EXPRESS ADDITIONS

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INTRODUCTION

Welcome to the 12th issue of Express Additions!

In this issue, we take a look at an altogether new way of handling Level Bonuses for characters. We also bring you an option on layering armors.

And we top off the issue with 3 new professions; the Archer, the Scout, and the Beastmaster.

Enjoy!

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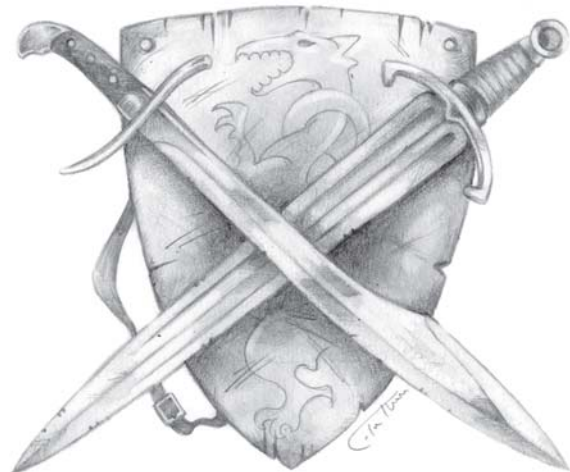
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NEW OPTIONS

IRREGULAR LEVEL BONUSES

Under the normal core rules, most professions will get a limited Professional Bonus. Fighters get a +3 per level to 20th level and then an additional +1 per level for each level afterwards to each and every combat skill (OB). Pure and Hybrid spell users get a +1 per level to all spell casting, but no bonuses to anything else.

Professions like the Bard and the Ranger only get a +1 per level to combat skills, but no bonuses for any other skills, such as those that may be important to their profession. For example, the Bard would likely want a bonus on his Music skills or his Singing skills, but he does not receive any such bonuses under the core rules. In fact, he doesn't receive any bonuses to his spell casting under the core rules either.

RMC Character Law also contains at least 2 different options for Level Bonuses, one based on RM2, and the other based on RMSS/FRP. However, this option works by providing specific bonuses to specific categories of skills, and like the core rules on level bonuses, there is no flexibility built into the system. No way to generate unusual characters, like a Fighter who has bonuses to magical lores due to his background.

That is where this option comes in…

THE BASICS

This option is relatively simple. The player is given 10 Level Bonus points and he gets to assign them to specific skills of his choice. Of course there are a few guidelines and rules that must be followed.

- The Player may not assign more than a +3 per level to any single skill.
- Each Level Bonus applies only to a single instance of each specific skill (i.e. a single craft skill, not the all crafts) except as noted below.
- The Spell List Acquisition skill is divided into Base Lists, Open Lists, and Closed Lists for the purpose of assigning Level Bonuses. The Level Bonus assigned to each category applies to all lists within those categories. Some options may allow for learning lists outside of these categories, no Level Bonuses may be assigned to lists outside the three categories.

There are a number of options regarding spell list acquisition. Under the core rules, the level bonuses would essentially be the Base Spell Casting Bonus for a

list is the caster's level, but only for pure and hybrid casters. However that bonus would apply equally to all spell lists. Under this option, the level bonus is applied to the type of list only.

Under other options, the character gets a skill bonus equal to +1 per rank in the spell list. In these cases, the level bonus applies to this skill rank bonus, and thus the character has a different Base Spell Casting bonus for each list.

- Level Bonuses for OB generating skills (weapons, martial arts, Directed spells) will have their Level Bonuses apply to all instances of each specific skill (i.e. all one-handed edged receive the bonus if one is applied to that skill listing).
- Once set, level bonuses may not be changed or moved about for any reason without a GM's approval. If a level bonus is allowed to be moved, all level bonuses for the old skill(s) are lost and they are applied to the new skill.
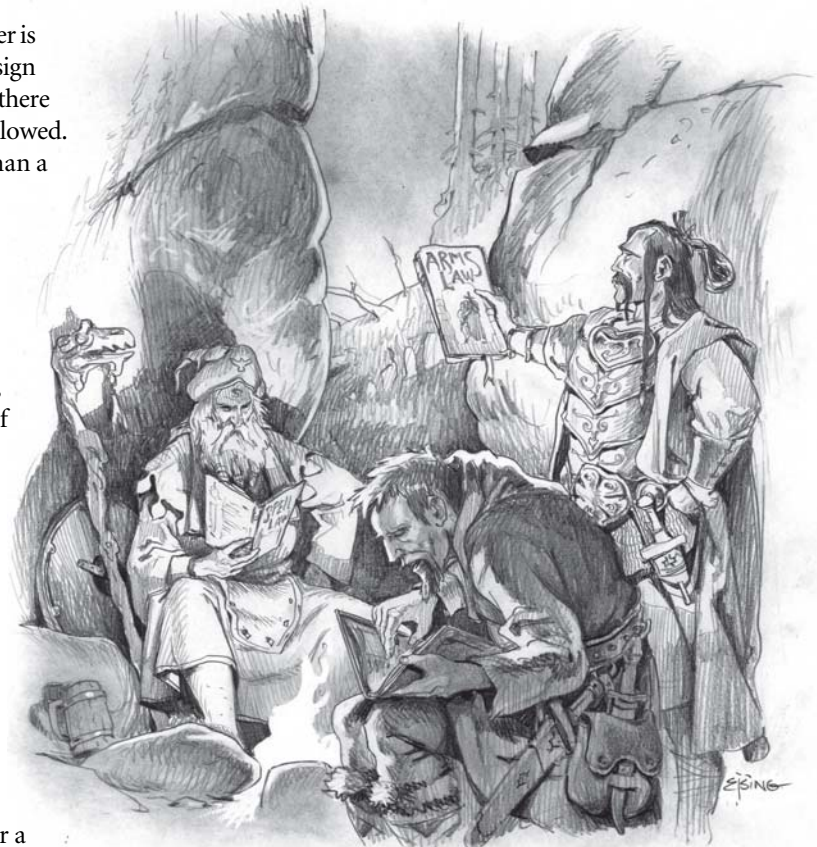
- If a GM allows level bonuses to be moved, then it is strongly recommended that, in addition to the strong in-game reasons, it requires an expenditure of 5 DPs per point of level bonus to be moved (i.e. changing a level, the GM lets a play shift 2 points of level bonuses from one skill to another. This means that the player has to pay 10 DPs to shift those points, and they do not get shifted until he pays for them when going up a level).

Note: *It is strongly recommended that the player work reasons for the level bonuses into the character's history and back story. This helps, in the opinion of this author, bring the character to life and thus makes him more enjoyable to play because there is a greater investment.*

EXAMPLES

In the following examples, I will be using the professions and skill list as presented in the **RMC/RMX Character Creation Guidelines** found at http://www.ironcrown.com/index.php?page=igames/CharGen on the ICE website as the basis for what skills are selected and used.

EXAMPLE 1: FRAMIL THE HUNTER

Charles decides that he wants to play a character whose has a background as a hunter. He selects Rogue as his profession and sets his level bonuses as follows:

Missiles (weapon skill)	+3/lvl
Stalk & Hide	+2/lvl
Tracking	+2/lvl
Perception	+1/lvl
Lore: General (Local Area)	+1/lvl
Foraging	+1/lvl

EXAMPLE 2: TAUS THE WARRIOR MAGE

John decides that he wants to play a warrior mage type of character. One who is agile and tough and good at his job. He selects an Elemental Warrior as his profession and sets his level bonuses as follows:

1-Handed Edged Weapons	+2/lvl
Base Spells	+2/lvl
Directed Spells	+2/lvl
Perception	+1/lvl
Body Development	+1/lvl
Acrobatics	+1/lvl
First Aid	+1/lvl
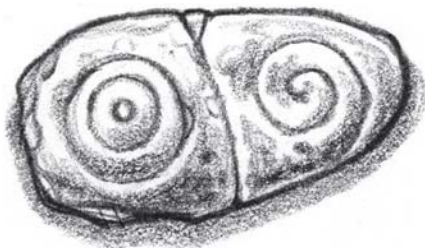
LAYERING ARMORS

Recently, on the ICE forums, one of our posters cam up with a question regarding the wearing of multiple armors and how that would affect their DB and so forth.

The simplest solution would to be to not allow the wearing of multiple types of armor, but there are also creatures that have a natural AT and who might also wear armor. Therefore, the following can be considered to be the official rule regarding the wearing of multiple types of armor:

When a character or creature has multiple Armor Types (ATs), then its AT shall be considered to be the higher of the two, and he receives a bonus to DB equal to twice the lower AT, rounded off to the nearest multiple of 5.

> **Example 1:** *Rawg the Troll has a natural AT of 11, and for a coming battle he dons chain armor (AT 16). For that battle, his AT will be AT 16 and he will receive a bonus to his DB of +20 (11 x 2 = 22, rounded to nearest multiple of 5 = +20)*

> **Example 2:** *Pius the Priest knows about some bandits coming to waylay him. He puts on a chain shirt (AT 13) under his robes (AT 2). This gives him an AT 13 and a +5 (2 x 2 = 4, rounded to nearest multiple of 5 = +5 DB).*

In all instances, the modifiers and such given by both armors are combined; this includes the maneuver penalties, the quickness penalty, the missile attack penalty, and the max pace. Natural ATs are considered to have a zero for all of these penalties and modifiers.

ARMOR BY THE PIECE

If you are using the Armor by the Piece rules from Combat Companion, things will be slightly different than in the core rules.

For Natural ARs and armor, you use the highest AR as the character's AR, and then just total all of the DB modifiers, and the maneuver modifiers/penalties.

For layered armors, it works much the same way, however, you would also give an additional DB modifier based upon the shirt/cuirass with the lowest AR that is being worn (if more than one is being worn; this is referred to as the Under Armor). In such cases, use the following table to determine the bonus that the Under Armor, shall provide in addition to all other additional DB modifiers.

UNDER ARMOR	DB MODIFIER
Heavy Cloth/Furs	+3
Soft Leather	+3
Rigid Leather	+4
Reinforced Leather	+4
Leather Scale	+5
Leather (chain) Scale	+5
Chain or Metal (leather) Scale	+6
Metal (chain) Scale	+6
Plate	+7

New Professions

In this issue, we shall present you with 3 new professions for your gaming pleasure. I think that each of the three will bring something new to the table and be enjoyable for all those who choose to play them.
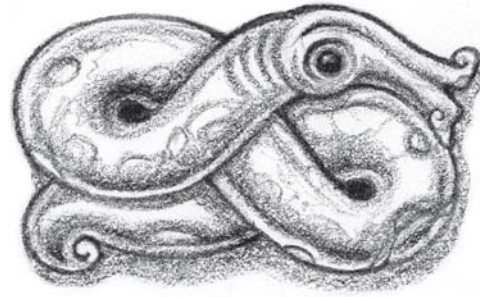
Archer

The Archer is a non-spell user who specializes in the use of ranged weapons. In addition to being an expert in the use of bows and crossbows, the Archer is often an expert in those crafts and other skills that are used in making bows and arrows or the crossbow equivalents or even slings.

Unlike other professions, the Archer's lowest weapon cost **must** be assigned to the Missile weapon category. All other weapon costs may be assigned as per the normal rules.

Normally, it takes a character 50% of their activity to reload a sling, on up to 230% of their activity to reload a heavy crossbow. However, for the Archer, all reloading percentages are reduced by half. Thus reload a sling only requires 25% activity, reloading long bow only requires 40% activity and reloading a heavy crossbow only requires 115% activity.

This means that an Archer can load and fire any missile weapon, except for crossbows, in a single round. And that he could load and fire a crossbow every other round; all without any sort of penalty to his OB.

Prime Stats: Ag/St

Archer			
Maneuvering in Armor:		**Magical Skills:**	
Soft Leather	1/*	Spell Lists	20
Rigid Leather	1/*	Runes	7
Chain	3/*	Staves & Wands	9
Plate	4/*	Channeling	25
		Directed Spells	20
Special Skills:		**General Skills:**	
Ambush	2/7	Climbing	2/5
Linguistics	3/*	Swimming	2/6
Adrenal Moves	2/6	Riding	2/6
Adrenal Defense	20	Disarming Traps	3/8
Martial Arts	3/7	Picking Locks	3/9
Body Development	2/5	Stalking & Hiding	2/5
PP Dev. (Optional)	10	Perception	2/5
Weapon Skills*:		1/5; 2/7; 2/7; 3/6; 3/8; 5	
* = The 1/5 weapon cost must go on the Missile weapon category.			

SCOUT			
Maneuvering in Armor:		**Magical Skills:**	
Soft Leather	1/*	Spell Lists	10
Rigid Leather	1/*	Runes	6
Chain	4/*	Staves & Wands	7
Plate	5/*	Channeling	20
		Directed Spells	20
Special Skills:		**General Skills:**	
Ambush	1/3	Climbing	1/5
Linguistics	3/*	Swimming	1/3
Adrenal Moves	2/6	Riding	2/4
Adrenal Defense	20	Disarming Traps	3/8
Martial Arts	3/7	Picking Locks	3/9
Body Development	2/6	Stalking & Hiding	1/3
PP Dev. (Optional)	10	Perception	1/3
Weapon Skills:		2/6; 2/7; 3/6; 4; 4; 6	

SCOUT

A Scout is a non-spell user who specializes in stealth and in movement into and out of what is often a dangerous area. He is also very self-reliant and extremely skilled at surviving on his own in wilderness areas. All of his skills are dedicated to allowing him to travel unnoticed, to gather information, and to get back with that information.

Prime Stats: Ag/Qu

SECONDARY SKILL DEVELOPMENT COST TABLE										
ID#	Skill	Stat	Archer	Scout	Beastmaster	ID#	Skill	Stat	Archer	Scout	Beastmaster
1)	Acrobatics	Ag/Qu	2/5	1/5	2/6	26)	Mathematics	Re/Me	3/7	2/7	2/6
2)	Acting	Pr/Em	2/6	2/5	2/6	27)	Meditation	Pr/SD	3/7	2/5	2/4
3)	Animal Healing	Em/Re	2/6	2/6	1/2	28)	Music	Ag/Em	2/6	2/6	2/6
4)	Caving	SD/Re	2/6	1/4	2/6	29)	Navigation	Re/In	2/6	1/4	2/4
5)	Contortions	Ag/SD	2/6	2/5	2/6	30)	Public-speaking	Em/Pr	2/6	2/6	2/6
6)	Cookery	In/Re	2/5	1/5	2/4	31)	Rope-mastery	Me/Ag	2/4	1/4	2/5
7)	Crafting	Ag/Em	1/3 (2/6)*	2/6	2/5	32)	Rowing	SD/St	1/4	1/5	2/4
8)	Dance	Ag/In	2/6	2/4	2/5	33)	Sailing	Em/In	2/6	2/6	2/5
9)	Diplomacy	Pr/In	3/6	3/6	2/5	34)	Seduction	Em/Pr	2/6	2/6	2/6
10)	Diving	SD/Ag	2/6	2/6	2/5	35)	Signaling	Me/SD	1/5	1/3	1/5
11)	Duping	Pr/Em	2/6	1/4	2/7	36)	Singing	Pr/In	2/6	2/6	2/6
12)	Falsification	SD/Re	3	2/6	3	37)	Skiing	Ag/SD	2/7	2/6	2/6
13)	First Aid	SD/Em	2/6	1/4	1/4	38)	Smithing	St/Ag	3/5	2/6	2/7
14)	Fletching	Ag/SD	1/3	2/4	2/5	39)	Spell-mastery	Varies	6	6	3/5
15)	Foraging	In/Me	2/6	1/4	1/4	40)	Star-gazing	In/Me	2/6	2/4	2/4
16)	Frenzy	Em/SD	2/6	2/6	2/6	41)	Stone-carving	SD/Ag	2/7	3/7	2/6
17)	Gambling	Me/Pr	2/4	2/6	2/6	42)	Streetwise	In/Pr	2/4	1/5	3/6
18)	Herbalism	In/Re	3/8	1/5	1/4	43)	Subduing	Ag/Qu	2/5	1/4	4
19)	Herding	Em/Pr	3/7	3/5	1/5	44)	Tracking	In/Re	1/4	1/3	1/5
20)	Jousting	St/Ag	2/6	2/8	3/9	45)	Trading	Re/Em	3/6	2/4	3/5
21)	Leather-working	Ag/Re	2/4	2/4	2/5	46)	Trap-building	Re/Em	2/6	1/3	2/4
22)	Lore: General	Me/RE	1/3	1/3	1/3	47)	Trickery	Pr/Qu	2/6	2/5	2/5
23)	Lore: Magical	Me/Re	6	5	3/6	48)	Tumbling	Ag/SD	1/5	1/4	2/4
24)	Lore: Obscure	Me/Re	3/7	3/7	3/7	49)	Weather-watching	In/Em	3/7	1/5	1/5
25)	Lore: Technical	Me/Re	2/6	2/4	2/6	50)	Wood-carving	Ag/Em	1/5	2/5	2/4
* = For crafts related to the making of bows and arrows/bolts, the cost is 1/3, all other crafts have a cost of 2/6.										

Beastmaster

The Beastmaster is a semi-spell user who uses his affinity for animals to bind them to his service. Between them and his own combat abilities, the Beastmaster is a formidable opponent. The Beastmaster has no compunctions about using his animals in combat to ensure victory.

The Beastmaster profession may be of any realm. When this profession is selected, the player must select which realm he will be from. This will determine what spell lists he has available to him (for Open and/or Closed spell lists), and also determine his second Prime Stat: In for Channeling, Em for Essence, and Pr for Mentalism.

The Beastmaster has a total of 5 Base spell lists. They are as follows:

Animal Ways
Beastmastery
Combat
Movement Enhancement
Sensing

These spell lists are detailed on the following pages.

Prime Stats: St/ (In or Em or Pr)

Beastmaster			
Maneuvering in Armor:		**Magical Skills:**	
Soft Leather	1/*	Spell Lists	4/*
Rigid Leather	1/*	Runes	5
Chain	3/*	Staves & Wands	6
Plate	4/*	Channeling	8
		Directed Spells	15
Special Skills:		**General Skills:**	
Ambush	3/8	Climbing	2/4
Linguistics	3/*	Swimming	2/4
Adrenal Moves	2/7	Riding	2/5
Adrenal Defense	20	Disarming Traps	4
Martial Arts	4	Picking Locks	4
Body Development	2/7	Stalking & Hiding	2/4
PP Dev. (Optional)	5	Perception	1/5
Weapon Skills:		3/6; 3/8; 6; 6; 6; 9	

Animal Ways

1) **Animal Sleep I** – Puts any animal (i.e. non-humanoid) to sleep; will not affect enchanted creatures or "intelligent" animals.

2) **Animal Healing I** – Completely heals any one animal that weighs 10 lbs or less of all damage

3) **Animal Tongues** – Allows caster to understand and "speak" the language of any 1 animal species.

4) **Animal Sleep III** – As *Animal Sleep I*, except that it will affect up to 3 animals.

5) **Animal Mastery I** – Allows the caster to control the actions of any one animal.

6) **Animal Healing II** – As *Animal Healing I*, except that the animal may be up to 500 lbs in weight.

7) **Animal Empathy** – Target can walk on air as if on solid through other means.

8) **Animal Summons I** – Caster can summon any 1 animal within radius; as long as they concentrate, caster controls the animal. The animal is random representative of the specified species.

9) **Animal Sleep X** – As *Animal Sleep I*, except that it will affect up to 10 animals.

10) **Animal Mastery III** – As *Animal Mastery I*, except that the caster can control 3 animals.

11) **Animal Lifegiving** – Caster restores "soul" to any one animal that has been dead less than one hour per level of caster. It will take the animal 20x the period that it was dead to fully recover its strength and vitality. Treat the animal as if it were at -100, with the penalty decreasing steadily over the recovery period.

12) **Animal Summons III** – As *Animal Summons I*, except that 3 animals may be summoned. The caster may have all 3 be of the same species or have each one be a different species.

13) **Animal Tongues True** – Allows the caster to understand and "speak" the language of all animals within a 1 mile radius.

14) **Animal Mastery V** – As *Animal Mastery I*, except that the caster can control 5 animals.

15) **Animal Healing III** – As *Animal Healing I*, except that the animal may be up to 2,000 lbs in weight.

16) **Animal Summons V** – As *Animal Summons III*, except that 5 animals may be summoned.

17) **Animal Lifegiving II** – As *Animal Lifegiving*, except that the animal may have been dead for up to 1 day per level of the caster, and the recovery period is equal to the amount of time the animal has been dead.

Lvl	Spell	A of E	Duration	Range	Type
1)	Animal Sleep I	1 animal	1 min/lvl	100'	Fm
2)	Animal Healing I	1 animal	P	touch	H
3)	Animal Tongues	self	1 min/lvl	self	Im
4)	Animal Sleep III	3 animals	1 min/lvl	100'	Fm
5)	Animal Mastery I	1 animal	C	100'	Fm
6)	Animal Healing II	1 animal	P	touch	H
7)	Animal Empathy	1 animal	C	100'	Im
8)	Animal Summons I	1 animal	1 min/lvl (C)	1 mi./lvl	Fm
9)	Animal Sleep X	10 Animals	1 min/lvl	100'	Fm
10)	Animal Mastery III	3 animals	C	100'	Fm
11)	Animal Lifegiving	1 animal	P	10'	H
12)	Animal Summons III	1 animal	1 min/lvl (C)	1 mi./lvl	Fm
13)	Animal Tongues True	self	10 min/lvl	self	Im
14)	Animal Mastery V	5 animals	C	100'	Fm
15)	Animal Healing III	1 animal	P	touch	H
16)	Animal Summons V	1 animal	1 min/lvl (C)	1 mi./lvl	Fm
17)	Animal Lifegiving II	1 animal	P	10'	H
18)	Animal Healing IV	1 animal	P	touch	H
19)	Animal Sleep True	1 animal/lvl	1 min/lvl	100'	Fm
20)	Animal Summons X	10 animals	1 min/lvl (C)	1 mi./lvl	Fm
25)	Animal Healing True	1 animal	P	touch	H
30)	Anim. Lifegiving True	1 animal	P	10'	H
50)	Anim. Summ. True	1 animal/lvl	1 min/lvl (C)	1 mi./lvl	Fm

18) **Animal Healing IV** – As *Animal Healing I*, except that the animal may be up to 10,000 lbs in weight.

19) **Animal Sleep True** – As *Animal Sleep I*, except that it will affect up to 1 animal per level of the caster.

20) **Animal Summons X** – As *Animal Summons III*, except that 10 animals may be summoned.

25) **Animal Healing True** – As *Animal Healing I*, except that the animal may be of any weight.

30) **Animal Lifegiving True** – As Animal Lifegiving, except that the animal may have been dead for any length of time, and it requires no recovery time to fully regain its strength and vitality.

50) **Animal Summons True** – As *Animal Summons I*, except that the caster may summon 1 animal per his level.

BEASTMASTERY

BEASTMASTER BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Locate Animals	1 mi. R	-	self	Im
2)	Befriend Animal	1 animal	1 day/lvl	100'	Fm
3)	Turn Animal	1 animal	-	100'	Fm
4)	Animal Bond I	1 animal	P	touch	Fm
5)	Befriending I	10' R	C	self	Fm
6)	Call Bond Animal	1 animal	-	1,000'/lvl	Fm
7)	Bond Extension I	self	1 min/lvl	self	U
8)	Animal Bond II	1 animal	P	touch	Fm
9)	Turn Animal V	1 animal	-	100'	Fm
10)	Unbond	1 animal	-	touch	Fm
11)	Animal Bond III	1 animal	P	touch	Fm
12)	Brefriending V	50' R	C	self	Fm
13)	Bond Extension II	self	1 min/lvl	self	U
14)	Turn Animal X	1 animal	-	100'	Fm
15)	Animal Bond IV	1 animal	P	touch	Fm
16)	Bond Extension III	self	1 min/lvl	self	U
17)	Befriending X	100' R	C	self	Fm
18)	Turn Animal XX	1 animal	-	100'	Fm
19)	Befriending True	100' R	10 min/lvl	self	Fm
20)	Animal Bond V	1 animal	P	touch	Fm
25)	Turn Animal True	1 animal/lvl	-	100'	Fm
30)	Animal Bond True	1 animal/lvl	P	touch	Fm
50)	Bond Extension True	self	1 min/lvl	self	U

BEASTMASTERY

1) Locate Animals – Allows the caster to locate the members of any 1 species of animal within the radius or to find out what species are within the radius, but not their location. The caster chooses which to do when the spell is cast.

2) Befriend Animal – Target animal will act friendly to the caster for the duration. It cannot automatically understand him, and it will not fight for him. This spell does not allow the caster to control the animal either.

3) Turn Animal – Caster causes target animal to flee the caster until it is at least 1 mile away.

4) Animal Bond I – The caster forms a strong bond with an animal. It will fight for, kill for, and even die for the caster. The caster can, by concentrating, mentally communicate with, and even view the world through the animal's senses so long as the animal is within 50' per level of the caster. Should the caster or animal die, the other will be at -25 to all actions for two weeks. The only limitation on this spell is that the target must be of animal intelligence or less. This spell takes one full hour to cast.

5) Befriending I – All animals within the radius will act friendly towards the caster as long as he concentrates. This does not allow the caster to control the animals.

6) Call Bond Animal – Caster can summon any one of his Bonded animals within range and it will try to come to him.

7) Bond Extension – Using this spell, the range of the Bond is extended to 100' per level of the caster for the duration.

8) Animal Bond II – As *Animal Bond*, except that 2 animals may be bonded to the caster. This spell must be cast on both animals, even if one of the animals is already bonded.

9) Turn Animal V – As *Turn Animal*, except that it will affect up to 5 animals.

10) Unbond – Caster removes the bond between himself and one animal. The animal will act as if under the spell, *Befriend Animal*, for one day and then return to its natural state.

11) Animal Bond III – As *Animal Bond II*, except that 3 animals may be bonded to the caster.

12) Befriending V – As *Befriending*, except for the radius.

13) Bond Extension II – As *Bond Extension*, except that the range is extended to 500' per level of the caster.

14) Turn Animal X – As *Turn Animal*, except that it will affect up to 10 animals.

15) Animal Bond IV – As *Animal Bond II*, except that 4 animals may be bonded to the caster.

16) Bond Extension III – As *Bond Extension*, except that the range is extended to 1,000' per level of the caster.

17) Befriending X – As *Befriending*, except for the radius.

18) Turn Animal XX – As *Turn Animal*, except that it will affect up to 20 animals.

19) Befriending True – As *Befriending X*, except for the duration.

20) Animal Bond V – As *Animal Bond II*, except that 5 animals may be bonded to the caster.

25) Turn Animal True – As *Turn Animal*, except that it will affect up to 1 animal per level of the caster.

30) Animal Bond True – As *Animal Bond II*, except that the caster may bond with up to 1 animal per caster's level.

50) Bond Extension True – As *Bond Extension*, except that the range is extended to 1 mile per level of the caster.
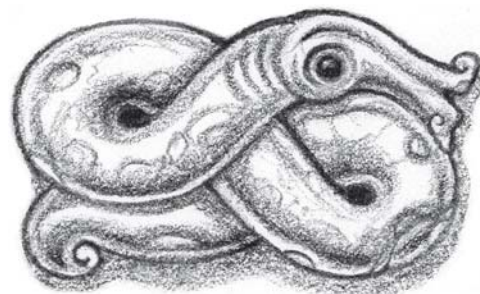
1) **Fluid Combat** – Caster's movements and actions become more fluid, granting him a +5 bonus to both OB and DB.

2) **Staggering Blow** – All successful attacks deal an additional +10 hits of damage. A successful attack is any attack that does damage.

3) **Armored Crit** – Caster is treated as if he were wearing a helm and greaves for the purpose of conditional damage received from criticals.

4) **Savage Crit** –Add +5 to all critical rolls made by the caster.

5) **Fluid Combat II** – As *Fluid Combat*, except the bonus is +10.

6) **Deflect Ranged** – Caster can deflect any one incoming missile, thrown weapon, or elemental bolt. The incoming attack receives a -50 modifier and must be within the caster's field of vision.

7) **Multi-Strike** – The caster can make 2 attacks each round for the duration. Each attack receives a -50 modifier.

8) **Improved Critical** – Caster may select one aspect of critical damage that is improved by 1 step on any critical containing that aspect that he delivers within the duration. The caster must select the aspect when the spell is cast.

9) **Fluid Combat III** – As *Fluid Combat*, except that the bonus is +15.

10) **Deflect Ranged II** – As *Deflect Ranged*, except that a single attack receives a -75 modifier or 2 incoming attacks receive a -25 modifier.

11) **Staggering Blow II** – As *Staggering Blow*, except an additional +20 hits of damage is dealt.

12) **Fluid Combat IV** – As *Fluid Combat*, except that the bonus is +20.

13) **Armored Crit II** – As *Armored Crit*, except that the caster is always considered to be wearing the best possible armor against conditional damage regardless of his actual armor worn.

14) **Savage Crit II** – As *Savage Crit*, except that +10 is added to all critical rolls made by the caster.

15) **Deflect Ranged III** – As *Deflect Ranged II*, except one attack receives a -100 modifier, or 2 attacks receive a -50, or 3 attacks receive a -25.

16) **Fluid Combat V** – As *Fluid Combat*, except that the bonus is +25.

17) **Multi-Strike II** – Caster is able to make 3 attacks per round with a -50 modifier OR make 2 attacks per round with a -25 modifier. Caster must decide which while casting the spell as he may not change back and forth from one to the other.

Lvl	Spell	A of E	Duration	Range	Type
1)	Fluid Combat*	Self	1 rnd/lvl	Self	F
2)	Staggering Blow	Self	1 rnd/lvl	Self	F
3)	Armored Crit *	Self	1 min/lvl	Self	U
4)	Savage Crit	Self	1 rnd/lvl	Self	F
5)	Fluid Combat II*	Self	1 rnd/lvl	Self	F
6)	Deflect Ranged*	1 attack	-	100'	F
7)	Multi-Strike	Self	1 rnd/lvl	Self	F
8)	Improved Critical	Self	1 rnd/lvl	Self	U
9)	Fluid Combat III*	Self	1 rnd/lvl	Self	F
10)	Deflect Ranged II*	varies	-	100'	F
11)	Staggering Blow II	Self	1 rnd/lvl	Self	F
12)	Fluid Combat IV*	Self	1 rnd/lvl	Self	F
13)	Armored Crit II*	Self	1 min/lvl	Self	U
14)	Savage Crit II	Self	1 rnd/lvl	Self	F
15)	Deflect Ranged III*	varies	-	100'	F
16)	Fluid Combat V*	Self	1 rnd/lvl	Self	F
17)	Multi-Strike II	Self	1 rnd/lvl	Self	F
18)	Improved Critical II	Self	1 rnd/lvl	Self	U
19)	Fluid Combat VI*	Self	1 rnd/lvl	Self	F
20)	Deflect Ranged True*	varies	-	100'	F
25)	Fluid Combat True*	Self	1 rnd/lvl	Self	F
30)	Multi-Strike True	Self	1 rnd/lvl	Self	F
50)	Combat True	Self	1 rnd/lvl	Self	F

18) **Improved Critical II** – As *Improved Critical*, except that two aspects may be improved by one degree or one aspect may be improved by two degrees. This must be decided upon at time of casting.

19) **Fluid Combat VI** – As *Fluid Combat*, except that the bonus is +30.

20) **Deflect Ranged True** – As *Deflect Ranged*, except that all non-friendly ranged attacks within the caster's field of vision receive a -50 modifier.

25) **Fluid Combat True** – As *Fluid Combat*, except that the bonus is +50.

30) **Multi-Strike True** – Caster is able to make 4 attacks per round with a -50 modifier, or 3 attacks per round with a -25 modifier, or 2 attacks per round with no modifier. Caster must select which at the time of casting and may not change back and forth.

50) **Combat True** – Caster may freely use any one lower level spell from this list at a rate of one spell per round.

Note 1: Conditional Damage is damage inflicted by a critical that is based on the type of armor worn.

Note 2: Critical aspects that can be improved include stun, bleeding, and maneuver penalties. Increasing Stun a single step adds 1 more round of stun to that delivered by the critical. Increasing Bleeding by 1 step addss 1 more hit per round. Increasing maneuver penalties s single step means increases those penalties by 5 (i.e. -25 becomes -30).

Note 3: Only a single instance of the *Improved Critical* spell may be active at one time.

MOVEMEMNT ENHANCEMENT BEASTMASTER BASE

Lvl	Spell	A of E	Duration	Range	Type
1)	Longjump I *	self	-	self	U
2)	Landing *	self	varies	self	U
3)	Traction	self	10 min/lvl	self	U
4)	Silent Movement	self	10 min/lvl	self	U
5)	Balance I *	self	1 rnd/lvl	self	U
6)	Flight I	self	10 min/lvl	self	U
7)	Longjump II *	self	-	self	U
8)	Landing True *	self	varies	self	U
9)	Swim I	self	10 min/lvl	self	U
10)	Balance II *	self	1 rnd/lvl	self	U
11)	Flight II	self	10 min/lvl	self	U
12)	Swim II	self	10 min/lvl	self	U
13)	Longjump III *	self	-	self	U
14)	No Trace	self	10 min/lvl	self	U
15)	Swim III	self	10 min/lvl	self	U
16)	Balance III *	self	1 rnd/lvl	self	U
17)	Flight III	self	10 min/lvl	self	U
18)	Swim IV	self	10 min/lvl	self	U
19)	Longjump IV *	self	-	self	U
20)	Balance True	self	1 rnd/lvl	self	U
25)	Lord Flight	1 target/lvl	1 rnd/lvl	100'	U
30)	Lord Balance	1 target/lvl	1 rnd/lvl	100'	U
50)	Movement True	self	1 rnd/lvl	self	U

MOVEMENT ENHANCEMENT

1) Longjump I – Allows the caster to jump, from any pace, up to a distance of 50' and/or a height of 25'. This spell also includes a safe landing from the jump.

2) 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 falls.

3) Traction – Caster can run on even, unstable surfaces (i.e. sand, ice, etc.) or uneven surfaces (i.e. rocky, pitted ground) as they would on a hard, stable surface.

4) Silent Movement – The caster is able to cloak all of his movements in utter silence. Intentionally making a noise (i.e. talking) will cancel the spell.

5) Balance I – Allows the caster to gain a +50 to all balance-related maneuvers performed at a walking pace or less.

6) Flight I – Caster is able to fly at a rate equal to half of his Base Movement Rate (BMR).

7) Longjump II – As *Longjump I*, except that the distances are 75' laterally and 35' vertically.

8) Landing True – As *Landing*, except that the distance is 50'/lvl of the caster.

9) Swim I – Caster is able to swim at a speed equal to his BMR. Caster can also breathe both air and water for the duration.

10) Balance II – As *Balance I*, except that the caster may be moving at up to 2x his normal BMR.

11) Flight II – As *Flight I*, except that the caster may fly at the same speed as his BMR.

12) Swim II – As *Swim I*, except that the caster may swim at a speed equal to 2x his BMR.

13) Longjump III – As *Longjump I*, except that the distances are 100' laterally and 50' vertically.

14) No Trace – Caster is able to move without leaving any trace of his passage. No physical tracks or signs, no scent, nothing that would allow anybody to know that he passed that way. Deliberately leaving any sort of sign will negate the effects of the spell.

15) Swim III – As *Swim I*, except that the caster may swim at a speed equal to 3x his BMR.

16) Balance III – As *Balance I*, except that the caster may be moving at up to 3x his normal BMR.

17) Flight III – As *Flight I*, except that the caster may fly at 2x his BMR.

18) Swim IV – As *Swim I*, except that the caster may swim at a speed equal to 4x his BMR.

19) Longjump IV – As *Longjump I*, except that the distances are 150' laterally and 75' vertically.

20) Balance True – As *Balance I*, except that the caster may be moving at any pace.

25) Lord Flight – As *Flight I*, except that the target(s) may fly at 3x the caster's BMR.

30) Lord Balance – As *Balance I*, except that the target(s) may be moving at any pace.

50) Movement True – Caster may freely use any lower level spell from this list each round.

SENSING

1) Presence – Caster is aware of the presence of all sentient/thinking being within his range, and their approximate location within that range.

2) Sidevision – Caster has a 300° field of vision.

3) Improved Senses – Caster gains a +10 on any and all perception style maneuver (i.e. Perception, Tracking, etc.).

4) Clear Sight – Caster can clearly see up to 50' through non-solid obstructions such as fog, rain, water, etc.

5) Darkvision – Caster may clearly see up to 20' in total, non-magical darkness. He can see twice as far as normal in situations where there is low or little light, and can see normally in the daylight. For example, if a torch illuminates a 20' radius, this spell allows the caster to see up to 40'.

6) Improved Senses II – As *Improved Senses*, except that the bonus is +20.

7) Remote Sense – Caster may move the focal point of a single sense (such as sight or hearing) at a rate of 5' per round, up to a maximum distance of 5' per level away from his location. He may not send his sensing focal point through barriers (a closed door is a barrier, a pit or open window is not). The caster must select which sense to send at the time of casting, and he loses the use of that sense while this spell is in effect.

8) Awareness – As *Presence*, except for the shorter range and that the caster knows the general actions being taken by those within the range. Caster learns things like person 20' north of you is casting a spell, but not which spell nor who it is aimed at.

9) Clear Sight II – As *Clear Sight*, except that the caster may see up to 100' clearly.

10) Improved Senses III – As *Improved Senses*, except that the bonus is +30.

11) Remote Sense II – As *Remote Sense*, except that the caster may move the focal point for his senses at a rate of 10' per level and he has a maximum range of 10' per level.

12) Awareness II – As *Awareness*, except that the caster can sense presences in a larger area.

13) Darkvision II – As *Darkvision*, except that the caster can see up to 50', even in magical darkness, and up to 4 times the normal distance if there is some light, and he can see normally in daylight.. For example, if a torch illuminates a 20' radius, this spell allows the caster to see up to 80'.

Lvl	Spell	A of E	Duration	Range	Type
1)	Presence*	10'/lvl	C	Self	I
2)	Sidevision	Self	10 min/lvl	Self	U
3)	Improved Senses	Self	1 min/lvl	Self	U
4)	Clear Sight	Self	1 min/lvl	Self	U
5)	Darkvision	Self	10 min/lvl	Self	U
6)	Improved Senses II	Self	1 min/lvl	Self	U
7)	Remote Sense	Self	C	Self	U
8)	Awareness*	30' R	C	Self	I
9)	Clear Sight II	Self	1 min/lvl	Self	U
10)	Improved Senses III	Self	1 min/lvl	Self	U
11)	Remote Sense II	Self	C	Self	U
12)	Awareness II*	10'/lvl	1 min/lvl	Self	I
13)	Darkvision True	Self	10 min/lvl	Self	U
14)	Clear Sight III	Self	10 min/lvl	Self	U
15)	Barrier Sight	Self	C	Self	U
16)	Improved Senses IV	Self	1 min/lvl	Self	U
17)	Remote Sense III	Self	C	Self	U
18)	Clear Sight IV	Self	10 min/lvl	Self	U
19)	Improved Senses V	Self	1 min/lvl	Self	U
20)	Awareness True*	10'/lvl	10 min/lvl	Self	I
25)	Remote Sense True	Self	C	Self	U
30)	Barrier Sight True	Self	C	Self	U
50)	Sensing True	Self	1 rnd/lvl	Self	F

14) Clear Sight III – As *Clear Sight* , except for a longer duration and caster can see a maximum of 150'.

15) Barrier Sight – Caster may see through 1" per level of non-magical materials.

16) Improved Senses IV – As *Improved Senses*, except that the bonus is +40.

17) Remote Sense III – As *Remote Sense II*, except the caster may move two senses together at the same time or he may move one sense and still retain it at his location as well.

18) Clear Sight IV – As *Clear Sight III*, except that caster can see a maximum of 200'.

19) Improved Senses V – As *Improved Senses I*, except that the bonus is +50.

20) Awareness True – As *Awareness II*, except that the caster knows what the specific actions are going to be.

25) Remote Sense True – As *Remote Sense III*, except that the caster can move two senses together and still retain them in his location as well.

30) Barrier Sight True – As *Barrier Sight*, except that the caster may see through up to 1" per level of any material.

50) Sensing True – Caster may freely cast any one lower level spell from this list at a rate of one spell per round.