

Sample file



# ROLEMASTER CORE LAW

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Modified Version: March 12, 2023 4:41 PM

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# CHAPTER 1:

## INTRODUCTION

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# 1. INTRODUCTION

Throughout its long history, Rolemaster's *Character Law* has provided players with numerous options for creating detailed and varied characters. The central tenet of *Character Law* is that any character may learn any skill, although some professions will find it easier than others. This new *Character Law* (spanning the first seven chapters of this book) keeps most of the concepts from past versions: Development Points, Skills, Professions, and Races, while dropping many rules that were exceptions. The result is a simple core game with consistent mechanics.

Some new rules have been added to clarify situations that were not addressed in old versions such as extreme temperatures, fear, and dropped objects. Perhaps most importantly, the underlying methods for creating the race, culture, and profession templates are based on a system so that new templates can be created by the Gamemaster and in future products using the same balanced mechanics that are presented here in *Character Law*.

The original *Arms Law* was published in 1980 as a modular combat system that could be used in other role-playing games (RPGs). With unique and varied attack and critical tables, *Arms Law* brought a depth and perceived realism to RPG combat. It was possible to suffer broken limbs, bleed, and die from a gruesome and fatal blow. Of course, it is still a game, and actual realism is not the goal. No one really wants to play a hero who gets a tiny cut on his finger and then dies 10 days later from gangrene. What *Arms Law* did provide, and has continued to provide over the following 30 years, was and is the gritty feel of realism. Combat is never a guaranteed win or loss. In an RPG, this translates to a greater sense of immersion and tactical choices that lead to real rewards or consequences.

There have been several versions of *Arms Law* since that first ground-breaking version, but none of them ventured too far from the original design. There were 20 Armor Types, weapon-specific attack tables (although sometimes representing a group of weapons), escalating severities of criticals, and a built-in mechanic for parrying.

This new *Arms Law* (chapters 8 to 11 of this book) builds upon the original designs, preserving those things that were uniquely part of Rolemaster's *Arms Law*, but improving those things which have been criticized over the years, removing rules which were found unnecessary, and adding rules for those things which were found to be missing. The mechanics have

been streamlined, although there remain just as many or more choices in combat. The Armor Types have changed to represent a greater variety of possible armor types from a historical and fantasy context. The attack tables themselves have been improved to create real, consistent differences against different armors based on our understanding of how they historically performed. However, most importantly, *Arms Law* remains a modular and extendable system, easily modified for the purposes of your own game.

There are five books which form the foundation of this edition of Rolemaster:

**Rolemaster Core Law (RMCL)** contains all the core rules in three parts. *Character Law* contains a set of rules for creating rich and detailed characters with a complete and comprehensive skill system, as well as optional talents that can be used to enrich characters further. *Arms Law* contains rules for tactical combat amongst individuals and small groups using a detailed simulation of weapons and armor. Its combat system covers the mechanics of attacks from weapons and animals to elemental attacks. Colorful critical and fumble results make every combat interesting and memorable. *Gamemaster Law* offers helpful guidance to Gamemasters, as well as rules and guidelines for adding setting rules such as creating races, cultures, and professions. Poison, disease, and other hazards that may come up in play are also covered.

**Creature Law (CL)** contains stats for hundreds of animals, monsters, and fantastical creatures. *Creature Law* will be released in two volumes. As fantasy settings are often home to a variety of beasts, *Creature Law II* contains rules for creating new monsters for new and unusual settings.

**Spell Law (SL)** is a magic system with thousands of spells organized into three realms of magic. This provides characters with a wide variety of spell-using options for all types of professions. Spells are organized into lists, which are related in theme.

**Treasure Law (TL)** is a book of treasure, equipment and commerce, an important part of any RPG. Rules for crafting mundane objects as well as magical items are included along with the Alchemist professions.





## OLD VERSIONS OF ROLEMASTER

If you are coming to this version of *Rolemaster* from a *RM2/Classic* or *RMSS/RMFRP* background, you may feel the stat generation methods given in Section 2.5 result in excessively average or low temps and potentials. The new stat table does not allow for stats over 100, and the range of what is considered average is now 48-53. So before you decide the stats are low, compare the bonuses you get for the stats rather than just the stats themselves, and keep in mind the following ‘gut checks’: A 54 here is roughly equal to an old 70, a 66 here to an old 80, a 78 here to an old 90, an 87 here to an old 94, a 95 here to an old 100, and a 100 here gives more bonus than an older system 102.

### Optional Rules

In these rules, you will see some rules separated out in boxed text, like the box this text is in. Boxed rules are optional or advanced rules; you can ignore them if you choose, and the rest of the rules will work fine as is. These rules apply or do not apply at the GM’s discretion, so if you are a player, ask the GM if any particular boxed text rule is being used.

## 1.1. DIE ROLLS

**1-10 (1d10):** Roll one ten-sided die to obtain a result between 1 and 10. If the dice are numbered 0-9 rather than 1-10, treat results of 0 as 10. Occasionally other types of dice will be referenced (e.g., 1d6 for a six-sided die). If the appropriate type of die is not available, roll a ten-sided die and reroll any result outside the specified range (e.g., for a 1d6, reroll any result above 6).

**2-20 (2d10):** Roll two ten-sided dice and add the two results to obtain a result between 2 and 20. Initiative uses this type of roll.

**1-100 (d100):** *Rolemaster* primarily uses two 10-sided dice to get a result between 1 and 100, referred to as ‘percentiles’. Each of the 10-sided dice gives a result between 0 and 9 — one die is treated as the “tens” die and the other as the “ones” die. These may be distinguished by color or other marking (in which case it must be made clear which die is to be read as the tens before rolling; a fixed convention for your gaming table is recommended), or one may use a pair of percentile dice where one is marked “10, 20, 30, ... , 00”. (It is also possible to roll a novelty hundred-sided die, but most gamers find these impractical.) Thus a random result between 01 and 100 (a “00” is treated as 100) is obtained. d100 rolls are used primarily for rolls on the critical and fumble tables.

**1-100 Open-ended (d100OE):** An open-ended roll means that there is no absolute minimum or maximum. First make a 1-100 roll; a roll of 96-00 indicates that the dice are rolled again and the result added to the first

roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the open-ended roll.

If the first roll is a 01-05 the dice are rolled again and the result subtracted from the first roll. If the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made. The total of these rolls is the result of the low open-ended roll. A roll of 01-05 on anything other than the first roll does not cause one to roll again.

**Example:** The GM asks a player to make an open-ended roll, and the initial roll is a 99 (thus between 96 and 100). A second roll is made with a result of 96, so a third roll is made with a result of 04. Thus, the open-ended roll that the GM requested is a 199 (= 99 + 96 + 04).

**Example:** The GM asks a player to make an open-ended roll, and the initial roll is a 04 (thus between 01 and 05). A second roll is made with a result of 97 (thus between 96 and 00), so a third roll is made, resulting in a 03. Thus, the open-ended roll that the GM requested is a -96 (= 04 - 97 - 03).

In some cases, the roll is only open-ended at the high end (rolls of 96-00), but results at the low end are not open-ended as some other mechanic is used for low rolls. The most common case is attack rolls, where low unmodified rolls indicate a fumble.

### UNMODIFIED ROLLS (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked with a “UM”, such as “01-04 UM”. For example, all weapon attacks result in a fumble if the initial unmodified d100OE roll falls within the fumble range of the weapon. If a roll falls into the UM range, then no modifiers are applied to the roll and the unmodified result is applied (such as a fumble). When resolving absolute maneuvers (see Maneuvers, below), an unmodified roll of 66 results in an unusual event. Success or failure is resolved normally with all modifications, but the outcome will be unusual in some way or have unexpected side effects.

## 1.2. CONCEPTS

*Rolemaster* is capable of representing a wide array of situations with a realistic feel, most of which are resolved by making maneuvers (e.g., running, picking a lock, climbing a wall, or attuning to a magical item). Maneuver rolls are made by rolling d100OE, modified by skill bonuses and situational modifiers. Characters only make maneuvers for actions performed under stress or pressure or if the actions are difficult enough that success is not guaranteed. *Rolemaster*’s rules fall into one of the areas below.

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## SKILLS

A character's knowledge and training is represented by their skills. Characters receive a certain number of ranks in particular skills based on their cultural upbringing (Section 2.3), after which they may purchase additional ranks in any skills desired at each level (including 1st level). Any character may develop any skill, but the difficulty of doing so depends on their profession (Section 2.4). Skills that are fundamental to a profession are the easiest to learn, while those unrelated to the profession are the most difficult.

For most purposes, a character's ability is expressed as a skill bonus, derived from the number of ranks, professional skill bonuses and knacks, their scores in the applicable stats (Section 2.5), and other modifiers. This bonus is added when performing maneuvers using the skill.

Complete details regarding the skills and their use are found in chapter 3.

## MANEUVERS

Actions are resolved by making maneuver rolls. Maneuvers can be Absolute Maneuvers (those that succeed or fail, such as jumping over a chasm or picking a lock) or Percentage Maneuvers (those that can have a variable amount of success, such as running or climbing). The maneuver roll is modified by the character's applicable skill as well as the difficulty of the maneuver. A maneuver is successful if the total is 101 or higher. Absolute Maneuvers may be partially successful on rolls from 76 to 100 (if possible for the maneuver) or fail outright if the total is 75 or below. Percentage Maneuvers achieve various degrees of progress or partial success (expressed as a percentage of the goal) if the total is between 1 and 100. Both types of maneuvers may result in absolute failure or absolute success for the most extreme rolls.

Complete details regarding maneuvers are found in section 5.1.

## MOVEMENT & ENCUMBRANCE

Many maneuvers involve movement, be it walking, flying, or swimming. How fast one moves and how much one is carrying can modify the difficulty of a maneuver. Movement incurs a Pace penalty to other maneuvers performed while moving, while a heavy load incurs an Encumbrance penalty. Stronger characters are able to carry more material before feeling the effects of their load. Complete details regarding movement and encumbrance are found in sections 5.3 and 5.4.

## FATIGUE

Characters often engage in physically strenuous activity (e.g., running, marching, climbing, swimming, and fighting) and run the risk of becoming fatigued. Encumbrance, activity, hunger, sleep, and environmental factors can have a great impact on how quickly a character may succumb to exhaustion. Over the course of their activity, characters must make Endurance rolls as Absolute Maneuvers. Success indicates continuing without tiring, while failure incurs Fatigue penalties which build up over time. If enough Fatigue accumulates, it may even lead to injury. Fatigue penalties may be remedied by resting. Details regarding Fatigue may be found in section 5.5.

## ATTACKS

Trying to inflict harm upon another being is an attack and could be in the form of a weapon, fist, spell or any other direct violent action. An attack roll is resolved like other skills: a d100 open-ended roll is made and the appropriate attack skill bonus, called the Offensive Bonus (OB), is added. The target's Defensive Bonus (DB) is then subtracted from the total roll. The result is determined by consulting an attack table for the weapon, with the outcome based on the roll and the opponent's armor. A successful attack may inflict hits of damage and, potentially, a Critical indicating more severe injuries. An unsuccessful attack will yield a miss, but an extremely low roll results in a Fumble which may represent anything from a lost opportunity to a dropped weapon or unintentional harm to oneself or an ally.

Combat is inherently dangerous and defense is important. Those involved in melee may choose to Parry, dedicating some of their skill to defense rather than offense. Dodging, wearing armor, or using a shield are also options.

See chapter 8 for the combat round, determining the sequence and timing of attacks, and chapter 9 for details on attacks themselves.

## INJURIES

Characters and their adversaries invariably get hurt while beating on one another. The simplest type of harm is in the form of concussion hits. As a character loses more and more of their hits, they begin to suffer penalties and will eventually lose consciousness and possibly their life. However, Criticals inflicted in combat may result in more acute types of damage, anything from bruises to broken limbs to punctured lungs, and may incur penalties upon maneuvers. Criticals may also result in bleeding injuries, broken weapons or



armor, fatigue, or a stunned or staggered state impairing the combatant's actions. The results of Criticals are detailed in section 9.8, while the treatment of the resulting injuries is covered in section 13.1.

## SPELLCASTING

Spellcasting is different than maneuvers due to the nature of magic. Casting a spell uses a smaller skill modification than attack rolls or maneuvers, based on just the number of ranks (not bonus) in the skill specialization (a specific spell list) plus a single stat bonus based on the realm being used. Casters must make an open-ended roll plus bonus plus any situational modifiers. If the final roll is 1 or higher the spell has successfully been cast. Higher rolls result in spells which are harder to resist. If the final roll is 0 or less, then the spellcasting has failed. See *Spell Law* for more details on spell casting.

## RESISTANCE ROLLS

Some hazards during play require a character to resist some ill effect (e.g., spell, poison, or disease). Resistance Rolls are an opposed action, where the RR is made against an attack roll. Some are strictly pass/fail, while others have varying degrees of failure. Unlike maneuvers, Resistance Rolls are not modified by skill, and instead depend on the character's innate characteristics (stats, level, talents, and flaws). The attack roll depends on the attacker's skill (e.g., Spellcasting, Poison Mastery). When no attacker skill is applicable (e.g., exposure to a natural disease), the resistance roll must exceed 50 to be successful. See section 5.6 for more details.

## POWER LEVELS

Rolemaster is suitable for campaigns focused on ordinary peasants, demigod-like heroes, or anything in between. Power levels may be used by the Gamemaster to adjust starting stats, knack bonuses, talent availability, and power point recovery in order to better suit the tone of the game. See Section 12.1 for more details (and Table 4-0 in chapter 4 for how they affect talents).

## 1.3. GLOSSARY

**Absolute Maneuvers (AM):** Maneuvers that either succeed or fail, perhaps with some small chance of partially succeeding, are Absolute Maneuvers, which are resolved with a d100OE roll plus an appropriate skill bonus, with a Success result on a total roll over 100.

**Base Movement Rate (BMR):** The speed at which a combatant moves in a round at a walking pace. An average human has a BMR of 20'/round.

**Hits:** A measure of a character's ability to withstand pain and injury before falling unconscious.

**Defensive Bonus (DB):** A measure of a character's quickness, evasive reactions, and magical or special effects that are defensive in nature. A character's DB is subtracted from attacks against him (Section 9.6).

**Development Points (DP):** Skills (and possibly talents or extra stat gain rolls) are bought with Development Points that are received every level. All characters receive 60 DP each level.

**Difficulty:** Maneuvers are assigned a difficulty by the GM based on the specific maneuver and the situation. Difficulties grant a bonus or penalty to the maneuver roll and range from Casual (+70) to Nigh Impossible (-100).

**Endurance:** A measure of the ability of a character to shrug off fatigue. An Endurance roll is used to determine if the character accumulates a fatigue penalty.

**Initiative (Init):** Each combatant in combat rolls initiative every round. Combatants with higher initiative resolve their actions before combatants with lower initiative.

**Offensive Bonus (OB):** A measure of a character's combat skill, strength and other advantages when fighting. A character's OB is added to his attack roll.

**Percentage Maneuver (PM):** Maneuvers that have varying degrees of success, these are often movement maneuvers that determine how far one ran or how much of a task one has completed. These maneuvers are resolved with a d100OE roll plus an appropriate skill bonus, producing results ranging from failure to 150%.

**Power Points (PP):** The amount of power a spellcaster has to cast spells. PP are spent as spells are cast, with the cost equal to the level of the spell.

**Round:** The base unit of time used during combat. A round is 5 seconds long.

**Skill Ranks and Bonus:** Ranks in a skill represent training. Everyone starts off with 0 ranks in a skill. The skill bonus is determined based on the number of ranks (e.g., -25 for 0 ranks, +5 for 1 rank, +25 for 5 ranks).

**Statistic (Stat):** One of 10 characteristics of a character, such as strength, constitution, or quickness. Stats range from 1-100 and provide a bonus based on the stat and racial bonus (if any). Only this final bonus is used during play.







# PART I: CHARACTER LAW

*Rolemaster* provides the tools for the Game-master and players to create a world, bring it to life, and participate in its stories. A character is the role that will be played, and the game succeeds when that character is transformed from numbers on a piece of paper into something like a real person.

The rules which follow provide the pieces that may be assembled to create a unique character. The race, upbringing, training, and experiences of a character come together, each making a meaningful difference in the person that is created.

One of the main tenets of *Rolemaster* is that any character may learn any skill. Different Professions will have different development point costs for a given skill to reflect how easy or hard it is for that character to learn that specific skill, but just as a Healer can learn to wield a sword, so too can a Fighter learn how to cast spells. The exception is that characters are restricted to learning spells based on the “Realm” of magic the character is innately attuned to.

*Rolemaster* is a relatively simple game overall. It has a lot of detail, and that detail can make it appear more complicated than it really is. Everything is resolved through the roll of percentile dice. You roll, add your character’s skill bonus and any modifiers assigned by the Gamemaster, and look up the result on a table to determine success or failure. It really is that simple for players. Over time, many checks will become intuitive: “Break 100!” (Success) or “Beat 75” (Partial Success).

Characters in *Rolemaster* each have:

- Ten statistics, or **stats**, which measure the character’s raw mental and physical abilities.
- A **race**, which is the species of the character (human, dwarf, etc.). Humans are the baseline with no modifications, with racial differences represented by racial talents and flaws.
- A **culture** that represents the basic childhood experience of the character. This roughly defines the character’s early experiences by giving starting skill ranks in pertinent skills.
- A **profession** which is an archetype defining which skills the character finds easier or harder to learn, which will tend to shape the character’s development. This is represented through different skill costs for the professions as well as professional skill bonuses.
- A **level**, which is a rough estimate of a character or creature’s power and ability.
- A broad selection of **skills**, the knowledge and ability to accomplish things ranging from physical tasks through mental feats to magical abilities.
- **Talents** or **flaws** that are differences and quirks not represented by any of the above.







# CHAPTER 2: CHARACTERS

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## 2. CHARACTERS

Before starting down the road of adventure, each player must first create a character, including the character's skills and abilities. Characters have a Profession, which determines how difficult or easy skills are to develop, as well as a race (nearly always some type of humanoid) and a culture.

Roleplaying is neither “storytelling” nor “war gaming,” and yet it encompasses elements from both of these genres. In war games, the archetypes of Fighter, Thief and Mage are rigidly enforced. Similarly, in many novels and stories that epitomize folktales and fantasy stories, we see many of the participants conforming to the same archetypes—although this conformity is considerably less strict and often ignored for the central character(s). Once you move beyond that style of story, any conformity to established archetypes is a matter of choice and done purely for emphasis. The suggestions contained within this section should enable both Gamemasters and players to inject a wide degree of variety and individuality into their characters.

The overall skill and ability of every character (or creature) is indicated by its level. Characters gain skills and power over time. To represent this development, characters are awarded Experience Points (EP) that abstract accomplishments, life experiences, opportunities, and even time into a number. When sufficient EPs accumulate, the character gains a level. Each new level gained gives a character an opportunity to spend Development Points (DP) and gain new skills and abilities.

### CHARACTER GENERATION CHECKLIST

The rules in the rest of this chapter give you everything you need to generate a character. The GM and players should read all of this chapter, but this checklist is a quick reference on the process of character generation. These steps do not necessarily have to be carried out in the order listed.

- 1) Think of the character concept that you want to play (section 2.1). A good concept should include:
  - a. Race (Section 2.2). Your race may also grant bonuses or penalties to stat bonuses and other traits, as well as talents and flaws, and most races will provide a pool of bonus DP. Lastly, height and weight are largely determined by your race.
  - b. Culture (2.3). You will receive ranks in skills based on your selected culture. Some skills are automatic (e.g., every character will receive at least 1 ranks in Body Development), while others must be assigned (e.g., you will receive a number of ranks which can be assigned to Crafting and Vocation skills which you may select).
  - c. Profession (Section 2.4). You will select 10 Professional Skills and 2 Knacks based on your profession. For spellcasters, your profession will determine your magical realm; Arms professions must choose a realm.
- 2) Generate your character's stats (Section 2.5).
- 3) Select any talents (section 2.6) and get the GM's approval before purchasing them with DP.
- 4) Purchase your skills (section 2.6). The costs will depend on your profession.
- 5) If your character is higher than level 1, repeat steps 3 and 4 until you are done (Section 2.8).
- 6) Purchase initial equipment and calculate your bonuses and other parameters (Section 2.7).



## 2.1. BACKGROUND

The rules provide a means of defining your character in game terms. *Rolemaster* generates an entity with a race, a Profession, a culture, ten stats with associated bonuses, skills, and some talents and/or flaws to round out the individual in terms of game mechanics. This, however, provides only a playing piece. In order to turn this playing piece into a character, one must devote at least a little attention to this individual's personality, background, and appearance.

Two main purposes are served by fleshing out the character in this way. The first is allowing the player to portray the character in a convincing and interesting manner. It is possible to simply play one's own personality, but even then one should consider that the same personality will develop with different social norms in a typical fantasy setting than in our 21st century world. The second main purpose is to allow the character to be integrated into the campaign and provide material for the GM to use in working the character into the story. Every character should have a reason to participate in those affairs central to the campaign. A third purpose, of somewhat lesser importance, is in assisting others to play their own characters (including the Gamemaster's portrayal of non-player characters) in relation to your character.

### APPEARANCE

Let us consider the simplest and most superficial of these factors first. Some aspects of a character's appearance are provided for by defined factors in the rules. Height and weight are numerically defined. The Strength stat gives some idea of musculature. There are some other obvious aspects of appearance that can be filled in such as hair and eye colors, skin complexion, facial features, and the presence of moles, birthmarks, freckles, or other marks. These are largely genetic factors and while helpful in forming an image of the character, they are not the most interesting aspects of appearance.

Appearance also includes a wide range of factors that express cultural and/or individual tastes and attitudes. What is the character's hair style (including facial and body hair, when appropriate)? Does the character keep his hair combed or reserve that for special occasions, like going to temple on holy days? What kind of clothing does the character wear? Details of clothing can include fabric, color and pattern, quality and condition, areas kept covered, and style of clothes. Does the character have any body-alterations (tattoos, piercings, scars—deliberate or otherwise, etc.)? What accessories and gear does the character wear and carry? A large variety of ornaments have been worn in various cultures and they can be made from many different substances: shell, stone, metal, wood, ivory, bone, horn, hair, porcupine quills, feathers, teeth, leather, or anything else

that might be regarded as attractive. Painting the body is also possible. Weapons, armor, tools, belts, water skins, and other functional items can be plain or extremely fancy.

Appearance involves choices and therefore can be changed. If the others are visualizing your character, they will react differently to your Human Fighter if he is “unwashed and ragged, wearing old furs stained with blood and less identifiable substances, bristling with weapons and wearing a necklace of humanoid ears” than if he is “carefully groomed, dressed in the latest fashions, but with a sense of timeless style, armed with a matching sword and dagger on an expensive weapon belt, and smelling slightly of the best cologne.”

Creating a picture of a character can help not only create a visual impression but help keep it in mind without having to frequently repeat a verbal description. If one member of the group is especially talented or interested artistically, this individual might do portraits for all the characters.

### CHARACTER PERSONALITY

Personality is about what the character thinks, feels, says, and does. Personality can be defined in great detail and players vary in how much they want to define in advance and how much they want to allow to develop in the course of play. Since any description is necessarily incomplete, there is always the opportunity to flesh out some new aspect of the character when reacting to a new experience.

There are numerous questionnaires available on the Internet to help define a character. Some of these are designed for gamers and other for writers, but both types serve the same purpose. Often there are far more questions than you would want to work out the answers for before getting down to the game. The key is to pick out a few questions that are especially important to this character. What defines him? What aspects of his personality are going to be immediately obvious to those he meets? Those details are the ones that need to be known in order to start portraying the character.

Mannerisms are not the most important aspect of personality, but they are among the most obvious. Mannerisms can involve conscious or unconscious habits of action (e.g., Peter the Wary always sits with his back to a wall), but frequently mannerisms of speech are the easiest to incorporate. A character may be quiet or chatty, speak directly or indirectly, use formal speech or slang and loose grammar, or employ catchphrases and professional jargon. Lispering and stuttering can be used, but may grow tiresome or may prove offensive to some. Beliefs and assumptions influence decisions and this is one area where the player must coordinate to some degree with the Gamemaster, as culture will have a large influence here. What religion does the character follow







(if any)? Has the character embraced some philosophical or political movement? What superstitions does the character have? What attitudes does the character have towards other races, cultures, and religions, either in general or specifically? What beliefs does the character have about relations between different social classes or the roles of men and women?

Attitudes shape a person's reactions. There are general attitudes and attitudes with regard to specific things. Is the character trustful or suspicious? Shy or outgoing? Confident or uncertain? What does the character like? Admire? Hate? Fear? Attitudes drive a lot of behavior and just three or four can make a character quite different from his player. Note that it is generally a good idea to make sure nobody else is planning on playing a Troll before deciding your character hates all Trolls.

Goals are another aspect that can drive character behavior and should be shared with the Gamemaster, as the opportunity to present characters with possible paths to their goals is very useful in driving the whole campaign forward. Goals can be short-term or long-term. Long term goals are often closely tied into character background (e.g., Nikolai wants to destroy the Duchy of Bywood because the Duke's soldiers destroyed his village and killed his parents).

One should also consider the character's ideals and ethics. What does the character think he should do? What does the character feel he should do? (When the answers to these questions differ, the character has an internal moral conflict. Some players love to play out that kind of psychological complexity; others wish to do anything else.) Finally, what does the character actually tend to do? Some characters will stick closely to their moral convictions, whereas others are weak in the face of (the right) temptation. A character might be upstanding most of the time, but given to failure in the face of alcohol, a pretty face, riches, deadly peril, or various other opportunities for human frailty. Is the character devoutly religious or just making enough display of faith to make his grandmother happy? Is the character patriotic or possessed of other strong loyalties?

## GROUP COHESION

It is important that the group of player-characters can function together. Although certain forms of deliberate tension may be fun at times, even a group at odds with itself needs some common ground in order not to have the campaign end in mutual slaughter just as it starts. Prejudices should either be restrained or else some strong motivation that can overcome the prejudice, at least temporarily, should be present. It is also helpful if the group shares a fair number of ideals and has some overlap in goals. Some variation in morals is interesting; intense oppositions will lead to group disintegration if the characters are being played well. Shared goals make it easier for the Gamemaster to get a new adventure started: if everyone is looking for wealth, a rumor of treasure for the taking serves as a hook for all. If one character is looking for the treasure, and the other character's goal is to protect it, this party has been set up for disaster before the game even started.

## BACKGROUND

Character background is about everything that happened to the character before the start of play. This includes the nature of the character's homeland and culture. While the rules provide for a general culture that provides some starting skills, an actual culture is much more than that. A player should know the location of his character's origin. Cultural customs, general circumstances, habits, assumptions, and such may be defined by the GM based on known details of the setting or devised by the player to round out his character. Generally, a mix of both will be involved. Keep your character's starting level in mind when developing his background, as a 10th level character should have considerably more back story than a 2nd level character (see Section 12.2).

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Family is an important part of background and a very useful one from the Gamemaster's perspective. Villains love to threaten your relatives, and a plague, drought or invasion becomes more personal if the PC has family back home that might be affected. Everyone has family. Even if your family is all dead, who they were and how they died is still part of your background. It is unnecessary to work out every detail of family right away, although sketching out a family tree is a fairly quick exercise in creating some bare bones of background. Who are these relatives? What are they doing now? How does your character relate to each of them? Are the character's parents still alive? Is the character close to them or estranged? Siblings may be the best of allies or rivals who prove the most insidious of foes. Friends and enemies outside of the family are also important pieces of background, and current or past lovers may play a large role as well. Family relationships can also have a role in establishing group cohesion if the characters in the group are related to each other.

Less close personal relationships matter, too. It is worth noting if you have contacts in the criminal underground or know some promising young magicians from an old job at the wizard's library. Most individuals will owe and be owed various debts, general or specific, and the calling in of favors owed can be a powerful weapon for the character or a plot hook for the GM. The GM should make sure that the benefits a character gets from contacts are balanced by disadvantages. That fence the character knows might make getting rid of stolen goods easy, but he also might seek out the character for help from time to time, or rat out the character to the authorities in exchange for a reduced sentence.

Education and training come in various types. A character could have been instructed by a parent, guardian, tutor, or owner. Another character might have attended some form of public or private school. Some characters will have received military training or religious instruction. For some, apprenticeship will have been the most important form of education. A character will have learned his skills somehow. In a more general sense, one may ask if the character is naïve, well informed, or misinformed about various aspects of world knowledge. A character from an isolated island may be well informed about his home island, somewhat misinformed about the lands nearby, and have only vague notions of the rest of the world.

Social status is a reality of life. A character that belongs to a wealthy or powerful class will generally be at an advantage compared to one who belongs to a despised class. It is generally to be recommended then, that characters either be of similar standing or

that the GM have a game planned in which a mix of social classes will be useful (a gentleman detective can mingle with the upper class, while his lower class manservant moves freely questioning the servants). If play occurs well outside the homelands of any of the characters, social class may become fairly unimportant. Status involves more than social class, however. An orphan may fall out of the class he was born into, while someone disowned or made an outlaw is thrown out. Government officials and members of military and police organizations have status and authority based on their societal role. Officials of other organizations, most often religions, may also have special status.

Special circumstances such as being the object of omens or prophecies, being recognized as the Chosen One, having a cult following, or being the secret heir to a kingdom can all help drive a campaign and add excitement. However, they can also be overdone, fall into tired cliché, or upset everyone else's plans. Such aspects of character background especially require coordination with the GM.

Finally, there is one's personal history. What successes and failures has the character had? For what has the character achieved some level of fame or infamy? Stats, talents, and flaws may be helpful here, as well as skills. If a character has a very high Quickness bonus, his player may decide that he won many races in festivals growing up and local inhabitants would remember him for that.

*Example: Julian and Naomi decide they will create a pair of bounty hunters who work as a team. Julian is thinking he will be the outdoorsman of the duo, spending much of his life in the wilderness, some of it with his family. Naomi opts to create a stealthy character from a big city, self-reliant. Maybe an orphan? For now, they will go through the steps of character generation and fill in their backgrounds as they progress.*

## 2.2. RACE

This section provides a wide variety of sample races, varying in stature and innate abilities such as strength, speed, endurance, or resistance/susceptibility to magic. These races include those drawn from fantasy literature and the most common races in fantasy role-playing games, as well as others drawn from Rolemaster's history. A Gamemaster should examine each race carefully before including it in his campaign—not all these races are suitable for all settings, and some may be better suited as NPCs and adversaries rather than player characters. GMs should also feel free to customize races to fit the setting or to create new races (Section 12.5).



A character's race may grant bonuses or penalties to stat bonuses, Resistance Rolls, hits, Endurance rolls, and modify recovery time as indicated on Table 2-2a. Some races have special talents or flaws that give all characters of the race a special ability or hindrance that is not represented by simple bonuses or penalties; these are summarized in the race descriptions but for full details regarding talents and flaws see chapter 4.

Each race provides a pool of bonus Development Points at character creation. Up to 25 of these points may be spent per level on talents or skill advancement during level development (Section 2.6). Most charac-

ters will expend them all in their first one or two levels, but it is not required to do so. Once these points have all been expended, no further bonus DPs are received.

The Strength stat represents one's strength as compared to others of the same size. Size determines one's weight which is used for feats of strength or for resolving damage. The racial strength modifiers therefore should be taken as relative to the average racial size. A halfling is at a huge disadvantage due to his size while arm wrestling humans, even if he has a high strength.

Table 2-2a: Races

Race	Bonus DPs	Stats										Resistance				Health		
		Agility	Constitution	Empathy	Intuition	Memory	Presence	Quickness	Reasoning	Self Disc.	Strength	Channeling	Essence	Mentalism	Physical	Endurance	Base Hits	Recovery Mult
Avinarc	35	+4	-1	-2		-2	-1	+3		+2	-2	+5	+5	+5	-10		20	1x
Dwarf	6	-1	+6	-6			-3	-1			+2		+15	+15	+10	+20	30	0.5x
Elf, fair	0		-2	+3	+2	+2	+3	+1	+2	-5	-2	-10	-10	-10	+20	+10	20	2x
Elf, grey	2	+2		+3		+1	+3	+3		-5		-5	-5	-5	+10	+10	20	2x
Elf, high	3	+3	-1	+2		+2	+3	+2	+1	-5	-1	-5	-5	-5	+10	+10	25	2x
Elf, wood	3	+2		+2		+1	+2	+3		-5	-2	-5	-5	-5	+20	+10	20	2x
Gnoll	17	+2	-2	+4	-2	+1	-2	+2	+1	+1	-3	+5		+5	+10		20	0.5x
Gnome	4		-2	+2		+4		+2	+2	+1	-2	+10			+5		25	1x
Goblin	46	+5	+5	-3			-3	+2		-5					+5		25	0.5x
Gratar	11	+1	+3	-2			-2			-2	+2						25	1x
Half-Elf	18	+2					+2	+2		-3	+2	-5	-5	-5	+5	+5	25	1x
Halfling	29	+5	+4	-2			-5	+4		-4			+25	+20	+10		25	1x
Hobgoblin	30	+3	+2	-2		-2	-2	+1		-2	+1						25	0.5x
Human, cave	41		+1			-1			-1		+1			-5		+25	25	1x
Human, common	50																25	1x
Human, high	21	-2	+3				+3	-1	+1		+3	+5	-5	-5			30	1x
Human, mixed	34		+1				+1				+1						30	1x
Hvasstonn	27	-1	+1	-2			-2		-1	-4	+2				+10	+15	35	1x
Idiyva	10	+4		-4			-1	+4		-2	+2				+5	+10	25	1x
Kobold	75	+5	+1	-3	-1		-3	+4		-3	-1					+10	20	0.5x
Nycamerith	26			+2	+2	+2	+2	+2		-4	-2						20	1x
Orc, greater	30		+5	-4		-2	-2		-2	-4	+3				+10	+10	30	0.5x
Orc, grey	60		-2			+1			+1	-2		-5	-5	-10	+5		20	0.5x
Orc, lesser	75		+2	-3		-2	-3		-2	-4	+1				+5	+5	25	0.5x
Orc, scrug	0		+4	-2		-2	-2		-2	-4	+2	+5	+5	+5	+10	+10	35	0.5x
Orc, vard	18		+4	-2		-2	-2		-2	-4	+2				+5		30	0.5x
Plynos	8	+2	+3	-2	+1		-1	+2		-2		-5		+5	+10	+25	25	1x
Sea-kral	3	+2	+3	-2	+1	-1	-1		-1	+1	+1	+5			+10	+10	25	1x
Sibbicai	0	+1	+2	-3	+2		-1			-2	+2					+10	25	1x
Sohleugir	2		+3			-2	-2			-2	+2		-5			+10	25	1x
Sstoi'isslythi	0	+2		+1			+1	+2			-1						20	2x
Troll	29	-1	+2	-5		-3			-3	-3	+5	-10	-10	-10	+15	+10	25	1x
Vulfen	0		+3	-3	+1			+2	-1	-4	+2					+10	30	1x



## AVINARCS

A hood pulled off a dark-cloaked stranger in the back corner of a tavern may reveal an Avinarc, with its hawk-like head and its feather-covered skin. The Avinarc's once-powerful wings have become arms with dexterous hands. Only their heads and their feathers give them away as a non-humans. With a cloak covering them, they have the form of lightly-built humans.

Once a proud and noble race with lands and nations of their own, these bird people have slowly dwindled in number due to a powerful curse placed on them in ages past. An ancient prophecy states that the Avinarc will one day overcome the curse and rise up again in numbers and power, but until then, they are content to while away the days with the flotsam of mankind. They are reclusive now, quietly blending in with human society, quite often becoming involved with the shadier side of humanity. They use their bird-like quickness and agility to aid them in thievery and skull-duggery. Though they are not inherently evil, Humans are a lesser race to them (though most would never say so) and they do not care what becomes of men or their society. Avinarc use a variety of small hand arms or easily concealed missile weapons. If pressed in melee, they will even use their beaks.

### Race Sizes:

Size:	M	Weight, Male:	120 lbs.
Stride:	0'	Weight, Female:	98 lbs.
Height, Male:	5'10"	Variance:	+/- 4 lbs/in.
Height, Female:	5'5"		

### Stat Bonuses:

Agility:	+4	Presence:	-1
Constitution:	-1	Quickness:	+3
Empathy:	-2	Reasoning:	+0
Intuition:	+0	Self-Discipline:	+2
Memory:	-2	Strength:	-2

### Resistances:

Channeling:	+5	Mentalism:	+5
Essence:	+5	Physical:	-10

### Health and Dev:

Endurance:	+0	Recovery Multiplier:	1x
Base Hits:	20	Bonus Dev. Points	35

### Racial Talents & Flaws:

- Acute Smell II:** Avinarc gain a +10 bonus on Perception rolls involving smell.
- Light-Boned I:** Avinarc are treated as Small creatures for purposes of their hits (determine normally, then multiply by 0.75) and attacks against them, but not for other purposes.
- Natural Weaponry:** Avinarc may attack using their beaks, using the Beak specialization of Combat Training: Unarmed skill.
- Restricted Diet:** Avinarc are carnivores and gain no sustenance from foods other than meat.
- Sight, Eagle:** Avinarc's keen eyesight permits both good peripheral vision as well as the ability to focus on distant objects, such as a hare two miles away. They gain a +20 bonus to all vision-based Perception maneuvers.
- Wings, Vestigial:** Avinarc wings (now reduced to heavily feathered arms) are too small for flight, but provide a +10 bonus to Jumping and when using Acrobatics to reduce the impact of a fall.





## DWARVES

Probably the “toughest” physically of the races, Dwarves are short, stocky, and ruddy of complexion, with deep-set eyes and dark wiry hair and beards (the latter they are quite proud of, growing long elaborate braids). Dwarves are superior craftsmen and well adapted to life underground; they love to mine the earth for metals and precious gems, crafting them into powerful weapons and artifacts. Not as fertile as humans, they have few children, and less than a third of their people are women, who are guarded jealously within their cavernous halls.

Dwarves have superior dark sight, able to see exceptionally well in dim light and able to see short distances even in complete darkness. They are slightly more dense than humans, making it harder but not impossible for them to swim (-25 to Endurance rolls while swimming). They have considerable resistance to the magic of Essence and Mentalism, arts which they have no particular talent for, but are no less capable than the other races in the realm of Channeling. Dwarves are very resistant to poisons and disease, and have exceptional lifespans, up to 600 years.

### Race Sizes:

<b>Size:</b>	M	<b>Weight, Male:</b>	135 lbs.
<b>Stride:</b>	-3'	<b>Weight, Female:</b>	112 lbs.
<b>Height, Male:</b>	4'6"	<b>Variance:</b>	+/- 5 lbs/in.
<b>Height, Female:</b>	4'2"		

### Stat Bonuses:

<b>Agility:</b>	-1	<b>Presence:</b>	-3
<b>Constitution:</b>	+6	<b>Quickness:</b>	-1
<b>Empathy:</b>	-6	<b>Reasoning:</b>	+0
<b>Intuition:</b>	+0	<b>Self-Discipline:</b>	+0
<b>Memory:</b>	+0	<b>Strength:</b>	+2

### Resistances:

<b>Channeling:</b>	+0	<b>Mentalism:</b>	+15
<b>Essence:</b>	+15	<b>Physical:</b>	+10

### Health and Dev:

<b>Endurance:</b>	+20	<b>Recovery Multiplier:</b>	0.5x
<b>Base:</b>	30	<b>Bonus Dev. Points</b>	6

### Racial Talents & Flaws:

- Darkvision I:** Dwarves can see 10' with no penalties even in complete darkness.
- Inept V (Endurance while swimming):** Due to their density, dwarves must work especially hard to keep from drowning. They suffer a -25 penalty on Endurance rolls while swimming.
- Nightvision:** Dwarves can see in dim light, equivalent to nighttime conditions, as well as a human can see in daylight. All penalties for darkness are reduced by 40, except in pitch dark conditions.



## ELVES

Though similar to mortal men in most ways, all types of Elves share several important, if subtle, differences. As a race, they are taller than most humans, although slender. Elven men have no facial hair, and as a rule, they have less body hair than humans. Generally, Elves are fairer in appearance than their mortal brothers, having finer features, unmarred skin, and pointed ears with no earlobes.

Elven sight is extremely keen; they are able to see on a clear night as if in full daylight. Their vision is correspondingly restricted with less light, and they cannot see at all in total darkness. Perhaps most importantly, Elves do not age once adult or grow old, and their bodies are immune to all non-magical bacterial and viral infections. Thus, they are virtually immortal (excepting violent death).

The most otherworldly of all Elves, Fair Elves have golden hair, blue eyes, pale skin, and prefer garments of white, silver, and gold. Whether it is derived from divine favor or fey heritage, they have a visible aura which awes allies and intimidates foes. They are seldom seen beyond the borders of the elven lands, where they inspire their kin with their music, magic, and wisdom. Melody and song frequent their gatherings, because even the least of them can play the harp or sing, while the more talented compose music or delight the ear with expertise on several instruments.

Grey elves are almost always intermediate between their more extreme brethren. Most have fair hair and blue or grey eyes. They are neither as artistic as the fair elves, as cunning and industrious as the high elves, or as sedate and

rustic as the wood elves. They form the middle ground with their pleasant company and their love of art and craft. When war calls, they will take up arms, but mostly they will settle down, raise a family and do as they please. They build no marble cities, but love open cities amongst a lovely landscape which connects them closer to nature. Some live under the rule of High Elves, while others take to the seas as merchants and travelers. They are not the most magical elves, but they are no strangers to magic either.

Raven-black hair distinguishes the High Elves from their fairer kindred, and brown and hazel are their usual eye colors. A love of beautiful things, expressed by skill in

building and crafting, unites with a curiosity about the nature of all creation to lure the most ambitious from the path of nature. Yet, the superb armor, the bright weapons, and the lovely jewelry cherished within their graceful, marble-walled cities seem almost worth the price. Some of the most powerful artifacts known to exist come from the forges of these elven craftsmen. When they live among other elves, they take inspiration from the Fair Elves but willingly accept the day-to-day burden of ruling their kin.

Wood Elves wear greens and greys to blend with their surroundings. Sandy hair and light blue, green, or grey eyes complement their rustic demeanor. They are slightly shorter than other elves, though taller than humans. These Elves are the most common of all elvenkind and can be found in almost any forest across the world. Wood Elves are often quite distant from other elves and have been known to disagree openly with the policies of the High Elves and Fair Elves. Most attuned to the subtle tides of forests, streams, and the creatures who roam the sylvan realm, Wood Elves are adept at moving silently, their presence in the wood frequently going unnoticed among the shadows of swaying branches.

### Racial Talents & Flaws (all Elves):

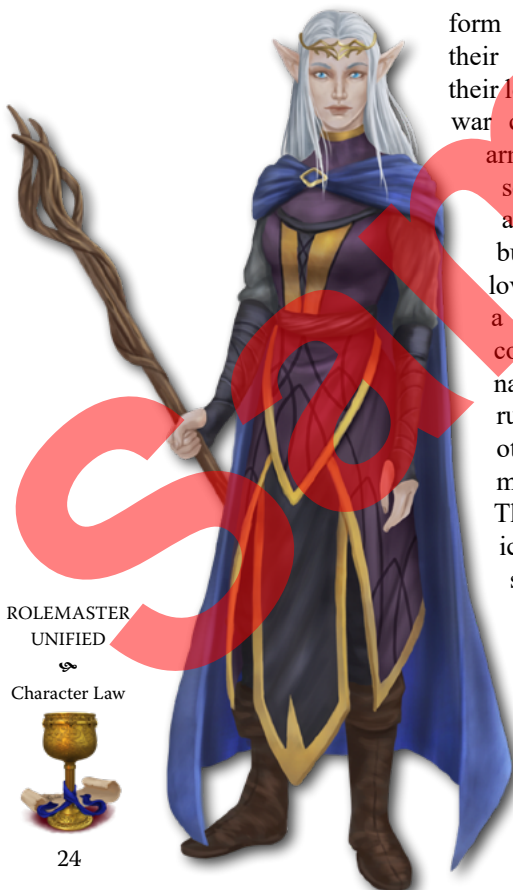
- **Efficient Sleeper II:** Elves meditate rather than sleeping. Two hours of meditation replaces four hours of sleep.
- **Immune to Disease I:** Elves are immune to all non-magical disease.
- **Nightvision:** Elves can see in dim light, equivalent to nighttime conditions, as well as a human can see in daylight. All penalties for darkness are reduced by 40, except in pitch dark conditions.

### Fair Elves only:

- **Defensive Aura II:** The aura of Fair Elves dulls or confuses the senses of their foes, granting them +10 DB, which is not cumulative with any Aura or Blur spell.
- **Golden Throat:** Fair Elves have beautiful voices which soothe and calm. They receive +10 to any maneuver to verbally calm or persuade (Charm, Singing, Leadership, etc.).

### Wood Elves only:

- **Hearing, Cat:** Wood Elves have hearing as keen as a cat, allowing them to hear some high-pitched sounds and more accurately determine the location of a sound's source (gaining +10 on Perception maneuvers to locate a sound).





## ELF, FAIR

Race Sizes:			
Size:	M	Weight, Male:	180 lbs.
Stride:	+1'	Weight, Female:	160 lbs.
Height, Male:	6'7"	Variance:	+/- 4 lbs/in.
Height, Female:	6'3"		

Stat Bonuses:			
Agility:	+0	Presence:	+3
Constitution:	-2	Quickness:	+1
Empathy:	+3	Reasoning:	+2
Intuition:	+2	Self-Discipline:	-5
Memory:	+2	Strength	-2

Resistances:			
Channeling:	-10	Mentalism:	-10
Essence:	-10	Physical:	+20

Health and Dev:			
Endurance:	+10	Recovery Multiplier:	2x
Base Hits:	20	Bonus Dev. Points	0



## ELF, HIGH

Race Sizes:			
Size:	M	Weight, Male:	215 lbs.
Stride:	+2'	Weight, Female:	175 lbs.
Height, Male:	6'7"	Variance:	+/- 4 lbs/in.
Height, Female:	6'3"		

Stat Bonuses:			
Agility:	+3	Presence:	+3
Constitution:	-1	Quickness:	+2
Empathy:	+2	Reasoning:	+1
Intuition:	+0	Self-Discipline:	-5
Memory:	+2	Strength	-1

Resistances:			
Channeling:	-5	Mentalism:	-5
Essence:	-5	Physical:	+10

Health and Dev:			
Endurance:	+10	Recovery Multiplier:	2x
Base Hits:	25	Bonus Dev. Points	3



## ELF, GREY

Race Sizes:			
Size:	M	Weight, Male:	190 lbs.
Stride:	+2'	Weight, Female:	155 lbs.
Height, Male:	6'5"	Variance:	+/- 4 lbs/in.
Height, Female:	6'1"		

Stat Bonuses:			
Agility:	+2	Presence:	+3
Constitution:	+0	Quickness:	+3
Empathy:	+3	Reasoning:	+0
Intuition:	+0	Self-Discipline:	-5
Memory:	+1	Strength	+0

Resistances:			
Channeling:	-5	Mentalism:	-5
Essence:	-5	Physical:	+10

Health and Dev:			
Endurance:	+10	Recovery Multiplier:	2x
Base Hits:	20	Bonus Dev. Points	2

## ELF, WOOD

Race Sizes:			
Size:	M	Weight, Male:	150 lbs.
Stride:	+0'	Weight, Female:	125 lbs.
Height, Male:	6'	Variance:	+/- 4 lbs/in.
Height, Female:	5'9"		

Stat Bonuses:			
Agility:	+2	Presence:	+2
Constitution:	+0	Quickness:	+3
Empathy:	+2	Reasoning:	+0
Intuition:	+0	Self-Discipline:	-5
Memory:	+1	Strength	-2

Resistances:			
Channeling:	-5	Mentalism:	-5
Essence:	-5	Physical:	+20

Health and Dev:			
Endurance:	+10	Recovery Multiplier:	2x
Base Hits:	20	Bonus Dev. Points	3



## GNOLLS

Small wrinkled figures with grey skin and little hair, Gnolls inhabit the natural caverns that abound in mountainous regions, while making use of above-ground resources. When sheltered by secrecy and stone, their timid dispositions relax and permit the enjoyment of gleeful festivals. On these occasions, Gnolls put aside their sober, earth-toned clothing for more colorful garb. Sunlight does not harm them, but the brightness scares them and makes their eyes water (-25 to all activities), leading Gnolls to favor the underground realm. It is reputed that they travel extensively to the elemental realm of earth using secret portals, and that their animal familiars have more than a touch of elemental nature. Skill as illusionists, dabblers and magicians (but almost never any realm but Essence) enables them to avoid encounters with other races, few gaining knowledge of their presence until after the Gnolls have passed from the area. They travel in clans and settle only in deserted grottos where access is limited and concealed, and do not remain in any one location for longer than a few years, in order to minimize the accumulating signs of their presence.

Most Gnolls avoid combat, using their spells to conceal themselves and provide quick escapes. Travelers are more likely to encounter Gnollish traps and illusions than to ever encounter Gnolls themselves. When threatened and unable to simply move on, their magic



and stealthy abilities permit them to strike quickly without warning and then to disappear. However, they are not quick to forget those who have done them favors. Gnolls traveling outside the clans may be attending to matters for the safety of their kin, paying back significant aid they have received from outsiders, or survivors of catastrophes. Gnolls live an average of 105 years.

### Race Sizes:

Size:	S	Weight, Male:	44 lbs.
Stride:	-5'	Weight, Female:	44 lbs.
Height, Male:	3'6"	Variance:	+/- 1 lbs/in.
Height, Female:	3'6"		

### Stat Bonuses:

Agility:	+2	Presence:	-2
Constitution:	-2	Quickness:	+2
Empathy:	+4	Reasoning:	+1
Intuition:	-2	Self-Discipline:	+1
Memory:	+1	Strength:	-3

### Resistances:

Channeling:	+5	Mentalism:	+5
Essence:	+0	Physical:	+10

### Health and Dev:

Endurance:	+0	Recovery Multiplier:	0.5x
Base Hits:	20	Bonus Dev. Points	17

### Racial Talents & Flaws:

- Decreased Size I:** Gnolls are Small creatures. In addition to other effects of size, multiply their concussion hits by 0.75.
- Nightvision:** Gnolls can see in dim light, equivalent to nighttime conditions, as well as a human can see in daylight. All penalties for darkness are reduced by 40, except in pitch dark conditions.
- Light Sensitivity I:** Gnolls suffer a -25 penalty when in bright light equal to direct sunlight, but no penalty on cloudy days or in shaded areas.
- Hearing, Hare:** Gnolls have keen hearing in the high and low frequency range. They can localize sounds with great accuracy and hear danger coming from 10 times farther than a human. They gain +20 on hearing Perception maneuvers.
- Prodigy II (IV):** Gnolls are closely attuned to their environment, and especially alert to shifts in weather, which they use to conceal their movements. They receive +10 on Survival maneuvers, doubled when using the skill for weather watching.



## Gnomes

Smaller than dwarves, and appearing more frail and withered in build, long-lived Gnomes prefer to live in shallow caves where they obsessively gather knowledge and lore. Ancient tomes and rare scrolls litter their crowded libraries, precious chambers that usually fall to ruin with a Gnome's death. A love of solitude ensures that most Gnomes remain heirless, rarely marrying or raising a family despite typical life spans of 600 years. Gnomes keep to themselves, but if forced into combat their foes had better be prepared for a surprise, for there is no telling what magical spells and/or artifacts any given Gnome will have. Although loners, Gnomes are neither shy nor joyless; generous hospitality accompanied by ingenious entertainments draws many friends to visit as houseguests. Gnomes do not often return these visits, for they dislike abandoning their abodes and the treasures guarded within for even a few days. Those who do often create elaborate systems of traps (many of them magical in nature). Those who do marry may combine their resources, if they can agree as to how the collections should be sorted. Gnomish children are raised on a steady diet of lore, both entertaining and educational.

Young Gnomes, who have not yet established their own collections, are the most prone to travel, though typically not without a small traveling collection of texts. When they choose to settle, it is often at a moderate distance from settlements they consider friendly, especially those of Halflings, Elves, Nycameriths, or occasionally clusters of other Gnomish homes. Much less commonly, a Gnome will find a home within such settlements, typically only where there is a major library or an academically-oriented guild of magic which can sustain enough of their interest to overcome their solitary habits.

### Race Sizes:

<b>Size:</b>	M	<b>Weight, Male:</b>	84 lbs.
<b>Stride:</b>	-3'	<b>Weight, Female:</b>	84 lbs.
<b>Height, Male:</b>	4'5"	<b>Variance:</b>	+/- 2 lbs/in.
<b>Height, Female:</b>	4'5"		

### Stat Bonuses:

<b>Agility:</b>	+0	<b>Presence:</b>	+0
<b>Constitution:</b>	-2	<b>Quickness:</b>	+2
<b>Empathy:</b>	+2	<b>Reasoning:</b>	+2
<b>Intuition:</b>	+0	<b>Self-Discipline:</b>	+1
<b>Memory:</b>	+4	<b>Strength:</b>	-2

### Resistances:

<b>Channeling:</b>	+10	<b>Mentalism:</b>	+0
<b>Essence:</b>	+0	<b>Physical:</b>	+5

### Health and Dev:

<b>Endurance:</b>	+0	<b>Recovery Multiplier:</b>	0.5x
<b>Base Hits:</b>	25	<b>Bonus Dev. Points</b>	4

### Racial Talents & Flaws:

- Nightvision:** Gnomes can see in dim light, equivalent to nighttime conditions, as well as a human can see in daylight. All penalties for darkness are reduced by 40, except in pitch dark conditions.



## GOBLINS

Goblins are small, about 3' tall, with thin, wiry builds. They tend toward long, narrow heads with pointy chins, pointed ears without lobes, narrow noses, and thin lips. Their front teeth are pointed rather than chisel-shaped like humans, and when agitated, their thin lips often pull back to expose these sharp points. Common underground goblins have pale yellowish skin, while those who make their homes on the surface darken to a deep greenish color. The smaller and ruddier Kobolds and the larger muddier-colored Hobgoblins are closely related, and the three races are collectively considered goblinoids.

Goblins can see well in dim light or even somewhat in the dark, which combined with their small stature makes them well-suited to life underground. They find direct sunlight painful to their eyes and will avoid being active on the surface when the sun is out.

A combination of a strong urge for dominance and a reasonable urge to flee danger due to their small size often undermines their ability to form larger groups and stable cultures. Loyalty, when it exists at all, is reserved for close family members. Their tendency in combat to avoid direct contests of strength earns them a reputation for being sneaky, treacherous, and mean. If their lives were more secure, Goblins would reach an average age of 70, but in practice few are so lucky.

### Race Sizes:

<b>Size:</b>	S	<b>Weight, Male:</b>	35 lbs.
<b>Stride:</b>	-6'	<b>Weight, Female:</b>	31 lbs.
<b>Height, Male:</b>	3'	<b>Variance:</b>	+/- 1 lbs/in.
<b>Height, Female:</b>	2'10"		

### Stat Bonuses:

<b>Agility:</b>	+5	<b>Presence:</b>	-3
<b>Constitution:</b>	+5	<b>Quickness:</b>	+2
<b>Empathy:</b>	-3	<b>Reasoning:</b>	+0
<b>Intuition:</b>	+0	<b>Self-Discipline:</b>	-5
<b>Memory:</b>	+0	<b>Strength:</b>	+0

### Resistances:

<b>Channeling:</b>	+0	<b>Mentalism:</b>	+0
<b>Essence:</b>	+0	<b>Physical:</b>	+5

### Health and Dev:

<b>Endurance:</b>	+0	<b>Recovery Multiplier:</b>	0.5x
<b>Base Hits:</b>	25	<b>Bonus Dev. Points</b>	46

### Racial Talents & Flaws:

- Darkvision I:** Goblins can see 10' with no penalties even in complete darkness.
- Decreased Size I:** Goblins are Small creatures. In addition to other effects of size, multiply their concussion hits by 0.75.
- Nightvision:** Goblins can see in dim light, equivalent to nighttime conditions, as well as a human can see in daylight. All penalties for darkness are reduced by 40, except in pitch dark conditions.
- Prodigy (Mechanics) V:** Small, strong, agile hands, and an easy ability to visualize three dimensional solids (from their history as dwellers in caves and mines of complex layout) makes them very adept with mechanical devices (+25 to Mechanics).
- Light Sensitivity III:** Goblins suffer a -75 penalty when in bright light equal to direct sunlight, -50 on cloudy days, -25 in shaded conditions or very cloudy days, or -0 in full shadows such as under storm clouds or heavy tree cover.





## GRATAR

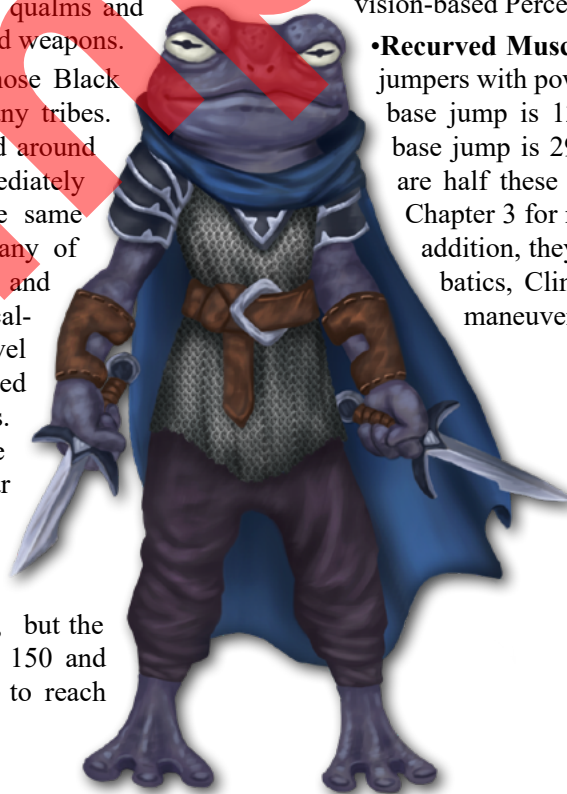
Gratar are frog-like humanoids, about man sized in height, and predominantly amoral. Possessing wide drooling mouths and large bulbous eyes, these creatures are amphibians, but spend most of their time out of the water, and even dwell underground occasionally. Female Gratar are slightly shorter but heavier of build and are physically the equal of the males.

Gratar vary in color according to their might and status, and these colors are often mistaken for different subspecies, but in fact Gratar change in color and even height as they age. Young Gratar are green, tend to be weak, and walk hunched over, sometimes dragging their arms. They are not very bright and easily bullied or cowed, and their elders usually seize any quality equipment they manage to scrounge up. As they grow stronger and succeed in bullying their kin (usually around 4th level), their skin yellows, they adopt a bolder and more upright posture, as well as adding an inch of real height. Yellow Gratar often paint their bodies to make themselves appear more fearsome, and are more likely to have passable armor and weapons. The most feared Gratar turn black and grow another 2". These may be the mightiest warriors (typically around 7th-9th level) or those who have learned magic to subjugate their kin.

Gratar who leave Gratar society for long periods, rarely interacting with others of their kind, gradually turn grey in color, while growing taller (similar to Black Gratar) and leaner. They have a reputation as loners, often working as assassins and killers, because more sociable Gratar normally remain among their kin. Grey Gratar typically have few moral qualms and often make casual use of poisoned weapons.

The rarest type of Gratar are those Black Gratar who have dominated many tribes. These warlords begin to turn red around their eyes and claws, and immediately challenge others who show the same traits. Those who have won many of these battles turn completely red and are known as Royal Gratar (typically they will be at least 15th level by this point), while the defeated quickly lose their red features. Royal Gratar grow very large and can be found leading Gratar societies even when they are old, decrepit, and shrivelled.

Most Gratar are capable of reaching an age of 100 years, but the solitary Grey Gratar may reach 150 and Royal Gratar have been known to reach two centuries.



### Race Sizes:

Size:	M	Weight, Male:	230 lbs.
Stride:	-2'	Weight, Female:	250 lbs.
Height, Male:	5'4"	Variance:	+/- 5 lbs/in.
Height, Female:	5'2"		

### Stat Bonuses:

Agility:	+1	Presence:	-2
Constitution:	+3	Quickness:	+0
Empathy:	-2	Reasoning:	+0
Intuition:	+0	Self-Discipline:	-2
Memory:	+0	Strength:	+2

### Resistances:

Channeling:	+0	Mentalism:	+0
Essence:	+0	Physical:	+0

### Health and Dev:

Endurance:	+0	Recovery Multiplier:	1x
Base Hits:	25	Bonus Dev. Points	11

### Racial Talents & Flaws:

•**Sight, Gecko:** Gratar eyes perform like those of a gecko, permitting additional detail close-up as well as good depth vision, and they do not lose color vision in dark conditions (normal penalties for darkness still apply). They gain a +10 bonus to all vision-based Perception maneuvers.

•**Recurved Musculature:** Gratar are incredible jumpers with powerful legs. Their running long base jump is 12 feet and their running high base jump is 29 inches (standing base jumps are half these values). See Jumping skill in Chapter 3 for more details about jumping. In addition, they receive a +20 bonus to Acrobatics, Climbing, Jumping, and Running maneuvers.



## HALF-ELVES

The relationship between Elven and Human communities may be complicated or even tense. When there is a shared threat, they may become close allies, but without a unifying cause, many Elves feel the instability and rapid turnover of Human societies is something that should be kept at arm's length. Nonetheless, there are those among the Elves who admire Humans' drive and passion, as well as those among the Humans who are drawn toward Elven beauty and wisdom. The dramatic difference in their lifespans makes lasting relationships difficult, but Half-Elven children may be the result. Half-Elves typically live in Elven or Human societies, rather than forming societies of their own. However, in regions where contact between the two races has been steady over long periods of time, mixed populations can arise and develop their own distinct cultural identities. Such populations may consist of individuals with varying degrees of each ancestry, some with more Human traits and some more Elven.

Half-Elves benefit from the combination of Elven grace and Human sturdiness. They are strong and slender, thinner than men but stouter than Elves, with thin, angular features. Taking their coloration from both their Human and Elven ancestors, it is not always apparent which type of Elf a Half-Elf has descended from, and those who were raised only by Humans may not know themselves. However, those descended from Wood Elves and High Elves are most likely to match the skin tones of their Human ancestors, while descendants of Fair Elves tend to have lighter complexions. All Half-Elves have lifespans longer than those of Humans, but lack Elven immortality. Humans often find Half-Elven qualities admirable, while Elves may see them as tragically flawed or as the result of unfortunate choices.

### Racial Talents & Flaws:

- **Efficient Sleeper I:** Some Half-Elves meditate, while others sleep, but in either case three hours of sleep or meditation replaces four hours of sleep.
- **Nightvision:** Half-Elves can see in dim light, equivalent to nighttime conditions, as well as a human can see in daylight. All penalties for darkness are reduced by 40, except in pitch dark conditions.



### Race Sizes:

Size:	M	Weight, Male:	190 lbs.
Stride:	+1'	Weight, Female:	135 lbs.
Height, Male:	6'3"	Variance:	+/- 4 lbs/in.
Height, Female:	5'11"		

### Stat Bonuses:

Agility:	+2	Presence:	+2
Constitution:	+0	Quickness:	+2
Empathy:	+0	Reasoning:	+0
Intuition:	+0	Self-Discipline:	-3
Memory:	+0	Strength:	+2

### Resistances:

Channeling:	-5	Mentalism:	-5
Essence:	-5	Physical:	+5

### Health and Dev:

Endurance:	+5	Recovery Multiplier:	1x
Base Hits:	25	Bonus Dev. Points	18



## HALFLINGS

Halflings are very short, rarely more than 4' in height, and tend to be stout (trending toward fat with age). They have large, hairy feet — to the point of being “furry” — that are almost immune to cold, and so they often go around barefoot. They are an inoffensive people, preferring the quiet of their own villages. Lovers of good food and drink, they spend much of their time at inns and friends’ houses, eating and drinking. Their settlements are usually focused around agriculture, but halfling artisans are not uncommon and they have a knack for fine detail that even the larger races may appreciate. Halflings are happy to trade with other peoples and welcome guests, but do not encourage others to settle in their villages. The small scale of their homes is enough discouragement for most Humans. Nonetheless, they enjoy good relations with nearby settlements that are willing to reciprocate. Most commonly these are Human, though Halflings are usually pleased to see Gnomes settle nearby.

Halflings have a high level of manual dexterity and are adept at moving quietly. When Halfling settlements are threatened or attacked, they favor stealth, ranged weapons, and traps, but these are last resorts and they prefer to resolve disputes through negotiation. Nonetheless, when pushed they can be implacable, untiring foes due to an amazing constitution and can resist even the most powerful magical and physical damage for extended periods. Their homes tend to blend into the environment, often partially or fully underground, and when necessary they will resort to tunnels, whether to resist besieging forces or simply to avoid severe weather.

### Race Sizes:

<b>Size:</b>	S	<b>Weight, Male:</b>	50 lbs.
<b>Stride:</b>	-5'	<b>Weight, Female:</b>	46 lbs.
<b>Height, Male:</b>	3'6"	<b>Variance:</b>	+/- 2 lbs/in.
<b>Height, Female:</b>	3'3"		

### Stat Bonuses:

<b>Agility:</b>	+5	<b>Presence:</b>	-5
<b>Constitution:</b>	+4	<b>Quickness:</b>	+4
<b>Empathy:</b>	-2	<b>Reasoning:</b>	+0
<b>Intuition:</b>	+0	<b>Self-Discipline:</b>	-4
<b>Memory:</b>	+0	<b>Strength:</b>	+0

### Resistances:

<b>Channeling:</b>	+0	<b>Mentalism:</b>	+20
<b>Essence:</b>	+25	<b>Physical:</b>	+10

### Health and Dev:

<b>Endurance:</b>	+0	<b>Recovery Multiplier:</b>	1x
<b>Base Hits:</b>	25	<b>Bonus Dev. Points</b>	29

### Racial Talents & Flaws:

- Decreased Size I:** Halflings are Small creatures. In addition to other effects of size, multiply their concussion hits by 0.75.
- Prodigy (Stalking) II:** Halflings gain a +10 bonus on Stalking maneuvers.





## HOBGOBLINS

From time to time, Goblins birth unusual large offspring, who will grow into much larger adults whose skin has a muddy tinge. Only lack of numbers prevents the Hobgoblins from terrorizing all lands lit by the sky. Goblins avert this dread fate by killing most of them at birth. Those children who survive are prone to violent, bullying behavior and a significant challenge for their parents. By adulthood, superior size and strength offer them dominance over those who revere the rule of brute force, and the Goblins frequently submit to a Hobgoblin king. The brilliance of the sun, although unpleasant, holds no horror for Hobgoblins who fearlessly follow enemies through daylight. These clever fighters are quite formidable on the battlefield, limited only by a lack of loyalty to each other and the cowardice of the Goblins typically under their command. Some, however, are forced out of Goblin communities, mainly due to failed attempts to defeat stronger kin, and must make their way on their own or with small groups of compatriots. They may become bandits or poorly-disciplined mercenaries, or join up with other Goblinoids. In any situation, they are prone to seeking dominance whenever existing leaders show apparent weakness.

In principle, Hobgoblin lifespans at least match those of humans, but most die quick deaths at the hands of ambitious or vengeful brethren when they begin to grow old and feeble. The vast majority are incapable of producing children of their own, so they do not establish Hobgoblin settlements and even Hobgoblin families are an extremely unusual matter.

### Racial Talents & Flaws:

- Darkvision II:** Hobgoblins can see 20' with no penalties even in complete darkness.
- Nightvision:** Hobgoblins can see in dim light, equivalent to nighttime conditions, as well as a human can see in daylight. All penalties for darkness are reduced by 40, except in pitch dark conditions.
- Light Sensitivity I:** Hobgoblins suffer a -25 penalty when in bright light equal to direct sunlight, but no penalty on cloudy days or in shady areas.



### Race Sizes:

Size:	M	Weight, Male:	93 lbs.
Stride:	-3'	Weight, Female:	80 lbs.
Height, Male:	4'6"	Variance:	+/- 3 lbs/in.
Height, Female:	4'		

### Stat Bonuses:

Agility:	+3	Presence:	-2
Constitution:	+2	Quickness:	+1
Empathy:	-2	Reasoning:	+0
Intuition:	+0	Self-Discipline:	-2
Memory:	-2	Strength	+1

### Resistances:

Channeling:	+0	Mentalism:	+0
Essence:	+0	Physical:	+0

### Health and Dev:

Endurance:	+0	Recovery Multiplier:	0.5x
Base Hits:	25	Bonus Dev. Points	30



## HUMANS

Common mortal men are the same race we are familiar with in the real world and come in the same variations of size, build, skin/hair colors and facial features as the humans we know. Highly adaptable, they can be found in just about any climate or environment and develop widely-varied cultures. Skin color tends to be darker in sunny climates and lighter as one moves towards the poles, but these shifts take millenia and large-scale migrations and individual travel may result in notable exceptions and mixed populations. In any case, common men have the same stat bonuses and other traits regardless of their place of origin or particular ancestry. In addition to these common men, several other strains of humanity might be encountered.

Cave men are the isolated remnants of the ancestors of common men. Muscular with sloping foreheads and oversized jaws, cave men have brown or ginger hair and brown eyes, and tan skin, but are shorter than their common kin. Simple garments made of animal skins are the normal garb. Their intellect is not powerful, but a cooperative, good-tempered disposition makes their company a pleasant experience. Cave men band together to form tribes, each with its own complex set of social rituals and religious beliefs. Their average life span is 50 years. Rough spears or clubs are their usual weaponry. Those who came into conflict with common men were conquered, killed, or absorbed, so those who remain are the tribes who live in isolation.

High men are taller and stronger than common men, more lordly in appearance, longer lived, and tend to be more daring and ambitious. They are also notoriously stiff and rigid, not as flexible or adaptable as their common brethren, and more easily swayed by their own pride or the lure of magic and power. They build great empires, but those empires often collapse spectacularly due to their own hubris. High men are more feared than loved, and often considered domineering. They may have the blood of gods or giants explaining both their strength and their pride. As with common men, they vary in coloration and other physical traits, depending on their places of origin and other historical factors. High men tend to build societies apart from common men, except when they conquer them, but individual High men may make their name among their Common kin, for example as mercenaries.

Mixed men are the offspring of High and Common parents. They are intermediate in features and can be difficult to distinguish from either kin. Societies where High and Common humans have frequent contact may have significant populations of Mixed men.



### Racial Talents & Flaws:

- None. Humans are the standard against which all other races are compared. However, humans do benefit from a high number of bonus DP (as shown on Table 2-2a). Even the more powerful High men, despite their stature, are essentially human.



## HUMAN, CAVE

Race Sizes:			
Size:	M	Weight, Male:	159 lbs.
Stride:	-2'	Weight, Female:	135 lbs.
Height, Male:	5'3"	Variance:	+/- 4 lbs/in.
Height, Female:	4'9"		

Stat Bonuses:			
Agility:	+0	Presence:	+0
Constitution:	+1	Quickness:	+0
Empathy:	+0	Reasoning:	-1
Intuition:	+0	Self-Discipline:	+0
Memory:	-1	Strength:	+1

Resistances:			
Channeling:	+0	Mentalism:	-5
Essence:	+0	Physical:	+0

Health and Dev:			
Endurance:	+25	Recovery Multiplier:	1x
Base Hits:	25	Bonus Dev. Points	41

## HUMAN, HIGH

Race Sizes:			
Size:	M	Weight, Male:	250 lbs.
Stride:	+2'	Weight, Female:	190 lbs.
Height, Male:	6'5"	Variance:	+/- 5 lbs/in.
Height, Female:	5'10"		

Stat Bonuses:			
Agility:	-2	Presence:	+3
Constitution:	+3	Quickness:	-1
Empathy:	+0	Reasoning:	+1
Intuition:	+0	Self-Discipline:	+0
Memory:	+0	Strength:	+3

Resistances:			
Channeling:	+5	Mentalism:	-5
Essence:	-5	Physical:	+0

Health and Dev:			
Endurance:	+0	Recovery Multiplier:	1x
Base Hits:	30	Bonus Dev. Points	21



## HUMAN, COMMON

Race Sizes:			
Size:	M	Weight, Male:	185 lbs.
Stride:	0'	Weight, Female:	154 lbs.
Height, Male:	5'10"	Variance:	+/- 5 lbs/in.
Height, Female:	5'5"		

Stat Bonuses:			
Agility:	+0	Presence:	+0
Constitution:	+0	Quickness:	+0
Empathy:	+0	Reasoning:	+0
Intuition:	+0	Self-Discipline:	+0
Memory:	+0	Strength:	+0

Resistances:			
Channeling:	+0	Mentalism:	+0
Essence:	+0	Physical:	+0

Health and Dev:			
Endurance:	+0	Recovery Multiplier:	1x
Base Hits:	25	Bonus Dev. Points	50

## HUMAN, MIXED

Race Sizes:			
Size:	M	Weight, Male:	230 lbs.
Stride:	+1'	Weight, Female:	180 lbs.
Height, Male:	6'4"	Variance:	+/- 5 lbs/in.
Height, Female:	5'9"		

Stat Bonuses:			
Agility:	+0	Presence:	+1
Constitution:	+1	Quickness:	+0
Empathy:	+0	Reasoning:	+0
Intuition:	+0	Self-Discipline:	+0
Memory:	+0	Strength:	+1

Resistances:			
Channeling:	+0	Mentalism:	+0
Essence:	+0	Physical:	+0

Health and Dev:			
Endurance:	+0	Recovery Multiplier:	1x
Base Hits:	30	Bonus Dev. Points	34





# HVASSTONN

Also known as giantlings or great men, Hvasstonn are similar in many respects to extremely large humans, differing in their height (men average 7'6"), deeply set eyes so dark a pupil can barely be distinguished, profuse short coarse grey body hair almost thick enough to be considered fur, and the sharp teeth of carnivores. Brown to olive skin is not completely hidden by their body hair, while on their heads their hair grows dark. Their features appear feral and in a scowl of anger they bare carnivorous teeth. Although nearly as intelligent as humans, their efforts at building are focused on survival and warfare, for which they are well suited. To fuel their physique, Hvasstonn rely almost exclusively on meat. They live in wooden huts or find comfortable caves which they embellish and close off to make comfortable if simple homes.

Clans of Hvasstonn live close by each other and in times of need will come to each other's aid. In times of war, these clans band together under a Hvasstonn leader. They usually prefer to wield a weapon in each hand; due to their size, each weapon is the size of two-handed human armaments. Though their blacksmithing and armor is primitive, it is sufficient given their might. A horde so equipped usually makes short work of any who oppose them, so the Hvasstonn can go back to their caves and flocks of sheep, pigs, horses, goats and cows. In ancient times, it is rumored, they used to herd men as well, but there is no current evidence of that. In modern times they are more likely to trade as long as they are not threatened. Hvasstonn see Trolls as suitable foes but goblinoids with their tiny tunnels as maddening plagues of vermin. They live to become 200, but grow feeble, grey and wizened at around 160 years.

## Racial Talents & Flaws:

- Increased Size I:** Hvasstonn are Big creatures. In addition to other effects of size, multiply their concussion hits by 1.5.
- Natural Weaponry:** Hvasstonn may attack using their sharp teeth, using the Bite specialization of Combat Training: Unarmed skill.
- Restricted Diet:** Hvasstonn are carnivores. Although they embellish it with the occasional plant for flavor, their substantial hunger must be satisfied with meat.



## Race Sizes:

Size:	B	Weight, Male:	400 lbs.
Stride:	+3'	Weight, Female:	330 lbs.
Height, Male:	7'6"	Variance:	+/- 6 lbs/in.
Height, Female:	6'8"		

## Stat Bonuses:

Agility:	-1	Presence:	-2
Constitution:	+1	Quickness:	+0
Empathy:	-2	Reasoning:	-1
Intuition:	+0	Self-Discipline:	-4
Memory:	+0	Strength:	+2

## Resistances:

Channeling:	+0	Mentalism:	+0
Essence:	+0	Physical:	+10

## Health and Dev:

Endurance:	+15	Recovery Multiplier:	1x
Base Hits:	35	Bonus Dev. Points	27



## IDIYVA

Short, gold-tipped coffee-colored fur covers the lithe, well-muscled form of the Idiyva except at the face, the palms, and the soles of the feet. Smooth, brown suede-like skin emerges at these features, and the fur on the head lengthens and lightens to form a golden mane around the face. Green feline eyes give the Idiyva excellent Nightvision; fanged teeth reveal their carnivorous nature. The toes of their feet anchor short, sharp talons, but their hands sport vicious 3" claws that retract at the knuckle into the backs of the hands, leaving the fingers free at all times. In addition to their natural claws, these felines are adept in normal melee weapons and missile weapons. Despite their animalistic appearance, their manual dexterity is as good as or better than Humans and their artisans may be just as skilled. They also enjoy music and dance, and their retractable claws offer no impediment to the playing of most musical instruments.

Idiyva society is competitive and places a premium on personal honor. It is not unusual for disagreements (particularly between males) to be settled by ritual combat, with the winner gaining not only satisfaction, but also increased respect in the eyes of his peers. Conversely, the loser (if he survives) suffers disgrace and may be cast out of the tribe, after which they may travel outside Idiyva lands or seek a home within a far-off tribe. The most serious disputes are fought to the death.

Race Sizes:			
Size:	M	Weight, Male:	180 lbs.
Stride:	0'	Weight, Female:	145 lbs.
Height, Male:	6'	Variance:	+/- 4 lbs/in.
Height, Female:	5'5"		

Stat Bonuses:			
Agility:	+4	Presence:	-1
Constitution:	+0	Quickness:	+4
Empathy:	-4	Reasoning:	+0
Intuition:	+0	Self-Discipline:	-2
Memory:	+0	Strength:	+2

Resistances:			
Channeling:	+0	Mentalism:	+0
Essence:	+0	Physical:	+5

Health and Dev:			
Endurance:	+10	Recovery Multiplier:	1x
Base Hits:	25	Bonus Dev. Points	10



Although Idiyva can be agreeable, they are happy to reveal the fighting instincts of a predator lurking behind their normally civilized manners. Often a hint of that nature, coupled with their racial reputation, can be enough to prevent conflict. When they live among other races, many prefer occupations in which physical prowess, an intimidating nature, or the combination of the two is advantageous.

### Racial Talents & Flaws:

- Hearing, Cat:** Idiyva hearing is equivalent to that of a cat, allowing them to hear some high-pitched sounds and more accurately determine the location of a sound's source (gaining +10 on Perception maneuvers to locate a sound).
- Natural Weaponry:** Idiyva may attack using their claws, using the Claw specialization of Combat Training: Unarmed skill.
- Nightvision:** Idiyva can see in dim light, equivalent to nighttime conditions, as well as a human can see in daylight. All penalties for darkness are reduced by 40, except in pitch dark conditions.
- Restricted Diet:** Idiyva are carnivores and gain no sustenance from foods other than meat.



## KOBOLDS

Smallest of the goblinoid races, with ruddy skin and a pair of horns growing from their heads, Kobolds knuckle under to the fiercer bullying practiced by their larger kin. The compassionate wayfarer who feels sympathy for their piteous plight discovers his mistake when Kobold treachery rewards his generosity with capture by Goblins. The arts of lying, cheating, stealing, and flattery enable the cowardly Kobold to survive within bloodthirsty Goblin society; they exercise these skills with much whimpering in all situations. In principle they are capable of reaching a life span of 75 years, but few do. Kobolds will rarely stand and fight in a straight up battle. They will wait for an ambush opportunity (or at least a surprise attack), or possibly wait for help to arrive if they cannot run away. If none of the above is possible, surrender is always an option, as they usually have little to lose. An oath of surrender, of course, will be quickly broken if the tides turn.

When left to their own devices, Kobolds are hunter-gatherers who supplement their supplies by pilfering settlements of other races. They are not unwilling to use violence to obtain what they want, but only if the odds are clearly in their favor. When living alongside other goblinoids, much of what they gather is taken by their stronger kin and they may be even more motivated to replace it, especially if Goblins or Hobgoblins will provide the muscle. Goblins and Kobolds each consider the other to be expendable in such ventures, as what little loyalty they have is restricted to small family groups. Hobgoblins are rightly feared and first to be endangered or expended if the Kobold believes it can get away with it.

### Racial Talents & Flaws:

- Decreased Size I:** Kobolds are Small creatures. In addition to other effects of size, multiply their concussion hits by 0.75.
- Darkvision I:** Kobolds can see 10' with no penalties even in complete darkness.
- Nightvision:** Kobolds can see in dim light, equivalent to nighttime conditions, as well as a human can see in daylight. All penalties for darkness are reduced by 40, except in pitch dark conditions.
- Light Sensitivity II:** Kobolds suffer a -50 penalty when in bright light equal to direct sunlight, -25 on cloudy days, or -0 in shaded areas or very cloudy days.
- Natural Weaponry, Lesser Attack:** Kobolds may attack using their claws, using the Claw specialization of Combat Training: Unarmed skill, but such attacks are considered Tiny.

### Race Sizes:

<b>Size:</b>	S	<b>Weight, Male:</b>	44 lbs.
<b>Stride:</b>	-5'	<b>Weight, Female:</b>	40 lbs.
<b>Height, Male:</b>	3'6"	<b>Variance:</b>	+/- 1 lbs/in.
<b>Height, Female:</b>	3'3"		

### Stat Bonuses:

<b>Agility:</b>	+5	<b>Presence:</b>	-3
<b>Constitution:</b>	+1	<b>Quickness:</b>	+4
<b>Empathy:</b>	-3	<b>Reasoning:</b>	+0
<b>Intuition:</b>	-1	<b>Self-Discipline:</b>	-3
<b>Memory:</b>	+0	<b>Strength:</b>	-1

### Resistances:

<b>Channeling:</b>	+0	<b>Mentalism:</b>	+0
<b>Essence:</b>	+0	<b>Physical:</b>	+0

### Health and Dev:

<b>Endurance:</b>	+10	<b>Recovery Multiplier:</b>	0.5x
<b>Base Hits:</b>	20	<b>Bonus Dev. Points</b>	75





## NYCAMERITH

Although many wonder if they are akin to Gnomes or even Halflings, these short, fat, blue-skinned beings are most likely an entire race unto themselves. Their ears are large and pointed and their eyes dance to the music that they continually play. Making their way through their long lives (up to 600 years) following The Great Song, they are a cheerful and pleasing people, rarely getting involved in anything violent, dangerous or risky. Nycamerith are among the greatest musicians and musical instrument crafters in the world. They are sometimes skilled as great craftsmen of other delicate constructions as well. Most are content to entertain in taverns and work their craft. They dwell in secluded villages located in deep valleys or on high mountains, but will travel for an appreciative audience. Rarely armed, they simply do not go into hostile or dangerous areas. When their villages are threatened despite their remote, hidden locations, they are more likely to abandon them than do battle.

Some Nycamerith feel a divine calling; for them, The Great Song is of divine origin and they feel a compulsion to share it. Others find their music in other forms of magic, or in the pure non-magical sounds of their instruments and voices. They may feel wanderlust to explore the world and hear the music of other cultures first-hand, or simply to encounter new audiences. For a few, music becomes a metaphor which they can find

in other arts, as long as they can create and experience new things. Whichever the case, Nycamerith are equally encouraging and appreciative of the music and arts of other races, regardless of differences in style.

### Racial Talents & Flaws:

- Golden Throat:** Nycamerith have beautiful voices which soothe and calm. They receive +10 to any maneuver to verbally calm or persuade (Charm, Singing, Leadership, etc.).
- Hearing, Cat:** Nycamerith hearing is equivalent to that of a cat, allowing them to hear some high-pitched sounds and more accurately determine the location of a sound's source (gaining +10 on Perception maneuvers to locate a sound).
- Perfect Pitch I:** Nycamerith have perfect pitch and are able to reproduce any pitch with their voice or an appropriate instrument. This allows them to play most pieces of music after hearing them. They receive +10 to any Performance Art: Singing or Play Instrument skill. This is not cumulative with Golden Throat.
- Non-violent II:** Nycamerith do not want to hurt others, and flinch with remorse when doing so. After inflicting a critical by any means, any action they take in the following round suffers a penalty of -40.

Race Sizes:			
Size:	M	Weight, Male:	85 lbs.
Stride:	-3'	Weight, Female:	85 lbs.
Height, Male:	4'4"	Variance:	+/- 2 lbs/in.
Height, Female:	4'4"		

Stat Bonuses:			
Agility:	+0	Presence:	+2
Constitution:	+0	Quickness:	+2
Empathy:	+2	Reasoning:	+0
Intuition:	+2	Self-Discipline:	-4
Memory:	+2	Strength:	-2

Resistances:			
Channeling:	+0	Mentalism:	+0
Essence:	+0	Physical:	+0

Health and Dev:			
Endurance:	+0	Recovery Multiplier:	1x
Base Hits:	20	Bonus Dev. Points	26

