

EXPRESS ADDITIONS

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INTRODUCTION

Welcome to the 11th issue of Express Additions!

In this issue, we bring you a gift, or to put it more accurately, Gifts Galore; an article that provides you with the opportunity to add Gifts (often known as Talents) to your character.

We start off with some basic rules for including and using Gifts, and then we follow it up with a good selection of Gifts to start you off with.

We will finish off the issue with the first actual fan submission that we have received. An article titled *An Alternative to Level Bonuses* by Scott Heyden.

Enjoy!

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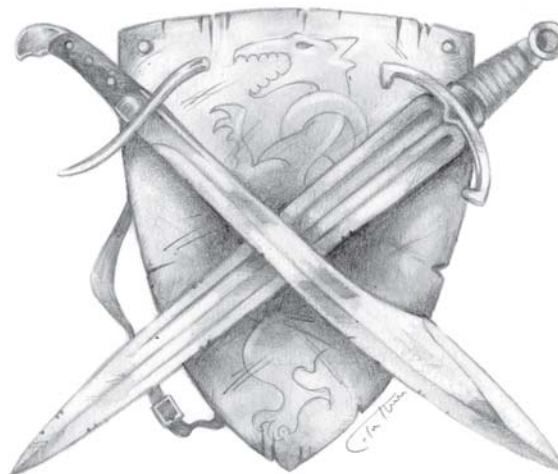
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GIFTS GALORE

In other versions of Rolemaster, they have been called Talents or even Background Options. However, we like to call them Gifts, all because they are essentially a gift to the player and his character.

As mentioned below, we introduced a method of acquiring Gifts in another issue, and provided a short list of sample Gifts as well. In this issue, we will expand the Gift rules, but in expanding them, we are not finalizing them just yet. There is always a chance that things may change somewhere on down the line.

Another thing to keep in mind is that these rules and the Gifts associated with them should be considered to be along the lines of a *public Beta* version of the rules. What this means is that the following rules are not truly finalized. If there is an issue with them, then you should let us know on the forums. We will eventually be expanding these rules even more, so any information on issues will be helpful in the long run.

TYPES OF GIFTS

Although all Gifts come from the same basic pool, Gifts can be classified by the manner in which they are allowed to be gained.

ADVENTURE REWARDS

In Issue #2 of *Express Additions*, we introduced the concept of *Adventure Rewards*. These are Gifts, usually from a short, limited subset of all Gifts that are selected by the GM and offered to players at the conclusion of an adventure. For such rewards to be offered, the adventure must contain some sort of catalyst even which can grant one of the Gifts from the short subset to the character.

The character is required to pay for these Gifts using his Development Points, either through those that he has stored/banked or by going into DP Debt, which must be paid off the next time that the character goes up a level. The rules also grant each character an extra 5 DPs per level for the purchase of Gifts using this method. The rules for Adventure Rewards also include the rules regarding the banking of DPs and going into DP Debt. It is strongly recommended that the GM read through the rules from Issue #2 before attempting to implement them.

Please refer to that publication for basic information regarding how Adventure Rewards work. The remainder of this article will be devoted to other methods of Gift acquisition.

Note: Please remember that the Gifts listed in that issue are preliminary and that any similar (or identical) Gifts in this issue will override and replace the Gifts from that issue.

BACKGROUND GIFTS

Quite simply, these are the gifts that can be purchased when a character is first created. It is recommended that players are given an extra 20 DPs during character creation. They can then spend these points however they like, on skills or on Gifts. They may also use their normal DPs on Gifts as well.

As with the Adventure Rewards, it is up to the GM to determine what Gifts are available for the players to select from. As always, not every Gift is going to be appropriate to every setting.

It is also strongly recommended that the player works in an origin story explaining the reason for the Gift into his character's history. This makes the character that much more interesting.

IN GAME ACQUISITION

There are various methods that can allow for a character to gain a Gift during the course of the game. In most instances, this will require special permission from the GM and require the GM to work a catalyst event into the course of the game.

However, there are some Gifts which are designated as being *Trainable*. These Gifts are those that ICE feels can be acquired through the expenditure of DPs during the course of a level gain. If the GM agrees that they are available to the character, then the player is free to purchase them using his character's DPs. Of course, this means that he has less DPs available to him in order to purchase skills. That is the trade-off for acquiring Gifts in this manner.

As always, it is up to the GM to determine which Gifts are available in a given setting. The GM is also free to change a Gift from Trainable to not, or vice versa. The GM could even setup different lists of Gifts that are Trainable in different areas, races, or cultures. For example, Dwarves might consider different Gifts trainable than elves do, so the GM creates a separate list of which Gifts are Trainable for each race.

In any case, when acquiring Gifts during the course of a Game, the character is limited to acquiring no more than one Gift each level.

BACKGROUND OPTIONS

It is strongly recommended that if you are using Gifts in your game, in any manner, that you do **not** allow or use the Background Options from the core rules.



MANIFESTATION & SOURCE

When a player purchases a Gift for his character, he must sometimes define certain aspects of the Gift. The two major aspects that must be defined are Manifestation and Source.

MANIFESTATION

Manifestation is what the usage of the Gift looks like. Some Gifts will include a basic manifestation in their description; others will require the player to define it. It all depends upon the Gift.

In most cases, the manifestation of a Gift will have little to no effect upon how the Gift works, its main purpose being a way for the player to customize the Gift in some manner.

However, there are cases where the manifestation will be a factor in how the Gift works. For example, an Innate Ranged Attack with an elemental manifestation will be subject to the rules regarding elements and how they interact with their opposing elements. Another example is Flight. If the manifestation includes wings, then there are some differences between how it will work when compared to Flight without wings (refer to the description of the Gift Flight for more information).

However, there are also a number of Gifts that will require no manifestation at all. These Gifts are those that change skill costs, or give bonuses to a skill or attribute.

It is up to the GM and the player to determine the details of the manifestation. However, there are a few guidelines that it is recommended be followed. It should always be considered that any sort of attack Gift should always have a visible manifestation unless an option is used to specifically prevent that detection from normal sources. This includes that allow for mental attacks as well as those that allow for physical attacks.

SOURCE

The source of a Gift will often have a much greater impact upon a Gift than the manifestation will. The source is basically what powers the Gift, what makes it work.

Not every Gift will have or require a source, just as not every Gift will have or require a manifestation. For example, those Gifts alter the costs of skills won't need a source. The only Gifts likely to require a source are those that have a specific Power Point cost for activation or use.

POWER POINTS

Just about all RM players should know what Power Points (PP) are. They represent the character's capability to manipulate and use energy to produce specific effects. Most often, this is represented through magic and spells. However, this same basic concept applies to Gifts that require Power Points.

DETERMINING POWER POINTS

With the exception of the magic source, all sources will use the same method for determining and using Power Points. In regard to magic as a source, use whatever rules that the GM are using regarding Power Points for magic.

For other sources, each source will have an associated stat. That stat, the source stat, will be used to determine how many Power Points a character has for his source by using the following formula:

10 + (Source Stat Bonus/10 (rounded up)) + Level Based PP

Level Based PP are determined by cross referencing the character's Temporary score of his source stat (or the **average** of the two for hybrids) on the *PP Per Level Table* to determine the number of Power Points that the character receives based on their level. The result is multiplied against the character's level to determine the total number of Level Based PP. This number is refigured each level, in case the character's Temporary Stat changes. The Adolescent level is never counted in determining Power Points.

PP PER LEVEL TABLE	
Temporary Stat	PP/Lvl
74 or less	0
75 - 94	1
95 - 99	2
100 - 101	3
102+	4

Example: *Jon is a 3rd level character and he has a Self Discipline (his source stat) stat of 96. Looking up the 96 on the Master Stat Table, we see that it gives a stat bonus of +15, and a Power Point per level of 2. So, to figure out Jon's total number of Power Points, using the above formula, we get:*

$10 + (\text{Source Stat Bonus}/10 (\text{rounded up})) + \text{Level Based PP}$

$10 + (15/10 (\text{rounded up})) + (3 \text{ rd lvl} \times 2 \text{ PP per lvl})$

$10 + 1.5 (\text{rounded up}) + 6 \text{ PP}$

$10 + 2 + 6 \text{ PP}$

18 PP

RECOVERING POWER POINTS

Using these rules, a character will recover 1 PP for each minute he spends resting. And in this case, resting is defined as sitting or lying down quietly, with little to no movement or activity.

If a character is unable to rest properly, he may still recover his PP. However, he does so at a rate of 1 PP for every 10 minutes of non-strenuous activity, such as walking, riding, eating dinner, etc.

If the character is performing strenuous activity, such as combat or running, he will regain no PP during this period, and he will require at least 1 full minute of rest (or 10 minutes of non-strenuous activity) before he can begin regaining his power point (i.e. after strenuous activity, it will take 2 minutes of rest to get that first PP back, but then the remainder will be recovered normally).

The above rules for Power Point Recovery apply to all of the different possible forms of Power Points given in the *Example Sources* section below, except for Power Points derived from magic unless the GM is using the option from *Express Additions Issue #3*. If that option is not being used, magical Power Points will still be recovered solely through sleeping the normal length of time for the character's race.

EXAMPLE SOURCES

There are several basic types of sources that a player could choose from. There are also quite likely a number of possible sources that we don't cover here. It is even possible to have different sources that use the same stats. If a player comes up with a source that isn't covered here, then the GM should compare it against the examples given here to decide how it will work properly.

Magic – This is likely to be the most common source of power for Gifts. During character creation, a character is required to select what magical realm of power he is associated with even if he is not a spell caster. Spell casters will always be of the same realm as the realm of their profession.

The character's magic-based Gifts will always be associated with that realm, and the Source Stat for Power Points will be the Realm Stat for that

particular realm, or the average of the appropriate two stats if the character is a Hybrid caster.

Gifts that are magical in nature will be just as affected by spells as any actual spell. This means that they can be dispelled or cancelled just as any normal spell may also be.

Chi – Chi is the life force that binds mind, body, and soul. It cannot be created nor destroyed, and each person only has a specific amount of Chi. However, Chi is not easy to manipulate or control, and Chi Power Points represents how much of their Chi a person may manipulate before requiring rest to restore their abilities.

Chi is manipulated through sheer force of will, and thus uses Self Discipline stat as its Source Stat.

Bio-Force – This is the energy of the body, as directed by the power of the mind to produce effects. This source uses the average of the Constitution and Self Discipline stats for the Source Stat.

Psionics – This is the power of the mind, of sheer force of will and strong intellect. This source uses the Self Discipline as its Source Stat. Gifts that are psionic based are subject to all of the same restrictions that might be applied to a more formalized psionic system.

Fatigue – This represents a physical reservoir of energy or capability that can be easily replenished. This is not the same as Exhaustion Points, which govern normal maneuvers and actions (if they are used). This source would use Constitution as the Source Stat for its Power Points.



INTERACTION

There are a number of spells contained within RMC Spell Law that target specific effects, such as spells that give a bonus to resistance to mind effects, or spells that offer protection against a certain element. In all cases, these sorts of spells that target specific effects will work just as well on Gifts so long as the Gifts effect falls within the bounds of the spell.

POWER SETS

A Power Set is a group of related Gifts that all fit together into a whole, following a specific theme. The benefit of a Power Set is that when purchased, it grants the character access to learning or acquiring all of the Gifts in the set. The character still has to pay for each power in the set before he gains it.

The base cost for a Power Set is 10 DP, plus 2 DP for each Gift in the Power Set. The 2 DP cost for each Gift within the Power Set is subtracted from the cost of the Gift when the character goes to acquire it. For an additional 2 DP added to the base cost, a Gift within the Power Set can be made upgradeable. This will allow the player to spend DPs on that Gift to upgrade it to a more powerful version. The DP cost to upgrade a Gift is double what is listed within the Gift descriptions.

Example: *If a Power Set containing an Innate Ranged Attack of Tiny (Shock Bolt sized) size were able to be upgraded, the player could pay 10 DP to upgrade it to be a Small (Water Bolt sized) attack, or pay 20 DP to make it a Medium (Ice Bolt sized) attack. The normal costs for those are 5 DP and 10 DP respectively.*

It is recommended that a Power Set is only available during character generation that **only GMs create Power Sets**, not players. If a player wants a specific Power Set, he should discuss the idea with the GM, and then the GM will create the Power Set. The GM is urged to make sure that any Power Sets he creates are Below is a complete Power Set example:

The GM decides to create an Earth-based elemental Power Set. He selects the following Gifts to be in the Power Set: Dense Musculature (20 DP), Hammerhand (20 DP), Innate Ranged Attack (20 DP) (stone bolt – Impact Crits), Natural Physique (8), Tough Hide (30).*

Since the Power Set contains 5 Gifts, it will have a cost of 22 DPs (5 DP + [5 Gifts x 2 DPs] + 2 DP (to be able to increase the features of the Innate Ranged Attack later on)). This 30 DP does not give the character any of the abilities from the Gifts, only the opportunity to learn them as he progresses in levels. When the character does get around to learning them, his costs will be as follows: Dense Musculature (18 DP),

Hammerhand (18 DP), Innate Ranged Attack (18 DP), Natural Physique (6), Tough Hide (28). This is because he has already paid 2 points for each of the Gifts.*

Once the character has learned the Innate Ranged Attack Gift, he may later go back and increase the attack size or reduce the need to use both hands to make the attack.

GIFT DESCRIPTIONS

The description of each Gift contains several different aspects. Such things as the “Cost” are self explanatory, representing the number of DPs required to acquire the Gift. A number of Gifts have additional features or options that could be selected at the time that the Gift is acquired.

Next up is the “Trainable” attribute. It is strongly recommended that if you, the GM, allow the acquisition of Gifts when going up levels that you limit the Gifts available to only those marked as Trainable.

At the end of some of the Gift descriptions there may be a list of “Features” or options that may be used to customize Gifts at the time of acquisition. Some of these Features may be marked with an asterisk (*). This means that the Feature is one that may be selected as an upgrade through the rules given for Power Sets.

On the next page, you will find a Master Gift Listing that shows all of the Gifts, their Trainability, and their base Costs.

Note: *Unless specifically stated within the Gift’s description, no character may acquire a given Gift more than once.*

ACCELERATED MENDING

Cost: 5

Trainable: No

Description: The character’s Recovery Multiplier is halved, allowing normal healing times to be half of what they would be for others of the same race.

ACUTE SMELL

Cost: 15

Trainable: No

Description: The character has a very acute sense of smell. He can smell odors up to 100’ upwind, 2000’ feet downwind, and 500’ in still air. He gains a +25 to Tracking something based on odor, and +10 to Perception when dealing with smells.

This also makes the character’s sense of smell be sensitive as well. Strong or pungent odors can temporarily overwhelm this ability if the character is not careful.

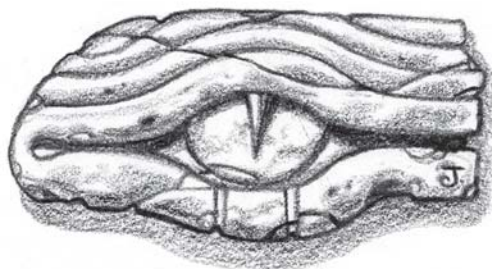
MASTER GIFT LISTING					
Gift	Trainable	Cost	Gift	Trainable	Cost
Accelerated Mending	N	5	Martial Training	Y	25
Accute Smell	N	15	Mental Link	N	20
Acrobat	N	15	Natural Archer	N	10
Adherance	N	20	Natural Camouflage	N	30
Amazing Leaping	N	10	Natural Physique	N	8
Ambidexterity	N	20	Neutral Odor	N	5
Blazing Speed	N	5	Nightvision	N	20
Danger Sense	N	15	Outdoorsman	N	20
Darkvision	N	10	Peripheral Vision	N	8
Dense Musculature	N	20	Poison Sack	N	10
Dwarfism	N	15	Quiet Stride	Y	30
Elemental Resistance	N	15	Regeneration	N	20
Enhanced Senses	N	15	Resilient	N	15
Exceptional Skill at Arms	N	30	Sense Magic	Y	20
Extra Base List	Y	10	Shapeshifter	N	30
Flight	N	25	Skill Flexibility	N	5
Giantism	N	15	Skill Specialization	N	10
Great Arm	N	10	Sleight of Hand	Y	15
Hammer Throw	Y	15	Spatial Extention	N	10
Hammerhand	N	20	Stone Sense	Y	15
Hypercharged Adrenaline	N	20	Strong Mana	N	25
Improved SLA Cost	N	25	Sturdy Build	N	10
Increased Scope (radius)	N	10	Subconscious Discipline	N	15
Increased Scope (targets)	N	10	Subconscious Preparation	N	20
Innate Melee Attack	N	15	Survival Instinct	N	10
Innate Ranged Attack	N	20	Temporal Extention	N	25
Innate Ranged Grapple	N	15	Tough Hide	N	20
Instinctive Defense	N	30	Visions	N	15
Internal Stability	N	20	Weapon Specialty	Y	5
Lightning Reflexes	N	10	Weapons Master	Y	30

ACROBAT

Cost: 15

Trainable: No

Description: The character is a natural acrobat. This grants him a +10 modifier to his Acrobatic skill bonus and to his DB. This also increases the maximum bonus to DB from Agile Defense (see *RMC Combat Companion*) by 10.



ADHERENCE

Cost: 20

Trainable: No

Description: The character is able to cling to walls and other surfaces, allowing him to climb surfaces that others normally could not, even to ceilings. The character is limited to 1/4 of his normal BMR when using this ability and he must maintain 3 points of contact with the surface at all times. Maneuver rolls are still required, but this ability grants a +50 bonus to those rolls.

Feature	DP Cost
*2 Points of Contact (1/2 BMR)	+5
*1 Point of Contact (BMR)	+10
*Increased Pace**	+10

** - Requires 1 Point of Contact Feature and each +10 DP gives a maximum climbing pace of one step higher than BMR (i.e. adding Increased Pace twice will allow for running (x2 BMR) on surfaces).

AMAZING LEAPING

Cost: 10

Trainable: No

Description: With this ability, the character's leg muscles are perfectly designed for jumping maneuvers, allowing them to jump 3x the distance that a normal person could jump. The following table shows the distances and difficulties for a normal person. Jumping rolls are made using the Acrobatics skill bonus or by making a roll using the average of the Strength and Agility stat bonuses, with both options modified by the character Armor Penalty.

JUMPING TABLE			
Difficulty	Broad Jump		Pole Vaulting
	Running	Standing	High x Wide
Routine	B.L. x 1.0	B.L. x 0.5	4' x 4'
Easy	B.L. x 1.5	B.L. x 0.7	6' x 6'
Light	B.L. x 2.0	B.L. x 0.9	8' x 8'
Medium	B.L. x 2.5	B.L. x 1.1	10' x 10'
Hard	B.L. x 3.0	B.L. x 1.5	15' x 15'
Very Hard	B.L. x 3.5	B.L. x 2.0	20' x 20'
Extremely Hard	B.L. x 4.0	B.L. x 2.5	30' x 30'
Sheer Folly	B.L. x 4.5	B.L. x 3.0	40' x 40'
Absurd	B.L. x 5.0	B.L. x 3.5	50' x 50'

B.L. = Body Length; this is the character's height or length.

AMBIDEXTERITY

Cost: 20

Trainable: No

Description: The character may use either hand equally well. He does not receive a -20 modifier for using items in his "off-hand".

BLAZING SPEED

Cost: 5

Trainable: No

Description: The character is able to move faster than one might expect. He gains a +10 bonus to his Base Movement Rate.

DANGER SENSE

Cost: 15

Trainable: No

Description: The character has an uncanny, possibly 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. The stronger the danger, the stronger the warning.

However, the automatic warning does not inform the character what the danger is. The character needs to make a successful General Perception roll (with a +10 modifier) to determine what the source of the danger is, if possible. The better his roll, the more information he gleans. However, the character cannot glean any information that he cannot actually see or sense

DARKVISION

Cost: 10

Trainable: No

Description: The character is able to see in complete, non-magical, darkness up to 10'. When using a light source, such as a torch, in darkness, the character may see up to the distance illuminated by the light source, plus the full range of this ability. When outdoors at night, the character may see clearly up to twice the normal distance of this ability. On a brightly lit night (i.e. full moon), the character may see up to 10x the normal range of this ability.

Feature	DP Cost
*Per addition 2' Range	+1

DENSE MUSCULATURE

Cost: 20

Trainable: No

Description: The character has musculature that is denser and heavier than that of humans. His weight will be double what it would normally be for somebody of his size. This grants them a +5 to both their OB and DB. This also gives a -30 modifier to the Swimming skill.

The character may choose to take double the normal number of concussion hits from the attack table in order to reduce the severity of a critical by 1 degree (an "A" crit receives a -25 to its roll). This choice must be made before the critical roll is made, even if the roll on the attack table has been made.

The feature, *Greater Density I*, will increase the bonus to OB/DB to +10, and the modifier to Swimming to -50. The feature, *Greater Density II*, will allow the character to reduce criticals by 2 severities ("B" becomes "A-25, and "A" becomes "A-50") in exchange for taking triple the concussion hits from the attack table.

Feature	DP Cost
*Greater Density I	+10
*Greater Density II	+10

DWARFISM

Cost: 15

Trainable: No

Description: You are shorter than normal. You are two-thirds as tall as a normal member of your race (figure normal height, double it and then divide by 3) and your weight is normal for your reduced height. This grants you a +5 to Agility and Quickness bonuses and a -5 to Strength and Constitution bonuses.

The feature, *Dwarfism II*, makes the character half of the normal height of somebody of his race, with +10 to his Agility and Quickness, and -10 to Strength and Constitution bonuses. The feature, *Dwarfism III*, does the same but the character is one-third normal height and the stat bonus mods are +15 and -15 respectively. *Dwarfism III* cannot be part of the Gift if *Dwarfism II* has not been included as well.

The feature, *At-Will*, allows the character (and his possessions) to alter his height from normal to the size dictated by the level of *Dwarfism* given in the Gift (or to a lesser level if wished). To use this *At-Will* ability, the character must spend 2 Power Points (per level of *Dwarfism*) and then make a roll on the Medium column of the Movement & Maneuver table, adding in his Self Discipline stat bonus each round. The result from each roll is added together. Once this total reaches 100 or more, then the character has reached his new height. The character can remain at this new height for a number of minutes equal to his (original) Constitution stat bonus and then he will revert to his normal height over the course of 3 rounds. Each use of this ability beyond the first in a given day gives a cumulative -20 to the SD-based rolls for determining how long it takes to change size.

The feature, *No St/Co Reduction*, is basically what it says. The character receives no negative stat mods from this Gift.

Feature	DP Cost
*Dwarfism II	+10
*Dwarfism III	+10
At-Will	+10
No St/Co Reduction	+15



ELEMENTAL RESISTANCE

Cost: 15

Trainable: No

Description: When acquired, the character must decide whether this is Cold Resistance or Heat Resistance. Cold Resistance protects against cold- and ice-based attacks while Heat Resistance protects against heat- and fire-based attacks. This Gift may be acquired once for each type of Resistance.

This gift grants the character a +10 to all RRs and DB against attacks and damage from the chosen elemental type.

The feature, *Increased Resistance*, may be acquired multiple times, but the maximum bonus to RRs and DB possible is a +50.

Feature	DP Cost
*Increased Resistance (per +10)	+10

ENHANCED SENSES

Cost: 15

Trainable: No

Description: Excellent eyesight and hearing grants a +10 bonus to all Perception maneuvers.

EXCEPTIONAL SKILL AT ARMS

Cost: 30

Trainable: No

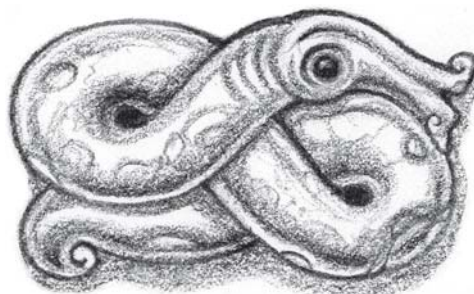
Description: The character is exceptionally gifted at the arts of war. This grants him a +10 bonus to all combat/weapon skills and the Maneuver in Armor skill(s).

EXTRA BASE LIST

Cost: 10

Trainable: Yes

Description: The core rules allow only Base Lists to be learned above 20th level. This Gift allows the character to designate any one spell list that will now be treated as if it were a Base List for that character. This Gift may be acquired multiple times, for a different spell list each time.



FLIGHT

Cost: 25

Trainable: No

Description: The character is able to fly. The character has a Base Flight Rate (BFR) of 75' per round plus their Stride mod. The character, if unencumbered, may fly for up to a duration of 1 minute for each point of Temporary Constitution.

If flying at a pace higher than the base rate, or while encumbered, that will shorten the amount of time that can be flown to rounds instead of minutes. Treat the Temporary Constitution as a pool of points (if Exhaustion Points are not used). Flight at BFR will cost 1 point per round and each Pace above the BFR will cost an additional 1 point (i.e. "jog" pace is 1.5 base rate, this will cost 2 points; the "run" pace, 2x base rate will cost 3 points per round; etc.).

If the character is encumbered, this reduced the size of the point pool by the modifier given by the encumbrance (i.e. -20 from encumbrance will reduce the point pool by 20)

When this Gift is selected, the character must describe how he can fly. Be it subconscious manipulation of the planet's gravity or wings.

If the character's flight is from wings, he may also glide upon the air currents if he wishes. For every minute spent gliding, the character must spend 1 point to remain aloft or lose 10' of height. The character may glide at half of his BFR, and may glide while encumbered. Characters with wings will have a wingspan equal to twice their height.



GIANTISM

Cost: 15

Trainable: No

Description: You are larger than normal for one of your race. You are a quarter larger than others of your race (figure normal height and increase by 50%) and weigh half again as much (figure normal weight and double it). This grants you a +5 bonus to Strength and Constitution and a -5 modifier to Quickness and Agility.

The feature, *Giantism II*, makes the character twice as tall as normal and weigh 4x as much. The stat mods are +10 and -10 respectively. Any criticals against the character will be reduce in severity by 1 degree ("A" becomes "A-25").

The feature, *Giantism III*, makes the character 3 times as tall as normal and weight is 6 times normal. The stat mods are +15 and -15 respectively and the character is now treated as a Large creature in regards to the criticals it receives. Giantism III may not be included in the Gift if Giantism II has not also been included (i.e. you cannot add Giantism III without adding Giantism II first).

The feature, *At-Will*, allows the character (and his possessions) to alter his height from normal to the size dictated by the level of Giantism given in the Gift (or to a lesser level if wished). To use this *At-Will* ability, the character must spend 2 Power Points (per level of Giantism) and then make a roll on the Medium column of the Movement & Maneuver table, adding in his Self Discipline stat bonus each round. The result from each roll is added together. Once this total reaches 100 or more, then the character has reached his new height. The character can remain at this new height for a number of minutes equal to his (original) Constitution stat bonus and then he will revert to his normal height over the course of 3 rounds. Each use of this ability beyond the first in a given day gives a cumulative -20 to the SD-based rolls for determining how long it takes to change size.

The feature, *No Ag/Qu Reduction*, is basically what it says. The character receives no negative stat mods from this Gift.

Feature	DP Cost
*Giantism II	+15
*Giantism III	+20
At-Will	+10
No Ag/Qu Reduction	+15

GREAT ARM

Cost: 10

Trainable: No

Description: The character is a natural at thrown weapons allowing him to throw them farther than normal. All ranges for thrown weapons are increased by 25%. Range modifiers will be according to the new ranges.

HAMMER THROW

Cost: 15

Trainable: Yes

Description: Through special training, the character is able to throw hammers and axes with the same ranges, and range modifiers, of a Short Bow. This Gift is available only for Dwarves, as they will not teach this ability to any other races.

HAMMERHAND

Cost: 20

Trainable: No

Description: The character is able to deliver more damage with unarmed attacks than is normal. When making a Martial Arts Strikes attack, his attacks will inflict Impact criticals rather than the normal Martial Arts Strikes criticals.

HYPERCHARGED ADRENALINE

Cost: 20

Trainable: No

Description: The character receives a +10 bonus to all Adrenal Moves and the Adrenal Defense skill. This also increases the maximum bonus to DB from Adrenal Defense (see *RMC Combat Companion*) by 10.

IMPROVED SLA COST

Cost: 25

Trainable: No

Description: The character's costs for Spell List Acquisition (SLA) are halved (rounded up). This means that a cost of 1/* will remain 1/*, while a cost of 4/* becomes 2/* and a cost of 20 becomes 10. If using any of the options from *RMC Spell Law* that give different costs for acquiring spell lists then this would apply to all of those costs as well.

INCREASED SCOPE (RADIUS)

Cost: 10

Trainable: No

Description: Any spell from the character's Base Lists that the character casts that has an Area of Effect that includes a radius will have the radius of the effect of that spell doubled.

The feature, All Spells, allows this Gift to be used on all of the character's spells.

Feature	DP Cost
*All Spells	+10

INCREASED SCOPE (TARGETS)

Cost: 10

Trainable: No

Description: Any spell from the character's Base Lists that the character casts that has an Area of Effect that includes one or more targets will have the number of targets of that spell doubled.

The feature, All Spells, allows this Gift to be used on all of the character's spells.

Feature	DP Cost
*All Spells	+10



INNATE MELEE ATTACK

Cost: 15

Trainable: No

Description: The character has the ability to make a Small melee attack with a part of his body, such as claws or a beak or a tail. This attack can do a Krush, Slash, or Puncture critical. If the Gift includes the feature, *Non-Physical*, then Electrical, Heat, Cold or Impact criticals may also be selected (Non-Physical is not limited to just these 4 critical types though).

The medium of the attack will normally be visible at all times unless the character takes specific measures to hide them (i.e. claws show, they are not retractable) using one of the features, *Non-Physical* or *Hidden* (see below for more information on both).

When this gift is selected, the character must define the nature of the attack and how it works along with what critical it inflicts. Once defined, these cannot be changed.

A character making an attack with this Gift is required to have at least one hand free when making attacks. This attack requires 50-100% activity, with activity reductions working the same as a normal melee attack. When Parrying, every 2 points subtracted from OB results in +1 to DB. Attacks use the *Tooth & Claw* table in **RMX** (if using **RMC Arms Law**, use the Martial Arts Strikes table, with the critical being as defined).

The character may learn a skill in order to use this attack using the "Innate Melee" skill (see the *Innate Attack Skills Cost* table for the costs, or use the rules found in **RMC Combat Companion**).

There are a number of features that are available. Although the features regarding the size of the attack are marked with an asterisk they should only be allowed to be upgradeable based upon the actual definition of the Gift.

The features relating to the size of the attack are pretty self-explanatory. In all cases, except as noted below, the method of attack for this Gift is considered to be physical in nature and fully visible at all time, unless special measures are taken (i.e. wearing a specially designed cloak to hide a tail, etc).

The feature, *Hidden*, means that the portion of the character that makes the attack (i.e. claws) are not visible all of the time (i.e. they are retractable), that they can be hidden from sight at will. In such cases, the medium of attack would take a 20% activity action to extend or release or whatever. The manifestation of this Gift is still considered to be physical though.

The feature, *Non-Physical*, means that the innate attack is not of a standard physical nature, that the method of making attacks does not exist until it is manifested. However, once manifested, it is treated just as any other manifestation of this Gift. The manifestation is formed through the expenditure of Power Points (based on the source). In this case, the character must spend 3 PP per size of the attack (i.e. Small = 3 PP, Medium = 6 PP, etc.), and the manifestation will last for up to 1 minute per level of the character. Manifesting the Gift requires a 75% activity action.

The feature, *1:1 Parry*, allows the character to parry with his manifestation of this Gift with each point subtracted from OB being applied to DB fully when parrying.

The feature, *Both Hands Free*, is requires when the manifestation is going to be something other than part of the hands, such as a tail, or fangs.

Feature	DP Cost
*Medium Attack	+5
*Large Attack	+10
*Huge Attack	+20
*Hidden	+5
*Non-Physical	+10
*1:1 Parry	+5
Both Hands Free	+10

INNATE ATTACK SKILL COSTS					
Profession	Melee	Ranged	Profession	Melee	Ranged
Fighter	3/6	3/8	Sorcerer	3/8	2/6
Thief	4/8	5/10	Mystic	3/8	2/6
Rogue	3/8	4/8	Astrologer	3/8	2/6
Warrior Monk	2/6	3/6	Monk	3/6	3/8
Magician	4/8	2/6	Ranger	3/8	4/8
Illusionist	4/8	2/6	Bard	4/8	3/8
Alchemist	4/8	2/6	Elemental Warrior	3/8	3/6
Cleric	3/8	3/6	Champion	4/8	3/8
Animist	3/8	3/6	Venturer	3/6	3/8
Healer	3/8	3/6	Priest	3/8	3/6
Mentalist	3/8	2/6	Mage	4/8	2/6
Lay Healer	3/8	2/6	Mentat	3/8	2/6
Seer	3/8	2/6			



INNATE RANGED ATTACK

Cost: 20

Trainable: No

Description: The character is able to make a ranged attack that is projected from some portion of his body. This attack will do a Krush, Slash, Puncture, Electrical, Heat, Cold, or Impact critical. When this gift is selected, the player must define the ranged attack, how it works and what critical it does. Once defined, these cannot be changed.

The attack is resolved on the *Bolt Attack* table (RMX), and is treated as being the same size as a Shock Bolt (Tiny) and if using *RMC Arms Law*, then the attacks will use the attack tables that correspond to the base size of the attack. The attack has a base range of 50' with Range Mods for this Gift as follows: Touch = +50; 0'-10' = +35; 11'-50' = +0; 51'-100' = -20; 101'-200' = -40; 201'-300' = -55; 301' and up = -75.

A character making an attack with this Gift is required to have both hands free when making attacks and it requires a 75% activity action to perform. This attack may not be used to parry other attacks. If using *RMC Arms Law*, a shield's Missile Bonus is used for DB against this attack; otherwise a shield's bonus applies normally.

This Gift requires Power Points use. It costs 2 PP for each size of the attack (Tiny = 2 PP, Small = 4 PP, etc.). The character is fully free to make attacks of a smaller size than their maximum (i.e. a character who can make a Medium Ranged attack may make Small or Tiny attacks as well).

The character may learn a skill in order to use this attack using the "Innate Melee" skill (see the *Innate Attack Skills Cost* table for the costs, or use the rules found in *RMC Combat Companion*).

The features regarding to the size of the attack are pretty much straight forward. The feature, *Increased Range*, may be added multiple times. The feature, *1 hand Free*, allows the use of this gift with only a single hand, and the feature, *Both Hands Free*, is reserved for a manifestation of this Gift that does not originate with the hands (i.e. laser eye beams).

Feature	DP Cost
*Water Bolt Sized (Small)	+5
*Ice Bolt Sized (Medium)	+10
*Fire Bolt Sized (Large)	+20
*Lightning Bolt Sized (Huge)	+30
*Increased Range (per +50')	+5
*1 Hand Free	+5
Both Hands Free	+10

INNATE RANGED GRAPPLE

Cost: 15

Trainable: No

Description: The character is able to make a ranged attack that is projected from some portion of his body. This attack will do a Small Grappling attack. It could be defined however the player wants (i.e. as webs, sticky fluids, intense gravity field, force bands, etc.). The manifestation of this Gift must produce a visible effect (i.e. webs or a beam of colored light focused on the target, etc.) Once defined, that definition cannot be changed.

The attack is resolved on the *Grappling & Unbalancing Attack* table (RMX). If using *RMC Arms Law*, then use the Martial Arts Sweeps & Throws table with Grappling criticals. The attack has a base range of 50' with Range Mods for this Gift as follows: 0'-10' = +20; 11'-50' = +0; 51'-100' = -20; 101'-200' = -40; 201'-300' = -55; 301' and up = -75.

A character making an attack with this Gift is required to have one hand free when making attacks and it requires a 75% activity action to perform. This attack may not be used to parry other attacks. If using *RMC Arms Law*, a shield's Missile Bonus is used for DB against this attack; otherwise a shield's bonus applies normally.

This Gift requires Power Points use. It costs 3 PP for each size of the attack (Small = 3 PP, Small = 6 PP, etc.). The character is fully free to make attacks of a smaller size than their maximum (i.e. a character who can make a Medium Ranged attack may make Small or Tiny attacks as well).

The character may learn a skill in order to use this attack using the "Innate Melee" skill (see the *Innate Attack Skills Cost* table for the costs, or use the rules found in *RMC Combat Companion*).

The features regarding to the size of the attack are pretty much straight forward. The feature, *Increased Range*, may be added multiple times.

The feature, *Area Attack*, allows the character to make this Grappling attack on all targets within the radius. Adding this feature multiple times will allow the radius to be increased by 5' each time.

The feature, *Both Hands Free*, is reserved for a manifestation of this Gift that does not originate with the hands (i.e. eye beams that generate a high gravity field).

Feature	DP Cost
*Medium Grapple	+5
*Large Grapple	+10
*Huge Grapple	+20
*Increased Range (per +50')	+5
*Area Attack (5' radius)	+5
Both Hands Free	+10

INSTINCTIVE DEFENSE

Cost: 30

Trainable: No

Description: The character is extremely sensitive to his surroundings. This grants him a +20 modifier to his DB, even against surprise attacks.

INTERNAL STABILITY

Cost: 20

Trainable: No

Description: When a character is stunned, he is allowed to use his Self Discipline stat bonus to reduce the modifier imposed by the stun. The base form of this Gift grants the character a +10 bonus to his Self Discipline stat bonus for the sole purpose of overcoming the stun penalties.

The feature, *Reduced Stuns*, allows the character to prevent himself from being stunned too easily. With this capability, all stuns received are reduced by 1 round. This means that a critical that delivers 1 round of stun will actually do no stun. This ability does not extend to stuns caused by spells that require a RR.

Feature	DP Cost
*Reduced Stuns	+15

LIGHTNING REFLEXES

Cost: 10

Trainable: No

Description: The character has excellent reaction speeds. This grants him a +5 modifier to all initiative rolls.

MARTIAL TRAINING

Cost: 25

Trainable: Yes

Description: The character receives special training that allows him to enhance his melee capabilities. For every 10 ranks that the character has in a melee (not missile, thrown or ranged of any sort) skill, he is able to make an extra attack each round, with all attacks receiving a -20 modifier for each attack beyond the first. The player is required to declare the number of attacks that the character will make before the round begins. Once declared, it cannot be changed.

Additionally, for every 10 ranks in the melee skill, the character is also allowed to make these attacks against multiple foes. For each foe beyond the first that is to be attacked in a given round, there is a -10 modifier that is applied to all attacks.

This means that a character with 12 ranks in a melee skill could make two attacks, one against each of two foes and that each attack will receive a -30 modifier. If he made two attacks against a single foe, the modifier would only be -20.

MENTAL LINK

Cost: 20

Trainable: No

Description: The character is able to form a mental link with a willing target. This link allows for 2 way telepathic communication between the two, regardless of distance. This link, once formed, will remain intact unless one of the linked characters becomes unconscious (normal sleep will not break the link) or specifically wills the link to end.

To establish this link, the character must touch the head of the target, and concentrate for 1 minute. Establishing this link requires that the character expend 3 PP per link, and these PP cannot ever be recovered while the link is active. The character may establish links to more than one person at a time, but they will not be able to converse with each other, only with the character who established the link.

The feature, *Network*, allows for all linked individuals to converse with one another without the linking character having to relay. When networked, all participants in the network will hear each others comments and everybody with whom the character forms the link will be part of this network. However, should the character that creates the links be knocked unconscious, all of the links will be broken as he is still the hub through which all communication travels.

The feature, *Selective Network*, allows the character to decide which links will or will not be part of a network. With this feature, it costs 1 additional PP to add a character to a link to a network of links.

The feature, *Reduced Cost*, lowers the PP cost from 3 per link to 2 PP per link.

Feature	DP Cost
Network	+10
Selective Network	+5
Reduced Cost	+5



NATURAL ARCHER

Cost: 10

Trainable: No

Description: The character is a natural at using a bow. All of his bow ranges are increased by 25%. Range modifiers are determined by the new ranges.

NATURAL CAMOUFLAGE

Cost: 30

Trainable: No

Description: The character is able to change the coloration of his skin and clothing to better match his surroundings. This translates as a +25 bonus to both stalking and hiding.

NATURAL PHYSIQUE

Cost: 8

Trainable: No

Description: The character is extremely hearty and in strapping good health. The character gains a +10 to his Body Development skill (i.e. to his Hits).

Feature	DP Cost
Increase to +20 Hits	+10

NEUTRAL ODOR

Cost: 5

Trainable: No

Description: The character's body has the peculiar ability to mask all scents within a 5' radius. This makes it impossible to track the character by scent.

NIGHTVISION

Cost: 20

Trainable: No

Description: This ability allows the character to see, when outdoors on a bright night, up to 500' as if it just a very dark day. When indoors, this allows the character to twice as far as the light source normally allows.

The feature, *Greater Nightvision*, allows a character to see outdoors as well on a bright night as he would on a cloudy, overcast day (further than 500'). When indoors, this allows the character to see three times as far as normally allowed by a light source.

Feature	DP Cost
Greater Nightvision	+5

OUTDOORSMAN

Cost: 20

Trainable: No

Description: The character has a natural affinity to the outdoors. He gains a +15 bonus to Herbcraft (specialization of Craft skill), Foraging, Navigation, Riding, and any Region, Fauna or Flora Lore skills.

PERIPHERAL VISION

Cost: 8

Trainable: No

Description: The character is harder to attack from the sides or fro the rear. When attacked from the flanks your foe's bonus is only +5 and when attacked from the rear, your foe's bonus is only +15.

POISON SACK

Cost: 10

Trainable: No

Description: The character has special glands that will manufacture a 5th level poison that can be delivered through either an Innate Melee Attack or an Innate Ranged Attack that does either a slash or puncture critical.

The type of poison (circulatory, reduction, etc.) and the actual method of delivery (which also requires acquisition) are left up to the player and the GM to work together to determine.

The poison will normally be delivered through any attack that does a critical. The character is not immune to his own poison, but he does receive a special +25 to his RR in resisting its effects.

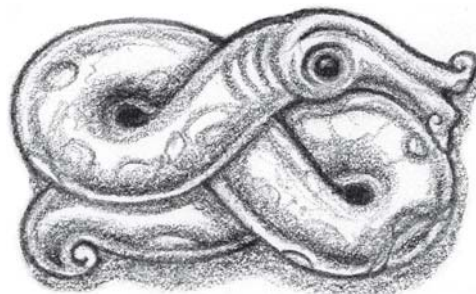
Feature	DP Cost
*Increase Level (per +1 lvl)	+5

QUIET STRIDE

Cost: 30

Trainable: Yes

Description: The character an unusually quiet stride and the ability to stand completely still for extended periods, granting him a bonus of +25 to Stalking and Hiding.



REGENERATION

Cost: 20

Trainable: No

Description: The character has the ability to quickly recover from all but fatal wounds. The character's body will regain 1 concussion hit each minute. His recovery rate for other wounds is half of the number of days than what is normal. This Gift can normally only heal damage. It cannot regrow lost limbs or organs or other body parts.

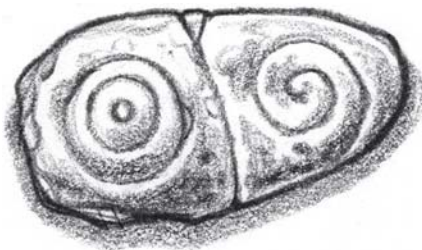
The feature, *Hits per Round*, increases the healing speed of concussion hits from 1 per minute to 1 per round.

The feature, *Days to Hours*, reduces the healing rate for other wounds from days to hours. With this feature, the normal healing time is not halved before being converted from days to hours. The feature, *Hours to Minutes*, changes the healing time from hours to minutes, and thus requires that the *Days to Hours* feature be a part of the Gift as well.

The feature, *Regrowth*, allows the character to regrow lost limbs and organs and other body parts. The amount of time required to regrow a body part is based on the maximum times from the appropriate columns of the Healing Recovery Table (*RMC Character Law*, page 145). For example, to regrow an arm, it would take the maximum results from the Bone, Tissue, and Muscle/Tendon columns ($5 + 3 + 7 = 15 \times 10$ (severe injury) = 150). Depending upon the other features that the character might have, this could be 150 days, hours, or minutes that it takes to regrow the limb. Regrowing a thumb would take 15 days, hours, or minutes since that would not be considered a severe injury.

The feature, *Self-Keeping*, allows the character to go into a comatose state when he receives a fatal injury until his body is fully healed, thus preventing death. This feature requires that the Gift also contain the Regrowth feature, so that all damage to the body can be fully repaired.

Feature	DP Cost
*Hits per Round	+5
*Days to Hours	+10
*Hours to Minutes	+10
Regrowth	+10
Self-Keeping	+10



RESILIENT

Cost: 15

Trainable: No

Description: The character does not bleed much at all. Whenever he receives a wound that delivers Bleeding damage (i.e. hits per round). That damage is reduced by half (rounded down) before it is applied to the character. This means that a critical must inflict 2 hits per round of bleeding before it will affect the character at all.

SENSE MAGIC

Cost: 20

Trainable: Yes

Description: The character may make a Perception maneuver with a -20 modifier to detect active magic. He may only concentrate on one 5' radius area within 100' of himself at a time.

Active magic is defined as any active spell. If there is a symbol spell holding another spell, the symbol would detect as active magic, but the spell it hold would not. In the case of magical items, those items that are constant, such as a sword with a +5 magic bonus, would detect as active magic, but a wand of shock bolts would not, it would be considered to be waiting magic.

The feature, *Detect Waiting Magic*, allows the character to detect waiting magic within the area checked.

Feature	DP Cost
*Detect Waiting Magic	+5

SHAPESHIFTER

Cost: 30

Trainable: No

Description: The character has the ability to change his form in some manner at will (requires a Hard SD-based maneuver roll, cumulative total of 100+ to perform). The type of change must be chosen when this ability is taken, and it cannot be used to replicate the Innate Attack Gifts. However, if the form into which the character can change does have natural weapons, then that is allowed, and the capabilities are determined by that form.

If the character is able to Shift to the form of an animal or creature, that creature will be approximately the same size as the character and will only have the natural abilities of the creature, not any magical or supernatural abilities. For example, if the character changes into the form of a dragonette, he will get the claw and bite attacks and the ability to fly (due to its wings), but not a breath weapon nor any spell abilities that a real dragonette might have.

SKILL FLEXIBILITY

Cost: 5

Trainable: No

Description: The character may select and reduce the cost of a single skill by 1 point. (i.e. a cost of 2/6 becomes 1/5, a cost of 2/* becomes 1/*). This may not be applied to any skill that already has a primary (first) cost of 1. If applied to a skill that requires specialization, such as weapon skills or spell lists, then the cost reduction applies only to a single instance of that skill (i.e. to one spell list, not all spell lists). This ability may be taken multiple times for a different skill or instance of a skill each time.

It is recommended that only humans be allowed to acquire this Gift.

SKILL SPECIALIZATION

Cost: 10

Trainable: No

Description: The character gains a +10 bonus to a single individual skill. If the player selects a skill that requires specialization, such as a weapon skill or a spell list, then the player must place the bonus on a specific instance of that skill, it does **not** apply to all such skills. This ability may be taken multiple times, but multiple instances of this bonus may not be placed on the same skill or on a single instance of a skill that requires specialization.

It is recommended that only humans be allowed to acquire this Gift.

SLEIGHT OF HAND

Cost: 15

Trainable: Yes

Description: The character has learned well the lessons on misdirection and sleight of hand. This grants him a +10 modifier to the Trickery skill.

SPATIAL EXTENSION

Cost: 10

Trainable: Yes

Description: The character has an unusual Gift that allows his spells to reach further than normal. All appropriate spells with a range of "touch" will have a range of 5'. All other spells that have a range other than "self" or "touch" get to add 50' to their normal ranges.

However, this Gift will only apply to a single type of spell (Defensive, Healing, Force, mental, elemental, directed elemental, etc.). This gift may be acquired multiple times, for a different type of spell each time.

The feature, *Self Extension*, will allow any spells of the given type that have a normal range of "self" to be used with a range of "touch."

Feature	DP Cost
Self Extension	+10

STONE SENSE

Cost: 15

Trainable: Yes

Description: The character has learned how to accurately inspect and evaluate both stone constructions and natural stone formations. He requires only a normal, Medium difficulty Perception maneuver to notice hidden things in stone such as slight slopes, dangerous stone work, secret doors, etc.

STRONG MANA

Cost: 25

Trainable: No

Description: The character is extremely in tune with the forces of magic. This means that the character gains 1 Power Point more each level than is normally granted from their Realm/Source stat (i.e. a stat of 75-94 would normally grants 1 PP per level, for a character with this ability it would grant 2 PP per level).

STURDY BUILD

Cost: 10

Trainable: No

Description: The character is exceptionally hearty and healthy. He gains an additional +1 hit per rank of Body Development.

SUBCONSCIOUS DISCIPLINE

Cost: 15

Trainable: No

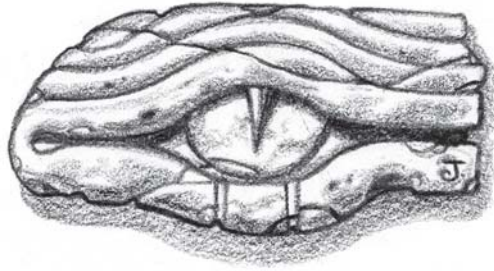
Description: For the character, any spell that has a duration of Concentration will continue for a number of rounds equal to the number of rounds that the character actually Concentrated on it. This means that if the character concentrates on a spell for three rounds, it will continue for another three rounds without his concentration. This ability does not normally work for spells that require concentration and have a maximum duration as well (i.e. duration = 1 rnd/lvl(C)).

The feature, *Timed Concentration*, allows for spells that require concentration and have a maximum to be affected by this Gift, so long as the extra rounds do not exceed the maximum duration for the spell.

The feature, *Renew Concentration*, allows a character to stop concentrating on a spell and then renew concentration so long as the extra rounds have not expired, and so long as no more than 3 rounds have passed since he stopped concentrating.

Feature	DP Cost
Timed Concentration	+5
Renew Concentration	+15

VISIONS



SUBCONSCIOUS PREPARATION

Cost: 20

Trainable: No

Description: The character requires only half of the normal activity percentage to reload missile weapons and/or draw a weapon. Thus loading/reloading a Short Bow is only a 30% activity action rather than its normal 60% activity action.

SURVIVAL INSTINCT

Cost: 10

Trainable: No

Description: When performing a full parry (shifting entire OB to DB), you DB is modified by an additional +25.

TEMPORAL EXTENSION

Cost: 25

Trainable: No

Description: When the character casts a spell that has a duration that is not Concentration or instantaneous “-”, the duration of the spell is double what it normally is.

TOUGH HIDE

Cost: 20

Trainable: No

Description: The character has tough leathery skin that provides a +10 modifier to their Defensive Bonus (DB).

The feature, Increased Toughness, adds another +10 to the character’s Defensive Bonus. This feature may be added multiple times, so long as the bonus to DB does not exceed +50

Feature	DP Cost
Increased Toughness	+10

Cost: 15

Trainable: No

Description: The character receives spontaneous glimpses of events associated with a particular person, place, item, or owner of an item that the character touches (with bare skin).

The Visions cost 2 PP to activate, and the character must concentrate on the focus for at least a full minute before the visions begin. The visions will last for 1 minute (6 rounds), with a different glimpse being seen each round.

The character has absolutely no control over what he glimpses, but they will be related to significant events in the past of the focus. If the character is using an item in order to get images of its owner, then his visions will be regarding the present and/or immediate past of the person he is trying to get the images about.

WEAPON SPECIALTY

Cost: 5

Trainable: Yes

Description: This Gift presumes that one of the two options for Similar Weapons (*RMC Character Law*, pages 79-80) are in use, or that the Basic Styles option (*Express Additions #4*, page 11) is being used. In all three cases, the learning of one weapon from a specific group of weapons allows the use of the other weapons within the same group to be used with a portion of the skill bonus (or number of skill ranks) of the weapon that has been learned.

This Gift allows the character to use his full skill bonus with one additional weapon from the same group as a weapon that he has ranks in already. This may be purchased multiple times, for a different weapon each time.

WEAPONS MASTER

Cost: 30

Trainable: Yes

Description: This Gift presumes that one of the two options for Similar Weapons (*RMC Character Law*, pages 79-80) are in use, or that the Basic Styles option (*Express Additions #4*, page 11) is being used. In all three cases, the learning of one weapon from a specific group of weapons allows the use of the other weapons within the same group to be used with a portion of the skill bonus (or number of skill ranks) of the weapon that has been learned.

When this ability is acquired, the character is able to use all weapons in a specific weapon group with the full skill bonus as their OB.

FAN CONTRIBUTIONS

This issue of *Express Additions* marks the first issue in which we have published a fan's submission. We hope that you enjoy his article, and we hope to see submissions from many more fans.

To find out more information about submitting articles for ICE's PDF lines, visit ICE's website, and click on the **Write for ICE** link in the left-hand column.

AN ALTERNATIVE TO LEVEL BONUSES

This concept is an extension of the rank-based level bonuses option that was presented in EA#6.

Under the standard RMC level bonuses, a character receives bonuses to certain skills from his choice of profession. This bonus is granted at each level of character development, starting at level 1, and usually ending at level 20.

Express Additions #6 presented an optional system that took the level bonus system, and converted it to a rank-based system, with the same ultimate bonus being applied over 100 ranks of skill development.

However, using that rank-based level bonus progression, most characters would need to be 50th level to achieve 100 skill ranks, assuming double development, while the standard level bonuses would be achieved at level 20.

The option presented here attempts to strike a balance between the two. It presents an adjusted skill bonus gain per rank of development, integrating the level bonus into that revised skill rank bonus progression.

This option does allow characters to achieve their maximum professional bonus before level 20. Assuming double development, most characters will receive their full benefit by level 15, or 30 skill ranks in the affected skill. However, this is slightly offset by the fact that the first 10 ranks have a reduced gain over the standard level bonuses. The primary benefit is gained in ranks 11 through 30.

REVISED SKILL RANK BONUS PROGRESSION					
Level Bonus	Untrained	Ranks 1-10	Ranks 11-20	Ranks 21-30	Ranks 31+
None	-25	5	2	1	0.5
+1	-25	5	3	2	0.5
+2	-25	5	4	3	0.5
+3	-25	6	5	3	0.5
+3/+1*	-25	6	5	3	1

* = this progression is limited to fighters only, and the +1 represents their bonus per level for levels above 20th level.