

ROLEMASTER QUARTERLY

Issue #1

April 2006

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WARNING! All Items in this PDF should be considered optional and completely unofficial.

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Introduction

Welcome to the first installment of the Rolemaster Quarterly. Similar to the **HARPer's Bazaar**, this PDF publication will put out new material for the **Rolemaster** system. A very brief introduction might be in order... I am Cory Magel, one of the freelance authors who wrote the *Channeling Companion* for RMSS (and re-published under RMFRP). I've also contributed a small amount of work to *The Guild Companion* that I may flesh out a little more in future issues of this publication also. While I rarely actually Gamemaster (I wanna play!), I do create a decent amount of material that could be used by one. So, I get to use this as a potential outlet!

In the past I have run a multi-round tournament event at GenCon and I once worked for *The Company That Shall Not Be Named* who make *The Game That Shall Not Be Named*. You get three guesses, and the last two don't count. You'll also see me regularly on the ICE Forums, so feel free to say "Hi" or ask me questions or just plain tell me I don't know what the heck I'm talking about (politely mind you).

Due to the amount of material out for **HARP** this publication will have some differences. For example there are many more Races and Cultures published under **Rolemaster** already, while **HARP** is fairly fresh ground in that respect. So, I'm going to try and come up with some alternate standard material.

I will attempt to work up an NPC for each issue I create, using the core book and talent law mainly. If it gets a favorable reaction I might even toss in a short story about those NPCs to give you some insight apart from a basic description of them. You will likely see some new magic items, occasionally a major one (fairly large write-up). I may throw in an individual new spell list here and there, more often than not something somewhat familiar but occasionally something essentially entirely new.

Anyhow... on to the first segment!

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Elementalists

There are two major concepts that I have developed for use in my own little 'world' as it were that lend help create a good number of story lines and plot hooks. The first is the Duelist concept, published via *The Guild Companion* in April of 2006. This, the Elementalist, is the other concept.

I have a few different variations on how to work Elementalists, but for a few reasons I will be presenting the one that I would be using, which takes the form of a Training Package. While I do have a full semi-spell using profession for the Elementalist worked up, there is currently such a profession contained in the **Fire & Ice; Elemental Companion** already. I may release that version via *The Guild Companion* in the future however, as it is a bit different.

The elements I'm initially working with here will be; Air, Earth, Fire, Ice, Light and Water. I've skipped Darkness (as it's really not an element) and the alternate types such as Void, Plasma, Aether, etc. If you want to simulate a Darkness version I'd suggest using the Light lists as a baseline, do a little tinkering (use Void instead of Electricity, turn the *Flash* spells into Darkness spells, etc).

In this issue of the **Rolemaster Quarterly** I will cover three of the elements; Fire, Ice and Earth. The other three, Light, Air and Water will come in the next issue.



The **Castles & Ruins** book introduced the idea of Training Package Spell Lists where a character gains access to specialized spell lists based on a portion of their characters abilities (represented in a Training Package of course). Using this theory for the purpose of an Elementalist variation allows the possibility to create something along the lines of a Rogue Air Elementalist, a Dabbler Fire Elementalist, or possibly even something along the lines of a Priest of Ice who has taken the Elementalist Training Package and chosen Ice as its element.

I feel that, as a result, the Training Package concept of the Elementalist allows for more plot and roleplaying potential. I'm not going to 'tell' you the history of Elementalists and their nature, but rather give you at least three possible theories on what those things could be. I'll touch on those later.

A quick word on game balance.

The first, and most important, thing I want to really touch on is the power level of your game. While most veteran gamers see the versatility of Rolemaster as an advantage (as they should!) one of the minor drawbacks of

a detailed gaming system is the potential for imbalance due to customization. Even though I've made some effort to make them balanced with RMSS in general these spell lists are still geared towards my and my groups style of play to some degree. Make sure you look over the spell lists in detail to see if they could potentially create any problems in your own games. There's not a whole lot more I can say on that because it will depend entirely on your style of play.

Next... Realm Type.

Right off the bat most of you are going to think Essence. This is almost always what I would use also and what I'm defaulting them to for the purposes of this article. However, there is absolutely nothing to stop you from having something such as a Priest of Fire (using the Channeling Companion "Priest" creation or other processes) and thereby using these spell lists through the Channeling realm. Although likely even more rare than Channeling, certain character concepts could even potentially use Mentalism as their realm. Just think 'Psychic' talents such as Telekinesis or Pyrotechnics.

The Nature of Elementalists.

What, exactly, is the nature of an Elemental? Is it a character that has simply learned the use and manipulation of a certain set of spells just as almost any other spell casting character? Or, are they somehow 'in tune' with their chosen element and this is what causes them to have access to these powers in the first place?

If they are 'in tune' with their chosen element will an elemental of the same base element see them as friend, foe, or neither? Will a fire elemental see a Fire Elementalist as member of its own kind while an ice elemental would attack instantly and aggressively? Would the player character be detected using a *Detect Heat* or other such spells? When seen via infravision does the character glow brightly, more than a normal humanoid would? These are the kinds of questions you need to try and resolve beforehand if you are to assume an Elemental is the result of more than just the study and practice of a given set of spell lists.

I've included a skill listed as Element Awareness in the training package within the Awareness; Senses category. This is intended as a way for Elementalists to 'detect' aspects of their chosen element. For example, an Air Elementalist might be able to 'see' wind currents or a Water Elementalist might be able to 'detect' water underground.

The Motivations of Elementalists.

Firstly; factions. Here's where you can have some fun in your campaigns depending on how you want to implement the idea of Elementalists. The question is, why do Elementalists exist, what is their purpose, and who are they allied with or enemies to? Good questions that there can be a lot of different answers for.



The first question is really best answered by you, the GM or maybe even your players if they write up detailed histories or backgrounds for their characters. Why do they exist? Where did they come from and how did they become Elementalists? This is one of the things that you'll just have to fit into your own world. There are so many possibilities, ranging from something as simple as... no one knows... to the fact that they might effectively be the "Priests" of their chosen element.

I have three main theories that I would potentially use that really cover the major bases, but naturally you can come up with even more.

The first is the easiest: They are simply unique individuals, each with their own motivations and purposes who simply turned to the control of an element to further those goals. The elements themselves do not necessarily relate to whether or not the Elemental is Good or Evil, Lawful or Chaotic, and so on. It is simply a tool, just like a sword or another spell.

Second we have the typical "Us vs. Them" idea: You've got at least two possibilities here. The elements are opposed to each other on general principal (or physics maybe?). Fire and Ice, Earth and Water, are mortal enemies. They could also be broken down into "Good vs. Evil" where you have Fire and Ice as the bad guys, Air and Light as the good guys, and Earth and Water being neutral.

Lastly is the 'Elemental Guild' concept: There is a guild of individuals in the world who all belong to a society which studies and uses the elements to further the guilds own causes. You can take this in a few directions in itself...

think the Justice League or X-Men. To take it even further you could utilize ideas for the first and second theories, where certain members of this guild strive for control over the world or maybe even their own "Evil" goals, while other members aim to stop them.

Any good GM is probably starting to see why I like the idea of a Training Package dedicated to a specific element instead of a single Profession now. While you could implement these ideas with a full Profession, the possibilities with the Training Packages nearly fall into place on their own.

Elemental Gates

While these Elementalists are capable of opening gates to their own elemental plane, they do not possess or gain any spells that allow them to summon an elemental of even their own element type by way of their own spell lists. It is entirely possible that a nearby Elemental will notice such a gate and investigate it, possibly even entering it. However, what happens from that point on is up to the

player and the GM. If they player can and wants to control it, they can attempt to do so. If they cannot control it, or simply do not want to, it will then fall to the GMs discretion on how the Elemental will react, possibly based partially off of the characters actions.

Obviously if there is an opposing element in the vicinity they will almost surely attack each other. But what if there is not? What if a player simply used this as a last ditch attempt to survive an impossible situation? Is the Elemental going to understand that the Elemental is 'friendly' or will it be completely neutral to all beings nearby? Will it randomly attack someone or will it simply leave, wandering back into the gate or elsewhere?

Conversing with Elementals

Can player characters converse with Elementals of their own element? There are a few possibilities here. A GM could determine that the Elemental has access to and must develop a language skill, whether verbal or otherwise, to do this. If Elementalists are considered to be 'in tune' with their element you might want to just grant them the ability automatically. Another possibility is allowing the Elemental Control spells to grant the ability to converse with Elementals (even if it does not succeed in controlling one). Lastly, it could simply be impossible to converse with an Elemental and the Elemental must rely on any allied Elemental treating him in a friendly or helpful manner.

The Training Package

Here is the training package that I've developed for my own games. Naturally modify it to you own campaign and play style

Elementalist (L)

The Elementalist has dedicated his life to the study of one particular element. Learning to use, control and manipulate as well as truly harness its power.

Time to Aquire: 84 months

Starting Money: Normal

Special:

Cloak (+10 protection vs. chosen element)	80
Talisman (+5 to spell mastery in chosen element)	60
Lore Book (+10 non-magic to one specific lore)	50
Spell Adder (+2)	30
Daily III item (2 nd level spell)	30
Elemental Spell Catalysts (2 gp worth)	20
Element resistant traveling cloak (non-magical)	0

Category or Skill	# of Ranks
Awareness – Senses	0
Element Awareness	2
Body Development	-
Body Development	1
Lore – Magical	1
Element Lore	2
Lore – Obscure	1
Elemental Lore	1
Power Awareness	1
Power Perception	1
Power Manipulation	0
Spell Mastery in up to two Own TP spell lists	3
Weapon Cat - 1	1
Choice of one weapon	1
Spell List – Own Realm TP spell list	0
Choice of two Own TP spell lists	2

Cost by Profession

Fighter	49	Thief	48
Rogue	45	Warrior Monk	48
Layman	39	Healer	34
Mystic	37	Warlock	38
Sorcerer	38	Runemage	37
Summoner	38	Magician	37
Illusionist	36	Essence Alchemist	33
Mana Molder	35	Cleric	34
Animist	34	Channeling Alchemist	34
Priest	35	Mentalist	35
Lay Healer	35	Mentalism Alchemist	34
Arcanist	34	Wizard	34
Ranger	36	Paladin	37
Mythic	36	Monk	37
Taoist Monk	37	Dabbler	34
Warrior Mage	34	Bard	33

Magent	35	Zen Monk	37
Chaotic	32	Mage Hunter	32
Nightblade	35	Dervish	36
Sword-Dancer	49	Seer	33
Astrologer	37	Enchanter	37
Armsmaster	35	Barbarian	48
Outrider	48	Sage	41
Swashbuckler	46	Shao-lin Monk	37
Elementalist	36	Elemental Priest	33
Elemental Champio	35	Arcane Elementalist	35
Elemental Explorer	35	Priest (Chan/Ess)	38
Priest (Chan/Ment)	38	Priest (Chan/Arms)	37
Priest (Arms)	43		

Training Package Spell List Costs by Profession Type

These are the costs associated with the Training Package Spell List concept originally published in the **Castles & Ruins** book. Keep in mind the Elementalist Spell Lists I've included here are not balanced differently for Pure Arms, Semi, and Pure Spell users, making adjusting up the costs a reasonable precaution. So, naturally, feel free to adjust these as needed in your game. I, personally, would probably not bump up the costs any further for Pure Arms Users to 10/10 and 25/25, the costs for Pure & Hybrids to 6/6/6 and 15/15, and the costs for Semi's to 8/8 and 10/10. Keep in mind the cost these professions paid for their Training Package before raising Spell List costs too high.

Pure Arms Users	8/8/8	16/16
(Fighter, Rogue, Warrior Monk, etc)		
Pure & Hybrid Spell Users	4/4/4	8/8
(Magician, Cleric, Mentalist, Alchemists, etc)		
Semi Spell Users	6/6/6	12/12
(Paladin, Dabbler, Bard, Chaotic, Mythic, etc)		

Also, depending on your view of the nature of Elementalist, you may want to disallow developing other Elementalist spell lists entirely (which is my recommendation. At most I would allow only the development of 'allied' or 'complementary' elements).



Earth Manipulation					
Lvl	Spell	AoE	Duration	Range	Type
1.	Study Stone*	1 formation	C	10'/lvl	U
2.	Stone Shield	caster	1min/lvl	caster	E
3.	Stoneskin IV	caster	1rnd/lvl	self	E
4.	Control Weak Elem	1 target	1rnd/lvl(C)	10'/lvl	F
5.	Repel Weak Elemental	caster	1min/lvl	100'	F
5.	Earthwall	10'x10'x3'	1min/lvl	10'	E
6.	Stoneheal	1 formation	P	touch	E
7.	Stonewall	10'x10'x1'	1min/lvl	10'	E
8.	Stoneskin VIII	caster	1rnd/lvl	self	E
10.	Repel Strong Elemental	1 target	1min/lvl	100'	F
11.	Control Strong Elemental	1 target	1rnd/lvl(C)	10'/lvl	F
12.	Meld Wall	2 walls	P	touch	E
13.	Stoneskin XII	caster	1rnd/lvl	self	E
14.	Lesser Earth Field	50'R	1rnd/lvl	self	BE
15.	Repel Greater Elemental	1 target	1min/lvl	100'	F
16.	Earthwall True	10'x10'x3'	P	10'	E
17.	Control Greater Elem.	1 target	1rnd/lvl(C)	10'/lvl	F
18.	Stoneskin XVI	caster	1rnd/lvl	self	E
19.	Stonewall True	10'x10'x1'	P	10'	E
20.	Greater Earth Field	100'R	1rnd/lvl	self	BE
25.	Stoneskin XX	caster	1rnd/lvl	self	E
30.	Stone Merging	caster	1rnd/lvl(C)	self	E
40.	Superior Earth Field	250'R	1rnd/lvl	self	BE
50.	Earth Manip Mastery	caster	1rnd/lvl	self	U

Earth Manipulation

- 1. Study Stone** - Caster gains detailed knowledge of the target stone. Type, age, weight, place of origin, etc.
- 2. Stone Shield** - Creates a magical shield of stone, which does occupy a hand and infers a DB bonus of 30 vs. melee attacks and 20 vs. ranged attacks. If used in a Shield Bash the shield will deliver double damage and an additional impact critical (of two severity's less). Shield may also be used to 'parry' all elements by reducing the wielders OB.
- 3. Stoneskin IV** - For the duration of this spell the caster is treated as having AT 4.
- 4. Control Weak Earth Elemental** - So long as the caster concentrates he can totally control one Weak Fire Elemental creature (target receives a RR).
- 5. Repel Weak Elemental** - For as long as the caster concentrates Weak Elementals in the area of effect who fail a RR cannot leave and Weak Elementals outside the area of effect may not enter. If the caster concentrates on one specific Elemental it receives no RR. (Weak Elementals should equate to about 10th level creatures).
- 5. Earthwall** - Creates a wall of earth up to 10'x10'x3'. This wall can be dug through.
- 6. Stoneheal** - The caster may mend a single break in a small inorganic object or multiple breaks, rips, or cracks in a larger object. All component parts of the object must be within a 10' radius
- 7. Stonewall** - As *Earthwall*, except wall is up to 10'x10'x1' of stone. It can be chipped through.

8. Stoneskin VIII - For the duration of this spell the caster is treated as having AT 8.

10. Repel Strong Elemental - As *Repel Weak Elemental* except that it will also effect Strong Elementals. (Strong Elementals should equate to about 20th level creatures). Weak Elementals receive a penalty of -20 to their RR's

11. Control Strong Earth Elemental - So long as the caster concentrates he can totally control one Strong Earth Elemental creature (target receives a RR). Weak Elementals receive a penalty of -20 to their RR's.

12. Meld Wall - Fuses two touching walls together (seam can be up to 20' long) or fuses a section of stone blocks (up to 100 cubic feet).

13. Stoneskin XII - For the duration of this spell the caster is treated as having AT 12.

14. Lesser Elemental Earth Field - Creates an elemental field that effects spells of the same "type" as the field (earth). When a caster is within the radius of the field such a spell is treated as being two levels lower then it actually is for the purposes of spell casting (i.e., PP's, preparation, ESE, etc.). While in the field, casters of other elemental type spells have the level of those spells increased by one. Only one given field of the same type may be in effect in an area and if more then one field is in effect they will cancel each other out (until one or the others duration expires).

15. Repel Greater Elemental - As *Repel Weak Elemental* except that it will also effect Greater Elementals. Weak Elementals receive a penalty of -40 to their RR's. Strong Elementals receive a penalty of -20 to their RR's (Greater Elementals should equate to about 30th level).

16. Earthwall True - As *Earthwall*, except duration is permanent.

17. Control Greater Earth Elemental - So long as the caster concentrates he can totally control one Greater Fire Elemental creature (target receives a RR). Weak Elementals receive a penalty of -40 to their RR's. Strong Elementals receive a penalty of -20 to their RR's (Greater Elementals should equate to about 30th level).

18. Stoneskin XVI - For the duration of this spell the caster is treated as having AT 16.

19. Stonewall True - As *Stonewall*, except the duration is permanent.

20. Greater Elemental Earth Field - As Lesser Elemental Field, except the level change is 5.

25. Stoneskin XX - For the duration of this spell the caster is treated as having AT 20.

30. Stone Merging - Caster can merge with any natural earth or stone and may move at a rate of 1' per level per round.

40. Superior Earth Field - As Lesser Elemental Field, except the level change is 10.

50. Earth Manipulation Mastery - Caster can use any one spell below 30th level (on this list) each round.

Elemental Earth					
Lvl	Spell	AoE	Duration	Range	Type
1.	Loosen Earth	100 cu'	P	100'	E
2.	Cracks Call	10'x10'x10'	-	100'	E
3.	Earthmight I	caster	1rnd/lvl	self	E
4.	Earth Fingers	5'R	1rnd/lvl	25'	E
5.	Control Earth	caster	1min/lvl	self	BE
6.	Stone Weapon I	1 object	1rnd/lvl	touch	E
7.	Earthmight II	caster	1rnd/lvl	self	E
8.	Hurl Stone	1 target	-	100'	DE
9.	Earth Hand	15'R	1rnd/lvl	50'	E
10.	Stone/Earth/Mud	100 cu'	P	100'	BE
11.	Earthmight III	caster	1rnd/lvl	self	E
12.	Stone Weapon II	1 object	1rnd/lvl	touch	E
13.	Unearth	100 cu'	P	100'	F
14.	Earth Arms	30'R	1rnd/lvl	75'	E
15.	Lord Control Earth	50'R/lvl	1min/lvl	self	BE
16.	Earthmight IV	caster	1rnd/lvl	self	E
17.	Mud/Earth/Stone	100 cu'	P	100'	BE
18.	Stone Weapon III	1 object	1rnd/lvl	touch	E
19.	Earth Hammer	50'R	1rnd/lvl	100'	E
20.	Unstone	100 cu'	P	100'	F
20.	Crevasse	varies	P	100'	E
25.	Elemental Gate	10'x10'	1rnd/lvl	10'	BE
30.	Earth Control True	caster	1min/lvl	self	BE
40.	Earthquake	varies	varies	1 mile	BE
50.	Earth Mastery Off.	caster	1rnd/lvl	self	U

Elemental Earth

- 1. Loosen Earth** - Loosens 100 cu' of earth to the consistency of plowed ground.
- 2. Cracks Call** - Any previous cracks or flaws in material up to a 10'x10'x10 section extend to their limit.
- 3. Earthmight I** - Gives the caster a St modifier of +5 for the duration of this spell.
- 4. Earth Fingers** - This spell causes earth and stone tendrils to rise up out of the ground and attack anything within their area of effect. The tendrils attack as a +0 Medium Grapple attack. If the caster concentrates then the fingers get an OB equal to the casters skill in Spell Mastery for this list.
- 5. Control Earth** - Although he cannot initiate such circumstances the caster can control the direction of naturally occurring events such as mudflows, landslides and avalanches.
- 6. Stone Weapon I** - Caster causes weapon to unnaturally harden, causing an additional 'A' Impact critical with any normal critical strike.
- 7. Earthmight II** - As *Earthmight I*, except the St modifier is +10.
- 8. Hurl Stone** - A larger stone (approximately 6"-12" in diameter) is hurled at the target resulting in an attack on the Fall/Crush Attack Table (in *Arms Law*) with a maximum result of Medium.
- 9. Earth Hand** - As *Earth Fingers*, except the spell causes a huge hand and fore arm made of earth and stone to ruse up out of the ground. The hand can attack with a +20 Large Grapple.

10. Stone/Earth/Mud - Changes 100 cubic feet of stone to packed earth or packed earth to mud. This change is gradual (taking three rounds for complete change).

11. Earthmight III - As *Earthmight I*, except the St modifier is +15.

12. Stone Weapon II - Caster causes weapon to unnaturally harden, causing an additional 'B' Impact critical with any normal critical strike.

13. Unearth - Disintegrates (i.e., nothing is left) 100 cubic feet of earth.

14. Earth Arms - As *Earth Fingers*, except a pair of huge earth and stone arms rise up from the ground. The arms may attack with a +50 Huge Grapple.

15. Lord Earth Control - As *Earth Control*, except in addition the caster may either initiate or bring a stop to (only one of the two) such events.

16. Earthmight IV - As *Earthmight I*, except the St modifier is +20.

17. Mud/Earth/Stone - Changes 100 cu' of mud to packed earth or packed earth to stone. This change is gradual (taking three rounds for complete change).

18. Stone Weapon III - Caster causes weapon to unnaturally harden, causing an additional 'C' Impact critical with any normal critical strike.

19. Earth Hammer - As *Earthfingers*, except a gigantic stone hand with a huge stone hammer rises up from the ground. The hand and hammer may attack as a +50 War Mattock.

20. Unstone - As *Unearth*, except affects stone.

25. Elemental Gate - Caster opens a gate to the Elemental Plane of Earth.

30. Earthquake - Causes a minor earthquake which could cause shoddy to lesser construction to collapse in a large area or stronger structures to collapse in a very small area.

40. Earth Control True - Caster may actually manipulate the surrounding environment by altering the flow of steams or rivers, raising or lowering hills, creating tunnels, caves or caverns and other such instances. Although he can manipulate the environment in this manner he cannot make changes on a large scale (i.e., he might be able to increase or decrease the size of a mountain, but he cannot create a new one or completely flatten an existing one).

50. Elemental Earth Mastery - Caster may cast any of the spells on this list below 30th level once per round without expending any additional power points.



Fire Manipulation					
Lvl	Spell	AoE	Duration	Range	Type
1.	Heat Resistance*	1 target	1min/lvl	touch	U
2.	Detect Element	caster	C	10'R/lvl	U
3.	Fire Shield	caster	1min/lvl	self	E
4.	Control Weak Elem	1 target	C	10'R/lvl	F
5.	Repel Weak Elem.	varies	1rnd/lvl	100'	F
6.	Heat Armor	caster	1min/lvl	self	U
7.	Self Preservation	caster	1rnd/lvl	self	U
8.	Fire Aura	caster	1min/lvl	self	U
9.	Lesser Fire Absorp*	1'R	1min/lvl	100'	BE
10.	Repel Strong Elem.	varies	1rnd/lvl	100'	F
11.	Control Strong Elem	1 target	C	10'R/lvl	U
12.	Fire Armor	caster	1min/lvl	self	U
13.	Elemental Healing	caster	varies	self	E
14.	Lesser Fire Field	50'R	1rnd/lvl	25'R	BE
15.	Repel Greater Elem	varies	1rnd/lvl	100'	F
16.	Banish Elemental	1 target	varies	100'	F
17.	Control Greater Elem	1 target	C	10'R/lvl	F
18.	Minor Fire Absorp*	10'R	-	self	BE
19.	Disintegrate Elem.	1 target	-	100'	F
20.	Greater Fire Field	100'R	1rnd/lvl	100'R	BE
25.	Greater Fire Absorp*	30'R	-	500'R	BE
30.	Blaze of Glory	1'R/lvl	-	self	BE
40.	Superior Fire Field	250'R	1rnd/lvl	500'R	BE
50.	Fire Manip. Mastery	caster	1rnd/lvl	self	U

Fire Manipulation

- 1. Heat Resistance** - Target is totally protected from all natural fire and receives +20 to all RR's vs. fire; -10 to fire based attacks.
- 2. Detect Element** - Caster can sense any fire sources, creatures or items imbued with fire based abilities within the spells radius. Direction and distance are known.
- 3. Fire Shield** - Creates a magical shield of fire, which does not occupy a hand and infers a DB bonus of 25. If used in a Shield Bash the shield will deliver an additional elemental critical. Shield may also be used to 'parry' its opposite element by reducing the wielders OB (to perform either of these maneuvers the wielder must dedicate a hand to the shield).
- 4. Control Weak Fire Elemental** - So long as the caster concentrates he can totally control one Weak Fire Elemental creature (target receives a RR).
- 5. Repel Weak Elemental** - For as long as the caster concentrates Weak Elementals in the area of effect who fail a RR cannot leave and Weak Elementals outside the area of effect who fail a RR may not enter. If the caster concentrates on one specific Elemental it receives no RR. (Weak Elementals should equate to about 10th level creatures).
- 6. Heat Armor** - As Heat Resistance, except protects against all form of heat based damage and modifies spells involving fire by 20.
- 7. Self Preservation** - Caster is immune to the effects of his own attack spells for the duration of this spell.
- 8. Fire Aura** - Creates an aura of the casters element around himself that distracts his attackers, making it harder for them to hit him with their attacks. Subtract -10 from all physical attacks made against the caster
- 9. Lesser Fire Absorption*** - Allows the caster to absorb elemental fire within a 1' radius of the casters body. This absorbed elemental energy may be used in 1 of 2 ways: 1.) For every point of damage the caster would normally have taken he will gain one Power Point.

2.) For every point of damage the caster would have taken he gains one point of Concussion Hits.

10. Repel Strong Elemental - As *Repel Weak Elemental* except that it will also effect Strong Elementals. Weak Elementals receive a penalty of -20 to their RR's (Strong Elementals should equate to about 20th level).

11. Control Strong Fire Elemental - So long as the caster concentrates he can totally control one Strong Fire Elemental creature (target receives a RR). Weak Elementals receive a penalty of -20 to their RR's.

12. Fire Armor - As Heat Resistance, except it also decreases all fire concussion hits by half, and decreases fire critical strikes by one level.

13. Elemental Healing - With this spell the caster can heal damage to himself. The caster must first build a small fire specifically for this spell. The caster then places his hands into the flames. The caster feels the heat of the fire and experiences all the pain, but takes no damage. After several minutes (GM's discretion based on the extent and type of injuries or illness) the caster removes his hands and he is healed.

14. Lesser Fire Field - Creates an elemental field that effects spells of the same "type" as the field (fire). When a caster is within the radius of the field fire spells are treated as being two levels lower then it actually is for the purposes of spell casting (i.e., PP's, prep, ESE, etc.). While in the field, casters of other elemental type spells have the level of those spells increased by one. Only one given field type may be in effect in an area and if more then one field is in effect they will cancel each other out (until one expires).

15. Repel Greater Elementals - As *Repel Weak Elemental* except that it will also effects Greater Elemental Creatures. Strong Elementals receive a penalty of -20 to their RR's. Weak Elementals receive a penalty of -40 to their RR's (Greater Elementals should equate to about 30th level).

16. Banish Elemental - This spell will banish an elemental to it's own plane for one year per 5% failure on it's RR.

17. Control Greater Fire Elemental - So long as the caster concentrates he can totally control one Greater Fire Elemental creature (target receives a RR). Strong Elementals receive a penalty of -20 to their RR's. Weak Elementals receive a penalty of -40 to their RR's.

18. Minor Fire Absorption* - As *Lesser Fire Absorption** except that it allows the caster to absorb elemental fire force within a 10' radius of the casters body. For every point of damage anyone within this spells radius would have taken the caster gains one point of Concussion Hits.

19. Disintegrate Elemental - If the target makes it's RR by 50 or more points it takes no damage. For every percent less it will take an equal percent off its current hit total. If the elemental fails it's RR by 50 or more it is utterly destroyed.

20. Greater Fire Field - As Lesser Elemental Field, except the level change is 5.

25. Greater Fire Absorption* - As *Lesser Fire Absorption** except that it allows the caster to absorb elemental fire force within a 30' radius of the casters body. For every point of damage anyone within this spells radius would have taken the caster gains one point of Concussion Hits.

30. Blaze of Glory - With this spell, the caster causes an explosion of fire. The caster is at the center of the attack and takes normal damage (the only spell which can negate this damage is *Self Preservation*). Against all others within the radius of the spell the attack is resolved as a +100 Fire Ball delivering triple concussion hits, primary Heat criticals and secondary Unbalancing criticals (of two severity's less).

40. - Superior Fire Field - As Lesser Elemental Field, except the level change is 10.

50. Fire Manipulation Master - Caster can use any one spell below 30th level (on this list) each round.

Elemental Fire					
Lvl	Spell	AoE	Duration	Range	Type
1.	Special Effects*	varies	varies	varies	U
2.	Produce Flame	caster	special	Self	E
3.	Ignite I*	1 target	varies	100'	DE
4.	Fire Wall	10'x10'x3'	1min/lvl	100'	BE
5.	Fire Control	10'D/lvl	1min/lvl(C)	Self	BE
6.	Flaming Weapon I	1 item	1rd/lvl	Touch	E
7.	Circle of Flame	10'd	1min/lvl	Self	E
8.	Fire Bolt	1 target	-	100'	DE
9.	Ignite II*	1 elemental	varies	50'	DE
10.	Fire Cloud	25'D	1rd/lvl(C)	100'	BE
11.	Fire Shroud	melee	1rd/lvl	Self	BE
12.	Flaming Weapon II	1 item	1rd/lvl	Touch	E
13.	Fire Ball	25'D	-	100'	BE
14.	Fire Wall True	30'x10'x6'	1min/lvl	100'	BE
15.	Lord Fire Control	50'R/lvl	1min/lvl(C)	Self	BE
16.	Ignite III*	300 sq'	varies	50'	DE
17.	Cone of Fire	50'Lx25'W	-	10'	DE
18.	Flaming Weapon III	1 item	1rd/lvl	Touch	E
19.	Lord Fire Shroud	melee	1rd/lvl	Self	BE
20.	Fire Storm	100'D	1rd/lvl(C)	100'	BE
25.	Elemental Gate	10'x10'	1rd/lvl(C)	10'	BE
30.	Fire Control True	300'R	1min/lvl(C)	Self	BE
40.	Lava Flow	1 lava source	varies	1 mile	BE
50.	Elemental Fire Mastery	caster	1rd/lvl	Self	U

Elemental Fire

1. Special Effects - Caster can create additional special effects when performing an action or casting a spell. These effects in no way change the result of an action, they simply lend a little more flair to them. An example might be a trail of flames that follow behind a swinging sword. This spell can be cast in conjunction with another spell, takes no power points and does not count towards the one instantaneous spell per round rule (as it is simply a part of another spell).

2. Produce Fire - Caster is able to call forth a small flame, springing forth from his open palm.

3. Ignite I - Caster is able to cause an inanimate object to burst into flames. It could set fire to reasonably flammable objects (flammable liquids, candle, paper or cloth). This fire is non-magical in nature.

4. Fire Wall - Creates an opaque wall of fire (up to 10'x10'x3'). Anyone passing through it takes an 'A' Heat critical (no RR).

5. Fire Control - Caster is able to control naturally occurring fire within the spells diameter.

6. Fire Weapon - Caster causes weapon to radiate fire, causing an additional 'A' Heat critical with any normal critical strike.

7. Elemental Circle - Creates a stationary circle of fire around the caster. Any being within 10' of the circle will take an 'A' Heat critical, any being attacking through the circle will take a 'B' Heat critical and any being attempting to cross the circle will take a 'C' Heat critical.

8. Fire Bolt - A bolt of Fire is shot from casters palm. Resolve the attack on the Fire Bolt attack table, inflicting appropriate criticals.

9. Ignite II - As *Ignite I* except that moderately flammable object me be set fire (leather, wood or coal).

10. Fire Cloud - Creates a 10' radius cloud of fire consisting of a fiery inferno contained within a smoky, ash filled edge which will drift with the wind. Any caught inside will take a 'B' Heat critical each round.

11. Fire Shroud - Casters body is surrounded by flames, inflicting a 'B' Heat critical each round to anyone who strikes or touches him in melee combat.

12. Fire Weapon II - As *Fire Weapon* except that the weapon inflicts an additional 'B' critical.

13. Fire Ball - A 1' diameter ball of fire is shot from his palm. Upon reaching its target, it explodes to affect a 25' diameter area. Resolve attack on the Fire Ball Attack Table, inflicting Heat criticals.

14. Fire Wall True - As *Fire Wall* except it creates a wall of fire that can be made into a line, half-circle or complete circle at will.

15. Lord Fire Control - As *Fire Control* except for area of effect.

16. Ignite III - As *Ignite I* except that non- flammable objects me be set fire (Metal or Stone).

17. Cone of Fire - A cone of fire, originating from the casters palm, extends outward ending in a 50' long and 25' wide cone at it's end. Resolve attack on the Fireball Attack Table, inflicting Heat criticals.

18. Fire Weapon III - As *Flaming Weapon* except that the weapon inflicts an additional 'C' critical.

19. Lord Fire Shroud - As *Fire Shroud* except a 'D' critical is inflicted.

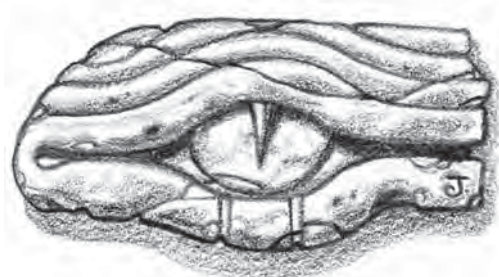
20. Fire Storm - Caster creates a small storm of fire. All within the area of effect will suffer 5d10 concussion hits and a 'C' Heat critical each round they are within its radius.

25. Elemental Gate (Fire) - Caster opens a gate to the Elemental Plane of Fire.

30. Fire Control True - Caster can control all forms of fire (including magical) within the area of effect. Elements or spells under the control of another must make a RR vs. caster levels. Caster can control Natural forms of fire within 1 mile.

40. Lava Flow - Caster can cause a dormant (but not extinct) source of magma to come to the surface of the earth, resulting in a lava flow. Sources could include a volcano, underground pool or other source.

50. Elemental Fire Mastery - Caster may cast any of the spells on this list below 30th level once per round without expending any additional power points.



Ice Manipulation					
Lvl	Spell	AoE	Duration	Range	Type
1.	Cold Resistance*	1 target	1min/lvl	touch	U
2.	Detect Element	caster	C	10'R/lvl	U
3.	Ice Shield	caster	1min/lvl	self	E
4.	Control Weak Elem.	1 target	C	10'R/lvl	F
5.	Repel Weak Elem.	varies	1rnd/lvl(C)	100'	F
6.	Cold Armor	caster	1min/lvl	self	U
7.	Self Preservation	caster	1rnd/lvl	self	U
8.	Frost Aura	caster	1min/lvl	self	U
9.	Lesser Cold Absorp*	1'R	-	self	BE
10.	Repel Strong Elem.	varies	1rnd/lvl(C)	100'	F
11.	Control Strong Elem.	1 target	C	10'R/lvl	U
12.	Ice Armor	caster	1min/lvl	self	U
13.	Preserve	varies	1day/lvl	touch	E
14.	Lesser Ice Field	50'R	1rnd/lvl	self	BE
15.	Repel Greater Elem.	varies	1rnd/lvl(C)	100'	F
16.	Banish Elemental	1 target	-	100'	F
17.	Control Greater Elem.	1 target	C	10'R/lvl	F
18.	Minor Ice Absorp*	10'R	-	self	BE
19.	Disintegrate Elem.	1 target	-	100'	F
20.	Greater Ice Field	100'R	1rnd/lvl	self	BE
25.	Greater Ice Absorp*	30'R	-	self	BE
30.	Sudden Freeze	1'R/lvl	1rnd/lvl	self	BE
40.	Superior Ice Field	250'R	1rnd/lvl	self	BE
50.	Ice Manip. Mastery	caster	1rnd/lvl	self	U

Ice Manipulation

1. Cold Resistance - Target is totally protected from all natural cold and receives +20 to all RR's vs. cold; -10 to cold based attacks.

2. Detect Element - Caster can sense any cold sources, creatures or items imbued with cold based abilities within the spells radius. Direction and distance are known.

3. Ice Shield - Creates a magical shield of ice, which does not occupy a hand and infers a DB bonus of 25. If used in a Shield Bash the shield will deliver an additional cold critical. Shield may also be used to 'parry' its opposite element by reducing the wielders OB (to perform either of these maneuvers the wielder must dedicate a hand to the shield).

4. Control Weak Ice Elemental - So long as the caster concentrates he can totally control one weak cold elemental creature (target receives a RR).

5. Repel Elemental V - For this spells duration or as long as the caster concentrates Weak Elementals in the area of effect who fail a RR cannot leave and Weak Elementals outside the area of effect who fail a RR may not enter. If the caster concentrates on one specific Elemental it receives no RR. (Weak Elementals should equate to about 10th level creatures).

6. Cold Armor - As Cold Resistance, except protects against all cold based damage and modifies spells involving cold by 20.

7. Self Preservation - Caster is immune to the effects of his own attack spells for the duration of this spell.

8. Frost Aura - Creates an aura of the casters element around himself that distracts his attackers, making it harder for them to hit him with their attacks. Subtract -10 from all physical attacks made against the caster

9. Lesser Cold Absorption - Allows the caster to absorb elemental cold force within a 1' radius of the casters body. This absorbed elemental energy may be used in one of two ways: 1.) For every point of damage the caster would normally have taken he will gain one Power Point. 2.) For every point of damage the caster would have taken he gains one Concussion Hit.

10. Repel Strong Elemental - As *Repel Weak Elemental* except that it will also effect Strong Elementals. Weak Elementals receive a penalty of -20 to their RR's (Strong Elementals should equate to about 20th level).

11. Control Strong Ice Elemental - So long as the caster concentrates he can totally control one Strong Cold Elemental creature (target receives a RR - Weak Elementals receive a penalty of -20 to their RR's).

12. Ice Armor - As Cold Resistance, except it also decreases all cold concussion hits by half, and decreases cold critical strikes by one level.

13. Preserve - By means of this spell the caster can preserve perishable items. Either up to 100 cubic feet of small perishables for one week per level or a single larger object (such as a living being) for one day per level with no damage to the preserved item.

14. Lesser Ice Field - Creates an elemental field that effects spells of the same "type" as the field (cold). When a caster is within the radius of the field such a spell is treated as being two levels lower then it actually is for the purposes of spell casting (i.e., PP's, preparation, ESF, etc.). While in the field, casters of other elemental type spells have the level of those spells increased by one. Only one given field of the same type may be in effect in an area and if more then one field is in effect they will cancel each other out (until one or the others duration expires). The area of effect is stationary.

15. Repel Greater Elementals - As *Repel Weak Elemental* except that it will also effects Greater Elemental Creatures. Strong Elementals receive a penalty of -20 to their RR's. Weak Elementals receive a penalty of -40 to their RR's (Greater Elementals should equate to about 30th level).

16. Banish Elemental - This spell will banish an elemental to it's own plane for one year per 5% failure on it's RR.

17. Control Greater Ice Elemental - So long as the caster concentrates he can totally control one Greater Cold Elemental creature (target receives a RR). Strong Elementals receive a penalty of -20 to their RR's. Weak Elementals receive a penalty of -40 to their RR's.

18. Minor Ice Absorption - As *Lesser Ice Absorption** except that it allows the caster to absorb elemental cold force within a 10' radius of the casters body. For every point of damage anyone within this spells radius would have taken the caster gains one point of Concussion Hits.

19. Disintegrate Elemental - If the target makes it's RR by 50 or more points it takes no damage. For every percent less it will take an equal percent off its current hit total. If the elemental fails it's RR by 50 or more it is utterly destroyed.

20. Greater Ice Field - As Lesser Elemental Field, except the level change is 5.

25. Greater Ice Absorption - As *Lesser Ice Absorption** except that it allows the caster to absorb elemental cold force within a 30' radius of the casters body. For every point of damage anyone within this spells radius would have taken the caster gains one point of Concussion Hits.

30. Sudden Freeze - With this spell, the caster causes an explosion of frost. The caster is at the center of the attack and takes normal damage (the only spell which can negate this damage is *Self Preservation*). Against all others within the radius of the spell the attack is resolved as a +100 Cold Ball delivering triple concussion hits, primary Heat criticals and secondary Unbalancing criticals (of two severity's less).

40. Superior Ice Field - As Lesser Elemental Field, except the level change is 10.

50. Ice Manipulation Mastery - Caster can use any one spell below 30th level (on this list) each round.

Elemental Ice					
Lvl	Spell	AoE	Duration	Range	Type
1.	Special Effects*	varies	varies	varies	U
2.	Produce Ice	caster	special	self	E
3.	Ice Patch	1'R/lvl	1 min/lvl	10'	DE
4.	Ice Wall	10'x10'x1'	1min/lvl	100'	BE
5.	Ice Control	25'D	1min/lvl(C)	self	BE
6.	Ice Weapon I	1 item	1rd/lvl	touch	E
7.	Circle of Cold	10'D	1min/lvl	self	BE
8.	Ice Bolt	1 target	-	100'	DE
9.	Water/Ice	10 cu'/lvl	P	100'	F
10.	Cloud of Cold	25'D	1rd/lvl(C)	100'	BE
11.	Ice Shroud	melee	1rd/lvl	self	BE
12.	Ice Weapon II	1 item	1rd/lvl	touch	E
13.	Ice Ball	25'D	-	100'	BE
14.	Ice Wall True	20'x10'x3'	1min/lvl	100'	BE
15.	Lord Cold Control	100'R	1min/lvl(C)	self	BE
16.	Hoarfrost	1 target	varies	50'	DE
17.	Cone of Ice	50'Lx25'W	-	10'	DE
18.	Ice Weapon III	1 item	1rd/lvl	touch	E
19.	Lord Ice Shroud	melee	1rd/lvl	self	BE
20.	Ice Storm	100'D	1rd/lvl(C)	100'	BE
25.	Elemental Gate	10'x10'	1rd/lvl(C)	10'	BE
30.	Cold Control True	2500'D	1min/lvl(C)	self	BE
40.	Hoarfrost True	1 target	P	100'	DE
50.	Elem Ice Mastery	caster	1rd/lvl	self	U

Elemental Ice

1. Special Effects - Caster can create additional special effects when performing an action or casting a spell. These effects in no way change the result of an action, they simply lend a little more flair to them. An example might be a trail of frost that fall to the ground behind an ice bolt. This spell can be cast in conjunction with another spell, spell, takes no power points and does not count towards the one instantaneous spell per round rule (as it is simply a part of another spell).

2. Produce Ice - Caster is able to call forth Ice in its natural form, springing forth from his open palm. This could be a small block of ice, a snowball, etc.

3. Ice Patch - Creates a patch of thin ice on any solid surface. Any attempts to move across the ice are resolved as a Sheer Folly (-50) maneuver due to the slipperiness of the ice. After the duration the ice melts normally.

4. Ice Wall - Creates an opaque wall of cold (up to 10'x10'x3'). Anyone passing through it takes an 'A' Cold critical (no RR).

5. Ice Control - Caster is able to control natural occurring events of his element within the spells diameter. He could direct the path of natural fire, lightning, a spring or river, the falling of snow, etc.

6. Ice Weapon - Caster causes weapon to radiate a cold aura, causing an additional 'A' Cold critical with any normal critical strike.

7. Circle of Cold - Creates a stationary circle of cold around the caster. Any being within 10' of the circle will take an 'A' Cold critical, any being attacking through the circle will take a 'B' Cold critical and any being attempting to cross the circle will take a 'C' Cold critical.

8. Ice Bolt - A bolt of Ice is shot from the casters palm. Resolve the attack on the Fire Bolt attack table, inflicting Cold criticals.

9. Water/Ice - For every level of the caster he may change 10 cu' of water to ice, instantly

10. Ice Cloud - Creates a 10' radius cloud of frost consisting of a freezing, misty rain contained within a fog filled edge which will drift with the wind. Any caught inside will take a 'B' Cold critical each round.

11. Ice Shroud - Casters body is surrounded by a swirling shroud of Ice, inflicting a 'B' Cold critical each round on anyone who strikes or touches him in melee combat.

12. Ice Weapon II - As *Ice Weapon* except that the weapon inflicts an additional 'B' critical.

13. Ice Ball - A 4" diameter ball of Ice is shot from the casters palm. Upon reaching its target, it explodes to affect a 25' diameter area. Resolve attack on the Cold Ball Attack Table, inflicting Cold criticals.

14. Ice Wall True - As *Ice Wall* except it creates a wall of ice that can be made into a line, half-circle or complete circle at will.

15. Lord Ice Control - As *Ice Control* except for area of effect.

16. Hoarfrost - Caster calls forth an insubstantial ball of cold and hurls it at the target. If struck the target will become encased in ice and cannot move. The ice is porous and the target can still breath. The ice is AT 11 and can take 500 hits before breaking. Will only encase a medium sized creature. Target is allowed a RR.

17. Cone of Ice - A cone of ice, originating from the casters palm, extends outward ending in a 50' long and 25' wide cone at it's end. Resolve attack on the Fireball Attack Table, inflicting Cold criticals.

18. Ice Weapon III - As *Ice Weapon* except that the weapon inflicts an additional 'C' critical.

19. Lord Ice Shroud - As *Ice Shroud* except a 'D' critical is inflicted.

20. Ice Storm - Caster creates a small storm of Ice, causing heavy snowfall or hail.

25. Elemental Gate - Caster opens a gate to the Elemental Plane of Cold.

30. Ice Control True - Caster can control all forms of his element within the area of effect. Elements or spells under the control of another must make an RR vs. caster levels.

40. Hoarfrost True - As *Hoarfrost*, but the duration is permanent and the block of ice is not porous. The target is in suspended animation. He does not age nor does he need to eat, drink or breath. (If the target is Large or Super Large, treat this spell as *Hoarfrost* due to the larger mass).

50. Ice Mastery Offense - Caster may cast any of the spells on this list below 30th level once per round without expending any additional power points.



Sample NPC: Gelbreth Hume

I'm going to attempt to include a fully fleshed out NPC with each issue of the **Rolemaster Quarterly** that I author. For this first issue, I wanted to do something slightly out of the ordinary. I'll likely start the first several issues with PC's or NPC's from my own gaming experiences and the first uses a profession not often seen in play... the Layman. The Layman is often overlooked as it has no specific specialty in the most common skills areas; Melee or Missile Combat, Subterfuge, and Spell Casting. What it does do is allow for strong specialization in a "Trade" such as a Blacksmith, Merchant, Architect, or (as in this case) a Sailor. I've included the number of ranks the character has 'bought' as this is sometimes useful, however when looking at some of the skill totals and trying to add them up keep in mind there are some intrinsic bonuses due to factors such as having a Mariner Background and being a Sailor via the Layman Profession.

Gelbrath Hume started out as almost any standard, normal, everyday character in a world would. He grew up in a family that subsided on a simple trade for a living, fishing in this case. The kingdom they lived in was a prosperous one with a friendly and fair king on the throne. While there were, of course, social classes life was not a terrible hardship for the lower classes who were willing to work for a living.

He was an only child and naturally helped his father more and more as he grew, learning the skill of sailing over the years. His father had concentrated on teaching him to operate the boat first, telling him he would learn to catch fish after he became an expert at how to get to them and home again in the first place. His father was a fairly successful fisherman who owned a better than average fishing vessel. While by no means military or merchant class it was one of the larger and more seaworthy of the fishing ships used by those in the trade.

Piracy, while not rampant, was also not unheard of along some of the slightly more remote coastal regions. Particularly in the northwest where their neighboring kingdom to the north began, boarded by a range of small mountains. It is believed that there are some groups that are well organized and even operate out

of their own, private, ports. One day, while on a trip to some of the more far reaching fishing grounds, one such Pirate ship happened upon them. A cargo of fish wasn't exactly a prize find, but they apparently did have need of the fishing vessel itself, presumably to operate out of their own home port in gathering food for its inhabitants.

Gelbrath's father was old enough that he would never have been useful as a pirate crew member, but young enough to make trouble, so they simply threw him overboard. While it was feasible he could have made it to shore, the waters were cold enough at that time of year and the surf struck the shoreline consisting mainly of rocks hard enough that his survival had been unlikely. Fortunately for Gelbrath he was fairly young, in his mid teens, and inexperienced in combat enough that they took him onboard and locked him below deck with the intention of eventually making a pirate out of him.

Luckily for Gelbrath a ship of the Royal Navy happened upon them while leaving the area. To make a long story short, most of the pirate crew surrendered after enough of them were slaughtered by marines.

The fishing vessel had been set on fire by the pirates and left behind in their attempt to outrun

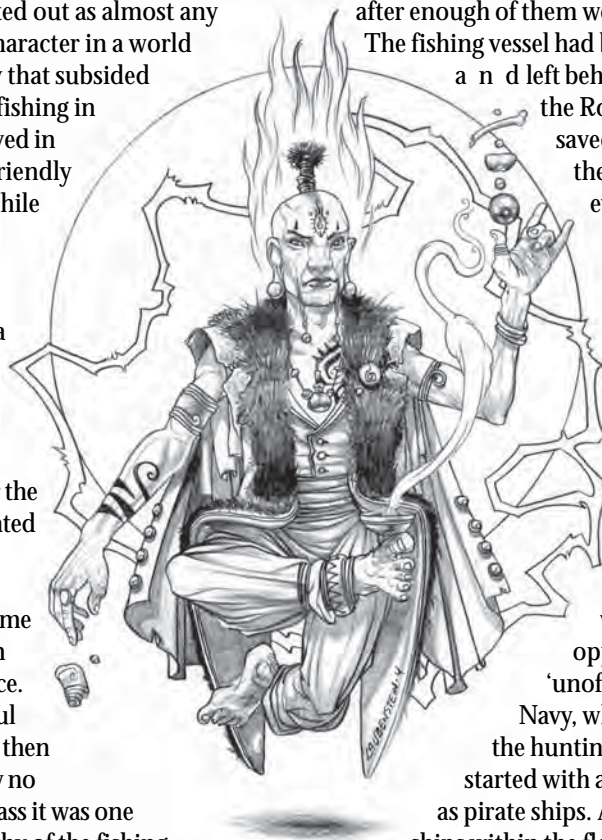
the Royal Navy ship. Gelbrath was saved and offered apprenticeship in the Royal Navy as a result of the event. While the initial pay wasn't quite what his family had been used to, it did allow them to retain the status they currently had.

His skill in sailing, intelligence and quickly picking up other skills in the employ of the crown allowed for a fairly quick rise in status within the Royal Navy and, to make a long story short again, Gelbrath was eventually given the opportunity to create an

'unofficial' branch of the Royal

Navy, whose essential sole purpose was the hunting down of Pirates. The branch started with a mere three ships, all disguised as pirate ships. A specific flag is used for all the ships within the fleet. The Royal Fleet was informed simply that pirate ships sighted with that

specific flag were to be treated as neutral. Basically Gelbrath's fleet was known to be friendly to the Kingdom, but that if aggressive or malevolent actions were being taken by them to take exception.



As a result, over the years, the locals have learned they are not to be feared. While Gelbraths crews will occasionally make a show of stopping a ship from their 'own' kingdom the ships are always allowed to continue on unmolested (unless it is discovered something unsavory is going on). It is not known that Gelbraths group are covertly supplied by the Crown when needed, but it is known that the Royal Navy turns a blind eye to their actions thus far. Other pirates, and ships from enemy kingdoms, have learned to be wary of Gelbrath and his fleet however. As a result, the ruse that they are pirates (and not Privateers) has held firm.

NAME: Gelbrath Hume

PROFESSION: Layman (Sailor), 14th level

RACE: Human

BACKGROUND: Mariner

REALM: Mentalism

TRAINING PACKAGES:

Sailor (Core)

Adventurer (Core)

Pirate (School of Hard Knocks)

TALENTS:

Look of Eagles (Core)

Conspiracy Background (Core)

STATS:

Stat Name	Perm/Pot
Agility	99/99
Constitution	96/96
Memory	76/76
Reasoning	83/83
Self Discipline	97/97
Empathy	71/73
Intuition	72/72
Presence	82/82
Quickness	100/100
Strength	93/93

EXHAUSTION POINTS: 70

AGE: 32 **SEX:** M

HEIGHT: 6'6' **WEIGHT:** 185lbs

EYES: Blue **HAIR:** Blonde, Long

SKILLS

Ranks	Skill/Cat	Total
2	Armor-Light	30
12	Rigid Leather	64
5	Athletic-Brawn	42
10	Jumping	72
10	Power Striking	72
0	Unknown Athletic-Brawn	27
8	Athletic-Endurance	48
2	Rowing(e)	74
1	Sprinting	51
15	Swimming	88
0	Unknown Athletic-Endurance	33

Ranks	Skill/Cat	Total
11	Athletic-Gymnastics	54
2	Acrobatics	60
10	Climbing	84
2	Contortions	60
10	Diving	84
2	Rappelling	60
2	Tightrope-Walking	60
14	Tumbling	92
0	Unknown Athletic-Gymnastic	39
-	Awareness-Perceptions	17
15	Alertness	32
11	Sense Ambush	28
11	Awareness-Searching	40
4	Detect Traps	52
8	Lie Perception	64
8	Locate Hidden	64
14	Observation	78
0	Unknown Awareness-Searching	25
10	Awareness-Senses	37
10	Direction Sense(e)	67
5	Spatial Location Awareness(r)	52
-	Body Development	45
17	Body Development	150
-	Combat Maneuvers	29
10	Quickdraw	79
10	Swashbuckling	79
0	Unknown Maneuver	-1
1	Communications	10
8	Common Speech Spoken	34
8	Common Speech Written	34
8	High Man Spoken	34
6	High Man Written	28
8	Sea Speech Spoken	34
6	Sea Speech Written	34
9	Signaling	37
-	Crafts	26
26	Rope Mastery(e)	115
1	Sewing/Weaving	31
2	Wood-Crafts: Boat repair (e)	36
0	Unknown Crafts	-4
10	Influence	29
8	Bribery	53
5	Diplomacy	44
12	Duping	63
0	Interrogation	14
5	Leadership	44
10	Trading	59
5	Lore-General	17
5	Culture Lore: Own Culture	32
4	Heraldry	29
3	Region Lore: Own Region	26
2	Region Lore: Home Port	23
0	Unknown Lore	2

Ranks	Skill/Cat	Total	Ranks	Skill/Cat	Total
2	Outdoor-Environmental	22	11	Urban	30
10	Star-Gazing(e)	72	4	Contacting	42
2	Water Survival	28	1	Mingling	33
15	Weather Watching(e)	82	4	Scrounging	42
0	Unknown Skill	7	1	Streetwise	33
10	Power Awareness	34	0	Unknown Urban	15
2	Attunement	40	7	Weapon-1H Edged	44
2	Read Runes	40	2	Broadsword	50
1	Power Perception(r)	37	10	Falchion	74
1	Power Point Develop.	14	0	Unknown Weapon	29
1	Science/Analytic-Basic	10	4	Weapon-Missile	39
2	Basic Math	16	1	Short Bow	42
-	Science/Analytic-Specialized	8	10	Long Bow	69
3	Astronomy	23	0	Unknown Weapon	24
0	Unknown Science skill	-22	1	Weapon-Thrown	33
10	Self Control	50	1	Dagger (Thrown)	36
6	Adrenal Balance	68	0	Unknown Weapon	18
10	Adrenal Landing	80			
6	Adrenal Leaping	68			
6	Adrenal Speed	68			
6	Adrenal Strength	68			
10	Stunned Maneuvering	80			
0	Unknown Self Control	35			
-	Special Attacks	27			
	2 Brawling	37			
-	Special Defenses	0			
1	Adrenal Toughness(r)	5			
-	Spells-Open Mentalism	-7			
1	Cloaking	-6			
8	Subterfuge-Mechanics	29			
1	Camouflage	32			
2	Counterfeiting	35			
10	Forgery	59			
0	Unknown Skill	14			
10	Subterfuge-Stealth	40			
1	Hiding	43			
1	Stalking	43			
5	Trickery	55			
0	Unknown Skill	25			
11	Technical/Trade-General	41			
1	First Aid	44			
3	Gambling	50			
3	Mapping	50			
22	Orienteering(o)	93			
17	Sailing(o)	105			
0	Unknown Trade	26			
-	Technical/Trade-Vocational	6			
2	Appraisal	16			
19	Boat Pilot(o)	100			
18	Navigation(o)	100			
0	Unknown Trade	-24			



Sample Priest: Priest of Fire

The Channeling Companion introduced a system for creating your own custom Priests, which are intended to largely replace characters being generic Clerics to a particular god or deity but all having the same spell selection.

Now, when I think of a Player Character playing a Priest as a Character I do not think along the lines of the sagely looking old man in flowing robes preaching to the masses. I'm thinking of an adventuring, capable, traveling, worldly representative of an idea or deity who is able to take care of him or herself in a scrap. Players don't commonly become a Priest type character to give speeches. They are normally out battling their faiths foes or at least making a show for the locals in an effort to convert them. In such situations deeds often speak louder than words and, in that spirit, a nice showy graphic representation of their power and/or abilities does nicely much of the time. So these Priests will be slanted toward being more then able to take care of themselves in a fight.

I'm going to use Spell Law, the "...of [realm]" books, and the Channeling Companion as the main books in creating these Priests, however I will suggest other possible Spell Lists that may be appropriate for those who may have other books.

Spell Lists

It's hard to truly know what a good balance in Spell List strength for any given Gamemasters campaign would be, so my picks here are given with the following thinking...

In the first variation, which is the Chan/Ess Hybrid, *Holy Element* and *Fire Law* are the strong picks. *Banishments* and *Entity Summons*, while of mid-level strength, are almost one list divided in two... one to

summon and control, one to get rid of summoned entities. *Divine Aura* is good defensively and I would add a Fire theme to the spells, meaning when described the "Aura's" would all have a "Firey" Aura instead of "Light". *Divine Magic* is somewhat of a utility list, but is used to enhance the others in addition to providing a little more protection. Overall the spell selection is a bit stronger then average, but some crossover in the *Holy Element*, *Divine Magic* and *Banishments* adjust for this a bit. Expanding outside the core spell and Channeling Companion spell list selections, the *Firey Ways* and *Flames Course* lists from Fire and Ice The Elemental Companion could be looked at also. Of course, there are also the Elementalist lists provided in this publication.

In the second variation, which is the Semi Spell user, we drop some of the spell power and shift a little more over to melee related bonuses and spells. *Holy Element* and *Holy Weapon* are the main offense, with *Divine Aura* and *Holy Defenses* providing some protection. *Banishments* gets rid of enemy entities and *Battlefield Healing* allows for recovery after combats.

The last variation, which is the Pure Channeling User, we get an example of that sagely guy in thick robes trying to convert followers. Ironically, there are actually no spell lists included that are specifically fire related, so the player and GM need to input that flair (no pun intended) on the spells when used. This example shows that you can get more creative then simply picking out a bunch of spell lists relating directly to the given subject matter. *Ceremonies* and *Proselytizing* lend that "Preacher" feel, while *Holy Symbol* and *Channels* can be used offensively when needed. Lastly, *Banishments* and *Divine Magic* provide basic defense for the Priest and followers.

Hybrid Chan/Ess User	Semi-Chan User	Pure Chan User
Profession Bonuses	Profession Bonuses	Profession Bonuses
Influence +5	Armor Group +5	Influence +10
Lore Group +5	Lore Group +5	Lore Group +10
Power Awareness +5	Power Awareness +5	Power Awareness +5
Power Manipulation +10	Power Point Dev +5	Power Point Dev +10
Power Point Dev +10	Spell Group +10	Spell Group +15
Spell Group +15	Weapon Group +10	
Spell List Picks	Spell List Picks	Spell List Picks
Holy Element (CC)	Holy Element (CC)	Banishments (CC)
Fire Law (SL)	Holy Weapon (CC)	Channels (SL)
Divine Aura (CC)	Divine Aura (CC)	Ceremonies (CC)
Banishments (CC)	Banishments (CC)	Divine Magic (CC)
Entity Summons (SL)	Holy Defenses (CC)	Holy Symbol (CC)
Divine Magic (CC)	Battlefield Healing (CC)	Proselytizing (CC)

The Chaos Wand

The first magic item for the Rolemaster Quarterly harkens back to the days of old, with a salute to an item that would have parties diving for cover, especially when held in the stubby little hands of a Halfling.

The number of charges is up to the GM, but typically wands start with 100 charges if unused. While it could potentially be recharged by an alchemist there are results which will do the trick as well.

To use the wand, the character just expends one charge. However, the player may expend additional charges, up to 6 charges total, with each charge beyond the first giving a +1 to the roll. For the purposes of Resistance Rolls and such the wand should be treated as an 18th level item.



Roll	Result	Roll	Result
1	Look ma! No hands! Hey... Your target is now holding your wand.	27	You can't see me! You are cloaked from the target until you make an aggressive action towards it.
2	Tree hugger. A bean stalk suddenly sprouts and grows to a height 100' (unless stopped by a barrier) over the next 24 hours.	28	What the...?! A wild-eyed halfling runs up and bites your target on the elbow ('A' Puncture crit, no RR)
3	Two's company. Roll again, pick two targets before rolling.	29	Whoever smelt it... Target emits noxious odor for one hour. -10 to all actions within 20 feet of target.
4	Every cloud... It begins to rain lightly (yes, even indoors) and continues to do so for one hour.	30	Nothing up my sleeve... Cone of playing cards flies at and distracts target. -20 to DB for 2 rounds.
5	Now that's just silly. Thousands of harmless little fairies fly out of the end of the wand (enough to thickly fill a 10'x10' room).	31	Huh...? Wielder is stunned for one round.
6	Viagra anyone? Your wand goes limp for one hour (it hangs like a rope and will not work).	32	Greek Wedding. Clay pots and plates rain down in 50' radius of target for 1 rnd. Any without head armor takes 1d10 dmg.
7	Lucky number 7! Your rolls are Open Ended starting on a 95 for the rest of the day.	33	Boo! Target is stunned for 2 rounds.
8	Tastes just like... Target covered with a thick glue substance and sprayed with feathers until covered from head to toe. No save.	34	Switcharoo Wielder and target trade places instantly
9	How... Festive. Lots of sparks, not much else.	35	Gym class all over again. 10' rope falls from an extra-dimensional space above you. If the character climbs up he emerges 100" away.
10	A perfect... 10? A 'perfect' 10 of the opposite sex delivers you (wherever you are) a mug of cold ale.	36	Where'd he go? Your target is now cloaked (to the wand holder only)
11	I can see you... A beam of light shoots forth and hits your target. Sorry, it's just light.	37	Ouch, that's pointy! Target takes 1d4 points of damage from dart (25% chance it's poisoned)
12	Wonderous Scrolls! A random scroll appears at your feet (Roll randomly)	38	Can't touch this. Wielder is rendered intangible for 1d10 rounds
13	...of wonder. Wand shifts into a staff. (If currently a staff, it shifts into a wand).	39	Anger Management. Target goes berserk and attacks the closest target: 150% OB, 25% DB (Melee attacks only)
14	Duck! Target must parry full next round.	40	Medic! Target is healed 5d10 hits.
15	My precious. A gem (of random value 1d100gp) issues forth from the wand.	41	Lights out! 100' Darkness Globe centered on the wand (1d10 rounds in duration).
16	Here I am! A magical spotlight follows wielder around for five rounds.	42	She's a Gusher! 20' Water geyser erupts below target. "B" impact critical when they fall back to the ground.
17	Take that! Target takes one point of damage.	43	Sleepyhead. Target falls fast asleep. Cannot be woken the first rnd.
18	A swing and a miss! Targets next attack misses.	44	Watch your step. Caltrops surround target in 10' radius. 1d10 hits and an 'A' Puncture crit if target moves from location.
19	Butterfingers. Targets next attack fumbles.	45	Honey I shrunk the... Your target is "Shrunk" by 50% (OB and Hits are reduced similarly). Duration is 2d10 rounds.
20	Nyuk! Nyuk! Nyuk! A hand appears and pokes target in the eyes (Three stooges style). Stunned, no parry for 1 round.	46	Uh oh. Your target is "Enlarged" by 25% (OB and Hits are increased similarly). Duration is 2d10 rounds.
21	Hello there. Your target is teleported to you.	47	Wonderous Armor! A random piece of +10 armor appears at your feet (Roll randomly).
22	*hic* Target has the hiccups for one hour. -25 to speaking or actions requiring concentration (RR vs Con).	48	All bark, no bite. Target is now armored in tree bark for 5 rnds (apply the appropriate modifiers for wearing AT8)
23	Wonderous Ring! A random ring appears at your feet (Roll randomly, 25% chance it is magical).	49	Quit while you're a head. Target becomes a floating, disembodied head for 1d4 rnds (No attacks...but can still head butt!)
24	Wonderous Items! A random piece of +10 equipment appears at your feet (Roll randomly on normal equipment chart).	50	It doesn't grow on trees... 100 gp worth of various coins shower the party.
25	Take a vacation. Target is teleported away (where is unknown) for 5 rounds then returns (no RR).	51	Good going, dweeb. Your target can fly. (For one hour).
26	Cold in here? It's just you. Wielder takes an "A" Cold critical.	52	I can fly! I CAN FLY!!! You can fly. (For one hour).

Roll	Result
53	It's genetics. Target is turned to a random humanoid race.
54	Boomstick! Wand turns into a Mace that does equal secondary impact crits. Pick OB from a current skill. (10 rnds)
55	Platypus strikes back. Target sports a duck's bill and beaver's tail for 2d10 rounds (speech/spell casting at -50)
56	Wrong end. Roll again, you are the target this time.
57	Where's the lamp? A genie appears, of which you can ask three questions (which he must reply to truthfully)
58	Naughty bits. Target changes sex and becomes distracted by their new...uh, well, they're distracted for 3 rounds.
59	Run away! Target flees for 5 rounds.
60	Sonic boom. Everyone in a cone in front of the wielder is deaf for 24 hrs and take an "A" Unbalancing critical.
61	Deja Vu. It is now 1 hour ago for everyone in the immediate vicinity (Yes, you remember everything).
62	Achilles Heel Target's weakness is common knowledge. +20 to all attacks against him by those present.
63	Wonderous Weapon! A random +10 weapon appears at your feet (Roll randomly)
64	Nice shot. Your next hit automatically causes either a 'C' crit, or a secondary crit up to two degrees higher (max of 'E').
65	Sweet! A 10' pit opens up under your target (friendlies are not caught in it).
66	Zoinks! A 10' pit opens up under you (friendlies are caught in it).
67	Delivery! Undead Pizza Delivery Man brings you a pizza. 6 Slices increase a random stat 50% for 1 hour. 2 slices decrease a random stat by 50%.
68	Iney Meanie Miny Moe... Roll again, pick your target after rolling.
69	Dude! All foes in sight of you stop their next action, look to you, and say "Dude." (All foes stunned for 1 round).
70	Neddles in a haystack... Wielder drops wand... into a pile of 5d20 identical wands. (2 are Chaos Wands with the same charges.)
71	Time Flies... It is now 12 hours later for everyone in area (yes, spells are probably expired... but you are rested!).
72	Earth... A strong stone golem appears to serve the wand holder until it is destroyed.
73	Wind... A strong wind buffets the target for 5 rounds (Attacks -50, DB -20, no ranged attacks possible).
74	Fire... +50 Firebolt (20' radius) fires off at target.
75	Dis! A dispell is cast on target. Permanent magic items must RR or stop working for 1 hr. All else RR or be dispelled.
76	The spirit of... Random creature is summoned, in undead form, not under control (Get out Creatures and Monsters).
77	Get out of my head! Mind Probe is cast on target.
78	Hold there! The appropriate "Hold" spell is cast upon the target. (I.e. use the correct "Hold" spell for the target type).



Roll	Result
79	Emperors New Clothes. Target is now completely and utterly naked. All of his belongings are at the Wielders feet.
80	80 Proof. Target is immediately heavily intoxicated (-50 to all actions, reduced by -10 per hour).
81	Damn he's fast! Target is Hasted for one round.
82	Speedy! Wielder is Hasted for two rounds.
83	If you don't stop doing that Target is Blinded for 1 minute.
84	Charming. Your target is Charmed for up to 24 hours.
85	Cross-eyed. Target sees two of every foe for 1 minute. 50/50 chance of hitting actual target.
86	You've been 86'd. Take a "C" Holy critical.
87	Stay on target... Add +100 to your next roll (whatever it may be).
88	Evolution. Gain +5 to a random stat (temp and perm).
89	Still going... The wand is recharged to 100 charges.
90	Holy vampires Batman! Drain 1d100 hit points from target. The wand gains that many charges (which can exceed 100).
91	Boom! +20 Fireball, centered on wand (10' Radius)
92	die! Die! DIE! Target takes an "E" Slaying critical.
93	Shazzam! +100 Lightning Bolt
94	Great Balls of Fire! +100 Fireball cast at target (20' Radius)
95	Round & round she goes... Roll again, pick a result within 5 numbers
96	Evil twin. Your exact duplicate appears beside you...and he works for the bad guys!
97	Doubleshot! Roll on this chart twice, pick your targets after rolling.
98	Manajatwa? Roll on this chart three times, pick your targets after rolling.
99	...on a stick! Target is turned to stone, shrunk to 4" tall, and now adorns the end of your wand.
100	Bingo! You get to pick! (Between 1-95)
101	Old Dog... new trick. You gain a random greater talent (roll randomly).
102	Promoted! You are now halfway through your next level.
103	Quick Learner. You gain 5 more DP's per level.
104	Einstein. Pick a second profession. Divide earned experience how you chose.
105	Feeling lucky? Roll on this chart twice and pick a number within 5 each time.