

EXPRESS ADDITIONS

Issue #2

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INTRODUCTION

Welcome to the second issue of Express Additions. In this issue, we will not only include new material for your RM Express game, but we will also include new material for your Rolemaster Classic games.

In this issue, we will finish off the RMC races and then give you both the Monk and the Warrior Monk professions for RM Express. This will include adding in a few new rules and skills to those found already found within RM Express.

Finally, we will be presenting a short adventure for your enjoyment, and with this adventure, we will be adding in a new type of reward for players – Adventure Rewards. This is a brand new way for GMs to be able to reward their players after an adventure.

Enjoy!

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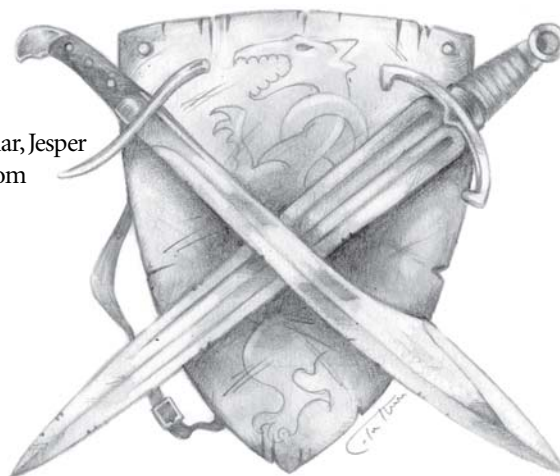
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RACES

RACIAL STATS				
Stat Bonus Modifications	Fair Elves	Greater Orcs	Forest Trolls	Half Orcs
ST	0	+10	+15	+10
QU	+15	0	-10	0
PR	+15	-5	-10	+5
IN	0	-5	-10	-5
EM	+5	-5	-10	0
CO	0	+10	+15	+10
AG	+5	0	-10	+5
SD	-20	-5	-10	0
ME	+5	-5	-10	-5
RE	0	-5	-10	-5
RR Modifications				
Essence	-5	0	0	0
Channeling	-5	0	0	0
Mentalism	-5	0	0	0
Poison	+10	+5	+10	+10
Disease	+100	+10	+10	+15
Recovery Multiplier	3x	0.5x	0.5x	0.5x
# Starting Languages*	5	1	1	2
Base Hit Points	24	24	50	26
Hits per Rank**	6	6	6	6
Max # hits	120	120	250	130
* = Rank 6 Spoken/5 Written for native tongue; 3S/3W for all others				
** = Per rank of Body Development				

Last issue we brought you four more races from the core rules. This issue we bring you the final three races, plus a brand new race, the Half Orc.

FAIR ELVES

Though basically similar to mortal men in most ways, Fair Elves have several important, if subtle, differences. As a race, they are taller than most humans, although slender: the male height averaging between 6' and 6'10", yet weighing but 150-200 pounds, respectively. The women of the Elves range from 5'6" to 6'2", and are also slim. 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. Fair Elves often have hair that is golden blonde in color and blue eyes to go along with their fair skin. They are also, as a general rule, more musically talented than the other races.

Resistant to extremes of natural heat and cold, their clothing, is usually for decoration, camouflage, or perhaps, modesty. Their senses are extremely keen, especially their hearing, and sight: they are able to see on a clear, star-or-moonlit night, as if full daylight. Their vision is correspondingly restricted with less light, down to but a few feet in what a man would call "pitch black." Perhaps most importantly: Elves do not age or grow old; and their bodies are immune to all bacterial and viral infections. Thus, they are virtually immortal (excepting violent death).

Fair Elves also project a visible aura at all times. This is slightly glowing nimbus of light that surrounds their body, shedding enough illumination to light a 5' diameter area.

GREATER ORCS

Generally, Greater Orcs grow to be about 6' tall, with thick hides and grotesque, fanged faces, though not as grotesque as Lesser Orcs. They are very heavy of build, as they are bred as warriors and laborers. At night can they see well (with sight like the Elves). They are often bloodthirsty and cruel, wielding curved scimitars and wicked axes.

Note that Orcs are stellar smiths. Their ability to work with metal is hardly paralleled. Although the appearance of their items is often poor, the performance is excellent. They rarely make items unassociated with fighting, however.





FOREST TROLLS

Trolls are as strong as the stone from which legend says they were made. Trolls possess huge, hulking bodies (usually about 8'-10' tall) patched by bushes of harsh, wiry hair. Ill-proportioned hands and feet display granite claws, while flattened nostrils deform a cruel visage. A perpetual snarl distorts the sneering maws of these battle fiends to reveal curving, blood-stained fangs. Grey, stony hides with the rough texture of a cliff face protect the calcified innards of reclusive, solitary trolls.

Treat bare troll skin as half hide plate (AT 11). Criticals done to a Forest Troll are reduced in severity by 2 levels ('A' - modify by -50, 'B' becomes an 'A'-20, 'C' becomes an 'A', etc.) and they are resistant to heat and cold attacks (half damage from attack tables, crits modified by -20). Trolls do not operate well during the day, receiving a -50 to all activities in sunlight.

Most Trolls shun civilization, hating all other living things equally. However, there are a few rare individuals who will work with others.

HALF ORCS

The result of a mating between Greater Orcs and Humans, the Half Orc is never fully accepted by either society, often operating around edges of society. Half Orcs are not as grotesque as Greater Orcs, and their fangs are often less prominent, but there is no mistaking a Half Orc for anything else. Half Orcs are sturdy of build and usually between 5'-6' tall just like their parents. Half Orcs also inherit the same vision capabilities of their Orcish parent.



PROFESSIONS

In this issue, we will bring you two professions that specialize in the Martial Arts, the Warrior Monk and the Monk.

WARRIOR MONK (MARTIAL ARTIST)

Warrior Monks are experts at maneuvering and martial arts. Warrior Monks can learn to use normal weapons, although not as easily as others of this realm; they prefer to utilize unarmed combat and weapon katas.

Prime requisites: Quickness and Self Discipline.



MONK (ADEPT)

Monks are Semi spell users who combine the realm of Essence with the realm of Arms. Their base spells deal with personal movement and the control of their own body and mind, while their arms capabilities are concentrated in unarmored, unarmed combat.

Prime requisites: Empathy and Self Discipline.

SEMI SPELL USERS

Semi Spell Users are those who combine one of the realms of magic with the realms of Arms. They are limited to learning only the spells of their Base Lists, and spells from Open Lists of their realm. However, they may only learn the spells from Open Lists up to 10th level, not any higher (for those who have expanded their spell lists with RMC Spell Law).

Semi Spell Users may **not** learn any Closed Spell Lists.

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

MONK BASE SPELL LISTS

MONK BASE

BODY REINS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Balance *	caster	1 minute	self	U
2)	Contractions	caster	C	self	U
3)	Concentration I *	caster	1 round	self	U
4)	Unpain I	caster	1 min/lvl	self	Us
5)	Face Shifting	caster	1 hour	self	U
6)	Waterlungs	caster	1 min/lvl	self	U
7)	Concentration II *	caster	1 round	self	U
8)	Strength II *	caster	1 round	self	U
9)	Unpain II	caster	1 min/lvl	self	Us
10)	Body Shifting	caster	1 hour	self	U

BODY REINS

- Balance** – Adds +50 to any rolls for any maneuvers performed at a walking pace (e.g., walking a 3" beam).
- Contractions** – Allows the caster to slightly alter their muscles, limbs, and torso; this facilitates escaping from bonds and small places. Gives a +25 to +50 bonus to maneuvers using the Contortion skill.
- Concentration I** – Adds +10 to any one maneuver (not combat), no other action can be performed the round of this maneuver.
- Unpain I** – Caster is able to sustain an additional 25% of their total concussion hits before passing out, hits are still taken and remain when the spell lapses.
- Face Shifting** – Allows caster to alter form of their face to resemble someone else.
- Waterlungs** – Caster can breathe water but not air for the duration of this spell.
- Concentration II** – As *Concentration I*, except the bonus is +20.
- Strength II** – This spell increases the caster's effective strength. In melee, the caster does double normal concussion damage and their OB is increased by +10.
- Unpain II** – As *Unpain I*, except 50% additional hits may be sustained.
- Body Shifting** – As *Face Shifting*, except the form of the body can be altered slightly to the general shape and size of the desired humanoid race (must be within 25% of the caster's normal mass).

MONK BASE

BODY RENEWAL

Level	Spell	Area of Effect	Duration	Range	Type
1)	Flow Stoppage I *	caster	varies (C)	self	H
2)	Clotting I *	caster	varies (C)	self	Hs
3)	Stun Relief I *	caster	-	self	Hs
4)	Pain Relief I *	caster	P(C)	self	Hs
5)	Cut Repair I	caster	-	self	H
6)	Fracture Repair	caster	varies	self	H
7)	Muscle/Tendon Repair	caster	varies	self	H
8)	Clotting III *	caster	varies (C)	self	Hs
9)	Stun Relief III *	caster	-	self	Hs
10)	Resist Poison *	caster	C	self	Hs

BODY RENEWAL

- Flow Stoppage I** – Reduces caster's hits/round by 1, as long as the caster concentrates or is immobile.

- Clotting I** – As *Flow Stoppage I*, except after 1 hour of concentration the stoppage is permanent. If caster is unconscious this spell will operate without concentration.
- Stun Relief I** – Target is relieved of 1 round's worth of accumulated stun.
- Pain Relief I** – Heals 1 hit per minute; if caster is unconscious this spell will operate without concentration.
- Cut Repair I** – As *Clotting I*, except it is permanent after 1 round.
- Fracture Repair** – Concentrating with this spell 2 hrs per day for 1-10 days (depending on the severity) will repair a broken bone (not shattered or destroyed).
- Muscle/Tendon Repair** – As *Fracture Repair*, except cut or broken muscles or tendons may be repaired.
- Clotting III** – As *Clotting I*, except hits/round can be reduced by 3.
- Stun Relief III** – As *Stun Relief I*, except 3 rounds are relieved.
- Resist Poison** – Delays the effect of a poison as long as the caster concentrates.

MONK BASE

EVASIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Swing I *	caster	-	self	U
2)	Speed I *	caster	1 round	self	U
3)	Dodging I *	1 attack	1 round	self	D
4)	Swing III *	caster	-	self	U
5)	Flip I *	caster	-	self	U
6)	Haste I *	caster	1 round	self	U
7)	Speed III *	caster	3 rounds	self	U
8)	Dodging III *	3 attacks	1 round	self	D
9)	Swing V *	caster	-	self	U
10)	Speed V *	caster	5 rounds	self	U

EVASIONS

- Swing I** – Allows caster to leap up to 10' vertically or laterally, grasp and swing from a fixed object, and land perfectly. The object could be a tree, branch, rafter, rope, etc.
- Speed I** – Caster may act at twice their normal rate, but must spend a number of rounds equal to the rounds speeded at half rate (immediately afterwards). See page 10 for more info.
- Dodging I** – Allows caster to "dodge" one non-spell attack (missile or melee); the attack must be frontal and receives a -50 modification.
- Swing III** – As *Swing I*, except 3 *Swing I*'s may be executed in rapid succession.
- Flip I** – Allows caster to "flip" in any direction, landing up to 10' away (facing in any direction).
- Haste I** – As *Speed I*, except no half-rate recovery rounds are required.
- Speed III** – As *Speed I*, except duration is 3 rounds.
- Dodging III** – As *Dodging I*, except 3 frontal attacks can be dodged.
- Swing V** – As *Swing I*, except 5 *Swing I*'s may be executed in rapid succession.
- Speed V** – As *Speed I*, except duration is 5 rounds.

MONK BASE
MONK'S BRIDGE

Level Spell	Area of Effect	Duration	Range	Type
1) Leaping I *	caster	1 round	self	U
2) Landing *	caster	varies	self	U
3) Traction	caster	10 min/lvl	self	U
4) Edgerunning	caster	1 min/lvl	self	U
5) Leaping III *	caster	1 round	self	U
6) Cornering I *	caster	-	self	U
7) Levitation *	caster	1 min/lvl	self	U
8) Landing True *	caster	varies	self	U
9) Wallwalking	caster	1 min/lvl (C)	self	U
10) Great Leap *	caster	1 round	self	U

MONK'S BRIDGE

- Leaping I** – Allows caster to leap 50' laterally or 20' vertically in the round that the spell was cast.
- Landing** – Allows the caster to land safely in a fall of up to 20'/lvl, and to take that distance off the severity of any longer fall.
- Traction** – Caster can run on even, unstable surfaces (sand, ice, etc.) as they would on a hard, stable surface.
- Edgerunning** – Caster can run on even, narrow (at least 2" wide) surfaces as if they were on normal ground.
- Leaping III** – As *Leaping I*, except the caster can execute 3 "leaps" in succession. Each leap must be within 90° of the last leap's direction.
- Cornering I** – Allows caster to execute a turn up to 180° with no deceleration or unbalance (can be used with any "running" spells).
- Levitation** – Allows caster to move up and down vertically 10'/rnd, horizontal movement is possible only through normal means.
- Landing True** – As *Landing*, except severity of the fall is cut by 50'/lvl.
- Wallwalking** – Caster can walk on solid surfaces up to 90° as if they were on normal ground.
- Great Leap** – As *Leaping I*, except limit is 10'/lvl laterally and 5'/lvl vertically.

MONK BASE
MONK'S SENSE

Level Spell	Area of Effect	Duration	Range	Type
1) Sly Ears *	caster	10 min/lvl	self	U
2) Nightvision *	caster	10 min/lvl	self	U
3) Sidevision *	caster	10 min/lvl	self	U
4) Scent *	caster	10 min/lvl	self	U
5) Watervision *	caster	10 min/lvl	self	U
6) Fogvision *	caster	10 min/lvl	self	U
7) Touch *	caster	10 min/lvl	self	U
8) Darkvision *	caster	10 min/lvl	self	U
9) Detect Invisible	5'R	1 min/lvl (C)	100'	I
10) Detect Illusion	5'R	-	100'	I

MONK'S SENSE

- Sly Ears** – Caster gains double normal hearing (e.g., +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses).
- Nightvision** – Caster can see 100' on a normal night as if it were daylight.
- Sidevision** – Caster has a 300' field of vision. The flank bonus for attacks against the caster is lowered to +5, and the rear bonus is lowered to +15.
- Scent** – Caster gains extremely acute sense of smell (e.g., +50 to Perception involving only smell, +25 to Perception involving smell and other senses).
- Watervision** – As *Nightvision*, except caster sees 100' in even murky water.
- Fogvision** – As *Nightvision*, except caster sees 100' in any precipitation.
- Touch** – Caster gains extreme tactile sensitivity. This results in a +25 to all actions that depend on the tactile sense (e.g., Pick Locks, Disarm Traps, etc.).
- Darkvision** – As *Nightvision*, except any darkness can be seen through. No light is needed for this spell to work.
- Detect Invisible** – Detects invisible things; all attacks are modified by -50 against any detected, invisible targets. Caster can concentrate on a 5'R area each round.
- Detect Illusion** – Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.

HASTE AND SPEED SPELLS

A person under the effects of a Haste or Speed spell will have 200% activity each round, and may perform "Short actions" of up to 99%. The effects are summarized below.

Combat: Two melee or missile attacks may be made per round. All bleeding critical results applied to a Hasted individual are doubled, and rounds of stun, parry or no parry are applied at 2 per round.

Example: *Log the Orc has been hasted and has gleefully been attacking twice per round with his axe. Unfortunately, he takes a 'D' critical and receives 4 rounds of stun with no parry and a bleeding wound of 4/rnd. He will be stunned with no parry for 2 full rounds and will bleed for 16 hits in that time.*

Spells: Only one spell may be cast per round, no matter what, Hasted or not. In addition, all spells cast upon a hasted individual last their normal duration.

Cumulative Haste/Speed: Only one Haste or Speed spell may be in effect on an individual at any given time. In addition, as Speed requires a 50% activity penalty after the spell effects end, casting a Speed or Haste spell at that point will only bring a person to normal activity, rather than extending the 200% activity time (50% x 2 = 100%).

SKILLS

With the introduction of these two professions, we need to also add in a few new skills as well. Normally, since *Rolemaster Express* (RMX) uses a fixed number of Development Points per level, the addition of new skills would usually be accompanied with an increase in the development points given.

However, since the three skills to be added will normally only be learned by these two professions, and these professions will also normally not be purchasing *Maneuvering in Armor* or *Weapon Skills*, no additional Development Points are needed for the addition of these three skills. The costs for these skills, for the two professions introduced here can be found in the Skill Costs table in the professions section. The cost for the other professions in RMX can be found in the Skill Costs II table below.

The skills described below have been adjusted slightly to work better with RMX, so they may vary from the descriptions given in *RMC Character Law*. The table at the bottom of the page shows the skill costs for the other RMX professions.

ADRENAL MOVES [Pr/SD](VARIES)

These skills relate to the development of the art of superhuman effort. Using “concentration” and self discipline, the character skilled in Adrenal Moves must prepare the round before he will use one of these skills. This is accomplished by taking a 20% penalty on action in this preparation round. Adrenal Moves may not be attempted in consecutive rounds, nor may more than one be attempted at any one time. Skill ranks in each Adrenal Move must be developed separately. Each Adrenal Move counts as a separate area for development purposes.

Strength (SM): This skill gives a character a +10 bonus on his offensive bonus and doubles the number of concussion hits that he delivers. At the end of the preparation round, the character rolls 1-100, adds any applicable bonuses, and then adds his skill rank bonus. A roll of 101+ indicates success and the above bonuses apply for the next round. Failure means no bonuses are obtained the next round.

Speed (SM): This allows a character to move at twice normal speed and thus increase his activity for one round (allowing the character to use 200% activity for one round). Speed is prepared just as the Strength Adrenal Move; success is determined in the same way.

Balance (MM): This skill enhances the ability of the character to maintain his balance in one maneuver action (requiring balance). The skill rank bonus is added to any maneuver rolls required for the action (even if it takes several rounds). This skill does not require an activation roll, just the preparation round as described above.

Leaping (MM): This allows the character to automatically increase the distance he can successfully leap from either a standing or a running start. The Moving Maneuvers table (RMX, page 63) can be used, with the skill rank bonus being added. 100% would indicate a normal leap and results above that a longer leap.

Landing (SP): A character may automatically decrease the severity of a fall by his skill rank bonus times one foot. For example, if a character’s skill rank bonus were 60, a 100’ fall would be treated as a 40’ fall. The severity of a fall can never be reduced below that of a 10’ fall. For this adrenal move the penalty of -20% for a preparation round is applied the round after the fall (assuming he’s conscious). This is the recuperation round. No activation roll is required for this skill either.

ADRENAL DEFENSE [—/—] (SP)

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

To use adrenal defense, you must be aware of the fact that you are under attack. In addition, the character must not be wearing any armor and cannot have a shield or large object in his hands. Adrenal Defense requires that a character devote a portion of his activity each round to maintaining the bonus to their DB. For Martial Artists (Monk & Warrior Monk) this is 20%, for other professions this is 40%.

If the optional rules on Weapon Katas are in use, a martial artist is allowed to be holding any weapon usable in their weapon kata.



SKILL COSTS II							
Skills	Stats	Fighter	Thief	Rogue	Animist	Magician	Mentalist
Special Skills							
Adrenal Moves	Pr/SD	2/6	2/6	2/6	5	6	3
Adrenal Defense	—	20	20	20	20	20	15
Martial Arts	varies	3/7	3/7	3/7	6	9	3

MARTIAL ARTS

[ST/ST/AG OR AG/AG/ST] (OB)

Martial Arts (MA) skills in Character Law affect the offensive bonuses for unarmed combat. MA skills consist of 8 different skills in MA attacks. Each of these skills must be developed separately and is considered a separate skill for development purposes:

- MA Striking Tier 1
- MA Striking Tier 2
- MA Striking Tier 3
- MA Striking Tier 4
- MA Sweeps & Throws Tier 1
- MA Sweeps & Throws Tier 2
- MA Sweeps & Throws Tier 3
- MA Sweeps & Throws Tier 4

MA tiers represent the complexity and effectiveness of the different Martial Arts attacks. Tier 1 is the simplest (and least effective), while Tier 4 is the most complex (and the deadliest). The skills are further classified according to “type” as being “striking” (Karate-like MA, including boxing) or “sweeps & throws” (Judo-like MA, including wrestling).

Effect of Martial Arts Skill: The skill rank bonus for a particular MA Tier is part of the offensive bonus used when a Martial Arts attack is made utilizing that MA Tier. Normally, a character may choose which MA Tier he wishes to use in an attack.

Effect of MA Type and Tier: Only one MA Tier and type may be used to attack in a given round. The MA Tier determines the maximum possible result that an attack can obtain, while the MA type (striking or sweeps & throws) determines which attack table is used.

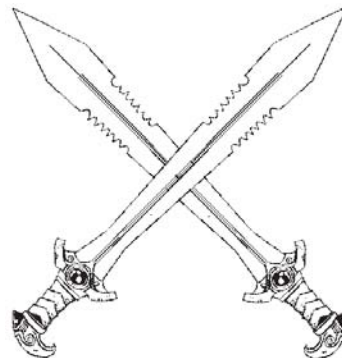
Limitations on MA Skill Development: Skill in a Martial Arts Tier can not be developed to a skill rank higher than the existing skill ranks of the lower MA Tiers of the same type (i.e., either striking or sweeps & throws). In other words, MA Striking Tier 4 can never have a higher skill rank than MA Striking Tier 3, MA Striking Tier 3 can never have a higher skill rank than MA Striking Tier 2, and MA Striking Tier 2 can never have a higher skill rank than MA Striking Tier 1. The same rule applies for the Sweeps & Throws Tiers.



MARTIAL ARTS IN RMX

RMC Arms Law contains attack and critical tables specifically for using Martial arts. RMX, however, does not. Therefore the following rules apply for using Martial Arts with the attack and critical tables found in RMX.

- MA Striking will use the **Tooth & Claw Attacks** table and the **Unbalancing Criticals** table, with each Tier corresponding to a given size; Tier I = Small Attacks, Tier II = Medium Attacks, etc.
- MA Sweeps & Throws will use the **Grappling & Unbalancing Attacks** table and the **Grappling Criticals** table, with each Tier corresponding to a given size; Tier I = Small Attacks, Tier II = Medium Attacks, etc.
- The Fist/Kick and Wrestling/Tackles entries in the **Animal/Natural Attack Types** table (RMX, page 53) refer to unarmed and untrained attacks that do not utilize these skills.



NEW RULES & OPTIONS

In this section I will be presenting a couple of new options that you can use with your game. While the presentation of these options are geared for use with *Rolemaster Express*, they can easily be used with *Rolemaster Classic* and actually will be expanded upon in later products.

NEW WEAPONS

Before we can get into the rules option for weapon katas, we need to first introduce a few additional weapons into *Rolemaster Express* since these weapons have slightly different stats than they do in *Rolemaster Classic* in order to deal with the combat tables that RMX uses. The tables below give you all the information you need to include these weapons in your game.



EQUIP. & PRICE LIST - ADDITIONAL WEAPONS				
Weapon	Abbrev.	Cost	Wt.	Type
Katana	(ka)	23 sp	5 lb	1-H/2-H Edged
Nunchaku	(nu)	4 cp	2 lb	1-H/2-H Concus.
Sai	(si)	13 sp	3 lb	1-H Edged
Tonfa	(to)	9 cp	3 lb	1-H Concussion

WEAPON KATA OPTION

Sometimes Martial Artists will fight with more than just their hands and feet, sometimes they also utilize weapons. In RM this is referred to as a Weapon Kata.

A Martial Artist doesn't learn how to use a weapon like Fighters and Rogues and other combat oriented characters might learn. Instead, they simply learn how to use such weapons in conjunction with their martial arts; as an extension of themselves.

LEARNING A KATA

In game terms, this means that a Martial Artist does not learn skill ranks in each individual weapon, instead, he spends a small amount of DP and he can then use the weapon with his martial arts skills. A Martial Artist is also limited to only purchasing 1 weapon kata per level.

In addition to this one time DP cost, a weapon kata also requires a certain amount of skill in the martial arts to use. The Weapon Katas table on page 10 shows the minimum Tier required in order to learn a kata for each of the listed weapons. And next to the Tier, in parenthesis, is the minimum number of ranks required in that Tier before the specific kata can be learned. The Type column shows what type of martial arts the kata may be used for.

*For example, a Quarterstaff has a **Required Tier (Rank)** of III (5). This means that the character must have at least 5 ranks in MA Strikes Tier III in order to purchase the Quarterstaff weapon kata. Once the player has met the criteria, then he only needs to spend 8 DP in order to learn the kata. If he also wanted to learn the Quarterstaff Kata for his MA Sweeps & Throws as well, he would have to meet the Tier and Rank requirements for that type of Martial Arts and spend another 8 DP.*

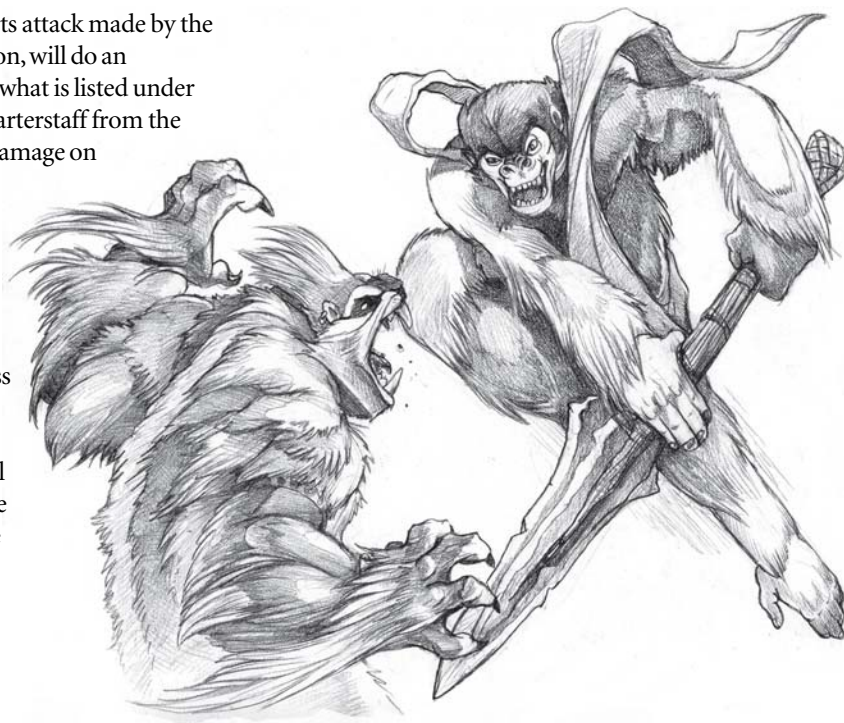
Once purchased, the character may use the weapon kata with any of his martial arts attacks of the proper type.

WEAPON STATISTICS					
Weapon	Length	FR	Primary Crit	Secondary Crit	Special Modifications
1-Handed (can be used with a shield)					
Katana	4'	3	SL	—	+5 OB (vs. None/Soft/Reinf.)
Nunchaku	3'	7	CR	—	+5 OB; take "B" crit if fumbled
Sai	2'	2	PU	—	-5 OB; +25 to DB if not used to attack
Tonfa	2'	4	CR	—	
2-Handed Weapons (can not be used with a shield)					
Katana	4'	3	SL	CR(B)	+5 OB (vs. None/Soft/Reinf.)
Nunchaku	3'	7	CR	UB	+5 OB; take "C" crit if fumbled
CR — Crush; GR — Grapple; PU — Puncture; SL — Slash; UB — Unbalance					
Refer to Weapon Statistics table on page 52 of RMX for more information on reading this table.					

KATA BASICS

When using a Kata, any martial arts attack made by the character, while wielding his kata weapon, will do an additional amount of damage equal to what is listed under Bonus Hits on the table. Thus, our Quarterstaff from the earlier example will do 8 extra Hits of damage on any attack that does damage to his foe.

When using a weapon kata, the player may also declare that he is going to use the alternate critical rather than the one normally associated with his martial arts type. Normally, this alternate critical will be of one degree less severity than is indicated by the attack table, however, some weapons, like the Quarterstaff, will do an alternate critical of equal severity to what the attack table indicates while others might offer more than one type of alternate critical.



WEAPON KATAS

Weapon Name	DP Cost	Required Tier (Rank)	Type	Bonus Hits	Alt Critical	Notes
Broadsword	8	III (5)	St	+6	Slash	—
Club	3	II (1)	St	+4	Crush	—
Dagger	7	II (5)	St	+4	varies	Slash or Puncture, wielder's choice.
Handaxe	5	II (3)	St	+4	Slash	—
Katana	14	IV (10)	St	+10	Slash	Equal Severity
Mace	6	III (3)	St	+6	Crush	—
Nunchaku	9	IV (5)	St/Sw	+8	Crush	Equal Severity; 2-H use does both Crush & Unbalance Criticals.
Quarterstaff	8	III (5)	St/Sw	+8	Crush	Equal severity; +10 OB with Sweeps.
Sai	8	III (5)	St	+6	Puncture	+30 DB if not used to attack.
Scimitar	8	III (5)	St	+6	Slash	—
Short Sword	7	II (5)	St	+4	Slash	—
Spear	9	IV (5)	St/Sw	+8	varies	Crush, Slash, or Puncture; wielder's choice.
Tonfa	7	II (5)	St/Sw	+4	varies	Crush for Strikes; Unbalancing for Sweeps.

Required Tier (Rank): This indicates which Tier the character must know in the Martial Arts and how many skill ranks he requires in that Tier in order to purchase a weapon Kata.

Type: This tells whether the weapon may be use with MA Strikes (St) or with MA Sweeps & Throws (Sw). The weapon much be purchased separately for each type of Martial Arts.

Bonus Hits: This is the amount of extra damage that is done with a weapon kata attack. This extra damage is not added to attacks that do no damage.

Alt Critical: Prior to making an attack, the player may declare whether he is making a normal Martial Arts attack, or one that will use an alternative critical. Unless the notes section says "equal severity", the alternate critical always does damage one severity less than what is indicated on teh attack table.

ADVENTURE REWARDS

Another new option being presented in this issue is something that we like to call Adventure Rewards. These are a short list of Gifts (i.e. a Rewards List) that are made available to the player at the end of an adventure. The player then gets to select and purchase one of these talents using Development Points (DPs). Adventure Rewards are new way to reward players, in addition to the more normal Monetary/Item Rewards and Experience Rewards.

There are a number of guidelines for the GM regarding creating and using Adventure Rewards and these will be covered in an upcoming RMC product, along with a complete list of Gifts, so that GMs will be able to create a Rewards List for their each of their own adventures. What we are concerned with here is presenting the rules needed for the player to utilize this option.

The adventure at the end of this issue, and future adventures for RMX & RMC will include a Rewards List for presentation to the players if the GM decides to utilize this option.

Once the GM offers the players a Rewards List, the players have the choice of purchasing one of the Gifts on the list or passing on it. The Gifts on the Rewards List should (ideally) be related to the adventure somehow, and it should contain enough variety that there is something of interest for everybody.

Normally, RM requires that you spend all of your Development Points (DPs) each level, so we need to make a few changes to the rules for this system to work. The following list provides an overall summary.

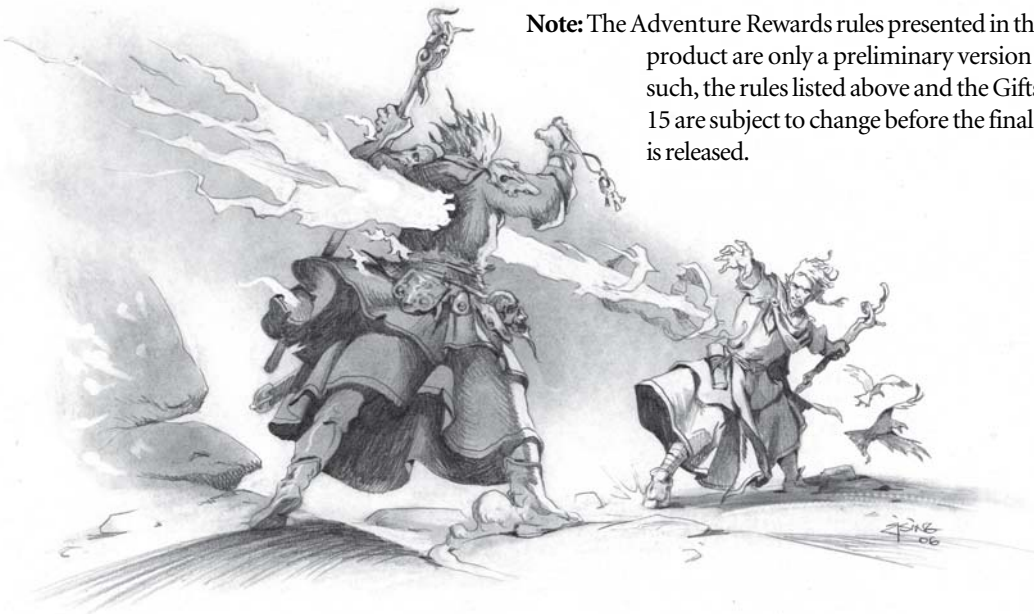
- **Development Points** – Each player receives 5 extra DP each level to compensate for the addition of this option. This is done because RM balances the number of skills (and/or spell lists) against the number of DPs you receive each level. Therefore the bonus Development Points aid in keeping the rules balanced.

- **DP Bank** – Players may place DPs into a bank to save them for later Adventure Reward purchases. However, once a DP is placed in the bank, it cannot be used for anything other than Adventure Rewards. This rule is in place to allow players to save up DPs for higher costing Adventure Rewards over time. A player may place any number of DPs into the bank that he wishes, however the bank can only hold a maximum number of DPs equal to the character's level times 5 (i.e. a 3rd level character may have up to 15 DP total in the bank.)
- **DP Debt** – Occasionally, a Rewards List may include a Gift that costs more DP than the player has saved. In such occurrences, the player may go into DP Debt, acquiring the Gift immediately and paying the DP cost, in full, the next time he advances a level. There are a few special guidelines to go along with this.
 - The player may not go into DP Debt if the Debt would be larger than the amount of DP he normally receives in a single level.
 - The player may not acquire another Adventure Reward while in DP Debt.
 - The Adventure Reward acquired will only work 50% of the time until the DP Debt is paid. If the talent is one that would normally be constant in nature, then the GM should roll once per hour to see if it is working or not. Additionally, stressful situations, such as combat, will require another roll to see if the Gift is working or not.

Note: Some Adventure Rewards may, at the GM's Discretion, work all of the time. *Fast PP Regen* is a good example of a Gift that should always work..

It is also important for players to realize that not every adventure will have a Adventure Reward, and that often the Reward List contents will depend upon the size of the adventure. Smaller adventures will often have less powerful Gifts in its Rewards List, while larger, more world-shaking adventures will have more powerful Gift Rewards.

Note: The Adventure Rewards rules presented in this product are only a preliminary version and as such, the rules listed above and the Gifts on page 15 are subject to change before the final version is released.



Wizard's Apprentice



Introduction

An apprentice Magician has been possessed by the evil spirit inhabiting an ancient book. This spirit has caused the apprentice to severely wound his master and open a portal to a demonic land. This adventure is for a group of 4-6 third level adventurers of varying capabilities.

This adventure is written for GMs. It is **strongly** recommended that if you are a player, that you read no further and ignore these pages.

Background

Dramatis Personae:

The Good Guys:

Magor: Magor is a local magician.

Vernus: Vernus is just the unwitting pawn in all this and he is Magor's apprentice.

Chiln: Chiln is the local priest. He is very old and is the one who provides the blessed arrows/bolts to the party and he was also the one who divined their arrival.

Agyrn: This is a local woodsman and tracker. He will not engage in combat with the demons, but he can easily lead the party to the cave.

The Bad Guys:

Demons: Several demons have already come through the gate. They will do everything that they can to prevent the gate from being destroyed.

Magor is a mage from a big city guild. Many years before, he moved to this small town with the blessings of his guild. He brought with him a number of evil items.

His purpose was to hide the items, and to work with Chiln, a local priest, to devise ways to destroy the items.

Chiln was assigned to be the priest for this small town and to aid Magor in finding ways to neutralize or destroy the evil items in his possession. Chiln was a young man when assigned to the town. He is now well into his eighties.

Vernus is the apprentice to Magor the Magician. He is a local boy from the town who showed some talent. Vernus had no idea of the reasons why Magor chose this town. Being naturally inquisitive, he liked to solve puzzles and riddles. Magor had a number of these within his home, including some that Vernus wasn't meant to find.

Vernus accidentally discovered the secret hiding place of an ancient and evil book. Bound within the pages of this book was a powerful demon. When Vernus opened the book, he was possessed by the spirit of the demon. The book also had another power, it could be used to open a portal to the demon's home world, allowing the demon's spirit to travel home, reclaim its body, and return to the mortal world. However, before the demon can come back through the portal, it must first be enlarged through the passage of other demons traveling through it.

When the demon possessed Vernus, it attacked Magor and severely wounded him. It also temporarily stripped him of all his magic through a curse, and even made it so that other magics will not work on him as well, at least not until the portal is closed.

While Magor is too severely injured to aid the party directly, and Chiln too old to travel, they can give the party a bit of information and the means to destroy the gate.

Getting Started

The party arrives in the village the morning after the book has been stolen and Magor has been injured. As soon as they entered town, they are immediately approached by Agyrn, who asks them to accompany him to the cleric's office.

Once they arrive, they are ushered right into the office. Chiln, a very old human priest is seated behind his desk. On a cot to one side is Magor, bandaged and propped up by pillows. Agyrn stays in the room as well while the priest and mage talk with the party.

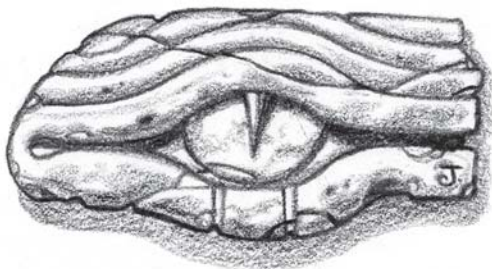
Chiln and Magor ask the party to save Vernus from the folly that has befallen him if possible. If the party cannot save Vernus, then they need to return to the priest with his body.

They explain to the party about how Vernus found accidentally the hidden book and it possessed him. They also explain how the demon cursed Magor and nearly killed him.

They will initially offer each player a gold piece for undertaking this mission, and are able to go up to 3 gp per person in the party. If the money does not sway the party, Magor will also offer to give them each a magic item suited to their abilities upon completion of the mission. He will not agree to give them any items before hand as he is too injured to travel to his home and he will not agree to let anybody else

They also explain that the only way to close the gate, once opened, is to pierce the 5 plaques that create the focal points for the magical energies with the weapon that they can provide. They provide the party with crossbow bolts (or arrows if nobody in the party knows how to use a crossbow) that have been blessed and specifically enchanted to disrupt the magic of the gate once all 5 plaques have been pierced.

If the party agrees to the mission, Chiln also offers to bless each party member so that they will be able to hurt any demons that may have already been summoned, even if that demon is immune to non-magical weapons. Chiln has the party kneel, and then he begins chanting. As he does, a golden glow forms over the heads of the players, spreading out from Chiln's upraised hands. As he finishes his chant, the glow descends upon the party, and they feel a tingling sensation as it covers them. Chiln will then urge them to hurry as the blessing will only last for a few hours, and it will take Agyrn most of an hour to lead them the cave where Vernus is.



The Adventure

1. THE CAVE MOUTH & TUNNEL

The starting point for your adventure...

The party arrives just as a group of 4 Minor Horned Demons are coming out of the cave. Refer to **The Stats** section for more information on these demons.

Depending on how long it takes the party to dispatch the demons, more may emerge from the cave. It is recommended that one demon leaves the cave every 2 minutes, as that is the

Agyrn will not enter the fray, nor the cave once the demons have been vanquished. Once he has shown them the cave opening, he says that he is going to go scout around the area and that he will return later. He then leaves.

2. THE PORTAL CAVE

The cave is lit by several torches scattered around and stuck in crevices in the wall, and there is a small fire burning in the far corner. The ceiling is rough and varies from 10' to 15' in height. Scattered throughout the cave are several large rocks that stand around 4' tall.

Directly across from the tunnel opening is the portal (a). The 5 wooden plaques are floating in mid-air, and have lines of magical energy connecting them. The lines of energy form the shape of an upside-down pentagram (i.e. a 5-pointed star with 2 points facing upwards). The center of the pentagram, which forms a pentagon, is a solid black in color and its interior seems to be swirling in a counter-clockwise motion.

There are 6 Spawn Demons (x) scattered about the chamber, and Vernus (b) can be seen lying on the floor to one side of the portal.

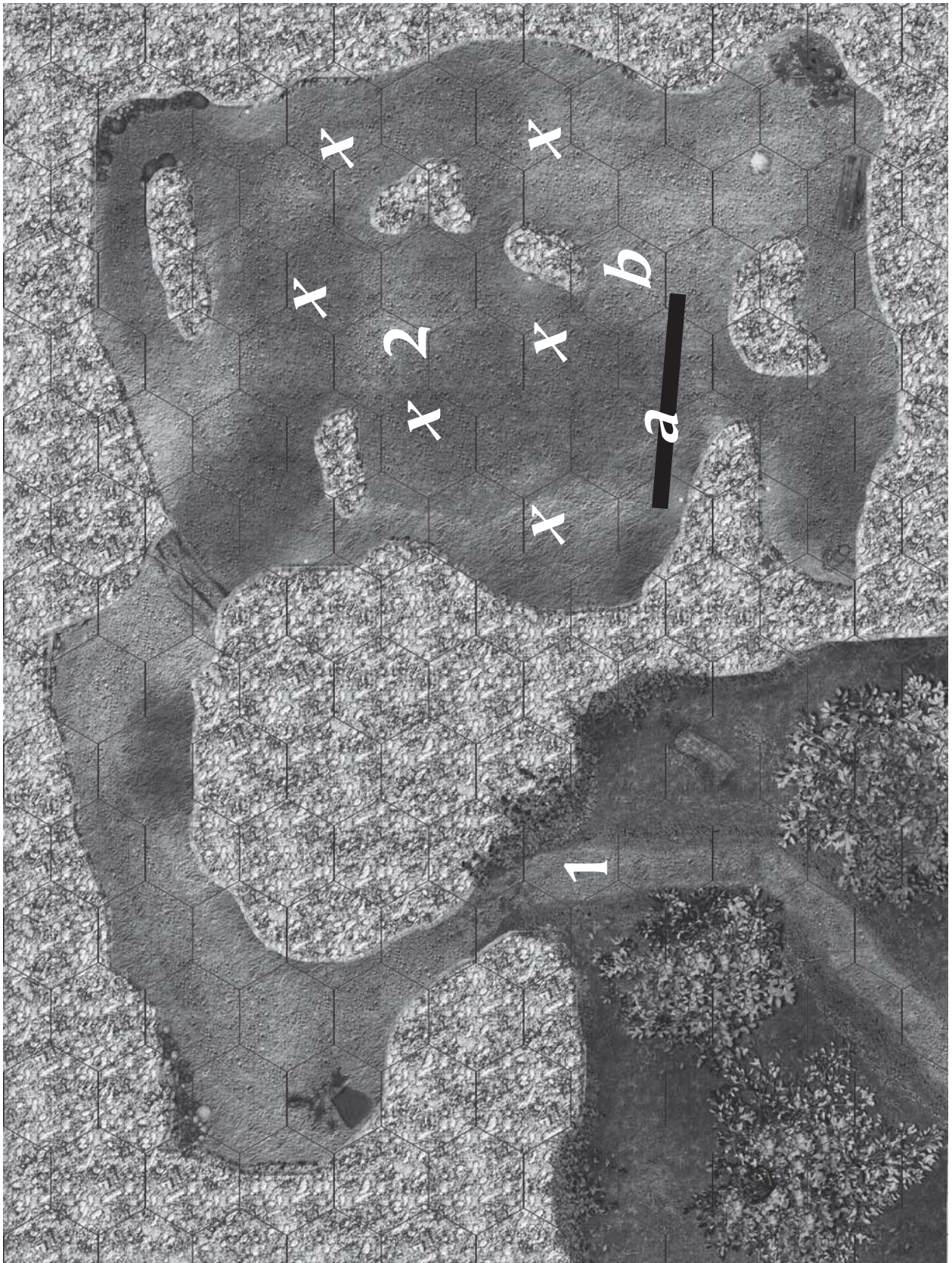
Approximately 1d10 rounds after the party engages the demons, another Spawn Demon will emerge from the gate. Then 12 rounds later a Winged Demon will emerge from the portal. Every 12 rounds after that, another Winged Demon will come through the gate until it has been destroyed.

DESTROYING THE GATE

To destroy the gate, somebody has to pierce the 5 wooden plaques with the arrows/bolts provided by Chiln and Magor. Doing this, with no distractions is going to be a Medium difficulty maneuver using the character's skill with the weapon as a bonus.

Once all 5 plaques have been pierced, the lines of magical energy connecting the plaques will start flickering and it will then explode in a burst of magical energy. Everybody within the cave is knocked to the ground, and must spend 1 round regaining their feet.

This burst of magical energy will combine with the blessing that Chiln gave the party earlier in a unique and unforeseen manner. Refer to *Gift Rewards* below for more information.



Loose Ends

Vernus is still alive, but he is comatose. Chiln knows of a powerful herb that may restore him to health again, but it grows in a remote and dangerous place. He and Magor are willing to pay the party to acquire it for them. However, they will not be willing to pay as much as they did for the party to close the gate. For this mission, they will offer each party member a maximum of 1 sp per week, and 1 sp for each battle that they have to fight to reach the herb (which is approximately a 2 week trip away, up into the mountains).

Somewhere between three and ten Minor Horned Demons had emerged and escaped before the party reached the cave. Chiln and Magor will also ask the party to hunt these demons down, offering to pay the party 5 sp for each demon they hunt down. The demons will have gone in separate directions, but their trails will be relatively easy to follow, due to the death and destruction that they normally leave in their wake.

The demons, if they are allowed to escape completely, will eventually attempt to get another mortal to open a portal to its home plane again. If it succeeds, it will allow for hundreds or even thousands of demons to come through the gateways created. Of course, the party could always hope that none of the demons survive long enough to do that.

The Rewards

Monetary/Item Rewards

As agreed before they went on the mission to the cave, Chiln and Magor will pay the party once they return with Vernus's body. Each party member will get the 1-3 gp that was agreed upon. If Magor had to tempt them with magic items, he will keep his word, providing each character with a small silver ring that provides a magical +5 to DB.



Experience Rewards

Unlike the normal rules for experience given in Rolemaster Classic's Character Law, this adventure is breaking it down and awarding experience based on a Goal Based option presented in Rolemaster Express. The following list gives the various XP awards for each portion of the adventure. All XP awards are what EACH character involved would receive.

1. **Fighting the Demons at the Cave Entrance** – The first group of demons encounters should be treated as a *Hard Minor Goal* for the party to defeat them. Each party member involved in the fight receives 500 XP.
2. **The Demons in the Cave** – The battle with the demons in the main portion of the cave is going to be tougher than the initial battle. It should be treated as an *Extremely Hard Minor Goal* and each character involved in that fight should receive 1,000 XP.
3. **Destroying the Portal** – Destroying the portal to the demon world should be considered to be an *Extremely Hard Major Goal*, especially since it keeps spitting out more demons as time goes on. Each member of the party should receive 2,000 XP.
4. **Returning Vernus to town** – If the party remembers to bring Vernus back to Chiln and Magor, they should each receive another 500 bonus XP.

Adventure Rewards

If you decide to allow this type of Reward for the party, then you should follow the rules and guidelines presented on page 11 regarding *Adventure Rewards*. Each member of the party is considered to have a number of DPs in a **DP Bank** equal to his level times 5, and they will receive an additional 5 DP per level from now on.

The burst of magical energy combines with the magical energy from the blessing that Chiln gave the party in a very special way. Each party member is allowed to purchase one of the gifts off of the list on page 16.

Other Rewards

Should the party part company on good terms with Chiln and Magor, they will be willing to aid the party with information, identification of items and even minor healing. They are an excellent source of mystical and rare knowledge. Both can also provide the party with letters that can get them preferential treatment by the church and mages' guild of the larger city that they come from if the party later has an adventure that takes them in that direction and either of the old men consider that such letters would help the party.

Gift	Cost	Description
Amazing Leaping	10	<p>Normally, a character may make a standing broad jump equal to their height in length as a Medium maneuver, and a standing high jump equal to half their height as a Light maneuver. Rolemaster Classic/Express does not contain a Jumping skill, so this is normally just a basic Moving Maneuver using Strength and Agility bonuses and maneuver modifiers for armor worn.</p> <p>With this ability, the character's leg muscles have changed to provide an enormous boost to his jumping potential.</p> <p>The character is now able to make a standing broad jump equal to 3x his height and/or a standing high jump equal to 5x his height with a successful Light Moving Maneuver roll (using Strength and Agility as stat bonuses, armor maneuver modifiers apply). Running Broad and High Jumps are an Easy Moving Maneuver.</p>
Controllable Giantism I	13	<p>The character may concentrate and cause himself to grow 50% larger than his normal height. All equipment and items on his person will also grow in size. The character's weight doubles, and he gains a +4 to his Strength Bonus and a -4 to his Quickness Bonus while in his enlarged form.</p> <p>To change size, the character concentrates and makes a Medium Moving Maneuver Roll adding in his SD bonus. He makes this roll each round until his results, when totaled, are equal to or higher than 100.</p> <p>The character will remain in this larger form for a number of minutes equal to his Constitution Bonus and then he will automatically revert to his normal size. Each use of this ability beyond the first in a given day receives a cumulative -20 modifier (i.e. the second size change in one day is at -20, the third is at -40, etc.) due to the stress it puts on the character.</p>
Danger Sense	15	<p>The character has developed an uncanny, mystical ability to detect danger before it manifests itself. He would get a warning before stepping on a trap and/or before walking into the kill zone of an ambush. This is a passive ability that works automatically.</p> <p>However, the automatic warning does not inform the character what the danger is. The character needs to make a successful General Perception roll to determine what the source of the danger is. The better his roll, the more information he gleans. The character gains a +10 modifier to this General Perception roll.</p>
Dark Vision II	12	<p>The character's eyes undergo a transformation. The character is now able to see up to 15' in total darkness. When there is a source of light, the character can see twice as far as the light source would normally allow.</p>
Fast PP Regeneration	15	<p>Power Points normally represent how much magical energy a character may manipulate in a single day. With this ability, power points represent how much magical energy the character may manipulate before needing to rest. This is a fundamental change in how the character's body manipulates magical energy.</p> <p>Character will recover 1 PP per minute of rest and/or 1 PP per 10 minutes of non-strenuous activity. Rest is defined as sitting or lying down and performing no physical activities. Strenuous activities include combat, running, riding at faster than a walk.</p> <p>Because of the change in how his body processes and manipulates magical energy, the character is no longer able to use Power Point Multipliers or Power Point Adders, although Spell Adders will still function normally.</p>
Giantism I	10	<p>The character and all of his equipment suddenly and permanently grow larger. The character is now 50% taller than he was before and weighs twice what he did previously. His Strength bonus is increased by 4 and his Quickness bonus is reduced by 4.</p>
Giantism II	15	<p>The character and all of his equipment suddenly and permanently grow larger. The character is now double his previous height and weighs four times what he did previously. His Strength bonus is increased by 8 and his Quickness bonus is reduced by 8.</p> <p>Whenever the character receives a critical in combat, that critical is reduced in severity by 1 level ('C' becomes a 'B'; 'B' becomes an 'A'; 'A' becomes an 'A - 20').</p>
Hammerhand	15	<p>The character's hands become hard as iron. Any unarmed attacks using his fists are now made using the same attack and critical tables that are used for a mace.</p>
Instinctive Defense	15	<p>The character develops an instinctive sense and fluidity of motion that allows him to avoid attacks. If he is aware of the incoming attack, this provides a +20 to his DB.</p> <p>Even if caught by surprise or unaware of an attack, he gains a +10 to his DB.</p>
Natural Weapon	15	<p>You develop a natural weapon. This could be claws growing out of the back of your hands or on the tips of your fingers. It could be talons, a beak, a horn like a Rhinoceros or any other type of weapon that occurs naturally in nature.</p> <p>Attacks made with this Natural Weapon are made on the appropriate table just as if made by an appropriate creature. The Natural Weapon does a maximum of a Medium attack on this table.</p> <p>The character may develop skill in using this Natural Weapon. This skill will use St/St/Ag as its stats and have a Development Point cost of 2/5.</p>

Note: The Adventure Rewards rules presented in this product are only a preliminary version and as such, the rules listed on page 11 and the Gifts listed above are subject to change before the final version is released.

The Stats

The table at the bottom of the page shows the combat statistics for the monsters used in this adventure.

DEMONS

There are 3 types of demons that come through the portal in this adventure. All of the demons are immune to damage from non-magical weapons (damage from non-magical weapons heals at a rate of 1 hit per round, and they totally ignore any criticals). Characters that have been blessed by Chilm are treated as if they are using magical weapons. However, this blessing only applies to melee weapons being used by the party, not missile weapons.

These demons may take a 100% activity action and make 2 claw attacks upon a foe in a single round. The first attack takes 70% of the activity and the second takes place at the 100% mark. Both of these attacks must be against the same foe.

MINOR HORNED DEMONS

These creatures stand approximately 4' tall and have horns protruding from their heads and shoulders and savage looking claws on their fingers. While these demons have no magical abilities in and of themselves, they often possess a lot of magical knowledge, the better to tempt and taint unsuspecting mortals, allowing them to manipulate said mortals into opening portals for their home realm to allow other, more powerful demons passage to the mortal plane.



SPAWN DEMONS

These hairless creatures have long pointed teeth and long sharp claws. Their skin is a splotchy grey in color and they stand approximately 6' tall when fully upright. They are savage creatures and will not stop as long as there are foes to vanquish.

WINGED DEMON

The great beast stands 7'-8' tall, and it has large, leathery bat-like wings that allow it to fly (at 1/2 of its BMR). This creature is a beast of pure hate, bent on the destruction of everything it encounters.

DEMONS									
Type	Lvl	Base Rate	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	Treasure	Outlook
Minor Horned Demon	2	90	MF/FA	M/I	35	1(20)	40 MCl (2x)/30 MBa	—	Berserk
Spawn Demon	4	110	FA/FA	M/II	60	3(30)	50 MCl (2x)/40 LBa	—	Berserk
Winged Demon	8	130	VF/FA	L/II	90	4(50)	60 MCl (2x)/70LBa	—	Cruel