#1120

ARMS
Companion

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3.1 OVERCOMING PENALTIES WITH SELF DISCIPLINE

On occasions where a character is subjected to pain or adverse conditions (e.g., too hot, too cold, etc.), they are given negative modifiers to their actions. With this optional rule, a character is able to "tough out" the condition. Use the character's SD bonus as a modifier and make a roll. If the total is over 100, the roll is successful, and the SD bonus modifies the present situation (i.e., applied to all actions.)

> **Example:** *Dargon Highbrow is traveling deep within an underground complex. The temperature is 150°F and rising. Due to this heat, Dargon receives a penalty of -30 to his actions. As the temperature reaches 180°F his penalty rises to -50. Dargon decides to "tough it out." His SD bonus is +25. He makes a roll with his Self Discipline bonus as the modifier. He rolls an 82 and the total result is 107, success! Dargon now adds he SD bonus to his current penalty, reducing it to -25. (-50 + (+25) = -25).*
>
> *This bonus remains in effect so long as the situation is unchanged. (e.g., the temperature does not alter.) The Game Master may decide to have the character make a roll every few rounds, or even every round, if the situation warrants.*

3.2 OPTIONAL RACIAL BONUSES AND MAXIMUMS

This section offers optional modifications for Exhaustion Points and Encumbrance for each race, plus racial maximums for enduring Heat/Cold, (i.e., Hostile Environments).

> **Example:** *The Dwarf. This race is known for having great endurance.*

> **Example:** *The Troll. They are known for great strength and carrying capacity.*

> **Example:** *The Arctic Man. They live far north, in the frozen wastelands. This would give them an innate ability to resist the cold.*

Both Exhaustion Points and Encumbrance modifications are percentages added to the base figures. Endure Heat/Cold racial maximums are listed as bonuses.

	OPTIONAL RACIAL MODIFICATION AND BONUS CHART		
	MODIFICATIONS:		
RACE	**Encumbrance**	**Exhaustion**	**Endure Heat/Cold**
1. Common Men	+0%	+0%	+0 / +0
Bear Tribes	+10%	+0%	+0 / +40
Dark Tribes	+0%	+5%	+10 / +0
Northmen	+5%	+5%	-10 / +40
Arctic Men	+5%	+10%	-25 / +90
Mixed Men	+0%	+0%	+05 / +05
2. High Men	+10%	+10%	+10 / +10
3. Half-Elves A	+0%	+0%	+15 / +05
Half-Elves B	+0%	+0%	+05 / +05
Half-Elves C	+0%	+0%	+15 / +05
Half-Elves D	+0%	+0%	+10 / +05
Half-Elves E	+0%	+0%	+15 / +05
Half-Elves F	+15%	+0%	+20 / +30
4. Wood Elves	+0%	+10%	+15 / +10
High Elves	+0%	+0%	+10 / +0
Fair Elves	+0%	+0%	+10 / -05
Grey Elves	+5%	+10%	+10 / -05
Aquatic Elves	+5%	+15%	-10 / +15
Dark Elves	+0%	+0%	-10 / +35
5. Dwarves	+25%	+25%	+65 / +50
Half-Dwarves	+15%	+15%	+50 / +25
6. Halflings	+0%	+0%	+15 / +05
Tallfellow Halflings	+0%	+0%	+10 / +10
Stout Halflings	+0%	+0%	+10 / +05
7. Normal Orcs	+0%	+10%	+15 / +40
Greater Orcs	+10%	+20%	+25 / +50
Half-Orcs	+0%	+5%	+15 / +30
8. Half-Ogres	+15%	+5%	+25 / +20
9. Trolls	+40%	+15%	+35 / +55
Half-Trolls	+20%	+5%	+25 / +45
10. Great Men	+10%	+5%	+15 / +10

4.1 LARGE AND SUPER LARGE CRITICAL RESOLUTION

This optional rule is based on *Arms Law* Sections 6.261 and 6.262. Here is an another method of resolving criticals to "Large" and "Super Large" creatures.

Large and super large creatures suffer less from criticals than other creatures. An "E" critical on a Troll should affect it more than a "B." In *Arms Law* Section 6.261 the "B" and "E" criticals are resolved equally. To represent this varying degree of intensities, consult the following chart.

LARGE & SUPER LARGE CRIT MODIFICATIONS				
CRITICAL TABLE:				
	LARGE		**SUPER LARGE**	
Critical	**Option**		**Option**	
Rolled	**#1**	**#2**	**#1**	**#2**
A	N/A	N/A	N/A	N/A
B	-10	-10	N/A	N/A
C	-5	0	N/A	N/A
D	0	+10	-10	-10
E	+5	+20	-5	0
F	+10	+30	0	+10
G	+15	+40	+5	+20
Each additional:	+5	+10	+5	+10

4.2 OPTIONAL OFFENSIVE BONUSES AND PENALTIES

Category	Effect
Charging into Combat:	
Movement: 1.5x	+5
2.0x	+10
3.0x	+20
4.0x	+30
5.0x	+45
Fighting from higher ground (fighting downhill)	+5
Fighting from lower ground (fighting uphill)	-5
Using the longer weapon:	+5
Using the shorter weapon:	-5
(Pole Arm > Two Handed > One Handed)	
Advancing while in melee (Base movement rate)	+5
Retreating while in melee (Base movement rate)	-5
Multiple opponents alone:	-5/Opponent
Multiple attackers fighting one foe:	+5/Ally

Exhaustion: Based upon remaining exhaustion points at the beginning of the combat round.

Down to 50% Exhaustion Points	-10
25%	-20
10%	-40
5%	-80
1%	-160
Foe Unbalanced or Disoriented:	+10

Bleeding: Includes bleeding from all wounds.

1 - 4 Points Per Round	-5
5 - 7 Points Per Round	-10
8 - 10	-25
Each Additional Point Per Round	-5/Point

Note: *Double the penalty if bleeding from the head, heart or vital arteries.*

Opportunity Action Strike (Holding attack beyond initiative and striking at the best possible moment): .... +5

Fighting on unstable ground (e.g., during an earthquake or tremor, on loose gravel or on a small boat.): .... -20

Fighting in unbearable temperature, (e.g., above 180°F or below -20°F): .... -35

Striking a foe and using Weapon Brawl or Melee Scuffle in the same round, Section 5.1.8 or 5.1.25: .... -20 (To each)

Note: *Advancing while in melee and Charging into Combat are NOT cumulative.*

4.3 COMBAT LANGUAGES

An important, but often ignored, aspect of combat is communication. In any melee, from a barroom brawl to a major battle, communications are vital for the execution of any form of tactics or strategies. Thus, uncompromised languages could be the deciding factor between victory and defeat.

Combat languages are divided into three categories for the purposes of development costs: Class I—1/*, Class II—2/*, and Class III—3/*. These costs reflect the complexity and extent of usage of the chosen language. Please note that these costs are for characters who can be expected to know a combat language (a mercenary, a member of a warrior cult, etc.). A character who is not of a warrior background should be restricted in purchasing ranks of these languages.

CLASS I

Class I languages are short, simple commands that can be shouted and easily understood over the din of combat. They consist mostly of tactical phrases, such as "Charge!", "Flank right!", "Fall back!", etc. These are the most common of the combat languages, as wandering mercenary units have spread them across the lands. As such, while a friend or companion might have a good chance to know a language, an enemy is also much more likely to know it as well. Any character with a military background can buy ranks of any Class I language.

CLASS II

Class II languages are more complex and regional than Class I languages. These are a form of "verbal shorthand" of the speaker's native language. Sentences are spoken rapidly, with words clipped short, until the whole thing seems to the untrained ear like an entirely different language altogether. For example, the phrase "Grab those coins over there" may sound like "Gripose cons overther," and "Pass the wine, fool" may be "Pasthinefol". These languages are generally used in regions sharing a similar language, and dialects are formed within individual units; two companies of the same army might speak two different forms of the same language.

CLASS III

Class III languages are full-fledged languages developed over the course of centuries by warrior cultures or societies. These are the rarest of all combat languages, as they are only taught to the initiated warriors within the culture using them. Teaching them to outsiders are usually acts of treason, and often punishable by death. Only characters who are members of the culture or society using the language should be allowed to purchase ranks in these languages.

4.4 EXPERIENCED ATTACK BONUS (EAB)
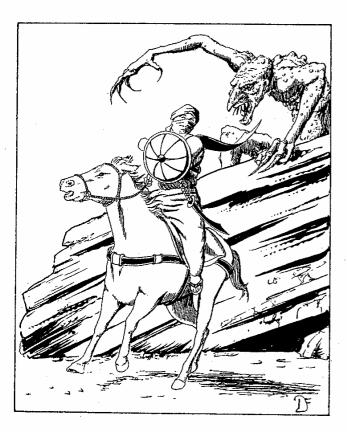
EAB is the bonus gained to weapon skills from extensive training with a single weapon. This bonus is similar to the EAR bonus spell users gain with elemental spells.

Experienced Attack Bonus increases by +1 for every two ranks of one weapon developed in a single level.

Example: *A Warrior buys two ranks for broadsword at second level. He gains an additional +1 to his OB in broadsword from Experienced Attack Bonus.*

Example: *Charron the Blade, a 12th level fighter, has bought two ranks of his primary weapon on each of his thirteen development levels. He gains +13 to his Offensive Bonus from Experienced Attack Bonus.*

Note: *Professions with weapon costs of 6, 12, 25, etc, may use the optional rule in Rolemaster Companion II Section 4.7.*

4.5 CAUTERIZING WOUNDS

Cauterizing is the burning of a wound with a very hot substance or acid to stop the bleeding. The needed tools for cauterizing are:
1. A source of heat (e.g., forge).
2. A piece of metal or similar material.

Placing the red hot material on the wound causes the wound to seal up. If using acid, drip the acid on the wound to seal it.

Due to nature of cauterization, even partially successful attempts slow down the bleeding. This procedure is most effective when using First Aid, although without this skill, cauterization is treated as a maneuver, see below.

The severity of this maneuver is determined by the size of the wound (i.e., how much bleeding there is).

Bleeding at 1 or 2 per round .... Medium Maneuver

Bleeding at 3 per round .... Hard Maneuver

Bleeding at 4 per round .... Very Hard Maneuver

Bleeding at 5 per round .... Extremely Hard Maneuver

Bleeding at 6 per round .... Sheer Folly Maneuver

Bleeding at 7 per round .... Absurd Maneuver

Bleeding at 8 per round .... Insane Maneuver

Bleeding at 9 per round .... Phenomenal Maneuver

Bleeding at 10 per round ..... Virtually Impossible Maneuver

Bleeding more than 10 per round .... Impossible Maneuver

EFFECTS OF CAUTERIZING

- *With a successful First Aid roll:* Stops all bleeding and delivers 1d5 hits.
- *With an unsuccessful First Aid roll:* Stops all bleeding and delivers 1d10 hits plus an A heat critical.
- *With a fumbled First Aid roll:* Stops 1/2 of the bleeding and delivers 3d10 hits and a C heat critical.
- *A successful maneuver without First Aid:* Stops all bleeding and delivers 1d10 hits and an A heat critical.
- *An unsuccessful maneuver without First Aid:* Stops 1/2 of the bleeding and delivers 2d10 hits and a B heat critical.
- *A fumbled maneuver without First Aid:* Delivers 4d10 hits and a D heat critical.

If using acid, all criticals are resolved on the acid critical table.
A character trying to cauterize his own wounds makes a SD roll. If successful, the character still receives a -20 penalty to the Cauterization roll. If he fails, the character fails to act.

Note: *Attempts to cauterize without First Aid receive a -10 instead of the standard -25 for lack of the skill.*

Note: *Only one wound is cauterized at a time. If a character has more than one bleeding wound, he must cauterize each separately.*

WEAPON USE CHART

Weapons Weight as a % of Wielder's Weight	Wielded 1-Hand	Wielded 2-Hand	Min. Penalty 1-Hand / 2-Hand	Fumble	Initiative Penalty
10 - 15%	-10	—	— / —	—	-
16 - 19%	-20	-10	-05 / —	—	-05
20 - 24%	-35	-15	-10 / —	+1	-15
25 - 29%	-50	-25	-20 / -05	+2	-30
30 - 39%	-75	-40	-30 / -10	+3	-40
40 - 49%	-100	-60	-45 / -20	+5	-50
50 - 75%	-150	-80	-60 / -30	+7	-75
Each 05% additional	-80	-40	-25 / -05	+2	-20

4.6 RIPPING-TEARING CRITICAL

Certain weapons deliver wounds that do not fall under existing critical types (e.g., tebuje, saw blades, sickles and other curved hooks). These arms do not puncture or slash their victims, rather a combination of both. The Tearing/Ripping critical covers all weapons conferring a rough shredding type damage.

If a weapon normally rips and tears a foe instead of; slashing, puncturing or crushing, the Tearing/Ripping critical may replace them. Simply change the critical type to Tearing/Ripping, and use the critical table presented in Section 12.3.

An "R" denotes a Tearing/Ripping critical.

Option 1: All criticals using the Tearing/Ripping table have a critical severity reduction of one.

Option 2: As option 1, but the Game Master decides which weapons have this reduction.

4.7 CLOSE QUARTERS COMBAT (CQC)

Close Quarters Combat, CQC, occurs when a character gets so close to their enemy that they render their foe's long weapons useless (less than 1 foot away). This uses the Closing skill, see Section 8.

Example: *Kemmi is in melee with Nelf. She uses a stiletto. Nelf uses a two handed sword. Kemmi closes to within a foot of Nelf. Now engaged in CQC, Nelf can no longer swing his two handed sword to hit Kemmi.*

For any weapon longer than 2 feet use the following rules.

EFFECTS OF CLOSE QUARTERS COMBAT

Attacker:
- +30 to OB
- +50 to initiative
- No Quickness bonus for DB
- +30 to Strategic Targeting and Martial Arts Wrestling

Defender:
- Lose 1/2 Quickness bonus for DB.
- Cannot parry.
- Weapons over 3 feet long convey a -100 to the OB *
- Weapons over 2 feet long convey a -50 to the OB *
- All spell casters gain additional ESF modification of +50.

   — Defender may use Weapon Brawling, Section 8, with no penalty.

4.8 WEAPON USE

The average man would have difficulty wielding most weapons in the *Rolemaster* system. An armsman needs to be far stronger than average to handle such weapons effectively. This system makes weapon use difficult for those of lesser strength. It also makes provisions for the use of huge weapons. The system is based on weight because of the problems accrued from attempting to brace oneself while utilizing large weapons.

Weapons normally intended to be used one handed may be used with two hands with 1/2 the listed 2-Handed penalty.

Characters using Two Weapon Combo should total the weight of both weapons and use the 2-Handed category with a single down shift.

The Fumble penalty increases the fumble range (e.g., a fumble penalty of 2 for a broadsword gives it a 1-5 range instead of 1-3).

   Note 1: *Many legendary weapons may be lighter then their average counterparts and deserve special consideration.*

   Note 2: *This system is intended for use with the Weapon Usage skill.*

   Option 1: Allow characters of special races or backgrounds to ignore some or all of these penalties (perhaps costing of 1 or 2 Background Options).

4.9 OPTIONS FOR "ATTACKING TO SUBDUE"

Option 1: Use the pummeling critical table for all critical results.

Option 2: All strikes reduce exhaustion points instead of delivering hits (i.e., combat tires a foe; each strike drives them further to physical exhaustion).

4.10 CAUSING EXHAUSTION IN MELEE

It is possible to reduce a foe's exhaustion points swiftly, thus making him unable to continue in melee. Normally, a character can go on fighting for many rounds, as each costs him .5 exhaustion points. Even as the character takes damage and criticals, he does not tire any faster. He only can be stopped through hit damage. If this character is struck to cause him to lose exhaustion points he will not last very long in melee, injured or not.

Each strike aimed at reducing Exhaustion Points is an Attack to Subdue, as shown in *RMC IV* Section 3.6, using all the appropriate modifiers. All damage is resolved as follows:

• Reduce hits by half.

• All armor and movement Exhaustion costs are doubled.

• All criticals reduce Exhaustion Points as follows:

A: 3 Points
B: 6 Points
C: 10 Points
D: 15 Points
E: 21 Points
F and above: Add appropriate criticals
(e.g., F = E + A, or 21 + 3 (24)).

• • •

All characters reduced to 0 Exhaustion Points cannot continue fighting.

Option: A character who loses Exhaustion Points in combat makes a Resistance Roll versus SD modified by subtracting the amount of lost points, to remain conscious, whether he has Exhaustion Points left or not. A roll of 50+ is successful.

Example: *Myron loses a total of 35 Exhaustion Points in one round, thus a -35 modifier. His SD bonus is +20. His roll is a 81, modified becomes 81 + 20 - 35 = 66, success. Myron remains conscious.*

On the following round, Myron loses another 25 Exhaustion Points. He makes his Resistance Roll, rolling a 25. The result is: 25 + 20 - 25 = 20, failure. Myron falls unconscious.

4.11 ATTACK SPEED VARIANCES

This optional rule allows a character to vary the number of attacks he makes by minimizing or maximizing his strike preparation. With a full swing a character cocks his arm back, or otherwise prepares his body to enable the strike. If in preparing the attack he drew back slightly less, he would take less time to strike, but his OB is reduced.

A character can attack more often using less effective strikes, or strike less often with more effective strikes. The amount of time spent preparing for a strike then, can allow variable amount of attacks in melee.

ATTACK SPEED VARIENCE EFFECTS			
Amount of Prep.	% of OB per Attack	Rounds per Attack	# Attacks
1/2	40%	0.5	2 per round
3/4	65%	0.75	3 every 2 rounds
Full	100%	1	1 per round
Full + 1/4	125%	1.5	2 every 3 rounds
Full + 1/2	150%	2	1 every 2 rounds

Note 1: *These attacks may be mixed and matched (e.g., a Full + 1/2 swing with a 1/2 swing for no attacks on the first round and two attacks on the second round of melee).*

Note 2: *Attack Speed Variances do not apply to any Missile Weapon.*

Example: *Drawing less on a bow does not reduce the time to get another arrow.*

Example: *A crossbow is set at one strength that cannot be modified in the middle of combat.*

4.12 RESTRICTED AREA COMBAT (RAC)

When in combat, having enough room to maneuver and strike is vital. What happens when there is not enough space to operate? (e.g., being in a three foot wide corridor, using a two-handed sword). A character needs to know how to engage a foe in a limited expanse (e.g., tunnel, crevice or cavern). Restricted Area Combat, RAC, details penalties for combat in such areas, and as a skill (presented in Section 8), for overcoming them.

Restricted Area Combat penalties are added to existing Offensive Bonus modifications.

Situation *   **Penalty**

Height: (Space too short to stand)
    Character's height ....-10
    75% Character's height ....-20
    50% Character's height ....-45
    25% Character's height ....-80

Width: (Space too narrow for character) †
    Arm's length to wall ....-00
    75% Arm's length to wall ....-5
    50% Arm's length to wall ....-10
    25% Arm's length to wall ....-20
    Arms pressed against side ....-45

Weapon Space: (Cannot use full swing, jab, etc.)
    75% Weapon space available...................................-10
    50% Weapon space available...................................-20
    25% Weapon space available...................................-45
    No space available ....-80

* — These are cumulative.

† — This is used for legs with the appropriate attack,
(e.g., Martial Arts Strikes, Melee Scuffle leg strikes, etc.).

These situations are not only for small rooms or corridors (e.g., there can be ample height and width for a character but limited weapon space in a forest, if one or more trees are in the way).

How to apply RAC: Whenever a character is in a combat situation where they are not able to fully function, due to barriers and obstacles, refer to the above chart. Choose which situations apply and add the modifier. In many cases, there is more than one modifier. The total penalty is applied to the character's OB and combat skills.

Note: *Characters with Restricted Area Combat skill can offset these penalties with their bonus.*

4.13 UNUSUAL WEAPON STYLES

The *Arms Law* combat charts are specifically designed to cover the damage delivered by each weapon, when used as it was designed (e.g., chopping and slashing with a broadsword, or stabbing and jabbing with a dagger, etc.). In cases where a weapon is being used in a manner that differs from its norm, the combat chart may no longer be appropriate.

Example: *A giant who uses a two handed sword as a spear to stab his foes would not generate many slashing or crushing criticals, yet the two handed sword offers many of these.*

Example: *Using a the flat of a broadsword while attacking a foe so as to not draw blood. Here the broadsword table is riddled with slashing and puncture tables, and the wielding is primarily inflicting crushing damage.*

To compensate for these alternate usages for weapons, the following guidelines are presented. You may choose which option is most appropriate.

1. From the way the weapon is used, determine what other weapon it is acting like.

Example: *The giant using the two handed sword as a spear, could use the spear or pole arm chart instead.*

Example: *Using the flat of a broadsword is similar to using a club or mace, so use one of those charts.*

2. Maintain the current weapon chart, but alter the severity of criticals and the actual critical types used to reflect the situation.

Example: *The giant uses the two handed sword chart, but all criticals are puncture, and reduced in severity by two shifts as the weapon does more damage when swung opposed to jabbed.*

Example: *The broadsword table is used, but the all criticals are crushing and reduced by one level of severity as this method of melee slows the weapon down, and reduces its effectiveness.*

3. Either maintain the original table or choose another that is now appropriate, and modify the character's OB for this type of strike. The OB reductions are as follows:

Style Used	OB Modification
Style is directly opposite to what the weapon has been designed for (e.g., using a mace as puncturing weapon).	-50
Style differs from the usual, but nature of attack is still similar (e.g., using the flat of a blade rather than its edge. In this case the sword is still swung at its target).	-30
Style is relatively similar to its normal usage with minor alterations (e.g., jabbing with a sword, back-handed attacks, etc.).	-10

4.14 INITIATIVE MODIFIERS REVISITED

The following chart can be used in place of Table 8.2.8, Initiative Determination Table, in *Arms Law*. It presents a more detailed and specific means of determining modifiers.

SITUATION	MODIFICATION
Having Shield:	
Wall Shield	-20
Full Shield	-15
Normal Shield	-10
Target Shield	-5
Surprised	-40
Encumbered	Subtract Encumbrance Penalty †
Wounded:	
Lost more than 25% CHP	-10
Lost more than 50% CHP	-30
Lost more than 75% CHP	-60
Lost more than 90% CHP	-90
Longer Weapon: *	+5
More than 1 foot difference	+10
More than 2 feet difference	+15
More than 3 feet difference	+20
More than 5 feet difference	+30
Two Weapon Combination	-5
Quickness Bonus	Quickness Statistic
Exhaustion:	
More than 50% EP expended	-15
More than 75% EP expended	-25
More than 90% EP expended	-60

* — This applies to the first strike only, unless using stabbing weapons.

† — Character Law Section 7.2.2.

Note: *Those not using Weapon Speed Factor, Section 3.35, should consult AL 8.28 for basic weapon modifiers.*

4.15 STRATEGIC TARGETING

DAMAGE BY LOCATION (4.15.1)

A character can strike many different areas of a body. The rules on how each of these areas take damage are unclear. This section introduces an optional method for resolving this.

First, the humanoid body is broken into twenty suggested body locations. Then each area is given a structural rating (SR). This rating is the amount of damage the body area can take before becoming inactive. SR does not replace concussion hits. All hits are handled normally.

Example: *A character hit in his upper arm would take structural damage to his upper arm. The concussion hits delivered by the blow are resolved normally.*

The amount of structural damage delivered is listed on the Strategic Targeting critical table. When a strike results in a critical, a Strategic Targeting critical of equal severity is also rolled. The damage listed is that given to the body area.

The SR of each area is:

(Constitution ÷ 10) x BAM (Base Area Modifier)

Base Area Modifiers can be determined from the following chart:

BASE AREA MODIFIERS		
Location #	**Body Area**	**BAM**
1	Head	4
2	Neck	1
3	Torso	15
4	Abdomen	12
5,6	Upper right and left Arms	6 Each
7,8	Elbow, right and left	2 Each
9,10	Lower right and left arms	4 Each
11,12	Hand (Including wrist), right and left	2 Each
13,14	Upper right and left leg	8 Each
15,16	Knee, right and left	2 Each
17,18	Lower right and left leg	5 Each
19,20	Foot (Including ankle), right and left	2 Each

Option 1: A 21st body location is used. This is the groin. Reduce the BAM of the abdomen to 11 and make the groin 1.

Option 2: If this system is too vicious, double the BAM for each body area.

RANDOM BODY HIT LOCATION CHART (4.15.2)

This optional chart randomly determines the part of a body struck in combat. Before the target is hit, roll for the location of the strike. If the strike is successful, resolve hits normally and any criticals are rolled on the Strategic Targeting critical table with all structural damage going to the body area hit.

RANDOM BODY HIT LOCATION CHART		
	BODY LOCATION	
Roll	**Humanoid**	**Animal/Creature***
1 - 2	Head	Head
3 - 6	Neck	Head
7 - 11	Torso	Torso
12 - 16	Abdomen	Abdomen
17 - 19	Right hand	Front right appendage
20 - 22	Left hand	Front left appendage
23 - 29	Upper right leg	Front right upper leg(1)
30 - 36	Upper left leg	Front left upper leg(2)
37 - 38	Right knee	Rear right appendage
39 - 40	Left knee	Rear left appendage
41 - 45	Torso	Torso
46 - 49	Abdomen	Tail
50 - 51	Right elbow	Rear right lower leg(3)
52 - 53	Left elbow	Rear left lower leg(4)
54 - 58	Right upper arm	Front right upper leg(5)
59 - 63	Left upper arm	Front left upper leg(6)
64 - 65	Right foot	Rear right knee
66 - 67	Left foot	Rear left knee
68 - 74	Torso	Torso
75 - 78	Abdomen (Groin)	Neck
79 - 82	Lower right arm	Rear right upper leg(7)
83 - 86	Lower left arm	Rear left upper leg(8)
87 - 92	Torso	Torso
93 - 95	Lower right leg	Front right knee
96 - 98	Lower left leg	Front left knee
99 - 100	Head	Beak/Snout

* — Numbers next to body areas are for creatures with tentacles. Each number indicates which one is hit.

STRATEGIC TARGETING (4.15.3)

Strategic Targeting is the art of placing a strike to a specific location on an opponent's body. This results in the concentration of damage into a more vulnerable or vital area, and increases the effectiveness of an attack. Thus, a well placed strike can defeat a powerful creature or neutralize a skilled swordsman.

However, Strategic Targeting is a difficult proposition at best, and even the most skilled warrior will strike at limbs sparingly. The skill carries a -20 basic modifier that is not removed by skill ranks. Each of the twenty suggested locations, presented in Section 4.15.1, has a special defensive modifier in relation to this skill.

Note: *All DBs for specific body areas are added to the above penalties (e.g., a human wearing a gorget gains +20 DB to his neck. The modifier to Strategic Strike his neck is -120. His arm greaves add nothing). Quickness modifiers, parrying, magical defensive bonuses, and shield bonuses (if applicable) add to the modifiers of any attack.*

The Strategic Targeting skill bonus is only used to offset the modifier of the area attacked. Thus, there will always be the -20 modifier for the strike.

A successful strike carries several benefits:

1. Focusing all damage delivered to one body area, see Armor Pick and Choose, APAC and Damage by Location.

2. Enabling anyone to maximize or minimize damage to a foe by choosing what body area or appendage is struck (e.g., striking a bowman's draw arm makes him all but useless as an archer, yet leaves him alive).

Strategic Targeting is only usable in single combat. In the midst of several foes, a character using Strategic Targeting can only engage with one of these opponents. Strategic Targeting is not compatible with the following attack forms: Tumble Attack, Reverse Stroke and Frenzy. When used with Ambush, Feinting, RAC and CQC, it becomes quite deadly.

Strategic Targeting does not work with Adrenal Moves or any other concentration skill. When using Two-Weapon Combo, ONLY one weapon may attack, the other may parry.

Recommended area modifiers for non-humanoid creatures:

Body Area	Modifier
Pseudopods	-150
Eye Stalks	-90
Quadrupedal Legs	-80
Fins	-60
Tentacles	-50
Wings	-80
Antennae	-110
Snout	-90
Ear	-100
Tail	-70

Note: *Due to size differences in creatures' bodies, these modifiers are only base amounts, subject to change to match individual creatures. (e.g., a bat and a dragon both have webbed wings. The chart above shows a -80 modifier for wings. Since bats and dragons are so vastly different in size, this base must be altered for both, say -150 for the bat and -40 for the dragon.)*

Option: An individual trained in Strategic Targeting may apply some or all of their skill bonus toward defense against a called shot. However, if Strategic Targeting is not used against a character, this does not benefit him in any way.

STRATEGIC TARGETING CHART						
Body Area	Human	Elf	Dwarf	Halfling	Orc	Troll
Head	-75	-75	-70	-70	-65	-50
Neck	-100	-90	-150	-120	-90	-75
Torso	-20	-20	-20	-30	-20	-15
Abdomen	-30	-20	-40	-40	-20	-15
Upper Arm	-40	-50	-35	-45	-45	-30
Elbow	-120	-150	-110	-130	-125	-100
Lower Arm	-60	-70	-50	-65	-65	-45
Hand	-120	-150	-110	-130	-125	-100
Upper Leg	-30	-35	-35	-40	-35	-20
Knee	-90	-110	-95	-100	-95	-75
Lower Leg	-40	-50	-45	-50	-40	-25
Foot	-80	-100	-80	-90	-85	-65
Groin	-100	-110	-120	-125	-90	-75

4.16 THE STANCE-BASED INITIATIVE SYSTEM

One aspect of combat that has not been sufficiently detailed in any of the existing *Rolemaster* initiative systems is attack efficiency. Shouldn't a high-level fighter be able to carry out an attack in a shorter time then a low-level fighter? Shouldn't an Illusionist take longer then a Warrior?

A second factor into combat that has been forgotten is position. A combatant should be able to stand in such a way to enhance his offensive or defensive capabilities, depending on his intent.

The "Stance-based Initiative System" attempts to deal with these questions. The basic idea is that a character must develop skill in "Initiative" to enhance his quickness, and skill in "Offensive," "Defensive," or "Movement" stance to improve his effectiveness in that respective area.

STANCE

Any profession may develop skill in any of these skills; however, a Non-Spell User is only allowed to develop up to three total ranks of Stance per level, a Semi two, and a Pure/Hybrid/Arcane user one. The benefits conferred by each rank are also variable by profession.

Offensive Stance

Most Non-Spell Users will use the Offensive Stance, unless they are desperate to increase their defensive abilities. The most important benefits granted from Offensive Stance are shortened times for attacking, and the ability to brawl or shove. A combatant in Offensive Stance may not block a charging foe.

Additionally, a combatant in Offensive Stance receives a +5 to OB, plus an additional +3/skill rank in Offensive Stance for non-spell users, +2 for Semis, and +1 for Pure/Hybrid/Arcane users. After 20 ranks of Stance, this bonus decreases to +1/rank for Arms Users, +0.5/rank for Semis, and nothing for Pure/Hybrid/Arcane users.

Option: rather than using the profession type (Non, Pure, etc.) to determine per-rank bonus for stances, GM's may wish to use the profession's level bonus. Note that in some cases (e.g., for Magicians) stance skill would become worthless.)

Movement Stance

This is the "catch-all" stance, used when attack and defense equally important. Ranks in this stance grant the same OB b(as for Offensive Stance while the attacker is running (x2 or be at his foe. If the attacker is Dashing, the stance OB bonu doubled.
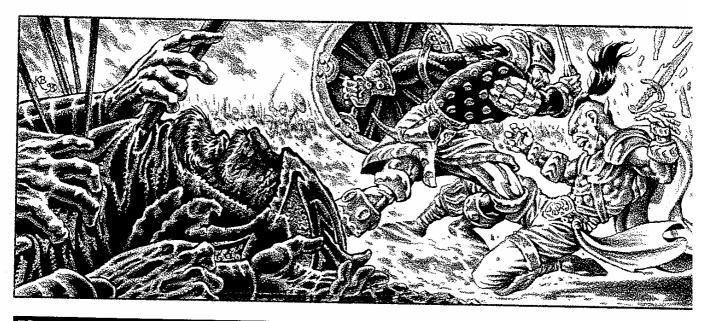
When no combat is taking place assume all characters are in stance, unless they're preparing an ambush, expecting a amb etc.

Defensive Stance

This stance is used primarily by spell users or any combatant isn't doing well. Defensive Stance grants +10 to DB, plus "Stance Rank Bonus" described above to frontal DB; these mods are unaffected by armor. A defender may perform blocks parries in shorter time than either of the above stances, offensive maneuvers take longer, and any attack made in Def sive Stance delivers 1/2 the normal concussion hit damage. A(tionally, there is a limit to the damage a defender can deliver, ba on ranks of Defensive Stance:

Ranks of Defensive Stance	Max Critical Delivered
0	none
1-5	A
6-10	B
11-15	C
16-20	D
21-30	E
31-40	F
41-50	G
51-60	H
61-70	I
71+	no limit

Example: Bëorndil the Ranger is fifth level. He has developed 1 rank in Movement Stance every level, and for his other Stance rank has alternated between Offensive and Defensive stance. His Base OB (without counting Stance) is

70. So when he is in Offensive Stance (3 ranks) he has a total OB of 81=70+2*3+5. In Movement Stance (6 ranks) his OB is 82=70+2*6. (Notice that he still would go into Offensive Stance in certain situations, in order to make more attacks in less time.) In Defensive Stance, his OB only 70, but his DB goes up by 16=10+2*3.

Eithélestel's friend, Kindu the Wizard, is also fifth level.

He has developed 1 rank in Defensive Stance every level except 1, when he developed Offensive Stance (he felt bold that level.) His base OB is 35. In Offensive Stance his OB jumps to a hefty 41=35+1*1+5. Switching to Movement Stance takes him back to 35, and in Defensive Stance his OB is again 35, but his DB jumps by 15=10+1*5, always nice when you're not wearing armor.

STANCE INITIATIVE CHART

OFFENSIVE STANCE				NORMAL STANCE				DEFENSIVE STANCE			
Init	Attack	Half Attack	Brawl/ Shove	Block	Init	Attack	Half Attack	Block	Init	Attack	Half Attack	Block
5	8.3	5.5	6.9	0.7	5	11.1	6.9	0.6	5	13.8	8.3	0.4
10	8.1	5.4	6.7	0.7	10	10.8	6.7	0.6	10	13.4	8.1	0.4
15	7.8	5.2	6.5	0.7	15	10.4	6.5	0.5	15	13.0	7.8	0.3
20	7.6	5.1	6.3	0.7	20	10.1	6.3	0.5	20	12.7	7.6	0.3
25	7.4	4.9	6.1	0.7	25	9.8	6.1	0.5	25	12.3	7.4	0.3
30	7.2	4.8	6.0	0.6	30	9.6	6.0	0.5	30	11.9	7.2	0.3
35	7.0	4.6	5.8	0.6	35	9.3	5.8	0.5	35	11.6	7.0	0.3
40	6.8	4.5	5.6	0.6	40	9.0	5.6	0.5	40	11.3	6.8	0.3
45	6.6	4.4	5.5	0.6	45	8.7	5.5	0.4	45	10.9	6.6	0.3
50	6.4	4.2	5.3	0.6	50	8.5	5.3	0.4	50	10.6	6.4	0.3
55	6.2	4.1	5.2	0.5	55	8.2	5.2	0.4	55	10.3	6.2	0.3
60	6.0	4.0	5.0	0.5	60	8.0	5.0	0.4	60	10.0	6.0	0.3
65	5.8	3.9	4.9	0.5	65	7.8	4.9	0.4	65	9.7	5.8	0.3
70	5.7	3.8	4.7	0.5	70	7.5	4.7	0.4	70	9.4	5.7	0.3
75	5.5	3.7	4.6	0.5	75	7.3	4.6	0.4	75	9.2	5.5	0.2
80	5.3	3.6	4.4	0.5	80	7.1	4.4	0.3	80	8.9	5.3	0.2
85	5.2	3.5	4.3	0.5	85	6.9	4.3	0.3	85	8.6	5.2	0.2
90	5.0	3.3	4.2	0.4	90	6.7	4.2	0.3	90	8.4	5.0	0.2
95	4.9	3.3	4.1	0.4	95	6.5	4.1	0.3	95	8.1	4.9	0.2
100	4.7	3.2	3.9	0.4	100	6.3	3.9	0.3	100	7.9	4.7	0.2
105	4.6	3.1	3.8	0.4	105	6.1	3.8	0.3	105	7.7	4.6	0.2
110	4.5	3.0	3.7	0.4	110	6.0	3.7	0.3	110	7.4	4.5	0.2
115	4.3	2.9	3.6	0.4	115	5.8	3.6	0.3	115	7.2	4.3	0.2
120	4.2	2.8	3.5	0.4	120	5.6	3.5	0.3	120	7.0	4.2	0.2
125	4.1	2.7	3.4	0.4	125	5.4	3.4	0.3	125	6.8	4.1	0.2
130	4.0	2.6	3.3	0.4	130	5.3	3.3	0.2	130	6.6	4.0	0.2
135	3.9	2.6	3.2	0.3	135	5.1	3.2	0.2	135	6.4	3.9	0.2
140	3.7	2.5	3.1	0.3	140	5.0	3.1	0.2	140	6.2	3.7	0.2
145	3.6	2.4	3.0	0.3	145	4.8	3.0	0.2	145	6.1	3.6	0.2
150	3.5	2.3	2.9	0.3	150	4.7	2.9	0.2	150	5.9	3.5	0.2
155	3.4	2.3	2.9	0.3	155	4.6	2.9	0.2	155	5.7	3.4	0.2
160	3.3	2.2	2.8	0.3	160	4.4	2.8	0.2	160	5.5	3.3	0.1
165	3.2	2.2	2.7	0.3	165	4.3	2.7	0.2	165	5.4	3.2	0.1
170	3.1	2.1	2.6	0.3	170	4.2	2.6	0.2	170	5.2	3.1	0.1
175	3.0	2.0	2.5	0.3	175	4.1	2.5	0.2	175	5.1	3.0	0.1
180	3.0	2.0	2.5	0.3	180	3.9	2.5	0.2	180	4.9	3.0	0.1
185	2.9	1.9	2.4	0.3	185	3.8	2.4	0.2	185	4.8	2.9	0.1
190	2.8	1.9	2.3	0.2	190	3.7	2.3	0.2	190	4.6	2.8	0.1
195	2.7	1.8	2.3	0.2	195	3.6	2.3	0.2	195	4.5	2.7	0.1
200	2.6	1.7	2.2	0.2	200	3.5	2.2	0.2	200	4.4	2.6	0.1
205	2.5	1.7	2.1	0.2	205	3.4	2.1	0.1	205	4.2	2.5	0.1
210	2.5	1.6	2.1	0.2	210	3.3	2.1	0.1	210	4.1	2.5	0.1
215	2.4	1.6	2.0	0.2	215	3.2	2.0	0.1	215	4.0	2.4	0.1
220	2.3	1.6	1.9	0.2	220	3.1	1.9	0.1	220	3.9	2.3	0.1
225	2.3	1.5	1.9	0.2	225	3.0	1.9	0.1	225	3.8	2.3	0.1
230	2.2	1.5	1.8	0.2	230	2.9	1.8	0.1	230	3.7	2.2	0.1
235	2.1	1.4	1.8	0.2	235	2.8	1.8	0.1	235	3.6	2.1	0.1
240	2.1	1.4	1.7	0.2	240	2.8	1.7	0.1	240	3.5	2.1	0.1

Other Stances

Other positions may be considered stances (for the purposes of changing stance), but of course no skill may be developed in them. For instance: Prone, Kneeling, Dashing, Sitting, etc.

Important note on changing stances

The defensive capabilities of Defensive Stance only apply to attacks made entirely while the defender is in that stance; if the combatant changes TO defensive stance mid-way, only a +5 DB bonus is granted. If a character switches *away* from defensive stance while he is being attacked, that attack receives a +5 bonus.

INITIATIVE

Another skill, called simply "Initiative," may be developed to decrease the time required to perform a skill in *any* stance. The skill bonus for "Initiative" (taken normally using the 5/2/1/0.5 rules) is added to the Quickness stat.

Option 1: use the Qu/El stat, if *RMCIII* rule 5.6 is used.

Option 2: use Qu/Ag.

Option 3: Those GMs who use the *RMCVI* theme of using stat bonuses rather than temporary stats may use 50+Qu bonus, or 50+2 x Qu bonus.

Option 4: Same as 3, but use 50+Qu bonus+El bonus.

It is highly recommended that option 1 or 4 be used if the stat "Eloquence" is used, as this will make Eloquence a much more useful and realistic statistic.

The total is called the "Initiative Stat," (ItS) and this number is cross-indexed with the action on the appropriate stance table to find the time required to perform a given action. Round the initiative stat to the nearest 5.

Example: Alakanda is an eighth level Warrior Monk with an 80 quickness. He has developed 18 skill ranks of Initiative. This gives him a total ItS of (10*5 + 8*2 + 80)=146. This rounds to 145. Consulting the Initiative Table, a full attack in Movement Stance will take Alakanda 4.8 seconds. In Offensive Stance, the same attack would only take him 3.6 seconds.

ACTION DESCRIPTIONS

Some of the actions listed in the Initiative Table require explanation.

Full attack: a normal *Arms Law* attack, using the attacker's full OB (plus any applicable stance modifiers.)

Half attack: an attack using exactly HALF the attacker's OB. ALL factors are halved (except perhaps for weapon adds.) This includes skill rank bonuses, stat bonuses, and stance modifiers. Note that a half-attack takes more than half the time that a full attack takes.

Brawl: a brawling attack from *RMCV*. Only usable in Offensive stance.

Shove: an attempt to knock foe out of position. An attack is made on the Brawling table, with an OB of 3/attacker's level (maximum of 90.) If a crit is delivered, use the Unbalancing crit table and foe is displaced. Only usable in Offensive Stance.

Block: a partial parry. Each block made on a given attack subtracts 5% of the blocker's base OB (doesn't count stance modifiers) from the attack. Any number of blocks may be made against one attack, up to 20 (100% OB.)

Martial Arts attacks: Martial arts attacks are treated like normal melee attacks. If multiple attacks are made at once, use the standard Claw Law rules, dividing the time necessary by the total number of attacks. Example: Alakanda, the Warrior Monk mentioned above, wants to attack 4 orcs from Movement Stance. Each attack will take 1.2 seconds (4.8/4) and is at -60 (3*-20).

Other actions: Some actions do not vary based on stance. Some of these are detailed below:

Action	Base Time (seconds)	Notes
Changing stance:	0.5	
Spells *		
Class I:	3.0	
Class II:	8.0	5 ESF/sec under.
Class III:	15.0	4 ESF/sec under.
Class IV:	30.0	additional 3 ESF/sec under.
Instantaneous:	0	The *action* may require time.
Preparing and initiating an adrenal move:	5.0	
Stringing a bow:	24.0	
Firing a bow		
Short Bow or Sling:	6.0	-10 / sec under, min. 2.0 sec
Composite Bow:	8.0	-8 / sec under, min. 3.0
Long Bow:	10.0	-8 / sec under, min. 3.0
Light Crossbow:	12.0	-8 / sec under, min. 4.0
Heavy Crossbow:	14.0	-8 / sec under, min. 5.0
Throwing a weapon:	5.0	-10 / sec under
Picking a lock:	20.0	-5 / sec under. Varies with complexity
Disarming a trap:	30.0	-5 / sec under. Varies with complexity
Perception		
Detect amb/assassin:	1.0	-10 / 0.1 sec under
Perceive stunned foe:	1.0	—
Full perception:	8.0	-5 / sec under
"Snap" Orientation:	2.0	—
Drawing a weapon		
1-handed normal:	2.0	—
1-handed Quick:	1.0	—
2-handed normal:	3.0	—
2-handed Quick:	1.5	—
Mounting animal/vehicle:	3.0	—
Fast dismount:	2.0	—
Careful dismount:	3.0	—
First aid, each hit/rnd:	10.0	—

Action	Base Time (seconds)	Notes
Prone to kneeling:	4.0	—
Kneeling to Movement Stance:	3.0	—

* — No spell (except for instantaneous spells) may be cast in less than 3.0 seconds. 5.0 seconds must pass in between the beginning of one spell and the beginning of another.

Concentrating on a Spell: While concentrating on a spell, all actions require an additional 50% time.

Two Weapon Combo: Attacks and blocks may be made separately by each hand; keep track of each hand's time independently. However, if the attacks/blocks are not made against the same foe, the actions require 1.5x as long to perform.

Movement: Movement and Moving Maneuvers may only be attempted from Maneuver Stance. The basic rate for moving is BMR x Pace / 10 per second, plus 0.1 seconds per pace multiplier to "get up to speed."

Example: Túrnil the Cleric has a Base Movement Rate of 70 fpr. He wants to Dash (5x) at an opponent 150 feet away. It will require 0.5 sec (0.1 sec x 5) to get up to speed, after which he will be traveling at a theoretical 35 feet per second (70 x 5 / 10), but he rolls a modified 56 (41 roll + 15 AG bonus) for the maneuver. Consulting the "Light" column on the Moving Maneuver table (this using the Movement Pace Anomalies rule, RMC VI section 3.1) gives a result of 80%, meaning he actually only travels 28 feet per second. At that rate it will take Túrnil 5.4 (150 feet / seconds to reach his foe.

Maneuver times are up to the GM. Use the distance travelled in the maneuver as a guide.

Applying Critical Results

Most critical results can be applied directly to the stance-based initiative system; however some required slight adjustment in order to retain realism:

"Stun." If a character receives a "Stun" result for "x" rounds, it is suggested that no actions, save blocks, may be taken by the character for "x" * 6 seconds. 10 second intervals may be used, but this is may make stun results too devastating; 8 or even 4 seconds will be less unbalancing. Blocks committed while stunned take twice normal time for same effectiveness.

"Stun no parry." As "stun," except that no blocks may be made.

"Must parry." As "stun," except that blocks take normal time.

"Foe loses initiative" or **"You gain initiative"** for "x" rounds. Victim must add 2.0 seconds to the time requirements for the next "x" actions. The action he is currently performing DOES count.

THE STANCE-BASED INITIATIVE SYSTEM WITH NPCS/MONSTERS/ANIMALS

Existing "encounters" and NPCs may seem to create a problem for GMs. However, a little ingenuity can solve these dilemmas without stressing the ref too much. We suggest the following guidelines:

For creatures from *C&T* or *C&TII* the "Attack Quickness" presents an easy reference with which to determine ItS. The following table is one suggestion:

Creature Attack Quickness	Initiative Stat
IN (Inching)	0-20
CR (Creeping)	15-35
VS (Very Slow)	30-50
SL (Slow)	45-70
MD (Medium)	65-90
MF (Moderately Fast)	85-115
FA (Fast)	110-145
VF (Very Fast)	140-180
BF (Blindingly Fast)	180+

This table may be used for humanoids (assumes a quickness of about 60). Variable ranges reflect differences in profession, combat experience, training etc.

Character Level	Initiative Stat
0-1	50-70
2-4	60-110
5-10	70-135
11-15	80-150
16-20	90-155
21-30	95-160
31-50	100-175
51+	100 on up

Of course, variable quickness stats will drastically affect this. A 15th level character with 100 QU could have a 180 ItS.

USING THE STANCE-BASED INITIATIVE SYSTEM

The Stance-based Initiative System can bog down a game; but only if a GM lets it. The designers suggest the following guidelines:

1) Let the players copy the numbers from the Initiative Table corresponding to their ItS. When they declare an action, ask them to write down the second on which their action will be completed.

2) Have an assistant help you—or even the players, if they're trustworthy—keep track of some of the NPCs' actions. This is really the only aspect which should be time-consuming for the GM.

3) If extra copies of *AL&CL* are available, and it's appropriate, tell the attacking character the modified total and let him look up the results himself. Only look up the results yourself if you don't want the players to know AT or current DB. The GM should only need to look things up for NPC attacks.

4) Make the characters keep track of hits/round, stance, etc.

5) Discourage players from performing shorter actions just to be able to "wait and see" what their foes will do. This works, technically, but it isn't good role playing. If the GM counters by having the NPCs do the same thing the players will probably desist. If that doesn't work, make the players declare their next TWO actions, and apply a -20 if they change their minds. That might even be more realistic.

6) Don't try to use this system if your players aren't trustworthy. In a good FRPG, that shouldn't happen anyway, but this system will be particularly messed if your players are into cheating.

5.1 ENHANCED ARMOR, ENHANCED DB

Enhancing the armor makes it more protective. These enhancements affect the DB of the character. The AT worn does not change.

Enhancements:

1. Metal studs riveted in either soft or rigid leather add +5 to the overall DB. The armor weight and cost increase by 10%.

2. Double link chain. (AT 16 is already double link.) This gives a DB of +15. AT 16 may be triple linked giving a +10 DB. The armor weight and cost increase by 50%.

3. Metal plates either riveted or woven onto soft leather, rigid leather or chain add +20 DB. This increases the weight by 50% for leather and 25% for chain. Cost increases by 25%.

4. Leather plates, sewn in rows, either up or down, give a +10 DB. The armor weight and cost increase by 25%.

5. Ridges on plate or rigid leather. These may come with the armor or riveted on later. The ridges add +5 DB. The armor weight increases by 10%. Cost increases by 25%.

6. Different chain weaves throughout chain armor add +5 DB. These varying patterns strengthen the armor. The armor weight remains the same. Cost increases by 25%.

7. Chain worn over other armors adds +15 DB. The weight and maneuver penalties are the two armors combined. Note that if the chain armor covers more of the body then the other armor, switch the AT to chain.

Note: *Each of the these modifications may alter the maneuver penalties of the armor.*

ENHANCED ARMOR PENALTIES CHART				
Modification	**Min**	**Max**	**Quickness**	**Missile**
Metal Studs	-5	0	0	0
Double Link	-10	0	0	0
Triple Link	-20	-10	-10	-10
Metal Plates	-25	-10	-10	-10
Leather Plates	-15	-5	-5	-5
Ridges	—— No Additional Modifications ——			
Weaves	—— No Additional Modifications ——			
Chain over AT	———— See Above ————			

5.2 ARMOR PICK AND CHOOSE (APAC)

It is possible to mix and match parts of different armors. The protective value of the new armor scheme does not affect the AT of the wearer, rather his DB.

How APAC works:

Determine the base AT (i.e., what armor is being worn). The additional armor determines supplementary DB.

Example: *A chain shirt with greaves, even if they are leather, is AT 14.*

Example: *A suit of half hide armor with a metal breast plate is base AT 11.*

There are five stages of armor; plate, chain, rigid leather, soft leather and no armor, plate being the most protective (and restrictive) and no armor the least. If the additional armor is superior to the base armor, there is a bonus to the DB. If the additional armor is inferior to the base AT, there is a penalty.

The modifications to DB are cumulative with each stage shifted by the additional armor.

Plate < Chain < Rgd Leather
< Sft Leather < No Armor

Example: *Wearing a leather breast plate with plate greaves is a 2 stage shift upward.*
(Rigid Leather ->(1) Chain ->(2) Plate)

Example: *Wearing full plate with no gauntlets is a 4 stage shift down.*
Plate ->(-1) Chain ->(-2) Rigid L.
->(-3) Soft L. ->(-4) No Armor

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Parts of armor and their DB modifications per shift:

MIXED ARMOR DB MODIFICATION CHART		
Armor	**DB MODIFICATION**	
	Body Area	**Full Body**
Arm greaves	+15	+3 (Per set)
Leg greaves	+10	+2 (Per set)
Torso cover	+25	+10
Neck cover	+5	+1
Gauntlets	+10	+2 (Per set)
Boots	+10	+1 (Per set)
Helm	+15	+3

Option: As above, but there are no downward shifts for wearing lesser additional armor components (e.g., leather greaves with a breast plate).

5.3 DONNING AND DOFFING ARMOR REVISITED

RMC Section 6.7 and *RMC IV* Section 3.5 both lay out the time required to put on armor, "don," and take it off, "doff." They explain the time to don and doff armor as a linear progression, with each AT taking 1.5 rounds longer, cumulative. This system is efficient, but not realistic. The following system offers an alternative.

Each AT has a standard time to don and doff it. These times are subject to change from:

- Quickness bonus
- Donning and Doffing Armor skill
- Magically enchanted armor or spells.
- Assistance from others, skilled or not.

Times are in both rounds and initiative points. The standard amount of time to don and doff each AT is the "Base Time." The fastest armor can be donned and doffed is the "Minimum Time." Only magic can reduce the Minimum Time.

Quickness bonus. This is divided by 5 (rounded up) treated as rounds, and subtracted from the Base Time. This will greatly affect some ATs and have little affect on others.

Donning and Doffing Armor skill. See Section 8 for skill description.

<div align="center">

(Total skill bonus) ÷ 5 *[Rounded up]*
Treated as rounds, reduces the base time.

</div>

Magic. Armor enchanted, or enhanced by spells, decreases the Base Time. Follow the description of the magic or spell. Only magic reduces the Minimum Time.

Assistance from others Trained help aids more than untrained. A maximum of three persons may help at once. Of course, an armored character can be stripped in seconds by an angry hoard.

For each untrained helper, reduce the Base Time by 2 rounds, maximum of 6. For each trained helper, reduce the Base Time by 4 rounds, maximum of 12. A trained helper has ranks in the Donning and Doffing Armor skill.

ARMOR DONNING AND DOFFING CHART

| | BASE TIME (RDs/IPs) | | MIN. TIME (RDs/IPs) | |
AT	Donning	Doffing	Donning	Doffing
1	6 / 600	3 / 300	2 / 200	1* / 50
2	3 / 300	2 / 200	1 / 100	1 / 100
3	8 / 800	3 / 300	2 / 200	1 / 100
4	12 / 1200	5 / 500	4 / 400	2 / 200
5	3 / 300	4 / 400	1* / 50	1 / 100
6	13 / 1300	10 / 1000	5 / 500	3 / 300
7	20 / 2900	12 / 1200	8 / 800	3 / 300
8	26 / 2600	15 / 1500	10 / 1000	4 / 400
9	4 / 400	5 / 500	1* / 75	1 / 100
10	12 / 1200	11 / 1100	5 / 500	3 / 300
11	30 / 3000	22 / 2200	10 / 1000	6 / 600
12	40 / 4000	30 / 3000	13 / 1300	8 / 800
13	4 / 400	3 / 300	1* / 50	1* / 50
14	10 / 1000	7 / 700	4 / 400	3 / 300
15	30 / 3000	20 / 2000	10 / 1000	6 / 600
16	40 / 4000	30 / 3000	13 / 1300	9 / 900
17	5 / 500	4 / 400	1 / 100	1* / 75
18	15 / 1500	11 / 1100	5 / 500	3 / 300
19	60 / 6000	45 / 4500	18 / 1800	12 / 1200
20	80 / 8000	65 / 6500	25 / 2500	18 / 1800

GREAVES CHART †

| | BASE TIME (RDs/IPs) | | MIN. TIME (RDs/IPs) | |
Type	Donning	Doffing	Donning	Doffing
Soft L.	3 / 300	1 / 100	1 / 100	1* / 50
Rigid L.	5 / 500	4 / 400	2 / 200	1 / 100
Chain	4 / 400	3 / 300	1 / 100	1* / 75
Plate	6 / 600	4 / 400	2 / 200	1 / 100

<div align="center">

* — Indicates less than 1 round.

† — Times are for each Greave.

</div>

5.4 HELMETS

Helmets and other armoring head gear are vital as they provide protection from otherwise fatal strikes. Armors, for the most part, do not come with helmets. Some helmets, although, are commonly found in use with certain armors (e.g., pot helms with chain armor, great leather helms with leather plate, etc.). One may choose to wear lesser common combinations. As with APAC, these helmets may be intermixed with different armors. The listing below describes various head gear not listed in *Character/Campaign Law*.

Arming Cap: A thick cloth cap worn over the entire head, not covering the face and neck.

Coif: Chain head piece covering the entire head and part of neck. It does not cover face, and usually is worn beneath heavier helms.

Spangan Helm: A metal bowl shaped helm that covers the top of the head down to the brow and ears. It is strapped or buckled under chin.

Spangan Helm with Nasal: As the Spangan, but it has a metal strip protruding from above the brow that covers the nose and top of the mouth.

Sallet: As the Spangan, but covers the back and sides of the head. It has disks shielding the ears. The top of the helm is pointed, protecting the head better. This has no facial covering.

Sallet and Beaver: As above, except it has a mobile plate that can cover the face and chin. this plate can be pushed above the brow.

Gorget: This is a plate ring that sits on the shoulders and covers the neck. It is attached to neither to the helm nor to the shoulder plates of armor.

Lobster Tail: A full helm with head, neck and partial face covering. The neck and sides are protected by connecting plates. The face has three thin slats, one over the nose and the others beside the eyes and over the cheeks.

5.5 OPTIONS FOR ARMOR AND HELMETS

Exhaustion Factor (EF): Armor and helms need to be properly ventilated. Those that are too restrictive heat up and tire out the character in less time. Each helmet and type of armor expends 1 Exhaustion Point over a certain number of rounds of combat.

Perception Factor (PF): Helms that cover the face and ears also inhibit the character's perception. The PF is a modification to the Perception skill. This only applies to helms and other head protection.

Defense Factor (DF): Certain helms and armor are more protective than others. Additional armor increases the DB of the character, see Section 5.2. Listed below are the DB shift modifications for each helmet and piece of head gear. The bonus is only applicable if it is of a different type of armor than the AT worn (e.g., plate helm with AT 9. Chain helm with AT 20, etc.), unless otherwise noted.

HELMET CHART			
Armor Component	**EF**	**PF**	**DF(Head/Body)**
Leather Helmet	1/8	-5	+10 / +2
Superior Leather Helmet	1/6	-5	+15 / +3
Plate Helm	1/5	-5	+20 / +4
Pot Helm	1/5	-5	+20 / +4
Full Helm	1/4	-10	+25 / +5
Visored Helm†	1/2	-15	+25 / +5
Aventail	1/8	0	+10*/ +5
Armoring Cap	1/10	0	+5 / +1
Coif	1/5	0	+10 / +2
Spangan	1/6	-5	+15 / +3
Spangan with Nasal	1/6	-5	+15 / +3
Sallet	1/4	-10	+20 / +4
Sallet with Beaver†	1/3	-15	+20 / +4
Lobster Tail**	1/3	-15	+25 / +5
Gorget	1/8	0	+20*/ +10

* — DF only applies to neck.

† — Half the DF bonuses apply even if the helm is of the same type of armor as the AT worn.

‡ — DB Shift.

ARMOR AND EXHAUSTION:

AT	EF (Exh. Pts. / Rounds)
1	1/20
2	1/8
3	1/15
4	1/20
5	1/15
6	1/12
7	1/10
8	1/8
9	1/12
10	1/10
11	1/8
12	1/7
13	1/10
14	1/8
15	1/4
16	1/2
17	1/12
18	1/10
19	1/3
20	1/2

5.6 MULTIPLE SHIELD DB MODIFICATIONS

Just as one shield gives a character a DB bonus, two or more shields adjacent to each other increase the DB even more. A character with a shield still has his sides exposed. A second character bearing a shield, who stands to his left, adds protection to this flank. If a third character bearing a shield stood on his right, his right flank would be protected as well.

A character with a shield, and a shield-man on each side is the maximum amount of shield protection a character can have, with the exception a shield held above his head.

SHIELD EFFECTS ON DB CHART		
	ADDITIONAL SHIELD ON:	
Shield	**1 Side (Melee/Missile)**	**2 Sides (Melee/Missile)**
Target	+5/+2	+10/+5
Normal	+10/+10	+20/+20
Full	+15/+15	+30/+30
Wall	+20/+25	+40/+50

5.7 OPTIONAL ARMOR THICKNESSES

Thicker armors are more protective, yet they are also more encumbering and exhausting. Generally, they are only used by strong characters with good constitutions, and even then only in special situations. That is, for an important battle, but not necessarily for travel.

Not generally available, such armors need to be made by special order, and can be quite costly. The time required to make such armors is usually multiplied by the same amount as the cost.

The chart below details the exhaustion point increase, mass increase and cost increase, along with the extra added protection of the thicker armor. Also presented is the stats for thinner, lighter, armor.

ARMOR THICKNESS CHART				
Thickness	**EP Cost**	**Mass Increase**	**DB Mod***	**Cost**
0.5x	.75x	0.5x	-20	.75x
1.25x	1.5x	1.5x	+5	1.5x
1.5x	2.5x	2.0x	+15	3.0x
2.0x	4.0x	3.0x	+35	6.0x

* — The DB modifier applies to all attacks.

5.8 SOLLERETS

Sollerets are specialized armored boots with points on the end. Wearing these boots while mounted on horseback provides the bearer with an armor-mounted weapon which comes with a base modification of +10 non-magical (see Section 6.32). These weapons can be treated as short swords, but do only puncture criticals.

If employed while on foot, they reduce the wearer's maneuverability by -20. Also, any actions where the wearer moves over 2x movement rate, the following penalties are accrued.

Movement Rate	Penalty
3x	-50
4x	-80
5x	-120

5.9 MAINTENANCE AND BREAKAGE

As armor takes hits and gets old, its protective value falters and ultimately fades completely. Using damaged armor is almost as dangerous as using lesser quality or no armor at all. Each combat, each hit, each week without maintenance increases the amount of damage the wearer takes. The following are guidelines.

Type of Hit *	Effect on Armor (round down) †
Concussion Hits	Nil
A Slash	+.25
B Slash, A Crush	+.5
C Slash, B Crush, A Puncture	+.75
D Slash, C Crush, B Puncture	+1.0
E Slash, D Crush, C Puncture	+1.5
E Crush, D Puncture	+2.0
E Puncture	+2.5

* — Other critical types can be used instead of these listed. The following chart shows what criticals replace others. Numbers in parenthesis represent critical reductions.

Mangling, Ripping-Tearing, Shrapnel, Disintegration	= Puncture
Impact, Strategic Targeting	= Crush
Martial Arts	= Crush (-2)
Tiny Animal	= Slash (-2)
Pummeling, Fire	= Crush (-3)
Electricity, Plasma, Nether, etc.	= Puncture (-2)
Grappling, Unbalancing	= Crush (-4)
Cold, Stun, Shock, etc.	= nil

† — The hits denoted above reduce the armor's integrity, thus allowing all further strikes of similar nature to have a greater impact on the wearer. For example, if a D Crush is delivered a suit of armor would receive a +1.5 result. This means that for each further crushing attack scored on that armor an additional 1 hit is delivered (1.5 rounded down). If that second hit also scores an A Crush, another .5 is added to the 1.5, weakening the armor so that another crush attack will yield 2 additional hits.

Note 1: *If a hit yields concussion hits but no critical, no damage is done to the armor, even if it has previously been damaged.*

Note 2: *Each successful strike adds this additional damage until the armor is successfully repaired.*

ARMOR WEAR DUE TO NEGLECT

For each week of neglect, armors defensive ability diminishes. This amount increases after each month and year as well. See below.

Time *	Effect on Armor
1 Week	-0.05
1 Month	-0.10
1 Year	-1.0

* — After four weeks, i.e., a month, both penalties are added giving a total armor penalty (-0.30). After one year, the total penalty is 52 weeks, 12 months and 1 year (-2.60, -1.20, and -1.0) for a total penalty of -4.8.

ARMOR REPAIR AND MAINTENANCE

The above penalties can be offset by the following:

• Repairing the armor.
• Maintaining the armor.
• Magically altering the armor.

Repairing the armor is done at armorers or other similarly trained guildsman.

Maintaining the armor is performed by using the skill Maintaining Weapons and Armor. This skill reduces the amount of neglect by one month per successful skill attempt. All damage inflicted to armor is lessened by one severity (e.g., 'E' puncture is reduced to 'D' puncture, etc.) per skill attempt. The first skill roll is a hard maneuver, each additional try is one severity higher (e.g., very hard, extremely hard, etc.).

Magically altering the armor is the use of any spell or magical effect that repairs the armor. In this case, the damage or neglect is completely negated, unless otherwise stated in the magical effect.

6.0 OPTIONAL WEAPON "LAWS"

6.1 SWORD BREAKERS

Left handed weapons are often used to snare a foe's weapon. Some can even break the ensnared weapons. These are called "Sword Breakers" and are large daggers with comb-like teeth along the blade or hilt. Any weapon usable one-handed can be a left handed weapon.

To use a left handed weapon in such a manner, a character develops the Weapon Snare skill, Section 8. There is only one snare attempt per round (e.g., any left handed weapon used in this manner cannot attack or parry that round).

The standard Two Weapon Combat penalty applies. A character using a left handed weapon must develop enough ranks of Two Weapon Combat to successfully overcome this penalty. See *Rolemaster Companion II*, Section 7.0 for more details.

A sword breaker must first catch another weapon before attempting to break it. Once snared, the foe's weapon is broken with a successful Weapon Shatter roll modified by +25. A character employing a sword breaker must develop ranks in both Weapon Snare and Weapon Shatter.

A character whose weapon is snared cannot use it in combat until it is free. There are three methods of dislodging the weapon.

1. Strength to strength. Both characters roll and add all appropriate modifiers. All other actions this round are at -50.
2. A Disarm Foe, Armed skill roll is successfully made. In this case the Left Handed Weapon drops.
3. Finessing the weapon free. The snaring character rolls his Weapon Snare skill and the defending character makes a Weapon Trickery roll or uses (1/3 his OB). The higher roll determines the outcome (e.g., if the defender wins, his weapon is free, if the attacker wins, the weapon is still snared).

• • •

Characters with snared weapons are limited in their actions:
- Cannot attack. (Includes all actions using the weapon, e.g., Weapon Brawling, Weapon Shatter, etc.)
- Cannot parry.
- All actions are at -20. If the character has a 2-handed weapon snared, including Pole Arms, they are at -40 to all actions.

Option: A character with a snared weapon may perform actions using their weapon at -75 to all rolls.

6.2 THREE-BLADED DAGGERS

Some daggers have been forged with three separate blades. The first is as usual, jutting out from the hilt and crossguard. The second and third come off the hilt in angles and are thinner than the main blade. At times, the two outer blades have barbs or hooks, allowing them to better snare a foe or his weapon. When used to parry, this weapon affords a +25 DB modification. In melee, the weapon delivers 1.5x damage. Along with this comes the chance of lodging the three bladed daggers in the target, see below.

Cost: 5 gp

Breakage Factor: 125

Critical Delivered	Chance of Lodging Weapon
No Critical	0%
A	5%
B	10%
C	15%
D	20%
E	30%

6.3 OPTIONAL RULE FOR WAVY BLADES

The Flamberge and Kris, among other wavy bladed weapons add no additional offensive bonuses or damage due to their design. Though they do have a psychological effect. All foes facing a character wielding one of these weapons makes a Fear or Self Discipline roll. Failure increases the character's OB by +10.

These weapons add +5 to Presence Projection (see Section 8) rolls. If the foe fails his Fear or Self Discipline roll, the modifier is +15.

6.4 BRODRACK

This is a bent broad sword, sharpened on both sides. The bend is 30°. The Brodrack can strike with the angle bent towards or away from the foe. With the angle towards the foe, the weapon slashes. With the angle bent away the Brodrack becomes a hacking weapon. The sheath is triangular with a belt-like clasp locking the blade in place. It is a One-Handed Edged weapon.

Effects on Combat: Use broadsword table with these modifications in addition to those presented in the Weapon Stat Chart. With the angle towards the foe the weapon inflicts slash criticals, but angled away from the foe crush criticals are given.

Fumble range: 1-5

Strength minimum: 60

Break Factor: 150+

Cost: 35 silver

6.5 MECTHAR

This large weapon rips, crushes and chops opponents in half. This two-handed weapon is effective against all armors. The blade is shaped like an isosceles triangle. The tip of the weapon is straight with a spike off to each side. The Mecthar weighs 17-19 pounds.

Due to the Mecthar's huge design, it is limited in melee combat, making it most effective when used once every other round.

Effects on Combat: Use battle axe table with the following modifications, in addition to those presented in the chart below.

Normal use: 1 attack per 2 rounds. 1.5x concussion hits. Fumble 1-6, double exhaustion expenditure in melee.

Fast use: 1 attack per round. Normal damage. -30 OB. Fumble 1-8

Strength Minimum: 60

Break Factor: 160

Cost: 15 gp

6.6 STILETTO

The Stiletto is a very thin dagger. Its sole purpose is puncturing. It is ideal versus chain and most plate armors as it slides between the links and plates. This weapon is also often weighted for throwing. It is a One-Handed Edged weapon.

Effects on Combat: Use Dagger Attack Table (same fumble range, break factor, etc.), with the modifications presented in the Weapon Stat Chart.

Cost: 8 sp.

6.7 METAL WHIP

The metal whip is a new variation on the existing whip weapon. The whip itself is interlocking plates of metal which is in the form of a whip. It can be made of lighter metal such as Mithril or on some game worlds there may be flexible metal that could be made into such a whip. There is a -20 OB modification when using the Metal Whip, and with the Whip Grapple skill (see Section 8), due to the plates locking and sometimes not allowing complete flexibility. Though the metal whip does more concussion hits and criticals are more frequent, the metal whip is less accurate than a normal whip.

A variation of the metal whip is a chain which is more flexible but still incurs a -10 to the whip grapple skill, which can be used with a linked chain.

See the new Metal Whip Attack Table 12.3.4.

6.8 BATTLE HAMMER

The Battle Hammer is large two handed hammer designed to overcome plate armor. The head weighs up to 15 pounds. It has a four to six foot handle, and can be considered a Pole Arm. Used correctly, it can separate a knight from his mount with a single swing.

See the new Battle Hammer Attack Table 12.3.3.

6.9 ESTOCK

The Estock, or thrusting sword, is a one or two handed weapon used to stab. This weapon is popular among Knights and other heavily armored warriors. The Estock ranges from three to six feet long. The blade has a diamond shaped cross-section. This weapon is intended to pierce chain and plate armor.

The Estock has a six to ten inch section on its blade, just above the hilt, dulled to allow the wielder's second hand to grab it. Used with two hands the Estock is more effective.

Using an Estock while mounted, the weapon acts as a one handed lance. If employed in this fashion, the charging bonus applies. Since it can be used in many ways, the Fumble Range and OB bonus are modified as follows:

Fumble Ranges: One Handed: 1-3, Two Handed: 1-4, Mounted: 1-5

Bonuses: Two Handed: +20, Mounted: +40

See the new Estock Attack Table 12.3.2.

NEW WEAPON STAT CHART																				
Weapon	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Stiletto	-10	+10	+5	+5	+5	+15	+15	+15	-20	-15	-10	-10	-10	-10	-5	-5	-5	-5	-10	+5
Brodrack, angle towards	-20	-20	-20	-20	-10	-10	-10	-10	-05	-05	0	0	+10	+10	+10	+10	+15	+15	+15	+15
Brodrack, angle away	+10	+10	+15	+15	+15	+20	+20	+20	+10	+10	+15	+15	0	0	0	0	-10	-10	-10	-15
Mecthar	+10	+10	+15	+15	+15	+20	+25	+25	+15	+15	+20	+20	+20	+20	+25	+25	+25	+25	+30	+30

	Cost	BF	Fumble	St Min.	Notes
Battle Adze	9 sp	160	1-4	—	Use Handaxe Attack Table (*AL* 8.3.3).
Battle Hammer	38 sp	145	1-7	45	Use Battle Hammer Attack Table 12.3.3.
Brodrack	35 sp	150	1-5	60	Use Broadsword Attack Table (*AL* 8.3.7).
Estock	4 gp	200	varies	50	Use Estock Attack Table 12.3.2.
Executioner's Sword	10 gp	175	1-3	—	Use Broadsword Attack Table (*AL* 8.3.7), +5 to OB.
Great Sword	19 gp	210	1-8 or 1-12	60	Use Two-Hand Sword Attack Table (*AL* 8.6.5).
Kilee	25 gp	95	1-1	—	Use Dagger Attack Table (*AL* 8.3.1).
Mecthar	15 gp	160	varies	60	Use Battle Axe Attack Table (*AL* 8.6.1).
Metal Whip	8 gp	150	1-4	—	Use Metal Whip Attack Table 12.3.4.
Stiletto	8 sp	180	1-1	—	Use Dagger Attack Table (*AL* 8.3.1).
Tebuje	64 sp	190	1-6	45	Use Tebuje Attack Table 12.3.5.
Triple-bladed Dagger	5 gp	125	1-2	—	Use Dagger Attack Table (*AL* 8.3.1), +25 to parry.

6.10 HILT GAUNTLETS

A hilt gauntlet is armor for the hand, wrist and forearm that attaches to the hilt of a weapon. It gives the wielder superior protection, but limits their flexibility.

Affects of hilt gauntlets:

• +5 to DB. (+40 to hand and forearm)
• Fumble range reduced by 2. (Minimum of 1)
• -10 to OB.
• -50 to all CQC and RAC maneuvers
• +100 to resist Disarming attempts

Wielder cannot perform the following:

• Sword Trickery
• Weapon Casting

Option 1: The character develops the use of hilt gauntlets separately from weapon skills. The skill DP cost for developing hilt gauntlet weapons is 1/2 weapon skill DP cost. A character cannot raise skill at hilt gauntlet above his weapon.

Option 2: Allow hilt gauntlets to be a sub-weapon category. Thus any sword or other weapon with a hilt can be developed with a hilt gauntlet. In this case, treat the weapon skill DP cost as the forth weapon category.

6.11 TEBUJE (TEH BOO' SHAY)

Shaped like a sword with many little blades, called "teeth," protruding outward along its length, the Tebuje is made of anything from wood to steel. The "teeth" are sometimes actual teeth, (e.g., shark's teeth.) or notches cut into the blade itself.

Treat this weapon as a one handed edged or two handed weapon. The Tebuje uses the Tearing/Ripping critical table. Its Fumble Range 1-6

See Section 12 for the new Tebuje Attack Table.

6.12 GREAT SWORD

This sword is similar to, but much larger than, the two-handed sword. The Great Sword weighs, on average, twenty to thirty five pounds and usually is six to eight feet in length. Due to its mass and girth it is only wielded by beings such as Ogres, Trolls, Great Men and the like. If it were employed by a man-sized creature, the weapon could only used once every other round, (using it every round gains a -75 OB modification).

This weapon fumbles on a 1-8 for Ogres, Trolls, etc, (when used by a man-sized creature, it fumbles on a 1-12). When using the Great Sword, you must use Weapon Use rules, Section 4.8. This weapon uses the Two-Handed Sword Combat table, multiplying hits by 1.5, thus, this weapon may not be suitable for every campaign.

6.13 KILEE' (KIL-LAY)

This weapon, resembling a dagger, has a hollow blade with a needle center. The area inside the blade and around the needle can hold small amounts of poison (maximum of one dose) or acid

(enough to inflict an A acid crit). This is primarily a stabbing weapon, allowing the thin needle inside the blade to pierce the foe's skin, implant the poison or acid. Slashing attacks negate the ability of the needle to inject the target.

The Kilee's hilt slides along the blade, so when the tip strikes the foe, it slides back and allows the needle inside to imbue the poison or acid to the victim. Consider the needle having successfully entered the target's body upon any puncture critical.

Treat as a dagger in all respects except that the Break Factor is 95 and the cost is 25 gp. In addition, use the modifications given below for the various Armor Types on the Dagger Attack Table.

OB MODIFICATIONS

AT	1-4	5-8	9-12	13-16	17-20
OB Mod	+5	+0	-10	-20	-25

6.14 BARBED SPEAR HEADS

Spear heads may be forged with barbs or thorn-like protrusions. The increases the weapon cost by 20% and reduces the BF by 5. When employing barbed spearheads in combat, resolve all criticals on the Ripping/Tearing critical table. The OB of the weapon is also effected, see below.

OB MODIFICATIONS

AT	1-4	5-8	9-12	13-16	17-20
OB Mod	+5	+0	-5	-5	-10

6.15 BATTLE ADZE

An Adze is a woodsman tool turned weapon. In most respects the Adze and the axe are quite similar, with one major exception. The edge of the axe head is turned 90° so as to be perpendicular to the haft rather than aligned with it. Due to the design, it is less effective on heavy armors, and more so on lesser or no armors, see below.

OB MODIFICATIONS

AT	1-4	5-8	9-12	13-16	17-20
OB od	+10	+5	-5	-5	-15

6.16 EXECUTIONER'S SWORDS

These swords, which are about the size of broadswords, are constructed differently. The most obvious difference is the lack of a tip on the end of the blade. This removes the possibility of puncture criticals, as if the tip did successfully strike a foe, it would be a slicing or crushing wound instead. Treat all puncture critical results as slashing. As the weapon is built with a heavier construction, it delivers greater damage to its target, +5 OB to all ATs.

Cost: 10gp

Break Factor: 175

Option: Due to the weapon's design and purpose, characters must develop this skill separately.

6.17 ARROWS

NEW ARROWS (6.17.1)

Most arrows are constructed similarly and thus attack predictably. The size and shape of the arrow head can be changed, however, thus altering its performance in combat. The wider and thicker the tip, the more damage it does to bare flesh and lighter armors. The thinner and sharper the tip is, the less damage it does overall, but it penetrates thicker armors more readily.

Characters not familiar with the use of different types of arrows suffer a -20 penalty, with the exception of using Target arrows. This penalty is overcome by developing ranks in each arrow type. The DP cost is one half the weapon cost, rounded up.

Flight Arrows: These arrows are thinner, shorter and have smaller heads than normal arrows. They are designed to fly further. This arrow carries a -15 OB modifier.

Target Arrows: They have blunt heads and are not intended to kill.

Bodkin Arrows: Have thin round pointed heads that are specifically designed to penetrate armor. As they do more damage to ATs 9 and above, they do less damage to the lower ATs.

Broadhead Arrows: These are the standard *RM* arrows.

Cut Arrows: These have thick heavy and wide heads. They are intended to maximize damage to lightly armored foes, although are very limited against those heavily armored.

Wood Head Arrows: They are arrows with no stone or metal head. These arrows are made out of necessity.

NEW ARROW OB MODIFIERS

The optional arrows mentioned above have different effects on different types of armor. Use the following OB modifications on the appropriate attack table when using one of the special arrows.

OB MODIFIERS					
	Armor Types				
Arrows:	20-17	16-13	12-9	8-5	4-1
Cut	-30	-10	-20	+10	+20
Bodkin	+10	+20	+5	+5	+5
Flight	-10	-10	-10	-10	-10
Target	-30	-20	-20	-15	-15
Wood	-50	-20	-25	-10	0

MASS CHANGES FOR ARROWS (6.17.2)

Changing the size and weight of an arrow effects its range, damage and cost. Larger arrows inflict more damage, but cannot fly as far. Smaller, lighter arrows have better ranges and cost less to produce. The following chart shows the differences an arrow's mass can make.

ARROW MASS			
Mass	Range Mod	Dam Mod	Cost Mod
0.5x	+150 ft	0.5x	.25x
0.75x	+75 ft	0.75x	.50x
1.25x	-60 ft	1.25x	2.0x
1.5x	-120 ft	1.5x	5.0x
2.0x	-225 ft	2.0x	10.0x

BOW RANGES REVISITED (6.17.3)

The following chart shows an optional set of bow ranges, differing from those presented in *Arms Law*. The chart below takes into consideration a smoother progression of modifiers. It also presents some absurd ranges with equally absurd penalties. Desperate archers can try for such targets, but their chances of success are low.

BOW RANGE MODIFIERS			
Range (ft)	Long Bow	Short Bow	Composite Bow
1 - 10	+15	+5	+20
11 - 75	+5	0	+10
75 - 200	0	-30	0
201 - 350	-35	-75	-30
351 - 550	-65	-175	-65
551 - 750	-120	-350	-140
751 - 950	-225	-700	-280
951+	-500	N/A	-600

ARROW RANGE CHART						
Arrow Type	Range† Mod	Weight (ounces)	Long Bow	Short Bow	Composite Bow	Notes
Flight	+100%	.75	930 ft	550 ft	750 ft	.5 damage
Target *	+80%	1.0	810	430	670	.5 damage
Bodkin	+15%	2.0	510	300	450	
Broadhead	—	2.5	450	270	350	Standard
Cut	-20%	4.0	360	200	300	
Wood Head	+90%	.5	890	460	700	See below

† — *These modifications do not alter OB modifications due to range.*
* — *All criticals are crushing*

OPTIONAL OB MODIFIERS FOR FLETCHINGS (6.17.4)

The type of fletching that an arrow has can greatly affect that arrow's performance. It is the fletching that determines how accurately and swiftly an arrow flies after it is launched. The following options are available.

FLETCHING OB MODIFICATIONS		
Type of Fletching	OB Mod*	Cost Mod
Metal	+10	2.0x
Double length	+10	1.25x
4 feather fletching	+5	1.5x
2 sets per arrow	+10	2.0x
No fletchings	-75	0.5x
Curved fletchings †	+10	1.75x
All the fletchings	+50	8.0x

* — Effects are cumulative.

† — Curved fletchings allow the arrow to spin while in flight. When the head strikes its target, it partially drills into him. Ranges increased by 10%.

6.18 CROSSBOW RELOADERS

A rewinder is a tool that helps a character reset his crossbow. Normally a character must pull the cord back himself. This represents the reload time inherent in the crossbow or arbalest. Reloaders reduce this amount of time.

Reloaders take time to set up and operate, then they reduce the reloading time. Obviously, a rewinder is of little or no use with a light, or even a heavy crossbow, but an arbalest is greatly aided by one. There are three varieties.

Spur: This reloader mounts onto the weapon itself. The character places his foot in the spur, bracing the crossbow against the ground, and then pulls back on the draw cord. Some spurs have a spike or blade at the end, used either to further brace the crossbow while reloading, or as a weapon.

The Spur is the only reloader that works with other rewinders.

Rewinder: This reloader is not attached to the crossbow, it sits on the end. A hook grabs the draw cord, then a crank mechanism is wound, pulling the draw cord to the nut.

Some rewinders are the "Windless" or the "Cranequin."

Lever: This reloader is a modified pry bar. One end slides under the draw cord and into a niche in the crossbow's frame. The character pulls the lever back and the moves the cord back into set position. Some levers are the "Goat's Foot," the "Gaffle," and the "Bender."

AFFECTS ON RELOADING TIME				
Reloader	Set Up Time	Time Reduced	Net Time Saved	Cost
Spur *	.25 rnd (60 IPs)	.75 rnd (185 IPs)	.5 rnd (125 IPs)	1 sp
Rewinder	2 rnds	3 rnds	1 rnd	2 gp
Lever	.50 rnd (125 IPs)	1 rnd	.5 rnd (125 IPs)	5 sp

* — The spur is usable with both the rewinder and the lever, and the effects are cumulative.

6.19 OPTIONAL BOW/ CROSSBOW STRENGTH MODS

The "pull" of a bow or crossbow conveys the force with which an arrow or bolt strikes a target. The greater the pull, the more energy the weapon has and visa-versa. With this modification comes changes in the following:

• Fumble potential
• Breakage Factor
• Range
• OB

Use the following table for variations in bow and crossbow pulls. The Fumble Range, Break Factor, Offensive Bonus and Range increments increase or decrease each time the Base Pull is altered by the amount shown in the Pull Mod column.

6.20 ARBALEST

The Arbalest is a very large and powerful crossbow. Many use a hand crank on the front of the main wooden shaft to reload the weapon. There are four categories; Light, Medium, Heavy and Huge.

The strength of a crossbow is determined in "Pounds of Pull", which is the energy the crossbow has to launch its bolt. The Arbalest starts at 600 pounds pull and increases in increments of 200 pounds. For comparison, the average long bow has a 70 pound pull. The light and heavy crossbows have 200 and 400 pounds of pull respectively.

The fumble range, reload time and range modifiers change with each of the categories.

See the Arbalest Combat Table 12.3.1.

ARBALEST STATISTICS CHART							
Arbalest	Reload	Fum.	20'	100'	200'	300'	360'
Light	4 rnds	1-5	+30	-	-20	-35	-50
Medium	5 rnds	1-5	+40	-	-10	-35	-60
Heavy	6 rnds	1-6	+50	+10	-5	-40	-70
Huge	7 rnds	1-6	+60	+20	-	-50	-80

6.21 STONE BOW— STONE CROSSBOW

This weapon uses a sling's ammunition. (Neither of these weapons shoot arrows or bolts.)

Stone Bow: This weapon uses a standard bow of any type. It adds a second drawstring that runs parallel to the first. Between and attached to these two cords sits a pouch, midway along their length. This pouch holds stones or metal bullets. The wielder draws and fires the weapon as he would a bow, except his fingers close and pull the pouch while preparing to shoot.

Resolve stone bow attacks on the sling attack table. The stone bow gets a +15 OB on all ATs. The range modifiers are the same.

Stone Crossbow: Using the stock and draw cord of a crossbow, a cup is attached to the thick cord. This holds the stones and bullets. Behind the cup is the loop that locks the draw string on the nut to place it in the set position. The stone crossbow is aimed and fired normally.

Resolve stone crossbow attacks on the sling attack table. The crossbow gains a +25 OB versus all ATs. The range modifiers are half of the crossbow type used. (e.g., heavy, light, arbalest.)

Stone bows and crossbows cost the same as bows and crossbows.

6.22 OPTIONAL RULES FOR CROSSBOWS

Crossbows are very powerful weapons, having 4 to 12 times the force of most bows. With this strength, the crossbow bolt can shoot right through its target. In fact, bolts with pull force over 1000 pounds could shoot through three or more targets, even in AT 20!

If the total modified attack roll is over 150, the bolt has shot through the body of its foe. If another target is behind the first, there is another chance to hit. To determine the OB for this attack:

Reduce the total to hit score from the first strike by 150. The result is the OB for the second attack.

To determine how many targets can be struck with a single crossbow or Arbalest bolt, consult the following table.

MULTIPLE BOLT TARGETS		
Target Number	Threshold OB	OB Reduction for next target
1	150	150
2	200	200
3	300	300
4	450	400
5	600	500
Each additional	+150	+100

Threshold: This is the total to hit score needed for the bolt to shoot through the target.

Reduction for next target: This is what the total to hit score is modified by to determine the OB for the next target.

The damage for each additional target is handled normally.

A bolt can only pierce and exit a number of foes equal to its fumble range. (Excluding any fumble range modifications.)

BOW PULL CHART						
Bow Type	Base Pull	Pull Mod	Fumble	BF	OB	Range
Long Bow	70 lbs	+5 lbs	+1	-05	+03	+10 ft
Long Bow	70 lbs	-5 lbs	—	+05	-05	-15 ft
Short Bow	50 lbs	+5 lbs	+1	-05	+04	+05 ft
Short Bow	50 lbs	-5 lbs	—	+05	-05	-10 ft
Composite Bow	90 lbs	+5 lbs	+1	-08	+04	+12 ft
Composite Bow	90 lbs	-5 lbs	-1	+06	-06	-10 ft
Recurve Bow	160 lbs	+5 lbs	+2	-20	+10	+25 ft
Recurve Bow	160 lbs	-5 lbs	-1	+10	-15	-15 ft
Lt Crossbow	150 lbs	+5 lbs	+1	-05	+02	+05 ft
Lt Crossbow	150 lbs	-5 lbs	-1	+05	-03	-06 ft
Hvy Crossbow	250 lbs	+5 lbs	+1	-03	+02	+04 ft
Hvy Crossbow	250 lbs	-5 lbs	-1	+03	-03	-05 ft
Arbalest	Special	+5 lbs	+1	-05	+01	+02 ft
Arbalest	Special	-5 lbs	-1	+03	-01	-03 ft

6.23 ARMOR AND WEAPON QUALITY

Weapons and armor can be rated by the quality of their workmanship. This rating is anywhere from near perfection to worthless and each affects the performance of the item. A sword forged by a greatly renowned and highly skilled smith will generally perform better than one created by an average smith.

Note: *This option does not replace bonuses gained from material components, it only expands on them.*

Note: *The BF and cost modifications are relative and may be altered as needed.*

ARMOR QUALITY DUE TO WORKMANSHIP

Quality	Bonus*	BF Mod	Cost Mod
Below Shoddy	-5/Level	-15/Level	.05x/Level
Shoddy	-15	-30	.1x
Poor	-10	-20	.5x
Fair	-5	-10	.75x
Average	—	—	1.0x
Good	+5	+10	2.0x
Excellent	+10	+20	10.0x
Superior	+15	+40	50.0x
Above Superior	+5/Lvl	+20/Lvl	50x/Lvl

* — This bonus is non-magical, although it is cumulative with any magic bonuses gained through enchantment.

6.24 MORE MASS— MORE OB

The heavier the weapon, the more damage it yields when used properly. A very strong character, +45 Strength bonus, could nearly as easily wield a twenty pound sword as one weighing ten pounds. In this example, the twenty pound sword delivers more damage than the ten pound sword. This increased damage potential is measured in OB modifications.

The OB modification is affected when the Encumbrance limit of the character is surpassed (i.e., the character gains a penalty for carrying too much). Thus three factors need to be considered when using this option.

1. The mass of the weapon.
2. The Encumbrance penalty gained by the weapon.
3. The Weapon Usage penalty, Section 6.2.

1. Mass of Weapon: Every weapon has a base range of weight, found in either Campaign Law equipment lists or in *Arms Law* weapon charts. Each time the maximum of this range is doubled, the weapon gains an OB modification of +5. A normal two handed sword weighs 5-12 pounds. A two handed sword which weighs 48 pounds is four times this base weight. The OB modification would then be +20.

2. Encumbrance: When a weapon with increased mass is used, check to see if it incurs an Encumbrance penalty.
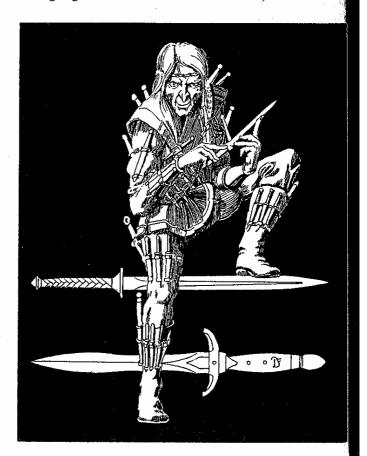
> **Example:** *A character weighing 100 pounds can carry up to ten pounds without penalty. If they use a sword weighing 5 pounds and all their other equipment brings their total weight carried to 10 pounds, they have no penalty. If this character now carried a weapon, 3x its normal weight, 15 pounds, it incurs a penalty.*

All rules regarding Encumbrance are found in *Rolemaster* Section 7.2 Movement, Encumbrance & Exhaustion.

3. Weapon Use: Section 4.8. Follow that table for additional OB penalties.

Other optional effects:

1. Initiative. Each time a weapon's mass increases, it causes a -15 initiative penalty.
2. Damage. As the mass increases, so does the damage it delivers. For each mass increase, the concussion hits increase by .5x. (e.g., a weapon weighing 2x normal does 1.5x damage. A weapon weighing 4x normal gives 2.5x damage).
3. Fumble. For each mass increase, the fumble range is increased by a factor of 1.5 (e.g., a falchion (fumble range 1-5) with a 2x mass increase now fumbles on 1-7.5 or 8. This same falchion weighing 3x normal fumbles on 1-11.5 or 12).

6.25 SHEATHS VAINAS

Sheaths hold and protect weapons. Some sheaths cover the weapon entirely, others merely support their weight. The materials they are made from range from leather to metal. Some sheaths act as weapons or tools themselves. They can also hide other weapons in them, see Section 6.38.

To obtain or construct a sheath that acts as either a tool or weapon, use the following guidelines.

1. All sheaths must be larger then the weapon they hold or protect.

2. The tools or weapons the sheaths are used as must be within the limits of the material it is made from (e.g., No leather mallets or wooden saws).

3. The drawing of the additional tools and weapons must be feasible. Assume there are separate compartments in the sheath for these items. Each new space may have a special strap or button securing it.

ADDITIONAL SHEATH WEAPONS AND TOOLS

Sheath Material	Tool or Weapon
Leather	Whip. Using sheath and straps as belt.
Leather	Rope. Using sheath and straps as belt.
Wood	Javelin. Sheath is long and round.
Wood	Staff. Sheath is thick and long.
Stone	Shovel. Sheath's end is flanged.
Stone	Cudgel. Sheath is thick.
Metal	Second sword. Have access from the bottom of the sheath.
Metal	Hammer. End of sheath is shaped like a hammer head.
Any	Separate compartment. Small pouch covered by sheath material on hinges.
Any	Flail. Belt strap has handle and sheath is swung as weapon. (Bola in case of leather.)

The cost for these sheaths is dependent upon the extra purposes it serves. Sheath are mainly constructed from any of four or more materials. Use the following chart for suggested prices.

SHEATH COST CHART

Material	Cost per additional function
Leather	5x Weapon cost
Wood	As weapon cost
Stone	2x weapon cost
Metal	3x weapon cost

Note: *All additional weapons and tool parts must be purchased separately.*

6.26 SHEATH HANGERS

A sheath hanger attaches to a the character's; belt, waist, shoulder, etc. Where a character wears their weapon helps determine how efficiently and swiftly they draw it. The most common locations for sheath hangers are:

1. Front center, hanging between the legs.
2. Front side, hanging over one leg.
3. Side, hanging along hip and leg.
4. Rear side, across back and over buttock and leg.
5. Shoulder side, behind shoulder, on either side of the head.

Each position affords different Drawing Time Modifiers, DTMs. The DTM is the penalty or bonus for unsheathing a weapon from a specific location on the body. This modifier is then subtracted from all drawing weapon rolls. (Including Iai and Adrenal Quick Draw.)

Sheath Position	Drawing Time Modifier
1. Front Center:	-15
2. Front Side:	0
3. Side:	+10
4. Rear Side:	-20
5. Shoulder Side:	-10

A character can unsheathe a weapon from a fixed hanger in less time then from a loose one, though a loose hanger is less restrictive on movement.

SHEATH DRAWING AND MOVEMENT MODIFIERS			
Worn	Position	DTM Mod	Base Movement Mod (Move)
Fixed Mounted	1	+5	-15
	2	+10	-10
	3	+15	0
	4	+10	-10
	5	+5	-5
Free Hanging	1	-15	0
	2	-10	0
	3	-15	0
	4	-5	0
	5	-20	0

Option: Disregard DTMs and use the modifiers in the second chart only, although this lessens the difference in weapon drawing speed.

6.27 ATTACK WITH TORCH

When using a lit torch in combat, each attack may deliver fire damage. Use the club attack table, delivering heat criticals (2 severity levels below) in addition to other criticals (e.g., Thungor hits Bolm with a lit torch. He delivers a 15D with the club, thus Bolm also receives a B heat critical.)

When using a lit torch to parry, the attacker makes a SD roll each round. Failure, reduces his OB by 25 (fear of being burned). If his SD roll is successful, there is a 25% chance of receiving an 'A' heat critical from the torch (i.e., the attacker is not daunted by the fire and attacks freely, even letting the flame touch him.).

When the torch delivers damage, there is chance of the fire being extinguished. See below

Crit Delivered	Chance of being extinguished
A	25%
B	50%
C	75%

These percentages should be halved if oil is used to make the torch.

6.28 WEAPONS STATISTIC MODIFIERS

To add greater realism in the use of weapons, and to give warriors more reasons to use different weapons, the following options are offered. Option one offers a very small change from *Character Law* rules but adds realism. The second option is very different, but complements *Rolemaster*'s realistic combat system well. Some categories included in the second option are listed with many examples to clarify which weapons are:

Option 1:

Melee Weapons	St/St/Ag
Thrown Weapons	Ag/St
Missile Weapons	Ag/Ag/St
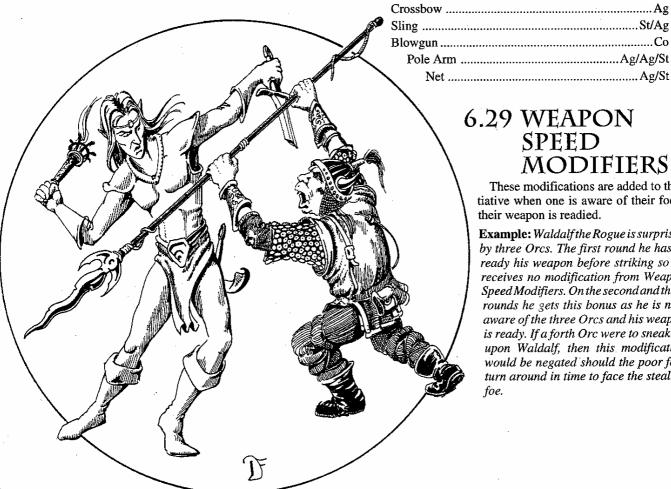
Option 2:

One Handed Crushing	St
One Handed Slashing	St/St/Ag
One Handed Thrusting	St/Ag/Qu
Whip	Ag/Qu
Two Handed Slashing/Crushing	St
Staff	St/St/Ag
Spear	St
Thrown Weapons	St/Ag
Mounted Pole Arms	St/Ag/SD
Bow	St/Ag
Crossbow	Ag
Sling	St/Ag
Blowgun	Co
Pole Arm	Ag/Ag/St
Net	Ag/St

6.29 WEAPON SPEED MODIFIERS

These modifications are added to the initiative when one is aware of their foe plus their weapon is readied.

Example: *Waldalf the Rogue is surprised by three Orcs. The first round he has to ready his weapon before striking so he receives no modification from Weapon Speed Modifiers. On the second and third rounds he gets this bonus as he is now aware of the three Orcs and his weapon is ready. If a forth Orc were to sneak up upon Waldalf, then this modification would be negated should the poor fool turn around in time to face the stealthy foe.*

Weapon	Quickness Factor
Crossbows:	
Light Crossbow	+75
Heavy Crossbow	+70
Small Arbalest	+65
Medium Arbalest	+60
Large Arbalest	+50
Huge Arbalest	+40
Bows:	
Short Bow	+60
Long Bow	+50
Composite Bow	+45
Recurve Bow	+35
Thrown:	
Dagger	+40
Stilleto	+35
Main Gauche	+30
Hand Axe	+30
War Hammer	+30
Mace	+20
Short Sword	+25
Broad Sword	+15
Spear	+35
Javelin	+40
Woodsman's Axe	+5
Boar Spear	+25
Darts	+25
Dirk	+40
Pilum	+15
Sai	+35
Harpoon	+25
Shuriken	+50
Trident	+20
Tomahawk	+10
Boomerang	+20
Quoit	+55
Hurlbat	+25
Piau	+30
Uchi-Ne	+20
Tap Stick	+25
Sling:	
Sling	+30
Sling Staff	+15
Blowgun:	
Blowgun	+50
Whip:	
Whip	+40
Metal Whip	+20
Kau Sin Ke	+30
Cat'o'Nine Tails	+10
Net:	
Net (Gladiator)	-5
Net (Fishing)	-15
Pole Arm:	
Pole Arm	+40 (-20) §
Spear	+20 (-10) §
Javelin	+20 (-5) §
Boar Spear	+15 (-10) §
Pilum	+10 (-25) §
Trident	+10 (-20) §
Lucern Hammer	+25 (-5) §
Lajatang	+30

Weapon	Quickness Factor
One Handed Thrusting:	
Stilleto	+45
Rapier	+30
Foil	+40
Estock	+20
Slangkam	+30
Doloire	+30
Katar	+45
Pesh-Kabs	+35
Manople	+25
Panji	+35
Kau Sin Ke	+30
Hachiawara	+30
One Handed Crushing:	
Fist	+30
Club	+10
War Hammer	+15
Mace	+15
Morning Star	+30
Targone	+40
Penjepit *	+20
Target Shield	+40
Small Shield	+15
Large Shield	-5
Wall Shield	-15
Tonfa	+30
Hora	+30
Broadrack	+20
Staff:	
Quarterstaff	+35
Jo	+30
Sang Kaun	+30
One Handed Slashing:	
Dagger	+25
Main Gauche	+25
Short Sword	+20
Broadsword	+15
Falchion	+5
Hand Axe	+15
Bastard Sword	+10
Katana	+12
Longsword	+18
Sabre	+20
Cutlass	+20
Tomahawk	+20
Crescent Knife	+25
Shotel	+15
Kora	+5
Wedong	+20
Haladie	+25
Full Moon	+20
Bank	+15
Ulu	+20
Broadrack	+20
Bagh Nakh *	+30
Tebuje *	+15

Weapon	Quickness Factor

Two Handed Slashing:
Great Sword ....-10
Two Handed Sword ....+3
Bastard Sword ....+8
Claymore ....+8
Falx ....+7
Flamberge ....+3

Two Handed Crushing:
Battle Axe 0
Flail ....-5
War Mattock ....+5
Pick * ....+7
War Hammer ....+20
Mecthar ....-10

Two Handed Thrusting:
Estock ....+15
Awlspiess ....+20

Martial Arts:
Striking ....+25 ‡
Sweeps and Throws ....+15 ‡
Wrestling ....+5 ‡
Grappling ....+10 ‡

Natural Weapons:
All attacks † ....+25

Unarmed Combat:
All attacks † ....+25

* — These weapons may use the Tearing/Ripping critical table.

§ — The number in parenthesis is for second and subsequent rounds of consecutive use of this weapon. Armsmen fighting from second rank always use this number.

‡ — This modification is increased by +1 per rank of Martial Arts.

† — The following options are available:

Option 1: As above, but double the creature's initiative bonus.
Option 2: Negate all Weapon Speed Modifications when confronting foes using natural weapons.

6.30 SIEGE WEAPONS

Characters can use siege weapons in *Rolemaster* combats. The descriptions of such weapons are in *War Law*, Section 25.6.1. Use the weapon statistics in *War Law*.

Siege weapons were designed and built to attack buildings, fortifications and groups of warriors. For these weapons, then, it would be difficult to single out a single foe. Depending on the weapon, this difficulty varies. (e.g., direct fire weapons, Ballistae, are more accurate against small targets then indirect fire weapons such as the catapult and trebuchet.)

Use the following chart for OB modifiers for the siege weapons listed in *War Law*.

SIEGE WEAPON MELEE OB MODIFIERS

Weapon	Percentage of Maximum Range*			
	25%	50%	75%	100%
Ballista				
Light	+50	0	-50	-100
Heavy	+25	-25	-100	-150
Catapult				
Light	0	-75	-150	-300
Medium	-75	-175	-250	-400
Heavy	-175	-275	-350	-500
Trebuchets				
Light	-200	-300	-400	-600
Medium	-225	-350	-450	-700
Heavy	-300	-450	-600	-850
Battering Rams				
Light	-10	—	—	—
Medium	-50	—	—	—
Heavy	-100	—	—	—
Drills				
Light	-25	—	—	—
Medium	-75	—	—	—
Heavy	-150	—	—	—

* — Trained teams of artillerists can reduce these OB penalties with their combined ranks of Missile Artillery skill.

6.31 IRRITANTS
(EFFECTS ON TARGET)

An irritant is some substance, when in close contact with a character, causes discomfort or pain.

Examples of Irritants:

Metal filings: This includes brass, iron or any other metal that has been ground or cut apart. These generally act as splinters that sting.

Powder, ground chemicals or minerals: This includes ground stones, beauty powder, or any organic or non-metal inorganic substance. These blind the target and make breathing difficult. Some powders effect the target differently. (e.g., Itching and Sneezing Powder.)

Crushed crystals or glass: In essence this includes all non-metals and materials that cannot be ground into powder. These blind and sting a target as they get into their clothes.

Noxious fumes or powerful odors: These include any or all gases that effect a target. Such as "knock out gases" and those that "eat" up oxygen. These irritate the eyes and nose of the target, possibly rendering them unconscious or causing death.

Uses of Irritants:

There are many ways to employ irritants, although unless used properly they are all but worthless. For example, it is improbable that a person wearing a full helm and armor will be effected by a handful of sand thrown at his visored face from ten feet away. If the same target were exposed to noxious fumes, they would have a greater chance of falling victim to the irritant.

Each irritant is placed on or thrown at the target. This requires an action and allows the target a DB. The irritant must be used properly considering its nature (e.g., throwing powder or filings and blowing fumes, etc.).

Treat throwing the irritant as a thrown weapon skill. The four types of irritants are developed separately. Half the OB of any irritant applies to the others. The maximum range is 25 feet.

Note: *These projectiles are cast at specific targets, RMC V Section 3.5 does not apply.*

Range	Modification
1-10 feet	- 0
11-15 feet	-20
16-20 feet	-40
21-25 feet	-60

Effects on target:

The target exposed to any of these irritants is invariably effected by them. Depending on the nature of the irritant, they suffer different symptoms. The GM may allow RRs to alleviate some or all of the effects of these irritants, though realistically they always cause some discomfort if they contact the target.

Major Effects:

Minor Effects:

Metal Filings:

Foe is stunned for 1-4 rounds and acts at -50 to all actions until filings are removed.

Foe is stunned for 1 round and acts at -20 to all actions until filings are removed.

Powders:

Foe is blinded and has trouble breathing. Foe operates at -75 for 1-10 rounds while coughing and wheezing.

Foe is partially blinded and has trouble breathing for 1-4 rounds. Foe is at -40 while coughing and wheezing.

Crystals and Glass:

Target at -30 until irritants are removed. Each round of action causes 1 hit and an additional -5 to all actions, save removing garments.

Target is -10 until irritants are removed. Each round of action causes 1 hit and an additional -2 to all actions, save removing garments.

Noxious Fumes and Odors:

Foe is stunned for 1-4 rounds and disoriented for 1-10 rounds. Repeat if fumes continue to effect foe.

Foe is stunned for 1 round and disoriented for 1-4 rounds. Repeat if fumes continue to effect foe.

6.32 ARMOR MOUNTED WEAPONS

A character can affix weapons to his armor (e.g., a spike on the knee plate, or a blade on the side of a gauntlet). These weapons are often useful in desperate situations, but they can be employed successfully in any combat situation, many times achieving surprise over the foe with an unexpected attack. Armor may be constructed bearing these armaments, or have them attached later.

To attack with these weapons a character develops the Weapon Brawling skill for each area of his armor (e.g., all weapons mounted to a knee plate are developed as one skill. All weapons mounted on an elbow plate are developed as one skill, etc.).

Like Weapon Brawling with different parts of a weapon, using armor mounted weapons allows 1 additional strike per round (e.g., If a character strikes with a sword and then Weapon Brawls, striking with the sword's pommel, he can use the spike on his knee plate that round). The free strike must be with a limb that has not been used that round (e.g., a shield arm cannot attack using any armor mounted weapons on the same round as a Shield Bash). When a character Weapon Brawls only, he still gains one additional strike from armor mounted weapons. In a single round he can strike twice with armor mounted weapons, if he makes no other attacks.

SUGGESTED ARMOR MOUNTED WEAPONS		
Body Area*	**Weapon Type**	**Critical Type**
Knee	Spike	Puncture
	Metal ball	Crushing
Foot	Blade	Slashing
	Spike	Puncture
Elbow	Spike	Puncture
	Metal ball	Crushing
Hand	Side blade	Slashing
	Spike	Puncture

* — Other body areas can have weapons mounted on armor.

The cost for this modification is minimal. Double the weapon cost and add it to the armor cost. Any material can be used, but metal performs the best.

Characters who wear no armor can employ APAC. Using this method, weapons mount to any part of armor they choose to wear. The cost for such armor components is 3x the weapon cost. (This includes the armor.)

Option 1: Allow a +10 initiative modification for every five ranks of Weapon Brawling developed for these weapons. Proficient characters take their foes by surprise.

Option 2: As Option 1, but the foe makes a Resistance Roll versus the character's ranks in Weapon Brawling, treated as levels. Failure indicates foe is surprised during this strike (+20 to OB).

6.33 WEAPON MAINTENANCE IN RELATION TO BREAKAGE & DAMAGE

Many players look forward toward the thrill of possible glory in combat. Few, however, take the time to see that their equipment is ready for it. A sword that has been left unsharpened or a bow which has been left uncared-for for (e.g., oiling the wood to keep its flexibility) may present problems or even catastrophe for an adventurer.

For every day that weapons are not maintained 0.1 is added to the weapon's Breakage Factor (BF). For every day the weapon is *used* and not maintained, 2 is added to the BF.

For every day that weapons are not maintained -0.1 concussion hits are subtracted from damage done by the weapon. For every day the weapon is *used* and not maintained, -0.5 hits are subtracted from all delivered damage.

Note: *If a weapon has a bonus due to the quality of its craftsmanship or its base material, the above penalties may be halved or even negated entirely.*

6.34 RARE AND EXOTIC WEAPONS

The following chart shows a number of uncommon and/or culturally specific weapons, along with the statistics needed to incorporate them into a *Rolemaster* game.

Weight is given in pounds, and length in feet. "F" is the fumble range of the weapon. Armor modifications given are bonuses or penalties given for that weapon against those armor types. These modifications should be used with the applicable *Rolemaster* combat chart referenced for each weapon.

HACHIWARA: Japanese thrusting and parrying dagger/sword-breaker. Square steel iron with point, but no edge.

QUOIT: Steel throwing ring/disk. Placed around finger. Edged all the way around.

CRESCENT KNIFE: "C"-shaped knife, with the handle in the middle. Chinese, used in pairs. Approximately 10" point to point.

AWLSPIESS: German/Eastern European. The name means either Awl pike or Eel spear. This weapon resembles a sword with a hilt that is extended about 3-4 feet. Blade is either round,

square, diamond or triangular. This weapon is capable of punching through armor.

KATAR: Indian push or "punching" dagger. All steel.

HORA: Indian horn knuckle duster.

SHOTEL: Ethiopian double edged weapon with a large, hooked blade, used for striking over or around an opponent's shield.

KORA: From Nepal. A powerful, thick-bladed chopping sword.

KALINGA: Igorot tribe, Filipino axe for armor piercing. It is about 2.5 feet long, and its blade is huge.

HURLBAT: European throwing iron, much like a weighted throwing-axe.

ULU: Eskimo chopping knife with a triangle-shaped blade, having its handle at the top point (so that the blade is the wide, bottom edge of the triangle).

PIAU: Malaysian throwing iron. Size and weight of a standard axe head.

SLANGKAM: Malaysian. Steel headed short spear, used in pairs to slash, stab and parry.

TARGONE: Italian combination shield and club. Strapped onto the right arm.

FALX: German barbarian traditional weapon of the Dacians. A 5' long war sickle.

BANK: Indian, Maharatta people. A steel sickle knife, approximately 5 inches from hilt to point (inside the curve).

BAGH NAKH: Indian. All steel claws. An Assassin's weapon. Used to make a murder appear like an animal attack.

DOLOIRE: German stabbing axe.

PENJEPIT: Malaysian fighting tongs!!

SLUNG SHOT: A lead ball, braided into the end of a cord and attached to a wooden or metal handle. Used by sailors.

HALADIE: Syrian double-bladed knife with the grip in the center.

PESH KABZ: A Persian knife with a strong back rib, for stabbing through chainmail.

SLING STAFF: Medieval projectile weapon. Leather pouch could hold a one pound stone and could throw it 200 or more yards.

UCHI-NE: Japanese steel headed throwing dart. (Romans had a weapon called a Plumbata that was identical.)

FULL MOON: Chinese "Full Moon" blocking weapon. It consisted of a metal ring connected to a crescent-shaped blade with a grip in the center. Edged everywhere but the grip.

MANOPLE: Moorish boarding gauntlet-sword. Used in pairs.

PANJI: Burmese bamboo slivers wrapped in rattan with an arm band-like strap.

WEDONG: Javan bush knife.

KAU SIN KE: Chinese chain whip/sword. All steel with a wrapped grip.

TAP STICK: Wooden stick with lead, stone, or brass head. This is a thrown weapon.

LAJATANG: Malaysian staff weapon. Bladed edge all around with a crescent-shaped blade at either end.

SANG KAUN: Chinese parrying weapon. All steel, used in pairs. It consists of a staff with a crescent-shaped blade near the grip, and a hooked blade on one end.

RECURVE BOW: Turkish and Mongolian. Up to 160 pounds pull, to fire, bow is pushed (string is not pulled). Made of bone, sinew and wood.

RARE WEAPONS CHART

Weapon	Type	Wt.	Length	F	RANGE MOD (in ft)				Table Used	ARMOR MODIFICATIONS				
					10	25	100	150		20-17	16-13	12-9	8-5	4-1
Hachiawara	1HS	1-1.5	1-1.5	3	—	—	—	—	Rapier	+10	+15	+5	—	—
Quoit	TH	.5	1"-3"	8	+5	-15	—	—	Dart	-10	-05	—	—	+5
Crescent	1HS	2-3	.5-1.5	4	—	—	—	—	Main Gauche	-05	-05	—	+5	+15
Awlspiess	2H	5-7	5-6	4	—	—	—	—	2H Estock	+15	+20	-10	-05	-10
Katar	1HS	1-2	.5-1.5	2	—	—	—	—	Dagger	-10	—	-05	—	+5
Kora	1HS	.5-1	.5-1	3	—	—	—	—	Dagger	-15	-10	-05	+10	+15
Shotel*	1HS	2-3	2.5-4	5	—	—	—	—	Rapier	-15	-05	-10	-05	—
Hora	1HS	4-6	2-3.5	5	—	—	—	—	Falchion	-10	—	+10	+15	+15
Kalinga	2H	3-4	2-4	4	—	—	—	—	Battle Axe	+10	+15	+10	—	-10
Hurlbat	TH	1-2.5	1-2	3	+10	-15	-75	—	Hand Axe	-10	+5	—	+5	+5
Ulu	1HS	.5-1	.5-1.5	2	—	—	—	—	Dagger	-10	-10	—	+5	+10
Piau	TH	2-3	.5-1.5	3	+15	-05	—	—	Dagger	-05	—	+5	+10	+10
Slangkam	1HS	1-2	1-1.5	3	—	—	—	—	Rapier	-05	+5	—	+5	+10
Targone †	1HC	3-4	2.5-3	2	—	—	—	—	Club	-10	—	-05	—	+5
Falx	2H	5-8	4.5-6	5	—	—	—	—	2H Sword	-05	—	+5	+15	+15
Bank	1HS	1-2	.5-1	2	—	—	—	—	Main Gauche	-10	+5	—	—	+5
Bagh Nakh	1HS	.5-1	.5-1	3	—	—	—	—	Small Animal	-15	+5	-05	+5	+10
Doloire	1HS	4-6	1.5-3	3	—	—	—	—	Hand Axe	-10	-05	-05	—	+5
Penjepit	1HC	.5-1	.5-2	2	—	—	—	—	Tiny Animal	-15	-10	—	+5	+10
Slung Shot ß	TH	.5-1	1-2	4	—	—	—	—	Mace	+5	—	+10	+10	+5
Haladie §	1HS	2-3	1-1.5	4	—	—	—	—	Scimitar	-10	-05	—	+10	+15
Pesh Kabz	1HS	.5-1	.5-1.5	2	—	—	—	—	Dagger	+10	+20	+5	-05	-15
Sling Staff#	MIS	2-3	3-4.5	3	+15	+5	-15	-30	Sling	—	—	—	—	—
Uchi-Ne ‡	TH	1-2	1-2	2	+20	+5	—	—	Dart	—	—	—	+5	+5
Full Moon ƒ	1HS	2-3	2-3	5	-30	—	—	—	Hand Axe	-15	-10	—	+10	+20
Manople	1HS	1.5-2	2.5-4	2	—	—	—	—	Broadsword	-05	—	—	+5	+5
Panji ‡	1HS	.5-1	1-2	2	—	—	—	—	Dart	-20	+5	-10	-05	+5
Wedong	1HS	2-4	1-2.5	3	—	—	—	—	Scimitar	-10	-10	-05	—	—
Kau Sin Ke @	1HS	3-4	3-5	6	—	—	—	—	Whip/Sh Sword	+5/-10	+5/-05	+10/—	+10/+5	+15/+10
Tap Stick	TH	.5-1	1-1.5	3	+10	+5	—	—	Thrown Hammer	-10	-10	-10	—	—
Lajatang	PA	3-4	3.5-5	7	—	—	—	—	Pole Arm	-15	-10	-05	+5	+5
Sang Kaun	1HS	2-3	2-3	5	—	—	—	—	Rapier	+5	+10	+10	+10	+10
Recurve Bow¥	MIS	3-4	2.5-4	5	+45	+15	—	—	Composite Bow	+10	+10	+10	+10	+10

* Using a Shotel against a foe with a shield, the Shotel eliminates one half of the total shield bonus.

† When using the Targone to parry, it has a +25/+10 DB versus melee/missile attacks.

§ With the Haladie, a character may strike twice in one round. The second attack is at 1/2 OB.

Range is doubled.

‡ Double damage.

@ This weapon is normally a whip. If a successful Whip Grapple skill roll is made (100+) the tip of the weapon strikes the foe as a short sword.

ƒ When used to parry, an additional +15 to DB is gained.

ß This weapon gains +10 to all Sea Combat rolls.

¥ This bow has great range and power. Penalties: 300' is -20, 450' is -60, 660' is -120

6.35 HIDDEN / SUDDEN STRIKE WEAPONS

Concealed weapons that instantly "spring" out upon an unsuspecting foe are called Hidden / Sudden Strike Weapons. These weapons are covered by either clothing or armor. They are released by slight muscle contortions and sprung into place by leather thongs or the like.

Only certain weapons are used in such a fashion. All weapons not easily concealed are restricted. Thrown weapons are considered part of the Missile category. Weapons are then divided into three groups; Short Weapons, Long Weapons and Missile Weapons.

The following is a brief listing of possible Hidden / Sudden Strike Weapons.

Short Weapons	Long Weapons	Missile Weapons
Dagger	Short Sword	Dart
Stiletto	Mace	Shuriken
Main Gauche	Club	Dagger

To construct these weapons and their harnesses, a character must succeed on an Extremely Hard Gimmickry roll. Using one of these harnesses, requires a Contortions roll with a penalty of -25. Results over 100 are successful. Scores below 50 receive a fumble roll with a +25. When rolling on the fumble table, results over 100 are handled as follows:

Roll	Result
101 - 110	Strike self with 1/2 weapon OB
111 - 115	Strike self with full OB
116 - 120	Strike self with full OB +50
121 - 125	Strike self with full OB +100

Successful use (meaning that the weapon inflicts damage on the foe) of the concealed weapon does the following:

1. +50 Initiative next round.
2. Opponent makes a RR versus character's level plus number of ranks in Contortions skill. Failure results in opponent being surprised and at -20 to all actions during that round.
3. Fumble range for any of the foe's weapons is increased by 1.

Please note that the normal ranges on the missile weapons are halved, while the range of the other weapons as they spring out at a foe are relatively nothing. That is, the target must be in melee range.

Resetting the hidden weapon requires the same Gimmickry roll as discused above.

These weapons cost 25 gold for the Short-Weapon, 50 for the Long-Weapon and 75 for the Missile Weapon.

6.36 MULTI-PURPOSE WEAPONS

Arms can have more than one weapon on them (e.g., an axe with a hammer head on the back of the blade). This does not compromise the quality or performance of the weapon (e.g., an axe with a hammer is as effective as any other axe or hammer).

The fumble increases by 1 for each additional weapon added. Each weapon skill needs to be developed separately.

Example: *A character who has developed ranks in axe, 1-H Edged, may use the axe in combat and receive their full OB. With the hammer he must develop 1-H Crushing ranks to use it effectively.*

The weapon's weight increases by 10% and its base cost rises 50% per weapon added.

If extremely different weapons, such as a crossbow and a sword, are combined, the following modifiers should be used:

- -25 to OB per weapon in the combination.
  (Two weapon combination = -25 OB penalty)
  (Three weapon combination = -50 OB penalty)
- -25 to DB per weapon in the combination.
- -10 to BF of combined weapon for each weapon in the combination.
  (Two weapon combination = -10 BF)
  (Three weapon combination = -20 BF)

Crossbows are delicate devices. When they are added to another weapon, their performance and structural integrity are weakened. The following rules apply:

- -15 to OB of all other weapons in the combination, (not including the crossbow).
- -25 to DB of all other weapons in the combination, (including the crossbow).
- -20 to BF of combined weapon. This BF modifier is in addition to the one gained above.

Adding firearms have the following effects.

- -10 to DB of combined weapon (This includes the firearm as well).
- -25 to BF of combined weapon.

Any combination that includes moving parts, (excluding firearms and crossbows, (e.g., three-part-staves, fold-over sword blades, etc.)) have these effects:

- -5 BF per moving part. (A chain or rope is considered one part, not each link or strand.)
- -5 DB per moving part. As above. The penalty applies to all weapons in the combination.
- -5 OB per moving part. As above. This penalty applies to all weapons in the combination.

EXAMPLES OF COMBINED WEAPONS

1. Falchion and crossbow

Modifiers are:	OB	DB	BF
Falchion:	-40	-50	-30
Crossbow:	-25	-25	-30

2. Two-handed sword and two crossbows

Modifiers are:	OB	DB	BF
Two Handed Sword:	-80	-100	-60
Crossbow #1:	-50	-75	-60
Crossbow #2:	-50	-75	-60

3. Battle axe (w/ fold over head, 1 hinge) & spear

Modifiers are:	OB	DB	BF
Battle Axe:	-30	-30	-15
Spear:	-30	-30	-15

Note: *The DB modifiers applies only to parries.*

6.37 TAKE-APART WEAPONS

Weapons can be constructed in such a way to allow them to be taken apart and reassembled easily, particularly in a fantasy environment. All weapons may be built this way. Staves can have slots and pegs that slide into each other. Swords can have blades with interlocking pieces with the hilt and crossguard sliding and locking in place. This does not greatly lessen the effectiveness of the weapon.

Effect on combat:
- -5 OB* / number of pieces
- -10 weapon Str. / number of pieces
- -10 to weapon BF / number of pieces

Economic Statistics:
- Cost: 5x normal weapon cost.
- Time of construction equals (weapon cost/5) in days.

* — Weapon quality can out-weigh this penalty.

6.38 DISGUISED WEAPONS

These weapons look like other items entirely (e.g., the sword cane and switch blade). These weapons tend to be thinner and weaker than normal due to limited size in their concealed form. It is not possible to have a six inch wide blade hidden in a walking staff unless that staff were a tree stump. These weapons are designed to be swiftly drawn, thus gaining surprise on a foe.

Effect on combat:
- -10 to -50 to OB, depending on the size reduction and construction quality.
- -20 to Str.
- -40 to BF.

Economic Statistics:
- Cost: 3x weapon.
- Time of construction equals (weapon cost/5) in days.

6.39 MERCURY FILLED WEAPONS

A weapon can deliver more damage if it is designed with a mercury-filled hollow core. The mercury, being a heavy liquid, fills one half of this hollow core. As the weapon is swung, thrusted, thrown or shot, the mercury rushes to the back of the weapon. As the weapon strikes, the mercury shoots to the front and increases the damage.

MERCURY FILLED WEAPON MODIFICATIONS					
Weapon Type	**OB**	**MODIFICATIONS**			
		Fumble	**BF**	**Damage**	**Cost**
Swords	-25	+2	-60	1.5x	10x
Hammers/Maces	-25	+2	-50	1.5x	10x
Spears/Javelins*	-25	+2	-75	1.5x	15x
Arrows/Bolts	-25	+2	-80	1.5x	15x
Pole Arms	NOT APPLICABLE				
Flails/Bolas/Whips	NOT APPLICABLE				
Thrusting Weapons	-15	+1	-60	1.25x	10x
* — Weapon must be thrown. If thrusted, use the Thrusting Weapons stats.					

6.40 CUSTOM MADE WEAPONS

No weapon is set to a single design. Since there are so many different parts that comprise each and so many smiths who forge them, any alteration from one weapon to the next may change it and its performance (i.e., OB, DB or both).

This section covers different weapon types, going over different parts available to them. A character can use more than one option from each section. Although, these options must feasibly work together (e.g., a thick crossguard (Quillons) cannot be a part of the same sword using the no crossguard option).

CUSTOM WEAPONS CHART

Part Alteration	Fumble Mod*	DB Mod	OB Mod**	ATs 20-17	ATs 16-13	ATs 12-9	ATs 8-5	ATs 4-1	CT‡	BF§
				OB MODIFICATIONS†						
EDGED WEAPON										
Blade										
Double thick	+1	-10	—	-10	-05	—	+5	+10	+75	+10
Double wide	+1	-10	—	+5	+5	—	-05	-10	+100	+20
Curved	—	—	—	-05	-05	-05	+5	+5	+10	-10
Waved ONDULADA	+1	+5	—	-10	+5	+5	+10	+15	+150	-10
Barbed	+1	+5	—	-10	+5	+5	+10	+15	+100	-20
Single edge	-1	—	—	—	—	—	—	—	-40	+5
Double edge	—	—	—	—	—	—	+5	+5	—	—
Pointed tip PUNTA	—	—	—	-10	+10	-05	+5	+5	—	+10
Rounded tip	—	—	—	-10	-10	—	+5	+10	-20	+10
Wood	—	-10	-15	—	—	—	—	—	-200	-40
Double Long	+2	-10	+5	-05	-05	+5	+10	+15	+125	+10
Half Long	-1	+5	-05	-15	-10	-05	—	+5	-50	-10
Pommel POMO										
Pear shaped	—	—	—	—	—	—	—	—	—	+5
Mushroom CHAMPIÑON	—	—	—	—	—	—	—	—	-10	+5
Fish tailed	—	—	—	—	—	—	—	—	+10	+10
Ball	—	+5	—	—	—	—	—	—	+25	+5
Point	—	—	—	-20	+5	-10	+5	+5	+50	-10
Blade	+1	-10	—	-15	-10	-05	+5	+10	+50	+15
Custom	V	V	V	V	V	V	V	V	V	V
Grip ACARRADERA										
Metal	—	—	—	—	—	—	—	—	—	+5
Textured	—	—	—	—	—	—	—	—	+10	—
Ribbed RAYADO	-1	+5	—	—	—	—	—	—	+20	-05
Shaped CONTORNO	-1	+10	+5	—	—	—	—	—	+50	—
Cloth wrap ENVOLTURA	—	+5	—	—	—	—	—	—	—	—
Leather wrap	-1	+5	+5	—	—	—	—	—	+10	—
Cord wrap	—	+5	—	—	—	—	—	—	—	—
Wood	+1	—	-05	—	—	—	—	—	-50	-20
Bone	—	—	—	—	—	—	—	—	+150	-05
1 Handed	—	—	—	—	—	—	—	—	-20	—
2 Handed	—	+5	+5	—	—	—	—	—	+20	+5
3 Handed	+1	+10	+10	—	—	—	—	—	+75	+10
Knuckle Bar NUDILLOS	-1	+5	—	—	—	—	—	—	+5	-05
Guard Plate RESGUARDO	-1	+15	-05	—	—	—	—	—	+25	-10
No cover	+1	-05	—	—	—	—	—	—	—	+10
Finger grips	-2	+5	+5	—	—	—	—	—	+75	-15
Blade	+1	—	—	-15	-05	—	+5	+10	+50	-10
Quillon										
Thin	—	—	—	—	—	—	—	—	—	-05
Thick	—	—	—	—	—	—	—	—	+15	—
Wavy(Curved)	—	+5	—	—	—	—	—	—	+20	-05
4-Way	—	+15	-05	—	—	—	—	—	+50	+5
Straight	—	—	—	—	—	—	—	—	—	—
None	—	-10	+5	—	—	—	—	—	-50	+5

Part Alteration	Fumble Mod*	DB Mod	OB Mod**	ATs 20-17	ATs 16-13	ATs 12-9	ATs 8-5	ATs 4-1	CT‡	BF§
EDGED WEAPON, CONTINUED										
Hilt EMPUÑADORA										
Thin	—	—	—	—	—	—	—	—	-20	-05
Thick ESPESA	—	—	—	—	—	—	—	—	+10	+10
Solid	—	—	—	—	—	—	—	—	+25	+20
None	—	—	+5	—	—	—	—	—	-30	-20
Tang ESPIGA										
Wiry DELGADO (FUERTE)	—	-10	-10	—	—	—	—	—	-40	-50
Thin	—	-05	-05	—	—	—	—	—	-10	-20
Medium	—	—	+5	—	—	—	—	—	+10	—
Thick	—	+5	+10	—	—	—	—	—	+20	+20
CRUSHING WEAPON										
Shaft Mango										
Wood	—	-05	—	—	—	—	—	—	-20	-15
Metal	—	+5	+5	—	—	—	—	—	+45	+10
Wrapped Envuelto	—	—	—	—	—	—	—	—	—	—
0.5x Length	—	-05	-05	—	—	—	—	—	-20	—
1.5x Length	—	—	—	—	—	—	—	—	+50	-05
2.0x Length	+1	+5	+5	—	—	—	—	—	+80	-10
0.5x Thick	—	-05	-05	—	—	—	—	—	-10	—
1.5x Thick	—	—	+5	—	—	—	—	—	+40	+5
2.0x Thick	+1	+5	+10	—	—	—	—	—	+70	+10
Head										
Metal	—	—	+5	—	—	—	—	—	+30	+10
Wood	—	—	-10	—	—	—	—	—	-20	-20
Spiked PUNCHOCPUA	+1	+5	—	-15	+5	—	+5	+10	+40	-05
Smooth LISO	—	—	-05	—	—	—	—	—	—	—
0.5x Thin	—	—	-10	—	—	—	—	—	+10	-10
2x Thick	—	—	+5	—	—	—	—	—	+70	+10
0.5x Weight	-1	—	+5	—	—	—	—	—	-10	-05
1.5x Weight	+1	—	+10	—	—	—	—	—	+90	+10
2.0x Weight	+2	—	+15	—	—	—	—	—	+150	+15
Blade	+1	—	—	-10	-05	+5	+5	+10	+25	-05
Ball	—	—	—	+5	+10	-15	—	-05	+25	+10
Back										
Spike	+1	+5	—	-20	+5	-10	—	+5	+20	-10
Blade	+1	—	—	-15	-10	-05	—	+5	+25	-05
Hammer	+1	—	—	+5	+10	+5	—	-10	+20	+10
Ball	—	—	—	+5	+10	—	-05	-10	+20	+10
None	—	—	—	—	—	—	—	—	-20	—
Grip										
1 Handed	—	-05	—	—	—	—	—	—	-10	—
2 Handed	-1	—	+5	—	—	—	—	—	+20	+5
3 Handed	-1	+5	+10	—	—	—	—	—	+40	+10
Leather wrap	-1	—	+5	—	—	—	—	—	+10	—
Cloth wrap	—	—	+5	—	—	—	—	—	—	—
Knuckle guard	-1	+10	-05	—	—	—	—	—	+20	+10
Quillon	—	+5	-05	—	—	—	—	—	+10	+5

Part / Alteration	Fumble Mod*	DB Mod	OB Mod**	OB MODIFICATIONS†					CT‡	BF§
				ATs 20-17	ATs 16-13	ATs 12-9	ATs 8-5	ATs 4-1		
CRUSHING WEAPON, CONTINUED										
Eye										
Spike	—	—	—	-15	+5	—	-05	-10	+15	-10
Blade	—	—	—	-15	-10	-05	+5	+10	+20	-15
None	—	—	—	—	—	—	—	—	—	+10
Butt *Extra*										
Spike	+1	+5	—	-20	+5	-10	+5	+10	+10	-10
Ball	—	—	—	+5	+10	—	—	-10	+15	+5
Blade	+1	—	—	-15	-10	-10	+5	+10	+20	+10
None	—	-05	—	—	—	—	—	—	—	+10
Metal plate	—	+5	—	—	—	—	—	—	+10	+15
POLE ARM WEAPON										
Haft										
Wood	—	—	—	—	—	—	—	—	-45	-20
Metal	—	—	+5	—	—	—	—	—	+30	+10
0.5x Length	-1	-05	—	—	—	—	—	—	-10	+10
1.5x Length	—	—	+5	—	—	—	—	—	+50	—
2.0x Length	+1	+5	+10	—	—	—	—	—	+85	-05
0.5x Thick	—	-05	—	—	—	—	—	—	-10	-05
1.5x Thick	—	—	+5	—	—	—	—	—	+25	+5
2.0x Thick	+2	+5	+10	—	—	—	—	—	+50	+10
Balanced	-1	+5	+5	—	—	—	—	—	+20	+5
Head										
Axe blade	+1	-05	—	-15	-10	-05	+5	+10	+30	-10
Long blade	+1	+5	—	-10	-10	-05	+5	+15	+40	-10
Spike	—	+5	—	-20	+5	—	-05	+5	+20	-05
2 Spikes	+1	+5	—	-20	+10	—	—	+10	+35	-10
3 Spikes	+1	+5	—	-20	+15	+5	+5	+15	+50	-15
Hammer	—	-05	—	+5	+5	—	-05	-15	+40	+10
Curve blade	—	—	—	-20	-15	-05	—	+5	+55	-05
Hooked blade	+1	+5	—	-25	-05	—	+5	+10	+40	-10
Back										
Spike	+1	—	—	-20	+5	—	-05	+5	+20	-05
Double blade	—	—	—	-20	-15	-05	—	+5	+25	+5
Hook	—	+5	—	-25	+5	—	—	+5	+20	-10
Hammer	—	-05	—	+5	+10	—	—	+5	+20	+5
Eye										
Spike	—	+5	—	-20	+10	—	—	-05	+20	-05
Blade	—	—	—	-20	-10	-05	—	+5	+30	—
Grip										
Leather wrap	-1	—	+5	—	—	—	—	—	+10	—
Cloth wrap	—	—	+5	—	—	—	—	—	—	—
Ribbed	-1	—	—	—	—	—	—	—	+20	-05
Hand guard	-1	+10	-05	—	—	—	—	—	+25	+5
Butt										
Ball	—	+5	—	+5	+5	—	-05	-10	+15	+10
Blade	+1	-05	—	-15	-15	—	—	+5	+20	-10
Metal plated	—	+5	—	—	—	—	—	—	+10	+10
Curved end	—	—	+5	—	—	—	—	—	+5	-05
Spike	+1	+5	—	-20	+5	—	—	+5	+15	-10

Part Alteration	Fumble Mod*	DB Mod	OB Mod**	ATs 20-17	ATs 16-13	ATs 12-9	ATs 8-5	ATs 4-1	CT‡	BF§
BOW WEAPON										
String										
Ligament	—	—	—	—	—	—	—	—	+10	-05
Metal	—	—	+10	—	—	—	—	—	+150	+20
Leather	—	—	-05	—	—	—	—	—	-10	-15
Woven	-1	—	+5	—	—	—	—	—	+50	+10
Frame										
Hard wood	—	—	+5	—	—	—	—	—	+20	+10
Soft wood	+1	-10	-05	—	—	—	—	—	-15	-15
Metal	—	+5	+10	—	—	—	—	—	+50	+20
Bone	—	—	-05	—	—	—	—	—	+20	+5
Wood strips	-1	+5	+10	—	—	—	—	—	+50	+10
Grip										
Shaped	-1	+5	+5	—	—	—	—	—	+25	-05
Leather wrap	-1	—	+5	—	—	—	—	—	+10	—
Cloth wrap	—	—	+5	—	—	—	—	—	—	—
Ribbed	-1	—	—	—	—	—	—	—	+20	-05
Knuckle guard	—	+10	-05	—	—	—	—	—	+30	+5
Rest										
Half circle	—	—	+5	—	—	—	—	—	+10	—
Double long	-1	—	+5	—	—	—	—	—	+25	+5
Full circle	-1	—	+10	—	—	—	—	—	+30	-05
Grooved	+1	—	+15	—	—	—	—	—	+35	-07
CROSSBOW WEAPON										
Shaft										
Hard wood	—	—	—	—	—	—	—	—	+10	+5
Cured wood	—	—	—	—	—	—	—	—	+20	+10
Shaped	—	+5	+10	—	—	—	—	—	+20	-05
Metal	—	+5	-05	—	—	—	—	—	+40	+20
Straight	—	—	—	—	—	—	—	—	-10	—
Grip										
Thin	+1	—	-05	—	—	—	—	—	-10	-05
Shaped	-1	+5	+5	—	—	—	—	—	+20	-05
Knuckle guard	-1	+10	-05	—	—	—	—	—	+30	+5
String										
Woven leather	—	—	-05	—	—	—	—	—	+10	-05
Woven ligament	—	—	+5	—	—	—	—	—	+30	+5
Woven metal	—	—	+10	—	—	—	—	—	+150	+20
Vine	+1	—	-15	—	—	—	—	—	-15	-25
Spur										
Fixed	—	+5	—	—	—	—	—	—	+10	+5
Retractable	—	—	-05	—	—	—	—	—	+30	-10
Thin bar	—	-05	—	—	—	—	—	—	+15	-05
Thick plate	—	+5	-05	—	—	—	—	—	+20	+5
Spike	+1	—	—	-20	+5	—	—	+5	+25	-10
Slot										
Half deep	-1	—	-05	—	—	—	—	—	+10	-05
Full deep	-1	+5	+5	—	—	—	—	—	+20	-15
Angled	—	—	—	—	—	—	—	—	+10	+5
None	+1	—	—	—	—	—	—	—	-15	—

Part Alteration	Fumble Mod*	DB Mod	OB Mod**	ATs 20-17	ATs 16-13	ATs 12-9	ATs 8-5	ATs 4-1	CT‡	BF§
MISCELLANEOUS WEAPONS										
Grip										
Hand shaped	-1	+5	+5	—	—	—	—	—	+15	-05
Wrapped	-1	—	+5	—	—	—	—	—	+10	—
Ribbed	-1	—	—	—	—	—	—	—	+15	-05
Knuckle guard	-1	+10	-05	—	—	—	—	—	+20	+5
Head										
Metal	—	+5	+5	—	—	—	—	—	+10	+20
Wood	—	-05	-15	—	—	—	—	—	-20	-10
Blade	—	—	—	-15	-10	-05	—	+5	+20	-05
Spike	—	+5	—	-20	+5	—	-05	-10	+15	-05
Single edge	—	—	-05	—	—	—	—	—	-10	+5
Double edge	—	—	+5	—	—	—	—	—	+10	—
Ball	—	+5	—	+5	+5	—	-05	-10	+10	+5
Spikes	+1	+10	—	-20	+10	—	-05	-10	+25	-10
Chain linked	+1	-10	-10	—	—	—	—	—	+10	-10
Rope linked	+1	-15	-20	—	—	—	—	—	-35	-20
Shaft										
Metal	—	+5	—	—	—	—	—	—	+15	+10
Wood	—	-10	—	—	—	—	—	—	-25	-10
Fitted	-1	+10	+5	—	—	—	—	—	+20	-05
Wrapped	-1	—	+5	—	—	—	—	—	+10	—
Bent	—	+5	—	—	—	—	—	—	+10	-05
Plated	—	+5	+5	—	—	—	—	—	+20	+5

Notation:

V - Variable, consult GM

* — Base is 3.

** — For parts of weapons that do not directly strike the foe (e.g., grip, shaft, etc.). They affect the overall OB of the weapon.

‡ — CT: Cost modifier (As a percentage). Weapon cost is determined by total (CT/5) in silver pieces. Weapons with negative results have a different cost; change the result to a positive number and treat as copper pieces.

@ All weapons start with a base BF (Breakage Factor) of 100.

† These OB modifications are for the part in question. They are only applied, should that part exclusively be used in combat (e.g., Weapon Brawling).

Note 1: *All weapons' fumble ranges cannot drop below 1, no matter how many -1 fumble modifiers are accumulated.*

Note 2: *This chart is used either completely or not at all. Using some of the benefits and ignoring penalties alters play balance. GMs should monitor the players utilizing this chart.*

Note 3: *All shaped and fitted options infer the shape of the wielder's hands. Thus, only the character the weapon is constructed for gains the bonuses and fumble range reduction.*

Option: As Note 3, but all other characters employing this weapon receive negative bonuses to its use. The bonuses for the weapon are converted to negatives.

EXAMPLE 1: Sword

Part / Alteration	Fumble Mod*	DB Mod	OB Mod**	ATs 20-17	ATs 16-13	ATs 12-9	ATs 8-5	ATs 4-1	CT‡	BF§
Blade										
Double Thick	+1	-10	—	-10	-05	—	+5	+10	+75	+10
Waved	+1	+5	—	-10	+5	+5	+10	+15	+150	-10
Double Long	+2	-10	+5	-05	-05	+5	+10	+15	+125	+10
Pommel										
Blade	+1	-10	—	-15	-10	-05	+5	+10	+50	+15
Grip										
Textured	—	—	—	—	—	—	—	—	+10	—
2-Handed	—	+5	+5	—	—	—	—	—	+20	+5
Knuckle guard										
Finger Grips	-2	+5	+5	—	—	—	—	—	+75	-15
Quillion										
4-Way	—	+5	-05	—	—	—	—	—	+50	+5
Hilt										
Solid	—	—	—	—	—	—	—	—	+25	+20
Tang										
Thick	—	+5	+10	—	—	—	—	—	+20	+20
Totals	**+3**	**-05**	**+20**						**+600**	**+60**

Fumble: 01-05   **Cost:** 120 silver pieces   **BF:** 160

EXAMPLE 2: War Hammer

Part / Alteration	Fumble Mod*	DB Mod	OB Mod**	ATs 20-17	ATs 16-13	ATs 12-9	ATs 8-5	ATs 4-1	CT‡	BF§
Shaft										
Metal	—	+5	+5	—	—	—	—	—	+45	+10
2x Length	+1	+5	+5	—	—	—	—	—	+80	-10
2x Thick	+2	+5	+10	—	—	—	—	—	+70	+10
Head										
2x Weight	+2	—	+10	—	—	—	—	—	+150	+10
Metal	—	—	+5	—	—	—	—	—	+30	+10
Spiked	+1	—	—	-15	+5	—	+5	+10	+20	-05
Back										
Spiked	+1	+5	—	-20	+5	-10	—	+5	+20	-10
Eye										
None	—	—	—	—	—	—	—	—	—	+10
Grip										
3 Handed	-1	+5	+10	—	—	—	—	—	+40	+10
Butt										
Spiked	+1	+5	—	-20	+5	-10	+5	+10	+10	-10
Totals	**+7**	**+25**	**+40**						**+465**	**+25**

Fumble: 01-10   **Cost:** 93 silver pieces   **BF:** 125

7.1 COMBAT STYLES

With the development of the specialized schools and societies of the warrior profession, the art of combat took on an immense variety of styles and techniques. Given cultural, geographic, and societal differences, a vast plethora of styles evolved throughout the ages that bear no resemblance to each other at all.

Combat styles are developed to give the warrior an advantage in melee vs. "generic" fighters (schooled only in the basic techniques of fighting), and against practitioners of certain other styles. Like the martial arts, combat styles are usually variations of a single theme. For example, the "Windmill" style is based upon the movement of the blades of a windmill (large, circular cuts and slashes). The "Viper" method consists of a series of short, straight-line stabs and thrusts.

When creating combat styles, it should be remembered that styles have inherent strengths and weaknesses, especially when in melee against practitioners of other combat styles. For example, a Fighter using the "Windmill" style would do very well against a warrior in plate armor, since he could have the time to set up the devastating swings of the style; on the other hand, against a Warrior Monk, the Fighter might never have a chance to strike a single blow. Fighting a Duelist using the "Viper" style, he'd probably be dead before he could draw his weapon.

WINDMILL — Wide, sweeping cuts and slashes. Effective against slow, armored fighters. Very ineffective against agile or fast foes. -30 to initiative when using this style.

VIPER — Fast, straight-line thrusts and stabs. Effective against lightly armored foes, especially good for flank and rear attacks. Useless against heavily armored foes. +20 to initiative.

FAN — Cross-body cuts. Effective against all armor types. Useless against disarming skill, feinting, and parrying. Fumble ranges are doubled. +10 to initiative. -20 to disarming RR.

STONE CLAW—These are swift powerful strikes at a foe's center. The character focuses his attacks as bolts of stone. It is usable with all short thrusting or jabbing weapons. A character can make only one strike per arm per round. Stone Claw is most effective against lower ATs. Successful strikes may stun. The defender makes a RR versus the level of the attacker or is stunned for one round. The attacker has a -20 to Initiative and his second strike comes at end of the round.

RAINBOW—This is a two weapon, multi-leveled attack. Both weapons attack at different locations of a foe's body in single round. This attack halves the defender's parry and shield bonuses. The first strike hits and draws the parry or shield while the second strike hits an unprotected area. The first attack also acts as a feint, Section 14.7, allowing the second strike to be more effective. The attacker has a -20 to initiative and first strike. The second attack is at +25 OB.

VERTIGO—A whirling strike where the attacker spins while charging at a foe. This style takes one round to prepare and is maintained so long as the attacker remains conscious and unstunned. Vertigo affords +50 initiative and two attacks per round, -50 OB to each. This attack is effective versus all ATs. If stunned or knocked down, the attacker receives a +50 Large Bash. It takes one round to come out of Vertigo.

COMBAT STYLE MODIFICATIONS

Style	Armor Type 20-17	16-13	12-9	8-5	4-1
Windmill	+35	+15	0	-25	-50
Viper	-50	-45	+10	+20	+30
Fan	-10	0	+5	+15	+25
Stone Claw	-10	-5	0	+10	+15
Rainbow	+0	+5	+5	+10	+10
Vertigo	+5	+10	+10	+20	+30

7.2 INDIRECT FIRE (NON-LINE-OF-SIGHT COMBAT)

When a character attacks a foe who cannot be seen with a ranged weapon, there are certain mitigating factors that affect his overall OB. These circumstances may improve the chances of striking or more likely, lessen them.

Base Indirect Fire
(Non-LOS Combat) modifier: -75

Penalties:

• -1 per foot foe is from the character.

• -1 per degree the character must turn to face the foe's position.

• -25 per additional sight barrier between the character and his foe. Each barrier must, in itself, completely obscure sight of the target. (e.g., if there are three barriers, e.g., a tree, a hill and a house, all world block vision if the others were not there.)

• Double moving penalties where the foe is mobile. See Section 4.2.

Bonuses:

• +25 for an ally who has Line-Of-Sight to both the character and target. This ally can direct character's aim.

• +3 per rank of Spacial Location Awareness.

7.3 BUSHWHACKING

Bushwhacking is the age-old tactic of ambushing unsuspecting foes from a concealed position. A frequently-used tactic of smaller units, this allows a group the opportunity to inflict damage without receiving any. In many encounters, a well-executed Bushwhack could be the deciding factor between victory and defeat.

The key element of Bushwhacking is surprise. To be successful, a Bushwhack must be launched from a totally concealed position, so as not to alert the foes to the situation. An unsuccessful Bushwhack often goes far worse for the Bushwhackers than the victims.

Coordination is another vital element. All of the members of the Bushwhacking team must launch their attacks simultaneously. A member of the team who "jumps the gun" may alert the majority of the foes to the situation, thereby causing the Bushwhack to fail.

Example 1: *Maradan, a 15th level Ranger, is leading ten less-experienced rangers on a Bushwhack. The site they choose is a forest trail with embankments to either side. They carefully camouflage themselves, and hide at the tops of the embankments. An hour later, a group of twenty-five Orcs come down the trail in a single file. When the Orcs come abreast of the Rangers, Maradan gives the signal to launch the Bushwhack. The Rangers all fire their crossbows together, and eleven Orcs drop. The rest scatter into the woods, where the Rangers can hunt them down at their leisure.*

Example 2: *Given the same situation as example 1, except the GM secretly rolls that one of the Rangers is not concealed well enough to hide him from the Orcs. At the last moment, an Orc spots him, and shouts a warning. The Orcs then charge up the slopes, and melee combat ensues.*

Example 3: *Given the same situation as example 1, except the GM rolls a failed self-discipline roll for one of the Rangers. Before the group attack is launched, he fires his crossbow at the first Orc. The others, alerted, drop to the ground, and most of the Rangers' bolts miss. Melee combat again breaks out.*

A successful Bushwhack must be planned very carefully from the original inception to the moment of attack. A group must have advance knowledge of the foes' movements, and know where they will be at a given time, or at least have a strong suspicion. A Bushwhacking team must then be assembled. This should consist of several well-trained soldiers, preferably skilled in a missile or thrown weapon. They also should be experts of camouflage and hiding. There should not be more than the terrain is capable of hiding (e.g., thirty archers do not hide well in one tree, nor are they usually successful). The group must then set up at the site well in advance of the arrival of the foes.

Fields of fire should be marked for the group. A field of fire is an area of responsibility for each member of the group. This is to prevent all the members from shooting the same target. Each man will now have an area that he must clear.

The group must then camouflage themselves, and sit and wait patiently for the foe to arrive. Noise discipline must be strictly observed, as well as excess fidgeting.

When the foes enter the Bushwhack, all members must remain still until the maximum number of foes have entered the area. At a prearranged signal, the group launches their attacks simultaneously. If all goes well, the foes will be taken by surprise, and will spend a few moments in disarray.

BUSHWHACKING IN ROLEMASTER

A successful Bushwhack is the result of a series of successful skill rolls. A Tactics roll should be made first by the character coordinating the Bushwhack. This represents all the minor technical matters that must be taken into account; proper placement of the group, fields of fire, making sure all know the proper signal to begin, etc.

The consequences of failure of this roll are variable, and GM discretion is required. Perhaps a detail not taken into account by the coordinator goes badly (such as the foes have aerial scouting). The exact consequences must be determined before continuing.

Next, all members of the group must make Hiding rolls. A successful Camouflage roll may complement this roll (Complementary Skills, *RMC II* Section 4.4). These should be made for each individual involved, with a -25 penalty to those without the Hiding skill. A failed Hiding roll indicates that the character is not effectively camouflaged, and may tip off the foes to the Bush-

whack. Successful rolls will give the foes a -75 penalty to all Perception and/or Sense Ambush rolls attempted.

Finally, each member of the group must make two Self Discipline checks before the Bushwhack is sprung. The first is to show whether the members of the group have managed to keep quiet and still before the foes come into range. Characters who wish to communicate during this time may alert their foes to the Bushwhack. A failed roll should give the foes' point man (the leading individual in the line) an additional +20 to +70 to his perception roll, GM's discretion (even a nearly deaf troll can detect fifteen men doing the Watusi, while singing "A Hundred Bottles of Beer on the Wall", from a mile off).

The second Self Discipline check is to determine if someone became nervous and "jumped the gun", or began attacking before everyone else. As an option, characters with the "Prejudice" background option against the race of the foes may receive a -20 to -70 penalty, GM's discretion (it's not easy to watch a hated enemy stroll past). If both rolls are successful, the -75 penalty to the foes' perception remains in effect.

Finally, the foes' point man must make two perception rolls; the first when within 20 feet of the Bushwhacking group, and the second after passing the farthest man in the group. If the first is successful, he will alert the rest of the foes before they enter the area, and normal melee rules will apply. If the second is successful, he will alert the rest of the foes. If they are within the Bushwhack, it may be launched as normal, but the foes are not surprised, and may have normal defenses.

If all the groups' rolls are successful, and the foes' fail theirs, the Bushwhack is successfully launched.

RESULTS OF BUSHWHACKING

As a result of a successful Bushwhack, the Bushwhacking group receives one free round of action; the foes may not take any actions at all. If missile weapons are used against the foes, for that round they only receive defensive bonuses derived from constant items and instantaneous spells. This includes additional DB from parrying, Yado, Tumble Evasion, Adrenal Defense, etc. If thrown weapons are used, the foes must make a successful Snap Perception (see *RMCIV* Sec 3.11.2) and Quickness check. If successful, they may use their full DB, as well as any Evasion-type skills. If they have a weapon in hand and readied, they may parry with it.

At the end of the free round of action, the foes' leader must make a RR for his unit vs. panicking. This roll is modified positively by his Leadership skill bonus, and by +5 for any friend still uninjured. A -10 is detracted for each friend who is either unconscious or slain. If more than one foe has the Tactics skill, the average of their skill bonuses may also be used to positively modify the roll.

If the Resistance Roll is successful, the foes continue to operate as a unit, and may act and counterattack normally next round. For each increment of 10 that the roll is failed by, up to 50, the foes receive 1 round of inaction; they may only drop prone. If the roll is failed by 51+, the foes panic, and scatter. They will not attack in any fashion, except to defend themselves in melee combat, and will flee in terror until exhausted.

ADDITIONAL NOTES AND OPTIONS

Any culture, with the exception of pacifist societies (Military System Generation, see *Campaign Law* Section 2.69), will have developed Bushwhacking as an integral military tactic. This includes most intelligent monster races, especially Orcs and Kobolds. The GM should keep this in mind if the character party wishes to seriously abuse these rules; after all, in combat, turnabout is far more than fair play. Solitary Rangers and small patrols of Wood Elves will often employ this tactic when in wooded areas and severely outnumbered. They will seldom stand fast for melee combat afterward, but will employ guerilla "hit-and-run" tactics to keep their foes off-balance.

Bushwhacking may be employed by a solitary character against groups of foes, but the returns diminish greatly against groups larger than three. In these cases, the character will seldom gain more than a free round of action, and will alert the foes to his presence. However, a character with the Silent Kill skill, used in conjunction with the Sniping skill, and a little luck, can show excellent results against a group of foes moving in a single file. By attacking the last member of the file and working forward, he can remove many foes before being discovered.

If General Perception Option 1 (*RMCII*, Section 7.0) is being used, the Game Master should remember that characters who have not bathed for several days can be detected by a foe with the Perception: Smell skill from a considerable distance, especially if the foes are downwind of the Bushwhacking party. The exact distance can vary between 100 feet and 1/4 mile, and may give the foes an additional +20 to +70 to their perception rolls. There is no way to remove any bonus a foe might receive from this except by extensive cleaning.

If a party is attempting to Bushwhack a single or group of animals, the GM should note that most animals can scent far better than most humanoid races. As a rule, animals should get Perception: Smell rolls before entering a Bushwhack, with an additional +75 modifier if any unwashed characters are present.

7.4 OPTIONAL MODIFIERS FOR AIRBORNE AND SEABORNE COMBAT

All combat-proficient characters in *Rolemaster* are capable of conducting melee combat on firm, solid ground. Very few will have any experience fighting on a rolling deck, or atop a dragon. Airborne and seaborne combat are far different from your average melee in a dungeon; enough so that even the most skilled ground fighter will be nearly helpless on a ship or in the air.

There are natural exceptions to these rules, of course. A Sailor on an ocean-going vessel will be able to fight effectively even in a rough sea; he is entirely in his element. A Beastmaster who specializes in riding airborne creatures will be at less of a penalty than another character, because he has been trained to fight while in flight. GMs should restrict backgrounds in sailing or flying to prevent abuse and circumvention of these guidelines.

AIRBORNE COMBAT MODIFIERS (7.4.1)

One of the principal laws of physics is that every action has an equal and opposite reaction. When an archer fires a crossbow bolt, the weapon will push back against the shooter with the same amount of force that it drives the bolt forward with. When the archer is standing on the ground, this effect is barely noticeable. The counter-force travels through his body and down his legs, and is dissipated into the ground.

This effect is much more noticeable when hovering above the ground unsupported, as with a Levitate spell. The entire counter-force is delivered to the archer's body, with no means of dissipation. This results in the archer being thrown violently in the direction opposite to the bolt's path. Since he is pushed before the bolt can clear the weapon, his aim will be greatly altered. Thus, the bolt will usually miss it's target.

The same archer, if riding a flying creature or using a Fly spell, will have the benefit of having another force to push against him. This will oppose and cancel part of the bolt's counter-force, resulting in a steadier weapon, and greater accuracy.

Lack of stability also plays an important role in the use of thrown and melee weapons. When throwing a knife or swinging a sword, the user will brace himself against the ground, allowing all of his force to be delivered through the weapon to the target. If he is unsupported, his weapon's force instead will be directed back to him. Thus, his strikes will be ineffective, doing minimal damage, and the user will flail madly through the skies.

Some other important modifiers are:

WIND—Wind will effect both a missile's flight and the control of the mount. As the wind speed increases, it becomes increasingly difficult to conduct airborne combat.

VISIBILITY—When fighting in the air, visibility will often change radically. Many combatants wishing to flee will seek refuge in clouds, and will sometimes use them to ambush foes from. Visibility is a factor in thrown and missile combat, as well as magical combat. Certain vision spells will negate these penalties altogether.

MOUNT QUALITY—Combat results vary greatly when the form and quality of one's means of flight are factored in. A fighter flying for the first time with a Fly spell is not going to have precise
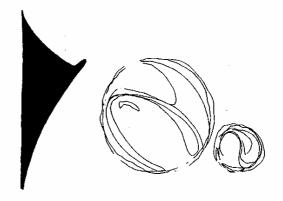
control over his movements, certainly not enough to conduct aerial combat with any success. A wild pegasus will not be responsive to the rider's commands, while a fully combat- trained griffin will obey the rider, and will act independently if the rider is stunned or unconscious.

MOUNT STABILITY—Although a swift and maneuverable creature, a pegasus is not the ideal steed to conduct mounted archery from; it is, by far, too unsteady for accurate missile fire. Similarly, a dragon is an excellent platform for archers, but for aerial melee, it is inappropriate; the combatants could not reach each other with their weapons. To conduct aerial combat, the proper steed must be chosen for the proper rider.

MODIFIERS FOR AERIAL COMBAT

BASIC MODIFIERS

Melee: ....-25

Missile: ....-50

Thrown: ....-75

STABILITY MODIFIERS (Optional)

Levitate Spell
  Melee: ....-225
  Missile: ....-200
  Thrown: ....-300

Fly Spell
  Melee: ....-125
  Missile: ....-100
  Thrown: ....-150

Mounted Combat
  Melee: ....-50
  Missile: ....-25
  Thrown: ....-50

WIND MODIFIERS (Optional)

Dead Calm (No Wind): 0

Light Breeze (1-10 MPH): ....-15

Heavy Breeze (11-20 MPH): ....-25

Windy (21-30 MPH): ....-50

Heavy Winds (31-40 MPH): ....-75

Gale (41-50 MPH): ....-100

Storm (51-60 MPH): ....-150

Heavy Storm (61-70 MPH): ....-300

Hurricane (71+ MPH): ....-500

VISIBILITY MODIFIERS (Optional)

Unlimited (Clear Skies) : 0

Hazy: ....-10

Misty: ....-20

Foggy: ....-50

Cloudy: ....-75

Overcast: ....-100

Stormy: ....-150

MOUNT QUALITY (Optional)

Wild: .... -250

Untamed: .... -175

Untrained: .... -150

Partially Trained: .... -50

Trained: 0

Well-Trained: .... +25

Highly-Trained: .... +50

Human+ Intelligence: .... ADD. +50

MOUNT STABILITY (Optional)
(Missile and Thrown Weapons Only)

Small (100 - 250 KG): .... -150

Medium (251 - 1500 KG): .... -50

Large (1500+ KG): 0

SEABORNE COMBAT MODIFIERS (7.4.2)

A major problem with conducting sea combat is the continuous pitching of vessels due to the perpetual wave action of the sea. No ship is completely free of vertical motion, no matter how large. An untrained archer, trying to shoot at a target on an enemy vessel, may have to contend with his target rising and falling up to 15 or more feet, while doing the same himself. Therefore, it can be seen that warfare on the high seas is notably more difficult than on land.

In the days before the invention of ship-mounted cannon, combat between ships usually took the form of three distinct stages: the artillery, archery, and boarding stages, in that order.

Combat began with warring vessels opening fire with the ship's catapult, if so equipped. Since the catapults had a very limited arc of fire, maneuverability became vital at this point. A captain would try to maneuver his ship's bow, where the catapult was usually mounted, to point at the enemy's broadside. Normally, he would try to stay towards the enemy's aft quarters, or flanks, to prevent the foe's catapults from being brought to bear on his ship.

Ships would sometimes maneuver for an hour or more without firing a shot. The smaller, faster ships, like the caravel or schooner, had the advantage in being able to turn faster and get off more shots. However, the frigates and other larger ships could absorb more damage, and also carried more catapults and heavier boulders.

When a ship first came into position for shooting, large rocks would be fired first, to get the exact range to the enemy's ship. Then, Greek fire would be loaded, and fired at the foe's sails. When the rigging caught fire, the ship lost it's ability to maneuver, and became a stationary target.

At this point, the captain of the moving ship would have to decide to sink the other, or try to board and capture it. If it was to be sunk, large boulders were hurled at the waterline, bashing holes in the hull, until it finally foundered. If it was to be boarded, the second stage began.

The captain of the boarding vessel would circle around behind his foe, because the enemy ship usually could and would fight back. He would then maneuver his ship alongside the other, and try to stop next to it.

While this was occurring, the enemy ship would be firing arrows in volleys, trying to kill the marines and crew. The marines could hide behind the gunwales, the high side rails, and were partially protected. The crew, however, having to work the sails and masts, however, were unprotected, and took heavy casualties.

When the ships were alongside, the marines would throw grappling hooks across to the other ship, trying to anchor the two ships together, while the other crew tried desperately to cut as many of these as possible. Then, the boarding planks would crash down across the water, and the marines would leap across, and melee combat would ensue.

While the crews were fighting on the deck, archers in the rigging would continue to shoot at their foes, until one side surrendered. The crew of the losing ship would become prisoners, and the victors claimed the other ship as their own.

When fighting aboard ships, all archery was conducted from the rigging, as this was the only part of the ship that could see over another ship's gunwales. The short bow, and later the light crossbow, were the favored missile weapons for shipborne archery, being smaller and easier to reload. Since missile ranges were substantially shorter at sea than on land, the heavier missile weapons were almost never seen.

When firing from one ship to another, the pitching modifier is only added only once per shot fired, as it takes into account the pitching of both ships. If the pitching of the two ships is not the same (e.g., one ship in calm water, another caught in a Hellsea [RMCI Section 3.7, Very High Level Spells]), the modifiers for each ship are halved, and then added together for the final modifier.

When firing at targets during a melee, whether on the same ship, or on a ship being boarded, the archer must make a RR for each shot fired, to determine if he hit a target on his side. This is due to the confusion during a boarding melee, where hundreds of men often pack in closely. The archer must first declare that he has fired at a target, and then rolls his attack, and then the Resistance Roll. For this roll, he treats his skill ranks in his weapon as levels, vs. the amount of friendly troops in the melee treated as levels. A successful snap perception before firing will add +75 in his favor. Success means that he has hit his target; failure means that he has shot a combatant on his own side. An additional +50 may be added if the two sides are distinctive (e.g., different uniforms, halflings vs. trolls, etc.).

In shipboard melee combat, the only prime concern is balance and footing. With decks pitching up and down in high seas, it can be difficult to maintain one's balance. Also, decks awash in seawater or blood can become extremely slippery. At the beginning of each round of melee combat, everyone conducting spell or melee combat must make an Agility roll, using the appropriate modifiers below. A 101+ indicates that the character has remained standing, and may take actions normally. Otherwise, the character falls, and loses all actions for the round. Spellcasters in the process of casting a spell who fall down immediately roll ESF, using the ship's pitching modifier as a penalty. This roll comes before all actions for the round, regardless of initiative. Characters who have fallen may rise at the end of the round.

MODIFIERS FOR SEABORNE COMBAT

SHIP PITCH

Light Seas (1'-5') .... -25

Medium Seas (6'-8') .... -50

Rough Seas (9'-12') .... -75

Heavy Seas (13'-15') .... -125

Stormy Seas (16'-20') .... -200

Turbulent Seas (21'+) .... -400

Point Blank .... 10'

Short ....25'

Medium ....75'

Long..150'

WIND MODIFIERS (TO ALL ACTIONS)

Dead Calm (No Wind): 0

Light Breeze (1-10 MPH): ....-15

Heavy Breeze (11-20 MPH): ....-25

Windy (21-30 MPH):..-50

Heavy Winds (31-40 MPH): ....-75

Gale (41-50 MPH): ....-100

Storm (51-60 MPH): ....-150

Heavy Storm (61-70 MPH): ....-300

Hurricane (71+ MPH): ....-500

* — Sea ranges are for pinpoint or specific target shooting only [e.g., the captain, helmsman, single crewmen, etc.]. Random arrow shots and volley firing use normal ranges. GM discretion is advised to determine if these shots actually hit anything.

7.5 GENERAL TIPS

Insightful advice for the novice and expert adventurer alike.

• Never take a half full canteen on an ambush. The sloshing sound carries, especially at night. Enemies receive +25 to Sense Ambush/Assassin skill rolls.

• Keep all your blades razor sharp. Clean them off as soon as you can (blood causes rust). Do not keep them in a leather sheath for extended periods, (leather traps moisture). Wood covered in leather is best. Use Honing to care for and sharpen blades. See Section 6.33.

• Always turn your boots over and shake them out before putting them on. You never know what has crawled into them during the night.

• If you're the evening sentry, don't look into a fire, it ruins your night vision. -45 to sight Perceptions. Also, use your ears and nose at night. +15 to each sense for Perception skill rolls at night.

• When being a sentry on patrol, never walk in a pattern. Enemy Surveillance rolls receive a -25 modifier. Always walk 5 to 8 feet away from walls so that if an enemy is lurking around a corner or in a doorway, you have a chance to draw a weapon. Sense Ambush/Assassin rolls are modified by +20.

• Always yell when attacked!

• If standing sentry, keep your back to a wall and keep at least 8 feet from a door or window. +10 DB to flank attacks and no rear attacks possible.

• When you sit down at dinner or at a tavern, take a second check that you can reach the hilt of your weapon.

• The soldier has only 1 rule of war. Do whatever you have to to survive.

• When bombarded by missile artillery, stay out of stands of trees and large wooden objects (carts and buildings). Flying wood splinters are a lot more dangerous than the ballista and catapult ammunition. Increase DB by +15 while in the open.

• When bombarded, run towards the siege weapons, not away. Most artillerists walk their shots away from them. If you run towards the weapons, you will get out of their target area sooner, as they will be heading away from you. The enemy's OB modification is -10 each round a character runs toward the weapons.

• Never walk on a well-marked path. That's where all the booby traps are.

• Never walk on the crest of a hill. Any sniper below you will have you in silhouette. +20 to OB for all snipers.

• When ambushed, take cover on the side of the trail the enemy is on. The opposite side is where he will place his booby traps.

• If you cut a man's throat, you will be covered in his blood. Be prepared to be attacked by every gnat and mosquito for a radius of 100 miles. If not cleaned within ten minutes, the character receives insect attacks every other round. +15 to all enemy Perception rolls.

• Steal jewelry first. Its the most portable plunder and has value aside from its materials.

• Never punch your opponent in the face, you will only hurt your hand. Hit him in softer parts like his throat. Use Strategic Targeting. -10 OB for face strikes with a bare fist.

• Choose the right weapon for the job. A pike or 2-Handed weapon is great for a field battle, but you will get killed in a house or dungeon.

• Always carry at least 1 big knife or dagger. It's generally the most useful weapon of all.

• Never throw a knife if it's the only one you have.

• Don't cut wood with your sword, you will break it. That's what axes are for.

• Your mind is your most valuable weapon.

• If you have to retreat, do it in good order, quickly. Don't turn and run. The people who die in a retreat usually get it in the back. +50 to rear attacks.

• Don't watch an enemy's eyes, watch his hands. +10 to Battle Perception rolls and +15 versus Disarm Foe, Weapon Trickery, Feinting and Weapon Snare attempts.

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8.0 OPTIONAL SKILL "LAWS"

8.1 NEW SKILLS

ADRENAL SPELL AVOIDANCE
(Pr) (Static Action)

This skill allows the recipient or target of a spell or spell effect to avoid its effect by leaving the area of effect. This skill may only be used if a character is fortunate enough to know when a spell is coming. A Mage can not change his aim because the character is moving at the last possible moment. Success indicates the character may move up to 3x movement away from spell effects. The skill is prepared for as Adrenal Speed or Strength.

Note 1: *The following modifiers (and any other reasonable situation modifiers) should be used. Those listed below are only a sampling.*

If Touch is required for spell effect	+40
For Elemental "Bolt" Attack	+30
For Elemental "Cone" Attack	+20
For Elemental "Ball" Attack	+10
If spell is cast silently	-10
If spell is cast non-somatically	-20
If spell is cast both silently and non-somatically	-40
If spell is cast with no rounds of preparation	-75
If character knows exact spell being cast	+30

Note 2: *If successful, but 3x movement is not sufficient to move out of range/area of effect of spell, the spell caster still receives a -25 due to the distraction.*

Skill DP Cost: As Adrenal Speed

AIRBORNE COMBAT (Ag/Qu) (Maneuver)

Bonus to applying one's melee OB against a foe when conducting aerial combat. When using a Levitate or Fly spell, or when mounted upon a flying creature, the OB is equal to the OB times the skill bonus as a percentage (ex., a fighter with an OB of 70 and an Airborne Combat skill bonus of 56 will have an aerial OB of 39). This skill must be purchased for each type of mount to be fought from (ex., Fly spell, dragons, etc.).

Skill DP Cost: As Lancing.

AWAKENING (In) (Static Action)

Bonus to orientation and perception rolls upon immediate return from insensibility (sleep, unconsciousness, coma, etc.).

Skill DP Cost: As Brawling

BATTLE PERCEPTION (In/Me) (Static Action)

This skill helps determine how a combatant will attack next round. A character can understand combat styles, but this does not ensure they will know how their enemy might strike. One must study their opponent in combat. A Battle Perception roll is made after the first round of the combat and then on each subsequent round until the character comprehends the style used.

A character who cannot spend a full round observing their opponents gain a -20 modification. If the character is in melee while attempting a Battle Perception roll, the penalty is -35.

There is a base skill penalty of -20. This is added to all other modifiers for this skill.

Using the Skill:
After the first round, the character has a -120 modification to predict their foe's next action.

Second round	-80
Third round	-60
Forth round	-40
Fifth round	-20
Each additional round	-0

Note: *if the combat style the foe uses is known, the above penalties are modified by +25.*

If successful, the user correctly predicts the foe's next attack. The character receives +25 to all OBs and the foe parries at -50 that round.

If the foe changes his attack style, a new Battle Perception is needed to identify the style. The character must make a Battle Perception roll each round to continue anticipating his enemy's actions.

Skill DP Cost: As Tactics.

Option 1: On a successful "Battle Perception," the character's DB increases by +25 or Adrenal Defense by +35.

Option 2: Any time the character encounters a new foe using a style he has already seen and understood, his skill rolls are only modified by the base -20 and the -20 or -35 (see above), if applicable.

BLIND FIGHTING (See Below) (Maneuver)

This skill allows combat with a foe using a sense other than sight. It is developed separately for each of the following senses:

Hearing   Smell   Feel   Intuition

Hearing: A character judges the location of their opponent by the sounds they emanate. With high levels of this skill, they can visualize the actual location, and movements of their foe.

Note: *If the opponent successfully stalks or otherwise masks their sounds, Blind Fighting: Hearing is greatly effected. Subtract the Stalking roll from Blind Fighting roll.*

Smell: The scent given off by a foe registers in the olfactory organ. Humanoids, monsters and animals alike give off different odors. This skill allows one to smell the location of the target. Since this sense is less determinate than sight or hearing, it is less effective. Also, the odoriferous emanations of any being or item are greatly affected by air currents. Reduce the skill roll by -5 for every 1 mph of wind.

Feel: A character senses the location of their enemy from the feel of the air. As their opponent moves, the air about them is disturbed. Development in this skill allows one to feel these subtle changes in the air and judge the location of their source. Again air current greatly reduces the reliability of this skill. Reduce the skill roll by -10 for every 1 mph of wind.

Intuition: This sense is sometimes referred to as the "Sixth Sense," or "Psychic Awareness." This sense is used alone. Any other senses used to locate a foe negate the effects of Blind Fighting: Intuition.

The GM should have the character make skill checks whenever situations arise that cause them to lose concentration while Blind Fighting.

How the skill works:

The total skill bonus taken as a percentage is multiplied by the character's OB. The result is the usable OB. Any percentage above 100 is ignored.

Each form is a separate skill with its own bonus. Each complements the other, except Blind Fighting: Intuition.

They complement each other in this way:

Full skill bonus for the first sense.

Add half skill bonus for the second sense.

Add quarter skill bonus for the third sense.

Using more than one Blind Fighting sense cannot raise the total bonus above 100%.

Example: *Mytron the Bold has an OB of +120 in Falchion. As he approaches a group of three goblins, the lights suddenly flicker and fade. His last sight is three goblins charging toward him. Mytron chooses to stand and fight. He must fight blind as he cannot see. He has Blind Fighting Hearing at +35.*

The bonus, +35, becomes 35%. Multiply this to his OB: (+120) The result is (+42). Mytron had better hope the Goblins cannot see either!

Example: *Gertrude the Proud has an OB of +150 in Two Handed Sword. She is adventuring, her goal is to find what has befallen her comrade Mytron. She too enters the room and sees three goblins charge her just before the lights fade. She has developed Blind Fighting: Hearing and Smell. Her bonuses are +60 and +38 respectively. She also elects to stand and fight. She will use both her Blind Fighting skills.*

The bonus, +60, becomes 60%. Multiplying this to her OB, 150, results with a +90. The second bonus, +38, divided by 2, is +19. Change this into a percentage, 19% and multiply it to her OB, +150. The result is +28.5 or +29. Add the two corrected OBs, +90 and +29. Gertrude's total corrected OB is +119. Though not her full +150, it is much better than Mytron's +42.

If Gertrude had developed Blind Fighting: Feel, she could add this sense to the others. If her bonus was +26; divide this by 4, (26/4) equals +6.5 or +7. Adding this to the other two corrected OBs her new total would be +126.

Skill DP Cost:

Skill	Statistic	Warrior Type	Pure Arms	Semi Spell	Pure Spell
Hearing	Re / Em	1/5	2/6	3/9	10
Smell	Re / Me	2/7	3/9	10	20
Touch	Re / Em	4/10	6	20	25
Intuition	In	8	15	25	25

CALISTHENICS (None) (Maneuver)

Calisthenics is a rigorous skill where characters "work-out" and train to improve their physical statistics (i.e., Strength, Constitution, Agility and Quickness) up to 10 points *past* their potential. Each statistic is developed separately (e.g., to get bonuses in both Strength and Agility, a character must develop Calisthenics for each, separately).

The bonus added is 1/10 the skill bonus. There is no level or statistic bonuses for Calisthenics (e.g., one rank is +.5, four ranks is +2.0). Calisthenics is a Level Intensive skill, see *Rolemaster Companion III* Section 5.5. Round down all fractional bonuses.

Skill DP Cost:

Dervish	5/10
Dancer	3/9
Warrior Type	4/9
Pure Arms User	5/10
Semi-Spell User	10
Pure Spell User	20

CLOSING (Qu/Ag) (Maneuver)

Closing is getting near enough to a foe (0—1 foot) to render their long weapons useless. The character weaves and lunges in an attempt to place himself between the foe and his weapon. The character is sometimes "chest to chest" with his foe, or up against some other part of their body.

While attempting Closing, all non-magical DB modifications are lost.

The skill bonus is reduced by the foe's DB. The character must roll 101+ to succeed. Failure results in no opportunity. With results less than 0, the character receives a Martial Arts Strikes fumble, *RMC* Section 6.6.

Modifications due to defender's weapon size:

Pole Arms:	+50
Missile weapons:	-30
All other weapons:	
Over 4 feet:	+35
4 feet:	+25
3 feet:	+10
2 feet:	-30
Under 2 feet:	-50

Skill DP Cost:

Trench Fighter:	1/2/2
Warrior-Type:	1/5
Pure-Arms-User:	2/7
Semi-Spell-User:	5
Pure-Spell-User:	15

CRYPTOGRAPHY (In/Re) (Static Action)

The skill at creating and breaking written codes. Character must study any these before he may decipher them. Treat this as a maneuver roll with appropriate difficulty (i.e., for detailed languages, such as Egyptian hieroglyphics, phenomenal, for Latin, very hard, etc.).

When creating a code, the character makes a skill roll. The results determines the complexity. (Note, even the shortest and least descriptive codes can be insanely complex by virtue of their simplicity). The language or code can only be broken by a successful Cryptography roll of appropriate difficulty, see below.

Total Skill Roll	Difficulty to break code/language
Under 1	Mundane
1—25	Trivial
26—50	Easy
51—75	Light
76—100	Medium
101—125	Hard
126—150	Very Hard
151—175	Extremely Hard
176—200	Sheer Folly
201—225	Absurd
226—250	Insane
251—275	Phenomenal
276+	Virtually Impossible

Skill DP Cost: As Poetic Improvisation

DEFENSIVE WEAVING (None) (Maneuver)

This skill enables a character to dodge an attack. He twists and contorts to avoid the weapon strike, forcing his attacker into awkward positions. For every five ranks of Defensive Weaving, the attacker's fumble range is increased by an amount equal to the original fumble range.

> **Example:** *A character with 5 ranks of Defensive Weaving is attacked by a foe wielding a broadsword (fumble 1-4). The attacker, should he continue to fight, will have a fumble range of 1-8.*

> **Example:** *The same character with 20 ranks of Defensive Weaving forces his foe to fumble on an 1-20.*

Restrictions: As Adrenal Defense.

Skill DP Cost: As Adrenal Defense.

DENTISTRY (Me/Ag) (Static Action)

Both the knowledge of and the ability to perform minor repair work on teeth. A character with Dentistry can pull teeth, make and implant false teeth, etc.

Skill DP Cost: As Surgery

DIRECTED STRENGTH (SD) (Static Action)

Bonus to strength maneuvers. An adept of this skill can focus his strength along tighter lines of force, thus increasing musculature yield. Upon a successful skill roll, the amount succeeded by (Skill roll—101) is added to the maneuver in the character's favor. Skill failure confers a "B" Stress critical to the user. There is a -70 penalty to the use of this skill in combat.

Skill DP Cost: As Yado

DISTRACT FOE (Ag/Qu) (Static Action)

This skill is useful when a character wishes to break the concentration of a foe, especially a spell caster preparing or concentrating on a spell. The action is a feint or even an outright attack upon a opponent. The unfortunate mage who becomes distracted must roll a SD roll (open ended with 101 or more being successful) to cast any spell normally or maintain their current spell. Failure results in a Spell Failure roll. Use the amount failed by on the SD roll as a positive modifier. A warrior about to attack, who is successfully distracted, would have to make a PR roll to continue his attack or maneuver.

Those whose sole action for the round is the attempt of this skill receive no penalty. Those who attempt this skill while performing other actions (e.g., sprinting, attacking an opponent, or casting spells) receive a -30 penalty to both actions.

Skill DP Cost: as Martial Arts

DONNING AND DOFFING ARMOR
(Qu/Ag) (Maneuver)

This skill shortens the Base Time of donning and doffing armor. Each classification of armor is developed separately (i.e., Soft Leather, Rigid Leather, Chain, and Plate). The total skill bonus divided by 5 (Rounded up) is subtracted from the Base Time.

> **Example:** *Horndor has five ranks in donning AT 20. His total skill bonus is 45. He reduces the Base Time by 9 (45/5) rounds. The Base Time for AT 20 is 80 rounds. Horndor can don it in 72 rounds.*

> **Example:** *Jerrek Ironhewn has ten ranks in donning AT 14. His total skill bonus is +72. (72/5) = 14.2 or 15 rounds. The Base Time for AT 14 is 10 rounds and the Minimum Time is 4 rounds, Jerrek has reached the Minimum Time for AT 14.*

Skill DP Cost: As Maneuver in Armor.

ENDURANCE (None) (Special)

This skill increases the number of Exhaustion Points a character has. Per **Rolemaster** Section 7.23, Exhaustion Points are determined by Constitution alone. RMC IV Section 7.8 discusses other methods of determining Exhaustion Points. Realistically, one's exhaustion limit could increase through training and experience. Endurance represents this ability.

Each rank of Endurance adds 5 Exhaustion Points. No other bonuses are added.

Skill DP Cost: As Body Development

FEINTING (Qu/Pr) (Maneuver)

Feinting draws off the opponent's parry or throws him off guard. The attacker fakes an attack, thus pulling the defender's parry and attention away from the true strike. If the foe does not parry, he still is fooled by the feint. With a successful feint, a character continues his swing, making a "free" attack with some or all of their OB.

Results over 100 are successful. The opponent makes a RR versus the number of ranks the character has in Feinting, treated as levels. Making the RR exposes the feint attempt. Failing the RR negates all but magical defensive bonuses, including shield bonuses.

On a successful feint, the attacker makes a "free" strike on his foe modified by multiplying the normal OB by the skill bonus as a percentage. The modified OB can never be more than the normal OB.

> **Example:** *Dargon Highbrow is in a duel with a worthy foe. He swings hard and fast, but fails to score as his foe parries his every strike. Dargon elects to feint. He has an OB of +110 and a Feinting skill bonus of +56.*
> *Dargon rolls a 72, adding his bonus—he succeeds. His opponent makes a Resistance Roll versus Dargon's ranks in Feinting, treated as levels. Dargon has 8 levels, his opponent is third level. To resist, the opponent must roll above 69. The roll is a 35, the feint is successful.*
> *Now comes the "free" strike. Follow the guide below to determine that amount of the base OB is employed.*

Skill Bonus	OB used on "free" strike
0—20	1/10 OB
21—59	1/4 OB
60—100	1/2 OB
101—170	3/4 OB
171 and up	Full OB

Dargon's usable OB against his helpless foe is +28 (110/4).

Skill DP Cost: As Disarm Foe, Armed

Option 1: The defender loses one attack this round with a successful feint.

Option 2: The defender's next swing has twice or three times the fumble range, Game Master determination. This indicates the sudden jerking the defender makes when compensating for being fooled by the feint.

Option 3: On a successful feint, the attacker gains +50 to Subduing and Disarm Foe Armed skills.

FOCUS (SD) (Static Action)

Bonus to accomplishing tasks by clearing the mind of all other concerns. When Focusing, the character's entire range of perceptions is narrowed to a 60° arc directly before the character. The rest of the world "ceases to exist".

When a character decides to use this skill, he first must state the task that the character will be fulfilling. This should be of a simple nature, such as "Get from here to there" or "Kill Mazren the Mage". The character then makes his skill roll, with a 101+ being success.

At this time, he is Focused. Nothing becomes relevant except for the attainment of the stated goal; he will ignore everything outside of the forward arc. If a foe is not related to the task, and is not in the way, he will be ignored. If an arbalestor is drawing a bead on him from the flank, the Focused character will not dodge, use Yado, etc.

When a character is Focused, he will travel in as straight a line as possible to his destination. He will only avoid trees and buildings; he will push past humanoids and animals, and cross over mountains and rivers without looking for a pass or a ford. If the character is attacked, he will fight only the foe directly in front of him. If he stuns a foe, he will break off and push past the foe.

A Focused character will not pause in any way. He will continue until he drops from exhaustion, dies, completes his task, or it becomes unattainable by any normal means. If the target is killed or destroyed, the character drops from Focus immediately. These are the only ways to exit the state of Focus.

When a character is focused, he gains a +1 per skill rank to any skills that he knows, in addition to his SD bonus. A Focused character may not cast spells, release wards or glyphs, or use any magical skills whatsoever.

Skill DP Cost: As Lancing.

HOLDING BREATH (Co/SD) (Maneuver)

In many situations it is necessary for a character to hold their breath for extended periods of time (e.g., being under water, exposed to noxious fumes or horrid odors, etc.). The time the average character can go without breathing is between 1 and 5 minutes. Characters can hold their breath for:

(Constitution ÷ 20) Minutes

Example: *A character with a Constitution of 100 can hold his breath for 5 minutes (100/20). A character with a 55 Constitution can hold his breath for 2.75 minutes (55/20).*

The Holding Breath skill increases this time by 2 rounds (.33 minutes) per skill rank (e.g., a character with a Constitution of 100 and ten ranks of Holding Breath, can effectively retain their breath for 8.3 minutes or 50 rounds).

There are penalties for operating with breath depravation. They vary with the length of time without air (i.e., the longer a character holds his breath, the greater the penalties he operates with). Divide the maximum time the a character can hold his breath by 10 (Time/10).

Time holding breath	Penalty
1/10 to 4/10 maximum time	-0
5/10 to 6/10	-20
7/10	-40
8/10	-80
9/10	-160
10/10	-320

Skill DP Cost: As Body Development

HONING (Ag/Em) or (MD/Ag/SD) (Static Action)

Bonus to putting superior edges on slashing and puncturing weapons. Upon a successful skill roll, a non-magical +5 bonus is added to the weapon's total bonus. The weapon must be honed after each combat use, or the bonus is lost until honed again.

Skill DP Cost: As Weapon Category #2

Option 1: Superior whetstones and oil are required to use this skill. Weapons made of special materials (Mithril, Laen, etc.) require a whetstone of the same material, or of a material with a greater bonus (ex., Laen will hone Mithril weapons.).

Option 2: Weapons made of special materials must be honed by an Alchemist.

Option 3: As Option 2, except weapon does not need to be honed after combat usage against lesser quality weapons.

HYGIENE (Co/SD) (Static Action)

The skill of keeping oneself healthy and well groomed. Hygiene covers all personal health habits and activities (i.e., washing, brushing teeth, hair care, etc.). With this skill, a character can modify their Appearance bonus by +1 per rank of Hygiene, both up or down.

A character who develops Hygiene also adds +2 per rank to their Resistance Roll modifier versus disease.

Skill DP Cost: Half Body Development DP cost

Option: Have the character make a Hygiene roll, using CO/SD as statistic modifiers, with success allowing the above modifications to Resistance Rolls and Appearance.

INCREASE WOUNDS (Ag/St) (Maneuver)

Increase Wounds allows further damage to be inflicted to a foe without striking again. Once his weapon is lodged (see below), the character makes a skill roll to attempt increasing the wound on the next round.

Note: *For the purposes of the skill, do not treat this as an attack. There are no OB modifiers applicable.*

A roll over 100 is successful. To calculate the damage delivered:

Subtract 100 from the total Increase Wounds roll.

Change it into a percentile. (This is the percentage of damage delivered from the previous strike.)

*Results over 100 convey more than 100% of the original damage.

Example: *A total skill roll of 250 delivers (250-100) 150% of the damage given on the last attack.*

A successful skill roll may give an additional critical. Consult the following chart.

Hits Delivered From use of Increase Wounds	Critical Delivered
1–10	No Critical
11–20	A Crush
21–30	B Crush
31–40	C Crush
41–50	D Crush
51 and up	E Crush

Example: *Jackron is fighting an Orc. He strikes his foe squarely, lodging his axe into the Orc's chest. He delivers a 34EK. Next round, Jackron decides to increase the wound rather than removing his weapon and swinging again (This could take up 1 or 2 rounds of action.). His skill bonus is +78. He rolls a 72. The total is 150, Success!. 150—100 leaves 50. Changing to a percentage, 50%, the damage delivered is: 50% of 34, or 17. Checking for criticals; he gives the Orc an A Crush. Note, Jackron did not make an attack roll to inflict this additional damage.*

LODGING A WEAPON IN A FOE

Most critical tables do not discuss this possibility. Assume any successful attack has a chance of lodging the weapon in a foe's body, see below.

Note: *This chart is strictly optional, use GM discretion.*

Critical Delivered	Chance to Lodge Weapon per Critical Type: *		
	Puncture	Slash	Crush
A	4%	3%	2%
B	7%	4%	3%
C	10%	6%	4%
D	15%	9%	6%
E	25%	15%	10%
Each Additional	+15%	+10%	+5%

* — If Ripping/Tearing criticals are employed, use 2x slashing critical result from the above table.

Skill DP Cost:

Warrior Type	1/4
Pure Arms User	3/9
Semi-Spell User	8
Pure Spell User	20

INSTINCTIVE MANEUVER
(Qu/Em) (Maneuver)

Bonus to initiative in surprise situations. One-half of the skill rank bonus is added to the character's initiative score, with all fractions rounded down. Note that this skill does not result in a drawn or readied weapon, nor can bonus be given in situations where attacker(s) cannot be detected by the character.

Skill DP Cost: As Yado

Option 1: GM may allow this bonus only if character makes a successful snap perception roll.

INTIMIDATION (Pr/Re) (Static Action)

This skill sways a foes' thoughts and intentions. By use of words or physical threats, whether employed or implied, a character attempts to change his opponent's view on a subject.

Upon success the foe makes a Resistance Roll versus the number of ranks the character has in Intimidation, treated as levels. Subtract 100 from the total skill roll and divide the result by 5. This is the RR penalty for the foe.

> **Example:** *A skill roll of 150. (150—100) = 50. (50/5) = 10, or 10 is added to the success threshold.*
> *The RR is modified by -10.*

> **Example:** *Rudolph is guarding a gate and a dark clad man approaches him, telling Rudolph to step aside. Rudolph orders him to leave, but he does not. Rudolph tries to Intimidate. His bonus is +55, he rolls a 75, totaling 130, success. He has eight ranks and the dark clad man is 8th level. Normally the Resistance Roll needed is 50, but due to Rudolph's skill roll, 130. The RR needed is 56 (50 + (30/5)). The roll is 52, failure. The dark clad man, now intimidated, leaves.*

Where force is applied, modify the roll by +20. Where damage is inflicted, modify the roll by +1 per hit (this is cumulative with the implied force modification). Criticals do not enhance the Intimidation skill roll, unless they increase the amount of hits delivered.

> **Example:** *Holding a foe's wrist tightly while attempting Intimidation adds a +20 to the skill roll. Delivering 10 hits to the foe increases the roll by another +10, for a total of +30.*

Skill DP Cost: As Seduction

JESTING (Pr/Re) (Static Action)

This skill causes another to laugh through humor employed by a character. A character who attempts to jest makes a skill roll. Depending on the race of the target, there may be a modifier (as humor to some beings is all but foreign). If he is successful the target makes a Resistance Roll, modified by SD. Treat the number of ranks of Jesting as a character's level. Failure indicates the target starts laughing.

Jesting can break concentration (e.g., causing a spell caster who is preparing or concentrating on a spell to laugh and lose his spell). Otherwise a foe who fails his RR acts at -20 until a Self Discipline roll is made. (Modify this roll by +10 per round, cumulative.) If a foe is laughing, all Jesting rolls are modified by +25 and the foe's RR is reduced by 10.

Skill DP Cost: As Seduction.

LOOTING (Qu/Pr) (Static Action)

Looting represents the ability to quickly ascertain the relative values of all items within a certain area. What is meant by relative values is not market values (i.e., what a character uses Appraisal for). A successful Looting skill roll tells the character which valuable items (in comparison to each other) are the most easily transportable.

> **Example:** *Karg the mercenary has just broken into a the private chambers of a lord. He has only moments to grab whatever items he can. He sees several statuettes of gold, a few rings, silk clothes and gems. Using his Looting skill, he ascertains that the gems and rings are the easiest to steal while being the most valuable to him. He knows that the Statuettes and clothes are valuable also, but they are too bulky to drag away.*

Each rank of Looting increases the area a character can scan by a 1 foot radius. Thus ten ranks of looting allows a character to scan a ten foot sphere about him.

Looting does not tell the character the actual value of any item.

Skill DP Cost: As Brawling

MELEE SCUFFLE (St/Ag) (Maneuver)

This skill enables a character to push around, trip and throw his opponent while they both are engaged in melee. A character can Melee Scuffle before or after his normal attack. It takes 1/5 of a round of action. On a successful roll the opponent makes a RR versus the number of ranks of Melee Scuffle the character has, treated as levels.

Failing the RR, the foe receives an unbalancing critical, with the severity determined by the degree of failure.

Skill User's	TARGET'S RACE								
Race	CM	MM	HM	E	HE	D	H	O	T
Common Man (CM)	+05	+0	-10	-25	-15	-40	+05	-30	-50
Mixed Man* (MM)	+0	+05	-10	-25	-10	-40	+05	-30	-50
High Man (HM)	-10	-05	+10	-15	-05	-45	-05	-45	-65
Elven (E)	-15	-15	-05	+15	+05	-50	+0	-50	-75
Half Elven (HE)	-10	-05	-05	-05	+10	-45	+0	-40	-60
Dwarven (D)	-25	-25	-30	-40	-30	+25	+10	-50	-65
Halfling (H)	+0	+0	-05	-10	-05	-10	+40	-30	-45
Orc (O)	-35	-30	-45	-60	-45	-70	-10	+30	-10
Troll (T)	-40	-35	-50	-80	-60	-75	-15	+05	+20

JESTING RACIAL MODIFICATION CHART

Failed RR By:	Critical
1%—15%	A
16%—30%	B
31%—45%	C
46%—60%	D
61% and up	E

Melee Scuffle strikes made before a normal strike may affect the character's OB on that next strike. Determine the outcome of the successful Melee Scuffle attack and apply all applicable bonuses and penalties to this next strike.

With this skill, a character may make up to four Melee Scuffle attacks in one round, if they perform no other actions. If used with Weapon Brawling, the character makes one Weapon Brawling strike and two Melee Scuffle attacks in one round.

Skill DP Cost:

Warrior-Type:	1/2
Pure Arms User:	1/4
Semi-Spell User:	2/7
Pure Spell User:	8

MIND BLOCK (SD/Pr) (Special)

This is the ability to block the entry of an outside force (magic, spiritual or an entity) into one's mind. Each rank adds +1 to the character's level for Resistance Roll purposes only. When no roll is required to assert control over the character, the GM may still allow a RR. If so, make an open-ended roll using 1/2 of the skill bonus.

Skill DP Cost:

Warrior-Type:	4
Pure Arms User:	6
Semi-Spell User:	8
Pure Spell User:	11

MOVING STRIKE (Ag/SD) (Maneuver)

This combat skill allows a character to make melee or missile attacks while moving or engaged in the performance of another action. Moving Strike develops a sense of mobile balance that enables characters to make an attack in awkward positions. The skill bonus offsets penalties accrued from:

1. Performance of other skills.
2. Moving while in melee.
3. Awkward positions (i.e., body positions, not limited space as covered by RAC) such as climbing a rock face, and attempting to hack at an Orc climbing above at the same time.

Maneuver Difficulty	Penalties
Trivial	-0
Routine	-10
Easy	-25
Light	-50
Medium	-100
Hard	-150
Very Hard	-200
Extremely Hard	-250
Sheer Folly	-300
Absurd	-350
Phenomenal	-400
Virtually Impossible	-500

Movement Rate*	Penalties
Quarter Base (0.25%)	-10
Half Base (0.5x)	-25
Base (1.0x)	-50
Jog (1.5x)	-100
Run (2.0x)	-150
Sprint (3.0x)	-200
Fast Sprint (4.0x)	-300
Dash (5.0x)	-400

*—This is not for normal movement, but for the speed skills or actions are performed at.

Example: *Jackron is attempting to climb the side of a cliff and attack an orc at the same time. Jackron's climbing the rock face is a medium maneuver. He gains a -100 to his OB for his attack. He has several ranks in Moving Strike. His skill bonus is +30. Thus he reduces his OB penalty to -70.*

Example: *Wilfred the Bold is doing cartwheels (Acrobatics hard maneuver) at sprint speed. He also wishes to strike a foe. His total penalties are -350 (-200 from sprinting and -150 for the hard Acrobatics maneuver). He has a Moving Strike bonus of +165. Even with this bonus, Wilfred retains a -185 OB modification...good luck.*

Skill DP Cost: As Reverse Stroke

Option 1: The character makes a Moving Strike roll with the penalty as their skill modification. Results over "1" are successful.

Option 2: Increase or decrease the difficulty level of all maneuvers performed by one, while Moving Strike is employed. GM determination.

PORTAGING (None) (Maneuver)

Bonus to encumbrance. Skill rank bonus is added to character's weight allowance in pounds.

Skill DP Cost: As Tactics

PREPARED SHOT (SD/In) (Special)

This is the ability to more precisely aim a missile or thrown weapon in a combat situation. The target must be selected at the time the skill is declared. The warrior must prepare for at least 2 rounds.

This skill is developed normally with a +10 bonus per extra round of prepared (+50 max) and with a penalty equal to the amount the target has moved measured in feet during this preparation.

This is a concentration skill.

Skill DP Cost: As Adrenal Balance, except for the Archer or Shaikan custom professions (see Section 2.3.3), for whom the skill cost is 1/2.

PRESENCE PROJECTION (Pr) (Static Action)

Bonus to putting foes at a disadvantage by forcing them to realize the prowess of the character. The character can summon up all of the pain, fatigue, frustration, and sorrow they have experienced, and focus it into an intense glower. An opponent locking eyes with the character will then realize the extent of the experiences the character has had, and will, to some extent, lose his composure.

The prerequisite to using this skill is the locking of eyes. To do this, an open-ended roll is made, modified by the character's presence bonus. If the result is 101+, eye lock is achieved. The character then rolls the Static Action, and applies the result to the foe. Success can produce hesitation, paralysis, or, in extreme cases, death from shock.

PRESENCE PROJECTION

-26 down BLUNDER: Spectacular Failure: You stand there puzzled, while your opponent(s) roll on the ground in uncontrollable laughter. You are stunned for 20 rounds. Due to your ego taking a sabbatical, you won't attempt this skill for 2d10 days.

-25-4 ABSOLUTE FAILURE: Your confidence wavers as your opponents giggle. Any Static Action tried within the next ten minutes will fail miserably. See 5-75 below.

5-75 FAILURE: Sorry, but you couldn't frighten a child right now. Try again in two hours.

76-90 PARTIAL SUCCESS: Your foe(s) give pause for this round, wondering what in the name of blazes that you're trying to do. Maybe next time.

91-110 NEAR SUCCESS: Your foe(s) stop dead, looking nervous. Try again next round with a +30.

111-175 SUCCESS: Foe(s) immediately make an open-ended upward roll, and apply the following results:

1-25	A Shock critical
26-50	B Shock critical
51-75	C Shock critical
76-100	D Shock critical
101+	E Shock Critical

176 up ABSOLUTE SUCCESS: Foe(s) must immediately make a RR vs. heart failure, modified by CO/SD. If successful, foe(s) will flee in terror from you whenever they see you. Failure means foe(s) push posies.

Skill DP Cost: As Ambush.

RAC (None) (Special)

A character using the RAC, Restricted Area Combat, skill develops the ability to fight efficiently in tight places and awkward positions. Each rank of RAC offsets penalties gained from combat in these areas.

There are no level or statistic bonuses added to this skill and no skill roll is needed.

Skill DP Cost:

Trench Fighter	1/2/2
Warrior Type	1/5
Pure Arms Users	2/7
Semi-Spell Users	5
Pure Spell Users	15

SEABORNE COMBAT (Ag/Ag/In) (Maneuver)

Bonus to conducting combat operations about an ocean-going vessel. The character's OB is determined by the following formula: seaborne OB = (OB x Skill Bonus) ÷ 100.

Skill DP Cost: As Rowing.

SNIPING (None) (Special)

This skill is equivalent to Ambush, but is used with missile or thrown weapons. Unlike Ambush, this skill must be developed separately for each different "Category" of weapons.

The following are development categories for Sniping:

• Thrown Blades (Knives, daggers, darts.)
• Bows (All types)
• Spears and Javelins
• Exhalatory propelled weapons (Blowguns)
• Slings

Skill DP Cost: As Ambush

Option: GM may allow 1.5x or 2x ranks to be used for stationary targets.

SPECIAL MARTIAL ARTS ATTACKS (Ag/St) (Maneuver)

Martial Arts is a discipline of the mind. With proper control and training a character can focus their mental energies into vast physical maneuvers. Martial Arts Strikes, Sweeps and Throws, Wrestling and Grappling all contain many of their own different offensive moves. Special Martial Arts Attacks are unique moves that are not covered by any of the standard Martial Arts.

Each Special Attack is developed separately. The number of different Special M/A Attacks is limitless. Characters can learn any number of them. Where they acquire this skill, and who from are dependant on the campaign world.

> **Note 1:** *It is suggested that schools of Martial Arts and or masters of the arts be the only source for teaching this skill.*

> **Note 2:** *To keep play balance, the GM himself should create new Special Martial Arts Attacks.*

> **Note 3:** *These attacks may not be suitable for all campaigns*

Each Special Martial Arts Attack has two factors; Move and Strike or Conveyance. The move is any and all body motions contained in the attack. The Strike is the physical conveyance which delivers the effect of the attack.

Several Example Special Martial Arts Attacks

Distance Strike

1. Move: With body rigid, one arm is quickly flicked across the chest. Backhand toward target. 2. Conveyance: The vibrations from the hand impact the foe. Range is 1 foot per rank of Distance Strike. All criticals are impact. Use mace attack table.

Phoenix Claw

1. Move: Body is fluid. Hand, shaped like a claw, swings up into foe's body.

2. Conveyance: Claw (hand) strikes the foe, piercing skin (puncture critical) and breaking bones (crushing critical). Cumulative 5% chance of each, per rank of skill. Severity of criticals increases by margin of success.

Success by	Critical
1—15%	A
16—30%	B
31—45%	C
46—60%	D
61+	E

Lizard Hop

1. Move: Body moves swiftly at foe, either straight towards or spinning into.

2. Conveyance: Hand or foot strike to the mid-section of the target. Blow sends foe backwards. Treat attack as a M/A Strike rank II. Distance foe is sent is determined as follows: (Total skill roll—100) [Treated as a percentage.] * Number of ranks of Lizard Hop (Treated as feet.)

Example: *Killeen has ten ranks in Lizard Hop. She strikes her foe with a total roll of 150. She delivers maximum damage for a rank II Martial Arts Strike. The distance she sends her foe is:*

$$(150—100) = 50 (50\%)$$
50% of 10 ranks (feet) is 5 feet.
Thus Killeen's foe is thrown backwards 5 feet from her Lizard Hop M/A attack.

Cyclone

1. Move: Body spins swiftly with arms held close and legs providing the movement.

2. Conveyance: Arm or leg strike hits the foe's mid-section. Resolve damage on Martial Arts strikes table as rank II attack. The cyclone stuns the target, 5% per rank. The stun has a variable length depending on critical type delivered from attack. A = 1 round, B = 2 rounds, etc. The foe gets a RR versus the number of ranks of Cyclone treated as levels.

Skill DP Cost: 2x Martial Arts (Maximum of 25) to learn skill. 3x Martial Arts (Maximum of 25) to create attack.

Option 1: Limit Special Martial Arts Attack development to only those characters who have Martial Arts rank four in any M/A skill.

Option 2: Limit the number of different Special Martial Arts Attacks to 1 per Martial Arts skill (i.e., 1 special attack for having M/A Strikes and 2 special attacks for having Martial Arts Strikes and Sweeps and Throws, etc.).

Option 3: Combine Options 1 and 2.

Option 4: If the character has a Martial Arts skill already developed, the effectiveness of his Special M/A Attacks are determined by this development (i.e., if he has Martial Arts Strikes to rank IV, then his Special M/A Attacks that use the Martial Arts Strikes table can be rank IV attacks).

SPELL DEFLECTION (In/Ag) (Maneuver)

This is the ability to block or partially block elemental bolt spells with a shield or similar object. This skill may also, in extreme cases, block elemental ball or cone spells, but the character must be able to get within 20 feet of caster. Even so he gets an additional -100 to his skill roll! The Skill is successful if the final roll is above 200. Upon success the attack is fully deflected. If partial success is achieved (rolls of 100 to 200) subtract 100 from the final skill roll and reduce the spell casters attack roll by this amount.

Note 1: *The shield or other object used still receives the full brunt of the attack and takes double concussion hits from the strike. The GM will have to determine, by the damage, whether the shield is destroyed. A well made shield can withstand up to 150 hits before being rendered useless. It takes 200 hits before the remaining hits are taken by the poor wielder. The critical in all cases will be reduced 5 severity levels with a successful application of this skill.*

Note 2: *If a character does not have an object to block the spell effects, they may try to block the spell themselves and save others from its effects. In this case. treat the character as the shield in Note 1. If the shield is not destroyed, make a weapons breakage roll with the number of points delivered to it as a modifier.*

Note 3: *The shield must be appropriate to deflect the spell. Penalties should be applied to the skill roll for inappropriate shields.*

For example: A wooden (or other flammable material) shield cannot succeed against a fire attack. Likewise a metal shield is not very effective against an electrical attack. A brittle shield withstands impact based attacks (e.g., ice and earth elemental attacks) poorly if at all.

If the shield is ridiculously improper, refer to Note 2.

Skill DP Cost: as Yado.

SPELL PERCEPTION (In/Re/Me) (Static Action)

This is the ability to determine when a spell caster will cast or release a spell. Every consecutive round dedicated to this skill gives a cumulative +10 modification (maximum of +60) to the skill roll.

Skill DP Cost:

Warrior-Type 8

Pure Arms User 6

Semi-Spell User 4/9

Pure Spell User 5/10

SPELL PERCEPTION STATIC ACTION CHART

-26 and Under BLUNDER: Character is convinced that the spell caster is not a mage. No more attempts to use this skill on this mage work for 1d10 days.

-25 to 4 ABSOLUTE FAILURE: Character is convinced that a random spell of this caster's type will be cast in 1d6 rounds.

5 to 75 FAILURE: Character learns nothing.

76 to 90 PARTIAL SUCCESS: Character learns exact Realm and round spell will be cast in.

91 to 110 NEAR SUCCESS: As partial success, but character learns level of spell that will be cast.

111 to 175 SUCCESS: As Near Success, but character learns the List the spell will cast from.

176 and Up ABSOLUTE SUCCESS: As Success, but character learns exact spell and has 1/2 round left to act with this knowledge.

Option: In cases when the GM feels that the results on the Static Action Table are too specific they may give more general descriptions.

Example: *Giving relative spell power instead spell level. Giving general spell type instead spell list.*

STRATEGIC TARGETING (None) (Maneuver)

This is the skill of placing a strike at a specific location of an opponent's body. Strategic Targeting uses both Damage By Location and APAC (see Section 4.15). This skill has no other bonuses other than the rank bonus per *Character Law and Campaign Law* Section 15.22.

Strategic Targeting is developed for each weapon. There is a base penalty of -20 that cannot be overcome.

Note 1: *Using this skill with missile weapons entails a further -20 modifier.*

Note 2: *Using this skill with thrown weapons entails a further -30 modifier.*

Note 3: *Using this skill with elemental attack spells entails a further -50 modifier.*

Skill DP Cost:

Warrior-Type 2/7

Pure-Arms-User 4/10

Semi-Spell-User 15

Pure-Spell-User 25

TAUNTING (In) (Static Action)

Bonus to causing foes combat disadvantages by inciting them to a state of agitation. Taunting is the art of verbally harassing your opponent, in the hope of causing him to lose his composure and attack mindlessly. Thus, the taunter gains an advantage over his foe. This skill involves using a combination of spoken insult, tonal inflections, and somatics to achieve maximum outrage.

When this skill is used, the opponent must make a RR, modifying the roll with the average of his SD and RE statistic bonuses. The taunter's skill bonus is subtracted from the roll, as well as a situation modifier, from +30 to -70, assigned by the GM. The situation modifier reflects the effectiveness of the particular taunt versus that opponent. For example, the phrase "Your mother was an orc!" might work very well against an elf, but an orc would probably reply, "Yeah, so what's your point?"

If the Resistance Roll is successful, the opponent recognizes the taunt for what it is, and the attack is ineffective. If the roll fails, the foe attacks immediately in the most appropriate fashion for the character. In the case of spell-casters, magical attacks *must* be cast instantaneously, even those which would normally require preparation. In addition to normal spell failure modifiers, a +25 is also added due to the state of agitation of the caster.

For every twenty percent that the roll is failed by, rounded down, the foe is at -10% to all rolls for the duration of the combat. For example, Thag needs a 73 to make his RR, and rolls a 27, modified. Thag failed by 46, rounded to 40, and will fight at -20%. If he'd rolled a 48, he would be at -10%. If Thag's result was a 54, there would be no penalty, and if he succeeded, he would have the option to ignore the taunt.

Skill DP Cost: As Disarm Traps.

TRICK SHOT (Ag/Qu)or(Ag/MD/Qu) (Special)

This is the ability of a talented archer to perform normally impossible tricks and stunts with his bow. The DP cost is the same as the cost of his second rank of the missile weapon to be used.

Example: *A character has a DP cost of 2/5 for his Class I weapon, thus Trick Shot costs him 5.*

Characters without a second rank in their missile weapon skill develop this skill at a cost of 20.

To develop this skill, one must have at least 10 Ranks in their bow. To further develop Trick Shot, the skill at bow must also be increased, such that there are always at least 10 ranks between the two skills.

This skill is divided into separate "Trick Shots," in which each is developed individually. Some examples of Trick Shots are:

Quick Shot: This is the skill that allows a character to shoot twice as fast. If a bow may only be used once every other round, Quick Shot allows one shot per round. If a bow is used once a round, with Quick Shot, it can be used twice per round.

On the initial firing, the full bow OB is used. On the second firing (the one gained from Quick Shot) the skill bonus is used as the OB.

Example: *Marvin the ranger has a short bow (one round to prepare and one to shoot). By using this skill, Marvin gets his full OB on Round 1 and his Quick Shot skill bonus on Round 2. On Round 3, Marvin gets his normal bow OB again.*

Note: *There is, however, one precarious penalty to this rapid firing. Treat Quick Shot in sets (i.e., when using this skill, one set of shots is made instead of a single shot). There is no penalty for the first set. Each additional set, though, raises the fumble range on the bow by 2.*

Angle Shot: By twisting or bending the feathers on an arrow, a bowman can angle his shot. This diverging angle is 2° per rank in Angle Shot. The restriction for this skill is the arrow must be shot 5 feet for every degree of divergence.

The bonus to hit is [Bow OB minus degrees off center of the Angle Shot].

To figure out the distance off center, the angle shot strikes, multiply the Tangent of the angle by the distance of the shot (i.e., the shot straight forward).

Example: Marvin the Ranger sees several foes approaching. He draws his bow and appears to take aim at the central figure. In response, this figure puts up his shield defensively. Marvin thus elects to Angle Shoot the foe to the right, who stands 15 feet away from the central foe. He has 10 ranks in Angle Shot. This gives him the ability to have his arrows fly 20° off center. The foes are 100 feet away. To calculate the distance the arrow can diverge from center do the following.

```
                                        Foe (1st Target)
                                               |
 Marvin--------------100'-----------------------15'
                                               |
                                        Foe (2nd Target)
```

20° off 100 feet is the same as 100 times the Tangent of 20°. The Tangent of 20° is 0.0364. Multiplied by 100, is 36.4. This is the distance Marvin can get the arrow to diverge from the center.

Without changing his stance, he alters the feathers on the arrow and releases. The arrow arcs and strikes the unsuspecting foe to the right.

Angle Shot Option: User may double the degrees of divergence at a penalty of -10 per degree.

Lightning Draw: The Lightning Draw is a blindingly fast draw-and-shoot strike to hit a foe before he can launch his attack. The archer knocks an arrow, draws and shoots in 1/4 round. This maneuver adds +150 to the archer's Initiative. Multiple shots per round may be made using this maneuver, with a cumulative -75 detracted from the OB. Thus, a highly-trained bowman can launch three or four arrows before a spell caster can use his magic. The skill bonus is used to offset the penalties, to a minimum of -20 on each shot. For example, an archer with +85 in Lightning Draw, who elects to fire four shots, will have penalties of -20, -65, -140, and -215 to the OBs. To use this skill, the bow must have been in hand and readied the previous round. If a fumble occurs, all remaining attacks are lost, and +25 per remaining attack is added to the fumble result (maximum +100).

UNHORSING (St/St/Ag) (Maneuver)

Unhorsing allows a character to forcibly remove another from their mount, usually a horse. Unhorsing can be attempted with or without a weapon. The chart below details the modifications to the skill roll.

Situation *	Modification
Attempted unarmed	-45
Attempted armed (No Pole Arms)	-15
Attempted armed (Pole Arms)	+5
Attempted armed (Lucern Hammer)	+15
Mount moving at 1x base rate	+25
Mount moving at 1.5x base rate	+10
Mount moving at 2x base rate	0
Mount moving at 3x base rate	-15
Mount moving at 4x base rate	-40
Mount moving at 5x base rate	-75

* — Treat OB modifications for flank and rear attacks as skill modifiers for Dismounting.

To dismount a foe, a character makes a skill roll, 101+ being successful. If successful, the rider makes a Riding skill roll modified as follows:

(Riding skill bonus + roll) - (Dismounting skill roll - 101)

Example: *Charon the Blade is riding down a man-at-arms. Suddenly the man-at-arms draws a Lucern Hammer and swings it a Charon as he passes. The man-at-arms' Dismounting skill roll is 143, a success. Charon now must make his Riding skill roll. His bonus is +55, he rolls a 75. Normally this, 130, would be a success, but due to the -43 (143—101) modification from the man-at-arms, he fails and falls from his horse.*

The damage delivered to the fallen rider is taken from the Ram-Butt-Bash-Knock Down chart. The attack roll is modified by the movement rate of their mount (i.e., each foot per round of movement equals +1 to hit). The attack size is determined by the armor worn.

Armor worn	Attack size
No armor	Small
Soft Leather	Small
Rigid Leather	Medium
Chain	Large
Plate	Huge

Skill DP Cost: As Lancing.

WAY OF THE WARRIOR (SD) (Static Action)

Bonus to overcoming disadvantages through force of will. Way of the Warrior is a group of skills that represent the uniquely hardened force of will present in most professional men-at-arms. Years of rigorous discipline are spent to overcome the effects of pain and exhaustion, and to fight to stay conscious when a normal man would have succumbed to the darkness of the mind. Elitist warriors also are trained from childhood to prevent interrogation, charm, and the domination of the mind. These factors produce a warrior with a will of hardened steel, a force of mind that cannot be matched by anyone who has not sojourned through various hells. Way of the Warrior is developed as four separate skills: Will, Fatigue, Unconsciousness, and Pain.

WOW: Will is added to the characters will bonus, and is also used to modify RRs vs. all mind-altering spells. This skill entitles a character to a RR even when they would not normally make one. If the Will stat is not used, then the skill rank bonus is added to the Self Discipline stat bonus.

WOW: Pain is the ability to ignore the pain produced by wounds. When a character receives a negative modifier to actions as a critical result, he may make a static action roll to see if he can ignore it. Success means that the penalty is not applied for the duration of the combat, and in any successive combat if the skill roll is made for that wound. Failure means the penalty is applied as normal. Each wound is rolled for separately, and there is a -10 modifier for each wound after the first.

WOW: Unconsciousness is the ability to ignore loss of consciousness produced by surpassing 0 concussion hits, poisons, herbs, and some spells. The character may make a static action every ten minutes, or every round in a combat situation. Success indicates that the character remains conscious; failure means passing out instantaneously.

WOW: Fatigue is the ability to stave off exhaustion and sleep, natural and magical, for extended periods of time. Fatigue modifiers apply only to the WOW:Fatigue static roll. Success indicates that the character is awake for another hour. Failure means character falls asleep the moment he is not performing an action, and receives fatigue penalties until that time. When a character's exhaustion points hit zero, he may immediately make a hard maneuver roll, modifying the roll to his favor with his bonus. Success means that the character has found his second wind, and receives his full complement of exhaustion points to spend as if he were fully rested. Failure means the character immediately collapses due to fatigue. For subsequent attempts to use this skill to overcome exhaustion, the maneuver difficulty level is increased by a factor of one. If the character has used this skill to overcome exhaustion, he will need an additional three hours of sleep for each successful roll to overcome exhaustion penalties.

Skill DP Cost: As Weapon Category #2.

WEAPON AND ARMOR MAINTENANCE
(Ag/SD)or(MD/Ag/SD) (Maneuver)

This skill represents the repairing and maintaining of all armors and weapons. Damage and wear due to both neglect and harrowing usage can be offset and possibly even reversed by proper maintenance and care. Often, tools are employed to perform the needed upkeep. This skill cannot be used to actually forge or reforge weapons or build armor. It may only reduce either the additional damage that pervades the armor, or increase the BF of a weapon if it has been lessened.

This skill must be developed separately for each weapon category and armor type (e.g., one handed edged, Plate Armor, etc.).

Skill DP Cost: As Smithing

WEAPON BRAWLING (Ag/Qu/St) (Maneuver)

A character using a sword can also strike with its pommel, hilt and cross-guards. A war hammer has a long shaft which could be used to bash a foe. Using a weapon's alternative offensive capabilities does not necessarily replace its main strike. A sword could be swung and then the pommel brought to bear upon the same opponent in that round. A character can make an alternative strike while parrying during the same round.

A character may make one Weapon Brawling strike per round with either a normal attack or parry. If the character chooses to strike using only Weapon Brawling attacks, he can make two attacks per round.

Whether using the main strike and a Weapon Brawling attack, or two Weapon Brawling attacks, the second of the two attacks in the round suffers a -25 penalty. In addition, if two attacks are made in the round, no parry is possible.

Use the "Ram, Butt, Bash, Knock Down" table for attack resolution. The Size of the alternative strike (i.e., Small, Medium, Large, Huge) depends on the weapon's OB. See below.

OB	Attack Rank
up to 100	Small
101 to 200	Medium
201 to 300	Large
301 and up	Huge

Note 1: *Weapon Brawling works well with Close Quarters Combat and Restricted Area Combat.*

Note 2: *Paladins, Cavaliers, Noble Warriors, and similar professions may think Weapon Brawling dishonorable or barbaric.*

Skill DP Cost: As weapon type.

WEAPON CASTING (St/St/Ag) (Maneuver)

Weapon Casting allows a character to hurl his weapon. Each weapon is developed separately. Casting a weapon incurs range penalties, a character's skill bonus offsets them. After the penalty and skill bonus have been added, the result is applied to the OB for the strike.

Example: *Orwin has ten ranks of Weapon Casting in Halberd. His total skill bonus is +75. His OB with Halberd is +175. Orwin, decides to hurl his weapon 17 feet to strike a fleeing Orc.*

The range penalty for casting pole arms 17 feet is -120 (See below). Adding his Weapon Casting skill bonus, +75, the net penalty is -45. This is added to his OB, thus Orwin has a +130 for this attack.

Weapon Category	Ranges(in feet):				
	0-10	11-20	21-30	31-40	41-50
1-H Edged	-30	-60	-120	-275	-600
1-H Crushing	-40	-80	-175	-375	-800
2-Handed	-70	-140	-300	-600	N/A
Pole Arm	-60	-120	-250	-525	N/A
Missile	-50	-100	-210	-450	N/A
Thrown	See Appropriate Weapon Charts				

Skill DP Cost:

Warrior-Type	1/4
Pure Arms User	2/6
Semi-Spell User	5/10
Pure Spell User	20

WEAPON SHATTER (St/St/Ag) (Maneuver)

This skill is used to shatter a foe's weapon. On a roll above 100, the weapon struck makes an Resistance Roll versus its Breakage Factor, BF. The BFs of most weapons are found in *ChL & CaL*; weapons price chart. Reduce the total skill roll by 100. Subtract this result from the weapon's BF. If the BF roll fails, (i.e., the roll is above the BF for that weapon) the weapon breaks.

On an unsuccessful Weapon Shatter roll, below 100, a BF roll is made for the striking weapon instead. Modify the BF by: 100 minus the skill roll.

For non-magic bonus weapons, double the weapon's bonus and add result to its BF.

• A bonus of +10 gives a BF modification of 20.

• A bonus of -5 gives a BF modification of -10.

For magically enhanced weapons, triple the weapon's bonus and add result to its BF.

• A bonus of +10 gives a BF modification of 30.

• A bonus of -30 gives a BF modification of -90.

For weapons forged from enchanted materials (e.g., Mithril or Laen), quadruple the weapon's bonus and add result to its BF.

• A bonus of +20, gives a BF modification of 80.

• A bonus of +30, gives a BF modification of 120.

Skill DP Cost:

Warrior Type	1/5
Semi-Spell User	4/9
Pure Arms User	2/7
Pure Spell User	15

WEAPON SNARE
(Qu/Ag) or (MD/Ag/Qu) (Maneuver)

This skill allows a character to catch, hold or ensnare a foe's weapon with his own. A character can use a left handed weapon for this skill. If so, he must follow the Two-Weapon-Combo rules in *RMC II* Section 7.0.

On a successful roll, the foe makes an RR versus the number of ranks, treated as levels the attacking character has in Weapon Snare. Each round the character may continue to hold their enemy's weapon by making another Weapon Snare roll. These additional rolls are modified by +25.

Note: *Flails and other flexible weapons receive a +25 to the skill roll.*

Skill DP Cost: As Disarm Foe, Armed.

WEAPON TRICKERY (Ag/Qu) (Maneuver)

When Weapon trickery is used, the attacker's weapon is rapidly spun in the hand and across the body, so as to distract, and to deceive the foe as to the true direction of the attack. At a random instant, the attack is delivered, thereby denying the foe adequate reaction time to effectively defend against it.

If the skill roll is successful, the foe must make a RR, using IN as a modifier, against the number of skill ranks treated as levels. If successful, there is no penalty. If failed, foe is allowed only one-half of normal DB, including additional DB gained from parrying.

Skill DP Cost: As Weapon Category #1.

Option 1: May not be used in conjunction with Two-Weapon Combo.

Option 2: Fumble range of weapon is doubled.

Option 3: Fumble range of weapon is tripled.

Option 4: May only be used with weapons in the One-Handed Edged and One-Handed Crushing categories.

Option 5: Attacker receives a -30 to his initiative score when using this skill.

Option 6: Attacker receives a -20 penalty to his OB when using this skill.

WEAPONS USE (St/Ag) (Mod to OB)

This skill allows the experienced combatant to lower his penalty with oversized weapons (see Weapons Use, Section 4.8). The acquisition of this skill is like Maneuver in Armor in that for each rank the penalty is reduced until the minimum penalty is reached. Statistic modifiers are applied differently then usual in that the two statistics are added and not averaged.

Skill DP Cost:

Warrior-Type	4/7
Pure Arm's User	6/10
Semi-Spell User	10
Pure Spell User	15

WHIP GRAPPLE
(Ag/St) or (Ag/MD/St) (Maneuver)

This is a new skill that allows someone to use a whip as a grappling weapon. It is based on the same premise as martial arts, it uses ranks.

Rank 1	Small grapple
Rank 2	Medium grapple
Rank 3	Large grapple
Rank 4	Huge Grapple

It costs the same as a weapon skill with a whip. The size of the whip will also have an affect on the grapple rank. A small whip, maybe 6-7' long, might be limited to small grapples, while a huge whip used by large creatures such as Trolls, Demons, etc., being maybe 30' long, could more readily inflict huge grapples. Whip grapple can also be used to wrap the whip around a still object, such as a branch, statue's arm, etc. It could be used to swing over crevices or to grab objects. This is a moving maneuver to be determined by the GM.

Skill DP Cost: As Martial Arts.

8.2 NEW OPTIONS FOR OLD SKILLS

OPTIONAL EFFECTS OF EXHAUSTION ON SKILLS (8.2.1)

The more Exhaustion Points (EPs) expended the less a character can perform an action. This includes mental and physical skills, as exhaustion affects the body both mentally and physically. Therefore, as a character uses EPs his penalties increase. Use the chart below as a guide for skill modifiers.

Option: Characters make a Self Discipline roll, modified by Exhaustion penalties. Success allows the character to continue functioning. Failure results in: Fail to act.

Example: *Jurren has 3 EPs left, less than 5% of his total. He wants to pole vault away from a foe. He makes his SD roll. His statistic modifier is +30. The Exhaustion penalty is -160. He must roll an unmodified 131 or better to perform this action.*

OPTIONAL STALK AND HIDE MODIFIERS (8.2.2)

A character who successfully Stalks or Hides either can sneak around unnoticed or remain unseen. The way he sneaks about and hides may also enhance or limit the effectiveness of performing this skill.

Stalking Modifiers:

Action	Modifier	Notes
"Tip-Toe" Walking:	+10	(Limit to 1/2 base move)
Crouched Walk	+5	(Limit to 2x base move)
Crawl	+15	(Must be lying down)
Moving on:		
Soft Surface	+5	(Grass, earth, etc.)
Hard Surface	-5	(Stone, wood, etc.)
Unencumbered	+5	(No Encumbrance penalty)
Encumbered:	-10	(-1 to -25 penalty)
	-25	(-26 to -50 penalty)
	-50	(-51 and up)
Exhaustion:	-5	(Down to 50% EP)
	-15	(Down to 20% EP)
	-35	(Down to 5% EP)
	-75	(Down to 1% EP)

Hiding Modifiers:

Action	Modifier	Notes
Large Object:	+10	(Covers 25% of body)
	+25	(Covers 50% of body)
	+45	(Covers 75% of body)
	+75	(Covers 100% of body)
Lighting:	-50	(Bright light, midday)
	+10	(Dusk, dawn)
	+35	(Twilight, near night)
	+75	(Dark)
Mist/Fog/Dust	+25	(Obscured vision)
Clothing:	+5	(Camouflaging color)
	+15	(Matches surroundings)
Moving objects:*	+5	(Few other moving items)
	+20	(Many other moving items)

* — Moving objects block the line of sight between the hiding character and anyone who might see him.

EXHAUSTION MODIFICATIONS CHART

Skill Category	Percentage of Exhaustion Remaining					
	75%	74-50%	49-25%	24-10%	9-5%	4-1%
Academic	—	—	-05	-15	-30	-60
Arms Law †	—	-05	-15	-35	-75	-160
Athletic	-05	-10	-20	-40	-80	-160
Base Spell Casting	—	—	-10	-25	-60	-125
Body Development	—	—	—	—	—	—
Concentration	—	—	-10	-20	-40	-80
Deadly	—	-05	-10	-20	-40	-80
Directed Spell	—	—	-05	-15	-45	-135
General	—	-05	-10	-20	-40	-80
Linguistic	—	—	—	-05	-10	-20
Magical*	—	—	-10	-20	-40	-80
Medical	—	—	-05	-15	-30	-60
Outdoor	—	-05	-10	-25	-50	-100
Perception	—	—	—	-05	-15	-30
Social	—	—	-05	-10	-20	-40
Subterfuge	—	-05	-10	-25	-50	-100

Note: Any skill more or less taxing than the rest of the category should be modified accordingly.

* — Treat all penalties on spell casting as Extraordinary Spell Failure modifiers.

† — Weapon skills are not included. These are covered in Section 4.10.

OPTIONS FOR HIGH SPEED GYMNASTICS SKILLS (8.2.3)

A character can perform athletic and gymnastic skills while moving faster than his base movement rate, but a penalty is added to the skill roll. This is relative to the speed the character is traveling. See below.

	Movement Rate				
Skill	**Jog** (1.5x)	**Run** (2x)	**Sprint** (3x)	**F Sprint** (4x)	**Dash** (5x)
Acrobatics	-30	-50	-80	-150	-350
Athletic Games	-25	-45	-70	-130	-300
Climbing	-35	-60	-95	-175	-375
Contortions	-20	-40	-70	-125	-275
Dance	-10	-25	-50	-90	-200
Distance Run	-20	-50	-90	-175	-400
Diving	-15	-30	-65	-120	-250
Juggling	-25	-55	-90	-180	-400
Jumping	-25	-50	-85	-160	-375
Pole Vaulting	-40	-70	-100	-190	-425
Rapelling	-25	-50	-80	-150	-350
Rowing	-10	-25	-50	-85	-200
Sailing	-15	-30	-60	-110	-250
Skating	-30	-50	-80	-150	-350
Skiing	-35	-60	-85	-165	-365
Sprinting	-65	-100	-190	-375	-750
Stilt Walking	-45	-75	-110	-200	-450
Surfing	-35	-60	-85	-165	-365
Swimming	-25	-45	-70	-130	-300
Tight Rope Walk	-30	-90	-200	-450	-900
Flying/Gliding	-35	-60	-95	-175	-400

HIGH SPEED MANEUVER PENALTIES

Note: *These modifications should be altered if situations warrant.*

FIRST AID IMPLEMENTS (8.2.4)

Using medical implements reduces penalties gained from injuries. As there are many different items usable for first aid, each provides a different modification.

MEDICAL IMPLEMENT MODIFICATIONS

Type of item	Modification	Injury
1. Splints:		
Cloth	+5	Broken bones
Wood	+15	Broken bones
Rigid materials	+10	Broken bones
2. Bandages:		
Cloth	+10	Bleeding
Herbs/leaves	+5	Bleeding
Soft materials	+5	Bleeding
3. Liquids / Cold Substances:		
Mud	+5	Burns
Water	+5	Burns

Option: When using first aid implements, the modifications above are added to the initial first aid roll when treating the wound.

9.0 OPTIONAL SUBTERFUGE "LAWS"

9.1 TRAP BUILDING AND TYPES OF TRAPS

Traps come in many forms and have numerous different uses. They are employed by thieves and hunters alike. In any case where someone or something is to be captured and or maimed, a trap can be designed to perform the task. There is no set principle on which they work, as any mechanism that ensnares or otherwise attacks a target is considered a trap.

Each trap has the following qualifying statistics:

Difficulty: This measures the trap's innate complexity. The greater this statistic is, the less chance there is of correctly building and setting it. The degree of intricacy is assessed in a skill roll penalty given with a maneuver difficulty:

Trap Difficulty	Skill Modifier
Mundane	+25
Trivial	+15
Routine	+10
Easy	0
Light	-10
Medium	-15
Hard	-25
Very Hard	-35
Extremely Hard	-50
Sheer Folly	-65
Absurd	-85
Insane	-110
Phenomenal	-150
Virtually Impossible	-200

Size: This measures the girth of the trap (i.e., how many people or creatures it will effect). Using the following chart, assign sizes to all traps.

Code	Trap Size
S	Small Animal (Hamster, Mouse, etc.)
M	Medium Animals (Dogs, Cats, Deer, etc.)
L	Large Animals (Bears, Pythons, etc.)
HG	Huge Animals (i.e., Large Monsters)
SL	Super Large Animals (i.e., Super Large Monsters)
H	Humanoid Size

A number prefix on a code denotes multiple amounts of the same sized creatures.

For example:

2H	Large enough for two Humanoid creatures
4M	Large enough for four medium sized animals

More than one size category can be listed for any trap (e.g., 2H, 1HG, 3M, etc.). The different sizes must be similar in size.

Strength: This is the amount of damage, if any, that a trap will deliver to its victim upon activation. This rating gives a number and critical (determined by the GM). The numeral delineates the damage factor.

Damage Factor: No two traps are identical, no matter how skilled their crafter. To relay this minor differential from trap to trap is the damage factor. Traps deliver criticals, the maximum roll on each critical (in increments of ten) is defined by this factor. Thus a damage factor of 5 on a C critical allows any result on that critical chart, up to fifty.

The maximum damage factor for any trap is 10, and the minimum is 1, as there is a chance of receiving damage from all traps. The trap's critical roll is made as follows:

Subtract the damage factor(x10) from 100 (e.g., a factor of 5(x10), or 50, taken from 100 results in 50). This is then subtracted from the critical roll.

> **Example:** *A trap that delivers 8D Crush on its victim uses the "D" Crush critical table with a roll modified by -20 [100 - (8*10)].*

The damage relayed by the damage factor may not be the only injuries given by the trap. It just conveys the initial damage from tripping the trap. Mud pits give small amounts of crushing damage from the fall into the pit, but can drown the victim as well.

Option: Treat the damage factor (x10) as a modification for all Large and Super Large criticals. In this case all A criticals are ignored for Large creatures and all A and B criticals are ignored.

Mechanisms: These are the working or moving parts of a trap.

Tripping Devices: These are the items that activate traps. They can be cords tied to a stick, or pressure sensitive panels in a wall. In all cases, a tripping device allows another, unsuspecting, person cause the activation of the trap.

Cost / Maintenance: This represents how much a trap costs if it were to be built and how long it will remain functioning if it is either well or poorly maintained. The first value is for unmaintained traps, the second is for those that are cared for.

TYPES OF TRAPS

SNARING TRAPS

These traps attempt to restrain one or more targets. Some of these are comprised of complex mechanized parts (e.g., folding walls or moving floors), and others a simple single piece (e.g., a rope).

Dropping Cage

Difficulty:	Light (-10)
Size:	2H
Strength:	2B Crushing
Mechanisms:	Rope or Cord
	Cage
	Trip Cord

Description: The rope or cord attaches to the cage and is hung over a high branch or beam of a building. The cord then attaches to the trip cord (i.e., what sets off the trap). When the victim triggers the trip cord, it releases the cord and thus drops the cage on a specific spot. The tripping mechanism can be set up under the cage, or somewhere where someone can activate manually.

Cost/Maintenance: 100 gp/(6 Months / 5 years)

Rope Snare

Difficulty: Routine (+10)
Size: H, M, S
Strength: 5A Grappling
Mechanisms: Rope
Weights
Trip Stick

Description: The rope is tied into a loop with a slip knot, placed on the ground and camouflaged. The other end of the rope goes over a high branch or over a high beam in a building where weights are tied on. A stick or another rope is attached to the knot in the loop. The loop and the weights are in balance. When the victim steps on this small rope or stick, it detaches from the knot, allowing the weights to drop, and pull the loop and snaring the victim.

Cost/Maintenance: 12 sp/(2 Weeks / 6 Months)

MAIMING TRAPS

These traps attempt to injure one or more targets. The intent is not to kill, but only wound the victim (for purposes of keeping them alive, or sending them away with something to think about). The complexity of these traps also range from intricate to rudimentary.

Arrow Traps

Difficulty: Extremely Hard (-50)
Size: H, L, HG
Strength: 6C Puncturing
Mechanisms: Arrows or Crossbow Bolts
Hole in the wall
Crossbow or other arrow launcher
Trip Cord (See below)

Description: A hole is made in a wall, high enough to strike the victim in a vital area. Behind the wall, the arrow or bolt wielding weapon is secured so as to shoot through the hole. The weapon/device is held in the loaded (set) position. A cord runs from the weapon/device down to the floor and underneath it to a loose stone. When the stone is stepped on it releases the arrow/bolt. Note: The cord can be a trip wire, running several inches above the floor in the area where the arrow/bolt will fire. In this case the Difficulty is reduced to Very Hard (-35).

Cost/Maintenance: 25 gp/(1 year / 20 years)

Closing Stair Case

Difficulty: Absurd (-85)
Size: H, L, 3M, 5S
Strength: 8A Crushing
Mechanisms: Stair Case
Axles (so they can fold closed, making a slide)
Wedges
Trip Cord or Device

Description: Each stair is cut free from the stair case and the an axle is attached underneath it. All the stairs are then reinserted into the stair case. Each step has a small wedge that keeps it from falling (i.e., forming the slide). A cord or other item connects all the wedged and attaches to the tripping device. When activated, all the wedges are pulled free from the stairs and the slide is formed.

Cost/Maintenance: 300 gp/(1 year / 5 years)

KILLING TRAPS

These traps, unlike the maiming kind, kill their targets. In most respects they are similar to those above.

Spike Pit

Difficulty: Hard (-25)
Size: 3H, 4M, 7S, HG
Strength: 9D Puncturing
Mechanisms: Pit
Pit cover (e.g., trap door)
Spikes

Description: A pit, usually over ten feet deep (the deeper the better), of any shape (circular is best). At the bottom of the pit are spikes attached to the ground. Having many short spikes reduces the trap's Strength. Having few large spikes has the same effect. Covering the pit is either a door or tree branches (or any other inconspicuous item) so as to hide the pit from the victim. The victim merely falls into the pit. This trap can use a trap door with a tripping mechanism to open it. Using a trap door increases the trap's Difficulty to Very Hard (-35).

Cost/Maintenance: 35 gp/(1 year / 50 years)

Collapsing Roof/Ceiling

Difficulty: Insane (-110)
Size: 10H, SL, 3HG, 15M, 25S, 8L
Strength: 10E Crushing
Mechanisms: Tripping Cord/Device
Roof/Ceiling
Supports to hold the roof/ceiling until trap is activated.

Description: This is a tricky trap, as the roof/ceiling must me brittle, or already in pieces and yet firm enough to remain in its appropriate position. The roof/ceiling can be broken on an angle so as to keep it intact so long as there is pressure from any two of the sides. In this case the trip cord would release this pressure and drop the roof/ceiling on the victim below. There are many variants of this trap, such as rocks and boulders on top of a thin, but firm, panel that acts like a roof/ceiling or actual roof/ceilings that have had their wall mounts removed, and now lay teetering on a few supports that removed by the trap's activation.

Cost/Maintenance: 250 gp/(1 month / 2 years)

NATURAL TRAPS

These traps use the natural fixtures as their component parts (i.e., trees, rocks, and other natural objects).

Rocks Over Mud Pit

Difficulty: Mundane (+25)
Size: 1-5H, 1-5M, HG
Strength: 2A Crushing
Mechanisms: Rocks and Dirt
Mud or Water Hole

Description: Using a pond or other small water hole, fill it with dirt so as to have a soft, slush-like, consistency. Mud that is too thick will not capture a victim, and mud that is too watery is easily noticeable by the victim. Cover the mud with soil and small rocks. The victims will see the soil and think it is part of the ground and walk right into it and possibly drown.

Cost/Maintenance: 2 gp/(3 Days / 1 Month)

9.2 DETECT TRAPS VS. MAGIC TRAPS

When a thief or another tries to detect traps, he looks for known mechanisms as well as extraneous parts that should not be there. What, then, happens when this skill is used to detect a trap set by a spell or other magic device (e.g., ward, glyph or rune, etc.). Does the thief find the source of magic, or do his prying eyes overlook the trigger?

Option 1: Upon a successful Detect Traps roll, have the thief make an intuition roll modified by +3 per rank of Detect Traps. This roll, if successful, tells the thief that something is surely amiss, though not what. Depending on the degree of success or failure, the thief might sense the general area of trigger.

This is considered the "gut" feeling of the thief, coupled with the general know-how regarding traps and the like.

Option 2: There is no way the thief can detect the magic unless he himself has magic skills with which to guide him. In this case he makes an Extremely Hard Maneuver roll to attempt the detection. This assumes the thief is closely observing the area.

Example: *A thief has five ranks of Read Runes. Though this only allows him a meager knowledge of magical triggers, he might have enough to afford him a successful skill roll.*

For any appropriate magic skill a thief possesses, he receives limited bonuses toward this skill roll. Use the following chart as a guideline.

Skill	Bonus per rank
Power Perception	+4
Read Runes, Warding Lore, Circle Lore, Symbol Lore	+3
Divination, Staves and Wands, Channelling.	+2
Spell Mastery*	+1

* — Only the ranks developed for one spell are used.

Option 3: As Option 2 above, but allow a simple +3 bonus per rank for having any of the above listed magic skills when attempting to find magic traps.

9.3 TOOLS OF THIEVES

Many Thieves, Burglars and the like use tools to help them in their nefarious activities. These tools range from an elaborately crafted set of lock picks to a mechanized gem retriever. Each tool may be specialized for one task only, or used for many different jobs. Each thief chooses the equipment they prefer. No two thieves have completely similar arsenals of tools.

TOOLS OF THE TRADE

The most common thieving tools are generic lock picks. These tools are indispensable for such a profession, though they are hardly the catch-all implements in a thief's possession. Thieves do not spend their entire lives picking locks and disarming traps. Any covert or subterfuge activity can be performed by these characters. The following is a short list of instruments used by thieves.

Tool	Description and use	Cost
Ice pick	Long thin spike for prodding and probing. Can pick locks and stab. (Treat as dagger).	2 sp
Multi-pocket cloak	A cloak with many pockets on the inside. Many of these are hidden to hold tools and other valuables.	10 sp
Flash powder	Any mixture of powders that cause a sudden bright flash. Generally a mix of phosphorus and other minerals used to temporarily blind a foe.	5 gp
Knotted rope	A normal rope with knots tied along its length every 1.5 to 2 feet to speed up climbing.	Normal
Hook gloves	A pair of gloves with either leather or metal claws extending past the fingers. Used for climbing.	5 gp
Scarf-belt	A long thick belt that raps around the body several times. When laid out on a solid surface, it can be walked upon. Makes for silent moves. Stalk at +50.	10 sp
Wedges	Small triangular or pyramidal blocks of wood or metal used to hold doorways or windows open.	1 sp
Leather block and pliers	A two to four inch cube of rigid leather. The pliers are a crushing tool, hand held and operated. A key laid on the block with the plier's force makes an imprint on the block. This impression allow duplicates to be made.	10 sp
Animal ligaments	Thin long fibrous cords. Excellent for bow strings and trap springs. Must be cured properly.	5 sp
Magnifying glass	Convex, or concave shaped piece of glassed, used to see small objects or to start a fire by concentrating light from a bright source.	3 gp
Wiry metal strips	(Lock Picks) Almost any size or shape can be used, so long as they fit into the lock. Thicker wires last longer. Thinner wires reduce effectiveness by increasing maneuver difficulty (GM's discretion).	6 sp
Chalk	Small finger sized chunks used for marking paths, leaving signs, etc. When powdered, acts as an irritant, see Section 6.31.	4 sp
Tar / Sap	(Or any other sticky glue-like substance). Useful for locking up moving parts such as gears, hinges, swords within sheaths, etc.	3 sp

Many other items can be thieving tools, there is no complete list. The more diverse a burglar's arsenal of instruments, the more effective they are in action.

9.4 THIEVES' CODE

This mixture of audible sounds and bodily gestures composes a language all its own. A thief could carry on a conversation with another thief without making any sound louder than a cough or sneeze. His hands and other appendages move about slightly to convey words and ideas. In full, this code is similar to "Sign Language," with the hand and body gestures being much more subdued.

Example: *A thief slides his left foot several inches forward and then to the left telling another that there is something around the left corner. His open hand placed on his hip represents sword bearer. Tapping his fingers against his hip twice indicates that there are two of them. Closing his hand into a fist represents fight.*

A thief would need to develop this language as he would any other language, using the standard linguistics development point cost.

Option 1: Only allow the learning of a Thieves' Code in a Thieves Guild.

Option 2: Each region of a world or even continent might have different variants on codes, thus a thief would have to learn the new code if he wanted to operate in a different region.

10.0 OPTIONAL CAMPAIGN AND BACKGROUND "LAWS"

10.1 HONOR

Many people have morals, or some scripture of ethics. These add personality to a character. The central theme is honor.

Honor has different meanings to each individual. It is so diverse that someone's idea of honor may be barbaric to another.

Several separate categories of honor are described.

Mercenary: These individuals have little or no honor to speak of. Chaotic, free-spirited riotous behavior is more their nature. Though, there are exceptions to this stereotype, such as pious and law abiding mercenaries. The following is what might be points in this code of honor.

• Keep contracts made with employers.

• Spare other mercenaries in combat, (Some day they may spare you).

The Grunt: This is your military man. He is likely to have a more specialized code of honor than the Mercenary. The Grunt is usually tied to someone's land. Some stipulations are:

• Always serve and protect your liege.

• Watch your friend's back and he watches yours.

• The defense of you lord's land is all important.

The Adventurer: This is the generic character and the most common situation in FRP games. Here is the widest variance of codes of honor. Several of the most common are:

• What you find, you keep.

• Your life is everything, this is what you save first...always.

• You follow the quest, you only do what leads me closer to your goal.
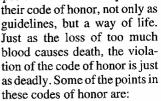
The group is one and your family, if they die, you die.

The Knight: This type of code is less flexible than the Grunt's. With the knight, Chivalry is usually found walking hand-in-hand. Following are several major points.

If a character is a knight, it does not mean that Chivalry is their only code of honor. A knight, by virtue of being a knight is bound to a strict code of honor, whatever that code may be.

• Aid and protect the weak and innocent at all times.

• The opposite sex are thought of with the purest of thoughts. Courtship is honest and adultery is a sin.

• When fighting, your opponent always fights on equal terms. (i.e., using the same weapons and armor. If a foe looses a weapon, you allow them to retrieve it.)

• Your lord's orders are always followed.

Devout Warrior / Holy Warrior / Paladin: This type of honor is the strictest. These are different types of characters. They all see their code of honor, not only as guidelines, but a way of life. Just as the loss of too much blood causes death, the violation of the code of honor is just as deadly. Some of the points in these codes of honor are:

• To allow the death of a beloved or noble is your death as well.

• The words of your lord are your very blood, you live for his well being and happiness. You do anything to ensure both.

• Your weapon is sacred and must be treated with the greatest of respect. It shall never be used without the drawing of blood, if even your own.

• You must keep yourself at the peak of health for you must be ready and able to conquer all obstacles.

• Heretics and unbelievers have forsaken their lives, you just collect their souls for your god.

Duelists: This code varies for each Duelist. There is no set standard. Some points are:

• No combat will start without proper cause. Payment is proper cause.

• Killing is a sport, a very profitable one. It must be played fairly, however.

• You will help others, if it suits your needs and fills your pockets.

• Life is a gift and must be protected. you use your skills to keep the fair alive, even for no fees.

Stricter codes have more clauses. When making a code of honor, fit it to the character's personality. Honor has infinite possibilities. Creating new stipulations adds vast dimensions to a campaign.

HONOR POINT SYSTEM

Honor follows a scale of relative intensities. This measures how honorable a character is and how this devoutness, or lack of, affects them. The scale ranges from 10, absolutely honorable, to -10 total lack of all forms of honor. A character can spend or receive background options from the type of honor they purchase.

Honor	Description	Options *
10	Devout. Total fixation on beliefs and virtues. Honor is more important than life itself.	Cost 2
5	Strong. Character follows their codes and values to the best of their ability, but does draw the line on his devotion.	Cost 1
0	Average. Character acts and believes the way he wants. There is some honor and virtue followed, but it is not binding.	Cost 0
-5	Weak. No real desire to follow codes or values. There are some mores that do hold sway on the character.	Cost -1
-10	None. This individual is chaotic and most likely self-centered. There are no laws or virtues that mean anything to these characters.	Cost -2

* — Negative background option costs indicate options received in addition to those earned through race. GM may wish to alter or eliminate these additional options.

Honor	Bonus/Penalties
10	Gain 10 ranks of Philosophy Doctrine skill +15 to SD statistic bonus +10 to Pr statistic bonus +10 to all Concentration skills
5	Gain 5 ranks of Philosophy Doctrine skill +10 to SD statistic bonus +5 to Pr statistic bonus +5 to all Concentration skills
0	Nothing
-5	Philosophy Doctrine skill costs double -10 to SD statistic bonus -5 to Pr statistic bonus -5 to all Concentration skills
-10	Philosophy Doctrine skill costs quadruple -15 to SD statistic bonus -15 to Pr statistic bonus -15 to all Concentration skills

Honor can be raised or lowered during the course of the game depending on the character's actions. The amount of loss or gain is up to the GM. The character may gain/suffer the effects of the raising and lowering of their honor as the GM wishes. However, it should be noted that characters with extremely high or extremely low honor often gain reputations for their actions and beliefs. Such reputations can be a major boon or an incredible detriment, as the case may be.

10.2 OPTIONAL HERBS AND POISONS

The following herbs and poisons are varied in potency from mundane additions to any spice rack to very desired components in many alchemist laboratories. This section is intended to give game masters more options when designing his world but some may be too powerful for low powered campaigns. The chart and its codes are derived from "Enchanted Herbs, Breads and Poisons," from *ChL&CaL*.

10.3 APPRENTICING

This option adds versatility and personalization to character generation. Having different skill costs makes for easier access to a larger array of skills.

During adolescence, a character can apprentice. The master he serves may or may not be of the same profession. For development, the character develops his adolescence level as his master's profession.

Interesting character combinations can be created in this way, with Fighters who originally apprenticed to Magicians, Thieves who apprenticed with Noble Warriors, etc.

Option 1: Characters spend one Background Option to apprentice.

Option 2: Characters only have 75% of their normal Development Points to spend on their adolescence level as an apprentice works more than he learns.

Option 3: Use both Options 1 and 2.

HERB CHART

Name	Code	Form / Prep	Cost	Effect
Antidotes				
Delegata	cC4	Leaf / Apply	7gp	AF1 L3. Antidote for sleep/stun/slow potions. Also effective versus similar spells but at level 5 potency.
Chenech	hH5	Mushroom / Ingest	6gp	AF0 L10. Antidote versus any ingest poisons if taken before 1/2 of the 'run time' has passed. Successful use causes poison to be harmlessly vommited away. Failure could result in suffication.
Sorol	hT1	Stalk / Ingest	1gp	AF10 L1. Allows possibility of recovery from psychiatric disease.
Mofus	mD4	Root / Powder	17gp	AF14 L4. Antidote for alcohol and similar drugs.
Tonfus	hJ5	Leaf / Liquid	45gp	AF8 L2. Antidote for all poisons.
Ardiat	aS6	Flower / Apply	2gp	AF4 L7. Antidote for nerve poisons. Counters effects of magical paralysis (Turn to stone and similar magics are included.)
Bone Repair				
Strygont	cC4	Root / Liquid	20gp	AF10 L6. When taken within 24 hours of bone injury, gives an RR vs injury to any bone. Only one RR per dose.
Pulsing	mF3	Reed / Liquid	10gp	AF5 L4. Repairs damage to any one ligament or tendon.
Porbon	tM2	Berry / Ingest	12gp	AF12 L8. Temporarily repairs for 1-10 rounds damage to any bone(s) in one limb or area.
Burn and Exposure				
Frica	aV6	Berry / Ingest	100	AF1 L12. Heals any future burn / fire damage at a rate of 4 hits per round and one critical per minute of severity. (A crit - 1min, B - 2 min, etc.) Lasts 24 hours per dose.
Nubat	fG7	Berry / Ingest	100g	AF1 L12. As Frica but for frost/cold/ice damage.
Nubia	hO8	Berry / Ingest	120g	AF3 L12. As Frica but for water induced crits. Allows breathing under water.
Soundan	tU9	Root / Paste	200g	AF10 L10. As Frica but for any hits from any earth alloy or material.
General Purpose				
Gorist	cD5	Fruit / Ingest	2 gp	AF4 Gives full effects of 8 hours of sleep in 1-10 minutes of rest
Tyflon	mS3	Berry / Ingest	1sp	AF2 L4 cures minor back aches and pains. Can be used by humans to remove the distracting effects of pain.
Statistic Modifiers				
Adrela	mD5	Sap / Ingest	20gp	AF10. Increases strength by 10 points for 24 hours. If does are taken every day for a period of time strength will go up by an additional point each day (Max 50 total bonus). Withdrawal if addicted results in a -5 Strength potential, -10 Str, -10 MD, -10 Co (Temp). Optionally this will also affect exhaustion stat but will grant only 1/2 as many points to it.
Dextros	cC5	Leaf / Paste	10gp	Makes covered joints of the body more nimble and flexable. Grants +20 Ag (Or MD if applicable.) May allow an otherwise impossible Contortions roll.
Wilba	mM5	Root / Ingest	1gp	AF20 L7. Grants a focuses mind. Adds 25 to SD for 1d10 hours. Multiple doses are not cumulative.

HERB CHART

Name	Code	Form / Prep	Cost	Effect
Statistic Modifiers, Continued				
Trebarat	tM8	Bark / Apply	4gp	AF1. Adds 10 (Dwarves 20) to DB of humaniods with AT 1 or 2.
Boriag	hJ4	Flower / Powder / Inhale	2gp	AF 20 Adds 20 to Quickness for 1 hour.
Plaranata	tC10	Leaf / Powder / Inhale	4gp	AF5 Adds 10 to any meditation roll (50 for elves). Results in being disoriented for after meditation is complete for a time equal to 1/3 the time spent in meditation.
Mundane *				
Loitiord	cS1	Root / Ingest	2cp	Causes tearing while cutting. Adds flavor of cooked meats. Halflings dislike it and suffer nausia for 1-10 hours.
Mucolat	mF2	Mushroom / Ingest	7gp	L10 Masks the flavor of any food including poisoned food. Food will taste different then if untreated, but not necessarily worse.
Alcolar	hF1	Leaf / Ingest	7sp	L4 Improves flavor incredibly of any vegetarian dish. Reguardless of ingrediants all those failing an Intuition roll decide food is superb.
Life Preserving				
Netaf	cM5	Leaf / Powder / Inhale	21gp	AF0 L10. Restores normal breathing to someone who for some reason has stopped. (Level 5 if spell caused the effects.)
Blood Repair				
Threa	tU3	Ooze / Apply	10gp	AF0 L10. Allows character who has recently stopped bleeding to maneuver normally without fear of reopening the wound.
* — Note: Feel free to add any spices from this world!				

POISON CHART

Name	Code	Form / Prep	Cost *	Effect
Nerve Poisons				
Galthren	m-C-5	Leaf, crush / add water / apply	50gp	AF10 L8. Attacks the victim's nervous system, sending his neurons into chaos. Immobilizes victim for twelve hours, all muscles are locked (vital organs remain uneffected).
Alcoon	t-H-6	Root, crush / inject	30gp	AF13 L7. Enters bloodstream and attacks victim's nervous system, sending jolts through the body. Victim has uncontrollable spasms for six hours (vital organs remain uneffected).
Fire Root	s-M-4	Root, crush / apply	15gp	AF02 L4. When applied, it enters the skin and spreads through the body. It attacks nerve endings. The victim feels as if he were on fire -25 to all actions for 1d10 hours.
Nuolco	c-V-8	Berry, ingest	100gp	AF35 L6. The berries shut down the nervous system in such a way that the victim can no longer touch or feel (i.e., he senses no pain or sensations at all). There is also a mental euphoria that effects the mind. Each dose lasts three to nine hours.

POISON CHART				
Name	**Code**	**Form / Prep**	**Cost ***	**Effect**

Simulating Poisons

Name	Code	Form / Prep	Cost *	Effect
Khargus	a-W-9	Berry, crush into paste / apply	250gp	AF03 L10. This poison causes its victim to slowly become ill. The degree of the sickness increases day to day, with the final result being a coma lasting 3d10 months. The coma sets in ten days after the poison is applied.
Phellum	t-J-5	Mineral/powder and mix into liguid/ingest	125gp	AF01 L8. When ingested, Phellum enters the blood stream and attacks the heart, causing a 'natural' heart attack several hours after ingestion. Treat as two `E' Stress Criticals.
White Eyes	h-T-4	Fungus/ingest	35gp	AF07 L5. Twenty minutes after consuption, target will begin to have an epilectic-like' seizure, with all the boons (i.e., uncontrollable bodily contortions and movements. -50 to all actions for 3d10 minutes.
Lumus	f-O-6	Mineral/powder and inhale	75gp	AF12 L8. After breathing in the Lumus dust, the victim will begin to have epilectic-like seizures, see above, once a day per 5% RR failure.
Hellgor	s-V-9	Root/peal/dice and boil / crush and apply	400gp	AF01 L10. When applied to the skin of a victim, it is absorbed by the skin and enters the blood stream and heads to the heart. There it bonds with the blood, forming a clot. 1% cumulative chance per day for heart failure and immediate death.
Bloom	h-C-2	Flower/dry / crush/ingest	10sp	AF08 L2. One day after ingestion, the victim comes down with the flu (-20 to all actions). Illness lasts 1 day per 10% RR failure.
Yekkol	t-D-4	Root/crush / apply	10gp	AF05 L5. Enters the bloodstream and travels to the victim's brain. Temporarily reduces the all the targets statistics by 10 as if he had a stroke. 25% chance of one half the victim's body is paralyzed. Lasts one hour per 5% RR failure.
Greeth	t-D-9	Root/crush/mix with Yekkol and apply	250gp	AF 20 L9. As Yekkol, but the statistics are reduced by 25. Lasts one day per 10% RR failure. Modify RR by -20.

Neuro-Toxins

Name	Code	Form / Prep	Cost *	Effect
Higgets	e-A-3	Mineral/Powder and inhale	24sp	AF 30 L1. Victim feels ticklish all over, and having to scratch. SD roll overcomes the effect. Otherwise, target acts at -10 to all actions for one hour.
Paol	m-M-2	Liquid/mix with Higgets / ingest	5gp	AF35 L2. As Higgets, but the victim feels extremely nervous as well as ticklish. All actions at -10, all mental actions at -20. SD roll negates the -10. Lasts two hours.
Bornar	m-D-4	Syrup/ingest	20gp	AF04 L5. Target becomes paranoid. Feeling as if always being watched or followed. All concentration related actions at -50 for one hour per 5% RR failure.
Kag Gack	h-J-5	Leaf/apply to open wound	10gp	AF07 L7. Victim begins to feel cold (gets the shivers, -10 to all actions), then becomes manic (+10 to all physical actions, -20 to all mental actions) and finally depressed (-10 to all actions, -20 to all concentration related actions). Each phase lasts four hours.
Nikken	t-C-4	Twig/crush / ingest	25gp	AF13 L4. Victim's vision blurs (-10 to actions and -25 to sight perceptions) and then becomes super sharp (-5 to all actions, +25 to all sight perceptions) sporadically reverting back and forth for one hour per 5% RR failure.

POISON CHART

Name	Code	Form / Prep	Cost *	Effect
Neuro-Toxins, Continued				
Wellend	t-U-1	Liquid/mix with drink / ingest	12sp	AF09 L6. Victim's image of himself increases 'ten-fold.' SD bonus at -50, Presense bonus at +50. Target has a hard time not boasting and making challenges. Lasts one hour per 10% RR failure.
Fancifur	m-C-7	Leaf/brew	150gp	AF100 L8. Looks and smells like Athelas, but has no other effect but making victim addicted. Withdrawal occurs within two hours of not having a dose.
Billum	f-G-7	Mineral/brew	150sp	AF80 L5. Gives the victim a feeling of euphoria, but also puts him asleep for one day per 10% RR failure.
Jodaph	c-H-8	Berry/Paste	400gp	AF35 L10. Victim becomes insanely dpressed for 2-20 days. 5% chance per day of attempting suicide. Otherwise -50 to all actions.
Acids **				
Largath	h-V-6	Liquid/apply	30sp	L5. This acid only affects internal organs and open wounds. Does 5 hits per round, lasting ten rounds per dose.
Vitriol	s-V-8	Liquid/apply	50gp	L10. Vitriol disolves organic and non-organic alike. Causes 10 hits per round on flesh, and 5 hits per round on all other organic materials. On non-organic substances, vitriol does 2 hits per round. This acid lasts 20 rounds.
Heethil	t-U-3	Liquid/ingest	5gp	L3. A tasteless, odorless acid that causes the victim to regurgitate uncontrollably for 1 to 10 minutes.
Frag	h-A-5	Liquid/ingest	20gp	L6. A fruity flavored that, once ingested, causes the victim to regurgitate and have uncontrollable convulsions for 10 to 60 minutes.
Linnith	t-V-7	Liquid/apply	75gp	L7. A selective acid that eats away at non- flesh organic material nor any metallics either.
Greagrex	e-V-9	Liquid/apply	250gp	L9. This caustic acid desolves flesh almost instantly. Treat as a +75 Huge Acid Ball attack.
Arcom	s-W-4	Oil/ingest	1gp	L5. Works in phases. After five doses, the victim loses his sense of smell. Five more doses causes deafness. Five more causes blindness. Five more causes death. Each group of five doses must be given within three hours, but not at the same time.
Ell	m-U-6	Oil/ingest	100gp	L6. When ingested, Ell attacks the bones of the victim. All Crushing criticals against the victim are modified by +15. Lasts one month per 5% RR failure.
Yuhn	h-M-2	Liquid/apply	15sp	L2. Slightly burns all materials. Treat as -10 Acid bolt.

* — The cost of these poisons might be drastically less when purchased from either a Thieves' or an Assassins' Guild.

** — The damages listed for acids assume that the whole dose has been successfully applied to the victim. Lesser amounts cause lesser damage. (GMs should have the attacker make a roll on a appriopriate maneuver chart to determine how much acid has been effectively applied.)

10.4 WARRIOR BACKGROUND TABLE #1

All material found within this table is strictly geared toward the Warrior-Type character, although anyone can use it.

Roll—Result

1—Battle Confusion. When engaged with more than two foes, character must make a Perception roll every round or lose all offensive action that round.

2—Slow. Character's movement rates drop by 25%.

3—Queasy. Any sight of blood or gore causes character discomfort. Make SD roll each round the character sees the sight. Failure means acting at -30.

4—Poor Concentration. -25 to all Concentration Skills.

5—Uncoordinated. Each time character fails a maneuver, they receive an A unbalancing critical.

6—Terrible Luck. With any roll of 1 in combat the character's weapon breaks. Magic weapons get Resistance Rolls.

7—Tender Skin. Cannot wear any metal armor without breaking out in a rash. The character is then at -10 for all actions.

8—Near Sighted. OB is modified by -30 for all missile weapons.

9—Far Sighted. Fights at -20 in melee, but +10 to missile Offensive Bonuses.

10—Fearlessness. The character does not believe in the use of shields. He has been taught that they are for the cowardly and the weak.

11—Weapon of Choice. A non-magical weapon is bequeathed to the character. Superior Craftsmanship (+5).

12—Master Warrior Friend. The character has a friend who will train him in his primary weapon. He learns one additional rank per level at a Development Point cost of 12.

13—Glaring Eyes. Gains +15 to all Presence Projection skill rolls.

14—Iron Will. Double SD bonus or raise to +10, whichever is higher.

15—Instinctive Defense. Gain +20 to Defensive Bonus while aware of attack, +10 if unaware.

16—Swift Dresser. Lower all armor donning and doffing times by 25%.

17—Focused Mind. Gains +10 to all Adrenal Moves and Maintaining Adrenals.

18—Warrior Extraordinaire. In the character's hands, all melee weapons gain +10 OB.

19—Strike Precision. Gains +10 to Strategic Targeting. (This does not eliminate the base -20 modifier)

20—Defensive Edge. Gain +25 to all parries.

21—Sturdy Build. Has a one level critical reduction against all crushing, unbalancing and impact criticals.

22—Resilient. All bleeding per round is reduced by 1. Bleeding 1 per round stops in 10 rounds automatically.

23—Battle Reflexes. Gain +30 to initiative rolls while in combat.

24—Internal Sense. Gains +20 to Stunned Maneuver rolls. He operates at [-50 + (-10 per accumulated rounds of stun)] while stunned.

25—Armorer. A friendly armorer will sell armor for 50% of cost. This does not include magic. All repairs for free.

26—Weapon Smith. A friendly weapon maker will sell non-magic weapons for 50% of their cost to the character. All repairs for free.

27—Fearless. Resistance to fear is at 3x level.

28—Popular Family. Has 35% chance of any mercenaries in cities of being friendly. 20% in towns. 10% in villages. 40% in mercenary bands.

29—Steel Grip. Resist weapon disarming at 3 times level.

30—Peripheral Vision. Enemies gain no bonus for flank attacks against character.

31—Lightning Strike. May use 150% of OB to make two separate attacks or parries in one round.

32—Shield Attack. Character has no Two-Weapon-Combo penalty when using a shield as the second weapon.

33—Dead Eye. All missile OBs gain +10. Strategic Targeting rolls with missile weapons gain +10. (This does not eliminate the base -20 modifier)

34—Blazing Speed. Movement rate increases by 25%.

35—Battle Cry. May shout a Battle Cry before entering combat and gain +10 to his Offensive and Defensive Bonuses for the duration of that combat.

36—Stability Sense. Reduce rounds of stun by one. 1 round of stun has no affect.

37—Reverberative Strength. When striking a foe, they deliver one additional unbalancing critical two ranks below any other criticals dealt.

38—Tensile. Player and GM choose one critical type that the character receives a critical reduction of 1 in. Game Master may opt to have a critical reduction of 2.

39—Awesome Appearance. While in combat, all allies gain +5 to OBs and DBs. Foes make Resistance Roll or fight at -10.

40—Unnatural Aging. Aging is slow. All statistic penalties from aging are reduced by half. Life span is twice as long.

41—Great Arm. All missile ranges increase by 50%. This includes Crossbows specially made for greater strength. (Not cumulative with Natural Archer)

42—Dominance. Receives +50 to all RRs versus mind controlling spells.

43—Weapon Control. Primary weapon only fumbles on a 1. All other weapon fumbles lower by 1. DP cost for Expertise doubles.

44-52: +15 to St Modification.

52-61: +15 to Qu Modification.

62-70: +15 to SD Modification.

71-79: +15 to Ag Modification.

80-89: +15 to Co Modification.

90-91: +20 to Qu Modification.

92-93: +20 to St Modification.

94-95: +20 to Co Modification.

96-97: +20 to Ag Modification.

98-99: +20 to SD Modification.

100: +25 to Ag, SD, Qu, St, or Co. (GM choice, PC choose or random.)

10.5 WARRIOR BACKGROUND TABLE #2

It is *strongly* recommended that this Background Option Table only be accessible to Non-Spell Users. Although it is meant as a normal background table (which you must spend background points for) it could also be used as a "general traits" table, that is, Non-Spell Users each receive two free rolls on this table.,

Roll—Result

1-3—Calmness: The character seems extremely calm and collected in any situation. Whenever under pressure (as determined by the GM) he receives a +10 to all Leadership, Public-speaking, Diplomacy, Seduction, and so on rolls. Unfortunately, the character's nerves have a strange way of revealing themselves; his hands sweat profusely, raising fumble ranges by 1 and giving a -10 to all manual skills (non-combat.)

4-6—Pain Resistance: The character is able to shake off pain, and uses his Self Discipline bonus as a multiplier in addition to Constitution (if desired.) i.e. a character with 40 BHP, a +10 CO mod and a +25 SD mod would have (50 x 1.1 x 1.25 = 68.75) 69 hits. However, the character has a tendency to shun healing and must be convinced (use will vs. will or Diplomacy skill or spells) to accept artificial or magical means of treatment.

7-9—Violent Prejudice: The PC may choose one specific race (i.e. Grey Elves, High Orcs, Northmen) against which he is prejudiced; he receives a permanent +10 OB against that race, with every crit delivering an additional Impact critical of one lesser severity, due to the ferocious attacks. Every time the character sees a member of that race, he must make a SD-based RR vs. 10th or he immediately attacks.

10-12—Hypercharged Adrenaline: +15 to Frenzy and all Adrenal Moves, and a +5 to all OBs, Adrenal Defense, and Armored Adrenal Defense. The character tends to be quite impulsive and receives a -5 to all actions which require "sitting still"; i.e. Public-speaking, Reading Runes, Picking Locks, etc.

13-15—Manual Deftness: Extreme skill with the hands. +10 to most Subterfuge skills and missile weapons; +5 to melee weapons. This results from a peculiar hobby in youth which required most of the character's time, causing a -5 to other maneuvers or Agility-based actions.

16-18—Magical Affinity: The character considered becoming a magic-user in adolescence (or else was born with a particular gift for magic.) He may learn any two lists (from his chosen realm of magic, or Prosaic lists), which he chooses at first level, at half the normal number of Development points. He may also reduce one Magical Skill (other than Spell List Development) to one half it's cost. This caused a late start in his martial training; -5 to all weapon skills.

19-21—Good Battlefield Awareness: +25 to all orientation rolls made in combat. If a martial artist, penalty for making multiple attacks is -15/extra hit instead of -20. The character also receives a +25 to the skill, Reverse Strike. When in combat, he becomes so absorbed in dispatching his foes quickly that he pays little attention to everything else; -25 to Perception rolls not directly related to the current melee, and it is Hard to call the character's attention to anything not readily apparent to him.

22-24—Lifetime Goal: A long-term goal dominates the character's actions. The goal should relate to many but not all of the character's adventures, and should be a lifetime hope if it is attainable at all (i.e. the overthrow of a great Emperor or the retrieval of a legendary Artifact in the Dark Lord's castle.) Whenever involved in an action directly related to accomplishing this goal, the character is at +5 to +15 depending how closely related the action is to his goal (using a previous example, fighting the Emperor's soldiers in a different land would grant a +5, while picking the lock to his personal chamber to assassinate him would be +15 or greater. Note that the +5 should be used most of the time, if a bonus is granted.) This goal is so important to the character, however, that he must resist (SD-based) vs. his own level or will refuse to participate in the group's activities if they do not somehow affect his "goal" (assuming other options are available that would.)

25-27—Magical Resistance: All RRs vs. one chosen realm of magic are at +25, other magical RRs are at +10. Additionally, whenever under any form of "enchantment" (Hold Kind, Charm, Nightvision Curse, Master of Kind) he may make a Will vs. Will roll every hour against the caster in order to try to break the spell. All magical skill costs for the character are doubled, and he may not contribute power or levels to others' rituals.

28-30—Exceptional Skill in Arms: +10 to all weapon OBs and Maneuvering in Armor skills. Character may choose two weapon categories which he may develop at the first cost (i.e. A Fighter may place his 1/5 cost in both Two Handed Weapons and Thrown Weapons.) This originates from an experience early in life when the young character had to fight his way out of a sticky situation against superior foes. Because of the character's reliance on his arms capabilities, he panics when weapons are unavailable to him; -20 to all actions if no weapon from his first two categories is available for use (regardless of whether he is actually using one or not.)

31-33—Assassin's Training: +25 bonus to Poison Lore, Use/Remove Poison, Silent Kill, and Stalk & Hide. +3 ranks of Ambush skill. The character shuns fair fighting and must resist vs. 10th level or will refuse to enter any combat where both sides are ready and his side does not outnumber the other.

34-36—Monastery Training: +25 to one chosen Gymnastic or Athletic Secondary skill and +25 to one chosen Adrenal Move. Has one prejudice associated with his monastery which can cause irrational behavior.

37-39—Ethereal Tie: Close spiritual relationship with one Demon, Spirit, or Champion (depending on alignment and world-system.) In any combat situation which follows character's beliefs there is a 25% chance that he will be possessed by his bonded entity. This grants AT 11 (if desired), +25 to OB and +10 to DB. While possessed, the character may not parry (except with a shield) and after combat he must defeat the entity in a Will vs. Will roll or it will remain for 1d10 hours. During this time the character has only partial control over his own actions (GM discretion.)

40-42—Spatial Bonding: High resistance to magics involving magical gates or teleportation. +50 to RRs against unwanted Gating, Long Door, Teleport, Leaving, or planar travelling spells, even if they are part of a trap. Even if willing to take the journey, the character does not receive a -50 for being a willing target (but nor must he take the +50 for Spatial Bonding.)

43-45—Navigation Gift: A strange magnetic field surrounds the character's body. +50 to the skills Direction Sense and Navigation. However, he has a tendency to attract iron, steel and electricity; +10 to attacks made by such weapons or spells against him. Even this property also works to his advantage, lowering fumble ranges for iron/steel objects by 2 (this *can* eliminate fumble ranges for weapons such as daggers.) Other strange effects may occur (GM discretion.)

46-48—Demonic Eyesight: Inhuman ability to change eyes' colors. While changed, the character possesses nightvision rivaling that of an Orc; when normal, he can see in daylight like an Elf. This ability brings another subtle power. He seems possessed by some spirit or demon when changed. This forces foes to resist a second level Fear attack when they encounter the character. Sadly, this unusual trait occurs because of a bad experience with a demon early in life. Anytime the character encounters a real demon, he must resist a 10th level attack (SD based) or flee for 1d10 hours.

49-51—Underground Upraising: Raised by a prominent member of the underground/Thief's Guild/Assassin's Guild. This may or may not be reflected in alignment, but it will affect personality. +10 to all subterfuge skills; any 1 such skill (even Primary) may be learned as a Thief. There is a (40-PR Mod)% chance that any constable or police officer will recognize him and hold an extreme prejudice. Note that he is not actually a wanted criminal.

52-54—Arch-nemesis: The character has a hated enemy. Usually he has been around this foe since an early age, and the enemy will be just a few levels higher than the character. Often the nemesis is disliked by the general populace, so the group will enjoy public support while fighting or searching for the scoundrel. All OBs are at +10, DBs at -10 due to rage when in battle with the enemy. GMs, this can be a source for *many* adventures, just remember to keep the enemy a few steps ahead of the characters.

55-57—Sadistic: Great skill in causing pain to others. +30 to interrogation. All minuses delivered by the character's crits are doubled; concussion hits 1.5x normal. Has a sick tendency not to kill or even knock out foes, but keep them conscious for torture.

58-60—Cold Rationale: Excellent tactician and strategist, +25 to such skills. The character has an almost skin-crawling ability to discard emotion in important situations and do what makes sense; +20 to RE bonus in these situations if applicable. This can, obviously, work against the character, and he always receives a -10 EM bonus.

61-63—Defensive Intuition: Exceptional parrying ability. Character may add 1.25x the amount subtracted from OB to his DB; i.e. if he parries 20, he may add 25 to DB. Missile weapons may also be parried at 0.5x the amount subtracted. Moreover, he may parry any foe who does not receive a "Rear" attack. The character uses so much concentration on parrying and dodging frontal attacks that he remains unfortunately static to attacks from the rear. Add an additional +15 to such attacks, or to any subduing attacks from behind.

64-66—Shield Mastery: Extremely well-trained in the use of shields. Multiply the effectiveness of any shield used by 1.5. He also receives a +15 to shield bashes. Due to always training with a shield of some sort, his parries with weapons are multiplied by 0.5.

67-69—Farsightedness: Ranges of all missile weapons increased 50%, and all range penalties are halved. Also a +15 to such attacks (which are further than 10'.) -10 to melee attacks. Development costs and training times for written languages doubled.

70-72—Nearsightedness: +10 to all melee attacks or missile attacks within 10'. Written languages learnable at half training times. Character starts with one more language than is usual, and knows native languages to at least five written ranks (if possible.) -10 to all missile attacks past 50', and all range penalties multiplied by 1.5.

73-75—Government Ties: Character has a tradition of aiding the "Good" government figures. He will usually receive the aid of the local constabulary, both with shelter or protection from the underground, and in money in an emergency. This has earned him a reputation with the local underground, and will likely be a target.

76-78—General Weapons Master: Any weapon category with a first rank cost of more than 3 is lowered to 3. Due to lack of specialization, any rapid development cost lower than 6 is raised to 6. Reroll for Duelists.

79-81—Precision: May add 5 to critical results delivered by character; not cumulative with Ambush. -5 to all OBs due to drawn-out attacks.

82-84—Acrobat: +15 to Acrobatics, Contortions, Gymnastics, and Tumbling. When using one of these skills as Complementary to Martial Arts, bonus is +25 instead of +15. Must maintain strict diet and training (GM discretion.) ST and AG temps are lowered by one each week these requirements are not met.

85-87—Sleight-of-Hand: +20 to Trickery, Pick Pockets, and Hide Item. No connection with the underground; in fact, any local Thief's Guild is likely to consider him an "Outsider" and seek to drive him from town.

88-90—Undetectable: Tripled resistance level against all Scrying, Detection, and related spells. No magical aura. A strange allergy plagues the character during the winter. He must make an RR every day that he is exposed to snow vs. 5th level or he is at -10 to all actions that day.

91-92—Arcane Shapechanger: Inherited trait of shapechanging. Character may cast effects from the Arcane List, "Shapechanging Ways," in *RMCI*, up to 10th level. The effects are in no way magical; they require three hits per level of the spell to use. Whenever changing his form, character takes "C" Physical Alteration crits until 100% change is achieved. The character is extremely empathic toward animals and will never hurt any animal without provocation. Monsters do not count, nor do speaking beings.

93-94—Special Familiar: Character starts with a form of Familiar. This type of familiar is a closer bond, however. The bond may be with any appropriate creature (GM discretion, based on character background) but starts at first level, and its powers should reflect that. Experience points earned by character or familiar are split between them (i.e. they advance levels at the same time.) If one member of the bond is killed, the other will be at -50 for one week, after which he will be single-mindedly set on killing the person/thing/being responsible.

95-96—Elemental Half-breed: If *Elemental Companion* is used, the character is an elemental half-breed of a basic element, receiving all the bonuses and penalties. If it is not used, reroll.

97-98—Geographic Awareness: +35 bonus to Mapping and Direction Sense (but not to Navigation.) Uncanny ability to memorize maps gives a +25 bonus to Navigation when a map has been studied more than ten minutes. This power is unfortunately compensated by a terrible lack of nightvision. The character receives a -20 to all actions requiring sight after the beginning of sunset.

99—Heir: Character is heir to some great hero or lord. Very few will know of this position (the character himself usually doesn't know.) The character probably has the goal of retrieving some great weapon, staff, scepter or other artifact that belonged to his ancestors, but may not know why he searches for it. Great evil forces (or good ones for an evil character) may know more about his ancestry that the character does, so he is likely to be hunted.

100—Enchanted by War-god: For whatever reason, the character has been blessed by a great War-god of his alignment. He receives a +10 to ST, QU, AG, and CO bonuses and has 5 power points per day to use on the Paladin list "Arm's Way." (Note that the character does not actually know the spell list, nor does he have these power points for other lists. Treat this power as if it were from an item.) There is a 5% chance each month (non-cumulative) that the character will be "Quested" to carry out some mission for his god. He may roll a Channeling RR vs. 10th to resist if he wishes, but if he succeeds he is excommunicated, loses all the powers from this option and is at -15 to all actions for one year. (Revenge from a War-god is not fun.) All enemies to the god have a 25% chance of identifying the character. If the concept of a War-god does not fit into a GM's world, either modify where the powers are from or reroll.

10.6 HOBBY PICKS REVISITED
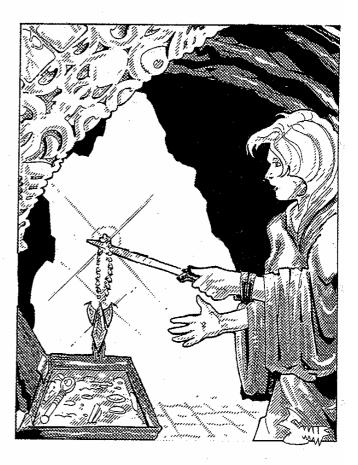
The Hobby Pick, in *Character Law* Section 13.42, can be enhanced to meet the new size and scope of the available skills in *Rolemaster*. Hobby picks individualize each character by detailing their past activities. Since there are a great number of skills available, the character's past may need more skills to better depict their adolescence. Limited Development Points usually prevents this.

Option 1: Have two hobby picks, a choice of four skills. No skill costing more than 20 Development Points allowed.

Option 2: Have three hobby picks, a choice of six skills. No skill costing more than 20 Development Points allowed.

Option 3: Choose Option 1 or Option 2 with GM assigning the skills and ranks.

Note: *Hobby picks are limited in ranks as per Character Law Section 13.42 (i.e., 5-1, 4-2 and 3-3).*

11.1 MILITIA & MILITARY

This section has a brief description of various militaries in the history of Earth.

IMPERIAL ROME

There were many variations of the Roman armies throughout Rome's history. The *Arms Companion* covers the soldier of 100 AD, during the reign of Marcus Ulpius Trajianos (Trajan, the 14th Emperor).

A soldier entered either a Legion or the Auxilia. The Legion was the main army and the Auxilia were support forces. A Legion was composed of Roman citizens where the Auxilia were full of those who wanted Roman Citizenship. They each served 25 years. For the Legionnaire, the end of this term meant land and money. For the Auxiliary, it meant Roman Citizenship. (Roman citizenship was obviously highly regarded.)

The watchword of the Roman military was "discipline." The average soldier was small and stocky, no match physically for the massive barbarians they fought. Their training and tactics, however, made them the killing force like no other.

The men wore:

* The *Lorica Segmenta*, a breast plate worn by Legionnaires, treated as AT 17.

* The *Lorica Squamata*, chain mail worn by the Auxilia, treated as AT 15.

* The *Aerea*, a helmet.

* The *Scudem*, a large square shield which connects with others to make a near solid wall or ceiling. In an army this was called the Testudo or tortoise shell. When locked together with others, it should be treated as a wall shield. The scudem was used by the Legionnaires.

* The *Clipeus* was a small round shield used by the Auxilia, treated as a target shield.

They used the following weapons:

* The *Gladius*, a short sword.

* The *Falcata*, or long gladius used by the cavalry.

* The *Pugio*, the dagger.

* Two *Parazonia*, thin shafted spears with a long and weak head, up to three feet long. These were used to pierce an enemy's shield and the thin head would bend under its own weight. This would be stepped on and forced the enemy to drop his shield. This was a modified javelin.

* The *Pillum*, a six foot long spear with a three foot long head. This heavy weapon could either be thrust or thrown up to ten feet.

The Roman Legion is entirely infantry. They had cavalry and archers making up their support units.

THE DARK AGES: 500 TO 900 AD

During this period most soldiers had no armor (AT 1) and were equipped with a spear and a large knife, either a dagger or a short sword. Most of the armies of the time were broken up into infantry, the peasants, and cavalry, the nobles. In this age, the nobles wore the only armor, mostly chain with some plate, AT 14, 15, 17 and 18.

Mounted combat was rare, nobles rode their horses to the battle, but dismounted to fight on foot. Armies formed only in times of war—few standing militaries existed. Battles occurred during spring and summer, leaving the men to harvest their crops. Charlemagne, who ruled during the ninth century, broke that tradition. He raised a standing army, which was one of the major factors enabling him to overcome the opposition with relative ease.

EARLY MIDDLE AGES: 900 TO 1200 AD
(INCLUDING THE CRUSADES)

The militia of this time had spears as their main weapon, though a double edged sword became more prominent (treat as broadsword). The infantry wore leather, possibly chain, if they were elite. Treat as AT's 5, 6, and 13. Scale and Lamellar is also common, treat as rigid leather and chain.

Most infantry were called Levymen. They received little or no training. If they had any armor, it was of low quality. The purpose of the levyman is to slow down the enemy.

The knights ruled the battlefield. Their armor was impressive and heavy (treat as AT 19). They fought with lances and swords, typically charging over infantry.

LATE MIDDLE AGES: 1200 TO 1500 AD

There was a turn-around in the typical army. Infantry used longbows, crossbows and pole arms (e.g., Bill Hook and Halberd), and the mounted knight lost his edge. The infantry typically wore leather and even chain armor—the most common being the Brigantine (Leather jacket with plates sewn in), and the Jack (Leather vest, studded with chain or covered with large rings). Some infantrymen wore kettle helms, some had steel breastplates. The Levyman composed most of the infantry.

Nobles wore heavy armor, but when they charged over the infantry they would be hurt and killed more often as the infantry could hold off cavalry charged with their pikes and halberds. The broad slashing sword changed to a more tapered sword with a diamond cross section which could deliver an armor piercing stab as well as a slash. The Falchion entered this era with some blades over four inches thick, made to cleave through a man.

Early firearms like the Pot-de-Fer (mortar), Arquebus and Culverin were introduced. Weapons such as the footman's mace, horseman's axe and hammer are introduced to combat the superior armors.

EARLY RENAISSANCE:
1500 AD TO THE EARLY 1700'S

Armor is used less and even abandoned altogether in some sectors for more mobility. The longbow exits almost entirely, replaced by the easier-to-use firearm. It took months to train a man to properly use a longbow, but anyone could learn the basics of a firearm in minutes.

The nobles, with lighter, stronger armor, used the lance less, gradually replacing them with firearms. The mounted knight, now with AT 20, had many problems. The crossbow and firearm could shoot right through his plate armor and the Lucern Hammer could knock him clear off of his mount. Barrages of ranged fire killed the horses and sent many a knight crashing to his doom. The main melee weapon of the knight switched to the thinner and swifter rapier and sabre.

The infantry could hold off and destroy a cavalry charge, even from long ranges. They used pole arms and other similar weapons. Armor was no longer needed, as their mobility and weapons gave them the edge.

11.2 MERCENARIES

The classic mercenary is not a profession, but a life-style, though not a great one. Contrary to popular belief, the life of a mercenary is not so much glorious as it is "Nasty, Brutish and Short." The mercenary hardly ever outlives his employers.

The general outlook of a mercenary is "eat, drink and be merry." They know that life is short and may end any day, and usually sooner than expected. Mercenaries are honorless, with few exceptions.

Any profession can be a mercenary, either in one of the mercenary groups (Section 11.3) or a "lone wolf." The mercenary puts his skills and abilities for hire. They get jobs ranging from running messages to killing. Mercenaries who break their contracts become ostracized and distrusted. Those who fulfill their obligations are still distrusted. Mercenaries are often killed by employers if a job is botched, unfinished, or even completed successfully.

Mercenaries often think little of murder and death. Its a job to them. In general, mercenaries find that killing for a living is the only way to survive. All other forms of life are too mundane and stressing for them.

John Hawkwood, the famous mercenary leader was walking on a street in Ravenna when he happened upon two priests. They greeted him with the phrase "Pax Vobiscum." (Peace be with you.)

Hawkwood replied, "And may you starve to death."

The priests asked him why he wished them this foul malediction.

He replied, "By wishing me peace, you hope I starve to death, for war puts food on my table."

Whenever the priests saw him from then on, they wished him "Bellum Vobiscum." (War be with you.)

A character may start as a mercenary, either in a group or alone. They also can become one later. Note, a character cannot start in a Cadre. Only experienced and elite warriors work in a Cadre.

11.3 MERCENARY GROUPS

Mercenary Army: Mercenaries organized in such a fashion actually make up the standing armies of a nation. What makes them mercenaries is that their services are sold to others, in other words, they are state-sponsored mercenaries (e.g., Hessian soldiers who fought for the British in the American Revolutionary War were hired out from the Barony of Saxe-Hess).

This type usually contains few or no knights or nobility. The army is a paid unit and not a loyalty based military. They are lead by the wisest and most experienced. Anyone can rise in the ranks of a Mercenary Army, thus being a "Meritocracy."

Free Company: This mercenary group is smaller than a mercenary army, but can rise to that size. A Free Company is lead by a single person or an elite group. Their size ranges from 50 to 5000 or more. The number always changes, due to death, loss of interest, better jobs, etc.

This mercenary group is a Meritocracy. Though at the upper echelon the leaders tend to stay the same, with the most elite remaining under them or forming their own groups.

Free Companies are hired to supplant armies or aide nations. They travel around looking for work, doing well in times of war and great crusades.

Free Lance: This is the classic mercenary group. The size ranges from 10 to 50 members. It is run by a single mercenary or elite group. Their purpose is monetary and material gains.

Free Lancers are usually hired for small military actions or support. In hard times, when there is little work, Free Lance groups often become brigands, raiding nearby settlements and waylaying travellers.

Cadre: This is a small team of mercenaries. Here are the elite warriors. Cadres train and lead large groups of soldiers, even armies. A cadre is highly paid and highly skilled. They tend to be made up of knights, nobility and elite warriors. Throughout history, Cadres have been responsible for spear-heading many military actions.

11.4 GLADIATOR SCHOOLS

In some cultures, there are schools where anyone worthy may enter and learn to be a warrior. In other cultures, slaves are entered into these schools to fight for the pleasure of others. In any case, a Gladiator School teaches all forms of combat, usually striving for diversity rather than individualization.

The ideal entrance age is the early teens, although it is not mandatory. In the schools where the students enroll, it is not uncommon to study for two or three years before graduating. In Gladiator Schools for slaves, the enrollment is until death or until they are able to escape—a frequent problem arising from teaching your slaves how to fight.

For characters who wish to enter a Gladiator School, or for some reason are cast into one, the following development rules apply:

For one year of training, characters gain:

• 1 level of experience as a Fighter. (They do not spend DPs.) 6 ranks of Weapons Skills, to be divided among six weapons. 6 ranks of Martial Arts, to be divided among six Martial Arts Skills (i.e., M/A Strikes, Sweeps and Throws, Wrestling, etc.).

• 3 ranks of Body Development.

• 16 ranks of Maneuver in Armor, to be divided among all the different AT categories.

• 2 ranks of WOW: Fatigue and Pain.

• 3 ranks of Weapon Brawl, for three different weapons.

• 2 ranks of Tumble Attack and Tumble Evade

• 2 ranks of Disarm Foe, Armed.

• 4 ranks of Melee Scuffle.

• 10 ranks of random combat skills. (Player's choice at GM's discretion)

• +02 to Strength, Agility and Constitution statistic bonuses.

Not everyone survives. Use the Discharge Military and Militia chart, Section 2.1.5. Roll once per year spent in Gladiator Schools.

A character entering such a school must stay the full year, or gain *no* benefits.

Players wishing to start their characters in a Gladiator School spend 3 Background Options. They receive the above skill and stat alterations twice. (For adolescence and first level.) They may spend another 2 Background Options for each additional year spent at the school.

A player who enters a Gladiator School does not have to be a Fighter. When they leave the school, they do not have to remain a Fighter.

11.5 ASSASSIN'S GUILDS

These secretive societies house the most vial and deadliest of persons. If you want to have someone killed, an Assassin's Guild is the place to hire the killer. They have a seedy following, are cunning and have contacts everywhere.

No one exactly knows where the headquarters of an Assassin's Guild is located. To find a contact, go to a tavern or inn, go to the market place, in a dark alley, go to the butcher, the baker or the candlestick maker—a contact could be anywhere.

The members of such a guild are varied in profession and purpose. There are members that merely relay messages, and others who do the heinous job of assassination. Each guild has a different number of members and functions. The basic features of all guilds are:

• Contacts, street or other "eyes and ears," people.

• Assassins, the killers.

• The coordinators, those who receive information from the contacts and give jobs to assassins. They are the local leaders.

Other positions:

• Money gatherers, those who collect the fees and pick pockets on the side.

• The muscle, those who protect the interests of the guild and its members.

• Lieutenants, those persons who deal with public officials and other groups, protecting the guild's interests.

In all guilds there are initiates. Those people wishing to enter the guild who are in the midst of their tests of loyalty and skill. Initiation procedures differ from person to person.

A player who wishes his character to enter an Assassin's Guild has to find a contact. All initiates are watched by other members. The tests given to the initiate are commonly sleazy tasks. Some guilds have their initiates kill off one or more people to prove their worth and trust. In any case, a character gets many tests and tasks before he finally passes his initiation.

There are no skill or statistical bonus gained for entering a guild. There is, however, the benefit of being a member of one of the most powerful organizations in the world. Members can call on each other for help. On rare occasions, the head of the guild assigns great numbers of members for a single cause.

Characters that start in an Assassin's Guild spend two Background Options for the honor.

11.6 LORDS AND LIEGES

In serving a lord, a character performs many different tasks. In return he gains several benefits. Depending on the type of lord he works for, the benefits differ. There are several levels of employ in serving a lord.

1. **General employee.** The character performs menial and often mundane duties receiving only money in exchange (e.g., maid, gardener, butler, etc.).

2. **Loyal servant.** The character holds some specific post or position under his lord. Here he either performs a set task, or the special orders of his liege (e.g., guard, personal servant, counsellor, etc.).

3. **Elite servant.** This character is under his lord's thumb. He does whatever his lord asks, whenever he is asked. There is no question of loyalty (e.g., Captain of the Guard, Champion, personal advisor, etc.).

The more devoted and important a character is to his lord, the greater the benefits he receives. The following chart covers different types of lords and the benefits received.

Type of Lord/Liege	Duties	Benefits
Noble	Guard Messenger Servant	Supplies, room and board, protection, pay.
Craftsman	Apprentice Servant	R&B, skills at 1/2 DP cost*, pay.
Spell Caster	Servant Guard Messenger	R&B, use of items†, supplies, pay.
Religious Figure	Guard Acolyte Messenger Servant	R&B, health, supplies, pay.
Military Officer	Warrior-Type Servant Messenger Guard	Skills at 1/2 DP cost*, R&B, supplies.
Merchant	Servant Messenger Spy / Thief Guard	Supplies, pay, R&B, pay, skills at 1/2 DP cost*
Captain (Ship/Caravan)	Servant Physical Labor Guard	Traveling, supplies, skills at 1/2 DP cost*, pay.

* — The skills developed at 1/2 DP cost are those that the character actively learns while working for their Lord. Weapon skill costs may also be halved. (GM's discretion)

† — The magic items used are limited to mundane and weak only. On rare occasions, the Lord may allow the use of a more magically powerful item. (GM's discretion)

11.7 ARCHETYPES

The following archetypes depict the lives and attitudes of different fictional warriors. From this section a player may get ideas for the background or attitude appropriate to his character.

THE MERCENARY

My name is Wolfgang and I grew up in a small village in Westphalia. When I was ten, the mercenary soldiers called *Landsknechts* came to my village. They were billeted all about by the Baron. They were the most exciting men I had ever seen—all of them big, sporting beards and wearing all colors of the rainbow. They had weapons and armor, and plumes in their hats. They drank and roared and chased the wenches at the tavern.

I watched, enchanted. I heard their stories of battle, pillage and glory. A day or two later when they marched out of town with banner, pipe and drum, I knew that the boring life of a cooper's son was not for me.

I dreamed about the soldiers for two years. Then one spring day I ran away to join them. It took a while but I finally found them. I started out by fetching gear and leading mules when they moved. After battles, I would go out with the camp followers to slit the throats of the wounded and rob the dead. I found my first good weapon, a bastard dagger with a ten inch blade, on a body of a dead Schnitzer.

I got my first sword while guarding the baggage train. A force of *Stradiots* (light mounted infantry) broke through the lines and tried to loot the train. I found myself with the very young and the very old of the camp followers, driving them off with whatever came to hand. I split an Italian's skull with a wood-cutting axe and I confiscated the dead man's bastard sword, boots and studded leather jerkin—he did not need them any longer.

Over the next few months I grew, gaining weight and muscle. Some of the men began to show me how to fight with the knife, the sword, the pike and the halberd. I especially liked the *Zweihander*, the great two handed sword, which I had an exceptional aptitude for. I could whirl the five foot sword so fast the blade became a blur.

At the next battle, I fought with the soldiers in the third line, with all the other novices. I stayed cool and fierce in the fray. As time went by, I ended up in the front rank wearing a breastplate, sallet helm and high boots that I had looted in previous battles. Mail-covered leather gauntlets covered my hands. My bastard sword had been replaced by a true great sword, a wavy bladed Flamberge, taken from a dead Frenchy from the Black Company in the battle of Chàlons.

Eventually I was placed in the rear rank. This is a very important position, as it anchored the new men between the front and rear lines. At twenty-one, I became a *Dopplesöldner* (or Double Soldier, paid twice as much because of his experience and skill.) Unlike my fellows who spent all their money on women and wine, I have been salting my loot and pay away. One day, I thought to myself "I shall buy a commission and start my own company and we shall be the fiercest soldiers in all Europe!"

THE GRUNT

My father had been one of Baron Delacy's men who had risen to the rank of sergeant. Now it was my turn. I waited in the castle courtyard in the cold in a line with other boys twelve to fourteen years old. My father would have been there with me if he didn't die several years ago.

Pickwick, the old bailiff, tramped up and down the line in his mail, blowing steam like a dragon hungrily examining horses. "Nope," he moved down the line to the next boy, "Nope." He poked the next, gripping his arm on the muscle, "Hmmn...you'll do...Nope...Yes...Nope..."

Now it was my turn. "Hmmn, you've got some muscle to your sword arm lad?" He squeezed hard, and glared deep into my eyes.

"Yes sir," I was nearly shaking, "my pa had made me swing a lead bar for a while each day, sir."

Pickwick squinted at me even more deeply.

"Be ye Ben Fisher's boy, Wat?"

"Yes sir, an it please you?"

"Aye, well, if you shape up to be as fine a soldier as that worthy, you'll do your pa proud!"

That is how my career started. Day after day of training with sword, axe, mace, spear and bow built up my skills. I took well to horsemanship and fought viciously with the axe and shield. I grew strong on the steady diet and exercise I received daily. I ran around and around the courtyard in my forty pound mail and then vaulted into and out of my saddle, over and over again.

The weight of my kettle helm, mail and sword belt grew familiar over time. Soon I began to trust his fellow soldiers in battle and follow orders. My new duties included putting down peasant revolts and eliminating poachers and outlaws.

The Baron himself had noticed me. He commended me by making me one of his retainers. Later I followed Sir Humphrey on campaigns. For good service at war and Tourney, the lord promoted me to sergeant, like my father before me. Soon I followed my knight and Baron to join King Harry's army as it marched toward victory.

The Levyman

I was terrified. Yesterday morn the Baron's soldiers had come and roused all the young freemen before dawn. Rumor had been going around that the Baron was at war with the King. And that soon a great battle would ensue. The soldiers, all big men, began to hand all the village men spears taken from a bundle strapped to the back of a mule. The spear was seven feet long and did not have a head so much as a sharp iron cone covering each end.

The soldiers began to teach the us how to thrust and ground the end, the how to receive cavalry. The training was hot and tiring in the midsummer sun, but by the end of the day us locals could keep a straight line, even while mobile, and thrust viciously. That evening we swaggered around the village like real soldiers, not sure why the old gaffers were laughing at them.

There was no swagger during the enemy cavalry charge as I saw three of my friends die screaming, arrows sticking in their bodies. My heart ran to my throat and my courage left altogether. The smell of death and the screams of men and horses washed over us. Our own knight had ridden over us, crushing people like rotten fruit. Now the King's cavalry thundered down upon us too.

I watched other spearmen's heads cleaved off and their insides released as I clutched my spear for dear life. Suddenly I had an inspiration. I dropped the spear and ran for all I was worth. Looking for cover I came upon a line of the Baron's men. They threatened to kill me if I didn't pick up the spear and stand the line. To prove it, one of the soldiers killed Jeffrey Cooper, one of my oldest friends.

My head felt like it was struck by lightning, I turned and bolted the other way, running hard. I don't know how far I got, but suddenly I tripped over a corpse. Looking around I found myself behind a dead horse. Laying there I hid through the rest of the battle.

The Knight (Samurai / Housecarl)

I am Iasu Tengu's and my father's father's father had been Hatamoto, armed *Samurai* retainer to Lord Mitsunaris' Ancestors. Now it was my honor and *shinto* to serve. My father had been instilling the code of *Bushido*, the way of the warrior into me since childhood. I learned to wield the *Yari* spear, and the *Dai-Sho*, and the long and short sword with mastery. My teacher, Zanshin, taught me the bow, and how to release the arrow in the same way as the blossom falls from the cherry tree.

I gained all the gentlemanly skills. Playing the flute, writing poetry, and accomplishing a tea ceremony or a game of *Go* with equal facility. Through all of this, grounded into my mind were the ideas that the katana was my soul and my life is my lord's to do with as he pleased. Death is preferred over dishonor. I absorbed the principle that *Giri*, duty, was but as weightless as a feather.

I have brought much glory and honor to my lord in the wars against the pretender, Tokugawa. I remain courteous in conduct to elders and children, and honorable to my foes. Many of the younger Samurai try to emulate me, for they feel I was the model of what a good retainer should be. That is: Fierce in battle, yet quiet, courteous, chivalrous and absolutely faithful to his master.

Now as I sit on my horse surveying the battlefield, I feel convinced of imminent victory. Was not my lord the greatest? And did this Tokugawa fool think that bamboo screens were going to stop them? Why, even the name of this place had a victorious ring, Sekigahura.

Surely we will be victorious.

The Holy Warrior

I, Muhammad, waited with my band of *Ghazis* (holy warriors) in a cleft of rock up the side of the gorge. Soon the Infidel Mongol scum harrying his lord Malik Shah would be coming up the pass. When the time was right, I and my five remaining men, Ibrahim, Yussuf, Hassan the Shi'ite, Halial and Da'ud will fire our few arrows, then charge down on the defilers, washing our spears and swords in their blood. With luck we will take the Infidel Leader, Chepe Noyon with us to Paradise, for surely when we attack, Allah will touch us with the *Barraca* (divine luck) and allow us to slay many unbelievers before we ascend to the right hand of the prophet.

Our breath steamed in the cold mountain air as we prayed to Mecca. Sheepskin poshteen coats covered the fine steel mail which were worn over the silk coats and pyjami trousers. Turbans covered the steel *Zirkullah* mail coif. Each of us had a large set of *Dervich* prayer beads gotten when we had, with hundreds of others, fought the infidel at Samarkand. Now it would be fought here, many miles and many months later. But none of us feel anything other than joy, for are we not assured a place in paradise?

Soon we heard the jingle and thud of many horses. Then the Mongol vanguard came into sight, horsetail banners waving in the wind. At the proper moment, Da'ud and Ibrahim released their pitifully few remaining arrows from the short, powerful Turkish recurve bows. The shots emptied saddles, even at this extreme range.

Now I stood up, drawing my fine ivory hilted shamshir of watered Damascus steel, and threw aside the scabbard. My small band followed suit. I turned to the others. "We shall all eat lamb in paradise brothers." With a great shout I bellowed "ALLAH AKBARRR!!," and we, the six holy warriors, charged down the hill into the a cloud of mongol arrows.

The Duelist

Etienne d'Arcy is my name and I seem to get into a lot of fights. The fact that my father, Antoine d'Arcy was the richest merchant in Dijon is part of the problem. He is a Merchant...common, and the sons of the nobles never let me forget it. Combine this annoyance with a small girlish stature. You can see how angry and wrathful I became—their taunts drove me crazy. Father saw the hate building up in his boy and arrived at a solution. He sent me to study at the fencing *Salle* of master Gerard d'Artois.

Artois worked me hard. Drilling me again and again with the rapier, small sword and *main gauche* dagger. Then my small form began to harden. My weak physique transformed into one full of flat wiry muscles. I trained until I could pin drop scraps of paper to an oak board, every time, thinking long and hard of the nobles as I worked. Artois especially worked to enrage me, which at first was not too difficult. You see, my style suffered when I became angry.

I studied for four years under the master, only returning home for holidays. I quietly cataloged every slight and snub remark given my by the gentry, and there were many. Finally came a time where the master could not make a single touch upon me, nor could Artois throw me into a rage, not even noble-peasant slurs affected me. I was even able to beat my teacher three out of five times. Artois stated proudly that I, Etienne D'Arcy was his greatest student.

It was only two days after my return home when one of the young nobles, Augus d'Orles, now armed, came to pick on me. He felt the need to fill the four year gap since the last time he accosted me. But nothing he said moved me. He grew angry at unsuccessfully baiting me into a fight, and challenged me to a duel...fool.

Seconds were nominated, and a day appointed. Shortly that day arrived. I smiled from start to finish, which was not too long as the duel ended in an embarrassingly short time. Augus, run through the heart, had a confused look on his face as he fell and pumped his life's blood out on the ground, as if saying "I'm a nobleman, I was supposed to win..."

The seconds agreed that it had been fairly dueled and honor settled. I found that I liked to kill as much as I liked to fight—it was easy.

As I was putting my effects into order, a man approached me. He introduced himself as Matrac and made me a proposition. He explained that I had the skills to become a professional duelist, and that if I traveled around France, lords and rich men would pay me to fight, if I let Matrac manage me, and run side bets. He said that the two of us could become very rich. I said I would think it over.

However, the Comte de Orles, Augus's father, soon began to cause the me and my family trouble. So I decided for my family's sake to skip town and agree to Matrac's offer. The two of us traveled the length and breadth of France, even making forays into Italy and Spain. Until finally, after hundreds of duels, I settled down in Vienna and opened my own duelist school.

11.8 CHRONICLES OF NORWIN THE RED, WIZARD OF THE ORTHGONICAL TOWER

In times of war and crusades, warriors rise to glory and fame. Sometimes, however, one man stands above all others. In the war of North Ending, a four month-long siege had dried the city nearly of all its supplies. The resistance knew that something had to break the enemy camp or North Ending would fall within the month.

Word was spread to all occupants of the city. Anyone who could break through the enemy camp and call for aid from an ally would receive half of the king's treasure; a treasure that the enemy strived to have. One man came forward and took the challenge. He was known only as Thag and had the renown of a vicious warrior.

Thag prepared himself, spending many hours meditating. He cleaned and honed his weapons. Then he silently went to the gate and awaited to face the enemy...alone. His calm demeanor lasted only so long as the gate stood shut before him. With a creak and a whine, the massive wooden portal opened slightly, revealing the expansive enemy camp before North Ending. Thag snapped. His coolness exploded in a violent rage. He drew two swords and charged through the opening.

Neither of the two enemy sentries nearest Thag had seen or heard him before he put a sword through the man on the right. As the guard gasped and fell, the other turned and faced the warrior. But, before he could draw his weapon, Thag's other sword pierced his heart.

He had taken down two sentries before the huge battle worn gate closed behind him. With wild screams he called the enemy to him, swords swinging wildly. Several nearby sentries rushed to stop him, but he plowed right past them. Slamming his fist into one man's face, the pommel of a sword into another. A back swing hit another, and Thag's knee, spike and all toppled yet another. The raging ball of fury charged into the enemy camp.

Bowmen took aim on Thag, but there were too many of their own men in the way to get a clear shot. Some archers fired anyway, mostly hitting the ground. Thag, covered in blood, dove at a man in plate, taking him down, then he kneed him in the neck. Then sensing enemies to the rear, Thag swung his left sword back and hit the belly of a sentry in chain. As he pulled out the sword, he swung the other to his right and took the arm off another man.

Charging forward again, Thag engaged five sentries, with more coming up from behind. He whirled his first sword around in his right hand then suddenly chopped at two of the sentries that he caught off guard. Then he drew back his right arm and elbowed one of the remaining three. They attacked back, but Thag's sword was too swift. He dodged and lunged, forcing the sentries to swing blindly to hit him, they missed and he passed them.

From up above, on the walls of North Ending, the whole battle could be seen easily. The morning sun had given just the proper light. The king with his advisors looked on from safety at the warriors accomplishments.

Thag dove under a catapult, luring the three sentries after him. In the tight space he jabbed his swords, taking out one of the three immediately. The other two tried swinging back at him, but only hit the huge siege weapon. Two more well placed jabs and Thag stuck the sentries twisting his blades. The men cried out just before falling to the ground. Hearing more soldiers coming, Thag braced his legs and pushed the unmanned catapult ten feet forward. He heard several thuds and clangs as some of the enemy hit the other side.

Then making his way across a clearing, he saw several archers. A hail of arrows began to pierce the air around him, so he crouched and charged right at his foes. He moved so fast that the bowmen could not compensate enough before he reached cover. Moving along a dirt wall, he saw two more men in plate. He knew their tactics and charged them. He knew they would first lunge and then hack, so he feinted with his right blade and tumbled forward, jabbing upward with his left. The tip of the blade slid effortlessly where plate met chain just above the waist.

With his right hand sword, he snared the other foe's broadsword, holding it tight as he finished off the first. More sentries approached him, he had to work fast. Twisting his left arm and making a strong hack with his right, he both toppled the first foe and broke the sword of the second. From his prone position, he used an old combat style. He swung his arms, both blades lunging upward. He knew the foe would step back, so he jumped at the man in plate, his knee catching the foe in the groin.

Sounds came from all over, there must have been thirty or more sentries near. With a backhand hack and a bash from his pommel, the second man in plate fell. Thag turned to see over forty men closing on him. Behind them, he caught a glimpse of a royally dressed man with several more men in plate surrounding him.

He stood, blood dripping from his armor, his as well as the enemy's. He focused on the enemy leader and charged. He could only see several men moving about in front of him as he single mindedly cleaved his way to the leader. He felt the touch of steel on his back and sides, but kept going forward as if it did not matter at all. His eyes remained fixed on the leader before him as he closed the distance. Three soldiers fell, then another two, he attacked with amazing ferocity. The leader looked on undaunted, knowing his troops would protect him. Four more soldiers fell, then two and then three.

Thag felt something break in his side, but all his concern was with the foe ahead, now only a short ways away. Four more fell, then two. Thag pushed on as the leader lost his confidence and started to back away with his guards. This did not matter to the warrior, he continued, two more soldiers fell, then four, then another four. His back seemed numb and sides weak, but he continued.

From above in the city the king looked on with interest. He hoped he would be giving this Thag half his treasures. His eyes followed the progress of the warrior down below.

Thag broke the line and moved ahead with greater speed. The attacks behind him ceased. Four men in plate armor came to kill him, as five others left with the man in royal robes. Thag spun and cleaved two of the enemy before they got their shields up to block him. The other two backed away and allowed Thag to pass. The warrior stopped spinning and continued on, the two behind him no longer mattered.

Thag could taste victory as he neared the enemy. The leader's men-at-arms slowed him down and he dared not leave without protection. Thag closed with the first guard and cast a sword at another man, impaling him to a cart. He then drew a dagger. Getting chest to chest with the first man in plate, he rammed his dagger between two of the metal plates. The guard stood helpless, his weapons, now nearly ineffective, were too long to be swung at the monster attacking him.

Pushing over this foe, Thag feigned several attacks with his sword and rammed both his knee and dagger into another guard. Three remained, and Thag moved on them. He lunged forward and as he flew by the first of the three, his sword and dagger sunk into the man's side, dropping him. The warrior rolled and stood up weaponless. He came on the next guard. Thag knew a special attack using his hands and feet. He locked his hands in claw-like positions and jumped at his foe. The man swung hitting Thag in the leg, taking off his bloodied knee spike. Thag's hands gouged the man's arms and chest. The strike echoed with resounding snaps as the man fell.

The last guard looked at Thag and ran. The enemy leader looked on in horror, knowing his death was only seconds away. Using one of the fallen guard's swords, Thag swiftly ran through his enemy. Then as if a spell had worn off him, he slumped to the ground, barely alive.

He then heard the rush of footsteps. Concentrating, he mentally turned off his pain and fatigue. Getting to his feet he looked at the twenty or so more guards before him. They inched forward, but Thag raised his sword and locked eyes with them. As if magic rented the air, the twenty men stopped and looked around at all the carnage this one warrior had rended. Their hearts left totally when they saw their leader dead as well. They abruptly turned and ran.

• • •

Thag walked up to the king, a hero, and now one of the wealthiest of warriors in all the land. For many generations to come, Thag would be one of the greatest warrior the world has ever known.

12.0 TABLES AND CHARTS

12.1 USING THE NEW LARGE AND SUPER LARGE CRITICAL TABLES

The goal in creating the new Large and Super Large critical tables was to make the crit results against these creatures more realistic, depending on the weapon, and easier to apply. The restrictions on delivering crits to a large or super-large creature are the same: 'B' or higher against large, 'D' or 'E' against super-large.

Apply the type of critical indicated by the attack roll. If the type is "Tiny," no crit is delivered; if the type is "Grapple" or "Unbalance" against a super-large creature, disregard it.

Note that these tables were designed in the interests of realism more than balance. Some crit tables are slightly more powerful than others, although usually if one is stronger at the low end the other surpasses it near the top.

The observant GM will note that in many cases the damage given by these new crit tables resembles closely that of the original tables. This was done to avoid changing drastically the power of a crit. Whenever the old explanation could not easily fit the crit type, however, the result has been completely changed.

In order to establish a convention, Large Creatures in the table are treated as humanoid, because many of the creatures attacked on this table (Trolls, undead, etc.) are humanoid. The Super-large creatures are not treated this way. Therefore, some improvisation will still be required at times, but the damage numbers can remain the same; just come up with a more accurate area for the damage.

USING THE LARGE GRAPPLE, UNBALANCING AND MARTIAL ARTS TABLES

The Large Grapple and Unbalancing tables don't have separate results for weapon type: Holy, Magic, Mithril, etc. The reasoning here is obvious; these are barehanded attacks. If a GM feels that such a result would be more appropriate in a given situation (e.g., Grunt the Troll has magic Laen arms) double or triple the concussion hit damage given.

The Martial Arts crits are more complicated. These, too, have only one column each. If a kata is used, we suggest allowing the martial artist to roll the critical and choose the result he wants from either the martial arts table or the appropriate other table. However, no kata may receive higher than the "Magic" column, unless it is "Slaying."

The Large Grapple, Unbalancing, and Martial Arts crits are weak, be there no doubt about it. This shouldn't upset balance, because usually these attacks are especially effective against normal creatures (with Martial Arts) and/or are insane to use against a large creature. (Grapple a Troll? Are you nuts?)

CREATURE SIZES

The Large and Super-large crit tables are meant for attacks made against creatures significantly larger than the attacker. At times a GM may need to resolve damage given by one large creature to another. One option is to have Large creatures attack other Large creatures on the normal *Arms Law* tables (ditto for Super Large.) Similarly, Large creatures could attack Super Large creatures on the Large crit tables.

Option 1: Vary the table used on the creature's size, from *C&T*. Huge creatures may attack Super-large on the normal crit tables; Large would attack Large on the normal tables, and Huge on the Large tables; Medium would be standard, etc.

Option 2: As option 1, but continue the pattern below medium-sized creatures, so a termite would attack a PC on the Super Large tables. This option could eliminate the Tiny crit table completely.

LARGE CREATURE KRUSH CRITICAL STRIKE TABLE (12.1.1)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+14 hits. Your weapon breaks.	+17 hits. You juggle your weapon and must parry for two rnds.	+20 hits. You yield the initiative next rnd.	+22 hits. The big end, stupid, not the hilt. Subtract 10 from your next attack.	+7 hits.
06-10	+3 hits.	+4 hits.	+6 hits.	+10 hits.	+12 hits.
11-20	+6 hits.	+8 hits.	+10 hits.	+13 hits.	+17 hits.
21-30	+9 hits.	+10 hits.	+13 hits.	+16 hits.	+22 hits.
31-40	+12 hits.	+15 hits.	+21 hits.	+26 hits.	+32 hits.
41-50	+15 hits.	+19 hits.	+26 hits.	+32 hits.	Hit foe's elbow. +20 hits. Foe must parry for 3 rnds at -10. +10 to your next swing.
51-65	+21 hits.	+26 hits.	+32 hits.	+12 hits. Foe must parry for 2 rnds. You have the initiative for 3 rnds.	Catch foe with unbalancing bash. Foe is stunned without parry for 1 rnd and takes +12 hits.
66	Hard strike to neck shatters spine. Instant paralysis, death in 7 rnds. +17 hits.	Foe drops and dies in 3 rnds from painful and irreparable internal damage. +32 hits.	Strike to chest collapses both foe's lungs. Death in 2 rnds. +14 hits. Add +10 to your next swing.	Right between the eyes. +22 hits and instant death. You have half the rnd to act, continue the show.	Crush foe's skull. Instant death. +10 to friendly rolls next rnd.
67-70	+26 hits.	+32 hits.	Light blow catches foe's upper leg. +17 hits. Foe is stunned for 2 rnds and fights at -20. Add +10 to your next swing.	Painful hit bruises thigh badly. +22 hits. Foe is stunned without parry for 1 rnd. Add +10 to your next attack.	Break collarbone and many ribs. Heart just can't take it. Death in 1 inactive rnd, +10 to your next swing. +22 hits.
71-80	+32 hits.	Well-placed but weak swing to chin. He his stunned for 2 rnds, without parry for one. +15 hits.	Hard blow to shield shoulder. +25 hits. Foe is stunned for two rnds and may not parry.	Strike to foe's leg. +15 hits. Foe is stunned for 3 rnds, one without parry. Foe is at -10.	Shatter weapon arm and shoulder. Arm useless. +12 hits. Foe is stunned for 3 rnds.
81-90	Strong move. +22 hits. Foe is stunned without parry for 2 rnds. +5 to next attack.	Hard blow stuns for for three rnds. He may not parry next rnd. +24 hits, add +10 to your next swing.	Glancing blow to abdomen. +20 hits. Foe is stunned for 2 rnds and fights at -20.	Mighty bash to forehead. If foe has no helm, he dies. If foe does have helm, knock him out for 12 hours. +35 hits.	Just missing foe's forehead, you destroy his face at the nose instead. Instant death. +29 hits. Add +15 to your next swing.
91-95	Blast to foe's hand breaks two fingers. +25 hits, foe is stunned for 3 rnds. Foe fights at -20.	Minor fracture to foe's weapon hand. +10 hits, foe fights at -15. Add +20 to your next swing.	Not too hard, but very accurate strike to foe's head. Foe is knocked out. +32 hits. Add +10 to all friendly rolls next rnd.	Heavy, hard blow to chest disrupts heartbeat. Foe is stunned for 3 rnds, then falls unconcious; death in 5 rnds.	Minor skull fracture renders foe unconcious. Death in 10 rnds. +12 hits.
96-98	Shatter both foe's knees and follow-up breaks ribs. Foe is dead after 2 inactive rnds; unfortunately he falls on you. You take 20 hits and are pinned 6 rnds.	Nicely aimed! Crush foe's mouth, sending most teeth back into throat. Foe dies of blood loss and asphyxiation after 3 painful rnds. Unfortunately, you drop your weapon. +27 hits.	Craaack! Fracture skull. Instant death. You have half the rnd left to act. Fine piece of work.	Crush foe's pelvis. +17 hits. Foe dies in 1 rnd. Add +25 to your next swing.	Shatter entire skull. Piece flies backward 30 feet. Instant death, +32 hits. Not pretty.
99-100	Crushing blow to foe's head. He takes +26 hits and dies after 6 rnds. +20 to all friendly rolls next rnd.	You break your weapon over foe's forehead. The good news: Foe is stunned without parry for one rnd and takes +37 hits.	Very hard but badly executed blow. Foe dies in 6 stun no parry rnds due to shock. +22 hits. Your weapon flies backward 8 feet.	Clean, easy bash to side of head without overexerting. Very nice execution. Foe drops unconcious and takes 20 hits.	Strong blast breaks through ribs, wedges into heart. Instant death. Your weapon is stuck for 2 rnds. +17 hits.
101-150	Awesome blow to foe's torso. +56 hits. Foe is stunned without parry for 3 rnds and fights at -25.	Hefty blow to side of foe's head knocks him out. +22 hits. Add +10 to your next swing.	Shatter foe's jaw. Foe is knocked out and in a 30 day coma. +62 hits.	Shatter foe's knee. Foe is at -30 and is stunned without parry for 3 rnds. +10 hits.	Major internal bleeding from strike to upper leg. Death after 9 rnds of stun without parry. +22 hits.
151-175	Strike drives bone into vital organs. Instant death, +45 hits.	Amazing strike to foe's chest causes cardiac arrest. Instant death unless somebody knows CPR. You have half the rnd left to act.	Apparently possessed by some violent entity, you dive weapon-first at foe and crush abdomen. Foe dies in 6 inactive rnds. +30 hits. -5 to your next attack due to overconfidence from this one.	Smash foe's face in. +12 hits. Instant death. You have half the rnd left to act.	Shatter every bone in neck. Instant death. +29 hits. Add +10 to your next swing.
176-200	Mighty swing to foe's torso. Foe dies in 12 rnds due to heavy internal bleeding. +35 hits. Add +15 to your next swing.	Crush entire rib cage. Gory, but effective. Foe takes +10 hits and dies instantly. Add +20 to all friendly rolls next rnd.	Slicing move crushes foe's arm into ribs. Foe fights at -50 for 3 rnds before dropping... permanently.	Crush vertebrae in upper back. +22 hits. Foe is permanently paralyzed from the waist down.	Collapse a lung and severe damage to other important nearby organs. Death after 2 inactive rnds. +17 hits. You have half the rnd left to act; +10 to your next swing.
201-250	Off-balance hit breaks most of rib cage. +15 hits. Foe is stunned 6 rnds before death due to heart damage and internal bleeding.	Lucky move shatters vertebra in neck and damages spinal cord. Foe is paralyzed from the neck down. Your weapon breaks neatly and flies backward. +17 hits.	Truly impressive. Crush both shoulders, neck, and one leg. Instant death. +22 hits. +15 to all friendly rolls for 2 rnds.	Foe falls, very hard, to the ground. He takes a +125 Fall/Crush attack without DB and is knocked out regardless of the outcome. +35 hits. +20 to friendly rolls for 3 rnds.	Amazing, adrenalized smash sails through foe's head as if it were a melon. You lose your grip and your weapon sails at nearent opponent within 10 feet, attacking with half your OB.
251+	Your incredible strength shows as you bludgeoun foe's chest inward. Unfortunately, you knock yourself out.	Pulverize foe's pelvis. Yuk. Foe dies of organ damage in one rnd. Add +25 to your next swing. +22 hits.	Completely smash all bones in center face. Foe cannot smell and is blinded until the blood is stopped. Foe fights at -100 and takes 15 hits per rnd. Stunned 6 rnds.	Knock foe out with vicious head strike. +32 hits. You drop your weapon and it takes you 3 rnds to find it.	Blind foe by rupturing both eyes. Foe is at -100. +20 hits. Foe is stunned without parry for 24 hours.

LARGE CREATURE PUNCTURE CRITICAL STRIKE TABLE (12.1.2)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+10 hits. Your weapon is stuck for 4 rnds.	+12 hits. You fumble your weapon, must parry next rnd.	+15 hits. You lose two rnds of initiative.	+17 hits. Subtract 10 from your next swing.	+2 hits
06-10	Zip.	+1 hit.	+3 hits.	+7 hits.	+9 hits.
11-20	+3 hits.	+5 hits.	+7 hits.	+10 hits.	+14 hits.
21-30	+6 hits.	+7 hits.	+10 hits.	+13 hits.	+19 hits.
31-40	+9 hits.	+12 hits.	+18 hits.	+23 hits.	+29 hits.
41-50	+12 hits.	+16 hits.	+23 hits.	+29 hits.	Light wound. +6 hits and foe takes 7/rnd bleeding. He must parry next rnd. Add +10 to your next attack.
51-65	+18 hits.	+22 hits.	+29 hits.	Quick but minor jab to armpit. +4 hits and 5/rnd. Foe must parry next rnd, you have the initiative for 3.	Staggering blow. +10 hits, foe steps back. Stunned without parry next rnd. Add +10 to your next attack.
66	Thrust through foe's gaping mouth. Extreme bone, blood vessel and nerve damage. Foe dies in 6 inactive and very painful rnds.	Strike passes through lung. Foe drops and dies in 3 inactive rnds. +20 hits.	Arrow sails cleanly through heart. +5 hits. Foe dies instantly. Add +10 to your next attack.	Inspired, strong stroke right between the eyes. Instant death, +20 hits. You have half the rnd left to act.	Arrow flies through foe's ear, destroys brain. Foe is dead, instantly. Add +10 to friendly rolls next rnd.
67-70	+23 hits.	+29 hits.	Light wound. +7 hits and 3/rnd. Foe is stunned for 2 rnds. Add +10 to next attack.	Hard, precise swing. +10 hits and 3/rnd. Stunned without parry for 2 rnds. Add +10 to your next attack.	Brutal thrust to heart. Foe dies instantly. Add +15 to your next attack.
71-80	+29 hits.	Light shoulder wound. +10 hits. Foe takes 3 hits/rnd and is stunned for 2 rnds.	Minor thigh laceration. +10 hits and 5/rnd. Foe stunned without parry for two rnds.	Thrust severely punctures leg, great muscle damage. +5 hits and 5/rnd. Foe is stunned no parry for 1 rnd.	Puncture tears muscle and tendon in foe's weapon arm. Arm is useless. +10 hits and foe is stunned 4 rnds.
81-90	Knock foe back. Stunned for 3 rnds. +15 hits and 2/rnd. Add +10 to your next swing/shot.	Blow pierces body causing 3 rnds of stun. +18 hits and 3/rnd. Add +10 to your next attack.	Hard but imprecise strike gives +10 hits. Foe is stunned for one rnd and fights at -20. Foe bleeds for 4 hits per rnd.	Precision aim to both shoulder blades. If he has greaves or other armor covering, it is destroyed, 15 hits/rnd bleeding, and stunned no parry for 4 rnds. If not, both arms are useless, 20/rnd, and he passes out after 2 rnds from blood loss.	Perforate important parts of foe's heart. Death in 1 rnd. Add +15 to your next attack. +20 hits.
91-95	Pierce foe's leg. +10 hits and 4/rnd. Foe at -10. Stunned 2 rnds.	Lance face. Foe takes 5 hits and 5/rnd. He fights at -25. Add +15 to your next attack.	Shot knocks foe out. +15 hits and 5/rnd. Add +10 to friendly attacks.	Blow severs vein in chest. Foe is unconcious for 6 rnds before death.	Cut an artery in foe's leg. +5 hits and 8/rnd. Foe may fight through intense pain at -55 for 6 rnds before death.
96-98	Awkward strike through heart kills foe instantly, but you drop your weapon; if bow it comes unstrung.	Weapon passes clear through foes body. He dies in three rnds; you fumble your weapon. +15 hits.	Strike to head punctures cheek and nose, instant death. You have half the rnd left to act.	Weapon enters brain through eye. Foe is quite dead, add +25 to your next swing.	Arrow flies straight through chest, continues 25' that direction. +20 hits, foe is very dead.
99-100	Weapon perforates lung. Foe dies in 6 rnds. +20 hits. Add +20 to friendly rolls next rnd.	Strike foe in upper chest. 20 hits and 5/rnd. Your weapon neatly snaps (if it fails an RR.) Foe stunned one rnd. If your weapon breaks, so are you.	Wide opening in foe's defenses, poor execution. Your weapon is stuck in foe's neck next rnd, but he takes +10 hits and 3/rnd. He dies after 6 rnds of stun no parry.	Strike destroys both eyes and most of nose. Foe is at -100 and is stunned without parry for 2 rnds. +5 hits and 3/rnd.	Strike through windpipe kills in 3 painful rnds of inactivity. Arrow or weapon stuck between vertebrae for 2 rnds.
101-150	Precise shot through shoulder yields +30 hits and 7/rnd. Stunned without parry 3 rnds. Foe fights at -25.	Pierce minor vein. +5 hits and 6/rnd. Foe takes the result of a "Magic" attack on the Large Creature Crush table.	Abdomenal strike, massive blood loss and organ damage. +20 hits and 10/rnd. Foe is in a 30 day coma.	Leg strike. Foe fieghts at -30. He is stunned for 3 rnds and takes 4 hits per rnd. +5 hits.	Sever vein in foe's forearm. Foe is stunned without parry 4 rnds, dies in another 2. +10 hits and 5/rnd.
151-175	Bore into liver. Foe takes +20 hits and dies instantly.	Impale foe through side of head. Foe's brain is utterly destroyed. You have half the rnd left to act.	Puncture lungs and major arteries. Death in 6 rnds. +20 hits.	Cruel blow to midsection destroys liver, kidneys, spleen, you name it, but not the heart, so foe lives in agony for 2 inactive rnds until death. +20 hits.	Nice shot! Thrust through foe's stomach. Instant death. Add +10 to your next swing. +20 hits.
176-200	Arrow flies straight through neck. Death in 2 inactive rnds. +33 hits. Arrow continues 15 feet past foe, where it hits at +50.	Nice series of unanticipated, unchallenged stabs to the body. Foe dies in one inactive rnd. +25 hits. +20 to all allied rolls next rnd.	Mangle both arms. Foe fights at -20 for six rnds while taking 8 hits per rnd, then dies. +20 hits.	Weak blow hits the back of foe's neck. +10 hits and foe is paralyzed from the neck down.	Strike impacts foe through eye. Instant death. Add +25 to your next swing. You have half the rnd left to act. +25 hits.
201-250	Hit foe's thigh, cut major artery. +10 hits. Foe is stunned 4 rnds, then falls unconcious from blood loss.	Awkward hit to foe's spine. He is paralyzed and takes +15 hits, but you fumble your weapon.	Quick thrust to groin area. +10 hits and instant death. +20 to friendly rolls for two rnds.	Crush jawbone and mangle brain. +20 hits, instant death. +25 to all friendly rolls for three rnds.	Arrow passes cleanly through side of foe's neck and continues 10' that direction. Instant death.
251+	Strike through forehead. +35 hits. Foe dies instantly. You overexert and knock yourself out.	Foe is dead in a disgusting move that there's no point in describing. +25 hits. +20 to attack.	Hit both eyes. Foe blind, functions at -100. He is stunned for six rnds. +20 hits and 5/rnd.	Jab clear through a lung. Foe is knocked out and takes 30 hits, but your weapon is stuck for 6 rnds.	Blind foe with lacerations through both eyes. Stunned no parry for 24 hours.

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	Weak. +10 hits. Your weapon breaks.	+13 hits. Fumble your weapon. You are stunned without parry next rnd.	+16 hits. Ever seen bent mithril? Have now. Your weapon goes down 5 in bonus.	+18 hits. Flat strike. -10 to next swing.	+3 hits.
06-10	+2 hits	+3 hits.	+4 hits.	+9 hits.	+12 hits.
11-20	+5 hits.	+7 hits.	+8 hits.	+12 hits.	+15 hits.
21-30	+8 hits.	+11 hits.	+11 hits.	+15 hits.	+20 hits.
31-40	+11 hits.	+14 hits.	+19 hits.	+25 hits.	+30 hits.
41-50	+14 hits.	+17 hits.	+25 hits.	+31 hits.	Light wound. +9 hits and 6/rnd. Foe must parry next rnd. +10 to your next attack.
51-65	+19 hits.	+25 hits.	+31 hits.	Lightly tear flesh. +8 hits and 4/rnd. Foe must parry for one rnd, you have the initiative for three.	Hard flat swing. +10 hits and 5/rnd. Foe is stunned next rnd.
66	Neck slash cuts jugular. +13 hits. Dies in 6 rnds of painful inactivity due to massive blood loss and nerve damage.	Slash opens abdomen. Organs dangling. Foe dies in 3 rnds, still standing there. +30 hits.	Neatly slice foe in half. Dies instantly. Very disgusting. +21 hits. +10 to your next attack.	Neatly sever neck. +80 hits. Foe is dead. You have half the rnd left to act.	Strike decapitates foe. Foe dies instantly. +10 to all friendly rolls next rnd.
67-70	+25 hits.	+31 hits.	Glancing blow to thigh. +13 hits. Foe stunned two rnds, fights at -20.	Hard but misplaced swing to chest. +18 hits. Stunned without parry for 2 rnds.	Brutal swing destroys heart. Foe dies. +20 hits.
71-80	+31 hits.	Light wound. +11 hits. Stun foe 3 rnds and 2 hits/rnd.	Hard strike across chest. +18 hits. Stun no parry 2 rnds, 4 hits/rnd.	Leg strike. +7 hits and 6/rnd. Foe is at -15 due to muscle and tendon damage.	Sever foe's weapon arm. +15 hits and 10/rnd. You have the initiative.
81-90	Strong swing gashes foe's shield arm. +18 hits. Foe is stunned 2 rnds and takes 3 hits/rnd.	Nasty gash across forehead. Foe is stunned 1 rnd. +18 hits and 3/rnd. Add +10 to your next action. If foe has no helm, he is stunned 5 rnds.	Deep gash through leg, slicing muscle. +13 hits. Foe stunned 2 rnds, fights at -20. 2 hits/rnd.	Strike to side of head. If foe has no helm, he is knocked out and takes 5 hits/rnd. If he does, stunned for 6 rnds, two without parry. +28 hits.	Slash to chest brings about massive organ damage. +23 hits. Foe dies in 1 rnd. +15 to your next swing.
91-95	Fine strike to leg. +18 hits and 5/rnd. Foe is at -10 and is stunned 3 rnds.	Slice to face. +3 hits, 3/rnd. Foe fights at -25 due to bleeding. Add +20 to your next swing.	Cut open foe's cheek. +28 hits and hard impact knocked foe out cold.	Sever artery in chest. Stunned 2 rnds before unconciousness; dies 6 rnds later.	Mutilate blood vessels in leg. +10 hits. Foe dies in 12 agonizing rnds.
96-98	Slash through heart. Foe is quite dead and falling toward you. 'Hard' maneuver to avoid; if fail, you're pinned for 6 rnds. 20 hits. Blood everywhere.	Strike through one lung. Foe dies in 3 rnds. Your weapon is stuck for 12 rnds. +25 hits.	Thrust to groin area destroys vitals. +36 hits. Foe dies instantly, you have half the rnd left to act.	Slash to head removes an ear. He drops immediately and dies in one rnd. +13 hits. Add +20 to your next swing.	Perfect swing with nice followthrough leaves foe headless. +30 hits. Head flies back 10 feet. Not pretty.
99-100	Mighty swing cuts between ribs to destroy lungs. Foe falls; dies in 5 rnds of excruciating pain. +23 hits; add +20 to all friendly rolls next rnd.	Hard but unskilled swing. Foe takes 32 hits and is stunned without parry for 3 rnds. Your weapon breaks if it fails an RR.	Hefty swing slices neck. Heavy bleeding. Foe is stunned without parry 6 rnds (he cannot speak) then dies.	Heavy strike destroys eyes. Foe takes +8 hits and is stunned without parry for 2 rnds. Foe at -100.	Strike to head. Foe dies instantly. +13 hits, but your weapon is stuck in what was foe's brain.
101-150	Powerful move across abdomen. +45 hits and 3/rnd. Foe stunned without parry for three rnds, after which he fights at -25.	Flat hit knocks foe out for 3 hours. +18 hits. Add +10 to your next swing.	Upward thrust to chin shatters jawbone. Foe falls backwards 4' and lands in a 30 day coma. +57 hits.	Hefty strike shatters foe's knee. 3 hits/rnd, foe at -30 and roll on the "Holy" column of the Large Creature Crush table.	Rip vein in foe's arm. Foe stunned without parry 2 rnds, fights at -45 from terrible pain. +27 hits and 9/rnd.
151-175	Strike destroys kidneys and liver. +38 hits. Foe doesn't last the rnd.	Swift thrust to head. If foe has no helm, his brain is destroyed, he dies, you have half the rnd to act. If foe has helm, he is stunned no parry for 120 rnds.	Strong swing but little penetration to midsection. +25 hits, foe stunned without parry 4 rnds. Any armor over that area destroyed (magic gets RR.)	Sweet diagonal slice shatters ribs. Foe dies instantly from organ damage. You have half the rnd left to act.	Deep strike to foe's neck kills foe instantly. +20 hits. Add +10 to your next swing.
176-200	Thrust destroys foe's bowels. Foe dies after 12 rnds of inactivity. Add +15 to your next attack. +33 hits.	Slash across torso kills foe instantly. +10 hits. Add +20 to all friendly rolls next rnd.	Sever artery in leg. Foe fights at -20 for 2 rnds then drops and dies in another 6.	Cut spinal cord and destroy nearby vertebrae. +18 hits. Foe is paralyzed.	Gouge out foe's eyes. Foe dies instantly. You have half the rnd left to act. Add +20 to your next action.
201-250	Sever an artery. Foe stunned 6 rnds, dies on seventh. +13 hits.	Sever spine. +13 hits. Foe is paralyzed from the neck down, but your weapon breaks (no RR.)	Destroy heart. +28 hits. Foe dies instantly. +20 to all friendly attacks for 3 rnds.	Deep stab to heart. +23 hits. +20 to friendly rolls for 3 rnds.	Remove both foe's legs. +65 hits and 29/rnd. Foe at -75. Foe falls and takes a +50 roll on the "Normal" column of the Large Creature Crush table.
251+	Your adrenaline flows through you, and your sword flies through him. +35 hits. Foe is stunned without parry for 5 rnds. Unfortunately, you are knocked out for 5 hours.	Swing through eyes. Instant death. +18 hits. Add +25 to your next swing.	Great swing with terrible followthrough removes bottom half of foe's face. Foe functions at -80 and bleeds 20 hits/rnd, -70 to appearance. Unfortunately you give yourself a 'C' Slash critical.	Weapon lodged in foe's lung. +28 hits. Foe knocked out and dies in 2 hours, but your weapon is stuck underneath him for 10 rnds.	Blind foe with precision strike. +6 hits. Foe stunned without parry 24 rnds.

SUPER LARGE CREATURE KRUSH CRITICAL STRIKE TABLE (12.1.4)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+12 hits. Your weapon breaks. Time to run.	+12 hits. Your weapon rebounds back into your face. Roll two fumbles.	+12 hits. You stun yourself for a rnd.	+12 hits. Fumble your weapon. Sad, just sad.	+12 hits.
06-10	+4 hits.	+5 hits.	+6 hits.	+8 hits.	+10 hits.
11-20	+5 hits.	+6 hits.	+7 hits.	+10 hits.	+12 hits.
21-30	+6 hits.	+7 hits.	+8 hits.	+12 hits.	+14 hits.
31-40	+7 hits.	+8 hits.	+9 hits.	+14 hits.	+16 hits.
41-50	+8 hits.	+9 hits.	+10 hits.	+16 hits.	+18 hits.
51-65	+9 hits.	+10 hits.	+11 hits.	+18 hits.	+20 hits.
66	+20 hits.	Mighty swing hits bone in leg. Weapon breaks. +14 hits and foe is stunned for one rnd.	Light hit bruises foe's arm badly. +25 hits and 1/rnd. Foe fights at -10 and must parry next rnd.	Hard blast to abdomen. Foe stunned without parry next rnd and fights at -25. +25 hits.	Upward blast crushes foe's jaw and mutilates brain. Death. Add +20 to your next swing.
67-70	+10 hits.	+11 hits.	+12 hits.	+20 hits.	Strong move breaks several bones in foe's upper body. +35 hits. Foe is stunned for 3 rnds and unable to parry for two.
71-80	+11 hits.	+12 hits.	+16 hits.	+30 Hits.	Hard blow to foe's abdomen stuns him without parry 3 rnds. Foe fights at -10. +15 hits.
81-90	+12 hits.	+16 hits.	+21 hits.	Glancing strike to foe's arm. Foe fights at -5 and is stunned next rnd. +10 hits. Add +10 to your next swing.	Hard blast. +30 hits and foe is stunned without parry 7 rnds. Good Work.
91-95	+16 hits.	+20 hits.	Weak strike to jaw dazzles foe. You have the initiative for 4 rnds. Add +15 to your next swing. +8 hits.	Light bruise to leg. +15 hits and 1 per rnd internal bleeding. Add +10 to friendly rolls next rnd.	Strike to neck destroys spine, ending life instantly. +40 hits.
96-98	Extremely hard blow to side of head brings severe concussion. Foe out for 36 hours. Add +15 to your next swing.	Massive blow to neck crushes spinal cord and severs all area nerves. Foe drops now and dies after 3 painful rnds. Add +30 to your next swing.	Heavy swing to lower skull kills foe instantly. Fo staggers 1 rnd before dropping. Add +25 to your next swing.	Crush in left side of foe's skull. Foe is quite dead and your weapon is quite stuck for 4 rnds.	Strike drives bone through foe's heart. Foe dies instantly; your weapon is stuck for 10 rnds. Good Luck. +50 hits.
99-100	Blow shatters bone. +35 hits and 6 hits per rnd. Foe at -30. Nice strength.	Strike rib cage and crush it. Foe may fight for 4 rnds at -50, then dies. +40 hits.	Crush neck and upper back. Foe at -85 to all actions for 3 rnds, then paralysis sets in. +35 hits.	Strike to abdomen destroys several organs. Death in 3 rnds. Add +20 to your next swing.	Paste the sucker right between the eyes to crush skull. You have half the rnd left to act. +29 hits.
101-150	Glancing blow. Foe takes 10 hits and is stunned for 2 rnds.	Light blow to shoulder. +15 hits and foe yields the initiative for 5 rnds. Add +10 to your next swing.	Hard hit to back of head. Foe is stunned for 4 rnds, 2 without parry. +20 hits. Add +15 to your next swing.	Hard blow to upper torso. +15 hits and 5 rnds of stun. Add +15 to your next attack.	Shatter all the bones in foe's leg. Foe crumples, dazed, to the ground where he stays unable to parry for 8 rnds. +35 hits and 15/rnd.
151-175	Fracture minor bone. +15 hits. Foe is stunned for 2 rnd and may not parry for one.	Nasty knock to head stuns foe for 2 rnds without parry. +30 hits.	Knock foe down. Foe only down 1 rnd, but stunned without parry 3 more. +15 hits. Add +20 to your next swing.	Serious compound fracture. Foe is stunned 5 rnds, unable to parry for 2, and takes 15 hits.	Blow knocks foe down. Foe breaks back and is permanently paralyzed. Add +25 to your next swing. +45 hits.
176-200	Compound fracture to minor bone. +25 hits. Foe stunned for 3 rnds and fights at -20.	Knock foe down. Foe is down for 4 rnds and may not parry. +15 hits.	Amazing hit breaks pelvis. Foe at -55 to all actions and takes 15 hits per rnd. Add +25 to your next swing. +25 hits.	Foe goes down hard. +45 hits. Foe is prone and stunned without parry for 12 rnds.	Precision shot to nose drives cartilage into brain. Life ends quickly. +25 hits.
201-250	Huge swing shatters several bones. +40 hits. After 4 rnds of stun foe fights at -20. 3 hits per rnd.	Hard blast across foe's face. +10 hits. Foe is stunned and unable to parry 5 rnds. Add +25 to your next attack.	Break both foe's legs. Foe stuneed without parry 5 rnds and acts at -45. Add +10 to all friendly rolls next rnd. +21 hits.	Strong blast breaks foe's ribs. Foe operates at -35 and is stunned without parry 10 rnds.	Perfect head shot sends foe reeling unconcious. Out 35 days. +65 hits. Add +25 to your next swing.
251+	Crush foe's skull. Wow. Instant death, but your weapon breaks into several useless pieces.	Cruel strike crushes every bone in face. Death in one agonizing, screaming rnd.	Incredible move. Drive bone through both lungs. Foe falls into a 20-rnd coma, then death. +125 hits.	Hit to foe's ear destroys brain. Death in 2 long rnds. +20 hits. Add +10 to your next swing.	Side strike sends bones splintering into organs. Instant death. +150 hits. Amazing. Blood flies everywhere.

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SUPER LARGE CREATURE PUNCTURE CRITICAL STRIKE TABLE (12.1.5)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+8 hits. Your weapon bends into a worthless lump.	+8 hits. Your blunted weapon is reduced by 10 in bonus (can go negative.)	+8 hits. Foolish attempt at a swing results in a fumble. Stun yourself 1 rnd.	+8 hits. Bobble weapon for the rest of this rnd, must parry next rnd. Two opportunities lost... hope you live to get another one.	+8 hits. You must parry next rnd.
06-10	+2 hits.	+3 hits.	+4 hits.	+6 hits.	+10 hits.
11-20	+3 hits.	+4 hits.	+5 hits.	+8 hits.	+12 hits.
21-30	+4 hits.	+5 hits.	+6 hits.	+12 hits.	+15 hits.
31-40	+5 hits.	+6 hits.	+7 hits.	+15 hits.	+20 hits.
41-50	+6 hits.	+7 hits.	+8 hits.	+20 hits.	+25 hits.
51-65	+7 hits.	+8 hits.	+9 hits.	+25 hits.	+30 hits.
66	+25 hits.	Strong but badly aimed jab across foe's side. +8 hits and 5/rnd. Your weapon breaks.	Light wound to foe's leg. +15 hits. Foe takes 4 hits per rnd and is stunned next rnd.	Hard blow against foe's neck. Foe is stunned 2 rnds and cannot parry next rnd. Foe foe fights at -20 and takes 6 hits per rnd.	Pierce midsection and destroy both ventricles of foe's heart. Ugly. You are covered in blood, which is perhaps worse. +50 hits.
67-70	+8 hits.	+9 hits.	+12 hits.	+30 hits.	Incredible shot breaks ribs & severs arteries. +28 hits. Foe stunned no parry 2 rnds. Foe fights at -20.
71-80	+9 hits.	+12 hits.	+20 hits.	Light wound. +15 hits and 7 per rnd. You have the initiative.	Stab foe in shoulder. +24 hits and 6 hits per rnd. Foe is stunned without parry 4 rnds.
81-90	+12 hits.	+20 hits.	+30 hits.	Glancing blow to torso. +10 hits and 5 per rnd; foe must parry next rnd. Add +25 to your next swing.	Hard thrust, 30 hits and 20 per rnd. Foe fights at -35 and is stunned 5 rnds.
91-95	+20 hits.	+30 hits.	Nick foe in abdomen. +8 hits and 5/rnd. You have the initiative next rnd.	Deep blast to foe's abdomen. +20 hits and foe is stunned no parry next rnd. 4 hits per rnd bleeding.	Cut jugular and windpipe in foe's neck. Foe dies in 3 inactive rnds. +40 hits.
96-98	Lateral blow across upper body severs several major blood vessels. Foe fights at -50 for 5 rnds while bleeding 50 hits per rnd before dying.	Lanced right between the eyes. Foe dies instantly from massive brain damage. +5 to all friendly rolls for 1 hour.	Crush foe's skull with amazing ferocity. Instant death, but foe stands there (apparently still in awe) for 4 rnds. Add +25 to your next swing.	Drive weapon into liver, spleen, and one other organ you probably haven't heard of. Instant death. Add +20 to friendly witnesses' rolls next rnd.	Pierce foe's heart. Instant death. Your weapon is stuck for 10 rnds. Oops. +55 hits.
99-100	Strike to abdomen tears muscle. +25 hits. Heavy bleeding, 8 hits/rnd. Foe at -20.	Strike foe in leg and sever series of capillaries and small veins. +20 hits. Foe takes 30 hits per rnd for 8 rnds, fighting at -35, then drops unconcious.	Jab weapon clear through spine at foe's neck, where it remains. Foe fights at -250 due to extreme nerve damage and dies in 3 rnds, but you are weaponless for now. Add +20 to your next swing (if you have something to swing.)	Simple, yet effective, thrust into foe's heart. He is quite dead, but takes 20 hits just to accentuate the point.	Destroy brain by opening new path between eyes. Foe dies instantly. Add +35 to your next swing.
101-150	Nick foe's face. +8 hits and 2/rnd. Foe humiliated (and angry.)	Nicely aimed thrust to foe's torso. +18 hits. Foe takes 4 hits per rnd.	Downward slash to foe's groin area (or whatever.) +15 hits. Foe is stunned without parry 3 rnds and fights at -15, all from intense pain. +3 hits per rnd bleeding.	Destroy the majority of blood vessels in foe's leg. +25 hits and 8 per rnd. Foe is stunned 2 rnds.	Sever muscles and tendons in foe's leg. Foe is stunned without parry for 8 rnds and fights at -100. +30 hits and 12 per rnd.
151-175	Blow cuts muscle and causes light wound. +15 hits. Foe at -15 and takes 7 hits per rnd.	Slice muscle and tendons in foe's torso. Stunned 2 rnds, +25 hits and 3/rnd bleeding.	Deep incision into foe's midsection. Foe is stunned without parry for 3 rnds and takes 4 hits per rnd. +15 hits.	Deep cut just catches jugular vein. Foe takes +45 hits and takes 27 per rnd before collapsing unconscious from blood loss in 20 rnds. -55 in the meantime. At least 50% chance you are splashed by blood.	Sever windpipe and break foe's neck. Foe dies in 10 inactive rnds. +30 hits. Add +25 to your next swing.
176-200	Jab through nerves makes one limb useless. +15 hits and foe at -25.	Knock foe down with strong but awkward thrust. +15 hits. Foe is down without parry for 2 rnds and takes 2 hits per rnd.	Sever myriad of muscles, ligaments, and tendons in foe's dominant limb. +35 hits. Foe fights at -50; takes 13 hits/rnd.	Strike severs vast number of blood vessels. +20 hits and foe is stunned without parry 5 rnds. 10 hits per rnd.	Puncture foe's eye and destroy brain. Nice. Foe drops and dies immediately. Add +15 to all your rolls for 5 rnds.
201-250	Deep puncture to foe's midsection. Major organ damage and intense pain. +40 hits and 10 per rnd. Foe is stunned 2 rnds and fights at -35.	Deep gash to side of foe's face. +28 hits and 12/rnd. Foe is stunned 4 rnds and fights at -25.	Viscious leg strike. +20 hits and 15/rnd. Foe fights at -35 and is stunned without parry 3 rnds.	Strike into ear leads to massive brain damage. Foe dies in 5 rnds if he has survived that long, being stunned without parry. +25 hits.	Incredible strike to abdomen rips apart flesh, revealing organs. Foe dies in 5 rnds. +50 hits.
251+	Gouge out foe's eye. Permanent blindness, foe at -50. Foe is stunned without parry for 10 rnds. +15 hits.	Catching foe off balance you thrust your weapon through foe's gaping mouth and into brain. Not pretty. Add +25 to your next swing.	Smooth as the silk from a Womawian caterpillar. Pierce both lungs with a lateral entrance between foe's ribs. Foe dies in 5 rnds of inactivity.	Sever spine behind abdomen. Paralyzed from the waist down and -75 elsewhere. Foe dies after 4 excruciatingly painful rnds.	Strike through side pierces heart and one lung. Blood splashes about 30 foot radius. +100 hits, instant death.

SUPER LARGE CREATURE SLASH CRITICAL STRIKE TABLE (12.1.6)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+8 hits. Your blade receives a large notch for -10.	+8 hits. You drop your weapon, take 3 rnds to get it back. Ha.	+8 hits. You fumble your weapon and take an 'A' slash critical, subtracting 10.	+8 hits. Your gods didn't help you this time. Nick yourself for 5 hits.	+8 hits. You must parry next rnd. Hardly the stuff heroes are made of.
06-10	Nada	+1 hit. Don't you feel special.	+2 hits.	+3 hits.	+5 hits.
11-20	+1 hit.	+2 hits.	+3 hits.	+5 hits.	+8 hits.
21-30	+2 hits.	+3 hits.	+4 hits.	+8 hits.	+10 hits.
31-40	+3 hits.	+4 hits.	+6 hits.	+10 hits.	+14 hits.
41-50	+4 hits.	+6 hits.	+8 hits.	+13 hits.	+19 hits.
51-65	+6 hits.	+8 hits.	+10 hits.	+18 hits.	+25 hits.
66	+24 hits.	Light flesh wound. +15 hits. Foe takes 4 hits per rnd. Your weapon shatters.	Nicely executed, but weak shot to lower abdomen. +15 hits and 8 per rnd.	Deep gash to foe's face will lead to impressive scar. +20 hits. Foe is stunned for 2 rnds and takes 12 hits per rnd.	Awesome swipe right down foe's torso misses heart; parallel follow-up finds it. Foe is very dead; +20 to next swing if you survive being covered with blood. +75 hits.
67-70	+8 hits.	+10 hits.	+12 hits.	+25 hits.	Hard blow finds opening near foe's chest. +30 hits and 7 per rnd. Foe is stunned next rnd.
71-80	+10 hits.	+12 hits.	+18 hits.	'Tis but a scratch. +15 hits. You have the initiative for 2 rnds and your foe takes 7 hits per rnd. Add +15 to your next swing.	Stab to abdomen shocks foe. Foe fights at -25 and is stunned without parry 2 rnds. Bleeding causes 6 hits per rnd.
81-90	+12 hits.	+18 hits.	+25 hits.	Light wound to arm/whatever. +10 hits and 7 per rnd. Foe is stunned next rnd.	Heavy wound to leg. +25 hits and 15 per rnd. Foe is stunned for 6 rnds and can't parry for three.
91-95	+18 hits.	+25 hits.	Foe steps back just in time to almost avoid death from your awesome blow. +15 hits. Foe takes 15 hits and 6 per rnd. Fights at -5 from minor tendon damage.	Superb move to side of head. +15 hits. Foe is stunned 5 rnds and takes 5 hits per rnd.	Strong slice to side of hip digs deep into foe's organs. Foe dies in 4 rnds. +40 hits.
96-98	Skillful move severs vein and artery. Foe is stunned for 10 rnds before death. +15 hits per rnd in the meantime. Your friends are impressed, if they're still alive.	Neatly avoid vertebrae while severing spinal cord. Foe paralyzed (have any ideas on what to do with a paralyzed dragon?) permanently. Add +25 to your next swing.	Upward thrust slashes through jaw and crushes skull. Instant death. Add +15 to your next swing.	Slice through foe's skull. Weapon is stuck 6 rnds. Add +15 to friendly rolls 6 rnds.	Thrust enters foe's gaping mouth, carrying into brain. Instant death. How ugly. Weapon stuck 6 rnds. Have fun.
99-100	Slash cuts many muscles and tendons. +30 hits and 12 hits per rnd due to bleeding. Foe at -15.	Sever large vein in foe's leg. +25 hits. Foe drops and dies in 3 rnds; may fight at -20 in the meantime.	Completely mangle foe's windpipe. Foe may act for one rnd, but breath weapons are out and he dies afterwards. +25 hits.	The multiple organs you mutilate are just a prelude to the demise of your foe's heart. +15 hits. Add +25 to your next attack.	Implant sword between eyes. Disgusting. Instant death, add +25 to your next swing.
101-150	Lightly pierce flesh. +8 hits and 3 per rnd bleeding.	Glancing strike to upper body. +15 hits and 4 per rnd. Add +25 to your next swing.	Badly slice open foe's abdomen. +25 hits and 5/rnd. Foe is stunned without parry for 2 rnds and fights at -10.	Long but shallow cut across foe's side causes heavy bleeding. +20 hits and 15/rnd. Foe stunned without parry for one rnd.	Sever jugular vein. Quick and easy, just like you were taught. Foe stunned without parry 8 rnds, then dies. +35 hits.
151-175	Minor cut across muscle. +20 hits. Foe at -10 and takes 7 hits per rnd.	Sever foe's ear. +10 hits and 2 per rnd. Foe is stunned without parry 1 rnd and is at -25 to perception, -15 to all else.	Strong move tears flesh and breaks bone. Foe fights at -20. +20 hits and 4/rnd. Foe is stunned without parry next rnd.	You sever whatever part of the anatomy holds your foe up, sending him crashing to the ground. +50 hits, +20 hits per rnd, and foe is stunned 12 rnds. If he recovers foe fights at -55.	Slice off top of foe's skull. Ugh. Foe bleeds at 10 hits per rnd and is stunned without parry 45 rnds. +20 to friendly rolls for 2 rnds.
176-200	Swing cuts tendons in several places. +20 hits. Foe fights at -20 and is stunned 1 rnd. Add +25 to your next swing.	Knock foe down with hard but flat swing. +20 hits. Foe down for 2 rnds and may not parry. Add +25 to your next swing.	Heavy damage to foe's spinal cord puts him at -50. +35 hits. Foe is stunned without parry for 6 rnds.	Strike severs vast number of blood vessels. +25 hits and 14 per rnd. Foe is stunned without parry for 6 rnds.	Amazing move lands your blade (somehow) at the back of foe's neck. Foe is paralyzed from the neck down. +24 hits.
201-250	Sever an arm/tentacle/leg/appendage/whatever. +40 hits. Foe is stunned one rnd and takes 15 hits per rnd. He fights at -25.	Long, deep gash into foe's torso. +30 hits and 12 per rnd. Foe is stunned for 4 rnds and fights at -50 from muscle damage and blood loss.	Sever foe's leg. Blood splatters everywhere. +45 hits and 15/rnd. Foe is stunned without parry 4 rnds and fights at -35, if he gets another chance.	Swing to abdomen destroys several important organs. +25 hits. Foe falls into a coma immediately where he'll be for at least four months. Add +20 to your next swing.	Downward strike crushes collarbone and severely damages heart. Foe is at -85 for 5 rnds, then dies. You are stunned next rnd. +35 hits.
251+	Unceremoniously remove foe's face. +35 hits and 20 per rnd. Foe fights at -90. He is stunned without parry for 8 rnds.	Strong, skillful stroke navigates flesh ribs to find foe's heart. Instant death. Your weapon is stuck for a rnd. Add +25 to your next attack once you retrieve it.	Quick but effective thrust leads to slash through both lungs. +100 hits. Death in one painful and inactive rnd.	Behead foe with a move that your foe surely would have applauded, if he were alive. +87 hits. Instant death. Hope you like trophies, this is a biggie.	Simple, yet strong swing right through foe's side. Instant death. Blood everywhere. +60 hits.

LARGE & SUPER LARGE CREATURE NON-WEAPON CRITICAL STRIKE TABLE (12.1.7)

| | LARGE CREATURES | | | | SUPER LARGE CREATURES | |
	GRAPPLE	UNBALANCE	M.A. STRIKES	M.A. SWEEPS	M.A. STRIKES	M.A. SWEEPS
01-05	+5 hits. You knock yourself out.	+3 hits. You fall down.	+10 hits. You break a finger. +5 hits. Fight at -5.	+6 hits. You stumble (must parry) for a rnd.	+5 hits. You break your arm.	+3 hits. You break your leg.
06-10	+1 hit	+1 hit	+3 hits.	+1 hit.	+2 hits.	You tried to do WHAT to the dragon? THROW it? Fool.
11-20	+2 hits	+3 hits	+6 hits.	+4 hits.	+3 hits.	+1 hit.
21-30	+3 hits	+5 hits	+9 hits.	+7 hits.	+4 hits.	+2 hits.
31-40	+4 hits	+7 hits	+12 hits.	+10 hits.	+5 hits.	+3 hits.
41-50	+6 hits	+10 hits	+15 hits.	+13 hits.	+6 hits.	+4 hits
51-65	+9 hits	+14 hits	+20 hits.	+18 hits.	+7 hits.	+5 hits.
66	You grab foe's neck. If you can hold on for 5 rnds, he'll be unconcious; in another 3 he's dead. In the meantime he may fight at -50.	Foe topples right onto a fallen weapon or sharp rock on groun. Instant death. Add +10 to your next attack.	Nice roundhouse hits foe in chest, collapsing a lung and breaking ribs. +15 hits. Foe is at -75, dies after 6 rnds. +15 hits.	Using foe's own movement for energy, you throw him head-first against the ground. He dies in 5 rnds. +10 hits.	+20 hits.	+18 hits.
67-70	+13 hits	+19 hits	+25 hits.	+23 hits.	+8 hits.	+7 hits.
71-80	+15 hits	+20 hits	+30 hits.	+27 hits.	+9 hits.	+8 hits.
81-90	+18 hits	+23 hits	Light but well-placed chop to face. +22 hits. Foe is stunned without parry for 2 rnds.	Foe staggers. +15 hits, he is stunned without parry 3 rnds.	+10 hits.	+9 hits.
91-95	+20 hits	+25 hits	Break shield elbow with high kick. Foe is at -30. +25 hits. Foe stunned for 2 rnds.	Terrible attempt at a sweep breaks bone in foe's foot. +20 hits. Foe at -25 and is stunned for 4 rnds.	+15 hits.	+13 hits.
96-98	+25 hits	+8 hits. Foe stunned without parry 1 rnd while regaining balance.	Kick to groin. As foe keels over, you snap his neck with a follow-up punch. Foe is dead, he falls on you. You take +25 hits and are pinned 5 rnds.	Sweep foe to the ground and kill him instantly by crushing his skull against the ground. Unfortunately, you break your leg in the process.	Incredible strike to head fractures skull. Foe drops immediately and dies in 12 rnds. Awesome.	You knock foe's legs (or whatever) out from under him at EXACTLY the right moment. He falls, crushes several important bones, and dies in 15 rnds.
99-100	You hold his throat for 3 rnds before he breaks loose. During that time foe at -30. You have the initiative another 4.	Light brush against chest catches foe off guard. +12 hits. Foe stunned for 2 rnds and you have the initiative for 3.	Kick foe's hip hard, destroying pelvis. Death in 6 rnds. +25 hits. +20 to friendly rolls next rnd.	Attempt at throw results in landing, with him, upon the ground. He dies of system shock and internal bleeding in 3 rnds. +15 hits. +15 to friendly rolls next rnd.	Break bone. +30 hits and 1/rnd. Foe at -25.	Sweep stuns foe for 3 rnds. Foe at -25. +15 hits.
101-150	You bear hug foe's waist briefly. +6 hits. Foe stunned 3 rnds.	You break foe's leg. Foe at -75, takes 12 hits, and is stunned without parry for 1 rnd.	Foe's shoulder broken by fast hard punch. Foe at -25, stunned without parry for 3 rnds, and takes 25 hits.	Sweep injures leg and makes foe stagger back 5 feet. + 30 hits. Foe stunned without parry 5 rnd and fights at -20.	Glancing blow. +10 hits and 2/rnd. Add +15 to your next attack.	Sweep to leg catchs foe off balance. +5 hits, 2 rnds stun. Add +15 to your next attack.
151-175	Grab foe's weapon arm. If no arm greaves, arm is broken, +10 hits, foe at -35. If arm covering, bad bruise, +12 hits and foe at -15.	Knock foe 5 feet sideways. He falls on shield arm and drops everything in it. Stunned 6 rnds. +10 hits.	Knock foe down with quick sweep and finish him with heel to ribcage. Death in 2 rnds. +35 hits.	Throw knocks foe out. +35 hits. Add +20 to your next attack, +35 if against this foe.	Strong strike to abdomen gives 30 hits. Foe at -20. Stunned 2 rnds.	As foe thrusts/lunges, you sidestep and throw him down. +20 hits, foe at -10, stunned without parry next rnd.
176-200	Twist shield arm. Foe stunned 9 rnds while you hold him. +10 hits. All other attacks against your foe while you hold him at +20.	Nasty blow to shield arm spins 60 degrees. If foe has shield, he is stunned 3 rnds and takes 8 hits. If no shield, he is knocked out and shield arm is useless.	Simultaneous elbow to chest and punch to foe's jaw knock him down. Down 5 rnds, stunned without parry 10 more. +20 hits. Add +10 to your next attack.	Sweep lands foe in a seated position, where you kick him in the head to knock him back against the ground. Death in 15 rnds. +20 hits. Add +20 to your next attack.	Kick to foe's neck strong but ineffective. +10 hits. Foe is at -20. Add +20 to your next attack.	+5 hits. Foe is at -50. Add +20 to your next attack.
201-250	Yank forward on foe's head. If neck armor, he drops his weapon and is stunned without parry for 3 rnds. If no neck protection, death in 6 rnds due to spine damage.	Break foe's neck with pinpoint accuracy. Death in 3 rnds. +20 hits.	Damage to internal organs puts foe in a 20 day coma. +25 hits.	As foe lunges forward, you duck and throw him clear over you. +20 hits. Foe dies in 10 10 rnds.	Spinning kick tears flesh. +30 hits and 10/rnd. Foe is stunned for 2 rnds and fights at -30.	Sweep somehow displaces foe's legs. +25 hits. Foe is stunned without parry for 5 rnds.
251+	Over 3 rnds, you gradually squeeze life out of foe. He may not fight in the meantime. +10 hits. Add +20 to your next attack.	Heavy hit to forehead knocks foe backward 8 feet. If no helm, death; 30 day coma if foe has helm.	Acrobatic spinning jump kick, best move around here in years. +35 hits. Foe is stunned without parry 8 rnds. You fall down.	Weak sweep. +20 hits. Foe is stunned without parry for 12 rnds. Your next two attacks will fumble.	Blind foe with strike to eye. Foe operates at -100 and is stunned without parry 6 rnds. +10 hits.	In an inexplicable and inspired move, you leap up and wrestle foe's head against the ground, knocking him out 24 hours. +15 hits. Truly impressive.

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	A	B	C	D	E
01-05	Nil.	Zip.	1 Structural Point.	2 Structural Points.	2 Structural Points.
06-10	Sorry.	1 Structural Point.	2 Structural Points.	4 Structural Points.	5 Structural Points.
11-15	1 Structural Point.	2 Structural Points.	4 Structural Points.	6 Structural Points.	7 Structural Points.
16-20	2 Structural Points.	4 Structural Points.	6 Structural Points.	8 Structural Points.	10 Structural Points.
21-35	5 Structural Points.	7 Structural Points.	9 Structural Points.	12 Structural Points.	15 Structural Points.
36-45	8 Structural Points.	10 Structural Points.	12 Structural Points.	16 Structural Points.	20 Structural Points.
46-50	11 Structural Points.	13 Structural Points.	15 Structural Points.	20 Structural Points.	25 Structural Points.
51-55	14 Structural Points.	16 Structural Points.	18 Structural Points.	24 Structural Points.	30 Structural Points.
56-60	18 Structural Points.	21 Structural Points.	21 Structural Points, stunned for 1 round.	30 Structural Points, stunned for 1 round.	40 Structural Points stunned for 2 rounds.
61-65	21 Structural Points.	18 Structural Points, stunned for 1 round.	24 Structural Points, stunned for 1 round.	34 Structural Points, stunned for 2 rounds.	47 Structural Points, stunned for 2 rounds.
66	40 Structural Points, stunned for 4 rounds, bleed for 2/round.	55 Structural Points, stunned for 5 rounds, bleed for 3/round.	65 Structural Points, stunned for 6 rounds, bleed for 4/round.	80 Structural Points, stunned for 8 rounds, bleed for 6/round.	95 Structural Points, stunned for 9 rounds, bleed for 9/round.
67-70	17 Structural Points, stunned for 1 round.	23 Structural Points, stunned for 1 round.	31 Structural Points, stunned for 2 rounds.	42 Structural Points, stunned for 2 rounds.	55 Structural Points, stunned for 3 rounds.
71-75	22 Structural Points, stunned for 1 round.	29 Structural Points, stunned for 1 round.	30 Structural Points, stunned for 2 rounds.	36 Structural Points, stunned for 3 rounds.	50 Structural Points, stunned for 4 rounds.
76-80	25 Structural Points, stunned for 2 rounds.	35 Structural Points, stunned for 2 rounds.	35 Structural Points, stunned for 3 rounds.	42 Structural Points, stunned for 3 rounds.	55 Structural Points, stunned for 4 rounds, bleed for 1/round.
81-85	29 Structural Points, stunned for 2 rounds.	40 Structural Points, stunned for 2 rounds.	40 Structural Points, stunned for 3 rounds.	45 Structural Points, stunned for 3 rounds, bleed for 1/round.	60 Structural Points, stunned for 5 rounds, bleed for 2/round.
86-90	32 Structural Points, stunned for 2 rounds.	45 Structural Points, stunned for 3 rounds.	50 Structural Points, stunned for 4 rounds, bleed for 1/round.	55 Structural Points, stunned for 4 rounds, bleed for 2/round.	70 Structural Points, stunned for 6 rounds, bleed for 4/round.
91-95	35 Structural Points, stunned for 3 rounds.	49 Structural Points, stunned for 3 rounds, bleed for 1/round.	56 Structural Points, stunned for 4 rounds, bleed for 2/round.	62 Structural Points, stunned for 6 rounds, bleed for 3/round.	80 Structural Points, stunned for 7 rounds, bleed for 6/round.
96-99	38 Structural Points, stunned for 3 rounds, bleed for 1/round.	53 Structural Points, stunned for 4 rounds, bleed for 2/round.	61 Structural Points, stunned for 5 rounds, bleed for 3/round.	73 Structural Points, stunned for 7 rounds, bleed for 4/round.	89 Structural Points, stunned for 8 rounds, bleed for 7/round.
100	48 Structural Points, stunned for 4 rounds, bleed for 2/round.	60 Structural Points, stunned for 6 rounds, bleed for 3/round.	70 Structural Points, stunned for 7 rounds, bleed for 5/round.	85 Structural Points, stunned for 9 rounds, bleed for 6/round.	105 Structural Points, bleed for 10/round; foe knocked out.

PUMMELING CRITICAL STRIKE TABLE (12.2.2)

	A	B	C	D	E
01-05	Take that!	Zip.	+1 hit.	+1 hit.	+2 hits.
06-10	+1 hit.	+1 hit.	+2 hits.	+3 hits.	+4 hits.
11-15	Light strike +2 hits.	Weak attack +3 hits. You gain initiative next rnd.	Soft Blow. You Gain initiative next rnd. +4 hits.	Mild strike. Foe is at -10. +4 hits.	Semi-solid connection. Foe is at -15. +6 hits.
16-20	Getting better. +3 hits.	Strike foe's side. +05 to your next swing. +4 hits.	Blow shakes foe. He must parry next rnd. +5 hits.	Solid hit. Foe must parry at -10. +6 hits.	Catch foe off guard. Gain initiative for 2 rnds. +7 hits.
21-35	Foe must parry next rnd. +4 hits.	hit foe's shoulder. +6 hits. Foe is at -15.	Hard strike sends foe back a step. Stunned 1 rnd. +7 hits.	Strike mid-section. Foe stunned 1 rnd. +8 hits.	Solid blow rattles foe. Stunned for 2 rnds, +8 hits.
36-45	Clean strike, +6 hits. Gain initiative next rnd.	Strike to ribs. Foe is stunned next rnd. +7 hits.	Blow to upper body causes foe to fight at -10. +8 hits.	Bruise foe's hip, +10 hits. He fights at -15.	Hard strike to lower body. Foe is stunned for 3 rnds, +12 hits.
46-50	Good hit, foe must parry for 2 rnds. +7 hits.	Hard blow to abdomen. Foe disoriented for 2 rnds, +9 hits.	Bruise foe's upper arm. +10 hits. He fights at -20.	Solid blow to chest, foe stunned for 3 rnds, +11 hits.	Hit solar plexus Foe stunned for 2 rnds. Fights at -25 for 5rds.
51-55	Hard strike to side. Foe must parry at -50 next rnd.	Heavy hit to leg, foe is at -25. +8 hits.	Shocking blow, foe falls down. Must parry next 3 rnds, +8 hits.	Stomach strike, foe disoriented 3 rnds, +10 hits.	Strike side, +15 hits. You gain initiative next rnd.
56-60	Blow shakes foe, stunned 1 rnd, +9 hits.	Nailed foe in shoulder, +10 hits, you gain initiative.	Hard hit to side. +12 hits, foe fights at -15 for 4 rnds.	Strong blow to chest, foe disoriented 3 rnds.	Hefty hit spins foe, stunned and disoriented for 2 rnds. Great!.
61-65	Solid strike. Your initiative for 2 rnds, +8 hits.	Arm strike, add +20 to next swing, +12 hits.	Chest strike, foe stunned 2 rnds, foe at -25, +6 hits.	Shoulder strike. Foe floored for 2 rnds, +12 hits.	Hit foe in chin, +12 hits, foe disoriented for 3 rnds.
66	Knock foe out, stands for 3 rnds before falling.	Foe does a double backflip landing on his face. +45 hits.	Foe starts violently laughing for 1 rnd then drops.	Blow knocks front teeth out. He coughs blood and drops.	Foe spends 3 rnds trying to pass out. +40 hits.
67-70	Blow to side, gain initiative next rnd, +12 hits.	Side strike, foe is at -25 for 3 rnds, +15 hits.	Blow to abdomen, foe stunned for 3 rnds, +12 hits.	Strike chest, foe is knocked down, +10 hits stunned 2 rnds.	Hardy strike sends foe reeling, +25 hits. .
71-75	Heavy Strike, foe stunned and knocked down, +13 hits.	Blow to hip, flooring him, +17 hits.	Knock breath out of foe, stunned for 4 rnds, +13 hits.	Reverberating strike renders foe to -75 for 2 rnds.	Hefty strike spins foe about, +20 hits and stunned 1 rnd.
76-80	Sobering blow renders foe motionless for 1 rnd, +15 hits.	hit flips foe backwards 5 ft. +20 hits, stunned 1 rnd.	Blow doubles foe over. Stunned 5 rnds, +16 hits.	Major strike rattles foe's brain, -100 for 2 rnds.	Foe spins like a top and lands on his face, out cold, +20 hits.
81-85	Foe drops foe to his knees in pain, +20 hits. Must parry.	Solid blow to the face sends several teeth away, +18 hits.	Foe left breathless, +20 hits. Must parry for 2 rnds.	Foe coughs up blood and a few teeth, +25 hits, at -25.	Foe takes hit and smiles before dropping at your feet.
86-90	Floored foe lies stunned and unable to parry for 2 rnds.	Shock rattles foes nerves, stunned 5 rnds and +25 hits.	Monstrous wallop sends foe flying back 10 ft, K-O'd.	Blow breaks several ribs, +30 hits. Foe at -30.	After a show-stopping display of acrobatics, foe drops, K-O'd.
91-95	Blow spits up blood and teeth, +25 hits and -30.	Break foe's nose, +15 hits, stunned 3 rnds, foe at -30.	Foe finds standing difficult, he drops, out cold.	Foe's body vibrates violently before dropping.	Foe stopped cold, tells a joke and passes out. +30 hits.
96-99	Foe drops, face first in dirt. +30 hits, stunned 10 rnds.	Foe takes fetal form as he falls and passes out.	Foe's chest pops, he drops and you step on top. K-O'd.	Foe's eyes bulge, his mouth froths, he passes out.	Foe stands erect, says 'nice shot' and drops. K-O'd.
100	Level foe. He gurgles for 2 rnds and passes out. +35 hits.	Allies gain +10 to next roll as foe flies to unconsciousness.	Turn foe into spinning top for 3 rnds, then passes out.	Strong blow turns foe to gello. Sleeps like a baby.	Foe stops, turns and walks ten feet away before dropping. K-O'd.

	A	B	C	D	E
01-05	Zip.	Nada.	+1 hit.	+1 hit.	+2 hits.
06-10	Right...	+1 hit.	+2 hits.	+3 hits.	+4 hits.
11-15	+1 hit.	+2 hits.	+4 hits.	+5 hits.	+6 hits.
16-20	+3 hits.	+2 hits. Foe at -10 for 2 rnds.	+4 hits. Side strike. Foe bleeds at 1/rnd.	Strike arm. +6 hits. Bleeding 1/rnd.	Foe stunned 1 rnd. +8 hits.
21-35	+3 hits. Foe fights at -10 for 1 round.	+3 hits. You get initiative next round.	+5 hits. Foe at -15 for 3 rounds.	Leg strike. +8 hits. Bleeds 1/rnd.	Chest strike. Foe stunned 1 rnd Bleeding 1/rnd.
36-45	+5 hits. Foe stunned 1 rnd.	+6 hits. Foe at -15. Bleeding 1/rnd.	Foe hit in stomach +7 hits. Stunned 1 rnd.	Gash. Foe bleeds 2/rnd. +7 hits.	Crunch. Foe stunned 2 rnds. +10 hits.
46-50	Rip on side. +5 hits, Bleeding 1/rnd.	Gash, +6 hits, foe stunned 1rnd bleeding 1/rnd.	Side strike. +7 hits, stunned, unable to parry 2 rnds.	Rip to hip, +8 hits, bleeding at 2/rnd. Stunned 1 rnd.	hit upper arm, +10 hits, bleeding 3/rnd.
51-55	Slice to leg, +6 hits, foe at -15%. Bleeding 1/rnd.	Foe unbalanced, +6 hits, stunned 2 rnds.	Chest gash, +8 hits, bleeding 2/rnd. Foe at -25 for 3 rnds.	Hard rip to side. Foe at -30 for 4 rnds. +12 hits.	Lacerate stomach foe fights at -15, Bleeding 3/rnd, +11 hits .
56-60	Tear ligament. +7 hits. Bleeding 2/rnd.	Rip chest. +8 hits. Bleeding 2/rnd. Stunned 2 rnds. Foe at -10.	Blow to side. +10 hits. Foe knocked down. Stunned 3 rnds.	Rip leg muscle Foe at -20 until healed. +11 hits.	Tear side. Bleeding 4/rnd. +12 hits. Foe fights at -20.
61-65	Hit arm +7 hits bleeding 2/rnd, You gain initiative 2 rnds.	Impale foe. +8 hits, bleeding 3/rnd. Add +25 to next attack.	Slice foe's side, +11 hits. Foe at -20. Bleeding 3/rnd.	Cleave foe's shoulder. +12 hits. Foe at -50 for 5 rnds.	Hit stomach. +14 hits, Bleeding 4/rnd. Stunned 3 rnds.
66	Foe needs to see dentist... no... he needs to see the mortician.	Cosmetic surgery leaves patient with mortal wounds. Dies in 5 rnds.	Cleave foe's sternum. It falls to ground and he follows next rnd. Death.	Foe's blood sprays like a fountain for 5 rnds, then he dies.	You perform an autopsy on foe. He ate terrible terrible food.
67-70	Rip arm +8 hits. Bleed 3/rnd. Foe at -20.	Crunch! +10 hits. Stunned 5 rounds.	Rip side +15 hits, bleed 5/rnd.	hit foe's hip +20 hits. Foe stunned 10 rnds.	Cleave foe's inards, +25 hits bleed 10/rnd.
71-75	Strike to side. +9 hits. Stun for 2 rnds.	Rip, +14 hits, bleed 5/rnd. Add 20 to next roll.	Tear at chest +20 hits. Foe at -40 for 4 rnds.	Strike to side, +30 hits bleed 10/rnd.	Sever artery, bleed 12/rnd. Foe at -100.
76-80	Tear upper arm +10 hits, bleed 4/rnd. Foe at -20 for 3 rnds.	Strike foe's abdomen +16 hits bleed 6/rnd Foe at -25.	hit foe's neck, +26 hits. Bleed 7/rnd. Stunned 6 rnds. Take that.	Cleave side, Bleed 12/rnd +40 hits. Stunned 8 rnds.	Foe drops from blood loss. +45 hits. Bleed 15/rnd.
81-85	Rip chest, +11 hits. Bleed 5/rnd stunned 4 rnds.	Cleave at side, +19 hits. Bleed 8/rnd. Foe at -35, Stun 7 rnds.	Slice middle. Bleed 9/rnd. +30 hits. Foe at -50 for 6 rnds.	+50 hits, foe is unconcious from blood loss, messy.	+65 hits, for all it's worth. Bleeding 18/rnd. Ouch that smarts.
86-90	Shear weapon hand. Bleeding 6/rnd. +12 hits.	Foe stunned and unable to parry for 6 rnds. +15 hits.	Bleeding 10/rnd, +45 hits, what an incision!.	After he is skinned, foe falls into a 1 year comma.	After ten rounds of massive pain and suffering, foe croaks.
91-95	Rip foes side, bleeding 6/rnd, +15 hits, foe parries 3 rnds.	Ripping strike, stunned 10 rnds, bleeding 10. +25 hits.	Foe lapses in comma for 6 months then dies.	Excellent shot removes skin and bones, foe dies in 9 rnds.	Midsection is removed, foe finds life futile and dies.
96-99	Foe bleeding 8/rnd and stunned 5 rnds. +14 hits.	A terrible haircut, leaves foe with no scalp. Death.	Poor fool falls into your weapon, opening rib cage, death.	Terrible wound leaves foe convulsing 6 rnds, then dies.	Foe is gashed from head to abdomen, drops and dies.
100	Look at that mess on the floor.	Heavy blow removes major portions of foes torso. He expires.	Disembowel foe. He helplessly falls with a thump. He be dead.	Swing takes foe's inards with it. He watches for a round, then dies.	Foe's is skinned before you eyes. He expires in two embarrassing rounds.

12.3.1 ARBALEST ATTACK TABLE

Weapon Type:
Missile or Siege Weapon

Length:
varies

Weight:
varies

Fumble Range–
Huge:
01-06 UM
Heavy:
01-06 UM
Medium:
01-05 UM
Light:
01-05 UM

Range (OB Mod)–
Huge:
1'-20' (+60)
21'-100' (+20)
101'-200' (0)
201'-300' (-50)
301'-360' (-80)
Heavy:
1'-20' (+50)
21'-100' (+10)
101'-200' (-5)
201'-300' (-40)
301'-360' (-70)
Medium:
1'-20' (+40)
21'-100' (0)
101'-200' (-10)
201'-300' (-35)
301'-360' (-60)
Light:
1'-20' (+30)
21'-100' (0)
101'-200' (-20)
201'-300' (-35)
301'-360' (-50)

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
Maximum Result For Huge Arbalest																				
150	37EK	40FK	43FK	46FK	51GK	53GK	57GK	58GK	53GK	55GK	60GK	60GK	56HK	58HK	62HK	63IK	59IK	61IK	63IK	65JP	150
149	36EK	39EK	42FK	45FK	50FK	52GK	57GK	57GK	52GK	54GK	59GK	59GK	56HK	58HK	61HK	62HK	59IK	60IK	62IK	64IP	149
148	36EK	39EK	42EK	44FK	49FK	52FK	56GK	57GK	52GK	53GK	58GK	58GK	55GK	57HK	60HK	61HK	58HK	60IK	62IK	63IP	148
147	35EK	38EK	41EP	43EP	48FK	51FK	56FK	56GK	51GK	53GK	57GK	57GK	54GK	56HK	59HK	60HK	57HK	59IK	61IK	62IP	147
146	35EK	37EP	40EP	42EP	47EP	50FK	55FK	56FK	51GK	52GK	56GK	57GK	53GK	55GK	58HK	60HK	57HK	58IK	60IK	61IP	146
145	34EK	36EP	39EP	42EP	46EP	50FK	54FK	55FK	50FK	52GK	55GK	56GK	52GK	54GK	57HK	59HK	56HK	58HK	60IK	61IP	145
144	33DP	36EP	38EP	41EP	45EP	49EP	53FK	54FK	50FK	51GK	55GK	56GK	52GK	53GK	57GK	59HK	56HK	57HK	59IK	60IP	144
143	32DP	35EP	38EP	40EP	44EP	48EP	53FK	53FK	49FK	50FK	54GK	55GK	51GK	52GK	56GK	58HK	55HK	56HK	58IK	59IP	143
142	32DP	35DP	37EP	40EP	43EP	47EP	52EP	53FK	48FK	49FK	54FK	55GK	51GK	52GK	56GK	56GK	54HK	55HK	57HK	58HP	142
141	31DP	34DP	37EP	39EP	42EP	47EP	51EP	52EP	47FK	48FK	53FK	54GK	50GK	51GK	56GK	56GK	53GK	54HK	56HK	58HP	141
140	31DP	34DP	36DP	38EP	42EP	46EP	50EP	51EP	46EP	47FK	52FK	53FK	50FK	51GK	55GK	56GK	52GK	53HK	55HK	57HP	140
139	31DP	33DP	36DP	37DP	41EP	45EP	49EP	50EP	46EP	46FK	52FK	53FK	49EP	51GK	54GK	55GK	51GK	52GK	54HK	56HP	139
138	30DP	33DP	35DP	37DP	41DP	44EP	49EP	50EP	45EP	46EP	51EP	52FK	49EP	50FK	53GK	54GK	50GK	51GK	53HK	56HP	138
137	30DP	32CP	34DP	36DP	40DP	44EP	49EP	49EP	44EP	45EP	50EP	51FK	49FK	50FK	53GK	53GK	49GK	50GK	53GK	55HP	137
136	29CP	31CP	34CP	35DP	40DP	43DP	47EP	49EP	43EP	44EP	49EP	51EP	49FK	50FK	52GK	52GK	49GK	50GK	52GK	54HP	136
Maximum Result For Heavy Arbalest																				
135	29CP	31CP	33CP	35CP	39DP	43DP	47EP	48EP	42EP	43EP	48EP	50EP	48FK	49FK	51GK	51GK	49GK	50GK	52GK	53HP	135
134	28CP	30CP	32CP	34CP	39CP	42DP	47DP	48EP	41EP	42EP	48EP	49EP	47EP	49FK	49FK	50GK	48GK	49GK	51GK	53GP	134
133	27CP	29CP	31CP	33CP	38CP	41DP	46DP	47DP	40EP	41EP	47EP	48EP	47EP	48EP	48FK	49FK	47GK	48GK	50GK	52GP	133
132	27CP	28CP	30CP	33CP	36CP	41DP	45DP	46DP	39DP	40EP	46EP	47EP	46EP	47EP	48FK	48FK	47FK	48GK	50GK	51GP	132
131	26BP	28CP	30CP	32CP	37CP	40CP	44DP	46DP	38DP	39EP	46EP	47EP	45EP	46EP	47FK	48FK	46FK	47GK	49GK	51GP	131
130	26BP	27CP	29CP	32CP	37CP	39CP	43DP	45DP	37DP	38DP	45EP	46EP	44EP	45EP	46FK	47FK	45FK	46FK	48GK	50GP	130
129	25BP	27CP	29CP	31CP	36CP	38CP	43CP	44DP	36DP	37DP	44EP	45EP	44EP	45EP	46FK	47FK	45FK	46FK	48FK	49GP	129
128	25BP	26BP	28CP	31CP	35CP	37CP	42CP	44CP	35DP	36DP	44EP	44EP	43EP	44EP	45EP	46EP	44FK	45FK	47FK	49FP	128
127	24BP	26BP	28CP	30CP	34CP	37CP	42CP	43CP	35DP	36DP	43DP	44EP	42EP	44EP	45EP	45EP	44FK	45FK	47FK	48FP	127
126	24BP	25BP	27BP	30CP	33CP	36CP	41CP	42CP	34CP	35DP	42DP	43EP	41EP	43EP	44EP	45EP	43EP	44FK	46FK	48FP	126
125	23BP	25BP	27BP	29CP	32CP	35CP	40CP	42CP	33CP	34DP	41DP	42DP	41CP	43EP	43EP	44EP	42EP	43FK	45FK	47FP	125
124	23BP	24BP	26BP	28CP	32CP	35CP	39CP	41CP	32CP	33CP	41DP	41DP	40DP	42EP	43EP	43EP	42EP	43FK	45FK	47FP	124
123	22BP	24BP	26BP	28BP	31CP	34CP	39CP	41CP	32CP	33CP	40DP	40DP	40DP	41EP	42EP	43EP	41EP	42EP	44FK	46FP	123
122	21BP	23BP	25BP	27BP	30BP	33CP	38CP	40CP	31CP	32CP	39CP	40DP	39DP	40DP	41EP	42EP	41EP	42EP	44FK	45FP	122
121	20BP	23BP	25BP	26BP	29BP	32CP	38CP	40CP	31CP	32CP	38CP	39DP	38DP	39DP	41EP	42EP	40EP	41EP	43EP	45FP	121
Maximum Result For Medium Arbalest																				
120	20BP	22BP	24BP	25BP	29BP	32CP	38CP	39CP	30CP	31CP	37CP	38CP	37DP	38DP	40EP	41EP	39EP	41EP	43EP	44FP	120
119	19BP	21BP	23BP	24BP	28BP	31BP	37CP	38CP	29CP	29CP	36CP	37CP	35CP	37DP	39DP	40DP	39EP	40EP	42EP	44EP	119
118	18BP	20BP	22BP	24BP	27BP	31BP	37BP	38CP	28CP	29CP	35CP	36CP	34CP	36DP	38DP	39DP	38EP	40EP	42EP	43EP	118
117	18AP	19BP	22BP	23BP	26BP	30BP	36BP	37BP	27CP	28CP	34CP	34CP	34CP	35CP	37DP	39DP	38EP	39EP	41EP	42EP	117
116	17AP	19BP	21BP	22BP	26BP	30BP	35BP	36BP	26BP	28CP	33CP	33CP	34CP	34CP	37DP	39DP	37EP	38EP	40EP	41EP	116
115	17AP	18BP	21BP	22BP	25BP	29BP	34BP	35BP	25BP	26CP	31CP	32CP	33CP	34CP	37CP	38DP	36DP	37EP	39EP	40EP	115
114	17AP	17BP	20BP	21BP	25BP	28BP	34BP	35BP	25BP	26BP	30CP	31CP	33CP	33CP	36CP	38DP	35DP	36EP	38EP	40EP	114
113	16AK	17BP	20BP	21BP	24BP	27BP	33BP	34BP	25BP	25BP	29CP	30CP	33CP	33CP	36CP	37CP	34CP	35EP	37EP	39EP	113
112	16AK	17AP	19BP	20BP	24BP	27BP	33BP	34BP	24BP	25BP	28BP	30CP	32CP	32CP	36CP	37CP	33CP	34DP	35EP	38EP	112
111	16AK	16AP	19BP	20BP	24BP	26BP	32BP	34BP	24BP	25BP	27BP	29CP	32CP	32CP	34CP	37CP	32DP	32DP	34DP	36EP	111
110	15AK	16AP	18BP	19BP	23BP	25BP	32BP	33BP	22BP	24BP	27BP	29BP	31CP	32CP	34CP	37CP	31CP	32DP	34DP	35DP	110
109	15	16AP	18BP	19BP	23BP	25BP	31BP	32BP	21BP	23BP	26BP	28BP	31CP	31CP	34CP	36CP	29CP	31DP	33DP	34DP	109
108	14	15AP	17BP	18BP	23BP	24BP	31BP	31BP	21BP	23BP	26BP	28BP	30BP	31CP	33CP	36CP	29CP	31DP	32DP	33DP	108
107	14	15AK	16AP	17BP	22BP	24BP	30BP	30BP	20BP	22BP	25BP	27BP	30BP	30CP	33CP	35CP	28CP	29DP	31DP	33DP	107
106	14	14AK	16AP	17BP	22BP	23BP	28BP	29BP	20BP	21BP	25BP	27BP	30BP	30BP	33CP	35CP	28CP	29DP	31DP	32DP	106
Maximum Result For Light Arbalest																				
105	14	14AK	15AP	16BP	21BP	22BP	27BP	28BP	19BP	21BP	24BP	26BP	29BP	30BP	32BP	34CP	28BP	29CP	30DP	32DP	105
104	13	14AK	14AP	15AP	21AP	21BP	27BP	28BP	19BP	20BP	24BP	26BP	29BP	29BP	32BP	34CP	27BP	28CP	29CP	31CP	104
103	13	14	14AP	15AP	20AP	21BP	26BP	27BP	19BP	19BP	23BP	25BP	28BP	29BP	31BP	33BP	25BP	26CP	28CP	30CP	103
102	13	14	13AP	14AP	20AP	20BP	25BP	26BP	19BP	19BP	23BP	25BP	28BP	29BP	31BP	33BP	23AP	24CP	26CP	29CP	102
101	12	13	13AP	14AP	20AP	20BP	24BP	26BP	18BP	18BP	22BP	25BP	27BP	28BP	30BP	32BP	22AP	23BP	25CP	27CP	101
100	12	13	12AP	14AP	19AP	19BP	24BP	25BP	18BP	18BP	22BP	25BP	27BP	28BP	30BP	32BP	21AP	22BP	24CP	26CP	100
99	12	12	12AP	13AP	18AP	19BP	23BP	25BP	18BP	18BP	22BP	24BP	26BP	28BP	30BP	31BP	21AP	22BP	23CP	25CP	99
98	12	12	11AP	13AP	18AP	18BP	22BP	24BP	17AP	17BP	21BP	23BP	25BP	26BP	29BP	31BP	20AK	21BP	23CP	23CP	98
97	12	11	11AP	13AP	17AP	18BP	21BP	23BP	17AP	17BP	21BP	23BP	24BP	26BP	29BP	31BP	19AK	20BP	22BP	23CP	97
96	11	11	11AK	12AP	16AP	17AP	20BP	22BP	16AP	16AP	20BP	22BP	23BP	24BP	27BP	30BP	18AK	19BP	21BP	22CP	96
95	11	11	10AK	12AP	16AP	17BP	21BP	22BP	16AP	16AP	20BP	21BP	22BP	24BP	27BP	30BP	15	19AP	21BP	21BP	95
94	11	10	10AK	12AP	15AP	16BP	21BP	22BP	16AP	16AP	19BP	20BP	21BP	22BP	25BP	28BP	12	17AP	19BP	21BP	94
93	11	10	10AK	11AP	15AP	16BP	20BP	21BP	15AK	15AP	18AP	19BP	20BP	22BP	24BP	26BP	10	16AP	18BP	19BP	93
92	10	10	10	11AP	15AP	16AP	20BP	21BP	15AK	15AP	17AP	18BP	19BP	21BP	24BP	25BP	7	15AP	17BP	19BP	92
91	10	10	10	11AP	14AP	15AP	20BP	20BP	15AK	14AP	16AP	17AP	18BP	20BP	24BP	25BP	5	15AP	17BP	17BP	91
90	10	10	10	10AP	14AP	15AP	19AP	20AP	15AK	14AP	16AP	17AP	18BP	19BP	20BP	22BP	0	14AK	16BP	17BP	90
89	10	10	10	10AP	14AP	15AP	19AP	19AP	12	13AP	15AP	16AP	17AP	18BP	19BP	19BP	0	14AK	16BP	16BP	89
88	10	10	10	10AP	13AP	14AP	19AP	19AP	10	13AK	14AP	15AP	17AP	18AP	19BP	19BP	0	13AK	15BP	16BP	88
87	9	10	9	9AP	13AK	14AP	17AP	18AP	0	12AK	14AP	15AP	17AP	17AP	18BP	18BP	0	10	15BP	15BP	87
86	9	9	9	8AP	12AK	14AP	17AP	18AP	0	12AK	14AP	14AP	16AP	17AP	18BP	17BP	0	6	15BP	15BP	86
85	9	9	9	9AP	12AK	13AP	17AP	17AP	0	11	13AP	14AP	16AP	16AP	17AP	17BP	0	4	14BP	15AP	85
84	9	9	9	9AK	12	13AP	15AP	16AP	0	11	12AP	14AP	16AP	16AP	16AP	17AP	0	0	14BP	14AP	84
83	9	9	8	8AK	12	13AP	15AP	15AP	0	0	12AP	13AP	15AP	16AP	16AP	16AP	0	0	13BP	14AP	83
82	9	8	8	8AK	11	12AP	15AP	15AP	0	0	11AK	13AP	15AP	15AP	16AP	16AP	0	0	13AP	14AP	82
81	8	8	7	8	10	12AP	13AP	14AP	0	0	11AK	13AP	15AP	15AP	15AP	16AP	0	0	12AP	13AP	81
80	8	8	7	8	10	12AK	13AP	14AP	0	0	11AK	13AP	14AP	15AP	15AP	15AP	0	0	12AP	13AP	80
79	8	8	7	8	10	11AK	13AP	13AP	0	0	10	12AK	14AP	14AP	15AP	15AP	0	0	11AP	13AP	79
78	8	7	7	7	9	11AK	11AP	13AP	0	0	9	12AK	13AP	14AP	14AP	15AP	0	0	11AP	12AP	78
77	8	7	7	7	9	11	11AP	12AP	0	0	0	12AK	13AP	13AP	14AP	14AP	0	0	10AP	12AK	77
76	7	7	6	7	8	10	11AP	12AP	0	0	0	11AK	12AP	13AP	14AP	14AP	0	0	10AP	10AK	76
75	7	7	6	6	8	10	10AP	11AP	0	0	0	10	12AP	13AP	13AP	14AP	0	0	9AP	10AK	75
74	7	6	6	6	8	9	10AP	10AP	0	0	0	9	12AP	13AP	13AP	13AP	0	0	9AP	9	74
73	7	6	5	6	8	8	10AP	10AP	0	0	0	7	11AP	12AP	13AP	13AP	0	0	8AK	9	73
72	7	6	5	6	8	8	9AK	10AP	0	0	0	0	11AP	12AP	12AP	13AP	0	0	8AK	9	72
71	6	6	5	6	5	5	9AK	9AK	0	0	0	0	11AK	12AP	12AP	13AP	0	0	8AK	8	71
70	6	6	4	6	5	5	8AK	9AK	0	0	0	0	10AK	11AP	12AP	12AP	0	0	7	7	70
69	6	6	4	5	5	4	8	9	0	0	0	0	10AK	11AP	11AP	11AP	0	0	7	5	69
68	6	5	4	5	5	4	7	8	0	0	0	0	9	10AP	11AP	11AP	0	0	6	5	68
67	6	5	4	4	5	4	7	7	0	0	0	0	9	10AP	11AP	11AP	0	0	6	5	67
66	5	5	4	5	4	4	7	7	0	0	0	0	0	10AP	10AP	10AP	0	0	6	5	66
65	5	5	4	4	4	3	6	8	0	0	0	0	0	10AK	10AP	10AP	0	0	6	4	65
64	5	5	3	4	4	3	6	8	0	0	0	0	0	9AK	10AP	10AP	0	0	5	4	64
63	5	4	3	4	4	3	5	6	0	0	0	0	0	9AK	9AP	10AP	0	0	5	0	63
62	5	4	3	4	4	2	5	5	0	0	0	0	0	8	9AP	9AP	0	0	5	0	62
61	5	4	3	4	4	2	4	4	0	0	0	0	0	8	9AP	9AP	0	0	5	0	61
60	4	4	3	3	3	2	4	4	0	0	0	0	0	0	8AP	9AP	0	0	4	0	60
59	4	3	2	3	3	1	3	2	0	0	0	0	0	0	8AP	8AP	0	0	4	0	59
58	4	3	2	3	3	1	3	0	0	0	0	0	0	0	8AP	8AP	0	0	4	0	58
57	4	3	2	2	3	1	2	0	0	0	0	0	0	0	8AP	8AP	0	0	4	0	57
56	4	3	2	2	3	1	2	0	0	0	0	0	0	0	7AK	7AK	0	0	0	0	56
55	3	3	1	2	2	1	1	0	0	0	0	0	0	0	7AK	7AK	0	0	0	0	55
54	3	2	1	1	2	1	1	0	0	0	0	0	0	0	7AK	7AK	0	0	0	0	54
52-53	3	2	1	1	2	1	1	0	0	0	0	0	0	0	7	7	0	0	0	0	52-53
51	3	2	1	0	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	51
46-50	3	2	1	0	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-50
45	2	2	1	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	45
39-44	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	39-44
38	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	38
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

Weapon Type:
Two-Handed

Length:
3-6 feet

Weight:
5-10 pounds

Fumble Range–
1-Handed:
01-03 UM
2-Handed:
01-04 UM
Mounted
01-05 UM

**Range
(OB Mod):**
—

Bonuses–
1-Handed:
+0
2-Handed:
+20
Mounted
+30

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	19EP	20EP	22EP	24EP	25EP	25EP	28EP	28EP	27EP	29EP	32EP	32EP	30EP	30EP	35EP	38EP	33EP	36EP	39EP	41EP	150
149	18EP	20EP	22EP	24EP	25EP	25EP	28EP	28EP	27EP	29EP	32EP	32EP	30EP	30EP	35EP	38EP	33EP	36EP	39EP	41EP	149
148	18EP	20EP	22EP	24EP	25EP	25EP	28EP	28EP	27EP	29EP	32EP	32EP	30EP	30EP	35EP	38EP	33EP	36EP	39EP	41EP	148
147	18EP	20EP	22EP	24EP	25EP	25EP	27EP	27EP	26EP	28EP	32EP	32EP	29EP	29EP	34EP	37EP	32EP	35EP	38EP	40EP	147
146	18EP	20EP	22EP	23EP	24EP	24EP	27EP	27EP	26EP	28EP	31EP	31EP	29EP	29EP	34EP	37EP	32EP	35EP	38EP	40EP	146
145	18EP	20EP	21EP	23EP	24EP	24EP	27EP	27EP	26EP	28EP	31EP	31EP	29EP	29EP	34EP	37EP	32EP	34EP	38EP	40EP	145
144	17DP	19EP	21EP	23EP	24EP	24EP	26EP	26EP	25EP	27EP	30EP	30EP	28EP	28EP	33EP	36EP	31EP	34EP	37EP	39EP	144
143	17DP	19EP	20EP	23EP	24EP	24EP	26EP	26EP	25EP	27EP	30EP	30EP	28EP	28EP	33EP	36EP	31EP	33EP	37EP	39EP	143
142	17DP	18DP	20EP	22EP	24EP	23EP	26EP	26EP	24EP	27EP	30EP	30EP	28EP	28EP	33EP	36EP	30EP	33EP	37EP	39EP	142
141	17DP	18DP	19EP	22EP	23EP	22EP	26EP	26EP	24EP	26EP	29EP	29EP	27EP	27EP	32EP	35EP	30EP	32EP	36EP	38EP	141
140	17DP	18DP	19EP	22EP	23EP	22EP	25EP	25EP	24EP	26EP	29EP	29EP	27EP	27EP	32EP	35EP	29EP	32EP	36EP	38EP	140
139	16DP	18DP	19EP	21EP	23EP	22EP	25EP	24EP	24EP	26EP	28EP	29EP	27EP	26EP	32EP	35EP	29EP	31EP	35EP	37EP	139
138	16DP	18EP	18EP	21EP	23EP	22EP	25EP	24EP	23EP	25EP	28EP	29EP	26EP	26EP	32EP	35EP	28EP	31EP	35EP	37EP	138
137	16DP	17DP	18EP	21EP	22EP	21EP	24EP	24EP	23EP	25EP	28EP	28EP	26EP	25EP	31EP	34EP	28EP	30EP	34EP	36EP	137
136	16DP	17DP	18EP	21EP	22EP	21EP	24EP	24EP	23EP	25EP	27EP	28EP	26EP	25EP	31EP	34EP	27EP	30EP	34EP	36EP	136
135	15CP	17DP	17EP	20EP	22DP	21EP	24EP	23EP	23EP	24EP	27EP	27EP	25EP	24EP	30EP	33EP	27EP	29EP	33EP	35EP	135
134	15CP	17DP	17EP	20EP	22DP	21EP	23EP	23EP	22EP	24EP	26EP	27EP	24EP	24EP	30EP	33EP	26EP	29EP	33EP	35EP	134
133	15CP	16CP	17DP	20EP	21DP	20EP	23EP	23EP	22EP	24EP	26EP	26EP	24EP	23EP	29EP	33EP	26EP	28EP	32EP	34EP	133
132	15CP	16CP	16DP	19EP	21DP	20EP	23EP	26EP	22EP	23EP	25EP	26EP	23EP	23EP	29EP	32EP	25EP	28EP	32EP	34EP	132
131	14CP	16CP	16DP	19EP	21DP	20DP	22EP	22EP	21EP	23EP	25EP	25EP	23EP	23EP	28EP	32EP	25EP	27EP	31EP	33EP	131
130	14CP	16CP	16DP	18DP	20DP	20DP	22EP	22EP	21EP	22EP	24EP	25EP	22EP	22EP	26EP	30EP	24EP	27EP	31EP	33EP	130
129	14BP	15DP	16DP	18DP	20CP	19DP	22DP	21EP	21EP	22EP	24EP	24EP	21EP	21EP	27EP	29EP	24EP	26EP	30EP	32EP	129
128	14BP	15CP	15DP	18DP	20DP	19DP	21DP	21EP	21EP	22EP	23EP	24EP	21EP	21EP	27EP	29EP	23EP	26EP	30EP	32EP	128
127	13BP	15CP	15DP	17DP	19DP	18DP	21DP	20EP	20EP	21EP	23EP	23EP	21EP	21EP	27EP	29EP	23EP	26EP	29EP	31EP	127
126	13BP	15CP	14DP	17DP	19CP	18DP	20DP	20EP	20EP	21EP	23EP	23EP	20EP	20EP	26EP	28EP	22EP	25EP	29EP	31EP	126
125	13BP	14BP	14DP	16DP	18CP	17DP	20DP	19DP	19EP	21EP	22EP	22EP	20EP	19EP	25EP	28EP	21EP	24EP	28EP	30EP	125
124	13BP	14BP	14DP	16DP	18CP	17DP	18DP	18DP	19EP	20EP	21EP	22EP	19EP	19EP	25EP	27EP	21EP	23EP	28EP	30EP	124
123	12AP	14BP	13CP	15DP	17CP	16CP	18DP	18DP	19EP	20EP	21EP	21EP	19EP	18EP	24EP	26EP	20EP	23EP	27EP	29EP	123
122	12AP	14BP	13CP	15DP	17CP	15CP	17DP	17DP	19EP	19EP	20EP	20EP	18EP	17EP	24EP	26EP	20EP	22EP	27EP	29EP	122
121	12AP	13BP	13CP	15DP	17CP	15CP	17DP	17DP	18DP	19EP	20EP	20EP	18EP	17EP	23EP	25EP	19EP	21EP	26EP	28EP	121
120	12AP	13BP	13CP	14DP	16CP	15CP	16CP	17DP	18DP	18EP	19EP	20EP	17EP	17EP	23EP	24EP	19EP	20EP	26EP	28EP	120
119	11AP	13AP	12CP	14DP	15CP	13CP	16CP	16CP	17DP	18DP	19EP	19EP	17EP	16EP	22EP	24EP	18EP	20EP	25EP	27EP	119
118	11AK	12CP	12CP	13DP	15CP	13CP	16CP	16CP	16DP	17DP	18EP	19EP	16EP	16EP	22EP	23EP	18EP	19EP	25EP	27EP	118
117	10	12AP	12CP	12CP	15BP	13BP	15CP	15CP	16DP	17DP	18EP	18EP	16EP	15EP	21EP	22EP	17EP	19EP	24EP	26EP	117
116	10	12AP	12CP	12CP	14BP	12BP	15CP	15CP	16DP	16DP	17DP	18EP	15EP	15EP	21EP	22EP	16DP	18EP	24EP	26EP	116
115	10	11AP	11BP	12CP	14BP	12BP	14CP	14CP	15CP	15DP	16DP	17EP	15EP	14EP	20EP	21EP	16DP	18EP	23EP	25EP	115
114	10	11AP	11BP	11CP	13BP	12BP	14CP	14CP	15CP	15DP	16DP	17DP	14EP	14EP	19EP	21EP	15DP	17DP	23EP	25EP	114
113	9	10AP	11BP	11CP	13BP	11BP	13BP	13CP	14CP	15CP	16DP	16DP	14EP	13EP	18EP	20EP	14CP	17DP	22EP	24EP	113
112	9	10AP	11BP	11CP	12BP	11BP	13BP	13CP	14CP	14CP	15DP	16DP	13DP	12DP	17EP	19EP	13CP	16DP	21EP	24EP	112
111	9	10AK	10BP	10CP	12AP	11AP	12BP	12BP	13CP	14CP	15DP	15DP	13DP	12DP	17EP	19EP	12CP	15CP	20EP	23EP	111
110	9	9	10BP	9CP	11AP	10AP	12BP	11BP	3CP	13CP	14DP	15DP	12DP	12DP	16EP	18EP	11CP	15CP	20EP	22EP	110
109	8	9	10BP	9CP	11AP	10AP	11BP	11BP	2CP	13CP	14CP	14DP	12DP	11DP	16DP	18EP	11BP	14BP	19DP	22DP	109
108	8	8	8AP	9BP	10AP	10AP	11BP	10BP	2CP	12CP	13CP	14DP	12DP	11DP	15DP	17DP	10BP	14BP	19DP	21DP	108
107	8	7	9AP	8BP	10AP	10AP	10BP	10BP	12BP	12CP	12CP	14DP	11DP	10DP	14DP	17DP	10BP	13AP	18DP	20DP	107
106	8	7	9AP	8BP	10AK	9AP	10AP	10BP	11BP	12CP	12CP	13CP	11DP	10DP	13DP	16DP	9AP	12AP	18DP	19DP	106
105	7	7	9AP	8BP	9	9AP	9AP	9BP	11BP	12CP	12DP	13DP	11CP	10DP	12DP	15DP	9AP	12AP	17DP	19DP	105
104	7	7	9AP	8BP	9	9AP	8AP	9AP	11BP	11BP	11CP	12CP	11CP	9CP	11DP	14DP	8AP	11AP	17DP	18DP	104
103	7	6	8AP	7BP	8	8AP	9AP	9AP	10BP	11BP	12CP	12CP	10CP	9CP	11DP	12CP	8AP	11AP	16CP	18DP	103
102	7	6	8AP	7BP	8	8AP	8AP	9AP	10BP	10BP	10CP	12CP	10CP	9CP	11CP	13DP	7AP	10AP	15CP	17CP	102
101	7	6	7AP	7BP	8	8AP	8AP	8AP	9AP	10BP	10CP	11CP	10CP	8CP	10CP	12CP	7AP	10AP	14CP	15CP	101
100	6	5	7AK	6BP	8	8AP	8AP	8AP	8AP	9BP	9CP	10CP	10CP	8CP	9CP	11CP	6AP	9AP	14CP	15CP	100
99	6	5	5	6AP	8	7AP	7AP	7AP	8AP	9BP	9CP	10CP	9CP	8CP	9CP	11CP	6AK	8AP	13CP	15CP	99
98	6	5	5	6AP	8	7AP	7AP	7AP	8AP	8AP	9BP	9CP	9CP	7CP	8CP	11CP	0	7AP	12CP	14CP	98
97	5	5	4	5AP	7	7AP	7AP	7AP	8AP	8AP	9BP	9CP	9CP	7CP	8CP	10CP	0	6AK	11CP	14CP	97
96	5	5	4	5AP	7	7AK	7AP	6AP	7AP	7AP	8BP	9BP	9CP	7CP	7CP	10CP	0	0	11CP	13CP	96
95	5	4	3	5AP	7	7	6AP	6AP	7AP	7AP	8BP	8BP	9CP	6CP	7CP	9CP	0	0	10CP	13CP	95
94	5	4	3	5AP	7	7	6AP	6AP	7AP	7AP	8BP	8BP	8BP	6CP	7CP	9CP	0	0	10BP	12CP	94
93	5	4	3	4AP	6	7	6AP	6AP	7AK	6AP	7BP	7BP	8BP	6CP	6CP	6CP	0	0	9BP	12BP	93
92	5	4	3	4AK	6	6	6AK	6AP	6	6AP	7AP	7BP	8BP	6BP	6CP	8CP	0	0	9BP	11BP	92
91	4	4	3	3	6	6	6AK	5AP	6	6AK	6AP	6AP	8BP	6BP	5BP	8CP	0	0	8BP	10BP	91
90	4	4	3	3	6	6	6	5AP	6	5	6AP	6AP	6BP	5BP	5BP	7BP	0	0	8BP	9BP	90
89	4	4	3	2	5	5	6	5AP	6	5	6AP	6AP	6AP	5BP	5BP	7BP	0	0	7BP	9AP	89
88	4	4	3	2	5	5	6	5AP	5	5	5AP	5AP	5AP	4AP	5BP	6BP	0	0	7BP	9AP	88
87	4	3	2	2	5	5	6	5AP	5	5	5AP	5AP	5AP	4AP	5BP	6BP	0	0	7BP	8BP	87
86	4	3	2	2	5	5	5	5AK	5	4	5AP	4AP	4AP	4AP	5BP	5BP	0	0	6AP	BAK	86
85	4	3	2	2	4	4	5	4	5	4	5AK	4AP	4AP	4AP	4AP	5BP	0	0	6AP	6AP	85
84	4	3	2	2	4	4	5	4	5	4	4	4AK	4AK	4AP	4AP	5AP	0	0	6AP	0	84
83	3	3	2	2	4	4	4	4	4	3	4	0	4	4AP	4AP	4AP	0	0	6AP	0	83
82	3	3	2	2	4	3	4	3	4	3	4	0	4	4AP	4AP	4AP	0	0	5AP	0	82
81	3	3	2	2	4	3	4	3	4	3	4	0	4	4AK	4AP	4AP	0	0	5AP	0	81
80	3	3	2	1	4	3	4	3	4	3	0	0	4	4	4AP	4AP	0	0	5AP	0	80
79	3	3	2	1	4	3	3	3	4	0	0	0	3	0	4AP	4AP	0	0	5AP	0	79
78	3	2	1	1	4	3	3	3	3	0	0	0	3	0	4AP	4AP	0	0	5AK	0	78
77	3	2	1	1	3	3	3	3	3	0	0	0	3	0	4AK	4AP	0	0	0	0	77
76	3	2	1	1	3	3	2	0	3	0	0	0	0	0	0	4AK	0	0	0	0	76
75	3	2	1	1	3	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	75
74	3	2	1	1	3	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	74
73	2	2	1	1	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	73
72	2	2	1	1	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	72
71	2	2	1	1	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	71
70	2	2	1	1	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	70
69	2	2	1	0	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	69
68	2	1	1	0	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	68
67	2	1	1	0	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	67
66	2	1	1	0	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	66
65	2	1	1	0	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	65
64	2	1	0	0	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64
63	2	1	0	0	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	63
62	1	1	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	62
61	1	1	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61
60	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	60
59	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	59
58	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58
57	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	57
56	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	56
55	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55
54	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	54
53	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	53
52	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52
51	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	51
50	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	50
49	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49
48	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	48
47	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	47
46	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46
45	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	45
44	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	44
43	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43
42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	42
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

12.3.3 BATTLE HAMMER ATTACK TABLE

Weapon Type: Pole Arm

Length: 5-7 feet

Weight: 10-18 pounds

Fumble Range: 01-07 UM

Range (OB Mod): —

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	26EK	29EK	32EK	35EK	37EK	39EK	40EK	41EK	38EK	40EK	43EK	44EK	42EK	44EK	46EK	49EK	43EK	46EK	51FK	54FK	150
149	26EK	29EK	32EK	35EK	37EK	39EK	40EK	41EK	38EK	40EK	43EK	44EK	42EK	44EK	46EK	49EK	43EK	46EK	51FK	54FK	149
148	26EK	29EK	32EK	35EK	37EK	38EK	40EK	41EK	38EK	40EK	43EK	44EK	42EK	44EK	46EK	49EK	43EK	45EK	50EK	53FK	148
147	25EK	28EK	31EK	34EK	36EK	38EK	39EK	40EK	37EK	39EK	42EK	43EK	42EK	43EK	46EK	49EK	42EK	45EK	50EK	53FK	147
146	25EK	28EK	31EK	34EK	36EK	37EK	39EK	40EK	37EK	39EK	42EK	43EK	41EK	43EK	47EK	48EK	42EK	45EK	50EK	52FK	146
145	25EK	28EK	31EK	34EK	36EK	37EK	39EK	40EK	37EK	39EK	42EK	43EK	41EK	43EK	47EK	48EK	42EK	44EK	49EK	52EK	145
144	24EK	27EK	30EK	33EK	35EK	36EK	38EK	39EK	36EK	38EK	41EK	42EK	41EK	42EK	46EK	47EK	42EK	43EK	49EK	51EK	144
143	24EK	27EK	30EK	33EK	35EK	36EK	38EK	39EK	36EK	38EK	41EK	42EK	41EK	42EK	46EK	47EK	42EK	43EK	49EK	51EK	143
142	24DK	27EK	30EK	33EK	35EK	36EK	38EK	39EK	36EK	38EK	41EK	42EK	40EK	42EK	46EK	47EK	41EK	43EK	48EK	50EK	142
141	24DK	26EK	29EK	32EK	34EK	35EK	37EK	38EK	35EK	37EK	40EK	42EK	40EK	41EK	45EK	47EK	41EK	42EK	48EK	50EK	141
140	23DK	26EK	29EK	32EK	34EK	35EK	37EK	38EK	35EK	37EK	40EK	41EK	40EK	41EK	45EK	46EK	41EK	42EK	48EK	49EK	140
139	23DK	26EK	29EK	32EK	34EK	35EK	37EK	38EK	35EK	37EK	40EK	41EK	40EK	41EK	45EK	46EK	40EK	42EK	48EK	49EK	139
138	23DK	25EK	28EK	31EK	33EK	34EK	36EK	37EK	35EK	36EK	39EK	41EK	39EK	40EK	45EK	46EK	40EK	41EK	47EK	49EK	138
137	22DK	25DK	28EK	31EK	33EK	34EK	36EK	37EK	34EK	36EK	39EK	41EK	39EK	40EK	44EK	46EK	40EK	41EK	47EK	49EK	137
136	22DK	25DK	28EK	31EK	33EK	34EK	36EK	37EK	34EK	36EK	39EK	41EK	39EK	40EK	44EK	45EK	40EK	41EK	47EK	48EK	136
135	22DK	24DK	27EK	30EK	32EK	33EK	35EK	36EK	34EK	35EK	38EK	40EK	39EK	39EK	44EK	45EK	39EK	40EK	46EK	48EK	135
134	22DK	24DK	27EK	30EK	32EK	33EK	35EK	36EK	33EK	35EK	38EK	40EK	38EK	39EK	43EK	45EK	39EK	40EK	46EK	48EK	134
133	21CK	24DK	27DK	30EK	32DK	33EK	35EK	36EK	33EK	35EK	38EK	40EK	38EK	39EK	43EK	45EK	39EK	40EK	46EK	48EK	133
132	21CK	23DK	26DK	29EK	31DK	32EK	34EK	35EK	33EK	34EK	37EK	40EK	38EK	39EK	42EK	44EK	39EK	39EK	46EK	47EK	132
131	21CK	23DK	26DK	29EK	31DK	32DK	34EK	35EK	32EK	34EK	37EK	39EK	38EK	38EK	42EK	44EK	38EK	39EK	45EK	47EK	131
130	21CK	23DK	26DK	29DK	31DK	32DK	34EK	35EK	32EK	34EK	37EK	39EK	37EK	38EK	42EK	42EK	38EK	39EK	45EK	47EK	130
129	20CK	22DK	25DK	28DK	30CK	31DK	33DK	34EK	32DK	33EK	36EK	38EK	37EK	38EK	41EK	42EK	38EK	39EK	45EK	46EK	129
128	20CK	22CK	25DK	28DK	30DK	31DK	33DK	34EK	31DK	33EK	36EK	38EK	37EK	37EK	41EK	43EK	37EK	39EK	45EK	46EK	128
127	20CK	22CK	25DK	28DK	30CK	31DK	33DK	34EK	31DK	33EK	36EK	36EK	37EK	37EK	41EK	43EK	37EK	38EK	45EK	46EK	127
126	20CK	21CK	24DK	27DK	29CK	30DK	32DK	34EK	31DK	32DK	34EK	36EK	36EK	37EK	41EK	42EK	37EK	38EK	44EK	46EK	126
125	19BK	21CK	24DK	27DK	29CK	30DK	32DK	35DK	31DK	32DK	32EK	34EK	36EK	37EK	40EK	42EK	36EK	37EK	44EK	45EK	125
124	19BK	21CK	24DK	27DK	29CK	30DK	32DK	33DK	30DK	32DK	32EK	34EK	36DK	36DK	40EK	41EK	36EK	37EK	43EK	45EK	124
123	19BK	20CK	23CK	26DK	28BK	29CK	31DK	33DK	30CK	32DK	30DK	34EK	36DK	36DK	40EK	41EK	35EK	37EK	43EK	45EK	123
122	19BK	20CK	23CK	26DK	28BK	29CK	31DK	32DK	29CK	31DK	30DK	33EK	35DK	36DK	39EK	41EK	35EK	36EK	43EK	45EK	122
121	18BK	20CK	23CK	26DK	28BK	29CK	31DK	32DK	28CK	30DK	30DK	32EK	35DK	35DK	39EK	40EK	34EK	36EK	42EK	44EK	121
120	18BK	19BK	22CK	25DK	27BK	28CK	30CK	31DK	28BK	30DK	28DK	32DK	35DK	35DK	39DK	40EK	34EK	36EK	42EK	44EK	120
119	18BK	19BK	22CK	25DK	27BK	28CK	30CK	31DK	27BK	29CK	28DK	32DK	34CK	35DK	38DK	40EK	33EK	35EK	41EK	44EK	119
118	18BK	19BK	22CK	25DK	27BK	28CK	30CK	30DK	26BK	29CK	27DK	30DK	34CK	35DK	38DK	39DK	33EK	35EK	41EK	43EK	118
117	17AK	18BK	22CK	24CK	26AK	27BK	29CK	30CK	25BK	28CK	26DK	30DK	34CK	34CK	37DK	39DK	33EK	35EK	41EK	43EK	117
116	17AK	18BK	21BK	24CK	26AK	27BK	29CK	29CK	25BK	28CK	26CK	28DK	34CK	34CK	37DK	39DK	32DK	34EK	40EK	43EK	116
115	17AK	18BK	21BK	24CK	26AK	27BK	29CK	29CK	24BK	27CK	25CK	26DK	33BK	34CK	37DK	38DK	32DK	34EK	40EK	42EK	115
114	17AK	17BK	21BK	23CK	25AK	26BK	28CK	28CK	24BK	26CK	25CK	28CK	33BK	33CK	36CK	38DK	31CK	34DK	39EK	42EK	114
113	16AK	17BK	21BK	23CK	25AK	26BK	28BK	28CK	23AK	26CK	24CK	28CK	33BK	33CK	36CK	38DK	31CK	33DK	39EK	41EK	113
112	16AK	17AK	21BK	23CK	25AU	26BK	27BK	27CK	23AK	25BK	24CK	26CK	33BK	32BK	36CK	37CK	30CK	33DK	39EK	41EK	112
111	16AK	16AK	20BK	22CK	25	25AK	27BK	27BK	22AK	25BK	23CK	26CK	32BK	32BK	34CK	37CK	30BK	32CK	38DK	41EK	111
110	16AU	18AK	20BK	22CK	25	25AK	26BK	26BK	22AK	24BK	23CK	26CK	32BK	32BK	34CK	37CK	30BK	30CK	37DK	40EK	110
109	16	16AK	20BK	22CK	25	25AK	26BK	26BK	21AK	23BK	22BK	25CK	32BK	31BK	34BK	36CK	29BK	31BK	37DK	40EK	109
108	16	15AK	19AK	21BK	24	24AK	25BK	26BK	21AK	23BK	21BK	24BK	31AK	31BK	33BK	36CK	29AK	31BK	37DK	40EK	108
107	16	15AK	19AK	21BK	24	24AK	25BK	25BK	20AK	22BK	21BK	24BK	31AK	30AK	33BK	35BK	28AU	29AK	37DK	39EK	107
106	16	15AK	19AK	21BK	24	24AU	24AK	25BK	20AK	21BK	20BK	23BK	31AK	30AK	33BK	35BK	28AK	29AK	36DK	39EK	106
105	15	15AU	19AK	20BK	24	24	24AK	25BK	19AK	21AK	20BK	22BK	31AK	30AK	32BK	34BK	27	28AU	36DK	39EK	105
104	15	15	18AK	20BK	24	24	23AK	24AK	19AU	20AK	19BK	22BK	30AK	29AK	32BK	34BK	26	26	36DK	38DK	104
103	15	15	18AK	20BK	22	24	23AK	24AK	19	19AK	19BK	22BK	30AK	29AK	31AK	33BK	24	25	34CK	38DK	103
102	15	15	18AK	19BK	22	24	23AK	24AK	19	19AK	18AK	21BK	30AK	28AK	31AK	33BK	21	22	34CK	37DK	102
101	14	16AK	18AK	19BK	22	22	23AK	23AK	19	18AK	18AK	20AK	30AU	28AK	30AK	32AK	18	19	34CK	37DK	101
100	14	14	17AK	19BK	22	22	22AU	23AK	18	18AK	17AK	20AK	30AU	28AK	30AK	32AK	15	17	33CK	37DK	100
99	14	14	17AK	18AK	22	22	22	23AK	18	18AU	16AK	20AK	30	28AU	30AK	31AK	12	14	33CK	36CK	99
98	14	13	17AK	18AK	20	22	22	22AK	17	17	16AK	18AK	28	26	29AK	31AK	0	12	33CK	36CK	98
97	13	13	17AU	18AK	20	20	21	22AK	17	17	15AK	18AK	28	26	29AU	31AK	0	11	32BK	36BK	97
96	13	13	17	17AK	20	20	21	22AU	17	16	15AU	17AK	26	24	28	30AK	0	10	32BK	34BK	96
95	13	12	17	17AK	20	20	21	22	16	16	14	16AK	25	24	27	30AU	0	0	31BK	34AK	95
94	13	12	17	17AK	20	20	21	22	16	16	14	16AU	25	22	25	28	0	0	31BK	34AU	94
93	12	12	16	16AK	18	18	20	20	16	15	13	16	24	22	24	26	0	0	30BK	30	93
92	12	11	16	16AK	18	18	20	21	15	15	13	14	23	21	24	25	0	0	30AK	25	92
91	12	11	16	16AK	18	18	20	21	15	15	11	12	23	20	23	24	0	0	30AK	16	91
90	12	11	15	16AU	18	18	19	21	15	14	10	10	22	19	19	22	0	0	29AK	0	90
89	11	11	15	16	18	16	19	20	14	14	9	9	21	18	19	21	0	0	29AU	0	89
88	11	10	15	16	16	16	19	20	14	13	9	9	20	18	19	20	0	0	25	0	88
87	11	10	14	16	16	16	17	18	14	12	8	8	18	17	18	19	0	0	19	0	87
86	11	10	14	15	16	16	17	18	12	12	7	8	16	16	17	18	0	0	15	0	86
85	10	10	14	15	16	14	17	16	12	11	7	8	16	15	16	17	0	0	11	0	85
84	10	10	13	15	16	14	15	16	12	11	6	7	15	15	16	17	0	0	0	0	84
83	10	9	13	14	14	14	15	14	11	10	6	7	14	14	15	16	0	0	0	0	83
82	10	9	13	14	14	12	15	14	11	10	5	6	14	13	14	15	0	0	0	0	82
81	9	9	12	14	14	12	13	12	11	10	5	6	12	13	14	14	0	0	0	0	81
80	9	8	12	13	14	12	13	12	10	9	5	6	12	12	12	12	0	0	0	0	80
79	9	8	12	13	14	12	13	12	10	9	4	5	10	12	11	11	0	0	0	0	79
78	9	8	11	13	12	12	11	10	10	8	4	5	10	11	11	0	0	0	0	0	78
77	8	8	11	12	12	10	11	10	9	8	4	4	10	10	10	0	0	0	0	0	77
76	8	7	11	12	12	10	11	10	9	8	4	4	9	9	0	0	0	0	0	0	76
75	8	7	10	12	12	10	9	8	9	6	3	4	9	9	0	0	0	0	0	0	75
74	8	7	10	11	12	10	9	8	8	6	3	0	9	0	0	0	0	0	0	0	74
73	7	7	10	11	10	8	9	8	8	6	3	0	8	0	0	0	0	0	0	0	73
72	7	6	9	11	10	8	7	8	8	4	0	0	8	0	0	0	0	0	0	0	72
71	7	6	9	10	10	8	7	6	7	4	0	0	8	0	0	0	0	0	0	0	71
70	7	6	9	10	10	8	7	6	7	3	0	0	8	0	0	0	0	0	0	0	70
69	6	6	8	10	10	6	7	6	7	3	0	0	6	0	0	0	0	0	0	0	69
68	6	5	8	9	8	6	5	4	6	3	0	0	6	0	0	0	0	0	0	0	68
67	6	5	8	9	8	6	5	4	6	3	0	0	6	0	0	0	0	0	0	0	67
66	6	5	7	8	8	6	5	4	4	2	0	0	0	0	0	0	0	0	0	0	66
65	5	5	7	8	8	4	5	3	4	2	0	0	0	0	0	0	0	0	0	0	65
64	5	5	7	8	6	4	3	3	4	2	0	0	0	0	0	0	0	0	0	0	64
63	5	4	6	7	6	4	3	3	2	0	0	0	0	0	0	0	0	0	0	0	63
62	5	4	6	7	6	4	3	2	2	0	0	0	0	0	0	0	0	0	0	0	62
61	5	4	6	7	6	4	3	2	2	0	0	0	0	0	0	0	0	0	0	0	61
60	5	4	5	6	6	4	1	2	2	0	0	0	0	0	0	0	0	0	0	0	60
59	4	3	5	6	6	4	1	1	2	0	0	0	0	0	0	0	0	0	0	0	59
58	4	3	5	6	6	2	1	1	2	0	0	0	0	0	0	0	0	0	0	0	58
57	4	3	4	5	6	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	57
56	4	3	4	5	6	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	56
55	4	3	4	4	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	55
54	3	2	3	5	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	54
53	3	2	3	4	4	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	53
52	3	2	3	4	4	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52
51	3	2	2	3	4	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	51
50	3	2	2	3	4	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	50
48-49	3	2	2	2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	48-49
47	3	2	1	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	47
46	2	1	1	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46
45	2	1	1	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	45
42-44	2	1	1	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	42-44
40-41	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-41
39	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	39
38	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	38

12.3.4 METAL WHIP ATTACK TABLE

Weapon Type: One-Handed Concussion

Length: 6-9 feet

Weight: 4-7 pounds

Fumble Range: 01-06 UM

Range (OB Mod): —

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	3BK	6CK	7DK	9EK	10EK	11EK	13EK	14EK	11EK	12EK	14EK	15EK	11EK	11EK	16EK	19EK	20EK	23EK	27EK	30EK	150
149	3AK	6BK	7CK	9EK	9DK	11EK	13EK	14ES	11ES	12EK	14EK	15EK	11EK	11EK	16EK	19EK	20EK	23EK	27ES	30EK	149
148	3AK	6BK	8CK	9DS	9DK	10DS	12ES	13EK	10EK	12ES	14EK	15EK	11EK	11EK	16EK	19EK	20EK	23ES	27EK	30ES	148
147	3AK	6BK	6CK	9DK	9DK	10DS	12EK	13EK	10EK	12EK	14EK	15EK	11EK	11EK	16EK	19EK	20EK	23EK	27EK	30ES	147
146	3AK	6BK	6CK	8DK	9CK	10DK	12EK	13EK	10ES	12EK	14ES	15ES	11EK	11EK	16ES	19EK	20EK	23EK	27EK	30EK	146
145	3	6AK	6BK	9DK	9CK	9DK	12DK	13ES	10EK	11EK	14EK	15EK	11ES	11EK	16EK	19EK	20EK	23EK	27EK	30EK	145
144	3	6AK	6BK	9CS	8CS	9DK	12DS	13EK	10EK	11ES	14EK	14EK	11ES	11EK	16EK	19EK	20EK	23EK	27EK	30EK	144
143	3	6AK	6BK	9CK	8CK	9CS	12DK	13EK	10ES	11EK	14EK	14ES	11EK	11EK	16EK	19EK	20EK	23EK	27EK	30EK	143
142	3	6AK	6BK	9CK	8CK	9CK	11DK	12DS	10EK	11EK	14EK	14EK	11ES	11ES	16ES	19EK	20EK	22ES	26EK	29EK	142
141	3	6AK	6BK	8BK	8BK	9CK	11DS	12DS	9DK	10EK	14EK	14EK	11EK	11EK	16EK	19EK	20EK	22EK	26ES	29EK	141
140	3	5	6BK	8BK	8BK	9CK	11DK	12DK	9DK	10EK	14ES	14EK	11DK	11EK	16EK	19EK	20EK	22EK	26ES	29EK	140
139	3	5	6AK	8BK	8BS	9CS	11DK	12DK	8DS	10DS	14ES	14ES	11DS	11EK	16ES	19EK	19EK	22ES	26ES	28EK	139
138	3	5	6AK	8BK	8BS	9CK	10CK	11DS	8DK	10DK	14DK	14EK	11DK	11EK	16EK	18EK	19EK	22EK	26EK	28EK	138
137	3	5	6AK	8BK	8BS	9BK	10CS	11CK	8DK	10DK	14DK	14DK	11DS	11DS	16DS	18EK	19EK	21EK	26EK	28ES	137
136	3	5	6AK	7BK	8BK	9BK	10CS	11CK	8DK	10DK	13DK	14DK	11DK	11DK	16DK	18EK	19EK	20ES	26EK	27EK	136
135	3	5	6AK	7BK	8AK	8BS	10BK	11CK	8DS	10DS	13DK	14DS	11DK	11DK	16DK	18DK	19DK	20EK	27EK	27EK	135
134	3	5	6AK	7BK	8AK	8BK	10BK	11CS	8CK	10DK	13DK	13DK	11DS	11DS	16DK	18DK	19DS	20EK	24EK	27ES	134
133	3	5	6AK	7BK	8AK	8AK	10BS	10BK	8CK	10DK	13DK	13DK	11CK	11DK	16DK	18DK	19DK	20ES	24EK	27EK	133
132	3	5	6AK	7BK	8AS	8AK	10BK	10BK	8CK	10DK	13DS	13DS	11CK	11DK	16DK	17DK	19DS	20ES	24ES	26EK	132
131	3	5	6AK	7BK	8AS	8AK	10BK	10BK	8CS	10CS	13DK	13DK	11CK	10CS	16DS	17DK	18DK	20DK	24EK	26ES	131
130	3	5	6	7AK	8	8AK	10AS	10BS	8CK	9CK	13DS	13DK	11CS	10CK	16DS	17DS	18DK	19DS	24ES	25EK	130
129	3	5	6	7AK	8	8AK	10AK	10BK	8CK	9CK	12CK	13DS	11CK	10CK	16DK	17DK	18DS	19DK	24DK	25EK	129
128	3	5	6	7AK	8	8AK	10AK	10BK	8CS	9CK	12CK	13DS	11CK	10CS	15DK	17DK	17CK	18DS	23EK	25DK	128
127	3	5	6	7AK	8	8AK	10AS	10BS	8CS	9CS	12CK	12CK	11CS	10CK	15DK	17DS	17CK	18DS	23DS	25DK	127
126	3	5	6	7AK	8	8AK	10AK	9AS	8CK	9CK	12CK	12CS	11CK	10CK	15DK	17DK	17CS	18CK	23DK	25DK	126
125	3	5	6	7AK	8	8AK	9AS	9AS	8CK	9BK	12CK	12CS	11CK	10CS	15DK	16CK	17CK	18CS	23DK	25DS	125
124	3	5	6	7AK	8	8	9AK	9AK	8CK	9BK	12CK	12CK	10CS	10CK	15DS	16CK	17CK	18CK	23DS	24DK	124
123	3	5	6	7AK	8	8	9AK	8AK	8CK	9BK	12CK	12CS	10CS	10CK	15DS	15CK	17CS	18CK	22CK	24DK	123
122	3	5	6	7AK	8	7	9AK	8AK	7BK	9BS	12CK	12CS	10BK	10CK	15DS	15CK	16CK	18CK	22CK	24DS	122
121	3	5	6	7AK	8	7	9AK	8AK	7BK	9BK	12CK	12CS	10BK	10CS	15DK	15CS	16CK	18CS	22CK	24DK	121
120	3	5	6	7AK	8	7	9AK	8AK	7BK	8BK	12BS	12CK	10BK	10CK	14CK	15CK	16CS	18CK	22CK	24CK	120
119	3	5	6	7	7	7	9	8AK	7BK	8BK	12BK	12CK	10BS	10CK	14CK	15CK	16CK	17BS	22CK	23CS	119
118	3	4	6	7	7	7	9	8AK	7BS	8BS	12BK	12CK	10BK	10CK	14CK	15CS	16CS	17BK	21CS	23CK	118
117	3	4	6	7	7	7	9	8AK	7AK	8BK	11BK	12CK	9BS	9CK	14CK	15CK	16CK	17BK	21CK	23CS	117
116	3	4	6	7	7	7	9	8AK	7AK	8BK	11BS	12BK	9BS	9CK	14CK	15CK	16BS	17BS	21CK	23CK	116
115	3	4	6	7	7	7	9	8AK	7AS	7AK	11BK	12BS	9BK	9CS	14CS	15CK	16BK	17BK	21CS	22BS	115
114	3	4	6	7	7	7	9	8AK	7AS	7AS	11BK	12BK	9BK	9BK	13BK	14CK	16BK	17BK	21CK	22BS	114
113	3	4	6	7	7	7	9	8AK	7AK	7AK	10AK	12BK	9BS	9BK	13BK	14CK	15BS	16BK	21CK	22BS	113
112	3	4	6	7	7	7	9	8AK	7AK	7AK	10AK	12BK	9BK	9BS	13BK	14CS	15BK	16BS	20CS	22BS	112
111	3	4	5	7	7	7	9	8	7AK	7AK	10AS	12BS	9BK	9BK	13BK	14CK	15BS	16BK	20CK	21BS	111
110	3	4	5	7	7	7	9	8	6AK	6AS	10AK	10BK	9BS	9BK	13BK	14CS	15BK	16BK	20BK	21BK	110
109	3	4	5	7	7	7	9	8	6AK	6AS	10BS	13BK	9BK	9BS	13BS	13BK	15AK	15AS	20BS	21BK	109
108	3	4	5	6	7	7	8	8	6AK	6AK	10AS	10BK	9AK	9BK	12DK	13BK	16BK	15AS	20DK	21BK	108
107	3	4	5	6	7	6	8	8	6AK	6AK	10AK	10BK	9AK	9BK	12DK	13BK	16BK	15AK	19BK	21BS	107
106	3	4	5	6	7	6	8	8	6	6AK	10AK	10BK	9AS	9BS	12BK	13BK	14BK	15AK	19BK	20BS	106
105	3	4	5	6	6	6	8	8	6	6AK	10AK	10BS	9AK	9BK	12BS	12BS	14BK	15AS	19BK	20BS	105
104	3	4	5	6	6	6	8	8	6	6AK	10AK	10BK	8AK	8BK	12BK	12BS	14AK	14AK	19BK	20BK	104
103	3	4	5	6	6	6	8	7	6	6AK	10AK	10BS	8AK	8BS	12BK	12BK	14AK	14AS	18BK	19AK	103
102	3	4	5	6	6	6	8	7	6	6AK	9AK	9AS	8AK	8BK	12BS	12BS	14AS	14AK	18BK	19AS	102
101	3	4	5	6	6	6	8	7	6	6AK	9AK	9AS	8AS	8BK	12BS	12BS	14AS	14AK	18BK	19AS	101
100	3	4	5	6	6	6	8	7	6	6	8AK	9AK	8AK	8BS	12BK	12BK	14AK	14AK	18BK	19AK	100
99	3	4	5	6	6	6	7	7	6	6	8AK	9AK	8AK	8AK	12BS	12BK	13	14AS	18BK	19AS	99
98	3	4	5	6	6	6	7	7	6	6	8AK	8AK	8AS	8AK	12BK	12BS	13	13AK	18BK	17AK	98
97	3	4	5	6	6	6	7	7	5	6	8AK	8AK	8AK	8AS	11AK	12BK	12	13AK	18BS	17EK	97
96	3	4	5	6	6	6	7	7	5	6	8AK	8AK	8AS	8AK	11AS	12BK	12	13AK	17AK	17AK	96
95	3	4	5	5	6	6	7	7	5	6	8	7AK	8AK	8AK	11AK	11BK	11	13AK	17AS	17ES	95
94	3	4	5	5	6	7	7	7	5	6			8AK	8AK	11AK	11BK	11	12	17AK	17AK	94

TEBUJE ATTACK TABLE

Weapon Type:
One-Handed
Slashing *or*
Two-Handed

Length:
2.5-3.5 feet

Weight:
2.5-3.5 pounds

Fumble Range:
01-06 UM

Range (OB Mod):
—

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	7CR	8CR	9DR	10DR	10DR	12ER	15ER	18ER	13ER	15ER	18ER	20ER	18ER	22ER	27ER	32ER	30ER	34ER	39ER	45ER	150
149	7CR	8CR	9DR	10DR	10DR	12DR	15ER	18ER	13ER	15ER	18ER	20ER	18ER	22ER	27ER	32ER	30ER	34ER	39ER	45ER	149
148	7CR	8CR	9CR	10DR	10DR	12DR	15ER	18ER	13ER	15ER	18ER	20ER	18ER	22ER	26ER	31ER	30ER	34ER	39ER	45ER	148
147	7BR	8CR	9CR	10DR	10DR	12DR	15DR	17ER	13ER	15ER	18ER	20ER	18ER	22ER	26ER	31ER	31ER	33ER	38ER	44ER	147
146	7BR	8CR	9CR	10DR	10DR	12DR	14DR	17ER	13ER	15ER	18ER	20ER	18ER	21ER	26ER	31ER	31ER	33ER	38ER	44ER	146
145	7BR	8BR	8CR	10DR	10DR	12DR	14DR	17DR	12ER	15ER	18ER	20ER	17ER	21ER	26ER	31ER	31ER	33ER	38ER	44ER	145
144	7BR	7BR	8CR	9CR	10DR	11DR	14DR	17DR	12DR	14ER	17ER	19ER	17ER	21ER	25ER	30ER	30ER	32ER	37ER	43ER	144
143	6BR	7BR	8BR	9CR	10DR	11DR	14DR	16DR	12DR	14ER	17ER	19ER	17ER	20ER	25ER	30ER	30ER	32ER	37ER	43ER	143
142	6BR	7BR	8BR	9CR	10CR	11DR	14DR	16DR	12DR	14DR	17ER	19ER	17ER	20ER	25ER	30ER	30ER	32ER	37ER	43ER	142
141	6AR	7BR	8BR	9CR	9CR	11DR	14DR	16DR	12DR	14DR	17DR	19ER	17ER	20ER	24ER	29ER	29ER	31ER	36ER	42ER	141
140	6AR	7BR	8BR	9CR	9CR	11CR	14DR	16DR	12DR	14DR	17DR	19DR	16ER	19ER	24ER	29ER	29ER	31ER	36ER	42ER	140
139	6AR	7AR	8BR	9CR	9CR	11CR	13DR	16DR	12DR	14DR	17DR	19DR	16DR	19ER	24ER	29ER	29ER	31ER	35ER	42ER	139
138	6AR	7AR	8AR	9CR	9CR	11CR	13DR	16DR	12DR	14DR	16DR	19DR	16DR	19DR	23ER	28ER	28ER	31ER	35ER	41ER	138
137	6AR	7AR	7AR	9BR	9CR	11CR	13CR	16DR	11DR	13DR	16DR	18DR	16DR	18DR	23ER	28ER	28ER	30ER	34ER	41ER	137
136	6AR	6AR	7AR	8BR	9BR	10CR	13CR	15DR	11DR	13DR	16DR	18DR	16DR	18DR	23DR	28ER	27ER	30ER	34ER	41ER	136
135	5	6AR	7AR	8BR	9BR	10CR	13CR	15CR	11CR	13DR	16DR	18DR	15DR	18DR	22DR	27DR	27ER	29ER	33ER	40ER	135
134	5	6AR	7AR	8BR	9BR	10CR	13CR	15CR	11CR	13DR	16DR	18DR	15DR	17DR	22DR	27DR	26DR	29ER	33ER	40ER	134
133	5	6AR	7AR	8BR	8BR	10BR	13CR	15CR	11CR	13DR	16DR	18DR	15DR	17DR	22DR	27DR	26DR	28ER	32ER	40ER	133
132	5	6AR	7AR	8BR	8BR	10BR	12CR	15CR	11CR	13CR	15DR	17DR	15DR	17DR	21DR	26ER	25DR	28DR	32ER	39ER	132
131	5	6	7AR	8BR	8BR	10BR	12CR	14CR	11CR	12CR	15DR	17DR	15DR	17DR	21DR	26DR	25DR	27DR	31DR	39ER	131
130	5	6	7AR	8BR	8BR	10BR	12BR	14CR	10CR	12CR	15CR	17CR	14DR	16DR	21DR	26DR	24DR	27DR	31DR	38ER	130
129	5	5	6AR	8BR	8AR	10BR	12BR	14CR	10CR	12CR	15CR	17CR	14DR	16DR	20DR	25DR	24DR	26DR	30DR	38DR	129
128	5	5	6AR	7AR	8AR	10BR	12BR	14CR	10CR	12CR	15CR	17CR	14CR	16DR	20DR	25DR	23DR	26DR	30DR	37DR	128
127	4	5	6AR	7AR	8AR	9BR	12BR	13CR	10BR	12CR	15CR	16CR	14CR	16DR	20DR	25DR	23DR	25DR	29DR	37DR	127
126	4	5	6AR	7AR	8AR	9AR	12BR	13CR	10BR	12CR	14CR	16CR	14CR	16CR	19DR	24DR	22DR	25DR	29DR	36DR	126
125	4	5	6	7AR	7	9AR	12AR	13CR	10BR	11CR	14CR	16CR	13CR	15CR	19DR	24DR	21DR	24DR	28DR	36DR	125
124	4	5	6	7AR	7	9AR	12BR	13BR	10BR	11BR	14CR	16CR	13CR	15CR	18CR	24DR	21DR	23DR	28DR	35DR	124
123	4	5	6	7AR	7	9AR	11AR	12BR	9BR	11BR	14BR	16CR	13CR	15CR	18CR	23CR	20DR	23DR	27DR	35DR	123
122	4	5	6	7AR	7	9AR	11BR	12BR	9BR	11BR	14BR	15CR	13CR	15CR	18CR	23CR	20CR	22DR	27DR	34DR	122
121	4	4	5	7AR	7	9AR	11BR	12BR	9AR	11BR	14BR	15BR	13CR	15CR	18CR	23CR	19CR	21CR	26DR	34DR	121
120	3	4	5	6	7	9AR	11AR	12BR	9AR	11BR	13BR	15BR	12CR	14CR	17CR	22CR	19CR	20CR	26DR	33DR	120
119	3	4	5	6	7	8AR	11AR	12BR	9AR	11BR	13BR	15BR	12CR	14CR	17CR	22CR	18CR	20CR	25DR	33DR	119
118	3	4	5	6	7	8	11AR	11BR	9AR	10AR	13BR	15BR	12BR	14CR	17CR	22CR	18CR	19CR	25DR	32DR	118
117	3	4	5	6	6	8	10AR	11BR	8AR	10AR	13BR	14BR	12BR	14CR	16CR	21CR	17CR	19CR	24DR	32DR	117
116	3	4	5	6	6	8	10AR	11BR	8AR	10AR	13AR	14BR	12BR	14BR	16CR	21CR	16BR	18CR	24CR	31DR	116
115	3	4	5	6	6	8	10AR	11BR	8AR	10AR	13AR	14BR	11BR	13BR	16CR	20CR	16BR	18CR	23CR	31CR	115
114	3	4	5	6	6	8	10AR	11AR	8	10AR	12AR	14BR	11BR	13BR	16BR	20CR	15BR	17BR	22CR	30CR	114
113	3	3	4	6	6	8	10AR	10AR	8	9AR	12AR	13AR	11BR	13BR	15BR	19CR	14BR	17BR	22CR	30CR	113
112	3	3	4	5	6	8	10AR	10AR	7	9AR	12AR	13AR	11AR	13BR	15BR	19BR	13BR	16BR	21CR	29CR	112
111	3	3	4	5	6	7	9AR	10AR	7	9AR	12AR	13AR	11AR	13AR	15BR	18BR	12AR	15BR	20CR	29CR	111
110	3	3	4	5	6	7	9AR	10AR	7	9AR	12AR	13AR	10AR	12AR	15BR	18BR	11AR	15BR	20CR	28CR	110
109	3	3	4	5	5	7	9	10AR	7	9AR	11AR	12AR	10AR	12AR	14AR	17BR	11AR	14AR	19CR	28CR	109
108	2	3	4	5	5	7	9	10AR	7	8	11AR	12AR	10	12AR	14AR	17BR	10AR	14AR	19CR	27CR	108
107	2	3	4	5	5	7	9	10AR	6	8	11AR	12AR	10	12AR	14AR	16AR	0	13AR	18CR	27CR	107
106	2	3	4	5	5	7	9	10AR	6	8	11AR	12AR	10	12AR	14AR	18AR	0	12AR	18BR	26CR	106
105	2	2	3	5	5	6	8	9AR	6	8	10	12AR	9	11	12AR	15AR	0	12AR	17BR	26BR	105
104	2	2	3	4	5	6	8	9	6	8	10	11AR	9	10	12AR	15AR	0	11	17BR	25BR	104
103	2	2	3	4	5	6	8	9	5	7	10	11AR	9	9	11AR	14AR	0	11	16BR	24BR	103
102	2	2	3	4	5	6	8	9	5	7	9	11AR	9	9	11AR	13AR	0	0	15BR	23BR	102
101	2	2	3	4	4	6	7	8	5	7	9	11AR	8	8	10AR	12AR	0	0	14BR	22BR	101
100	2	2	3	4	4	6	7	8	5	7	9	10	8	8	10AR	12AR	0	0	14BR	21BR	100
99	2	2	3	4	4	5	7	7	4	6	8	10	8	8	9AR	11AR	0	0	13BR	20BR	99
98	2	2	3	4	4	5	6	7	4	6	8	9	8	7	9AR	11AR	0	0	12AR	20BR	98
97	2	2	2	4	4	5	6	7	4	6	8	9	6	7	8AR	10AR	0	0	11AR	19AR	97
96	2	2	2	3	4	5	6	6	4	6	7	8	6	5	8AR	10AR	0	0	11AR	18AR	96
95	2	2	2	3	4	5	5	6	3	5	7	8	5	4	7AR	9AR	0	0	10AR	18AR	95
94	2	2	2	3	4	4	5	6	3	5	7	7	5	0	7AR	9AR	0	0	10AR	17AR	94
93	2	2	2	3	3	4	5	5	3	5	6	7	4	0	6AR	8AR	0	0	9AR	16AR	93
92	2	2	1	3	3	4	4	5	3	5	6	6	4	0	0	8AR	0	0	9AR	15AR	92
91	2	2	1	2	3	4	4	5	2	4	6	5	0	0	0	7AR	0	0	8AR	14AR	91
90	2	1	1	2	3	4	4	3	2	4	5	3	0	0	0	0	0	0	8AR	12AR	90
89	1	1	1	2	3	3	3	3	2	4	5	0	0	0	0	0	0	0	7AR	10AR	89
88	1	1	1	2	3	3	3	2	2	4	3	0	0	0	0	0	0	0	7AR	9AR	88
87	1	1	1	1	3	3	3	2	1	3	0	0	0	0	0	0	0	0	7AR	8AR	87
86	1	1	1	1	2	3	2	2	1	2	0	0	0	0	0	0	0	0	6AR	6AR	86
85	1	1	1	1	2	3	2	1	1	2	0	0	0	0	0	0	0	0	6AR	5AR	85
84	1	1	1	1	2	2	2	0	1	0	0	0	0	0	0	0	0	0	5AR	4AR	84
83	1	1	1	1	2	2	1	0	1	0	0	0	0	0	0	0	0	0	5AR	3	83
82	1	1	1	1	2	2	1	0	1	0	0	0	0	0	0	0	0	0	4AR	0	82
81	1	1	1	1	2	2	1	0	0	0	0	0	0	0	0	0	0	0	4AR	0	81
80	1	1	1	1	2	2	0	0	0	0	0	0	0	0	0	0	0	0	3AR	0	80
79	1	1	1	1	2	1	0	0	0	0	0	0	0	0	0	0	0	0	3AR	0	79
78	1	1	1	0	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	78
77	1	1	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	77
76	1	1	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	76
75	1	1	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	75
74	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	74
73	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	73
72	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	72
71	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	71
70	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	70
69	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	69
68	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	68
67	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	67
66	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	66
65	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	65
64	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64
63	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	63
62	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	62
61	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61
60	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	60
59	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	59
58	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58
57	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	57
56	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	56
55	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	54
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	53
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51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	51
50	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	50
49	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49
48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	48
47	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	47
46	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46
45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	45
44	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	44
43	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43
42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	42
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

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This checklist is an extension to the *RM* Options Checklist in *RMCIV–RMCVI*. It only presents the new optional material found in the *Arms Companion (ArC)*.

The following codes are included to give you an idea of our impressions of some of the options:

Core Rules...Core
Highly Recommended ....A
Recommended ....B
Recommended but adds complexity ....B^c
Its up to you, not for everyone C
Its up to you, adds a whole lot of complexity .....C^c
Recommended if all or most of the *RMCII* skills are used ...II
For High-powered campaign, be careful ....H

• • •

2.0. OPTIONAL PROFESSION "LAWS"
2.1   Background Packages................................C^c☒

2.3.3   Examples of Custom Professions
· Horseman — Horse Riding Profession ....C☒
Indurate — Focused Profession.................................C☒
Outrider — Scout-like Profession ....C☒
Specialist — Weapon Specializing Profession...........C☒
Templar — Religious Profession ....C☒
Trench Fighter / Dwarven Warrior ....C☒
Hunter — Hunting Profession ....C☒

3.0 OPTIONAL STATISTIC "LAWS"
3.1   Overcoming Penalties with Self Discipline ....C☒
3.2   Optional Racial Bonuses and Maximums ....C^c☒

4.0 OPTIONAL COMBAT "LAWS"
4.1   Large and Superlarge Critical Resolution
Option 1   Smaller modifications ....B☒
Option 2   Larger modifications ....C☐
4.2   Optional Offensive Bonuses and Penalties ....B☒
4.3   Combat Languages ....C^c☒
4.4   Experienced Attack Bonus.................................H☒
4.5   Cauterizing Wounds ....C☒
4.6   Ripping-Tearing Critical
Option 1   Reduce severity when using Rip-Tear Crits............C☐
Option 2   Only reduce some of the Rip-Tear Crits ....C☒
4.7   Close Quarters Combat....................................C^c☐
4.8   Weapons Use ....B^c☐
Option   Certain races reduce modifications ....B^c☐
4.9   Options for "Attacking to Subdue"
Option 1   Use Pummeling Critical Table ....II☒
Option 2   Use exhaustion points rather than hits..................C^c☐
4.10   Causing Exhaustion in Melee...............................C^c☐
Option   Must make an RR or go unconcious ....H☐
4.11   Attack Speed Variances ....C☒
4.12   Restricted Area Combat ....C☒
4.13   Unusual Weapon Styles......................................C^c☒
4.14   Initiative Modifiers Revisited..................................B☒

4.15   Strategic Targetting ....C^c☐
Option 1   Use Location 21 ....C^c☐
Option 2   Double BAM ....C^c☐
4.15.3 Strategic Targeting
Option   Use skill as defense against strat. targeting ....C^c☐
4.16   Stance-Based Initiative System ....C^c☐
Option   Use level bonus rather than profession ....C^c☐
Initiative Options
Option 1   Use Qu/El stat..C^c☐
Option 2   Use Qu/Ag stat ....C^c☐
Option 3   Use 50+Qu bonus or 50+2xQu bonus ....C^c☐
Option 4   Use 50+Qu bonus+El bonus ....C^c☐

5.0 OPTIONAL ARMOR "LAWS"
5.1   Enhanced Armor, Enhanced DB ....C^c☐
5.2   Armor Pick and Choose.......................................C^c☐
Option   No downward shifts for using lesser armors ....C^c☐
5.3   Donning and Doffing Armor Revisited ....C^c☒
5.4   Helmets..C☒
5.5   Options for Armor and Helmets............................C☒
5.6   Multiple Shield DB Modifications ....C☒
5.7   Optional Armor Thicknesses ....C^c☐
5.8   Sollerets ....C☒
5.9   Armor Maintenance and Breakage ....C^c☐

6.0 OPTIONAL WEAPON "LAWS"
6.1   Sword Breakers ....C☐
Option   Ensnared character may use weapon at -75...........C☐
6.2   Three Bladed Daggers ....C☐
6.3   Optional Rules on Wavy Blades ....C☐
6.4   Brodrack ....B☐
6.5   Mecthar ....H☐
6.6   Stiletto ....B☐
6.7   Metal Whip..B☐
6.8   Battle Hammer ....B☐
6.9   Estock ....B☐
6.10   Hilt Gauntlets ....B^c☐
Option 1   Develop as separate skill ....B^c☐
Option 2   Develop as sub-skill ....C^c☐
6.11   Tebuje..B☐
6.12   Great Sword ....H☐
6.13   Killee ....B☐
6.14   Barbed Spear Heads ....B☐
6.15   Battle Adze ....B☐
6.16   Executioner's Swords...C☐
Option   Develop skill separately from broadswords ....C☐
6.17.1 New Arrows ....C☐
6.17.2 Mass Changes for Arrows ....C^c☐
6.17.3 Bow Ranges Revisted...B☐
6.17.4 Optional OB Modifiers for Fletchings ....C^c☐
6.18   Crossbow Reloaders ....C☐
6.19   Optional Bow/Crossbow Strength Modifications ..C^c☐

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Perfect for *RM* GMs whether their priorities are ease-of-use or realism. *War Law* is a complete mass combat system that includes extensive guidelines for situations involving large numbers of combatants. *WL* covers morale, unit maneuvers, ferocity, leaders, formations, fortifications, unit generation, historical & tactical considerations. In addition, *WL* includes a simplified boardgame for resolving mass combat using a hexagonal playing surface and counters.

SPACE MASTER™

*Space Master is **Rolemaster**'s sister game covering the universe of the far future.*

#9050 – Space Master™   **$26.00**
Space Master is a comprehensive science fiction RPG critically acclaimed by players and industry figures alike. Included are exciting man-to-man combat rules, realistic character generation guidelines, extensive campaign material, and a rich future history.

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Includes fourteen alien sentient races, nearly a hundred alien beasts, dozens of artifacts, character creation rules for each new race, and dozens of adventure suggestions.

#9002 – Space Master Companion I™   **$13.00**
Includes eleven new professions, five new background options tables, eleven accessory tables, and optional rules for armor systems, interstellar laws, teleporters, time travelling, and tons of new gear.

#9004 – Space Master Companion II™   **$14.00**
More optional material for *Space Master.* Currently scheduled for a August 1993 release.

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#1001 – Rolemaster Combat Screen™   **$6.00**
A collection of *Rolemaster* charts and tables designed to provide Gamemasters with a screen and table summary.

#1002 – Rolemaster Character Records™   **$12.00**
This 144 page book contains a set of tailor-made, individualized, blank character records for each *RM* profession in *Character Law* and the *Rolemaster Companions I-IV.*

#1400 – Creatures & Treasures™   **$12.00**
Provides complete descriptions and game stats for over 500 animals, races, and fantastic beasts, including: Demons, Elementals, Dragons, Undead and Giants! Tables help generate unusual treasures and a wide variety of random encounters.

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This 112 page compilation of new monsters and treasures for *RM* includes fantasy animals, artificial beings, composite monsters, demons, undead, entities from other planes and from deep space! Treasures are grouped into their power categories, and there are plenty of charts to create encounters and hazards.

#1420 – Rolemaster Heroes & Rogues™   **$16.00**
Rolemaster Heroes & Rogues is a complete 160 page collection of characters that can be used an NPCs or pre-generated high level PCs for *RM* campaigns. This compendium provides each of the 20 *Character Law* professions with a detailed background and *RM* statistics for 1st, 3rd, 5th, 10th, 15th, and 20th levels.

#1500 – Rolemaster Companion™   **$12.00**
Provides 32 new spell lists and numerous high-level spells. It also gives 8 new professions and a variety of new races, creatures, and secondary skills.

#1600 – Rolemaster Companion II™   **$12.00**
Thirteen new professions, 65 new spell lists, over 100 new optional skills! This supplement also provides comprehensive 'Master Tables' and descriptions for all the skills/professions in *RM*!

#1700 – Rolemaster Companion III™   **$12.00**
Twenty-one variant professions, more than 40 new spell lists, 7 new critical tables, 4 spell attack tables, and optional rules.

#1800 – Rolemaster Companion IV™   **$13.00**
In addition to new professions, spell lists, and optional rules, this supplement provides a complete index of all *RM* spells and spell lists, along with a complete Checklist/Index of all optional rules, professions, and spell lists in *RM, Elemental Companion,* and *RMCs I-IV.*

#1900 – Rolemaster Companion V™   **$14.00**
Includes rules for time travel, Earthnodes, skill specialization, spell research, dozens of new spell lists, three new professions, new creatures and treasures, new attack and critical tables, new skills, etc.

#1901 – Rolemaster Companion VI™   **$14.00**
Rolemaster Companion VI's emphasis is on stat bonuses, flexible skill development, and rewards for role playing; includes a unified skill system and Gothic-Fantasy & Sci-Fantasy professions.

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The sourcebook for elemental power in a FRP environment includes extensive campaign and Gamemaster guidelines for situations involving elementals and elemental spells in combat.

#1520 – Spell User's Companion™   **$16.00**
If you like playing spell casters, then this one's for you. Includes magical skills, herbs, rituals, dozens of new spell lists, and brand new "Esoteric" spells.

#1530 – Alchemy Companion™   **$18.00**
RM's definitive text on item creation and alchemical science. Includes 19 new professions and hundreds of new spells.

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New professions, spells, creatures, items, and extensive background campaign material; all with an oriental bent.

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Shadow World is ICE's very own fantasy world environment. Are you looking for a complete, well-supported campaign setting for your fantasy game? The Shadow World may be exactly what you're looking for. Note that all *SW* products are severable and self-contained, and this mystical land is the ideal environment to plug into one's own existing campaign. If you are thinking of entering the Shadow World, we suggest that you start with the *Shadow World Master Atlas, 2nd Edition* and then branch out into the *Jaiman* module and *Emer*.

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This giant boxed set includes two 96 page books, a full color continent map, and four color city maps. It surveys Emer, the Greatest Continent on the Shadow World. More than a dozen kingdoms inhabit this land, from the floating city of Eidolon to the steaming jungles of Khum-kaan to the hidden land of Itanis.

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The fall of Norek might lead to the collapse of Jaiman's two remaining independent states. You must choose sides or risk a fall before the dark flood of the Unlife. Included is detailed information on this prosperous port on the southwest shore of Jaiman.

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Each *Rolemaster / Space Master* genre book provides a unique, complete setting as well as source material for a number of exciting adventures. Each is usable as a campaign on its own or as an addition to your existing campaign!

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Fully details a sci fi/fantasy/horror setting. Magic and technology coexist and evil alien horrors plot the downfall of mankind. Includes new professions, new spell/psion lists, twenty detailed worlds, ready to run scenarios, tons of information on the Elder Worms, and hundreds of new high tech items based on Softech, the science of biological engineering.

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#1303 – Time Riders™ $15.00
Provides you with a complete time travel campaign, timelines, time traveling organizations, NPCs, new spell lists, complete adventures, and guidelines for integrating with other ICE supplements.

Limited Availability RM/SW/SM Products
We have limited quantities of the following titles, many of which will be going out of print. For information on the availability of all products, call (800) 325-0479 or (804) 295-4280, 10-3 EST, Mon. to Fri. — This information is current in May 1993.

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