slope.

Hard: Turning 75°. Remaining standing following a medium jump.

Very Hard: Decelerating three pace categories. Skiing an extremely uneven surface (e.g., a mogul hill).

Extremely Hard: Turning 90°. Skiing an extremely steep slope.

Sheer Folly: Decelerating four pace categories. Remaining standing following a long jump.

Absurd: Turning 135°. Skiing a nearly vertical surface.
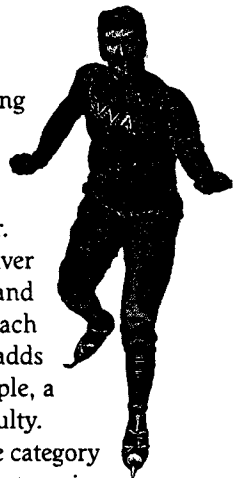
SKINNING

Category: .... Crafts

Optional Stats Used: .... Ag/Me/In

Description:

This skill provides a bonus for removing, preparing, treating and caring for animal skins. Note that while this would allow a simple drape to be fashioned, this does not provide the sewing skills necessary to create normal garments.
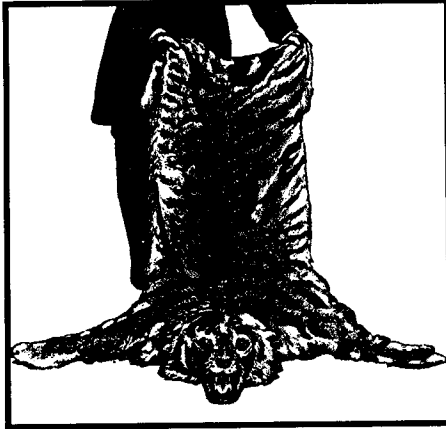
Notes:

This skill is used either to remove a skin in order to turn it into leather or to remove a pelt intact for direct sale. The difficulty of the former depends on the toughness of the hide. The difficulty of a Skinning maneuver depends on the frailty of the hide and the amount of the pelt to be preserved.

Specialties:

• Any specific animal.

Example Difficulties:

Routine: Obtaining an intact tail.

Easy: Skinning a cow or pig.

Light: Obtaining an intact pelt from a poisoned animal.

Medium: Skinning a deer.

Hard: Obtaining an intact pelt that includes the head.

Very Hard: Skinning an alligator or snake.

Ext. Hard: Obtaining an intact pelt ready for stuffing.

Sheer Folly: Skinning a Dragon.

Absurd: Obtaining an intact Dragon pelt.

SLEEP TRANCE

Category: .... Self Control

Optional Stats Used: .... SD/Pr/SD

Description:

This skill provides a bonus for decreasing the amount of time one needs to fully recover. The sleep time is increased/decreased by the amount the static maneuver roll is over 100 as a percentage times the racial sleep requirement. Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25).

Notes:

This skill does not use the normal static maneuver resolution procedure. Instead, the maneuver is successful if the result of the maneuver roll is above 100 and fails (i.e., the character requires extra sleep) if the maneuver is below 100. Note that Elves usually sleep by using this skill.

Specialties:

N/A

Example Difficulties:

Routine: An isolated and sound-proof room.

Easy: A quiet room in which all of the occupants are sleeping.

Light: A still setting with some noise, but no activity (e.g., in a peaceful glen).

Medium: A relatively sedate setting in which there is some activity, but it is muffled. A normal wilderness setting.

Hard: While in a room where two people are having a conversation.

Very Hard: An active setting in which there is a great deal of movement.

Extremely Hard: In a noisy or disruptive environment (e.g., during an argument).

Sheer Folly: In an extremely noisy or distracting environment (e.g., while being bombed or shot at).

Absurd: While in melee.

SPATIAL LOCATION AWARENESS

Category: .... Awareness • Senses

Optional Stats Used: .... In/SD/Pr

Description:

This skill provides a bonus for allowing one to be aware of his surroundings without the aid of sight. Blindness accrues a -100 modification to all maneuvers; Spatial Location Awareness provides a bonus to offset that penalty (the adjusted modification may actually rise as high as +10 through the use of this skill). This skill is usually used by the blind. If a non-blinded individual possesses this skill, they must reorient to use this skill (requires minimum of one round). If the individual fails this roll, he is treated as blinded for that round. Each round that the individual uses 80% of his activity to concentrate, he receives a special modifica-

tion of +5 to his Spatial Location Awareness skill bonus. For each continuous, uninterrupted round of concentration, this modification increases by +5 (to a maximum of +50). The use of this skill is blocked by intervening barriers.

Notes:

This skill can be used to sense objects at a distance of 2' per skill rank. There are no other modifications to the skill; it is used only to offset the penalty for blindness. The GM may still decide that some skills cannot be performed while blind (e.g., Stone Evaluation).

Specialties: N/A

SPELL LORE

Category:.. Lore • Magical

Optional Stats Used:.............................. Me/Re/Me

Description:

This skill provides a bonus to recognize and understand a spell. When a character realizes that he has been targeted by a spell, this skill enables him to recognize the spell being used against him. When attempting to recognize an unfamiliar written spell, the character must be able to read the language used.

Notes:

This skill requires 100% activity the round it is used. A character can reduce this to a minimum of 60% by taking a penalty of -1 for every percentage point below 100%. This skill cannot be used to read runes, although it can be used to assist a character in deciphering a magical tome or libram.

The realm of the spell determines the difficulty of the maneuver. Use of this skill assumes that two rounds were spent preparing the spell. If more or less time is spent preparing the spell, the difficulty of the maneuver is modified by one difficulty level for every round of difference. Instantaneous spells have a straight -30 mod.

Specialties:

• Any specific realm.

Example Difficulties:

Easy: The spell's realm is the same as the realm of the character making the Spell Lore maneuver.

Medium: Essence spell (not same realm as maneuverer).

Hard: Channeling spell (not same realm as maneuverer).

Very Hard: Mentalism spell (not same realm as maneuverer).

Ext. Hard: Hybrid spell (not same realm as maneuverer).

Sheer Folly: Arcane spell (not same realm as maneuverer).

SPELL MASTERY

Category:.................................... Power Manipulation

Optional Stats Used:.............................. Em/In/Pr

Description:

This skill allows the user to modify spells within or beyond basic parameters. Each individual spell list requires separate skill development (as with Riding or Weapon skills). This skill might be used to change the orientation upon arrival of the target of a *Teleport* spell, or it might be used to allow a spell user to attempt to alter a bolt spell into a ball spell. The character should use the Power Manipulation Static Maneuver Table SM-7.17 (p. 141) to resolve Spell Mastery maneuvers. The result may indicate success or failure, as well as provide a modifier to any related Spell Casting static maneuvers.

Notes:

This skill is often used to increase the range, duration or area of effect of a spell, although there are a number of different uses. This skill can be used to incorporate a visual illusion into the spell. (For example, a *Shock Bolt* with the head of an eagle or Demon.) It can be used to tweak the effects of a spell. (For example, modifying a bolt so that it strikes the target directly, without arcing from the caster to the target.) This skill can also be used to add new parameters to a spell. (For example, a wall that can slowly advance.) Spell Mastery can be used to lessen the effects of a spell, or to improve the caster's control over the spell's force. The possibilities are limited only by the spell caster's imagination (and the GM).

The difficulty of the maneuver depends on how dramatic the change is. In addition, the following modifiers may also be applied:

Change to Parameter	Modifier
x2 range, duration, area of effect, or damage	-20
x3 range, duration, area of effect, or damage	-30
x4 range, duration, area of effect, or damage	-40
x5 range, duration, area of effect, or damage	-50
Each additional x1	-10

Change to Range	Modifier
Self to touch or touch to 10'	-30

Change to Duration	Modifier
None to 1 round	-50
Concentration to 1 minute/level(c)	-50
Concentration to 1 round/level(c)	-20

Change to Area of Effect	Modifier
+1 target	-30
Target to 10'R	-50

Change to Damage	Modifier
+1 critical severity	-30

Specialties:

• Any specific modification to a spell.

Example Difficulties:

Routine: Changing a minor aspect of a spell (e.g., turning a *Shock Bolt* green or purple).

Easy: Adding a minor illusion or sensation (e.g., causing discomfort with a *Grow* or *Shrink* spell).

Light: Adding a large illusion (e.g., adding illusionary wings to a *Fly* spell).

Medium: Lessening the effect of a spell (e.g., using a *Fire Bolt* to light a campfire without igniting the surrounding woods).

Hard: Adding a parameter with random effects (e.g., a *Wall* whose height changes every round).

Very Hard: Fine control of a spell (e.g., using a *Fire Bolt* to light a pipe).

Extremely Hard: Adding a minor new parameter (e.g., a *Wall* that can move 10' / round if the caster concentrates).

Sheer Folly: Minute control of a spell (e.g., using a *Fire Bolt* to shave).

Absurd: Adding a radical new parameter (e.g., casting an *Absolution* spell that does not destroy the target's soul, but traps it in a glass bottle).

SPELLS

Category:.. Spells
Optional Stats Used:.................... Realm Stat
Exhaustion Point Cost: ... 1 every 2 rounds
(1 every 6 rnds if concentrating
to maintain a spell)

Description:

A character's skill rank for a spell list determines which spells on that list he may cast. In addition, if certain restrictions are not met, a character's skill bonus for a spell's list can affect the casting of that spell.

A character learns spells by developing skill ranks for the spell list that the spell is on. A character knows all of the spells on a list that have a level less than or equal to his skill rank for that spell list.

Normally, a character may cast any spell on a list that has a spell level that is less than or equal to his skill rank for that list (i.e., any spell he knows). A character must use Power Points to cast a spell.

SPRINTING

Category:............................... Athletic • Endurance
Optional Stats Used:.............................. Co/Ag/Qu
Exhaustion Point Cost: .... 1 every 60 rounds
Distance Multipler: 1

Description:

This skill provides a bonus for maximizing one's speed over short distances, including marshaling and pacing one's resources (exhaustion point expenditure) and running in a safe and non-injurious manner.

Notes:

Using this skill to maneuver on a flat, smooth surface (like a race-track) is detailed in Sec. 16.0 of *RMFRP* (p. 51). Unfortunately, characters rarely find themselves on ideal running surfaces. The following examples assume that a character is dashing with a weight penalty of -1 to -10 (normally a Medium maneuver). Adjust other situations accordingly.

Specialties:
• Any specific terrain.

Example Difficulties:

Medium: Open road.

Hard: Trail or open plains.

Very Hard: Rocky or broken ground, forest.

Extremely Hard: Soft ground (e.g., snow, sand, etc.).

Sheer Folly: Up a 30° slope.

Absurd: Up a 45° slope, steeper slopes require Climbing.

STALKING

Category:................................. Subterfuge • Stealth
Optional Stats Used:.............................. Ag/SD/SD

Description:

Stalking is the ability to move using silence, camouflage, and shadows to conceal your presence; Hiding is the same ability used when not moving.

Notes:

This skill involves moving from one location to another without being seen or heard. A character attempting to stalk should make two maneuver rolls, one for sound and one for sight. Should either fail, the thief has been spotted. In some situations, only one maneuver roll may be necessary (e.g., approaching a target from behind, while silenced, while invisible, etc.).

The difficulty of remaining unseen should be referenced under Hiding. The difficulty of remaining silent depends on how armored the thief is, and how noisy the ground is. This maneuver roll should be modified by double the Missile Attack Penalty (*RMFRP*, p. 215) of the armor worn.

Specialties:
* Any specific environment (e.g., castles, forest, etc.).

Example Difficulties:
Routine: Stalking across pillows or thick carpeting.

Easy: Stalking over moss.

Light: Stalking across thin carpeting.

Medium: Stalking across a wooden floor.

Hard: Stalking through leaves.

Very Hard: Stalking through underbrush.

Extremely Hard: Stalking across squeaky floorboards or gravel.

Sheer Folly: Stalking while carrying a large bag of coins, or other noisy object.

Absurd: Stalking while carrying a living being (e.g., another person, an animal, etc.).

STAR-GAZING

Category: .... Outdoor • Environmental

Optional Stats Used: .... SD/In/Me

Description:
This skill provides a bonus for determining dates, directions, and locations when the stars are visible. May provide a bonus to one's Navigation skill.

Notes:
This skill is commonly used to provide a subsequent maneuver bonus to Navigation or Orienteering. In addition, this skill can be used to recognize constellations, tell time, or provide a bonus to Astrology. This skill cannot be used if there is significant cloud cover, and does not provide nearly the detail provided by Astronomy.

Specialties:
* Any specific season.

Example Difficulties:
Routine: Recognizing major constellations.

Easy: Recognizing major stars and planets.

Light: Identifying a specific direction.

Medium: Recognizing nearly all constellations.

Hard: Determining the current time.

Very Hard: Recognizing minor stars.

Extremely Hard: Determining one's location on the planet.

Sheer Folly: Knowledge of when to expect meteor showers, comets, etc.

Absurd: Identifying all named stars.

STILT-WALKING

Category: .... Athletic • Gymnastics

Optional Stats Used: .... Ag/Qu/Ag

Exhaustion Point Cost: .... 1 every 30 rounds

Distance Multipler: 0.5

Description:
This skill provides a bonus for maneuvering on stilts or other extensions to one's height.

Notes:
The difficulty of walking on stilts depends on the height of the stilts (as a ratio of the character's height). Divide the height of the stilts by the character's height and reference the result below. If the ground is uneven or rocky, the maneuver may be modified by up to two difficulty levels.

Specialties:
N/A

Example Difficulties:
Routine: 1" heels.

Easy: 1" - 3" heels.

Light: 3" - 6" extensions.

Medium: 0.25x character's height.

Hard: 0.5x character's height.

Very Hard: 0.75x character's height.

Extremely Hard: 1.0x character's height.

Sheer Folly: 2.0x character's height.

Absurd: 4.0x character's height.

STONE LORE

Category:... Lore • Technical

Optional Stats Used:.............................. Me/Re/Me

Description:

This skill provides a bonus for recognizing and identifying stones. Also will give information on famous, magical, powerful, historic, legendary or cursed types of stone. Skill is developed separately for each culture or region as applicable to the GM's world scheme.

Notes:

The skill provides the character with knowledge about the stones found in a specific region. Unlike many Lore skills, the GM will probably not be able to provide the player with information prior to play.

The rarity of a given stone must first be determined. Common rocks (like sandstone or clay) probably have a rarity of 1. Precious stones have a higher rarity rating, magical and enchanted stones, the highest rarity rating. See Section 5.8 (p. 17) for more information about Lore maneuvers.

Specialties:

- Any specific culture.

Example Difficulties:

Routine: Identifying a precious stone.

Easy: Identifying a sedimentary stone.

Light: Identifying a metamorphic or igneous stone.

Medium: Determining the purity of a stone.

Hard: Determining the relative strength of a mineral.

Very Hard: Determining if a stone has any flaws (e.g., stress fractures, impurities, etc.).

Extremely Hard: Identifying a stone from another area of the world.

Sheer Folly: Knowledge of any magical or supernatural properties inherent to a stone.

Absurd: Precise information about every known use for a stone.

STONE-CRAFTS

Category:.. Crafts

Optional Stats Used:............................... Ag/Me/In

Description:

This skill provides a bonus for working with stone and creating sculptures, writings, or any other form of inscription or relief.

Notes:

The difficulty of stone-working depends on the intricacy of the final product. Even a large, bulky product might require very detailed workmanship in order to function properly (e.g., an ornate carving). Like many Crafts skills, this skill assumes that the craftsman has an adequate supply of tools. Without the necessary implements, there is little a craftsman can do. (Increase all maneuvers by at least 3 difficulty levels.)

Specialties:

- Any specific object.

Example Difficulties:

Routine: Making a crude object (e.g., a brick).

Easy: Making an object that requires a single stone, and no detailed crafting (e.g., quarrying).

Light: Cutting a stone into a shape with nonright angles (e.g., a triangle).

Medium: Building a simple stone wall.

Hard: Cutting a gem stone into a basic shape (this does not add any value to the stone).

Very Hard: Building a structure that has many arches, domes or other challenging portions.

Extremely Hard: Cutting a gem stone into an exquisite shape in order to increase its value.

Sheer Folly: Building an architect's masterpiece that includes dramatic curves and careful attention to detail.

Absurd: Cutting a magical or enchanted gem stone (like laen).

STREETWISE

Category: .... Urban

Optional Stats Used: .... In/Pr/Em

Description:

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. Note that this skill does not necessarily enable a character to find such individuals.

Notes:

This skill is used to win the trust of a criminal or underworld society. It includes knowing the slang, who to hate and who to respect. A successful maneuver is required when a character interacts with a person who has legitimate reason to fear the law. If the maneuver is not successful, the criminal will not interact with the character for fear of discovery. Law enforcement officials need this skill to infiltrate criminal organizations.

Once a character is a member of a given organization, he need make a maneuver roll only when interacting with other organizations, or with the leaders of his own organization. The difficulty of the maneuver depends on how much the criminal has at stake. (The guildmaster of the assassin's guild probably doesn't trust anyone.) The GM may adjust the difficulty of the maneuver if the character has been particularly faithful to the organization or individual.

Specialties:

- Any specific organization or specific city.

Example Difficulties:

Routine: The criminal is a petty thief or pick-pocket.

Easy: The criminal is a street thug.

Light: The criminal is a member of an organized gang.

Medium: The criminal is part of a formal criminal organization.

Hard: The criminal has been busted recently.

Very Hard: The criminal runs his own organization, or is guilty of one or more serious offenses (like murder or rape).

Extremely Hard: The local authorities are actively pursuing the criminal.

Sheer Folly: The criminal runs a large organization with multiple investments and rackets.

Absurd: The criminal is insane.

STRIKING DEGREE 1

Category: .... Martial Arts • Striking

Optional Stats Used: .... St/Ag/St

Exhaustion Point Cost: .... 1 every 2 rounds

Description:

This skill represents the basic and most simple forms of a formal "hard" martial art. These forms must be learned before an individual may progress to the higher degrees, as it represents the fundamentals of the art. Criticals should be rolled on the Martial Arts Strikes Critical Strike Table 4.5 (*AL*, p. 98).

Notes:

See *Martial Arts Companion.*

Specialties:

- While parrying a specific amount.
- While using a specific style.
- While facing a specific style or weapon.

STRIKING DEGREE 2

Category: .... Martial Arts • Striking

Optional Stats Used: .... St/Ag/St

Exhaustion Point Cost: .... 1 every 2 rounds

Description:

This skill represents the intermediate forms of a "hard" martial art. Note that this skill is more effective than the Striking Degree 1 skill. Because this skill builds on the previous degree of this art, the ranks of this skill cannot exceed the ranks the character has in Striking Degree 1. Criticals should be rolled on the Martial Arts Strikes Critical Strike Table 4.5 (*AL*, p. 98).

Notes:

See *Martial Arts Companion.*

Specialties:

- While parrying a specific amount.
- While using a specific style.
- While facing a specific style or weapon.

STRIKING DEGREE 3

Category: ....Martial Arts • Striking

Optional Stats Used: .... St/Ag/St

Exhaustion Point Cost: .... 1 every 2 rounds

Description:

This skill represents the advanced forms of a "hard" martial art. Note that this skill is more effective than the Striking Degree 2 skill. Because this skill builds on the previous degree of this art, the ranks of this skill cannot exceed the ranks the character has in Striking Degree 2. Criticals should be rolled on the Martial Arts Strikes Critical Strike Table 4.5 (*AL*, p. 98).

Specialties: See Striking Deg. 2 specialties (p. 117).
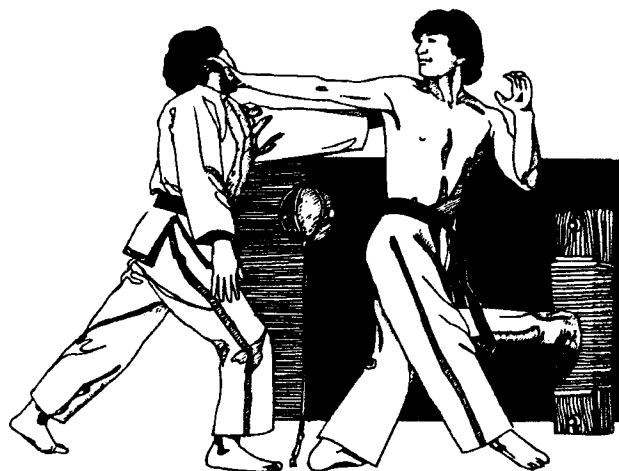
STRIKING DEGREE 4

Category: ....Martial Arts • Striking

Optional Stats Used: .... St/Ag/St

Exhaustion Point Cost: .... 1 every 2 rounds

Description:

This skill represents the most advanced forms of a "hard" martial art. Note that this skill is more effective than the Striking Degree 3 skill. Because this skill builds on the previous degree of this art, the ranks of this skill cannot exceed the ranks the character has in Striking Degree 3. Criticals should be rolled on the Martial Arts Strikes Critical Strike Table 4.5 (*AL*, p. 98).

Specialties: See Striking Deg. 2 specialties (p. 117).

STUNNED MANEUVERING

Category: ....Self Control

Optional Stats Used: ....SD/Pr/SD

Description:

This skill provides a bonus for maneuvers attempted while stunned. If this bonus is used to modify a stunned maneuver, the normal modifier of triple SD stat bonus is *not* used.

Specialties:
  N/A

STUN REMOVAL

Category: ....Self Control

Optional Stats Used: ....SD/Pr/Pr

Description:

This skill enables an individual to throw off the effects of stunning blows. A successful static maneuver using this skill will remove one or more rounds of stun from the maneuverer. Failure may result in greater disorientation than before the use of this skill.

Notes:

This skill can be attempted once per round. If the result of the maneuver roll is at least Near Success, the character may act that round. Additional rounds of stun are removed from the end (i.e., a character must make a Stun Removal maneuver each round until there are no rounds of accrued stun.)

Maneuver Result	Change
Spectacular Failure	+3 rounds of stun
Absolute Failure	+2 rounds of stun
Failure or Unusual Failure	+1 round of stun
Partial Success	No effect
Near Success	-1 round of stun
Success	-2 rounds of stun
Absolute Success	-3 rounds of stun
Unusual Success	-5 rounds of stun

Specialties:
  N/A

Example Difficulties:

Medium: 1 round of stun.

Hard: 2 rounds of stun.

Very Hard: 3-4 rounds of stun.

Extremely Hard: 5-7 rounds of stun.

Sheer Folly: 8-9 rounds of stun.

Absurd: 10+ rounds of stun.

SUBDUAL

Category: ....Combat Maneuvers

Optional Stats Used: ....Ag/Qu/SD

Exhaustion Point Cost: .... 1 every 2 rounds

Description:

This skill allows an individual to immobilize or render unconscious a target by applying a sharp blow to a precise point on the victim's upper body. The foe is assumed to be *of kind* (usually humanoid) and not Large or Super Large. The OB of a subduing attack cannot exceed the attacker's Subdual skill bonus (e.g., a Fighter

with an OB of +120 and a Subdual bonus of +70 would only be able to apply +70 OB to his attack). Instead of rolling criticals on the critical table indicated by the weapon attack table, the *AL* Subduing Critical Table 4.9 (p. 102) should be used.

Notes:

See *Martial Arts Companion.*

Specialties:

- Any specific race.

SURFING

Category: ....Athletic • Gymnastics

Optional Stats Used: .... Ag/Qu/Co

Exhaustion Point Cost: .... 1 every 12 rounds

Distance Multipler: 2

Description:

This skill provides a bonus to Surfing maneuvers. This includes body, board, and channel surfing.

Notes:

The goal of a surfer is the successful completion of a maneuver performed while suspended above the surface of the water. The surfer is largely at the whim of the waves, but he can change orientation within the waves. The difficulty of any maneuver depends on the height of the wave and the complexity of the maneuver performed inside the wave. Increase the difficulty of the maneuver by one for every 5 feet of waves.

Specialties:

- Any specific coast.

Example Difficulties:

Routine: Body surfing a small wave.

Easy: Maneuvering while lying on a surfboard.

Light: Body surfing a large wave.

Medium: Riding a wave while standing.

Hard: Changing orientation while riding a wave.

Very Hard: Riding beneath the crest of a wave.

Extremely Hard: Completing a full rotation under a wave.

Sheer Folly: Recovering after falling.

Absurd: Jumping from wave to wave.
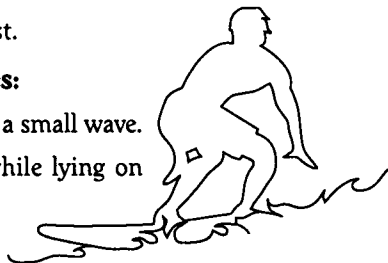
SURGERY

Category: .... Technical/Trade • Professional

Optional Stats Used: .... Re/Me/Em

Description:

This skill provides a bonus for performing major surgery, which includes performing exploratory surgery, organ transplants, acupuncture, and organ and limb repairs. Use of this skill is done with simple equipment (e.g., scalpel, anesthesia, hemostats, respirators etc.).

Notes:

See Healing, Section 4.0.

Specialties:

- Any specific race.
- Any specific type of injury.

SURVEILLANCE

Category: .... Awareness • Searching

Optional Stats Used: .... In/Re/SD

Description:

This skill provides a bonus for keeping watch over a person, place or object. Also includes the ability to determine the best approach and technique in solving a crime.

Notes:

This skill is useful in a number of different contexts. It can be used by criminals or spies to case an establishment; the criminal is seeking information about the frequency and consistency of various activities. Conversely, guards use this skill to maintain an extended watch. As long as the guard is attentive, he can use his Surveillance skill to notice potential disturbances.

This skill is also used to tail another person. The pursuer maintains a safe distance in order not to be seen. A successful maneuver indicates that the target has not been lost, and has no (additional) reason to suspect anything. Failure indicates that the target has shaken his tail (the pursuer). Partial and Near Successes indicate that the pursuer has not lost the target, but the target may notice his tail.

Specialties:

- Any specific post.
- Tailing, shaking a tail, etc.

Example Difficulties:

Routine: Casing an abandoned establishment.

Easy: Guarding a small object.

Light: Casing an establishment with regular, predictable guard rotation.

Medium: Following an unaware target. Guarding a man-sized object.

Hard: Casing an establishment that is patrolled regularly, but at random intervals.

Very Hard: Following a target who is actively avoiding pursuit. Guarding a large object.

Extremely Hard: Casing an establishment whose guards are hidden or otherwise obscured.

Sheer Folly: Guarding a huge object. (Huge objects are usually guarded by multiple persons so that each person is responsible for a smaller area.)

Absurd: Casing an establishment whose entrances are secret gates.

SURVIVAL

Category:......................... Outdoor • Environmental

Optional Stats Used:................................. SD/In/In

Description:

This skill provides a bonus for living in a specific dangerous or hostile environment. Note that this skill encompasses only those methods needed to stay alive against the actively dangerous elements of an environment (e.g., blistering heat, cold, pressure, unusual animals typical of the environment, etc.). It does not include gathering food, although it does include the knowledge necessary to find water. Skill must be developed in each type of environment (e.g., desert, jungle, arctic, water, etc.). The GM may rule that unusually hostile environments may also be covered by this skill (e.g., vacuum, underwater, elemental planes of fire, etc.).

Notes:

The difficulty of a Survival maneuver depends on the harshness of the environment. The more dangerous the environment, the more frequently the character must make a maneuver to avoid taking damage. This maneuver should be made at least once a week, and no more frequently than once an hour.

Specialties:

• Any specific region.

Example Difficulties:

Routine: The climate is uncomfortable, but not dangerous.

Easy: The climate is only dangerous after extended exposure. This might include a warm or cool climate that has more extreme temperatures at noon or midnight. (A maneuver roll should be made once each week.)

Light: The climate is warm or cool and wet or dry. The difficulties of such an environment include insects, exposure, etc. (A maneuver roll should be made once each week.)

Medium: The climate is hot or cold, but there is an appropriate amount of water. Threats might include dangerous plants, exposure, etc. (A maneuver roll should be made once a day.)

Hard: The climate is hot or cold and wet or dry (jungle, desert, tundra, etc.). Threats include any of the above, plus dangerous terrain (like sinkholes, quicksand, etc.). (A maneuver roll should be made once a day.)

Very Hard: The climate is harsh. If the character does not have adequate shelter and clothing, death is certain. (A maneuver roll should be made once each strategic turn.)

Extremely Hard: The climate is harsh and the terrain is dangerous. (A maneuver roll should be made once each strategic turn.)

Sheer Folly: Survival is not normally possible. The climate of the polar regions or harshest deserts qualify. (A maneuver should be made once an hour.)

Absurd: The climate/terrain exceeds human capabilities. Extreme circumstances must exist (e.g., an elemental plane, a vacuum, etc.). The character has only limited survival equipment. (A maneuver should be made once an hour.)

SWASHBUCKLING

Category:................................... Combat Maneuvers

Optional Stats Used:............................... Ag/Qu/Pr

Exhaustion Point Cost: .... 1 every 4 rounds

Description:

This skill allows an individual to perform elaborate maneuvers with his weapon, including flourishes and feats of weapon control. This skill may, at the GM's discretion, be used to recover control of a fumbled weapon (only possible if a fumble result has indicated that the wielder has "lost control" of a weapon, not "dropped" it), and may be used to perform unusual maneuvers with one's weapon. Note that fumbles resulting from swashbuckling attempts may not be negated by further use of this skill.

Notes:

This skill can be used in a number of ways. The most obvious is the recovery of a fumbled weapon. This skill can also be used for fantastic weapon flourishes. This can be used to intimidate an opponent or impress them with your skill.

Specialties:

- Any specific flourish.

Example Difficulties:

Routine: Drawing a weapon with flourish.

Easy: Tossing a weapon from hand to hand, with style. Executing a rehearsed sequence of maneuvers.

Light: Slicing through a candle without knocking it over. Spinning a weapon over your hand.

Medium: Recovering a fumble.

Hard: Carving initials into a soft substance (like dirt). Scratching an opponent without harming him.

Very Hard: Shredding an opponent's shirt without scratching him. Kicking a weapon from the ground to your hand.

Extremely Hard: Carving initials into a victim's chest.

Sheer Folly: Throwing a sword in order to cut a rope (thereby dropping a chandelier or portcullis, for example).

Absurd: Throwing a sword in order to pin an opponent to a wall.
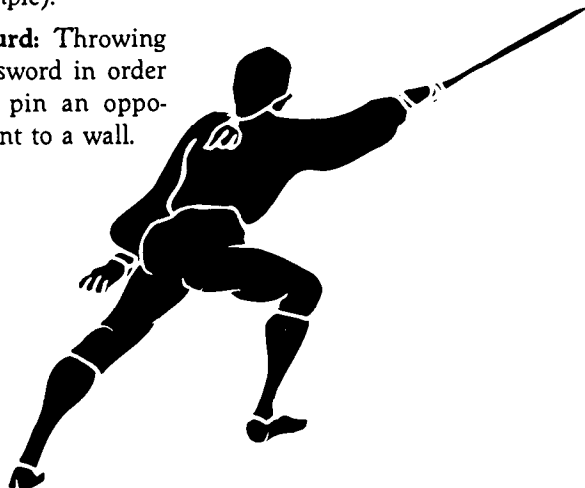
SWEEPS DEGREE 1

Category:........................ Martial Arts • Sweeping

Optional Stats Used:................................. Ag/St/Ag

Exhaustion Point Cost: .... 1 every 4 rounds

Description:

This skill represents the basic and most simple forms of a formal "soft" martial art. These forms must be learned before an individual may progress to the higher degrees, as it represents the fundamentals of the art. Criticals should be rolled on the Martial Arts Sweeps Critical Strike Table 4.6 (*AL*, p. 99).

Notes:

See *Martial Arts Companion*.

Specialties:

- While parrying a specific amount.
- While using a specific style.
- While facing a specific style or weapon.

SWEEPS DEGREE 2

Category:........................ Martial Arts • Sweeping

Optional Stats Used:................................. Ag/St/Ag

Exhaustion Point Cost: .... 1 every 4 rounds

Description:

This skill represents the intermediate forms of a "soft" martial art. Note that this skill is more effective than the Sweeps Degree 1 skill. Because this skill builds on the previous degree of this art, the ranks of this skill cannot exceed the ranks the character has in Sweeps Degree 1. Criticals should be rolled on the Martial Arts Sweeps Critical Strike Table 4.6 (*AL*, p. 99).

Notes:

See *Martial Arts Companion*.

Specialties:

- While parrying a specific amount.
- While using a specific style.
- While facing a specific style or weapon.

SWEEPS DEGREE 3

Category: .... Martial Arts • Sweeping

Optional Stats Used: .... Ag/St/Ag

Exhaustion Point Cost: .... 1 every 4 rounds

Description:

This skill represents the advanced forms of a "soft" martial art. Note that this skill is more effective than the Sweeps Degree 2 skill. Because this skill builds on the previous Degree of this art, the ranks of this skill cannot exceed the ranks the character has in Sweeps Degree 2. Criticals should be rolled on the Critical Strike Table 4.6 (*AL*, p. 99).

Notes:

See *Martial Arts Companion*.

Specialties:

While parrying a specific amount.
While using a specific style.
While facing a specific style or weapon.
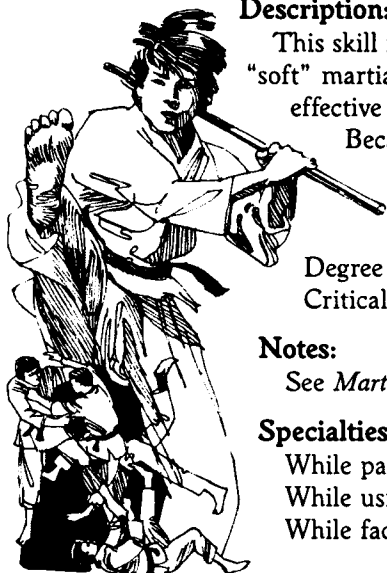
SWEEPS DEGREE 4

Category: .... Martial Arts • Sweeping

Optional Stats Used: .... Ag/St/Ag

Exhaustion Point Cost: .... 1 every 4 rounds

Description:

This skill represents the most advanced forms of a "soft" martial art. Note that this skill is more effective than the Sweeps Degree 3 skill. Because this skill builds on the previous degree of this art, the ranks of this skill cannot exceed the ranks the character has in Sweeps Degree 3. Criticals should be rolled on the Martial Arts Sweeps Critical Strike Table 4.6 (*AL*, p. 99).

Notes:

See *Martial Arts Companion*.

Specialties:

• While parrying a specific amount.
• While using a specific style.
• While facing a specific style or weapon.

SWIMMING

Category: .... Athletic • Endurance

Optional Stats Used: .... Co/Ag/SD

Exhaustion Point Cost: .... 1 every 6 rounds

Distance Multipler: 0.5

Description:

This skill provides a bonus to swimming maneuvers. Skill rank 1 will prevent the character from drowning in water over his head, provide there are no encumbrance or other penalties. Further skill ranks will enable the character to make head way against a current, to stay afloat for longer periods of time without touching ground, to swim long distances, to move faster in the water, and to make maneuvers in the water.

Notes:

The difficulty of a Swimming maneuver depends on the current and height of the waves. Note that a character can hold his breath for a number of rounds equal to his Constitution stat divided by 10.

Specialties:

• Any specific body of water.

Example Difficulties:

Routine: An indoor pool.

Easy: A smooth lake.

Light: Against a slight current.

Medium: Heavy clothes. Swimming underwater.

Hard: Soft leather. Against a strong current.

Very Hard: Rigid leather. In rapids.

Extremely Hard: Chain armor. Against a powerful undertow.

Sheer Folly: Extremely fast and treacherous rapids.

Absurd: Plate armor.

SYMBOL LORE

Category: .... Lore • Magical

Optional Stats Used: .... Me/Re/Em

Description:

This skill provides a bonus for manipulating and using symbols in conjunction with the appropriate symbol spells. It also allows a spell user to pursue nonmagical research in defining and identifying new symbols to add to his repertoire of symbol spells. Note that the GM may decide to allow this skill to help interpret dreams.
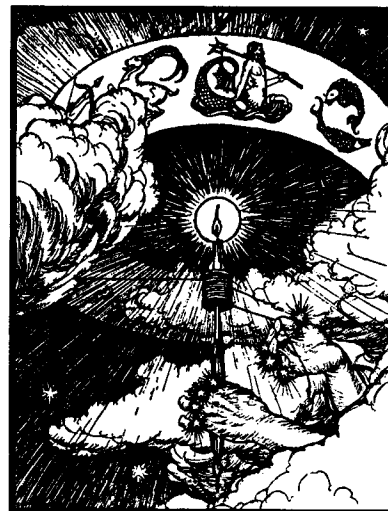
Notes:

Symbol Lore is used to identify the spell imbedded in a symbol by another caster. The GM might also allow this skill to be used to design new symbols. Reduce the difficulty level by one if the caster is attempting to identify the spell, not learn it. Note that a caster can memorize one symbol for every rank of Symbol Lore, plus his Memory bonus. (For example, if T'mar has an Memory bonus of +4 and 5 ranks of Symbol Lore, he could memorize 9 different symbols.)

Specialties:

• Symbols from a specific spell list.

Example Difficulties:

Routine: Recognizing a symbol as magical.

Easy: Identifying the approximate power of a symbol.

Light: Identifying the realm of a symbol.

Medium: Learning a very low level (1-5) symbol.

Hard: Learning a low level (6-10) symbol. Identifying a symbol's trigger.

Very Hard: Learning a medium level (11-15) symbol.

Extremely Hard: Learning a high level (16-20) symbol.

Sheer Folly: Learning a very high level (21-50) symbol.

Absurd: Learning an extremely high level (51+) symbol.

TACKLING

Category: ....Martial Arts • Striking

Optional Stats Used: .... St/Ag/Qu

Exhaustion Point Cost: .... 1 every 2 rounds

Description:

This is the skill of diving at a person in order to bring them to the ground in the intent of momentarily immobilizing them. Injury is more common than with wrestling (although part of this skill is avoiding injury to oneself during the tackle), and is used in moving situations such as chases, sports activities, etc. The Martial Arts Strikes Attack Table 4.5 (*AL,* p. 98) is used with a maximum result equal to an equivalent Striking Degree 1 attack, and Grappling criticals are used. If a struggle continues after a successful attack, the Wrestling skill should be used instead.

Notes:

See *Martial Arts Companion.*

Specialties:

• While playing a specific sport.
• While parrying a specific amount.
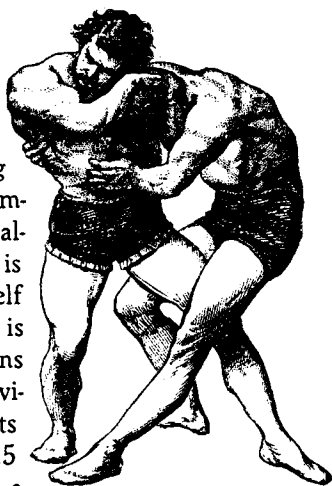
TACTICAL GAMES

Category: .... Technical/Trade • General

Optional Stats Used: .... Re/Me/SD

Description:

This skill provides a bonus for playing games that contain very little element of chance, such as Chess or Go.

Notes:

Resolving a Tactical Games maneuver is different from resolving other maneuvers. It is not possible to perform a Tactical Games maneuver unless one has an opponent. Each player should secretly determine the difficulty of the maneuver they are attempting. Whichever player succeeds at the most difficult maneuver, wins a point. A Partial Success reduces the difficulty by two levels, a Near Success, by one. An Absolute Success increases the difficulty by one level, an unusual by two. A given game may require the accumulation of multiple points before a winner is determined.

> **Example:** *Laern and Taelen are playing Genesis (the game of Life). This game is played to three points. On the first round, both players attempt a Medium maneuver. Both succeed; neither gains a point. On the second round, both attempt a Hard maneuver. Laern succeeds; Taelen does not. Laern gets a point. The next round, Laern attempts a Light maneuver, and Taelen, a Hard maneuver. Laern gets an Absolute Success, increasing his maneuver to Medium. Taelen gets a Partial Success, reducing his maneuver to Light; Laern wins a second point. Finally, both attempt a Very Hard maneuver. Laern gets a Near Success and Taelen a Partial Success. Laern wins a third and final point.*

Specialties:

• Any specific difficulty of maneuver.
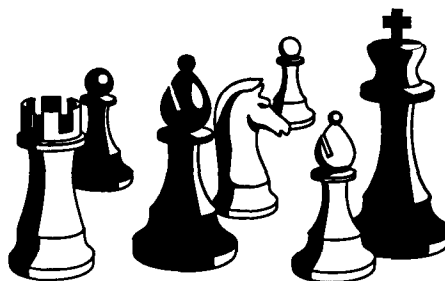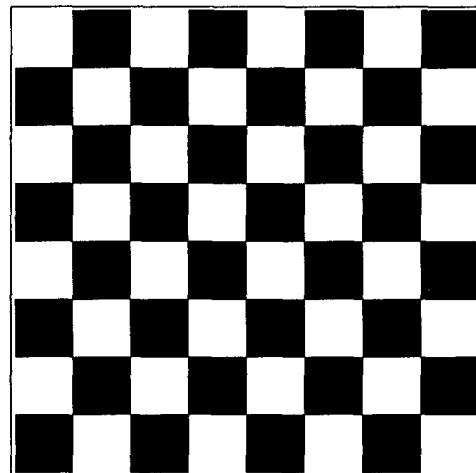
TACTICS

Category:................ Technical/Trade • Vocational

Optional Stats Used:............................. Me/In/Re

Description:

These skills provide bonuses for perceiving and planning appropriate and effective strategy in tactical military situations. Skill with each tactical situation must be developed separately.

Notes:

This skill is used to provide an army or group of combatants with a bonus to their OB. If the maneuver roll is successful, the combatants can receive the subsequent maneuver bonus as a bonus to their OB, provided they follow the tacticians' plans. The difficulty of such a maneuver depends on the odds against the tactician.

Like Tactical Games, only one side or the other can gain any benefit from this skill. Whichever side succeeds (Partial Success or better) the more difficult maneuver gets the subsequent maneuver bonus. If the maneuvers are of equal difficulty, neither side get the indicated bonus. The examples below indicate the simplest maneuver that a tactician can attempt (i.e., he can voluntarily increase the difficulty of the maneuver).

Specialties:

• Any specific situation.

Example Difficulties:

Routine: The situation is obviously in favor of the tactician (e.g., he outnumbers his opponents by a factor of 5:1).

Easy: The tactician has studied this situation (or a very similar one) very closely.

Light: The odds are in favor of the tactician.

Medium: The odds are relatively even.

Hard: The odds are against the tactician.

Very Hard: The tactician is in an unfamiliar situation.

Extremely Hard: The situation is definitely against the tactician.

Sheer Folly: The situation is worthy of immediate surrender.

Absurd: The situation is truly hopeless.

TALE TELLING

Category:.. Artistic • Active

Optional Stats Used:............................. Pr/Em/Me

Description:

This skill provides a bonus for conveying information in the form of stories or fables in an engaging manner. This is primarily for the purpose of entertainment or subtle instruction; attempts to inform or influence large groups of people should use Public Speaking instead. This skill may be used for improvisation or to relate memorized stories. This may (GM's discretion) also be used when attempting to memorize a new story.

Notes:

This skill is used for entertaining an audience. The ultimate goal is successfully conveying a story in an entertaining manner. Longer, less exciting stories are more difficult to tell. Only a true showman can make a lecture about genealogy interesting.

A character can generally memorize one epic adventure for every skill rank of Tale Telling.

Condition	Modifier
7+ ranks in spoken language	+10
Elves	+10
Halflings	+15
Improvisation	-30

Specialties:

• Any specific story.

Example Difficulties:

Routine: Retelling an epic tale, full of "fencing, fighting, torture, poison, true love, hate, revenge, giants, hunters, bad men, good men, beautiful ladies, snakes, spiders, beasts of all natures and descriptions, pain, death, brave men, coward men, strong men, chases, escapes, lies, truths, passion, and miracles."

Easy: Telling a bar of revelers about an adventurer's latest heroics.

Light: Telling an abbreviated first-hand account of an adventure (particularly useful when talking to one's parents).

Medium: Narrating a tale with occasional slow points.

Hard: Telling someone else's story with a complicated plot.

Very Hard: Relating an epic tale, full of the usual redundancies and long lists of places visited or people met.

Extremely Hard: Telling a story concerning mundane activities.

Sheer Folly: Enriching a legal or philosophical treatise.

Absurd: Reciting a genealogical list in an entertaining manner.
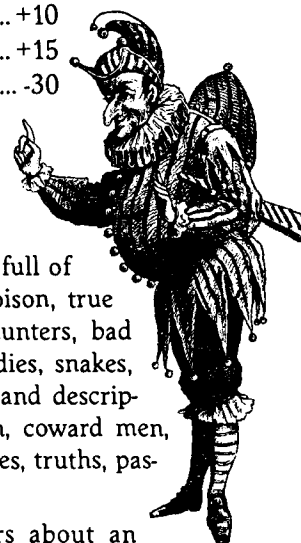
TIGHTROPE-WALKING

Category:........................Athletic • Gymnastics

Optional Stats Used:............................. Ag/Qu/SD

Exhaustion Point Cost: .... 1 every 30 rounds

Distance Multipler: 0.2

Description:

This skill provides a bonus for maneuvering along narrow surfaces.

Notes:

The difficulty of this maneuver depends entirely on the width of the surface upon which the character is walking and the speed of the wind.

Condition	Modifier
Balancing Pole	+10
Tightrope Sole Shoes	+10
Surface (GM discretion)	+30 to -70
Light Breeze	-10
Strong Breeze	-20
Light Wind	-30
Strong Wind	-50
Gale	-100

Specialties:

• Any specific surface.

Example Difficulties:

Routine: 3' wide.

Easy: 2' wide.

Light: 1' wide.

Medium: 6" wide.

Hard: 3" wide.

Very Hard: 1" wide.

Ext. Hard: .5" wide.

Sheer Folly: .25" wide.

Absurd: .125" wide.
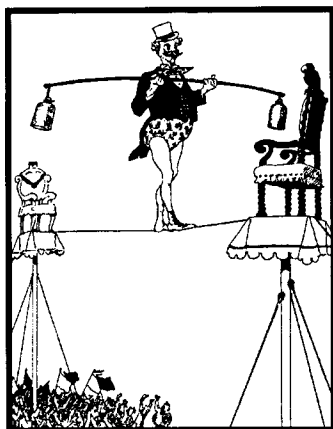
TIME SENSE

Category:................................. Awareness • Senses

Optional Stats Used:.............................In/SD/Em

Description:

This skill provides a bonus for determining the time of day or how much time has passed over a specific period. This is a combination of the ability to estimate internally the passage of time, as well as using external references such as the sun, stars, etc. When no external references are available (e.g., underground, in a jail cell, etc.), it is significantly more difficult to estimate the passage of time. Also, after sleep or unconsciousness one typically requires the use of external reference to "reset" one's internal clock; the lack of same will hinder the use of this skill.

This skill may be used to attempt to wake oneself from sleep at a predetermined time.

Notes:

A Time Sense maneuver has few difficulty modifiers. If the maneuver is successful, subtract the amount of the maneuver roll over 100 from 100 (e.g., 125 results in 100-25 = 75). Treat results below 0 as 0. The result is the accuracy of the information provided by the GM. (Continuing the above example, ±75%.) The GM should not provide a range, since that might offer more information than is appropriate.

Specialties:

N/A

Example Difficulties:

Medium: Normal maneuver.

Very Hard: Right after sleep/unconsciousness.

Sheer Folly: No external references.
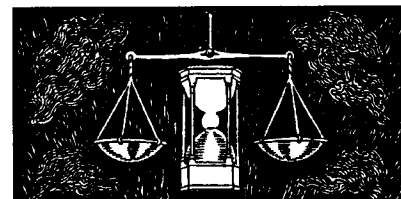
TRACKING

Category:............................ Awareness • Searching

Optional Stats Used:................................. In/Re/SD

Description:

This skill provides a bonus for Tracking maneuvers: following a trail left by someone or something such as foot prints, broken branches, crushed grass, hanging pieces of cloth, etc. The Reading Tracks skill gives the tracker more detailed information about the tracks.

Notes:

This skill is used to find and follow a set of tracks. No other information is provided by this skill. This skill should also be modified as if it were an Athletic maneuver with regards to pace modifiers (i.e., plus one difficulty level per pace above walk).

The difficulty of this maneuver depends on the freshness of the tracks and the surface in which the track was made. For each hour that has elapsed since the track was made, subtract 10 from the maneuver roll.

Specialties:

• Any specific environment.

Example Difficulties:

Routine: In dust or thick mud. The person being tracked left bloody or muddy footprints.

Easy: In snow.

Light: Over dirt.

Medium: Through a forest.

Hard: Over grass.

Very Hard: Through a swamp.

Extremely Hard: Through a narrow stream.

Sheer Folly: Across stone or wood.

Absurd: Across a body of water.

TRADING

Category:..Influence

Optional Stats Used:.............................Pr/Em/SD

Description:
This skill provides a bonus for transactions involving a bargained exchange of money or goods, particularly with respect to rolls on the purchase and resale price charts found in *Gamemaster Law*.

Notes:
This skill is detailed fully in *Gamemaster Law*.

Specialties:
• Any specific region or city.

Example Difficulties:

Routine: Most people commonly purchase the goods.

Easy: Many people purchase the goods on a regular basis.

Light: The goods are produced locally.

Medium: Some people regularly purchase the goods.

Hard: The goods are imported.

Very Hard: Only a few people purchase the goods.

Extremely Hard: The goods are rarely purchased, even by those who do purchase them.

Sheer Folly: The goods are extremely rare.

Absurd: The goods have extremely limited utility (e.g., a boat in the middle of a desert).

TRADING LORE

Category:.....................................Lore • Technical

Optional Stats Used:..............................Me/Re/Me

Description:
This skill provides knowledge of trade-related affairs. Trade routes, customs laws, exchange rates, traditions and rituals, etc. are all encompassed by this skill.

Notes:
This skill provides characters and players with knowledge about economic and market forces. This knowledge can be used to invest wisely, or determine the best market for a particular good. Additional knowledge provides the character the ability to make long term predictions. The difficulty of the maneuver depends on how familiar the character is with the market, and how far ahead the character is speculating.

Specialties:
• Any specific city/region.

Example Difficulties:

Routine: Knowledge of today's prices locally.

Easy: Knowledge of current market prices in the area.

Light: Knowledge of current market prices.

Medium: Knowledge of general exchange rates in various locales.

Hard: Predicting tomorrow's market prices and exchange rates.

Very Hard: Predicting one week from now.

Extremely Hard: Predicting one month from now.

Sheer Folly: Predicting one year from now.

Absurd: Predicting five years from now.

TRANSCEND ARMOR

Category:.....................................Power Manipulation

Optional Stats Used:..................................Em/In/Pr

Description:
The character's total skill bonus in Transcend Armor is applied against any Spell Casting Static Maneuver penalties accrued from wearing armor, wearing a helmet, or carrying equipment (similar in fashion to the way that Armor skills apply against maneuver penalties) to a maximum of a +0 modifier. If the penalty is reduced to zero, the character must still make the Spell Casting static maneuver.

Notes:
This skill is self explanatory.

Specialties:
• Any individual suit of armor.

TRAP BUILDING

Category: .... Subterfuge • Mechanics

Optional Stats Used: .... In/Ag/Re

Description:

This skill provides a bonus to build complex mechanisms designed to injure or immobilize other creatures. Note that this skill is the actual building of the mechanism, not the effective placement or setting of a trap.

Notes:

The difficulty of this maneuver depends on the complexity (number of moving pieces) in the trap. Simple traps include a pit trap. Complex traps might involving a room rotating above a pool of acid after all entrances automatically lock. After 10 minutes, the trap resets itself.

A Setting Traps maneuver may be required before or after the trap is built depending on the circumstances.

Specialties:

• A particular type of trap.

Example Difficulties:

Routine: A simple trap involving no moving pieces (e.g., a pit).

Easy: A simple trap with a single moving piece (e.g., a falling net or cage).

Light: A simple portable trap (e.g., mouse-trap, bear-trap, etc.).

Medium: A trap involving counterbalances (e.g., covered pits, pressure plates, etc.).

Hard: A spring loaded trap.

Very Hard: A trap with many moving pieces (e.g., the classic rolling stone trap).

Extremely Hard: A trap with multiple moving pieces (e.g., a room with walls that crush its occupants).

Sheer Folly: Portable traps with multiple moving pieces (e.g., a trap that flings oil on its victim, followed by a piece of flint striking steel).

Absurd: A trap that has numerous pieces all of which must move in perfect coordination for the trap to work.

TRAPPING

Category: .... Crafts

Optional Stats Used: .... Ag/Me/Em

Description:

This skill provides bonus to trapping skills, including setting simple snares, identifying animal runs, and a knowledge of the values of various furs, skins, etc.

Notes:

This skill is similar to Hunting. The character uses this skill to identify good locations in which to trap animals whose fur can be sold for profit. A successful maneuver indicates that the trapper has found a suitable location; a Setting Traps maneuver is necessary to actually trap the animals.

As a general rule, a trapper can obtain enough food for one person for one day every strategic turn. If the trapper is interested in a specific pelt, he will obtain one pelt every week of salable quality for every strategic turn he spends checking his traps each day. (Thus, a trapper that spends 8 hours a day working will obtain 2 pelts per week.)

Specialties:

• Any specific climate/region.

Example Difficulties:

Routine: Finding animals in a stocked preserve.

Easy: Finding animals in an area where most of the natural predators have been killed.

Light: Finding animals in a young forest.

Medium: Finding animals in a mature forest; the lack of undergrowth limits the supply of food.

Hard: Finding animals in plains.

Very Hard: Finding animals in an area that has been hunted heavily (or the game scared off by impending danger).

Extremely Hard: Finding animals in a tundra or other sparsely populated region.

Sheer Folly: Finding animals in a normal desert.

Absurd: Finding animals in an especially arid desert.
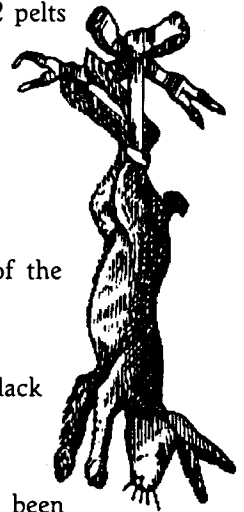
TRICKERY

Category:............................. Subterfuge • Stealth

Optional Stats Used:...............................Ag/SD/Pr

Description:

This skill provides a bonus for any maneuvers involving slight-of-hand, confusing sight tricks, and other diversions.

Notes:

Trickery is most commonly used by stage magicians to make objects appear or disappear, as if "by magic." It can also be used to distract an opponent or to improve one's chances of cheating. The difficulty of the maneuver depends on the size of the object being hidden, and the dexterity required to cause the object to reappear. Spectacular tricks require specially designed props.

Specialties:

• Any specific trick.

Example Difficulties:

Routine: Making a coin disappear.

Easy: Making a small object appear in one's hand.

Light: Pulling a scarf out of an empty sleeve.

Medium: Performing simple card tricks that involve marking cards or forcing a selection.

Hard: Distracting a target with a simple trick, while the character's other hand performs some other maneuver (like drawing a weapon).

Very Hard: Shuffling a deck of cards such that particular cards are dealt to specific players. The shuffler must know the exact location of the desired cards.

Extremely Hard: Pulling a small animal out of thin air, or causing such an animal to disappear. Rabbits and doves are often used because of their docility.

Sheer Folly: Distracting a target to allow another person to attack with surprise. The target still gets a Situational Awareness maneuver to determine how surprised he is.

Absurd: Causing an object the size of a sword to disappear. The character must be wearing very loose-fitting clothing or have some other prop.

TUMBLING

Category:.............................Athletic • Gymnastics

Optional Stats Used:...............................Ag/Qu/Ag

Exhaustion Point Cost:............... 1 every 6 rounds

Distance Multipler:......................................1

Description:

This skill provides a bonus for horizontal dives, rolling, vaulting maneuvers, or swinging on stationary objects. It can 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.

Notes:

This skill is used to complete a Gymnastics maneuver while on the ground. Whereas this is often done gracefully, a successful Tumbling maneuver does not indicate how beautiful the maneuver was. If beauty and grace are important, a Dancing maneuver should be made.

The difficulty of a Tumbling maneuver depends on the surface upon which the character is tumbling and the amount of physical strength and agility required to complete the maneuver. Adding extra tricks to the following maneuvers increases the difficulty by one for each such trick.

Condition	Modifier
Padded mat	+10
Flat ground	0
Rough ground	-10
Numerous obstacles	-25

Specialties:

• Any specific routine.

Example Difficulties:

Routine: Performing a somersault.

Easy: Diving to the ground to provide an additional +50 DB versus missile attacks.

Light: Performing a cartwheel. Leaping from a prone position to standing as a 20% maneuver.

Medium: Diving to safety. If the character is currently behind cover and successfully tumbles to another position with cover, he cannot be targeted by missile weapons. If the cover is not complete, he can still be shot at while behind cover, but not while tumbling.

Hard: Reducing the damage from a fall. A falling charcter can make a Tumbling maneuver. The character falls safely if the fall distance is less than:

(2 x Tumbling skill ranks) x (Tumbling maneuver result from Moving Maneuver Table ÷ 100)

If the fall distance is more than the above result, reduce the height of the fall by that amount. For example, E'Roll (who fell out of the 35' high crow's nest) attempts to tumble away safely. He has 20 ranks in Tumbling, but his result on the Hard column of the Moving Maneuver table is 60. He negates 2' x 20 x 60 ÷ 100 = 24' of the fall. He still suffers the results of a +11 Fall/Crush attack. This is not his day.

Very Hard: Tumbling into an opponent. If this maneuver is successful, the target must make an RR (ranks in Tumbling vs. level) or be stunned for 1 round / 10 failure.

Extremely Hard: Hanging off of the side of a moving object (e.g., a horse, vehicle, etc.) either to remain unseen or to avoid falling off.

Sheer Folly: Leaping from a prone position to standing as a 0% maneuver.

Absurd: Dropping prone and regaining your footing immediately. Friendly archers can thereby shoot over your head without running the risk of hitting you.

TUMBLING EVASION

Category:..................................... Combat Maneuvers

Optional Stats Used:............................... Ag/Qu/Ag

Exhaustion Point Cost: .... 1 every 4 rounds

Distance Multipler: 0.5

Description:

This skill provides a bonus for evading an attack by using a tumbling maneuver. The skill rank (not the skill rank bonus) is added to the DB. This skill is rolled for during the round that the skill is actively used. Individual may not parry, use a shield, or attack while using this skill.

Notes:

See *Martial Arts Companion*.

Specialties:

• Against any specific type of weapon.

TWO-WEAPON COMBAT

Category:..................................... Combat Maneuvers

Optional Stats Used:............................... Ag/Qu/SD

Exhaustion Point Cost: .... 1 every round

Description:

This skill allows a combatant to fight with two weapons simultaneously. He is allowed to make two weapon attacks for each melee attack action, and may engage two opponents providing neither opponent is receiving any positional combat modifiers for their OB (e.g., If either opponent is receiving a +15 for flank attack or +20 for rear attack the individual cannot attack both opponents in the same round).

Two-weapon Combat skill must be developed for **each** individual two-weapon combination (e.g., short sword/handaxe, rapier/dagger, etc.). A character's skill *rank* with a two-weapon combination may not exceed his skill rank of **either** of the individual weapons (e.g., if a Fighter has 5 skill ranks with a dagger and 9 skill ranks with a short sword, he may only have 5 skill ranks with his short sword/dagger two-weapon combination). The OB for each weapon attack is equal to the skill bonus for the Two-weapon Combatskill for the combination of those two weapons.

Notes:

This skill is self-explanatory. See *RMFRP* **page 113 for details concerning fighting two opponents, parrying, and using the off-hand.**

UNDEAD LORE

Category:... Lore • Magical

Optional Stats Used:............................... Me/Re/Me

Description:

This skill provides a bonus for recognizing and (with the proper magic and materials) creating Undead.

Notes:

This skill provides a character with information about Undead, their abilities and their activities. Successful use of this skill may allow a player to read certain portions of *Creatures & Monsters* (or at least receive a summary from the GM). This skill is useful in identifying Undead and their motivations, attack patterns, etc. A scholar may even be able to recognize Undead activity from indirect evidence (e.g., an increase in physical illness).

Specialties:

• Any specific type of Undead (e.g., Vampires, Wraiths, etc.).

• Undead activity in a specific region.

Example Difficulties:

Routine: Identifying a creature as an Undead.

Easy: Knowledge of the major types of Undead and their general differences.

Light: Identifying a specific type of Undead. Knowledge of most general abilities.

Medium: Knowledge of each type of Undead's specific abilities. Knowledge of Undead hierarchy; status is roughly approximate to a Undead's type.

Hard: Knowledge of Undead society and organization. This includes knowing which Undead are likely to be encountered in the presence of other Undead.

Very Hard: Knowledge of which Undead bear enmity towards other Undead. This might allow one actually to survive an encounter with a large number of Undead.

Extremely Hard: Knowledge of Undead history as well as all of the major undead, including their names and personalities.

Sheer Folly: A complete understanding of the intricacies of Undead culture, goals, and habits. This level of understanding might threaten a character's physical health.

Absurd: Knowledge of a specific minor Undead, by name alone.

USING PREPARED HERBS

Category: .... Technical/Trade • General

Optional Stats Used: .... Re/Me/Ag

Description:

This skill allows the user to properly apply herbs that have already been prepared for use.

Notes:

A Using Preparing Herbs maneuver must be made whenever attempting to use a magical herb. Success indicates that the herb has full effect. Lower results indicate the herb has lesser or no effect. Absolute Failure might indicate an allergic reaction, or worse.

Specialties:
• Any specific herb category.

Example Difficulties:

Routine: Herbs that are ingested.

Medium: Herbs that are brewed or applied.

USING/REMOVING POISON

Category: .... Subterfuge • Mechanics

Optional Stats Used: .... In/Ag/SD

Description:

This skill provides a bonus for handling, caring and storing of poisons. Allows individual to use poison without accidentally poisoning himself or rendering the poison useless.

Notes:

A Using/Removing Poison maneuver must be made whenever attempting to use a poison. Success indicates that the poison has full effect. Lower results indicate the poison has lesser or no effect. If the maneuver fails, the character must himself make a RR vs. the poison. This skill must also be used to successfully remove poison from a weapon. (Poisons cannot be removed from food.)

Specialties:
• Any specific category of poisons.

Example Difficulties:

Easy: Using a powder.

Light: Poisoning food or drink with a liquid.

Medium: Poisoning food or drink with a paste.

Hard: Poisoning a weapon with a paste.

Very Hard: Poisoning a weapon with a liquid.
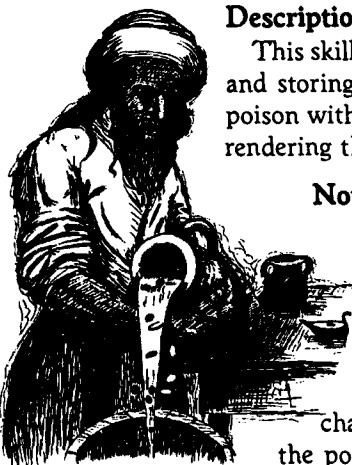
VENTRILOQUISM

Category: .... Artistic • Active

Optional Stats Used: .... Pr/Em/SD

Description:

This skill provides a bonus for speaking without appearing to do so. A successful maneuver will make the individual's voice seem to originate somewhere other than himself, to a distance of up to 1'/level.

Notes:

The difficulty of a Ventriloquism maneuver depends on the volume of the noises being thrown. This skill is often used with Mimicry in order to carry on a two-way conversation with oneself.

Condition	Modifier
Language utilizes excessive labial sounds	-20
With props	+15
Distance voice is "thrown"	-5 for every 1' away

Specialties:
• Any specific voice or character.

Example Difficulties:

Easy: Normal conversation.

Medium: Whisper.

Very Hard: Loud conversation.

Sheer Folly: Scream or other loud noise.

WARDING LORE

Category: .... Lore • Magical

Optional Stats Used: .... Me/Re/Me

Description:

This skill provides a bonus for manipulating and using wards in conjunction with the appropriate ward spells. It also allows a spell user to pursue non-magical research in defining and identifying new wards to add to his repertoire of ward spells.

Notes:

Warding Lore is used to identify the spell imbedded in a ward by another caster. The GM might also allow this skill to be used to design new wards. Reduce the difficulty level by one if the caster is attempting to identify the spell, not learn it. Note that a caster can memorize one ward for every rank of Warding Lore, plus his Memory bonus.

Specialties:
- Wards from a specific Spell List.

Example Difficulties:

Routine: Recognizing a ward as magical.

Easy: Identifying the approximate power of a ward.

Light: Identifying the realm of a ward.

Medium: Learning a very low level (1-5) ward.

Hard: Learning a low level (6-10) ward.
   Identifying a ward's trigger.

Very Hard: Learning a medium level (11-15) ward.

Extremely Hard: Learning a high level (16-20) ward.

Sheer Folly: Learning a very high level (21-50) ward.

Absurd: Learning an extremely high level (51+) ward.

WEAPON

Category: .... Weapon

Optional Stats Used: .... Varies

Exhaustion Point Cost: 1 every 2 rounds (melee)
                          or 1 every 6 rounds (missile)

Description:
   Skill with a weapon provides the character with an Offensive Bonus (OB) with that weapon.

Specialties:
- While parrying a specific amount.
- While using a specific style.
- While facing a specific style or weapon.

WEATHER WATCHING

Category: .... Outdoor • Environmental

Optional Stats Used: .... SD/In/In

Description:
   This skill provides a bonus for determining local weather for the next 24 hours.

Notes:
   The difficulty of Weather Watching depends on how far into the future the character wants to forecast. Note that even if the maneuver is successful, the character will often not get specific information. The GM may decide to inform the player of the percentage chance of rain when making long-term predictions, rather than when it will rain.

Specialties:
- Any specific area.

Example Difficulties:

Routine: 1 hour.

Easy: 6 hours.

Light: 1 day.

Medium: 2 days.

Hard: 3 days.

Very Hard: 4 days.

Extremely Hard: 5 days.

Sheer Folly: 6 days.

Absurd: 1 week.

WEIGHT-LIFTING

Category: .... Athletic • Brawn

Optional Stats Used: .... St/Co/St

Exhaustion Point Cost: .... 1 every round

Description:
   This skill provides a bonus to attempts to lift heavy weights or objects. While it is possible to lift these weights without the use of this skill, the techniques conferred by this skill allow greater weights to be lifted, and the likelihood of injury to be lessened. Note that this skill requires a great deal of practice and exercise to develop properly, and will increase the musculature of the individual. The use of this skill requires a round of preparation during which a 90% activity must be performed and the individual's DB is reduced to zero.

Notes:
   In order to calculate the amount of weight a character can lift from the ground to above his head use the following formula (Treat non-positive St bonuses as one.):

$Max\ Lift$ = (body wt. ÷ 2) +
         (temp Strength stat x Strength stat bonus) ÷ 5

   Thus, an average human (with a strength of 50 who weighs 200 lbs.) can lift 110 lbs. An exceptional human (with a strength of 90) can lift 190 lbs. An incredible human (with a strength of 100) can lift 300 lbs. With a good Weight-lifting maneuver, that person would be an Olympic contender.
   Combined with Power-throwing, this skill allows characters to use any large object as a weapon.

Condition	Modifier
Flat, level surface	+5
Weight is unevenly distributed	-20
Easy hand-holds	+10
Extra prep round	+10

Specialties:
   N/A
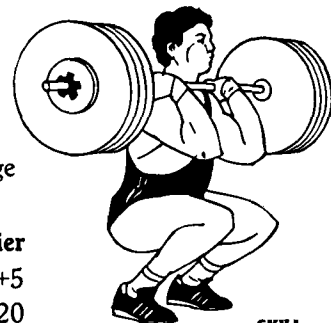
Example Difficulties:

Routine: 0.25 x max lift.

Easy: 0.5 x max lift.

Light: 0.75 x max lift.

Medium: 1.0 x max lift.

Hard: 1.1 x max lift.

Very Hard: 1.25 x max lift.

Extremely Hard: 1.5 x max lift.

Sheer Folly: 2.0 x max lift.

Absurd: 2.5 x max lift.

WOOD-CRAFTS

egory:.. Crafts

Optional Stats Used:............................... Ag/Me/In

Description:
This skill provides a bonus for fashioning any object out of the required amount of wood, bone or similar material.

Notes:
The difficulty of Wood-crafts depends on the intricacy of the final product. An ornate carving is more difficult than a simple dwelling. Like many Crafts skills, this skill assumes that the craftsman has an adequate supply of tools. Without the necessary implements, there is little a craftsman can do. (Increase all maneuvers by at least 3 difficulty levels.)

Specialties:
• Any specific object.

Example Difficulties:

Routine: Making a crude object (e.g., a staff or club).

Easy: Making an object that requires a single piece of wood and no real craftsmanship (e.g., a shovel).

Light: Fashioning a simple object that requires multiple pieces of wood (e.g., a box or crate).

Medium: Building a simple wooden palisade.

Hard: Making a simple wood carving whose features are more symbolic than realistic (e.g., an artificial arm).

Very Hard: Building a dwelling with multiple rooms.

Extremely Hard: Making a realistic wood carving.

Sheer Folly: Building an architect's masterpiece that includes dramatic curves and careful attention to detail.

Absurd: Making a life-like carving out of enchanted wood.

WRESTLING

Category:.......................... Martial Arts • Sweeping

Optional Stats Used:................................. Ag/St/SD

Exhaustion Point Cost: .... 1 every 4 rounds

Description:
This is the skill of using one's arms and legs to grapple an opponent and immobilize him. Note that it is not normally intended to be injurious to either partner, although injury may inadvertently result (this skill may, however, be used to immobilize an opponent who does not wish to be held, but it is assumed that injury in not the intent). Attacks are resolved on the Martial Arts Sweeps Attack Table 4.6 (p. 99) with a maximum result equivalent to that of a Degree 1 attack, and Grappling criticals are used.

Notes:
See *Martial Arts Companion.*

Specialties:
• Any specific environment.
• While parrying a specific amount.
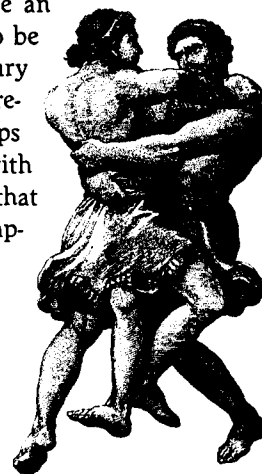
XENO-LORES

Category:...................................... Lore • Obscure

Optional Stats Used:... Varies

Description:
This skill should be used by the GM to insert Lores dealing with unusual or rare races not listed here. This skill may also be used to simulate esoteric Lores developed by those races.

Notes:
This skill is treated like whatever other Lore skill it is replacing.

Specialties:
Varies.

Artistic • Active
Static Maneuver Table SM-7.1

-26 down Spectacular Failure: -50% • 1.3✳ • -20➡
Horrors! Your mind has gone blank, and the rest of your performance went with it! You are so rattled that you attempt to improvise and fail miserably, offending your patrons in what is most certainly the worst performance of your career. Your reputation suffers commensurately, and you operate at a -20 modification (non-cumulative) to future attempts at this skill until you achieve a result of **Absolute Success** in a future attempt.

-25 – 04 Absolute Failure: 0% • 0.6✳ • -10➡
Your mind is out of sync with your body, and you somehow manage to fall all over yourself during a critical moment. Your audience laughs derisively and turns its attention elsewhere. Maybe you should join the circus. You abort the rest of your performance.

05 – 75 Failure: 10% • 1.0✳ • +0➡
Yecch. A lackluster performance leaves your audience yawning. The snores drown out the feeble applause.

UM 66 Unusual Event: 100% • 1.0✳ • +0➡
Oops! Unbeknownst to you, two rival factions (political, philosophical, etc.) were in the audience, and you have inadvertently given offense to one of them. As a result, the other faction wildly applauds your performance, while the recipient of your little bon mot is apoplectic in fury. You find yourself embroiled in a raging dispute in what had been, until then, the performance of your career. Some days, it just doesn't pay to get out of bed.

76 – 90 Partial Success: 80% • 1.0✳ • +5➡
Not bad. Not good, but not bad. You hold the attention of the audience, but a few key blunders spoil an otherwise satisfactory performance.

UM 100 Unusual Success: 150% • 1.1✳ • +50➡
Astounding! You establish your dominion over your audience quite early, and in a feeling of invincibility, you begin to improvise around the material. Your audience (and supporting cast, if applicable) is left breathless by the end of your performance, and your new interpretation of the work is the talk of the land for days to come. Your confidence soars, and you operate with a modification of +20 (non-cumulative) to this skill until you achieve a result of **Absolute Failure** or **Spectacular Failure.**

91 – 110 Near Success: 80% • 0.8✳ • +10➡
You near the completion of the act. Fine tuning is all that you lack. Roll again with a +10 modification to bring it home.

111 – 175 Success: 100% • 1.0✳ • +20➡
Bravo! Your performance is a success, and the enthusiastic response of your audience warms your old performer's heart.

176 up Absolute Success: 120% • 1.0✳ • +30➡
You have surpassed yourself, and your audience mobs you for autographs, bits of string from your outfit, and kisses. What will you do for an encore?

General and GM-Assigned Modifers
Practiced piece.. +(1-3 x Memory bonus)
Improvisation .... -20
With interactive partner... -10
7+ ranks in a specific related Lore... +10

Artistic • Passive
Static Maneuver Table SM-7.2

-26 down Spectacular Failure: -10% • 1.0✳ • -25➡
You artist types! In a fit of pique, there is a chance (50% - (3 x SD) that you will destroy your artistic materials, including any previous works you may have on hand (roll for each item). Although you are sorry about it an hour later, the damage is done. Any further work with this skill will suffer for your lack of equipment and source material.

-25 – 04 Absolute Failure: -100% • 2.5✳ • -10➡
Your frustration knows no bounds. In the course of trying to actualize your vision, it is lost to distractions and poor media. It will be at least a week before you will be able to use this skill again.

05 – 75 Failure: 0% • 1.5✳ • +0➡
Whatever is locked in your head remains so. You find yourself utterly unable to transfer your concept to another medium. Perhaps another day will yield better results.

UM 66 Unusual Event: 50% • 2.0✳ • special➡
Your interpretation of this piece is a profound departure from your normal style. In fact, it is a profound departure from any previous style! It is brilliant, but only those able to make an Extremely Hard (-30) static maneuver of the appropriate Artistic • Passive skill will be able to appreciate it. Others will think to be either childish, obscene or just plain bad. Your reputation will wax or wane accordingly.

76 – 90 Partial Success: 25% • 1.5✳ • +5➡
Your temper flares as your attempts to create fall short of your expectations. While your work has merit, you clearly have not effectively grasped your own intent. A rest period might provide the centering necessary to complete this masterpiece.

UM 100 Unusual Success: 135% • 1.5✳ • +35➡
Your work is witnessed by a rich nobleman who decides that he must have it for his own. He attempts to purchase your work at an astonishingly high price. If you wish not to sell, he will swear to obtain it by any means, up to and including violence. Ah, the travails of a master!

91 – 110 Near Success: 80% • 1.25✳ • +10➡
Your lip is raw from the chewing you've been giving it. You can see the outline of your creation within your work, but it refuses to emerge. You take a deep breath and close your eyes a moment, then try again with a +10 modification.

111 – 175 Success: 100% • 1.0✳ • +20➡
'Twas nothing! You have once again demonstrated your ample genius to all with the ability to see. If only the whole world weren't blind compared to you....

176 up Absolute Success: 150% • 1.0✳ • +35
Ahhh, Bach! The masterstroke of your piece falls into place with the surety of perfection. This piece will make your reputation, if not your fortune. Who says you have to die to be great?

General and GM -Assigned Modifiers

Athletic • Brawn
Static Maneuver Table SM-7.3

-26 down Spectacular Failure: 5% • 1.5✱ • -25➡

Agony! Mere strength cannot overcome bad leverage; you may have snapped a bone or severed a muscle (GM's discretion or random); take a 'B' critical (Krush or Slash, as appropriate) and add 5 rounds of stun. You will operate at a -25 modification (-50 to this skill) until this "Medium" injury has fully healed. You failed the maneuver, by the way.

-25 – 04 Absolute Failure: 10% • 1.2✱ • -15➡

Sloppy, sloppy...you planted poorly and pulled a muscle (GM's discretion or random); you will operate at a -20 modification (-40 to this skill) until this "Light" injury has fully healed. Oh, and you failed.

05 – 75 Failure: 15% • 1.0✱ • -10➡

Who are you trying to impress? You just sound constipated. You fail your maneuver.

UM 66 Unusual Event:

You don't know your own strength! You break the equipment you are using for this maneuver; if no equipment is being used, you inflict a "Medium" injury on your opponent or partner! This does little to engender goodwill from him...

76 – 90 Partial Success: 30% • 1.0✱ • +5➡

You have potential...perhaps some kind of training regimen...? Might solve that sand-in-the-face problem....

UM 100 Unusual Success:

Adrenaline surges through you as you make your attempt; you succeed with contemptuous ease. You still have 80% activity left for the round.

91 – 110 Near Success: 80% • 1.0✱ • +10➡

Argh, so close! If appropriate, you may make a roll to finish the maneuver next round at a +10 modification.

111 – 175 Success: 100% • 1.0✱ • +20➡

Unnff! Ah, nice work! Your mighty thews have carried the day. You feel the burn.

176 up Absolute Success: 120% • 0.8✱ • +30➡

You have a place waiting for you at the circus, Herc.

General and GM-Assigned Modifers

Without proper equipment .... -10 to -50

Wt. Penalty (before St mod.)	Modification
0	-1 difficulty level
-1 - -10	no modifier
-11 - -25	+1 difficulty level
-26 - -40	+2 difficulty levels
-41 - -65	+3 difficulty levels
-66 - -100	+4 difficulty levels
-101 and worse	+5 difficulty levels

Athletic • Endurance
Static Maneuver Table SM-7.4

-26 down Spectacular Failure: 5% • 1.75✱ • -20➡

You've seriously injured yourself through muscle stress and severe fatigue. Take a Medium muscular injury in an appropriate muscle group (GM's discretion to location and penalty). Good luck, buddy.

-25 – 04 Absolute Failure: 10% • 1.5✱ • -10➡

You're in trouble! You expend 2.0x normal exhaustion points due to a virus you've been fighting, and find yourself in danger (whether a bad fall or slipping while climbing, etc.). Any maneuver you make to extricate yourself from the situation will be at a -10 modification.

05 – 75 Failure: 25% • 1.5✱ • -10➡

Exhaustion claims you. You utterly mismanage your resources, and expend 1.5x the normal exhaustion points, as well as failing in your maneuver. You do manage to reach safety, if it is nearby and necessary.

UM 66 Unusual Event: 100% • 1.2✱ • +0➡

You begin to feel soreness in a limb (GM's discretion or random) partway through your activity. You complete your maneuver successfully, but you have given yourself a stress fracture in that limb. This "Light" bone injury (-20 penalty) will heal normally, but only if you don't continue to use it. If you don't stay off of it, it will take 3x the normal time to heal.

76 – 90 Partial Success: 30% • 1.25✱ • +0➡

A good start, but you've misjudged the length of time necessary to finish.

UM 100 Unusual Success: 125% • 0.75✱ • +30➡

You've got the rhythm now! You breeze through this maneuver, and you will operate at a bonus of +20 (non-cumulative) to this activity until you receive a result of **Absolute Failure** or **Spectacular Failure**.

91 – 110 Near Success: 80% • 0.8✱ • +10➡

You've reached the wall...keep going! If appropriate, roll next round at a +10 modification to get your second wind.

111 – 175 Success: 100% • 1.0✱ • +20➡

Good wind, a cool sweat...you look marvelous, darling.

176 up Absolute Success: 120% • 0.8✱ • +30➡

Your incredible body control leaves you stamina to spare at the end of your endeavor. You're ready for the Decathlon.

General and GM-Assigned Modifers

Without proper equipment .... -10 to -50

Wt. Penalty (before St mod.)	Modification
0	-1 difficulty level
-1 - -10	no modifier
-11 - -25	+1 difficulty level
-26 - -40	+2 difficulty levels
-41 - -65	+3 difficulty levels
-66 - -100	+4 difficulty levels
-101 and worse	+5 difficulty levels

Athletic • Gymnastic
Static Maneuver Table SM-7.5

-26 down Spectacular Failure: -50% • 1.5✳ • -20➡
In your zeal, you have forgotten to fully warm up. You severely pull a major muscle group (GM's discretion or randomly determined) in the middle of your maneuver, inflicting a "Medium" Muscle wound (with a -30 penalty) and two rounds of stun (from the pain). Yer goin' down, buddy!

-25 – 04 Absolute Failure: 10% • 1.5✳ • -10➡
Poor judgment yields poor control. You slip and fall to the ground, taking damage commensurate with the distance fallen. I hope this was just a surfing roll...

05 – 75 Failure: 0% • 1.25✳ • +0➡
You freeze at the critical moment, failing your maneuver. If appropriate, you may roll on the General Static Maneuver Table with a +20 modification to abort your maneuver in time. Otherwise, you take your chances like the rest of us.

UM 66 Unusual Event: 10% • 0.3✳ • +0➡
Your equipment breaks suddenly, leaving you dangerously unbalanced (or falling). You may make another skill roll at a modification of -20 to recover from this disaster, otherwise you will not only fail your maneuver...you will take a +20 Fall/Crush attack (in addition to any other suitable modifiers). Either way, you look foolish.

76 – 90 Partial Success: 20% • 2.0✳ • +5➡
And everything was going so well...you cannot seem to follow through, and it is going to take longer than you thought to get this maneuver back under control...

UM 100 Unusual Success: 150% • 0.75✳ • +35➡
You skip a light fandango; turn cartwheels 'cross the floor. You complete your maneuver with the kind of precision and grace that you have always daydreamed about. Onlookers cannot help but watch your moves, as you make the impossible look easy.

91 – 110 Near Success: 80% • 0.8✳ • +10➡
You are seeming inches from your goal...if appropriate, you may roll again next round at a +10 modification to complete your maneuver.

111 – 175 Success: 100% • 1.0✳ • +20➡
Fancy footwork, my friend! You complete your maneuver in fine form.

176 up Absolute Success: 120% • 0.8✳ • +30➡
You barely broke a sweat. Must be the shoes.

General and GM-Assigned Modifers
Without proper equipment .... -10 to -50

Wt. Penalty (before St mod.)	Modification
0	-1 difficulty level
-1 - -10	no modifier
-11 - -25	+1 difficulty level
-26 - -40	+2 difficulty levels
-41 - -65	+3 difficulty levels
-66 - -100	+4 difficulty levels
-101 and worse	+5 difficulty levels

Awareness • Perceptions
Static Maneuver Table SM-7.6

-26 down Spectacular Failure: -20% • — • -20➡
What was that?! You are distracted by a figment of your own perception, and miss the trigger event entirely. The red herring seems dangerous, and you focus your attention upon it entirely, giving any actions against you this round a modification of +20.

-25 – 04 Absolute Failure: -10% • — • -10➡
You are distracted by some minor bodily function (a fierce itch, a sneeze, a quest for nose gold, etc.), and utterly fail to notice the world around you for a few moments.

05 – 75 Failure: 0% • — • +0➡
Zzzzzzz. You notice nothing.

UM 66 Unusual Event:
One of those bizarre unexplainable pains you get suddenly jerks you alert, cursing mildly at the discomfort. Your sudden shift brings the trigger event to your attention; however, you will operate at a -20 modification for 5 rounds due to the nagging pain. Quit complaining.

76 – 90 Partial Success: 20% • — • +5➡
The back of your neck prickles a bit, but this feeling of "missing something" can't be pinpointed. It was probably just that bit of melon you had for breakfast.

UM 100 Unusual Success:
You've heard of danger sense? Well, this is it. You become aware of "something" a full two rounds before it appears. When it does appear, you will immediately recognize it as the thing that caught your attention. Did you do anything useful with all that extra time?

91 – 110 Near Success: 80% • — • +10➡
Your hindbrain is apparently smarter than the rest of you. If appropriate, you pull up short and try to pinpoint what has caught your attention by making another roll next round at a +10 modification.

111 – 175 Success: 100% • — • +20➡
The angel hovering over your shoulder has something to tell you. You notice the trigger for this maneuver, and may direct conscious activity to its observation.

176 up Absolute Success: 120% • — • +30➡
Almost before you can focus your attention on what your subconscious is telling you, you begin to react. You gain one round's worth of direct observation through your overactive awareness of your environment. This information is free of activity penalties, requiring no time to acquire.

General and GM-Assigned Modifers
Specific target for search .... +10 to +50

Lighting (Maneuver must involve sight)	Modifier
Direct bright light	-10
Indirect bright light	+10
Medium light	0
Twilight	-10
Torchlight or Moonlight	-25
Candlelight or Starlight	-50
No light	-100 (at best)

Awareness • Searching
Static Maneuver Table SM-7.7

-26 down Spectacular Failure: -25% • 1.0✸ • -30➡
You glean enormous amounts of information about your target...all of it wrong. A dangerous target will be perceived as safe, and vice versa. You utterly misrepresent what you perceive, and you are sure that you are correct.

-25 – 04 Absolute Failure: 0% • 2.0✸ • -10➡
There is a great future waiting for you as an art critic. You fail to notice even the most obvious information about your target.

05 – 75 Failure: 0% • 1.0✸ • +0➡
Attempting to emulate the perceptive abilities of an eggplant, you notice nothing useful.

UM 66 Unusual Event: 100% • 3.0✸ • +10➡
You gain full information about your target, but the event triggers a flashback to your past. The memory of some similar event, item, or person rushes back to you and consumes your attention for 3 rounds, during which time you relive the experience in a trance-like state. You act as if stunned (no parry) during this time, although you may make a -30 Awareness static maneuver (see Section 21.2) to emerge earlier. If you are struck or shaken, you will emerge from the trance automatically.

76 – 90 Partial Success: 20% • 1.75✸ • +0➡
Your interest is piqued, but you can glean minimal information. You may try again in 6 rounds, if appropriate.

UM 100 Unusual Success: 130% • 0.5✸ • +30➡
Shades of the Oracle! Your powerful perception pierces the veil of ignorance; you notice everything relevant about your target, and you may make a free (0% activity) static maneuver for the purposes of analysis or identification (e.g., a Science/ Analytic static maneuver, a Lore static maneuver, etc.).

91 – 110 Near Success: 80% • 1.0✸ • +10➡
Following your instincts, you focus your attention. You gather some general information on your target, but not the specifics which you feel lie just beyond your grasp. If appropriate, roll again next round with a modification of +10 to pinpoint what has eluded you.

111 – 175 Success: 100% • 1.0✸ • +20➡
Extraordinary! Your finely-tuned perception has revealed that which you sought.

176 up Absolute Success: 120% • 1.0✸ • +30➡
Elementary, my dear boy! You identify with casual ease the target and/or information you seek, along with contextual information not obvious to a lesser eye.

General and GM-Assigned Modifers

Lighting (Maneuver must involve sight)	Modifier
Direct bright light	-10
Indirect bright light	+10
Medium light	0
Twilight	-10
Torchlight or Moonlight	-25
Candlelight or Starlight	-50
No light	-100 (at best)

Awareness • Senses
Static Maneuver Table SM-7.8

-26 down Spectacular Failure: -50% • 2.0✸ • -20➡
Sensory overload renders you partially insensible with hallucinations and shock trauma, you are stunned for 1-10 rounds. You will operate at a -20 modification (non-cumulative) to this skill until you receive a result of **Absolute Success**.

-25 – 04 Absolute Failure: -20% • 1.5✸ • -10➡
Your senses refuse to operate correctly. Your disorientation renders you stunned for two rounds.

05 – 75 Failure: 0% • 1.0✸ • +0➡
You learn nothing of import. Perhaps there is nothing of import to learn...perhaps not.

UM 66 Unusual Event: -25% • 1.2✸ • +0➡
Ragweed season! You have encountered a powerful allergen to which you are sensitive. Your nose stops up, your eyes water, you sneeze and ache slightly all over. All Awareness static maneuvers are at a modification of -40 until you have left the area and washed your face.

76 – 90 Partial Success: 20% • 1.0✸ • +5➡
You are wary. If another skill would be appropriate to the situation, you are aware of this and may utilize it.

UM 100 Unusual Success: 120% • 1.0✸ • +25➡
Your senses are so acute that you may operate as if you had a +70 skill bonus in Spatial Location Awareness for the next 10 rounds (this skill bonus is not cumulative with a normal SLA skill bonus). You gain full information this round about your target.

91 – 110 Near Success: 80% • 1.2✸ • +10➡
You have a vague grasp of the information you seek. Time to pay attention. If appropriate, you may roll again next round with a modification of +10.

111 – 175 Success: 100% • 1.0✸ • +20➡
Your senses never lie. You pick up all pertinent information on your target or situation.

176 up Absolute Success: 120% • 0.75✸ • +30➡
The hairs on the back of your neck spring upright! With preternatural intuition, you may react immediately (with no penalty) to any information you receive on your target or situation. In addition, you receive unusual or extraneous information, and you may make a secondary static maneuver at no penalty to utilize this information (e.g., a Tactics roll, an attempt at identification, etc.).

General and GM-Assigned Modifers

Lighting (Maneuver must involve sight)	Modifier
Direct bright light	-10
Indirect bright light	+10
Medium light	0
Twilight	-10
Torchlight or Moonlight	-25
Candlelight or Starlight	-50
No light	-100 (at best)

Combat Maneuvers
Static Maneuver Table SM-7.9

-26 down Spectacular Failure: -50% • 2.0✳ • -30➡
Are you on drugs? Your opponent actually laughs as you fall all over yourself, dealing yourself a +30 Fall/Crush attack and a "Medium" Bone (-30 penalty) injury to a random location. You are stunned for two rounds. You'd better hope this was just for show....

-25 – 04 Absolute Failure: -25% • 1.5✳ • -15➡
It's unfortunate that you didn't listen to your first instinct, which was **not to try this!!** You deal yourself an injury (i.e., Critical) appropriate to the maneuver you were attempting (GM's discretion), and hopefully gain a little wisdom.

05 – 75 Failure: 0% • 1.0✳ • -5➡
What, do you think this is a game? You're not capable of that kind of maneuver. You fail.

UM 66 Unusual Event: 0% • 1.0✳ • +0➡
O hideous luck! You accomplish your maneuver perfectly, but in one of those perverse twists of fate, your opponent happens to do **exactly** the right thing to counter your maneuver (i.e., blocks your blow, steps out of the way, trips you up, etc.). The results are up to the GM's discretion, ranging from an effective counterattack by the target to simply a failed or aborted maneuver.

76 – 90 Partial Success: 20% • 1.25✳ • +5➡
Well, perhaps practice will eventually make perfect. If not in combat, you may abort your maneuver and try again next round. Otherwise, you're in for a pretty hairy round of combat.

UM 100 Unusual Success: 120% • 1.0✳ • +15➡
You not only successfully complete your maneuver, you confound your opponent's own maneuvers, leaving him unable to attack this round. Note that he may not use his aborted attack to boost his parry value! Use this chance wisely, my son.

91 – 110 Near Success: 80% • 1.0✳ • +10➡
You almost had it! An involuntary curse escapes your lips in frustration. If appropriate, you may make another attempt next round with a +10 modification.

111 – 175 Success: 100% • 1.0✳ • +20➡
Your long training pays off as you step through your maneuver with an almost instinctual ease.

176 up Absolute Success: 120% • 0.75✳ • +30➡
There's a rhythm to everything, and you have caught the rhythm of this maneuver. You may operate at a modification of +20 (non-cumulative) to this skill until you receive a result of **Absolute Failure** or **Spectacular Failure** on this table.

General and GM-Assigned Modifers

Communication
Static Maneuver Table SM-7.10

-26 down Spectacular Failure: -100% • 2.0✳ • -30➡
If this was an attempt at normal communication, you have just delivered (or received) what seems to be a mortal insult. If this was an attempt to utilize a magical language, you have just opened a Lesser Demonic Gate (Evil Essence List 3.8.4: Entity Summons, *Spell Law*, p.126). Pretty glib, dude.

-25 – 04 Absolute Failure: -25% • 1.5✳ • -10➡
After a brief attempt at this communication, you realize that you seem to be conveying (or understanding) exactly the opposite of what was intended. You certainly **thought** that "Glubmuk" was a term of respect....

05 – 75 Failure: 0% • 1.0✳ • +0➡
Freeboab skiinkeedo meerpblorpop. Scibi-ibi? Fwooshkinoosh. Bork bork bork. (Whoa. Gibberish.)

UM 66 Unusual Event: -40% • 1.0✳ • -15➡
Well, you used the right words, but your body language was utterly wrong. Your target is convinced that you are mocking him maliciously, and takes the action most appropriate for his background and nature. You're not even sure if you should try again...

76 – 90 Partial Success: 30% • 1.5✳ • +5➡
You appear to be communicating somewhat, but all these strange references to your grandmother and cream cheese keep confusing the issue. Keep trying. Communication was at 5 ranks less efficacy than normal.

UM 100 Unusual Success: 130% • 0.8✳ • +35➡
Boy! It's scary how you keep knowing what everyone is going to say before they say it...Communication was at 5 ranks more efficacy than normal.

91 – 110 Near Success: 70% • 1.25✳ • +15➡
Cursed homonyms! Why is it that every language has fifty different words that sound alike? If appropriate, you may continue to elucidate for another round to make yourself clear. Communication was at 2 ranks less efficacy than normal.

111 – 175 Success: 100% • 1.0✳ • +20➡
You are clear, if not concise. Communication is fully achieved, and now you can explain what it was you were doing with the headman's daughter...

176 up Absolute Success: 120% • 0.8✳ • +30➡
Your command of the language is absolute, and the words fall effortlessly from you. If you have any speeches to make, make 'em now! Reactions to this communication are modified +30 in your favor. Communication was at 2 ranks more efficacy than normal.

General and GM-Assigned Modifers

	Crafts
	Static Maneuver Table SM-7.11

-26 down Spectacular Failure: -100% • 2.5✴ • -50➡

You have failed miserably in your craft. However, you are so oblivious and self-absorbed that you are convinced that you have, in fact, succeeded admirably. Your misguided efforts generate results similar to **Absolute Failure**, below, but you will defend yourself until irrefutable evidence is presented to you that you have failed.

-25 – 04 Absolute Failure: -50% • 1.5✴ • -30➡

In your haste, you have actually created extra work for yourself. The time to complete this task normally is doubled, and you have misplaced, misused or broken some or all of the people, tools or materials used in this task. You may not try again until 24 hours have passed, and that attempt will then be at a modification of -20.

05 – 75 Failure: 0% • 1.0✴ • +0➡

Your skills have deserted you, and you have wasted your effort. Hurts, don't it?

UM 66 Unusual Event: 100% • 1.5✴ • +10➡

You have a great idea for a unique style for your craftwork, and after an arduous effort, you successfully realize your work. Unfortunately, unbeknownst to you, another local craftsman has had the same idea before you, and your work is seen as a bald imitation. Lips curl.

76 – 90 Partial Success: 30% • 1.75✴ • +5➡

You know what you want to accomplish, but it just keeps falling short. Perhaps a different approach. Wait a full day before attempting this skill again.

UM 100 Unusual Success: 150% • 2.5✴ • +40➡

You have achieved a perfect union of form and function. Your craftwork may be up to 30% lighter or heavier (player's choice), and has an inherent non-magical bonus of +10 in addition to any other qualities. In addition, with an equivalent effort, you may reproduce this object exactly with a result of **Absolute Success** any time in the future. This could be your big-ticket item!

91 – 110 Near Success: 80% • 1.5✴ • +10➡

You aren't quite on, it seems. The small details keep escaping you, but you may yet manage to catch up. It takes a bit longer, but you may roll again with a +10 modification to finish your maneuver.

111 – 175 Success: 100% • 1.0✴ • +20➡

Your hands are sure, and your work is precise and artful. You got the knack.

176 up Absolute Success: 120% • 0.8✴ • +30➡

Your diligence is rewarded with your latest masterwork! Everyone can see the remarkable quality of your work, and your abilities will be more highly regarded than ever.

General and GM-Assigned Modifers

	Influence
	Static Maneuver Table SM-7.12

-26 down Spectacular Failure: -50% • 1.5✴ • -30➡

You've tried your tricks on the wrong person, this time. The worst possible reaction will be engendered in your target(s), and violence is a distinct possibility. With any luck, you'll just be arrested....

-25 – -04 Absolute Failure: -25% • 1.2✴ • -10➡

Your clumsy attempts at manipulation are transparent to all. The GM should roll for the reaction of the target(s), modified by -30. Any future attempt to influence this target will fail unless a result of **Absolute Success** is achieved.

-05 – 75 Failure: 0% • 1.0✴ • +0➡

You fail to influence your target in the least. Your target may make a maneuver (open-ended roll modified by 3x Empathy stat bonus) to note your attempt.

UM 66 Unusual Event: 110% • 0.8✴ • +20➡

Your slick manner and glib words bowl over your target...the target becomes utterly fascinated (enamored) with you, mooning about constantly, attempting to satisfy your every whim and generally getting quite annoying. It gets to the point where it is positively counterproductive (even dangerous) to your business, but the only way you can think to get rid of the person is to shatter his/her fragile ego. What to do, what to do?

76 – 90 Partial Success: 30% • 1.0✴ • +0➡

You were doing great until you got impatient. You cut to the chase too soon, and your target is wary. If appropriate, roll again on this table next round with a -10 modification.

UM 100 Unusual Success: 110% • 0.8✴ • +15➡

Something you say seems to bring your target to rigid attention. You can't figure out what caused it, but your target is frightened nearly to death, and is utterly tractable. If you play it cool, you may continue to influence this individual with a modification of +30, until it either becomes clear to the target that you do not in fact know his secret. However, fear may drive your target to desperate acts...

91 – 110 Near Success: 80% • 1.5✴ • +10➡

It's taken longer than you had hoped, but you've almost successfully influenced your target. If appropriate, roll again next round with a +10 modification.

111 – 175 Success: 100% • 1.0✴ • +20➡

Oh ye of the silver tongue! You smooth-talk your target into tractability. Have you considered a career in politics?

176 up Absolute Success: 120% • 0.8✴ • +30➡

You must have been an incubus in a former life. In any case, you have your target(s) wrapped around your little finger, and any reactions are modified by +30 in your favor. This might be a good time to ask about that raise....

General and GM-Assigned Modifers

Lore
Static Maneuver Table SM-7.13

-26 down Spectacular Failure: -100% • 3.0✹ • -30➡

Disaster! If researching a topic, you have accidentally damaged or destroyed your study materials with the beverage you upended upon them! Those materials that can be salvaged require a full day of careful tending, or they will be useless. Regardless, they will offer a permanent -10 modification to future skill rolls which utilize them even if they are saved from destruction. If you are attempting to remember a topic, you find your mind a blank. Due to your mental block on the subject, you will suffer a -30 (non-cumulative) modification to all attempts to recall this subject until you achieve an **Absolute Success** on this table.

-25 – -04 Absolute Failure: -50% • 2.0✹ • -20➡

What's all this? If you are attempting to study a subject, you have gotten your topics confused, and you spend a full day just trying to sort out your references. If attempting to recall a subject, you irretrievably confused yourself, and you cannot possibly recall this information without at least 12 hours of ·study to refamiliarize yourself with the topic.

-05 – 75 Failure: 0% • 1.0✹ • -10➡

Hmmm. Nope. Nothing springs to mind. Perhaps if you were to spend another six hours studying the matter...

UM 66 Unusual Event: 0% • 2.5✹ • +0➡

Great Horny Toads! This is amazing! You've been using that word for years, and you suddenly realized that you were pronouncing it completely wrong! You whoop and gurgle happily as you roll your mouth around the new sound, your intellectual integrity positively beaming with the joy of authenticity...why is everybody staring at you like you're a lunatic? Whoops, you were supposed to be doing something, weren't you? Gads, you've gotten nothing done...how embarrassing.

76 – 90 Partial Success: 25% • 1.0✹ • +0➡

You uncover/remember some of the details of the subject...but no specific ones. Another hour of analysis might reveal more information, but for now, you have only the barest sketch of the topic as relates to your current search. (If you were studying a topic, your research took 2 hours; if you were merely attempting to remember a fact, it took only a few moments, but the full analysis time will be required to refresh yourself on the information).

UM 100 Unusual Success: +130% • 1.0✹ • +25➡

Who says you can't find everything you need in books? Your insight into the material is so clear that you have achieved a personal breakthrough. You may immediately develop two free ranks in a related (and appropriate) Technical/Trade or Science/Analytic skill. Needless to say, you succeed in your maneuver.

91 – 110 Near Success: 75% • 1.2✹ • +10➡

It's hovering at the edge of your consciousness...can you afford to spend 10 more minutes tracking it down? If so, you may roll again at +10 to put the final pieces in place. (If you were studying a topic, your research took 1 hour).

111 – 175 Success: 100% • 1.0✹ • +20➡

Ah! Of course! You already knew where to look to find this information, so your research was done inside of 20 minutes. A simple fact, of course, was right on the tip of your tongue.

176 up Absolute Success: 120% • 0.5✹ • +30➡

With a nonchalant air, you may relate the details of the topic from memory, including relevant quotations and analyses by authorities of note. **Now** who's the savant around here?

General and GM-Assigned Modifiers

Outdoor • Animal
Static Maneuver Table SM-7.14

-26 down Spectacular Failure: -50% • 3.0✹ • -20➡

You cad! Your cruel mistreatment of the beast is life-threatening; roll a random 'C' critical on the beast. All future attempts to work with this animal will be at a modification of -30 (non-cumulative) until you achieve a result of **Absolute Success** with it. In addition, it lashes out at you as per **Absolute Failure** below.

-25 – -04 Absolute Failure: -20% • 2.5✹ • -10➡

Your clumsy handling terrifies the poor animal. It lashes out at you, eyes rolling in frenzy. After making an attack at +30 against you, it will attempt to bolt in a random direction, heedless of its own health or safety. Any attempt the animal makes to escape a tether will be at +30.

-05 – 75 Failure: 0% • 2.0✹ • +0➡

The animal responds poorly to your attempt, attempting to move away from you. You fail your maneuver.

UM 66 Unusual Event: 120% • 1.0✹ • +25➡

Your gentle handling of this animal binds it to you. It will follow you everywhere, insistently staying by your side (or even on your person if possible), in companionship and defense. It will put up a tremendous fuss at any separation (even at being forced to stay outdoors while its master goes indoors), and only a successful *Animal Mastery* static maneuver or a lot of *Animal Training* static maneuvers will enable you to cut the umbilical with this beast.

76 – 90 Partial Success: 10% • 1.75✹ • +0➡

Sometimes animals just seem to have a mind of their own, don't they? Nothing you do seems to get this animal to listen to you. Maybe you should have given it a scooby-snack.

UM 100 Unusual Success: 100% • 1.0✹ • +20➡

If you are already familiar with this animal, it obeys you completely. If not, you are surprised at its unusual obedience. This animal has clearly been trained in the past. What's more, there's a strange-looking brand on the animals flank...further inspection reveals that this animal has been mistreated in the past as well. The brand may give you some clue to its former existence....

91 – 110 Near Success: 90% • 1.25✹ • +10➡

The beast is unsure, and reluctantly submits to your ministrations. Try to keep your impatience in check, and make another roll next round at +10 if appropriate.

111 – 175 Success: 100% • 1.0✹ • +20

Your gentle touch and sure hand brings comfort and obedience to the beast. You are successful in your maneuver.

176 up Absolute Success: 120% • 0.5✹ • +30

Your rapport with the animal is perfect! It submits to your will almost instinctively.

General and GM-Assigned Modifers

Non-intelligent	-50
Low-intelligence	-10
Animal intelligence	0
Wild/Untamed	-20
Befriended/Raised from birth	+30
Amphibians (all)	-10
Arthropods (insects)	-50
Avian (birds)	-20
Bovine (cattle, buffalo, deer, etc.)	0
Canine (dogs, wolves, foxes, etc.)	+10
Cetacean (all sea mammals)	-20
Coelenterate (jellyfish, etc.)	-10
Equine (all horse types)	0
Feline (all cats)	-10
Fish (all fish with bones, scales, fins)	-30
Mollusca (snails, clams, squids, etc.	-40
Pacyderm (elephants, rhinoceros, etc.)	0
Rodents (rats, beavers, rabbits, etc.)	0
Saurians (dry-land, legged reptiles)	-10
Serpentine (all snakes and serpents)	-10
Simians (apes, monkeys and gorillas)	+50
Swine (pigs, boars, etc.)	0
Ursine (bears, wolverines, pandas, etc.)	0

Outdoor • Environmental
Static Maneuver Table SM-7.15

-26 down Spectacular Failure: -50% • 2.0✹ • -30➡

Now you're in trouble. You manage to get yourself into an accident (GM's discretion; perhaps a bad fall, earthquake, animal attack, etc.). You take at least an 'A' critical of an appropriate type, and must suffer the other consequences of the accident. Hope you're using the buddy system...

-25 – -04 Absolute Failure: -50% • 4.0✹ • -15➡

Over the course of your maneuver, you have managed to get yourself hopelessly lost. None of the landmarks are familiar, and your original task is forgotten as you begin to worry about your return.

-05 – 75 Failure: 0% • 2.0✹ • -5➡

Apparently your last meal has come back to haunt you. You feel nauseous, and fail to complete your maneuver, due to an inability to concentrate.

UM 66 Unusual Event: 15% • 3.0✹ • +10➡

Uh-oh. As you move through the area, you come across the spoor of a local predator, one dangerous enough to pose a threat to you. You decide to avoid it, but after doubling back, you discover that its tracks are following your own; it clearly has your scent, and is stalking you. (GM's discretion as to specifics, and subsequent events.)

76 – 90 Partial Success: 20% • 2.0✹ • +0

You could swear someone keeps moving that landmark! Well, perhaps a bit more familiarization with the area will cause it to settle down.

UM 100 Unusual Success: 80% • 1.2✹ • +0➡

You encounter a hermit who is eminently knowledgeable about the area. Depending upon your initial encounter, he will either help or avoid you. However, he is a bit lonely and eccentric, and reactions to you will be modified +30 in your favor.

91 – 110 Near Success: 75% • 1.0✹ • +10➡

Hmmm. Well, you thought at first that this region was much like a place you knew in your youth. The similarity threw you off for a bit, but another attempt at +20 may resolve the differences.

111 – 175 Success: 100% • 1.0✹ • +20➡

You know (or learn) this area like the back of your hand, and completing your task is routine.

176 up Absolute Success: 150% • 0.75✹ • +0

Your insight into this region yields you extraordinary facility with activities in the area. Any further activities undertaken in this area using any skill in this category gain a modification of +30 (until a period of six months has passed).

General and GM-Assigned Modifers

Power Awareness
Static Maneuver Table SM-7.16

-26 down Spectacular Failure: -100% • 2.0✹ • -30➡

Your carelessness earns misfortune. You stare into the source of magic, and it blinds you as a gaze into the sun. Your inner eye (and thus all skills in this category) is at a -30 modification for the next month. You probably don't look both ways when crossing the street, do you? The spell, if any, goes off.

-25 – -04 Absolute Failure: -20% • 1.5✹ • -10➡

Great Jumpin' Lizards! Your attempt to tune your senses to mystical forces yields a power backlash! Roll on the Non-Attack • Other Spell category of the Spell Failure Table in *Spell Law* (6.6, p. 224). The spell, if any, goes off.

-05 – 75 Failure: 0% • 1.25✹ • -5➡

The forces you seek elude you. Perhaps a period of meditation would clear your mind for another attempt. Then again, you may be beyond hope.

UM 66 Unusual Event: 130% • 3.0✹ • +30➡

You merge your senses with your target, and dip into a brief flash of psychometry. You glimpse a series of visions, scenes and significant events associated with the target's past. The visions last for 3 rounds, during which time you are in an unwakeable trance. When you emerge from the trance, you will have a great deal of information about the target, as well as being Attuned to it (if appropriate). Note that artifacts may receive RRs to this effect.

76 – 90 Partial Success: 20% • 1.25✹ • +0➡

You see what you are after, but it is meaningless to you. Your frame of reference is inappropriate to this venue. You may try again only after resting for 1 hour. [The realm of the spell (if any), is known.]

UM 100 Unusual Success:

With a mental wrench, you pull yourself into a higher plane of perception. Here, magical energies flow before you like bright threads and currents, brilliant in hue and of endless variety of form. You may, for the next 5 rounds, view and track such flows, as well as use them to your advantage. During this time you receive a +15 to all spell casting attempts, as well as being able to Attune yourself to any object which you can touch for a full round and concentrate. In addition, you may identify forms of magic (q.v. *Power Perception*). Whoa. [The spell (if any), is known and usable.]

91 – 110 Near Success: 80% • 1.25✹ • +10➡

Despite your best efforts, things remain just out of focus. Another attempt, if appropriate, may be made at +10 to clarify matters. [The spell (if any), is known.]

111 – 175 Success: 100% • 1.0✹ • +20➡

Your mystical senses are at your beck. Your maneuver succeeds normally. [The spell (if any), is known and usable.]

176 up Absolute Success: 120% • .75✹ • +30➡

You slip into the realm of the magical with effortless grace, discerning all you seek and more. You stare beyond the superficial into the workings of the forces you examine. Of course, this may be more than you wanted to know...be careful what you ask for, as you may get it! [The spell (if any), is known and usable.].

General and GM-Assigned Modifers

Power Manipulation
Static Maneuver Table SM-7.17

-26 down Spectacular Failure: -100% • 0.5✳ • -30➡

Run for your life! You have torn the magical fabric of the plane! A bright, devouring hole appears in the air before you and will consume any matter or magical energies it encounters as it floats gently in a random direction at a walking pace for 1-100 rounds. After this time, it will seal itself over and disappear. You are completely drained of power points due to your proximity to the thing.

-25 – -04 Absolute Failure: -50% • 0.8✳ • -20➡

Your reach has exceeded your grasp this time. Your attempt to manipulate the magical energies ends in an involuntary channeling. Roll on the *Spell Law* Failure Table 6.6, "Force" column with a modification of +1 per power point involved.

-05 – 75 Failure: 0% • 1.0✳ • -10➡

Your manipulation fails. Are you sure you were supposed to goggle your eyes like that?

UM 66 Unusual Event: 100% • 1.5✳ • +5➡

Your manipulation inadvertently creates a magical vacuum, with clutching tendrils of magic grasping your astral self in a ravening grasp. Your manipulation is successful, but you are drained of 50% of the Power Points remaining you after you subtract those necessary for the manipulation. With a supreme effort of will, you break free, but are shaken at how close you came to astral death.

76 – 90 Partial Success: 40% • 1.0✳ • +0➡

Your manipulation does not go as well as hoped. You take 10 concussion hits as you improperly manipulate the magical energies.

UM 100 Unusual Success: 110% • 1.0✳ • +25➡

You notice an odd twist in the magical forces, and realize that you could tie a thread of magic to this manipulation that would allow it to run itself unattended for a time. If you choose to do so, your manipulation will continue (with full effects) without need of concentration for 5 rounds after you complete it.

91 – 110 Near Success: 80% • 1.0✳ • +10➡

You grit your teeth as you attempt to bend the magical energies to your will. If the maneuver spans several rounds, you may make another roll next round with a +10 modification to complete the maneuver successfully.

111 – 175 Success: 100% • 1.0✳ • +20➡

Only a slight squint of concentration betrays the effort involved in your magical manipulations.

176 up Absolute Success: 120% • 0.8✳ • +30➡

The ease with which you control the magical energies surprises even you. No wonder you get to wear the pointy hat.

General and GM-Assigned Modifers

Science/Analytic
Static Maneuver Table SM-7.18

-26 down Spectacular Failure: -150% • 2.0✳ • -30➡

Pitiful. You not only fail to produce accurate results, your analysis produces **wrong** results. Even if you recognize that the results are wrong, you cannot for the life of you discover where you made your mistake. You may not attempt this task again until you have increased your rank in this skill.

-25 – -04 Absolute Failure: -100% • 2.0✳ • -15➡

You utterly fail to grasp the basic concept. Any time you have spent is wasted. Double the basic time required for this task. You may not attempt again until at least 24 hours have passed.

-05 – 75 Failure: 10% • 1.5✳ • +0➡

This stuff is **way** over your head. You fail to achieve satisfactory results and may not attempt again until at least 24 hours have passed. Perhaps you should try something in the service industry...

UM 66 Unusual Event: 0% • 3.0✳ • +0➡

Good heavens! In the course of your analysis, you have stumbled across a hitherto unrealized theorem! Abandoning your current task, you follow up on this chain of reasoning for a time equal to the original task. (In fact, the character is utterly wrong, and will be ridiculed if he tries to share his "findings." The GM should concoct some outrageous theory for the character to have "discovered.") Your original task lies unattended, but surely the world must be told of your revelation!

76 – 90 Partial Success: 30% • 1.0✳ • +10➡

Persistence yields results. So persist.

UM 100 Unusual Success: 150% • 1.0✳ • +50➡

You blinded them with science! You achieve a hitherto unknown insight into the material! If you can disseminate this discovery, it will turn heads in your field.

91 – 110 Near Success: 70% • 1.0✳ • +10➡

This was tougher than it looked at first. You thought you'd be done by now, but in fact, you've only completed 70% of the job. Continue your research by spending another 50% of the original time and roll again with a +10 modification.

111 – 175 Success: 100% • 1.0✳ • +20➡

100% success! You've properly analyzed the material and arrived at what you are sure is the right answer. Pretty sure. No, it's right. Almost certainly right...

176 up Absolute Success: 130% • 0.7✳ • +35➡

Your seldom-appreciated genius rises to the fore. You power through your analysis in but 70% of the time normally required. In addition, you now hold a command of the material that will yield a +15 modification (non-cumulative) to future attempts about this specific topic.

General and GM-Assigned Modifers

Difficulty	Time Required
Routine	1 round
Easy	1 minute
Light	10 minutes
Medium	1 hour
Hard	6 hours
Very Hard	12 hours
Extremely Hard	24 hours
Sheer Folly	1 week
Absurd	1 month

Self Control
Static Maneuver Table SM-7.19

-26 down Spectacular Failure: -25% • 1.5✱ • -20➡
What were you thinking? Your feeble attempt at focus has actually created a mental block which causes you to operate at a -30 modification (non-cumulative) to this skill until you achieve a result of **Absolute Success** on this table. In addition, you are stunned for two rounds as you contemplate your failure.

-25 – -04 Absolute Failure: 0% • special✱• -25➡
Surely you jest. I hope this wasn't a preparation round, because you get no benefits, and you lose 30% activity next round.

-05 – 75 Failure: 0% • 1.0✱ • -5➡
You fail to summon the inner focus necessary for this feat, and receive no benefit or effects from your attempt. Thanks for playing.

UM 66 Unusual Event: special • special • +0
As you begin to summon your focus, you suddenly notice an unfamiliar darkness within yourself. Some influence has taken root in you, and is spreading. Your odd concentration enables you to purge it as with a successful *Cleansing Trance* static maneuver (along with any other influences that may be affected by a *Cleansing Trance* static maneuver). However, your original maneuver fails, and you have only 20% activity remaining this round.

76 – 90 Partial Success: 30% • 0.5✱ • +0➡
You are distracted at the critical moment. If not in combat, you may abort your attempt and try again. Perhaps you should switch to decaff.

UM 100 Unusual Success: 110% • 1.0✱ • +10➡
Wow! You not only succeed, but you have tapped into a reservoir of strength within yourself. You will operate at +20 (non-cumulative) on this table until you receive a result of **Absolute Failure** or **Spectacular Failure**.

91 – 110 Near Success: 80% • 1.0✱ • +10➡
If not in combat, you may immediately make another roll at +10 to achieve full concentration. Otherwise, it's tough noogies, friend.

111 – 175 Success: 100% • 1.0✱ • +20➡
You are a paragon of self-control. Now maybe you'll stay out of the cookie jar.

176 up Absolute Success: 120% • 0.1✱ • +30➡
You may attempt this skill again next round without preparation (i.e., you may operate at 100% activity this round and still use this skill next round).

General and GM-Assigned Modifers
For every three consecutive rounds of "preparation" using 100% activity gives a +10 modification to the Self Control static maneuver (to a maximum modification of +50).

Special Attacks
Static Maneuver Table SM-7.20

-26 down Spectacular Failure: -35% • 1.5✱ • -30➡
Doom, despair, and agony on you! You fracture your weapon hand (a "Medium" Bone wound), and drop your weapon if you have one. I hope you learned to use that backup weapon with your off hand? No? You don't even **have** a backup weapon? Gee, that's a shame.

-25 – -04 Absolute Failure: -20% • 1.0✱ • -15➡
Ho! Ha! Turn! Spin! Parry! WHACK! You deal yourself an 'A' Krush Critical after getting too fancy for your own good.

-05 – 75 Failure: 0% • 1.0✱ • -10➡
You move with the grace of a beached manatee. You fail your maneuver miserably.

UM 66 Unusual Event: -25% • 2.0✱ • -25➡
You are a textbook example of evolution in action...prepare to be weeded out. You attempt a variation on your usual method and fail so miserably that you are left stunned and unable to parry this and next round. When will you learn?

76 – 90 Partial Success: 20% • 0.75✱ • +0➡
You were all lined up for a perfect textbook maneuver...too bad your opponent read the same textbook.

UM 100 Unusual Success: 110% • 0.75✱ • +35➡
It's the six-million gold piece man! Everything seems to slow down for you as you move, and events move with a crystalline clarity. You take your time and get the maneuver perfect, moving so smoothly that your opponent cannot track you. You succeed utterly. You stud. For some reason, however, you mutter a low "na-na-na-na..." throughout the maneuver....

91 – 110 Near Success: 80% • 1.0✱ • +10➡
Horseshoes and fireballs, buddy. Perhaps if you tried to convince your opponent that you were really close that time, and that he should just give up...

111 – 175 Success: 100% • 1.0✱ • +20➡
With a deft flick of the meaty forearm, you complete your maneuver. Nobody bothers **you**.

176 up Absolute Success: 160% • 0.4✱ • +30➡
Holy Shmokes, mon! You complete your maneuver using at most 40% of the activity for this round! Why, with a little more derring-do, you might make another attack this round!

General and GM-Assigned Modifers

Special Defenses
Static Maneuver Table SM-7.21

-26 down Spectacular Failure: -30% • 2.0✱ • -20➡
You are so disoriented that you not only fail, you are stunned for two rounds. Due to your shattered self-confidence, future attempts to use this skill will receive a -30 modification (non-cumulative) until you achieve a result of **Absolute Success** on this table.

-25 – -04 Absolute Failure: -15% • 1.0✱ • -10➡
Bad form! You are poorly positioned, and automatically receive an 'A' Impact critical (or raise the severity of any critical received by one, if applicable). Your teacher is rolling in his grave.

-05 – 75 Failure: 0% • 1.0✱ • +0➡
You fail to summon the inner focus necessary for this feat, and receive no benefit or effects from your attempt. Well, it worked in the dojo....

UM 66 Unusual Event: 100% • 3.0✱ • +30➡
You accidentally enter a deep trance state. In combat, you will act as if stunned for two rounds (stunned maneuvering will **not** help, although *Stun Relief* spells still may), although the skill operates automatically during this time (e.g., Adrenal Toughness will reduce criticals received by one during this period). Out of combat, you succeed in this maneuver and may add +30 to any related maneuver next round, but remain as if stunned for two rounds.

76 – 90 Partial Success: 30% • 1.25✱ • +5➡
You are distracted at the critical moment. If not in combat, you may abort your attempt and try again next round. Perhaps you should switch to decaff.

UM 100 Unusual Success: 110% • 0.8✱ • +20➡
Wow! You not only succeed, but you have tapped into a reservoir of strength within yourself. You will operate at a modification of +20 (non-cumulative) on this table until you receive a result of **Absolute Failure** or **Spectacular Failure**.

91 – 110 Near Success: 80% • 1.0✱ • +10➡
Darn toothache! If in combat, you fail. If not in combat, you may immediately make another roll at +10 to achieve full concentration.

111 – 175 Success: 100% • 1.0✱ • +20➡
Ommmmmmmmm. You receive the full benefits of your maneuver. Good work, Grasshopper.

176 up Absolute Success: 120% • 0.75✱ • +30➡
You may attempt this skill again next round without preparation (i.e., you may operate at 100% activity this round and still use this skill next round). Your friends are impressed.

General and GM-Assigned Modifers

Subterfuge • Attack
Static Maneuver Table SM-7.22

-26 down Spectacular Failure: -50% • 1.5✱ • -30➡
This will all seem funny years from now, if you survive. As **Absolute Failure** below, but your target may also make an attack with full bonuses for surprise in addition to whatever penalties you accrue for the fumble result. Next time you'll think about a stand-up fight, won't you?

-25 – -04 Absolute Failure: -20% • 1.5✱ • -15➡
Way to go, O Nimble One. Not only do you alert your target, you fumble your weapon. Roll on the appropriate column of the appropriate Fumble table (Table 4.13 or 4.14, *Arms Law*, p.107-8).

-05 – 75 Failure: 0% • 1.5✱ • +0➡
Subterfuge is apparently an alien concept to you. You fail utterly in your maneuver.

UM 66 Unusual Event: 100% • 1.0✱ • +0➡
As you approach your target, he is alerted and swings around to face you, fury and triumph in his eyes. You blanch at your misfortune, caught between fight and flight...when your target loses his footing and goes down, cracking his skull sharply and falling instantly unconscious. Well, whatever works, right?

76 – 90 Partial Success: 30% • 0.7✱ • +0➡
As you begin your attack, you fail to mask the sound of your approach. Your target may make an Alertness (or Situational Awareness or Sense Ambush if appropriate) static maneuver modified by +30 to sense your approach. If you are noticed, your maneuver will fail.

UM 100 Unusual Success: 100% • 1.0✱ • +5➡
You approach your target without a sound. As you raise your hand for the telling blow, he noiselessly falls dead at your feet (GM's discretion as to cause). Someone has apparently beaten you to the punch...might you be next?

91 – 110 Near Success: 80% • 1.0✱ • +5➡
As you are nearly upon your target, something warns him. You may make a Moving Maneuver (modified by Quickness bonus +10) to close with your target and succeed in your maneuver before he can react. If you fail this MM, your maneuver will fail.

111 – 175 Success: 100% • 1.0✱ • +10➡
Now you have him, Cato! Your maneuver works perfectly. Be gentle.

176 up Absolute Success: 120% • 0.8✱ • +20➡
You strike like a viper, out of shadow. You may operate as if you had 5 more ranks in this skill for the length of this maneuver. Make them count.

General and GM-Assigned Modifers

Subterfuge • Mechanics
Static Maneuver Table SM-7.23

-26 down Spectacular Failure: -50% • 2.0✳ • -20➠

You are convinced that you must be simply a character in some macabre game. The worst possible result occurs (a trap goes off on you, your lockpick breaks off within the mechanism, you poison yourself, you break or lose the item you are trying to hide, etc.). You may not try again. This only happens in stories, doesn't it? Perhaps you should get a day job.

-25 – -04 Absolute Failure: -25% • 1.0✳ • +0➠

Your subterfuge seems to work, but in fact it will come apart during its first authentic use. There is a 50% chance that it will activate, affecting you. Hopefully you careful enough to avoid having it traced back to you. Regardless, you may not try again.

-05 – 75 Failure: 0% • 1.5✳ • +0➠

Your attempt fails utterly. You are crushed. There is a 20% chance that the mechanism will, in fact, activate, affecting you. You may not try again for at least 24 hours.

UM 66 Unusual Event: 0% • 1.0✳ • +0➠

As you are working on it, the mechanism activates, but incompletely! You have one hand on a catch to prevent complete activation, and the other hand is engaged in another part of the mechanism. If you let go with either hand, the mechanism will activate fully, affecting you! Hopefully, you brought a friend.... (For non-dangerous maneuvers, count this result as a failure.)

76 – 90 Partial Success: 20% • 2.0✳ • +5➠

Your attempt is marginal. You can't seem to do any better, but anyone attempting to circumvent your subterfuge will receive a modification of +20. You sigh in exasperation.

UM 100 Unusual Success: 115% • 1.0✳ • +20➠

As you work, you notice a way to improve the mechanism. If you choose, you may do so (giving it a non-magical modification of +15). (However, if relevant, the mechanism will clearly have been tampered with from its original state.)

91 – 110 Near Success: 90% • 1.0✳ • +10➠

You believe you have finished, and sign off on your work as complete, but you d5 rounds later, you realize that you have forgotten one key element. If it is possible to return to your work with your tools, you may make the necessary adjustment for normal operation with a roll modified by +10. If not, your attempt will fail. At least you know what went wrong.

111 – 175 Success: 100% • 1.0✳ • +20➠

With a sly smile, you place the polishing touch on your subterfuge. Success! A masterpiece, certainly, but is it art?

176 up Absolute Success: 120% • 0.8✳ • +30➠

Incredible! Your skills have soared! Your subterfuge is so perfect that any attempt to pierce it receives a modification of -20 in addition to any other modifiers.

General and GM-Assigned Modifers

Subterfuge • Stealth
Static Maneuver Table SM-7.24

-26 down Spectacular Failure: -50% • 2.0✳ • -30➠

The 'O' of surprise you have on your face might be endearing in other circumstances. At the present time, however, you are going to have to work mighty fast to avoid the consequences of your ineptitude. If you are within range, your quarry may take a melee attack on you with modifiers for position and surprise. In any case, you are seen by all within range. Your reputation is shot.

-25 – -04 Absolute Failure: -25% • 1.75✳ • -10➠

You fall, and instinctively try to catch yourself on the nearest object or person (up to and including your target). It's pretty obvious what you were trying to do. After taking your +10 Fall/Crush attack, you'll have to deal with your target.

-05 – 75 Failure: 0% • 1.5✳ • +0➠

You stand out like a sore thumb. Your maneuver fails, and your quarry is staring right at you. What now?

UM 66 Unusual Event: 0% • 1.0✳ • -10➠

You catch a piece of your clothing (on your target if close enough; otherwise on some object in the environment). You are hung on that person or object for 2 rounds while you struggle to free yourself. Time to practice your stupid grin....

76 – 90 Partial Success: 30% • 1.25✳ • +5➠

Your target spots you, but doesn't immediately suspect you of any wrongdoing. If you talk fast, you might even get out of this alive.

UM 100 Unusual Success: 200% • 1.0✳ • +25➠

To weasels like you, stealth is second nature. You may choose to repeat this maneuver next round with automatic success, and it will take only 20% activity. What will you do with all that extra time?

91 – 110 Near Success: 70% • 1.5✳ • +10➠

It's one of those moments that freezes your heart. Your target has paused, thinking something seems wrong. Roll again with a modification of +10 to successfully ride out this harrying moment.

111 – 175 Success: 100% • 1.0✳ • +20➠

Aren't we the nimble one? You succeed in your maneuver.

176 up Absolute Success: 120% • 0.5✳ • +30➠

Surely your quarry is autistic! You may make another maneuver under cover of your impenetrable aura of stealth, so long as the maneuver does not take more than 50% activity. Regardless of the success of that maneuver, this one succeeds brilliantly.

General and GM-Assigned Modifers

The GM should note that static maneuvers using the skills in this category should be negatively modified by the target's Alertness, Situational Awareness (if applicable) or Observation skill bonus (if actively used).

Technical/Trade • General
Static Maneuver Table SM-7.25

-26 down Spectacular Failure: -50% • 2.0✹ • -20➡

You manage to ruin the tools of your trade through carelessness and frustration. Your fumbling hands also inflict an 'A' Critical of an appropriate type upon your person. Is this your idea of fun?

-25 – -04 Absolute Failure: -20% • 1.0✹ • -10➡

You perform with uncharacteristic nervousness that is obvious to all. If the reaction of others is significant in your work, those reactions are modified by -30. Your failure is on display.

-05 – 75 Failure: 0% • 0.5✹ • +0➡

This is just not going to work. You realize you will be unable to accomplish this task after half of the initial time estimate has passed. No wonder you're just a journeyman.

UM 66 Unusual Event: 0% • 1.0✹ • -20➡

Right in the middle of your maneuver, the tools of your trade spill out all over the ground. Besides looking foolish, you fail your maneuver. Hopefully, you weren't gambling...where'd all those extra cards come from?

76 – 90 Partial Success: 20% • 3.0✹ • +5➡

Unusual complications have arisen. Nothing you can't handle...but it's going to take some time. You may attempt to finish your work after spending a time period equal to twice the initial estimate.

UM 100 Unusual Success: 100% • 1.0✹ • +20➡

Nice work! Your worthy efforts are witnessed by a master in the trade; he offers you a position within his organization.

91 – 110 Near Success: 80% • 1.0✹ • +10➡

This project is taking too much time...but you can't quit now. You may make another attempt with a +10 modification after a round.

111 – 175 Success: 100% • 1.0✹ • +20➡

You perform your task with admirable skill. Now quit patting yourself on the back and get back to work.

176 up Absolute Success: 120% • 0.8✹ • +30➡

Your subtle mastery of your trade is reflected in your remarkable success and you receive favorable reactions to your work. You may perform this specific activity at a modification of +20 (non-cumulative) until you receive a result of **Absolute Failure** or **Spectacular Failure.**

General and GM-Assigned Modifers

Technical/Trade •
Professional/Vocational
Static Maneuver Table SM-7.26

-26 down Spectacular Failure: -50% • 2.0✹ • -20➡

Your blatant disregard of professional methods might seem daring to some; your Guild finds it merely irresponsible and expels you, announcing your expulsion to the public. Your work is dangerous and is quickly condemned by all. Wow. Tough luck, dude.

-25 – -04 Absolute Failure: -25% • 1.5✹ • -10➡

Ineptitude becomes you, and you wear it like a badge while trying to compete this task. If you are working in a professional capacity, your clients/charges are disgusted with your methods and avail themselves of your competitors. Otherwise, you have achieved negative results with your efforts.

-05 – 75 Failure: 0% • 1.25✹ • +0➡

Experience doesn't always outweigh knowledge. You should have studied more. You fail.

UM 66 Unusual Event: 100% • 1.0✹ • +30➡

You apply yourself to your work with a powerful intensity that consumes you. You feel the skills of your craft so deeply that they hit the level of instinct. You achieve extraordinary success, but your near-trance has altered your skill; you lose 3 ranks in this skill, but you gain a +10 permanent bonus to this category. If losing ranks drops you below 0, treat the situation as having 0 ranks in the skill. You may only receive this result once, re-rolling if you have already received this result. (The GM may rule this result to be inappropriate to his game; if this is the case, re-roll your static maneuver.)

76 – 90 Partial Success: 20% • 1.5✹ • +5➡

To your chagrin, you will have to consult another expert. If you are able to do so, you may try again in 24 hours to complete your task. Otherwise, you are stumped.

UM 100 Unusual Success: 125% • 1.0✹ • +30➡

As Absolute Success below, except that d10 persons come to you, wishing to study under you. They will not easily take no for an answer.

91 – 110 Near Success: 80% • 1.25✹ • +10➡

Your skills in this particular area are rusty. After 1 hour, you may roll again with a +10 modification.

111 – 175 Success: 100% • 1.0✹ • +20➡

Good work, Master Tradesman! Your effort succeeds in all respects.

176 up Absolute Success: 125% • 1.0✹ • +30➡

The spirit of the Muse enters you, and your work achieves the status of art. Your efficient design/work is combined with an elegance and simplicity of form that is admired even by those unlearned in the trade. You may work on similar projects at a modification of +20 (non-cumulative) until you receive a result of **Absolute Failure** or **Spectacular Failure** on this table.

General and GM-Assigned Modifers

Urban
Static Maneuver Table SM-7.27

-26 down Spectacular Failure: -50% • 1.5✸ • -20➡
> You have blundered badly, alienating your contacts and sources in this area. If they are inclined to violence, they will be so disposed towards you. Otherwise, they will hinder you when it is convenient to them, although they will not go out of their way to make your life miserable. What did you say, anyway?

-25 – -04 Absolute Failure: -20% • 1.2✸ • -10➡
> Bad luck. Someone has recognized you from other circumstances...ones you would rather not have brought up just now. Any attempt to extricate yourself from this situation is at a -20 modification.

-05 – 75 Failure: 0% • 1.5✸ • +0➡
> Your wits have deserted you. You fail your maneuver.

UM 66 Unusual Event: 0% • 1.0✸ • +0➡
> You are right in the middle of your maneuver when a huge disturbance in the streets draws all attention to it. Your maneuver is aborted as a result, but you may use the distraction to gain a +20 to any stealth activities for the next 3 rounds. Temptation is a wicked thing....

76 – 90 Partial Success: 20% • 0.8✸ • +5➡
> You achieve only a fraction of your goal before you are interrupted by a civil disturbance in which you are embroiled. Spend 2d10 hours extricating yourself from this sticky situation before you may attempt your maneuver again.

UM 100 Unusual Success: 110% • 0.8✸ • +20➡
> An individual you have not met before takes you for someone else, and proceeds to offer you everything you were looking for with your maneuver. He will be completely cooperative so long as he continues to believe that you are who he thinks you are....

91 – 110 Near Success: 80% • 1.0✸ • +10➡
> You are almost successful, but you've hit that final wall so common in the urban environment...the greed of a functionary. You may use an appropriate Influence skill to complete this task (bribery, etc.), or you may roll again after two rounds on this chart with a -10 modification.

111 – 175 Success: 100% • 1.0✸ • +20➡
> You are a creature of the streets, my friend. Your instincts serve you true, and you complete your task with alacrity.

176 up Absolute Success: 120% • 1.0✸ • +30➡
> Your quick wits have gathered a new sheep into your fold. You make a new contact who is kindly disposed towards you. Your next transaction with him will have a +30 modifier in your favor for his reaction.

General and GM-Assigned Modifers

Static Maneuver Table SM-

-26 down Spectacular Failure: % • ✸ • ➡

-25 – 04 Absolute Failure: % • ✸ • ➡

05 – 75 Failure: % • ✸ • ➡

UM 66 Unusual Event: — • — • —

76 – 90 Partial Success: % • ✸ • ➡

91 – 110 Near Success: % • ✸ • ➡

UM 100 Unusual Success: % • ✸ • ➡

111 – 175 Success: % • ✸ • ➡

176 up Absolute Success: % • ✸ • ➡

General and GM-Assigned Modifers

8.0 TRAINING PACKAGES

A training package is a group of benefits (and sometimes disadvantages) that can be developed using development points. The skills and abilities gained through a package represent long periods of exposure or training (sometimes years). See *RMFRP* (p. 24 & 134) for more details on using training packages.

This section provides 18 new training packages:

RMFRP (p. 134-142) presents 15 training packages and *Character Law* (p. 28-38) presents 21 training packages.

RMFRP	*Character Law*
Adventurer (L)	Assassin (V)
Amateur Mage (L)	Berserker (L)
Animal Friend (L)	Cloistered Academic (L)
Burglar (V)	Con Man (V)
City Guard (V)	Crafter (V)
Doctor (V)	Crusading Academic (L)
Herbalist (V)	Cut Purse (V)
Hunter (L)	Detective (V)
Knight (L)	Diplomat (V)
Loremaster (V)	Explorer (L)
Merchant (V)	Guardian (L)
Performer (V)	Highwayman (V)
Scout (V)	Martial Artist (L)
Soldier (V)	Mercenary (L)
Traveller (V)	Philosopher (L)
	Sailor (V)
	Shaman Priest (L)
	Spy (V)
	Wanderer (L)
	Weapon Master (L)
	Zealot (L)

9.0 PROFESSIONS

Each *Rolemaster* character must have a profession as described in *RMFRP* (p. 14). A Gamemaster should determine which professions are appropriate for his world system, as well as incorporating any additional professions deemed necessary.

RMFRP provides nine professions—3 non spell users, 3 semi spell users, and 3 pure spell users. *Character Law* provides eleven more professions: 2 non spell users, 3 semi spell users, 3 pure spell users, and 3 hybrid spell users. This section of the *Skill Companion* presents 4 new non spell user professions.

The professions provided in *RMFRP* (p. 92-100) are:

Non Spell Users:	**Semi Spell Users:**	**Pure Spell Users:**
Fighter	Ranger (Chan.)	Cleric (Chan.)
Rogue	Dabbler (Ess.)	Magician (Ess.)
Thief	Bard (Ment.)	Mentalist (Ment.)

The professions provided in *ChL* (p. 16-27) are:

Non Spell Users:	**Semi Spell Users**
Layman	Paladin (Channeling)
Warrior Monk	Monk (Essence)
	Magent (Mentalism)

Pure Spell Users:	**Hybrid Spell Users:**
Animist (Channeling)	Healer (Chan. & Ment.)
Illusionist (Essence)	Sorcerer (Chan. & Ess.)
Lay Healer (Mentalism)	Mystic (Ess. & Ment.)

8.1
ATHLETE (V)

An athlete is devoted to the pursuit of excellence in physical prowess. Athletes often obtain a level of fame comparable to adventurers, and they lead lives that are considerably less dangerous. An athlete can excel at almost any physical game or sport, although rarely does he compete in more than a few related activities.

Time to Acquire: 36 months

Starting Money: normal + d10 (open-ended)

Special:

Equipment used in athletic specialty (+10 non-magic)	50
Sporting event victory medal (worth 2d10sp)	30
Competitive rival	50
d10 Loyal fans	20
Wealthy sponsor	20
Invitation to prestigious sporting event	100

Category or Skill	# of ranks
Athletic • Brawn skill category	2
Athletic • Gymnastic skill category	2
Athletic • Endurance skill category	2
Athletic Games from any Athletic skill category	2
choice of 1 skill from any Athletic skill category	2
choice of 1 skill from any Athletic skill category	2
choice of 1 skill from any Athletic skill category	2
Body Development skill category	0
Body Development	2
Influence skill category	1
choice of one skill	1

Stat Gain: none

COST BY PROFESSION

Fighter	24	Lay Healer	40
Thief	26	Healer	33
Rogue	22	Mystic	43
Warrior Monk	23	Sorcerer	43
Layman	27	Ranger	28
Magician	42	Paladin	28
Illusionist	43	Monk	26
Cleric	37	Dabbler	28
Animist	34	Bard	29
Mentalist	38	Magent	28
Barbarian	24	Outrider	22
Sage	31	Swashbuckler	26

8.2
CAVALIER (V)

A cavalier normally serves a lord, noble, or king of some kind. Most cavaliers follow a strict code of ethics and conduct. A cavalier would rather die than be dishonored. A cavalier typically travels across the countryside, slaying monsters and wooing ladies. He is the servant of his lord and the defender of the common man.

Time to Acquire: 30 months

Starting Money: normal
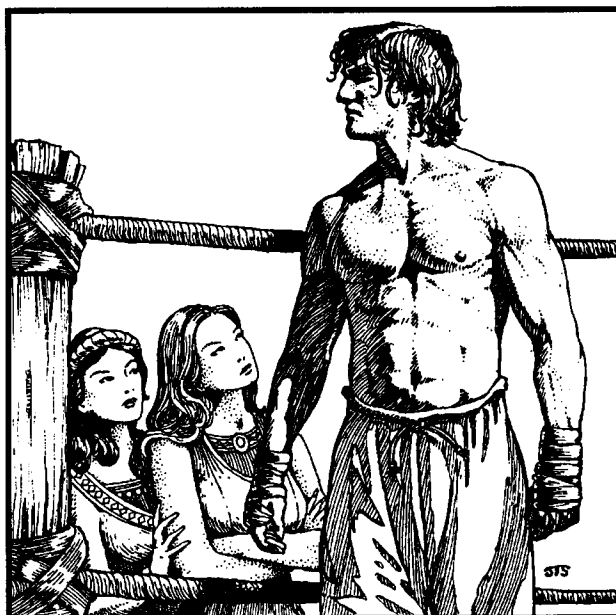
Special:

Weapon (+10 non-magic)	30
Armor (+10 non-magic)	30
Shield (+5 non-magic)	20
Noble patron	50
Affection of a married lady	30
Fine horse (+10 riding)	100

Category or Skill	# of ranks
Artistic skill category (choice)	1
choice of one skill	1
Combat Maneuvers skill category	0
Mounted Combat	1
Influence skill category	2
Seduction	1
Leadership	1
choice of one skill	1
Outdoor • Animal skill category	1
Riding	1
Special Attacks skill category	0
Jousting	1
Weapon • Melee skill category	1
choice of one skill	1

Stat Gain: Agility

COST BY PROFESSION

Fighter	24	Lay Healer	38
Thief	26	Healer	43
Rogue	26	Mystic	41
Warrior Monk	28	Sorcerer	43
Layman	28	Ranger	27
Magician	43	Paladin	24
Illusionist	43	Monk	30
Cleric	36	Dabbler	30
Animist	34	Bard	27
Mentalist	38	Magent	27
Barbarian	25	Outrider	26
Sage	31	Swashbuckler	26

8.3
CHAMBERLAIN (L)

A chamberlain is an official in charge of a sovereign or noble's household. He serves as an advisor, administrator and facilitator, keeping everything running smoothly while the lord attends to more important matters. A chamberlain often finds himself privy to his lord's private business, and can undertake quiet missions on his lord's behalf.

Time to Acquire: 74 months

Starting Money: normal + d10 (open-ended)

Special:

Minor item related to office (i.e., a magical pen)	10
Favor from an important person	30
Favor from royalty	30
Noble patron	30
Knowledge of a political secret or intrigue	50
Seal of office	100

Category or Skill	# of ranks
Lore • General skill category	2
Culture Lore	1
Region Lore	1
Influence skill category	2
Leadership	1
Diplomacy	1
Crafts skill category	0
choice of up to three skills	3 (total)
Technical/Trade • Vocational skill category	0
Administration	1
Technical/Trade • General skill category	1
First Aid or Using Equipment	1
Urban skill category	2
Contacting	1
Scrounging	1

Stat Gain: none

COST BY PROFESSION

Fighter	25	Lay Healer	26
Thief	23	Healer	26
Rogue	23	Mystic	23
Warrior Monk	26	Sorcerer	26
Layman	25	Ranger	26
Magician	26	Paladin	26
Illusionist	26	Monk	26
Cleric	26	Dabbler	23
Animist	27	Bard	23
Mentalist	26	Magent	22
Barbarian	27	Outrider	26
Sage	25	Swashbuckler	23

8.4
ESCORT (V)

An escort is a professional companion—as a friend, as an entertainer, and sometimes as a protector. Often escorts learn secrets about their clients that can lead them into adventures.

Time to Acquire: 29 months

Starting Money: normal

Special:

Exceptional set of clothes	50
Favor from an important person	20
Favor from royalty	20
Contact in the underworld	40
Embarrassing secret of a local noble	30
Instrument used w/ artistic skill (+5 non-magic)	100

Category or Skill	# of ranks
Artistic • Active skill category	1
choice of one skill	1
Influence skill category	2
Seduction	2
Duping	1
choice of one skill	1
Crafts skill category	0
Massage	2
Urban skill category	2
choice of up to two skills	2 (total)

Stat Gain: none

COST BY PROFESSION

Fighter	20	Lay Healer	22
Thief	19	Healer	22
Rogue	19	Mystic	16
Warrior Monk	22	Sorcerer	22
Layman	20	Ranger	22
Magician	22	Paladin	22
Illusionist	22	Monk	22
Cleric	22	Dabbler	19
Animist	24	Bard	16
Mentalist	22	Magent	16
Barbarian	24	Outrider	22
Sage	20	Swashbuckler	19

8.5
FARMER (L)

Farmers devote their lives to growing the food that the rest of society consumes. Farmers usually make up a majority of the population. Usually a great tragedy must strike before a farmer will seek adventure. Sometimes a simple peasant lad is destined for greatness, and must leave his family farm to seek his fortune.

Time to Acquire: 95 months

Starting Money: normal

Special:

Superior farm impl. (+5 pitch fork, non-magic)	20
d10 Chickens	50
Cow (+5 Herding)	50
Simple map of local area	50
Riding beast (GM discretion)	100

Category or Skill	# of ranks
Athletic • Brawn skill category	1
Body Development skill category	0
Body Development	2
Crafts skill category	0
Horticulture	2
Lore • General skill category	3
Fauna Lore	1
Flora Lore	1
choice of one skill	1
Outdoor • Animal skill category	3
Animal Handling	2
choice of up to two skills	2 (total)
Outdoor • Environmental skill category	2
choice of up to two skills	2 (total)

Stat Gain: Constitution
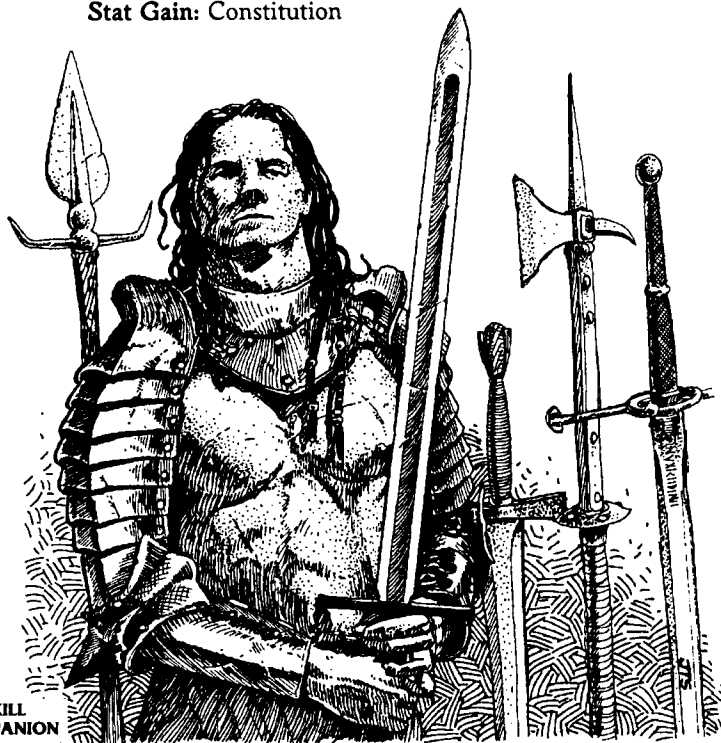
COST BY PROFESSION

Fighter	27	Cleric	38	Ranger	28
Thief	32	Animist	31	Paladin	31
Rogue	28	Mentalist	41	Monk	33
Warrior Monk	31	Lay Healer	42	Dabbler	33
Layman	31	Healer	35	Bard	33
Magician	44	Mystic	44	Magent	33
Illusionist	44	Sorcerer	44		

Barbarian	26	Outrider	29
Sage	32	Swashbuckler	31

8.6
GLADIATOR (L)

A gladiator is a professional fighter (or captive) who is trained to fight other men or animals in order to entertain people. This usually occurs in a public arena, and sometimes they fight to the death.

Time to Acquire: 76 months

Starting Money: normal + d10 (open-ended)

Special:

Weapon (+10 non-magic)	50
Noble patron	50
Trophy (worth 2d10sp)	10
Shield (+10 non-magic)	100

Category or Skill	# of ranks
Weapon skill category #1	1
choice of one skill	1
Weapon skill category #2	1
choice of one skill	1
Weapon skill category #3	1
choice of one skill	1
Weapon skill category #4	1
choice of one skill	1
Martial Arts • Striking	1
Boxing	1
Martial Arts • Sweeps	1
Wrestling	1
Special Attacks skill category	0
choice of one skill	1
Body Development skill category	0
Body Development	2
Athletic • Brawn skill category	1
choice of one skill	1
Athletic • Gymnastic skill category	1
Tumbling	1
Athletic • Endurance skill category	1
Sprinting	1

Stat Gain: Constitution, Strength

COST BY PROFESSION

Fighter	37	Cleric	53	Ranger	47
Thief	44	Animist	53	Paladin	47
Rogue	40	Mentalist	56	Monk	49
Warrior Monk	47	Lay Healer	56	Dabbler	49
Layman	45	Healer	59	Bard	48
Magician	61	Mystic	61	Magent	47
Illusionist	62	Sorcerer	62		
Barbarian		39	Outrider		41
Sage		47	Swashbuckler		39

8.7
GOSSIP (V)

A gossip is adept at gathering information and then conveying it to others in the form of stories and tales. Gossips often know several incriminating facts about their neighbors and friends and they seldom keep these facts to themselves. Often a gossip won't even need to hear anything worth repeating, they'll make it up as long as they have an audience. Sometimes a gossip will overhear a tale that is just too good to share (like the location of buried treasure), but they usually cannot resist telling "just a few people".

Time to Acquire: 22 months

Starting Money: normal

Special:

Useful contacts with local innkeeper 30
Incriminating secret (about someone else) 50
Embarrassing secret (about someone else) 40
Valuable secret (about someone else) 30
Reputation as a gossip... 40
Large bar tab at local tavern 100

Category or Skill	# of ranks
Artistic • Active skill category	2
Tale Telling	2
Awareness • Senses skill category	1
Situational Awareness – Eavesdropping	1
Communications	1
Lip Reading	1
Influence skill category	1
Seduction (specialty: Trust)	1

Stat Gain: none

COST BY PROFESSION

Profession	Cost	Profession	Cost
Fighter	18	Lay Healer	18
Thief	18	Healer	18
Rogue	18	Mystic	11
Warrior Monk	18	Sorcerer	18
Layman	16	Ranger	18
Magician	18	Paladin	16
Illusionist	13	Monk	19
Cleric	18	Dabbler	18
Animist	18	Bard	12
Mentalist	18	Magent	13
Barbarian	18	Outrider	16
Sage	16	Swashbuckler	16

8.8
GUIDE (V)

A guide makes his living leading people from one place to another. Usually, a guide knows a lot about the outdoors and the region in which he operates. Most guides can be trusted to take their charges to their destination faithfully, but some are dishonest, and seek to make an easy profit by preying upon the ignorance of others.

Time to Acquire: 30 months

Starting Money: normal

Special:

Weapon (+5 non-magic) 30
Weather resistant clothing.. 50
Riding beast (GM discretion)... 40
Compass (+10 Navigation, Orienteering) 30
Reinforced rope (50 feet) 20
Detailed map of the region 100

Category or Skill	# of ranks
Lore • General skill category	3
Region Lore	2
choice of one skill	1
Artistic • Active skill category	1
Tale Telling	1
Outdoor • Animal skill category	1
Animal Handling	1
Outdoor • Environmental skill category	1
choice of one skill	1
Technical/Trade • General skill category	2
Orienteering	1
choice of one skill	1

Stat Gain: none

COST BY PROFESSION

Profession	Cost	Profession	Cost	Profession	Cost
Fighter	19	Cleric	20	Ranger	18
Thief	20	Animist	18	Paladin	20
Rogue	19	Mentalist	22	Monk	20
Warrior Monk	20	Lay Healer	22	Dabbler	20
Layman	20	Healer	22	Bard	19
Magician	22	Mystic	20	Magent	20
Illusionist	20	Sorcerer	22		

Profession	Cost	Profession	Cost
Barbarian	18	Outrider	19
Sage	20	Swashbuckler	20

8.9
GUILD MEMBER (V)

Guild members are the principle tradesmen in a society that has a system of guilds. They make up the primary population of crafters, merchants, and artisans, selling their services to whomever can afford them. A guild member will often have influential contacts among the various power groups of a city, and will know who to talk with to get things done.

Time to Acquire: 18 months

Starting Money: normal

Special:

Tools for primary trade/craft (+10 non-magic)	50
Useful contacts with local tradesmen	50
Reputation as an honest and skilled craftsman	20
Work of primary trade/craft (worth 1d10sp)	30
Rival within guild	30
Mission for guild master	100

Category or Skill	# of ranks
Technical/Trade • Vocational skill category	0
Administration	1
choice of up to two skills	2 (total)
Influence skill category	1
Trading	1
Urban skill category	1
Contacting	1
Lore • Technical skill category	2
Trading Lore	1
choice of one skill	1
Crafts skill category	0
choice of one skill	2

Stat Gain: none

COST BY PROFESSION

Fighter	23
Thief	23
Rogue	23
Warrior Monk	24
Layman	23
Magician	24
Illusionist	24
Cleric	24
Animist	25
Mentalist	24
Lay Healer	24
Healer	24
Mystic	23
Sorcerer	24
Ranger	24
Paladin	24
Monk	24
Dabbler	23
Bard	23
Magent	22
Barbarian	25
Outrider	24
Sage	22
Swashbuckler	23

8.10
HENCHMAN (V)

A henchman is usually a servant or employee of a more significant individual. For example a henchman could be a squire, bodyguard, valet, page, lady-in-waiting, messenger, butler, etc. A henchman often has access to his master's secrets and can call upon his master's protection so long as he serves faithfully.

Time to Acquire: 31 months

Starting Money: normal

Special:

Favor from an important person	50
Favor from former employer	50
Good reputation among peers	50
Secret about current employer	50
Exceptional set of clothes	50
Tools for primary job (+5 non-magic)	100

Category or Skill	# of ranks
Lore • General skill category	2
choice of up to two skills	2 (total)
Awareness • Senses skill category	1
Situational Awareness – Employer's Attention	1
Crafts skill category	0
Service	2
choice of one skill (Cooking, Sewing, etc.)	2
Outdoor • Animal skill category	1
Animal Handling	1
Influence skill category	1
choice of one skill	1
Urban skill category	1
Scrounging	1

Stat Gain: none

COST BY PROFESSION

Fighter	22	Lay Healer	25
Thief	22	Healer	25
Rogue	20	Mystic	22
Warrior Monk	23	Sorcerer	25
Layman	22	Ranger	22
Magician	25	Paladin	24
Illusionist	24	Monk	24
Cleric	25	Dabbler	22
Animist	24	Bard	22
Mentalist	25	Magent	20
Barbarian	22	Outrider	22
Sage	22	Swashbuckler	22

8.11
INNKEEPER (V)

An innkeeper is a person that runs and manages an establishment that provides lodging, food, and/or drink to travelers. This training package could be used to represent vocations involving other types of commercial endeavors.

An innkeeper is more than just a merchant; he is a friend who opens his home to travelers, he is a confidant who rewards good tales with drink and warm company, and he is an eternal source of news and rumors. Sometimes an innkeeper will hear a tale that is too good to ignore, and then he will pick up his rusty sword and leave the inn to go in search of adventure.

Time to Acquire: 28 months

Starting Money: normal + d10 (open-ended)

Special:

Close friends with a merchant	50
Reputation as a good innkeeper	60
Useful city contacts	30
d10 Loyal customers	50
Large debt to moneylender or noble	40
Useful legends and adventure hooks	100

Category or Skill	# of ranks
Influence skill category	2
Trading	1
choice of one skill	1
Technical/Trade • Professional skill category	0
Advertising	2
Technical/Trade • General skill category	1
Urban skill category	2
choice of up to two skills	2 (total)
Science/Analytic • Basic skill category	1
Basic Math	1
Crafts skill category	0
choice of Cooking or Brewery	1
Service	2

Stat Gain: none

COST BY PROFESSION

Fighter	28	Cleric	28	Ranger	28
Thief	27	Animist	29	Paladin	28
Rogue	27	Mentalist	28	Monk	28
Warrior Monk	29	Lay Healer	28	Dabbler	26
Layman	27	Healer	28	Bard	26
Magician	28	Mystic	26	Magent	25
Illusionist	28	Sorcerer	28		

Barbarian	30	Outrider	29
Sage	27	Swashbuckler	27

8.12
LIBRARIAN (V)

A librarian is an educated person that usually works in a library or some similar storage place for knowledge, scrolls, and books. Often a librarian is also a trained researcher. Librarians rarely travel, but when they do, it is usually in search of some esoteric piece of knowledge to fill their library or satisfy their personal curiosity.

Time to Acquire: 32 months

Starting Money: normal

Special:

Book (+10 non-magic to a specific lore skill)	50
Spectacles (+10 Sense Awareness - Sight)	40
Fine writing pen (+5 Scribing, Calligraphy)	20
Book (+10 non-magic to a specific lore skill)	50
Favor from high ranking Magician	30
Book (+5 non-magic to a specific lore category)	100

Category or Skill	# of ranks
Science/Analytic • Basic skill category	3
Research	2
choice of one skill	1
Science/Analytic • Specialized skill category	0
choice of one skill	1
Communications skill category	3
any written language	3
Lore • Technical skill category	1
choice of one skill	1
Lore • Obscure skill category	1
choice of one skill	1
Lore • Magical skill category	1
choice of one skill	1
Technical/Trade • Professional	0
Drowsing	1

Stat Gain: Reasoning

COST BY PROFESSION

Fighter	38	Lay Healer	29
Thief	38	Healer	29
Rogue	37	Mystic	27
Warrior Monk	38	Sorcerer	29
Layman	32	Ranger	34
Magician	28	Paladin	34
Illusionist	26	Monk	34
Cleric	29	Dabbler	31
Animist	29	Bard	28
Mentalist	29	Magent	30
Barbarian	41	Outrider	36
Sage	26	Swashbuckler	35

8.13
MOTHER (V)

A mother is just that—a female parent. Normally, only a female character of reproductive age (and with a child) may choose to take this training package. However, a GM may wish to allow any parent to take this package. The GM may decide that the training time varies according to the character's race and culture. Mothers often adventure when seeking to recover their lost children.

Time to Acquire: 9 months

Starting Money: normal

Special:

Child	50
Child	30
Destined child	10
First aid kit (+10 non-magic)	20
Backpack/harness for carrying child	50
Favor from another mother in community	40
Child	100

Category or Skill	# of ranks
Technical/Trade • General skill category	1
First Aid	1
Influence skill category	2
Seduction (specialty: Moral Seduction)	1
Interrogation	1
Awareness • Perceptions skill category	0
Alertness	2
Awareness • Senses skill category	2
Situational Awareness - Potential Threat (to Child)	2
Crafts skill category	0
Cooking	1

Stat Gain: Empathy

COST BY PROFESSION

Fighter	25	Lay Healer	28
Thief	25	Healer	28
Rogue	25	Mystic	23
Warrior Monk	25	Sorcerer	28
Layman	25	Ranger	25
Magician	28	Paladin	26
Illusionist	26	Monk	27
Cleric	28	Dabbler	27
Animist	28	Bard	26
Mentalist	28	Magent	23
Barbarian	23	Outrider	22
Sage	25	Swashbuckler	25

8.14
NOBLE (L)

Nobles are members of the ruling class. Usually, in a feudal society, they are raised from birth to be leaders and administrators. However, not all nobles rule—there are many minor nobles (2nd, 3rd, 4th sons) that do not own or control lands or money.

Time to Acquire: 88 months

Starting Money: normal + d10 (open-ended)

Special:

Royal patron	30
Favor from royalty	20
Favor from an important person	40
Family jewels (worth d100sp)	30
d5 Rival siblings	40
Evil relative determined to destroy you	20
Riding horse/beast	100

Category or Skill	# of ranks
Awareness • Senses skill category	2
Lie Perception	1
Poison Perception	1
Influence skill category	2
Diplomacy	2
Leadership	2
Lore • General skill category	2
Heraldry	2
choice of up to two skills	2
Outdoor • Animal skill category	1
Riding	1
Technical/Trade • Vocational skill category	0
Administration	1

Stat Gain: Presence

COST BY PROFESSION

Fighter	25	Lay Healer	27
Thief	26	Healer	27
Rogue	25	Mystic	24
Warrior Monk	26	Sorcerer	27
Layman	26	Ranger	25
Magician	27	Paladin	25
Illusionist	26	Monk	27
Cleric	27	Dabbler	27
Animist	26	Bard	25
Mentalist	27	Magent	23
Barbarian	23	Outrider	23
Sage	26	Swashbuckler	26

8.15
PANHANDLER (V)

The panhandler is a denizen of the city landscape. He makes a living by begging and taking handouts from others. A panhandler often has to disguise himself to avoid arousing anger in those he solicits for aid. A panhandler will do almost anything to better his position, even crawl into a dark cavern in search of a rumored treasure.

Time to Acquire: 26 months

Starting Money: normal

Special:

Useful underworld contacts	30
Tattered rags (+5 Begging)	40
Disease (random bubonic disease)	20
Make-up kit (+10 Disguise)	20
Small palm knife (+10 Picking Pockets)	30
Tin begging cup	100

Category or Skill	# of ranks
Subterfuge • Mechanics skill category	1
Disguise	1
Technical/Trade • Vocational skill category	0
Begging	2
Urban skill category	3
Contacting	1
Mingling	1
Scrounging	1
Lore • General skill category	2
Culture Lore	1
Region Lore	1

Stat Gain: none

COST BY PROFESSION

Fighter	20	Cleric	26	Ranger	24
Thief	16	Animist	28	Paladin	28
Rogue	16	Mentalist	26	Monk	24
Warrior Monk	23	Lay Healer	26	Dabbler	16
Layman	20	Healer	26	Bard	22
Magician	26	Mystic	24	Magent	16
Illusionist	26	Sorcerer	26		

Barbarian	25	Outrider	23
Sage	20	Swashbuckler	18

8.16
PIRATE (L)

A pirate is a roguish character who specializes in robbing vessels on the high seas. He is normally well versed in the lore of the sea and has many a tale to tell.

Time to Acquire: 105 months

Starting Money: normal + d10 (open-ended)

Special:

Stolen jewelry (worth 5d10sp)	20
Peg leg (+5 Tale Telling)	30
Parrot	60
Eye patch (+5 Interrogation)	30
Weapon (+10 non-magic)	50
Treasure map	1000

Category or Skill	# of ranks
Technical/Trade • General skill category	3
Sailing	2
choice of one skill	1
Weapon skill category (choice)	1
choice of one skill	1
Crafts skill category	0
Rope Mastery	1
Technical/Trade • Vocational skill category	0
Appraisal	1
Athletic • Endurance skill category	1
Swimming	1
Athletic • Gymnastic skill category	1
Climbing	1
Outdoor • Environmental skill category	2
Survival (Sea)	1
Weather Watching	1
Lore • General skill category	2
Region Lore	2

Stat Gain: none

COST BY PROFESSION

Fighter	29	Lay Healer	35
Thief	29	Healer	37
Rogue	29	Mystic	37
Warrior Monk	30	Sorcerer	37
Layman	30	Ranger	29
Magician	37	Paladin	30
Illusionist	37	Monk	31
Cleric	34	Dabbler	30
Animist	32	Bard	30
Mentalist	35	Magent	30
Barbarian	27	Outrider	28
Sage	31	Swashbuckler	29

8.17
SCRIBE (V)

A scribe is usually an educated individual that makes a living by writing. Scribes can also be found copying manuscripts and other documents. Scribes seldom travel, but when they do, it is usually in the service of a patron or scholar who seeks to deliver a message or obtain a rare bit of lore.

Time to Acquire: 45 months

Starting Money: normal

Special:

Set of pens and inkwell (+10 non-magic)	30
Book (+10 non-magic to a specific lore skill)	50
Contacts in local church	30
Contacts among the nobility	40
Esoteric arcane knowledge (GM discretion)	10
Set of pens and inkwell (+5 non-magic)	100

Category or Skill	# of ranks
Artistic • Passive skill category	1
choice of Painting or Poetry	1
Science/Analytic • Basic skill category	1
Basic Math	1
Self Control skill category	1
Mnemonics	2
Crafts skill category	0
Calligraphy	2
Scribing	2
Communications skill category	2
choice of one written language	5

Stat Gain: Memory
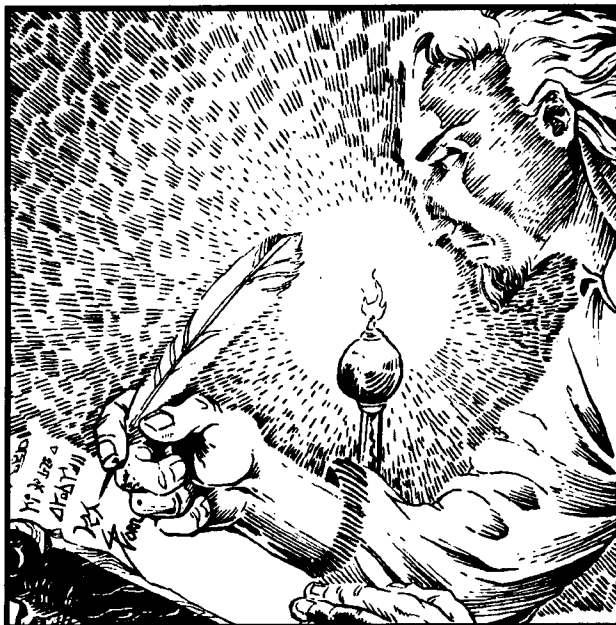
COST BY PROFESSION

Fighter	31	Lay Healer	28
Thief	31	Healer	28
Rogue	31	Mystic	28
Warrior Monk	30	Sorcerer	30
Layman	28	Ranger	30
Magician	31	Paladin	30
Illusionist	29	Monk	30
Cleric	30	Dabbler	28
Animist	30	Bard	26
Mentalist	28	Magent	26
Barbarian	33	Outrider	29
Sage	26	Swashbuckler	29

8.18
VETERINARIAN (V)

Veterinarians are primarily healers of animals. However, in a pinch, they can also patch up sentient beings. Rangers and Animists make good veterinarians, as they are close to the land and like to see animals in good shape. In a medieval society, veterinarians were almost as respected as doctors, since the economy depended on the livestock of the peasants.

Time to Acquire: 30 months

Starting Money: normal

Special:

2d10 Concussion Repair herbs	50
d10 General Purpose herbs	50
Animal companion	50
Favor of local farmer	30
Enmity of local farmer	30
Medical kit (+5 non-magical)	100

Category or Skill	# of ranks
Outdoor • Animal skill category	3
Animal Healing	3
choice of up to three skills	3 (total)
Technical/Trade • Professional skill category	0
Second Aid	1
Diagnostics	1
Technical/Trade • Vocational skill category	0
Midwifery	1
Athletic • Brawn skill category	1

Stat Gain: none

COST BY PROFESSION

Fighter	20	Lay Healer	28
Thief	25	Healer	28
Rogue	20	Mystic	28
Warrior Monk	24	Sorcerer	28
Layman	25	Ranger	21
Magician	28	Paladin	25
Illusionist	28	Monk	25
Cleric	28	Dabbler	25
Animist	22	Bard	25
Mentalist	28	Magent	25
Barbarian	20	Outrider	20
Sage	25	Swashbuckler	24

Barbarians are non spell users who are uncivilized, outdoor fighters. Their combat skills are narrower than other non spell users, but they are very good at what they do. They shun armor, but are stronger than any other profession. Literary examples of Barbarians would include Conan, Fafhrd, and Cerebus.

Brong watched the foreign soldiers clank away into the woods, clumsy and slow in their armor. Now he must heal, but soon he would travel to the Southlands. Soon he would have his revenge.

Prime Stats: Strength and Constitution.

BARBARIAN SPELL LISTS

The Barbarian has no base lists, though he may learn (at high development point cost) spells from his chosen realm of magic.

PROFESSION BONUSES

Awareness Group .... +5	Subterfuge • Stealth .... +5
Body Development .... +15	Weapon Group .... +15
Outdoor Group .... +10	

SKILLS AND SKILL CATEGORIES

Armor • Heavy 10	Outdoor • Animal 1/3
Armor • Light 2/2/2	Outdoor • Environment. 1/3
Armor • Medium 4/4/4	Power Awareness 8
Artistic • Active 2/5	Power Manipulation 18
Artistic • Passive 2/5	Power Point Develop. 20
Athletic • Brawn 2/4	Science • Basic 3/7
Athletic • Endurance 2/5	Science • Specialized 15
Athletic • Gymnastic 2/6	Self Control 2/7
Awareness • Perceptions 2/6	Special Attacks 2/7
Awareness • Searching 2/6	Special Defenses 25
Awareness • Senses 1/5	Subterfuge • Attacks 3/9
Body Development 2/4	Subterfuge • Mechanics . 3/9
Combat Maneuvers 4/12	Subterfuge • Stealth 1/4
Communications 4/4/4	Technical • General 3/7
Crafts 4/10	Technical • Professional 8
Directed Spells 20	Technical • Vocational. 5/12
Influence 2/7	Urban 4
Lore • General 1/3	Weapon • Category 1 ..... 1/5
Lore • Magical 6	Weapon • Category 2 ..... 2/5
Lore • Obscure 3/7	Weapon • Category 3 ..... 3/8
Lore • Technical 2/6	Weapon • Category 4 4
Martial Arts • Strikes 3/6	Weapon • Category 5 4
Martial Arts • Sweeps 3/8	Weapon • Category 6 6
	Weapon • Category 7 6

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Any one Survival skill, any one Riding skill, Foraging, and Weather Watching

Ocupational Skills: None

**Restricted Skills:** Channeling, Urban skills

SPELL DEVELOPMENT

Arcane Open 35	Own Realm Closed 45
Other Realm Base 120	Own Realm Open 28
Other Realm Closed 110	Own Realm Other Base .. 90
Other Realm Open 100	

For spell lists not shown and spells above 5th level, see *Character Law,* p. 118.

TRAINING PACKAGES

Adventurer 29	Highwayman 16
Amateur Mage ‡ 36	Hunter † 29
Animal Friend † 25	Knight ‡ 34
Assassin 22	Loremaster 30
Berserker † 25	Martial Artist 30
Burglar 23	Mercenary 31
City Guard ‡ 21	Merchant ‡ 26
Cloistered Academic ‡ 29	Performer 28
Con Man 22	Philosopher 32
Crafter 24	Sailor 18
Crusading Academic 30	Scout † 20
Cut Purse 25	Shaman Priest 27
Detective 23	Soldier 22
Diplomat 30	Spy 26
Doctor 23	Traveler 14
Explorer 27	Wanderer 28
Guardian 30	Weapon Master 34
Herbalist † 20	Zealot 25
Athlete 24	Henchman 22
Cavalier 25	Innkeeper ‡ 30
Chamberlain ‡ 27	Librarian ‡ 41
Escort 24	Mother 23
Farmer 26	Noble ‡ 23
Gladiator 39	Panhandler 25
Gossip 18	Pirate 27
Guide † 18	Scribe ‡ 33
Guild Member ‡ 25	Veterinarian 20

†: Typical ‡: Not normally allowed
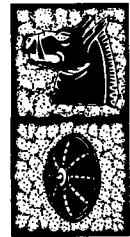
9.2
OUTRIDER

The Outrider is a non spell user who concentrates on stealth and awareness. He is the point man for any military force. It is his job to scout ahead of the main group, looking for traps and signs of the enemy.

Cutter stayed concealed in the trees as the Orcs walked by below. He could grasp enough of their language to tell they were a small part of a larger force. The Orcs in these hills hadn't organized since he was a boy. He had to get back and warn the captain...

Prime Stats: Agility and Intuition

OUTRIDER SPELL LISTS

The Outrider has no base lists, though he may learn (at high development point cost) spells from his chosen realm of magic.

PROFESSION BONUSES

Armor Group	+5	Outdoor Group	+10
Awareness Group	+10	Subterfuge • Stealth	+10
Communications	+5	Weapons Group	+10

SKILLS AND SKILL CATEGORIES

Armor • Heavy	4/4/4	Outdoor • Animal	1/4
Armor • Light	1/1/1	Outdoor • Environment.	2/4
Armor • Medium	3/3/3	Power Awareness	7
Artistic • Active	2/5	Power Manipulation	18
Artistic • Passive	2/5	Power Point Develop.	15
Athletic • Brawn	2/5	Science • Basic	3/6
Athletic • Endurance	1/5	Science • Specialized	12
Athletic • Gymnastic	1/3	Self Control	2/6
Awareness • Perceptions	1/5	Special Attacks	2/8
Awareness • Searching	1/5	Special Defenses	30
Awareness • Senses	1/5	Subterfuge • Attacks	3/9
Body Development	4/10	Subterfuge • Mechanics	3/9
Combat Maneuvers	4/12	Subterfuge • Stealth	1/3
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	20	Technical • Vocational	5/12
Influence	2/6	Urban	3/6
Lore • General	1/3	Weapon • Category 1	2/7
Lore • Magical	4	Weapon • Category 2	3/9
Lore • Obscure	3/7	Weapon • Category 3	3/9
Lore • Technical	2/5	Weapon • Category 4	4
Martial Arts • Strikes	3/7	Weapon • Category 5	4
Martial Arts • Sweeps	3/7	Weapon • Category 6	6
		Weapon • Category 7	6

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Any one Riding skill, Signaling skill, and any one Region Lore

Ocupational Skills: None

Restricted Skills: Channeling

SPELL DEVELOPMENT

Arcane Open	25	Own Realm Closed	35
Other Realm Base	120	Own Realm Open	18
Other Realm Closed	100	Own Realm Other Base	70
Other Realm Open	80		

For spell lists not shown and spells above 5th level, see *Character Law*, p. 118.

TRAINING PACKAGES

Adventurer	29	Highwayman	20
Amateur Mage	32	Hunter	28
Animal Friend	25	Knight	30
Assassin	23	Loremaster	26
Berserker	28	Martial Artist	30
Burglar	21	Mercenary	30
City Guard	19	Merchant	23
Cloistered Academic	29	Performer	25
Con Man	20	Philosopher	32
Crafter	24	Sailor	16
Crusading Academic	28	Scout †	20
Cut Purse	20	Shaman Priest	28
Detective	16	Soldier	20
Diplomat	25	Spy †	22
Doctor	23	Traveler	13
Explorer	27	Wanderer	26
Guardian	28	Weapon Master	35
Herbalist	23	Zealot	25
Athlete	22	Henchman	22
Cavalier	26	Innkeeper	29
Chamberlain	26	Librarian	36
Escort	22	Mother	22
Farmer	29	Noble	23
Gladiator	41	Panhandler	23
Gossip	16	Pirate	28
Guide †	19	Scribe	29
Guild Member	24	Veterinarian	20

†: Typical   ‡: Not normally allowed

The Sage is a non spell user who specializes in knowledge. He can survive a fight, but that's not where he wants to be. He wants to be out learning new languages, finding old tomes, and discovering forgotten knowledge.

Krima pulled the dusty tome out of the alcove and carefully dusted it off. The words inside were gabled, apparently a mix of Aramaic and Coptic, but Krima smiled. He could read the gist of it, and it confirmed everything he had thought. They laughed at him back at the academy, and he nearly died getting here, but now he knew he was right!

Prime Stats: Reasoning and Memory

SAGE SPELL LISTS

The Sage has no base lists, though he may learn (at high development point cost) spells from his chosen realm of magic.

PROFESSION BONUSES

Awareness Group .... +5	Science Group .... +10
Communications .... +10	Weapons Group .... +5
Lore Group .... +20	

SKILLS AND SKILL CATEGORIES

Armor • Heavy 11	Outdoor • Animal 2/6
Armor • Light 4/4/4	Outdoor • Environment. 2/6
Armor • Medium 10	Power Awareness 6
Artistic • Active 2/5	Power Manipulation 10
Artistic • Passive 2/4	Power Point Develop. 12
Athletic • Brawn 3/6	Science • Basic 1/2
Athletic • Endurance 3/6	Science • Specialized 4/10
Athletic • Gymnastic.......... 3/6	Self Control 3
Awareness • Perceptions.... 2/7	Special Attacks 10
Awareness • Searching 2/5	Special Defenses 40
Awareness • Senses 2/5	Subterfuge • Attacks 6/12
Body Development 5/12	Subterfuge • Mechanics . 2/7
Combat Maneuvers.......... 6/12	Subterfuge • Stealth 2/6
Communications 1/1/1	Technical • General 3/7
Crafts 4/10	Technical • Professional 8
Directed Spells 15	Technical • Vocational . 5/12
Influence 2/6	Urban 2/6
Lore • General 1/2	Weapon • Category 1 ..... 3/6
Lore • Magical 2/5	Weapon • Category 2 ..... 3/8
Lore • Obscure 2/4	Weapon • Category 3 5
Lore • Technical 1/4	Weapon • Category 4 6
Martial Arts • Strikes 4/10	Weapon • Category 5 8
Martial Arts • Sweeps 4/10	Weapon • Category 6 15
	Weapon • Category 7 15

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Any three Lore skills

Ocupational Skills: None, Research

Restricted Skills: Channeling

SPELL DEVELOPMENT

Arcane Open 18		Own Realm Closed 20
Other Realm Base 110		Own Realm Open 12
Other Realm Closed 85		Own Realm Other Base .. 40
Other Realm Open 50		

For spell lists not shown and spells above 5th level, see *Character Law,* p. 118.

TRAINING PACKAGES

Adventurer 29		Highwayman 23
Amateur Mage 30		Hunter 32
Animal Friend 30		Knight 40
Assassin 32		Loremaster † 20
Berserker 33		Martial Artist 35
Burglar 23		Mercenary 36
City Guard 21		Merchant............................. 18
Cloistered Academic † 16		Performer............................ 22
Con Man 22		Philosopher † 26
Crafter 24		Sailor 22
Crusading Academic † 22		Scout 26
Cut Purse 25		Shaman Priest 25
Detective 22		Soldier 31
Diplomat............................... 20		Spy 25
Doctor 23		Traveler 15
Explorer 34		Wanderer............................ 28
Guardian 35		Weapon Master 50
Herbalist............................... 23		Zealot.................................. 25
Athlete 31		Henchman 22
Cavalier 31		Innkeeper 27
Chamberlain......................... 25		Librarian † 26
Escort 20		Mother................................ 25
Farmer................................... 32		Noble 26
Gladiator 47		Panhandler.......................... 20
Gossip 16		Pirate 31
Guide 20		Scribe † 26
Guild Member 22		Veterinarian 25

† : Typical   ‡: Not normally allowed

9.4
SWASHBUCKLER

The Swashbuckler is a non spell user with style. He's well traveled, cultured, and has all sorts of odd bits of knowledge. More to the point, he has studied every form of fighting he can come across. He may not be the best at anything, but he can do it all reasonably well. Literary examples include Porthos and Mad Mardigan

Ochimius was hard pressed by the guardsman, who suddenly knocked Ochimius' sword away. The guardsman lunged, but a quick roll brought Ochimius a few feet away with the fallen dwarf's axe. He lured the guardsman in, holding the axe clumsily. Surprising the guardsman with an arm hit, he landed the two kick combo Master Sho Pi had taught him, and buried the axe in the guardsman's head. After cursing the guardsman in five languages and dusting himself off, Ochimius decided he needed to find a more civilized bar.

Prime Stats: Agility and Self Discipline

SWASHBUCKLER SPELL LISTS

The Swashbuckler has no base lists, though he may learn (at high cost) spells from his chosen realm of magic.

PROFESSION BONUSES

Armor Group	+5	Lore Group	+5
Body Development	+5	Martial Arts Group	+5
Combat Maneuvers	+15	Weapons Group	+10
Communications	+5		

SKILLS AND SKILL CATEGORIES

Armor • Heavy	6/6/6	Outdoor • Animal	2/4
Armor • Light	1/1/1	Outdoor • Environment.	2/6
Armor • Medium	4/4/4	Power Awareness	7
Artistic • Active	2/4	Power Manipulation	14
Artistic • Passive	2/4	Power Point Develop.	14
Athletic • Brawn	2/6	Science • Basic	3/6
Athletic • Endurance	2/6	Science • Specialized	12
Athletic • Gymnastic	2/4	Self Control	2/5
Awareness • Perceptions	2/7	Special Attacks	2/5
Awareness • Searching	2/7	Special Defenses	8/15
Awareness • Senses	2/5	Subterfuge • Attacks	4/8
Body Development	4/10	Subterfuge • Mechanics	3/8
Combat Maneuvers	2/7	Subterfuge • Stealth	2/5
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	20	Technical • Vocational	5/12
Influence	2/5	Urban	1/3
Lore • General	1/3	Weapon • Category 1	2/7
Lore • Magical	4	Weapon • Category 2	2/7
Lore • Obscure	2/7	Weapon • Category 3	3/7
Lore • Technical	2/5	Weapon • Category 4	3/7
Martial Arts • Strikes	2/6	Weapon • Category 5	3/8
Martial Arts • Sweeps	2/6	Weapon • Category 6	3/8
		Weapon • Category 7	3/9

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Any one Combat Maneuver skill, any one Lore • Obscure skill, and Diplomacy

Ocupational Skills: Swashbuckling

Restricted Skills: Channeling

SPELL DEVELOPMENT

Arcane Open	20	Own Realm Closed	25
Other Realm Base	120	Own Realm Open	15
Other Realm Closed	90	Own Realm Other Base	50
Other Realm Open	60		

For spell lists not shown and spells above 5th level, see *Character Law*, p. 118.

TRAINING PACKAGES

|			
Adventurer	29	Highwayman †	20
Amateur Mage	32	Hunter	30
Animal Friend	28	Knight	31
Assassin	25	Loremaster	25
Berserker	28	Martial Artist †	30
Burglar	22	Mercenary	30
City Guard	20	Merchant	22
Cloistered Academic ‡	25	Performer †	25
Con Man	20	Philosopher	32
Crafter	24	Sailor †	19
Crusading Academic	27	Scout	24
Cut Purse	22	Shaman Priest	26
Detective	22	Soldier	24
Diplomat	25	Spy	26
Doctor	23	Traveler	13
Explorer	29	Wanderer	28
Guardian	30	Weapon Master †	32
Herbalist	23	Zealot	25
Athlete	26	Henchman	22
Cavalier	26	Innkeeper	27
Chamberlain	23	Librarian	35
Escort	19	Mother	25
Farmer	31	Noble †	26
Gladiator	39	Panhandler	18
Gossip	16	Pirate †	29
Guide	20	Scribe	29
Guild Member	23	Veterinarian	24

†: Typical
‡: Not normally allowed

10.0
OPTIONAL
MAGIC BALANCE RULES
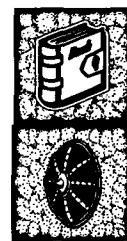
Optional
Magic
Balance
Rules

Sometimes it seems like magic and spell users overrun a campaign. Who needs a Fighter when the Magician can destroy dozens of opponents with a single fireball? Why bother to pick the lock when a simple spell will open the door, disintegrate the wall or even teleport the party to the other side?

Many players and GMs do not like the feel of a game where magic dominates every aspect of life. Consider some of the classic fantasy sagas. The Lord of the Rings and Conan are both popular settings in which most of the characters are non spell users. Certainly magic exists, but a character does not have to use it to be a hero.

Some GMs and players feel that the *Rolemaster* system is weighted toward the spell user, especially at high levels. These optional rules attempt to address these concerns by giving the Gamemaster some ways to restore the balance of power among professions.

DEALING WITH MAGIC

How should a Gamemaster deal with limiting the use of magic? In this section we provide several optional rules that give mechanical ways for dealing with them. The various risk factor charts can make magic more dangerous, as can the rules for corruption (see *Character Law*, p.112). On the other hand, the rules for spell visibility and resistance skills can bring the non spell users up to the same power level as spell users. It is just a question of whether you want to weaken spell users, strengthen non spell users, or do a little of both.

Another possibility is to put a limit on the number of spell users in the group. The premise behind this is that magic is a rare ability, and there are only so many possible spell users in a given population. The population of active adventurers will typically have a higher proportion of magic than the general population, but it is still reasonable to set limits.

This allows the GM to set exactly the level of magic that he wants. The GM should pick a fraction of the group that he is willing to allow for spell users. If the GM picks 2/5, then two out of every five characters could be a pure spell user. Semi spell users should count as half a pure spell user, so that with a limit of 2/5, a group of five characters could have two pure spell users, a pure spell user and two semi spell users, or four semi spell users.

A good method of controlling magical power is to limit the availability of spell lists. If you eliminate (or severely restrict the availability of) most of the spell lists that are useful in combat, Fighters and Warrior Monks will become more important. You can limit the availability of spells that aid in movement and stealth to make Thieves and Rogues more useful.

MAGICAL DEPENDENCE

Perhaps you don't want to put absolute (or even minor) restrictions on the availability of magic, or maybe your players learn all the magic that they can and use their spells to solve every problem or obstacle they face. This can get boring rather quickly, not only for the GM, but especially for any non spell users in the group. One way to deal with this is to make their strength into a weakness.

An obvious way to prevent players from relying solely on magic is to send them to an area where magic doesn't work. There are a couple problems with this approach, however. First of all, it can make the spell users feel pretty useless, even when used sparingly, solving one problem by creating another. Secondly, it is a simplistic solution that does not restore the balance between the professions, and it can't be used all the time without throwing magic out of the game entirely.

A better solution is to vary magic. The power of magic can ebb and flow like the tides, perhaps dependent on celestial bodies or some other natural process. It can also vary from place to place, being near impossible to use in some areas and wildly powerful in others. This change in magic can be reflected by modifications to casting, such as required Spell Casting static maneuvers in low-magic conditions. If you are using risk factors, a modification can be given to the Risk Factor Table based on the power of magic at a particular place or time. However you do it, it will increase the need for non spell users, and make the spell users rely on non-magical skills more, since those skills will be more reliable.

The creatures from the Magical Risk Factors chart can be used without the chart. They can cause problems for spell users, especially if they aren't expecting such monsters. If you don't use risk factors on a regular basis, your players aren't going to be checking for the presence of Thausps and Magocites every day. You could even create other creatures, with resistance or immunity to certain types of magic. Just as certain races get bonuses against magical attacks, you can give special bonuses to various creatures to further confound your players.

Magical traps are another possibility. There are spells in *Spell Law* that are triggered by other spells. These could be used to design mechanical traps that are triggered by the use of magic.

As always, be careful. If you constantly block your characters with things they have no ability to defeat, they will get bored quickly and find another GM. However, using the above techniques judiciously can keep your players on their toes, and bring about a broader, richer gaming experience.

10.1
EXPANDED RISK FACTORS

The risk factors given in *Character Law* (Section 10.8, p.112) assume a concentrated source of great evil that actively searches for spell users. This is appropriate for worlds such as Tolkien's Middle-earth, but it is not appropriate for all worlds.

This section gives two optional methods for dealing with risk factors. The first is an Environmental Risk Chart, which assumes that the forces of nature react strongly to the power released in a when spells are cast. The other is a Distributed Evil Risk Chart, which assumes that a disorganized group of evil entities exist. These evil entities have different goals and may work at cross purposes, but they all pose a pervasive threat to a careless spell user.

Using these Charts

These charts (on the next two pages) are used just like the Spell Use Risk Chart in *Character Law* (p.113). When a character casts a spell, the GM should make an open-ended roll and add the risk factor for the spell's type. (For information on spell types, see *RMFRP* p. 154.) The risk factor can be determined from the risk factor section on the Environmental Risk Chart and the Distributed Evil Risk Chart by cross indexing the spell type and the risk level. The risk level is determined by the chart and the GM's sense of the situation.

If the modified result is 100 or more, some form of reaction is triggered. A second open-ended roll is made and compared to the appropriate risk chart.

The results on the risk charts are guidelines to help a Gamemaster determine the consequences of the spell's power. The GM should feel free to modify these results to fit the specific time, area, and/or circumstances.

New Monster Information

Magosites: amnhkstw-(-),FM,AR,CDHJP-5; 0.05"-.75"

Magosites are small parasitic arachnids, related to ticks. They live off certain frequencies of magical energy. This does not negatively affect spells cast by their host, as the Magosite waste products add to other frequencies. However, this does set up a resonance in the spells cast, making them easier to detect. Any attempt to detect the host's spells, or the host himself while he is casting a spell, gets +10 for each Magosite on the host. This includes RRs to passive spells, to see if the target detects the spell's effect. This modification is also applied to any rolls on the Spell Use Risk Chart (Character Law, p.113) or the Distributed Evil Risk Chart.

Magosites are well armored and very tough. They are excellent climbers, and can fit through the narrowest of cracks. They climb up on ceilings on in trees, and drop down when they sense the energies of a spell user below them. A starving Magosite may even drop on any heat source, hoping to be carried to a source of magical energy. They do no physical damage to their host, merely hanging on. Each full day that the host uses no magic, there is a cumulative 10% chance that the Magosite will drop off and look for better food.

A Magosite can be detected by a close search of the whole body, though they tend to hide in hairy areas where they are hard to find. A successful Meditation maneuver at the end of the day will notice the effects of a Magosites presence. This will only work if the Magosite had an effect during that day (changed the result type on a Risk Factor chart, made a detection succeed where it would have otherwise failed, and so on).

Thausps: hnwmk-(-),M(-,-)-3.

The nature of Thausps are not very well known. Some argue that they are relatives of the Will of the Wisp and the Mist Monster, while others think they are ghosts of certain spell casters or Macruls.

What is known is that Thausps are invisible, floating spirits that feed on magical energy. They hang around a spell user, maneuvering in the path of any spells he casts. This makes the spells less effective. For each Thausp around a spell user, RRs against his spells get a special +10 bonus. Elemental attacks get a special penalty of -10. Note that each Thausp can only absorb one spell each round.

The presence of a Thausp (although not the number present) can be detected by a Meditation maneuver, as described for Magosites. To get rid of a Thausp, the host can either not cast spells or perform a Cleansing Ritual. For each day without spell casting, there is a cumulative 10% chance that a Thausp will leave in search of better food. A successful Cleansing Ritual will get rid of one Thausp, but the maneuver is at a -10 penalty for each Thausp beyond the first.

Maglins: (asf)-(-,-,-,-)-5.

Maglins are a distant relative of the fey races. They are much smaller than their distant cousins the Gremlins, standing only 2"-3" in height. They are extremely quick for their size, being able to keep up with a jogging humanoid for short periods. None can rival the stealth of a Maglin, who will typically hide in a pack or bag to hitch rides near spell users.

Maglins are malicious creatures who live on the foundational energies of magic. By eating away at the foundations of spells, they make them more likely to fail. Each time a spell is cast within 25' of a Maglin, the GM should make a second failure roll. The spell fails if the second failure roll is equal to or less than the number of Maglins within 25' of the caster.

Maglins can be detected by a Meditation maneuver just like Magosites, and have the same chance of wandering off if no spells are cast within 25' of them. They must still be found after their presence is detected, and once found they are exceedingly hard to catch. Their high speed and small size combine with a smooth skin, giving them the ability to get away from almost any pursuit or capture.

Macrul: (-)-EN§#,(-,-,-)-7

Macrul are often confused with Vampires, although they are a completely different type of creature, with different strengths and vulnerabilities. They are Class IV Undead, the continuing bodies of drained spell users. They retain the spell casting abilities they had in life. Macrul come from all three realms, although the higher level Macrul tend to be Mentalists.

Macrul attack by stealthily approaching a target spell user. Once they are within 10 feet, they perform a magic ritual that takes about one minute. The character may resist the ritual, and if they resist by more than 30 they know that some sort of magic was used on them. A successful Spell Lore maneuver will allow them to determine the source of the spell. If the ritual is not resisted, the target loses one level for the purposes of casting spells. If the target drops to level 0 for spell casting, he must make a RR vs. disease each day, against the level of the Macrul. Failure means they die, and become a Macrul in service of their creator.

The ritual can only be performed once per day, and a Macrul will try to follow the spell user and perform the ritual whenever it gets the chance. Fortunately, Macrul are spatially bound, and may not go more than 1 mile per level from their home. The effects of the Macrul's attack can be healed through rest. For each full day of rest, the target may make a RR vs. disease at the level of the Macrul. Success means that one level is regained.

The main vulnerability of a Macrul is bronze, and bronze weapons are treated as slaying against them. However, their affinity for magic makes them immune to enchanted weapons. To permanently kill a Macrul, one must bury it in a graveyard with its hands and legs bound in bronze and it must be gagged with bronze coins in its mouth.

Demons

Of all the extra-planar entities found throughout the cosmos, Demons are the most malevolent. Demons can be encountered with a wide variety of forms and powers. Many of the more powerful Demons love to tempt spell users with promises of magical power, only to turn on them when they least expect it. Demons seduce unwary spell users with lies, trickery and forbidden knowledge. Unless compelled by magic, a Demon will never help a character, and will always seek to corrupt or destroy him, even if bound by the tightest of spells. Demons love to give spell users gifts of power and magic. These gifts invariably bring about the doom of the unfortunate recipient. Demons seem to enjoy the act of betrayal above all other sins.

NEW MONSTERS

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Macrul	10H	120	Dash/10	MD/MD	M/LA#	120G	16(30)	Weapon/Spells/Special	1	-	F	Cruel (VH)
Maglin	3C	75	Dash/50	FA/FA	T/-	20C	1(75)	5 Melee/Special	1	-	B	Cruel (AV)
Magosite	0A	1	Special	CR/VS	T/-	1	12(30)	0TCl/Special	1-2	-	-	Passive (NO)
Thausp	8E	130	Spt/40	MF/MD	M/LA#	60D	1(100)	Special	1	-	F	Hungry (MD)

ENVIRONMENTAL RISK CHART

RISK FACTOR SECTION

Spell Type	RECENT MAGIC USE			
	Low	Medium	High	Very High
BE	+25	+35	+50	+75
DE	+15	+25	+40	+65
E	+0	+10	+25	+50
F	-5	+20	+5	+45
P	-15	-5	+10	+35
U	-20	-10	+5	+30
I	-25	-15	+0	+25

RECENT MAGIC USE —

This is a measure of how much magic has been used in the immediate area in the past day or so. It can be modified depending on how dangerous the GM wants to make magic use, but we suggest the following:

Low: 1-50 levels of spells cast.

Medium: 51-100 levels of spells cast.

High: 101-150 levels of spells cast.

Very High: Over 150 levels of spells cast.

The level of magic use should drop each time an effect is generated on the Environmental Risk Chart.

CURRENT WEATHER

Roll	Clear	Partly Cloudy	Partly Sunny	Cloudy	Light Storm	Heavy Storm	Great Storm	Under-Ground
05	nothing	nothing	nothing	nothing	nothing	nothing	Fissure	nothing
06-20	nothing	nothing	nothing	Shift	Shift	Shift	L. Fortean	nothing
21-30	nothing	Shift	Shift	Shift	Shift	Shift	L. Elem.	nothing
31-40	nothing	Shift	Shift	Shift x2	Shift x2	Fissure	L. Fortean	nothing
41-50	nothing	Shift	Shift x2	Shift x2	L. Fortean	L. Fortean	L. Elem.	Fissure
51-60	nothing	Shift x2	Shift x2	L. Fortean	L. Elem.	L. Elem.	H. Fortean	Fissure
61-70	nothing	Shift x2	Fissure	L. Elem.	L. Elem.	L. Elem.	Earthquake	L. Fortean
71-80	Shift	Fissure	L. Fortean	L. Elem.	H. Fortean	H. Fortean	H. Elem.	Fissure
81-90	Shift	L. Fortean	L. Elem.	H. Fortean	H. Elem.	H. Elem.	H. Fortean	Earthquake
91-100	Shift x2	L. Elem.	L. Fortean	H. Elem.	H. Fortean	H. Fortean	H. Elem.	H. Fortean
101-150	Shift x2	L. Fortean	L. Elem.	H. Fortean	H. Elem.	H. Elem.	Cataclysm	Earthquake
151-200	L. Fortean	L. Elem.	H. Fortean	H. Elem.	Cataclysm	Cataclysm	Cataclysm	Earthquake
201+	L. Elem.	Earthquake	Earthquake	Cataclysm	Cataclysm	Cataclysm	Cataclysm	Cataclysm

CURRENT WEATHER —

These definitions do not take into account wind or recent weather. The GM should shift one column to the right if it is very windy or the recent weather was mild. The GM should shift one column to the left if it is very calm or the recent weather was harsh.

Clear: Few if any clouds in the sky. Your typical nice, sunny day.

Partly Cloudy: Some clouds, perhaps one third of the sky.

Partly Sunny: Mostly cloudy, up to about two thirds of the sky covered.

Cloudy: Almost the whole sky is covered in clouds.

Light Storm: Some precipitation, from a drizzle to a light rain.

Heavy Storm: A serious storm, with heavy rain and possibly thunder and lightning.

Great Storm: A hurricane, tornado, or any other very dangerous weather phenomenon.

Underground: Any underground location isolated from normal weather effects.

RESULTS —

Shift: The current weather shifts one column to the right (Cloudy would become a Light Storm). Note that this actually changes the local weather conditions, it doesn't simply change the column used on the chart.

Shift x2: The current weather shifts two columns to the right (Cloudy would become a Heavy Storm).

L. Fortean: A Light Fortean effect. (A Fortean effect is a strange or inexplicable event that is usually associated with the sky or weather. For example, a body or other strange object might fall out of the sky, strange cloud formations ("Are those words? What do they say?"), or odd noises might be carried on the wind.)

H. Fortean: A Heavy Fortean effect. (For example, several large objects or one huge object might fall out of the sky, fissures in the earth might appear and release strange gasses, or there might be a rain of blood/frogs/locusts, etc.)

L. Elem.: A Light Elemental storm. (This will be like any other light storm, but it will also include elemental spell effects. For example, it might rain with occasional Shock Bolts, Water Bolts, Vacuum spells mixed in. Spell and attack levels should be between 1 and 10.)

H. Elem.: A Heavy Elemental storm. (This will be like any other heavy storm, but it will include elemental spell effects. Anything may happen, including Lightning Bolts, Fire Bolts, Firestorms and elemental ball spells. Spell and attack levels should be between 11 and 20.)

Fissure: A crack opens up in the earth. Characters should make an appropriate maneuver to avoid it, and it may be an obstacle. Alternately, a large piece of earth or stone may thrust up out of the ground.

Earthquake: A prolonged earthquake occurs. Depending on the location, characters may have to make several maneuvers to avoid falling objects.

Cataclysm: Everything rolled into one: torrential rains, gale force winds, earth tremors, elemental and Fortean effects. This is extremely dangerous, and characters who survive a cataclysm should thank all the deities they worship, and a few they don't.

DISTRIBUTED EVIL RISK CHART

RISK FACTOR SECTION

Spell Type	Low	Medium	High	Very High
		Recent Magic Use		
BE	+25	+35	+50	+75
DE	+15	+25	+40	+65
E	+0	+10	+25	+50
F	-5	+20	+5	+45
P	-15	-5	+10	+35
U	-20	-10	+5	+30
I	-25	-15	+0	+25

RELATIVE MAGIC USE —

This is a measure of how much magic has been used by the player characters (compared to the average spell users in the area) in the past day or so. It can be modified depending on how dangerous the GM wants to make magic use, but we suggest the following:

Low: 11-30 levels of spells less than the average.

Medium: Within 10 levels of spells (more or less).

High: 11-30 levels of spells more than the average.

Very High: 31 or more levels of spells more than the average.

LOCATION

Roll	Dense Urban	Light Urban	Dense Rural	Light Rural	Wilds	Wastes
05	nothing	nothing	nothing	nothing	nothing	nothing
06-20	Magosite	nothing	nothing	nothing	nothing	nothing
21-30	Magosite	Magosite	nothing	nothing	nothing	nothing
31-40	Magosite	Magosite	Magosite	nothing	nothing	nothing
41-50	Thausp	Magosite	Magosite	Magosite	nothing	nothing
51-60	Thausp	Thausp	Thausp	Thausp	nothing	nothing
61-70	Thausp	Thausp	Thausp	Maglin	Magosite	nothing
71-80	Maglin	Thausp	Maglin	Cultist	Thausp	L. Demon
81-90	Maglin	Maglin	Maglin	Cult	Maglin	L. Demon
91-100	Maglin	Maglin	Cultist	Cult	L. Demon	M. Demon
101-150	Cultist	Cultist	Cultist	Macrul	L. Demon	M. Demon
151-200	Cult	Cult	Cult	L. Demon	M. Demon	G. Demon
201+	Macrul	Macrul	Macrul	M. Demon	G. Demon	G. Demon

LOCATION —

This is more a measure of spell user density than actual population, and the GM may wish to adjust for areas with relatively more or less spell users.

Dense Urban: A very tightly packed city environment.

Light Urban: A small city environment. A light urban area has a higher population density than a rural area.

Dense Rural: A rural area that is very close to a city, or otherwise uses all available land (for farming, gazing, timber, etc.).

Light Rural: A very lightly inhabited area, with uninhabited space between individual settlements.

Wilds: An area with few, if any, settlements.

Wastes: An area without much life at all. A desert or arid wasteland.

RESULTS —

Full descriptions for the various creatures are given below.

Magosite: A tick that increases risk factors for the spell caster.

Thausp: A wisp that interferes with the spell user's casting, giving RR bonuses to his target(s).

Maglin: A magical gremlin, that raises a spell failure range by one. (The GM rolls a second failure of 1-X, where X is the number of Maglins nearby.)

Macrul: A vampire that feeds on magical energy from spell users.

Cultist: A member of a cult that eats spell users.

Cult: Several members of a cult that eats spell users.

L. Demon: A lesser Demon, from the First or Second Pale.

M. Demon: A major Demon, from the Third or Fourth Pale.

G. Demon: A greater Demon, from the Fifth or Sixth Pale.

Not all Demons possess great magic, and not all Demons are clever enough to trick mortal spell users into accepting their gifts. Demons who are armed with both magic and intelligence are grouped into lesser, major and greater status.

Lesser Demons are prone to attack spell users outright in the hopes that they can steal their magic from their dismembered corpses. These Demons include Daedhel, Culrang, and Daerauk.

Major Demons are more crafty, and will often disguise themselves before approaching their prey, hoping to trick them into lowering their guard before they strike. These Demons include Gogonaur, Narauk, Thauredhel, and the unnamed Demons of the Fourth Pale.

Greater Demons are extremely crafty, and will often be accompanied by mortal and demonic servants who will help them harass the spell user and his companions. Their deceptions span centuries, and they are seldom outwitted by mere mortals. Spell users who attract the attention of a greater Demon may be hunted for years before the final trap is sprung. Greater Demons who torment spell users include Celebdel, Noble Gogonaur, Raukamar, Moloch, and the unnamed Demons of the Fifth Pale.

Details of these and more Demons can be found in *Creatures & Monsters*, Section 9.0.

Cultists

There are several reasons why a cult may be interested in spell users. They may be the worshipers of a Demon or Macrul, who requires them to find and sacrifice spell users. Some cults believe that eating the brain or other organs of a spell user transfers power and immortality, and may ally themselves with those who can sense magic to track down spell users.

Whatever reason the GM determines for the cultist, the individual cultist will be of a level comparable to the spell user they detected. They will typically use stealth to approach, and then try to separate the spell user from any companions. The spell user will then be carried off, to be used in some form of ritual.

When a whole cult is indicated, they should be a group of comparable power to the detected spell user and his companions. They will attempt to ambush the player characters, separate out the spell users, and make off with them for later use in a ritual.

10.2
RESISTANCE AS SKILLS

Spell users have many natural advantages over non spell users in *Rolemaster*. Not only can they cast all kinds of spells, but they are also better able to resist the effects of magic. All characters add their stat bonuses to their resistance rolls. Spell users have a natural advantage in this regard, since they must have at least a 90 in their realm stat. Thus, a Magician has at least a +15 bonus to his resistance roll by virtue of the fact that he has at least a 90 in his Empathy stat. Non spell users, who often ignore Empathy, Intuition and Presence in favor of "more useful" stats have an inherent disadvantage when it comes to resisting the effects of magic.

To counter this effect, the Gamemaster might consider introducing a new skill category called Resistance. In this skill category, there would be one skill for each type of resistance roll that a character might face. These would usually include resistance rolls against Essence, Channeling and Mentalism magic, as well as poison, disease and fear. The existence of this skill category assumes that a character is able to train himself to consciously bolster his natural defenses, granting him increased resistance to a variety of harmful effects, including magic.

It is also assumed that when a character learns how to cast spells, he opens himself up to the magical energies that he is trained to use. When he does this, it becomes much harder for him to learn to resist those energies, because he has taken steps to draw them into himself so he can control them. Any character who knows any spells in a realm of magic develops the Resistance skill for that realm as a restricted skill.

The development point cost for the Resistance skill category is:

non spell users 2/4
semi spell users 3/8
pure & hybrid spell users (& Arcane spell users) 10

Resistance Skill Category

Skills: .... Essence Resistance, Channeling Resistance,
Mentalism Resistance, Poison Resistance,
Disease Resistance, Fear Resistance

Applicable Stat Bonuses: .... none

Skill Rank Bonus Progression: .... Standard

Skill Category Bonus Progression: .... Standard

Group: .... *none*

Classification: .... Static Maneuver or Special

This category encompasses the use of skills involving the conscious enhancement of a character's natural ability to resist magical forces, poison, disease and fear. A character can normally only use one of these skills in a given round. If a character wishes to resist multiple effects, he may elect to use his category bonus to attempt to resist everything covered by the skills in this category.

USING RESISTANCE SKILL

In any given round a character may use his Resistance skill in one of the following ways:

1) A character may use a Resistance skill as a 10% activity action in the snap action phase. No maneuver roll is required. During the current round, half of the character's *skill bonus* is applied to each appropriate RR he must make (i.e., any RR corresponding to the Resistance skill used).

2) A character may use his overall Resistance skill category as a 10% activity action in the snap action phase. No maneuver roll is required. During the current round, half of the character's *skill category bonus* is applied to each RR he must make.

3) A character may use a Resistance skill as a 50% activity action in the snap action phase. He must make a Resistance static maneuver modified by his Resistance skill bonus. The difficulty of the static maneuver is determined by the percentage of his Resistance skill bonus that the character wishes to apply towards his resistance rolls (see the Resistance Difficulty Chart).

If the maneuver is successful, 60-120% (depending upon the difficulty of the maneuver) of the character's skill bonus is applied to each appropriate RR he must make during the round.

RESISTANCE DIFFICULTY CHART

Difficulty	Bonus Used
Light (+10)	60%
Medium (+0)	70%
Hard (-10)	80%
Very Hard (-20)	90%
Extremely Hard (-30)	100%
Sheer Folly (-50)	110%
Absurd (-70)	120%

Example: *Gorenac bravely marches towards the Orc Sorcerer. As he approaches, he notices that the Orc begins to chant the spidery words of magic. Thinking quickly, Gorenac declares that he will attempt a Channeling Resistance maneuver in the snap action phase of the current round. He fears that the Sorcerer will place a curse on him, so he plans to try for 90% of his Channeling Resistance bonus – a Very Hard (-20) maneuver. He rolls a 91. With his 13 ranks (+36) in Channeling Resistance and 9 ranks in the Resistance skill category (+18)–a total bonus of +54, his final result is (91 + 54 - 20 = 125) a Success! He gains a bonus of (54 x 90% = 46.8 = 47) to his Channeling RRs for the rest of this round. Unfortunately, the Sorcerer throws a Confusion spell on him (Closed Essence) and his resistance bonus is wasted since it only applies to Channeling spells.*

A few rounds later, Gorenac recovers from the Confusion and prepares to face his enemy again. This time he's wise to the Sorcerer's evil tricks, and he opts to use his Resistance category bonus so he can resist both realms of magic. He takes a 10% action in the snap action phase and automatically gains a (18 ÷ 2 = 9) bonus to his RRs for this round. He grins, knowing that his skill has aided him in his fight against evil magic.
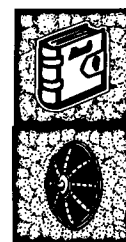
VARIABLE PERCENTAGE ACTIVITY

When using Resistance skill as a 50% activity, a character may vary the exact percentage activity used. If so, the Resistance maneuver is modified as follows:

% Activity Used	Resistance Maneuver Modification
20%	-75
30%	-50
40%	-25
50%	+0
60%	+10
70%	+20
80%	+30
90%	+40
100%	+50
100%+	+50 +1 for each % above 100

SKILL DESCRIPTIONS

Note that these skills do not give a character an additional resistance roll, nor do they give a character a resistance roll when he would not normally get one. Thus, these skills must be used before a character is required to roll a resistance roll for them to be effective.

Essence Resistance

This skill enables a character to consciously enhance his natural resistance to Essence magic, including Arcane magic and hybrid spells that have Essence as one of their realms.

This skill is restricted if the character knows any spells from the Essence or Arcane realm, or any hybrid spells with Essence as one of their realms.

Specialties: Any one spell list.

Channeling Resistance

This skill enables a character to consciously enhance his natural resistance to Channeling magic, including Arcane magic and hybrid spells that have Channeling as one of their realms.

This skill is restricted if the character knows any spells from the Channeling or Arcane realm, or any hybrid spells with Channeling as one of their realms.

Specialties: Any one spell list.

Mentalism Resistance

This skill enables a character to consciously enhance his natural resistance to Mentalism magic, including Arcane magic and hybrid spells that have Mentalism as one of their realms.

This skill is restricted if the character knows any spells from the Mentalism or Arcane realm, or any hybrid spells with Mentalism as one of their realms.

Specialties: Any one spell list.

Poison Resistance

This skill enables a character to consciously enhance his natural resistance to poison.

Specialties: Any one poison.

Disease Resistance

This skill enables a character to consciously enhance his natural resistance to disease.

Specialties: Any one disease.

Fear Resistance

This skill enables a character to consciously enhance his natural resistance to fear.

Specialties: Dragon fear, Undead fear, Demon fear, Magical fear, etc.

What does a spell look like? How does a Channeling spell differ from an Essence spell? When Spell Lore skill is used to identify an enemy spell caster, what is being looked for?

The *RM* spell system does not definitively address these questions. The visual effects of magical spells have been left to the imagination of each GM. These optional rules present descriptions of magical effects for all magic, and present some options for incorporating these visual effects. The focus here is to present magical spell effects that are flashy and spectacular. These effects clearly mark the spell caster for what he is, and allow his enemies to locate him much more easily. If the rules for risk factors are being used, the GM may want to modify the risk factor by +10 (Mentalism spells), +25 (Essence spells), or +50 (Channeling and Arcane spells).

SPELL VISIBILITY EFFECTS

All spells, no matter what realm of magic they are from, generate visible and spectacular effects when cast. These effects are primarily composed of bright lights that illuminate the spell caster, but they are also often accompanied by loud and varied sounds. While the spell caster is preparing a spell, a glowing nimbus surrounds his hands, face or body. When the spell is cast, enchanted streams of light fly forth from the caster's hands and mouth, surrounding the target and illuminating the spell effect. Any spell that creates a non permanent effect continues to glow throughout its duration. The caster also glows, in the same color, as long as the spell is in effect. These visual effects can even be seen through invisibility, so that an invisible spell caster is made visible by his magic.

In general, a spell's type determines its degree of visibility. Force and elemental spells are the most visible of all magic spells. The descriptions below represent spells of these types. Passive spells are much less visible, possessing only a fraction (about 10%) of the visible effects that are seen in force and elemental spells. A careful observer will still be able to notice a passive spell, but others will need to make a Hard Awareness maneuver to notice anything. Utility spells are easier to notice than passive spells, but still only about half as flashy as force or elemental spells. No one would miss a utility spell in action unless they failed a Light Awareness maneuver. Information spells are the least noticeable, and the visual effects of a spell of this type are limited to the caster, who usually glows softly while the spell is cast.

Instantaneous spells are not immune to these visible effects, but their very nature often means that the effects are short-lived. If an instantaneous spell produces an effect that lasts longer than a round, the visual display will surely betray the use of magic. A *Deflections* spell only causes a brief flash of light and a sound like a small firecracker, while a *Shield* spell creates a shimmering effect throughout its duration.

Option: With magic so colorful and obvious, one wonders how an Illusionist could ever fool anyone. To keep illusions from becoming worthless, the GM may decide that Illusionists have learned how to cloak the power of their spells. Spells on the Illusionist base lists (and possibly other *Illusion* and *Phantasm* spells) would not be affected by these rules. (Alternatively, Illusionists could learn Spell Trickery as an everyman, or even occupational, skill. See below.)

Similarly, some spells (such as *Invisibility*, *Shadow*, and *Change to Kind*) should not be affected by these rules, unless the GM wants to make these spells practically worthless. The GM may decide that these type of spells still generate flashy effects when they are cast, but that the magical radiance does not persist while the spell is in effect.

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Essence

When an Essence spell caster casts a spell, he flings his arms about and chants audibly in the tongue-twisting words of magic. Softly glowing strands of light seem to fade into being out of the ground, the plants, and the very air around him. These strands flow in, whistling softly like hissing sparks, and are gathered together by the spell caster as he prepares his spell. As the spell nears readiness, the glowing energy collects between the caster's hands in a form suggestive of the final spell effect. When the spell is cast, these lights are flung toward the target with a high-pitched whine like a shrieking lightning bolt. When the caster is the target, they envelope the caster and infuse him with their magical power.

A *Fire Bolt* gathers together as a bright flame of reddish light before being fired at the intended target. A *Telekinesis* spell wraps gossamer-thin tendrils of greenish energy about the object being moved. A *Teleport* consumes the targets in a bright flash of magical energy and a sonic boom that can be heard several miles away.

Channeling

Channeling spell casters raise their hands up to the heavens and call out to their deity in loud supplication. As they prepare their spells, the clouds seem to part, and glowing motes of magical light drift down from on high. In the distance, all who observe the spell can hear a faint chorus of angelic voices and trumpets. As the spell nears completion, a glowing column of light encircles the caster, bathing him in a holy radiance. When the spell is finally bestowed upon the target, the radiance transfers to them, and all who view them are transfixed by the glorious light within. Enemies of the caster's faith are burned and blinded by the righteous glory of his deity, and the radiance of the spell causes them spiritual pain. (At the GM's discretion, they might take more damage, but this is intended to be just an effect. At worst, they are more determined to destroy the spell caster.)

Channeling spell users who worship evil deities fling themselves about, uttering curses and demands for power. Darkly glowing embers seem to rise up from the ground, darting about like red-hot bees. From deep in the earth below, the sounds of muffled cries and screams of terror and rage can be heard. When the spell is complete, the magical embers fly towards the target and seem to burrow themselves into his flesh.

A healing spell causes the caster to glow with a soothing radiance that is transferred to the target when the spell is cast. An *Absolution* strikes the target to the depth of his soul with the deity's holy (or unholy) power. Information spells in the Channeling realm are more visible than other realms: as a spell user casts an *Intuitions* spell, he is bathed softly in his deity's light as he communes quietly with his god.

Mentalism

Mentalism spells have relatively subdued effects, but they are still visible to those who know what to look for. As a Mentalism spell caster prepares his spell, his eyes begin to glow with a magical light. His hair and features take on an unnatural hue, and his body seems to generate a strange radiance from within. As the spell nears completion, his blood vessels become visible, as his bones become luminescent, lighting up like powerful lamps. When the spell is released, the glowing energies concentrate in his temple and burst forth, infusing the target with the same radiance that recently possessed the spell caster.

A *Bladeturn* spell causes the caster's eyes and the attacking weapon to glow briefly. A *Haste* spell causes the caster to glow like a brilliantly magical being throughout the duration of the spell. As he moves, tendrils of light blur behind him,

following his motion. A *Mind Tongue* spell manifests as a subdermal glow that illuminates the skull of both the caster and the target for a time.

Arcane

Arcane spell casters chant audibly and raise their arms in sweeping motions, as though they were drawing magical power up from the earth. As they prepare their spells, glowing strands of energy seem to rise up from the ground as though commanded by the spell caster's will. The ground trembles, and a great grinding sound is felt more than heard, beneath the feet of the observers. The strands of energy encircle the caster and dive into his body, infusing his flesh with vibrant energy. He glows from within as he is filled with the power he commands. As the spell is cast, the energy bursts forth in a blinding display of power, causing all that it touches to glow faintly.

Bladerunes glow for hours after they are enchanted, and when they are activated, the magical energy seems to burst forth like a torrent of water. A *Mana Ball* is a blinding explosion of energy, in all colors of the rainbow, that can be seen and heard for miles. A *Void Bolt* is a deeply disturbing well of utter darkness. At the edges of the visual effect, all color and light seems to blur into distorted forms, as though the fabric of perception were falling away into a dark well. Fortunately, the effect does not last for long.

OBSERVATIONS

The net effect of these rules is to make magic a much less subtle ability. Characters can still *Teleport* into a castle, but they will lose any chance of sneaking into the king's chamber unnoticed. These rules will affect some spell users more than others. A Healer doesn't really care if people notice that he is helping the wounded, but a Dabbler would be very worried if the guard saw him casting *Charm Kind* on the king.

There are some advantages to these effects as well. Every spell can be used as a *Light* spell. This cannot easily be avoided, but if spells do not illuminate much, then *Light* spells will still be useful. One option would be to vary the degree of these effects by the level of the spell. Perhaps a spell only illuminates 5 feet per level, so a spell user would have to cast a 10th level spell to obtain the visual range of a 1st level *Projected Light* spell.

Another advantage is that spells could certainly look and sound more impressive than they often are. A lowly spell user could cast a simple *Aura* spell and intimidate a whole company of Orcs. The GM might prefer to allow clever players to use such a ruse. If not, then one could reason that if all magic works this way, then most people would be familiar with spell effects and the average Orc wouldn't be fooled by a flashy, yet ineffective spell.

If the Gamemaster decides to use spell visibility, then he might consider including a skill in the Power Manipulation skill category called Spell Trickery. This skill could be used to mask some of the visible effects of spell casting, giving the stealthy spell user a chance to avoid detection. Suggested difficulties for masking a spell using Spell Trickery are given below. Further details on the Spell Trickery skill can be found in the *Essence Companion*.

SPELL TRICKERY MANEUVER DIFFICULTY				
Spell Type	REALM			
	Mentalism	Essence	Channeling	Arcane
F, E	Hard	Ex. Hard	Sheer Folly	Absurd
U	Medium	V. Hard	Ex. Hard	Sheer Folly
P	Easy	Hard	Hard	V. Hard
I	Routine	Medium	Hard	Hard
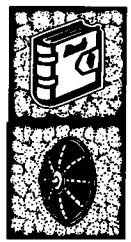
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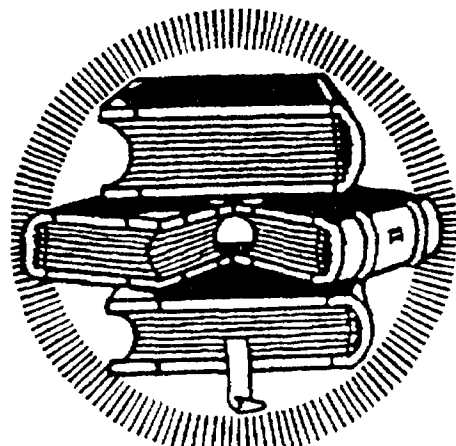
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