

EXPRESS ADDITIONS

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INTRODUCTION

Welcome to the 8th issue of Express Additions. In this issue we bring you a number of things that we hope you will enjoy.

First up, we shall expand the minimal rules given regarding craftsmen given in the Combat Companion, making those rules fit for all sorts of craftsmen, not just smiths.

We will follow this up by presenting the Herbalism skill. This skill is very important for those who want to use and incorporate herbs into their games. Not only will we explore how herbalism interacts with the Enchanted Herbs given in the RMC Character Law, but we will also give some simple and flexible rules for utilizing this skill with natural, non-enchanted herbs as well.

And finally, we have a set of new additions to the Style Creation rules from Combat Companion, including some new options that allow for the acquisition of Special Maneuvers outside of a style.

Enjoy!

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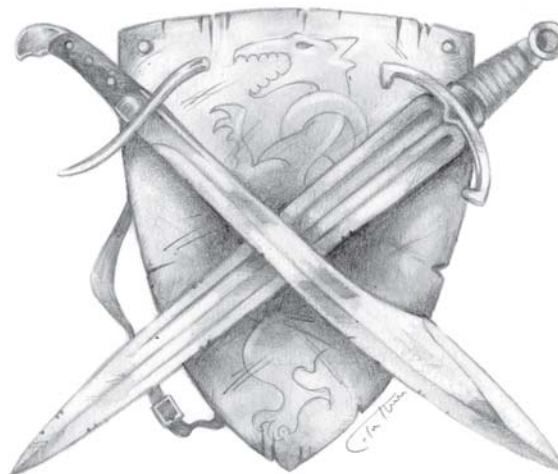
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CRAFTSMANSHIP

In the RMC product, *Combat Companion*, we touched upon the bonuses that could be applied to armor and weapons based upon the craftsmanship in making those items. However, the rules governing craftsmanship can and do apply to the creation of items other than armor or weapons. The purpose of this article is to expand the information given in the *Combat Companion* and give guidelines on how to apply it to other sorts of items.

CRAFTSMANSHIP LEVELS

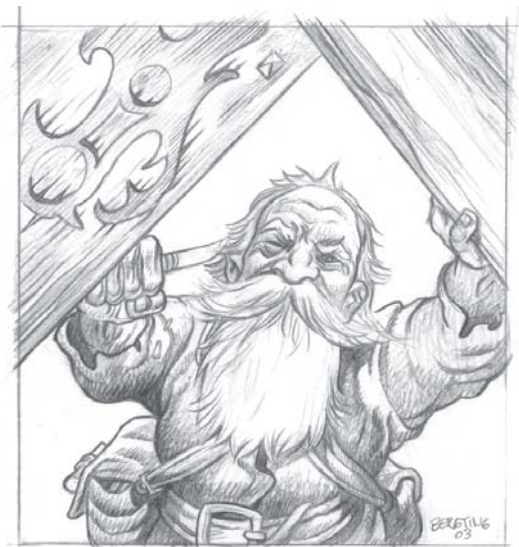
You can easily notice from the Craftsmanship Levels Table that there are 5 distinct categories of competency and that we base those on the number of ranks that a character has in the appropriate craft skill.

CRAFTSMANSHIP LEVELS TABLE	
Skill Ranks	Craftsman Title
1-5 Ranks	Apprentice
6-15 Ranks	Journeyman
16-30 Ranks	Tradesman
31-50 Ranks	Master
50+ Ranks	Grand Master

A character could have a natural aptitude (i.e. high stats) for a craft or even a gift (i.e. a special bonus of some sort, perhaps from a background option) in his chosen craft.

Skill ranks therefore measure the learned knowledge while stats and perhaps background options represent natural, innate skill that the character may have for his craft.

Here is a more detailed explanation of each title.



Apprentice: An Apprentice has mastered the basics of the skill, and can perform the most basic of tasks given enough time and effort. Attempts at item creation are rarely perfect, but they are at least usually serviceable.

Journeyman: A Journeyman knows the basics of his profession quite well, and is often capable of handling the more routine and day-to-day tasks associated with maintaining his craft. Journeymen are sent out into the world to broaden their overall experience before they can be considered qualified enough to reach the rank of Tradesman.

Tradesman: A Tradesman is the lowest rank of mastery within a craft. He has the knowledge and the skill to support himself and a family if that is his wish. He is able to easily accomplish the tasks required to maintain perform his profession. He is also occasionally able to produce works that are above average. A Tradesman may take on an Apprentice, but rarely more than one at a time.

Master: A master has often spent years perfecting his craft and he can often produce works that are above average in quality. A master may also know of rare or secret techniques that are unknown to most others in the craft. Masters will often have one or more Apprentices, and perhaps even a Journeyman or two.

Grand Master: A Grand Master is the highest rank of mastery attainable. Grand Masters will, more often than not, produce works of very high quality. They will often have knowledge that is thought to have been lost or forgotten. They are also quite well versed in finding and creating new techniques for the creation of works. Truly exceptional Craftsmen

CRAFTSMANSHIP BONUSES

Craftsmen make items. It is their purpose. Craftsmen also strive to create the best works that they possibly can; using all of their knowledge and skill, as well as the best materials available.

Gifted and skilled craftsmen can often make items that surpass average items made by less experienced or less gifted craftsmen.

For items with a specific use, such as a saddle or a set of tools or a weapon, this often results in a bonus to the item. This bonus could be a standard bonus to any skill required to use the item, or if the item is worn, it could result in a reduction of any maneuver penalties that could be applied when using a skill. Of course such bonuses also increase the value of the item as well.

For items without a specific use, such as art of some sort, well made items would tend to be valued for the quality of the workmanship, and thus cost more than average as well, however, you wouldn't end up with a +5 statue.

CRAFTSMANSHIP BONUSES TABLE				
Quality	# of BI	Cost X	# of MI	Maneuver Difficulty
Exceptional	1	x5	1	Extremely Hard
Mastercraft	2	x10	2	Sheer Folly
Mastercraft (2)	3	x15	3	Absurd
Mastercraft (3)	4	x20	4	Absurd -15
Mastercraft (4)	5	x25	5	Absurd -30

BONUS INCREMENTS

Bonuses to items are applied in increments. A single Bonus Increment (BI) is a +5 which may be applied to any skill used with the item. A Maneuver Increment (MI) is also a +5, but one that is applied against a negative maneuver modifier to reduce that negative number. For all intents and purposes a Maneuver Increment is another type of Bonus Increment.

In the RMC product, *Combat Companion*, individual pieces of armor have fractions of a Bonus Increment applied to them rather than the whole thing. The whole bonus only applies to full suits. For more information on Bonus Increments, as well as increments from material and magical means, please see the *Combat Companion*.

GUILDS

To be perfectly clear upfront, the information in this section on Guilds is not intended to be historically accurate. The goal of this section is to provide you with a few ideas on how you might use guilds in your game, not to present any specific rules for such.

Guilds are organizations that are formed by Tradesmen of a given occupation. Depending upon the size of the settlement, a guild may also include those of related occupations as well. In large settlements, such as cities, there may even be multiple guilds for a given occupation.

Guilds normally form to protect the rights of the members. This can be accomplished by limiting the number of people performing a given occupation or by setting standardized prices to prevent one person from undercutting the prices of a competitor.

Guilds also try to have members that can influence the government, be it a city council or a king's court. The idea is to get concessions that benefit the guild members. A good example of this is a dyer's guild getting the rights to search royal forests for specific plants and substances to make their dyes.

Guilds can also provide social locations and training facilities, depending upon the nature of the guild. For example, a Mage's Guild might have the guild hall support a research library for its members. The more benefits that a guild supplies to its members, the more dues they will charge to the members.

For most guilds, the dues charged are going to be a flat fee, but this won't always be the case. Some guilds may have the dues be determined by the number of votes that the member gets at guild meetings. Others may set their dues to be a percentage of the member's income. Each guild will detail this in its charter.

In many instances, a guild may have to get permission from the local rulers to form, but once formed they are usually autonomous in nature.

Guilds would also make for good sources of adventures. A guild member might need some rare material and hire adventures to go get it. Perhaps a guild member needs guards for transporting dues from a specific chapter house to the guild headquarters, or wants an escort on some research mission. Perhaps the character is a member of a guild, and the guild leadership picks him, and incidentally his friends as well, for a special mission for the guild itself. The possibilities are nearly limitless.



HERBALISM



Among the lists of items that may be purchased in **Character Law** is a list of herbs. This is called the Enchanted Herbs list. However, there is a problem. Most of these herbs are extremely powerful overall, and in many cases should be considered to be almost magical in nature.

The herb list and the rules given for finding herbs do not take into account lesser, more common herbs. Nor does it take into account herbs of varying effectiveness.

The following set of rules and guidelines are meant to replace the current rules regarding herbs, and to allow for a much wider range of herbalism capabilities

HERB CLASSES

Using these rules, we divide herbs into 5 distinct classes. Each class determines the overall potency and effectiveness of the Herbs, including such things as how long it takes the herbs to work.

One of the benefits of using a class system for herbs is that no actual names are required, unless the Game Master (GM) wishes to include them. They can be

Class A: This class is primarily comprised of the herbs from the Enchanted Herb list in **Character Law**, plus whatever type of herbs that the GM wishes to include. The herb is very potent, and may even be magical in nature. Effects begin or occur on the very next round after the herb is properly applied, unless the herb specifically says otherwise. Non-magical herbs of this classification will increase natural healing speeds by a factor of 5.

It is recommended that magical herbs only be found in magical locations and places of a magical or unusual power. Examples of such include battlefields where a lot of magic was used, earth nodes, enchanted springs, near the run-offs from enchanted springs, etc.

Note: When attempting to match herbs from the core rules to this system, the GM should pick herbs whose location codes fit into the general terrain types listed on the Herb Foraging Table.

Class B: These herbs are some of the most potent of the non-magical variety. With proper usage, herbs of

this class can increase healing, up to 4 times the normal speed. Effects of these herbs are usually felt within 1-10 minutes of use or application. These herbs will also prevent death of whatever they are acting against, even if that death was supposed to occur prior to the herb actually taking effect. In such cases the character goes into a coma until the herb's effects manifest.

Class C: These are potent herbs, able to aide in a swift recovery. Healing times when using this class of herb are 3 times normal and cessation of ongoing damage can be seen almost immediately though it would normally take about 10-100 minutes for the full effects to be realized and finalized.

Class D: This class of herb has a pretty fair effect. They cannot restore any damage done before being administered, but they will significantly slow such losses and then eventually stop such damage (such as stat loss) from continuing after 3-30 hours.

Class E: These herbs are some of the least effective that can be found. Healing rates are increase by only 1.5 times normal and it can take multiple doses, administered at least once a day for 1-10 days for the effects of the herbs to be felt.

SEARCHING FOR HERBS

Using these rules, a character would make either an Herbalism maneuver roll or a Foraging maneuver roll to search for herbs. The results would then be compared to the Herbal Usage Table on page 6 to determine how many doses are found, and what classification those doses belong to.

The Herb Foraging Table on page 6 is used to determine the difficulty of the search maneuver based upon the general terrain type and the basic effect of the herbs being sought. The Difficulty and other modifiers for the search can be found on the Herbal Modifiers table.



Example: *Joras the Animist is searching a forest for herbs that will stop Bleeding. Looking at the Herb Foraging Table, we cross-reference Bleeding with Forest and that gives us a "6". Looking at the Herbal Modifiers table, we see that a "6" equates to a difficulty of Very Hard which modifies the search by -20 to the maneuver.*

It will take approximately 8 hours to properly search an area. The base area that can be searched is 1 square mile for every 10 ranks that the character has in the Herbalism or Foraging skill. This is increased by another square mile for each additional searcher involved. Add another square mile to the total for each Animist or Ranger in the search group.

The Herb Foraging Table lists several different terrain types. These are very general in nature to allow for a GM to properly adapt what the characters find to the location. This means that Forest includes all types of large plant growth, such as pine forests and jungles, and that Coastal includes sea coasts, lake shores, and river banks. It is left wide so that if a GM wants, he can have herbs be found in almost any terrain.

SEARCHING FOR MULTIPLE HERBS

In most cases, a character will likely be searching for either a single specific herb or for whatever herbs can be found. Each square mile searched will yield a maximum of 5 doses of herbs. Therefore, if searching for multiple herbs, it is likely that the characters will find fewer doses of a given herb than they would if they were searching for a single specific herb.

HERBAL MODIFIERS	
Modifier	Modifier
Difficulty	
Routine (1)	+30
Easy (2)	+20
Light (3)	+10
Medium (4)	+0
Hard (5)	-10
Very Hard (6)	-20
Eaxtremely Hard (7)	-30
Sheer Folly (8)	-50
Absurd (9)	-70
Other Modifiers	
Searched in past 6 months	-50
Searched in past 3 months	-75
Searched in past month	-100
Each Animist in group	+10
Each Ranger in group	+5
Each additional searcher	+2
Per each unsuccessful day	+5
Searching using Foraging	-30

HERB FORAGING TABLE						
Desired Use	Terrain Types					
	Forest	Heath/Scrub	Fields/Plains	Coastal	Swamp	Mountain
<i>Heal Injuries</i>						
Major Injury	9	8	8	7	8	8
Broken Bone	8	7	7	6	8	7
Bleeding	6	8	6	6	7	8
Minor Injury	2	4	2	2	3	4
Burns	6	4	3	5	5	5
<i>Drugs</i>						
Unconsciousness	5	7	6	6	7	7
Sleep	3	4	5	6	6	6
Daze (stun/impair)	5	5	4	4	5	5
<i>Poisons</i>						
Death, Instant	8	7	8	9	7	8
Death, Painful	8	8	7	7	5	7
Death, Slow	7	7	6	6	5	8
Wasting (stat loss)	6	8	8	7	6	6
Destroy Flesh	6	9	9	8	7	9
Insanity	9	7	8	8	5	8
<i>Cure Diseases</i>						
Blood	5	5	4	3	5	6
Bowels	4	7	4	5	6	6
Chest, lungs	3	4	4	3	5	3
Eyes	6	7	7	7	7	6
Fever	3	4	3	4	3	5
Mouth	6	7	6	6	6	7
Skin	4	5	4	4	5	5
Throat	4	5	5	5	6	4
Vitals	7	8	6	7	8	8
<i>Special Uses</i>						
Against Poisons*	7	6	5	5	7	6
Stimulate Dreams**	6	9	8	8	9	7
Awakening	7	8	7	7	7	6
Other unusual uses	8	7	9	6	8	7
* = Subtract 2 if the poison came from the same general terrain type						
** = Also includes hallucinogens						

HERBALISM USAGE TABLE			
Result	Roll	Herb Finding	Herb Preparation
Failure or below	75 or less	None	No Bonus
Partial Success	76 - 90	1-5 Class E doses OR 1 Class D dose	+5%
Near Success	91 - 110	1-5 Class D doses OR 1 Class C dose	+10%
Success	111 - 175	1-5 Class C doses OR 1 Class B dose	+15%
Absolute Success	176+	1-5 Class B doses OR 1 Class A dose	+20%

PREPARING HERBS

Once an herb has been found, it must be properly prepared before use. There are a variety of different methods for preparing herbs. Each herb is prepared differently. Below is a list of a few methods that could be use.



- Brew the herb into a potion and drink it.
- Boil the herb in alcohol or water, and inhale the vapors released.
- Chew the herb whole.
- Suck the juice from the herb
- Crush the herb and rub on the skin
- Make a compress of the chopped herb and press on skin
- Grind the herb into a powder and sniff or mix with food or drink
- Make a paste by mixing the herb with fats and smear it on
- Dry and crush the herb, then sprinkle the dust on the skin
- Wrap the herb in parchment or use a pipe and smoke it
- Bake the herb into bread or cakes and then consume it.

Not every part of an herb is used. In some cases only the root is used, in others the leaves, or the stalks or the seeds or fruit of the plant. It varies from herb to herb.

NON-HERBALISTS

Quite often characters will purchase herbs from shops or merchants. In such cases, the herbs usually come partially prepared and require only minor preparation before usage. In such cases, no skill roll is required to use the herbs, only the ability to follow the directions given for the herb.

THE HERBALISM SKILL

With the introduction of these new herbalism rules, it makes perfect sense to include a new Herbalism skill, which combines facets of both a craft and a lore skill. This skill has a number of uses and purposes as detailed below:

- Knowing what herb to use for a particular reason
 - Finding herbs in the wild – knowing where to search for which herbs
 - Identifying herbs – such as those found in a shop
 - Preparing herbs for use – without needing instructions from others
 - Using an herb or a combination of herbs to produce a specific effect
 - Preserving an herb – preserved for 1 week per 5% on the Herb Preparation column of the Herbalism Usage Table
- And here is the official skill description.

HERBALISM

Character gains skill in finding, preparing, preserving, identifying, and using herbs. Successful use of the skill can increase the potency of the herb being used. Refer to the Herbalism Usage Table for more information on finding herbs and on the potency increases for using the herbs.

Stats: In/Re

HERBALISM SKILL COSTS	
Profession	Cost
Fighter	3/8
Thief	3/8
Rogue	3/6
Warrior Monk	2/4
Magician	3/8
Illusionist	3/8
Alchemist	3/8
Cleric	2/6
Animist	1/3
Healer	2/4
Mentalist	3/6
Lay Healer	2/6
Seer	3/6
Sorcerer	3/6
Mystic	3/6
Astrologer	3/8
Monk	2/6
Ranger	1/4
Bard	3/8
Elemental Warrior	3/6
Champion	3/6
Venturer	2/6

EXTRA STYLE

In the *Combat Companion*, we introduced a system for creating your own combat styles. These rules and guidelines contained a number options and special maneuvers. In this section, we will present you with new options and maneuvers that you can add to those from the *Combat Companion*.

NEW STYLE OPTIONS

The number in brackets [] is the style point cost of the option.



Double Weapon [4]: A Double Weapon is a weapon that allows for attacks to be made with both ends of the weapon. Such weapons are almost always two-handed weapons. Many pole arms and staves fall into this category.

When wielding a double weapon the character may make 2 attacks per round, one with each end of the weapon. The second attack receives a -20 modifier to its OB. The attacks may be made against the same or different foes (within 180 degrees of one another).

NEW STYLE OPTIONS

Options	Cost
Double Weapon	4
Independent Action	5
Strictly Required Skill	-1
Magical Alternative Critical	4
Secondary Magical Critical	4

Independent Action [5]: This option is only allowed for styles that contain 2 separate weapons (i.e. two weapon combos), it may not be used with Shield Training and/or Shield Bash. As with the standard two weapon combo, both attacks are reduced by the amount used to parry.

In regards to special maneuvers and other options (such as Additional Attacks and Additional Foes), this option allows a character to apply them to each weapon separately and independently. However, the adjustments from this independent action apply only against the foe that a maneuver or option is used against. Initiative mods from a move apply to all attacks made.



Example: Normally, a character may only declare 1 Special Maneuver each round, stopping him from making multiple attacks. With this option character could use an Offensive Strike against Foe A and a Defensive Strike against Foe B. The OB and DB mods from the Defensive Strike are applied only against Foe B, and not against Foe A.

Strictly Required Skill [-1]: With this option selected, the style is associated with another skill, and the character is required to have as many or more ranks in the required skill as he is in the style skill. This option may be taken one time for every 5 points in the style. It must be taken for a different skill each time.

Example: Joe wants to learn 2 Advanced Martial Arts (Strikes) which has a “Strictly Required Skill of Basic Martial Arts. He already has 5 ranks in the Advanced, and he has 6 ranks in Basic Martial Arts (Strikes). This means that Joe may only purchase 1 rank in the Advanced Martial Arts (Strikes) unless he first purchases one or more ranks in the Basic Martial Arts (Strikes).

Magical Alternative Critical [4]: This option allows a character to make a static maneuver roll for the style, after spending one round preparing in the same manner that an Adrenal Moves maneuver is prepared. If successful, the character is able to do a different critical than the one that is normal for the attack (i.e. do an Impact critical instead of a Martial Arts Strikes critical). The character is also required to expend 1 Power Point per round to power this ability. Without the Power Point expenditure, the ability may not be used. This option may not be used to exchange physical criticals (slash, puncture, crush, etc) for Heat, Cold, or Electricity criticals.



Secondary Magical Critical [4]: This option allows a character to make a static maneuver roll for the style, after spending one round preparing in the same manner that an Adrenal Moves maneuver is prepared. If successful, the character is able to do an additional critical of one severity less than the normal critical (an A critical will do an A-25 for the additional critical). The character is also required to expend 1 Power Point per round to power this ability. Without the Power Point expenditure, the ability may not be used. The type of critical must be chosen at the time that the option is selected, and once chosen it can never be changed.

NEW SPECIFIC MANEUVERS

The following is a list of Specific Maneuvers that you can add to your game. The numbers in parenthesis refer to the tables in Combat Companion where these maneuvers may be added.

NEW SPECIFIC MANEUVERS					
Name	Cost	OB	DB	Crit	Init
Feint	1	-20*	-10*	0	0
Power Strike	1	+1	-2	+1	-1
Reverse Stroke	1	+2	-1	0	-1

* = Bonus is static and cannot be modified.

Feint (04-08, 04-09, 04-10, 04-11): This maneuver is common to many hand-to-hand combat styles. This maneuver is used to make a fake attack against a foe in order to open him up for an attack that will go through his defenses more easily. This maneuver requires 40% activity for the round. The character makes a Very Hard Maneuver roll that is modified by an additional -20. If this maneuver is successful, then the foe must make a Resistance Roll. The attack level is the number of ranks that the character has in the style. The defender level is the foe’s level. The foe also receives a +1 to his RR for every skill rank he has in his best weapon skill (use 2x level as the bonus if you don’t know the number of ranks).

If the foe fails the Resistance Roll, then the character may make an attack (using up to 60% activity, and modified by the Feint modifiers) upon the foe in the same round. For this attack, the foe will not receive any DB from shield or parrying.

Power Strike (04-11): This maneuver may only be learned if the character also knows Offensive Strike and Killing Strike. This maneuver also requires 150% activity to perform, so unless the character is Hasted or Speeded, it will take 2 rounds to complete. The DB and initiative modifiers apply for both rounds. For each point that he reduces his initiative, his DB is reduced by 2 points and he gains a +1 bonus to both OB and critical rolls that may result from the attack. The character may not gain a bonus to OB and critical rolls that is higher than the number of ranks he has in this style.

Reverse Stroke (04-09, 04-11): This maneuver allows the character to make an attack against a foe that receives a positional modifier against them without having to turn around or change facing. The attack against the foe receives a negative modifier equal to double the positional bonus that the foe is receiving. However, for every point that the character reduces his initiative and DB, he can increase his OB by 2 points for this attack. The character may not reduce his initiative and DB by an amount that is greater than the number of ranks that the character has in this style.

Example: *If the foe is receiving a +15 positional bonus from being on the flank, this maneuver allow you to attack him with a -30 modifier (2 x 15 as a negative modifier). If you have 15 or more ranks in this style, you can reduce your init and DB by 15 points to gain a +30 that negates that modifier. If you only had 10 ranks in the style, you wouldn't be able to reduce your init and DB by more than 10, which would have given a +20 to reduce the -30 down to -10. If you had 20 ranks in the style, you could reduce your init and DB by 20 to gain a bonus of +40, which gives a net bonus of +10 after the -30.*

FREEFORM MANEUVERS OPTION

The purpose of this option is to allow characters to purchase and use Specific Maneuvers without having to gain them through specific styles. In fact, it is recommended that if you use this option, then you should not include Specific Maneuvers in any styles and the section, Purchasing Additional Maneuvers (Combat Companion, page 74) should be ignored as well.

When using this option, a may purchase a Specific Maneuver for use with a single skill or with all appropriate combat skills (i.e. you cannot use Far Shot with a melee weapon, no matter how much you pay for it).

For use with a single skill, the character would pay 3 Development Points (DP). For use with all appropriate combat skills, the character would pay 15 DP. If a character already knows a given specific maneuver for a single combat skill, and decides that he wanted to learn it for all other appropriate combat skills, he need only pay the difference between the two costs, 12 DPs.

No more than 1 Specific Maneuver should be allowed to be purchased per level. Increasing a Specific Maneuver from a single combat skill to all appropriate combat skills counts as the 1 learned for the level.

