

Arms Law Rolemaster Companion Ser

From the ranks of the paupers, comes the champion of kings! Now you can explore the incredibly diverse possibilities of options available to characters through their backgrounds. Talent Law provides GMs and players with a new system of customizing characters through background options. In addition, GMs can now create new races that are inherently balanced against all other races in the game! In Talent Law you get:

- A point-based system for background options that allows characters to select from: -- Special Training (e.g., Elvish Training, Natural Horseman, Outdoorsman, etc.) -- Special Abilities (e.g., Lucky, Eye of the Hawk, Blessed by War God, etc.) -- Physical Abilities (e.g., Infravision, Resilient, Ambidexterity, etc.) -- Mental Abilities (e.g., Telepathy, Battle Reflexes, Photographic Memory, etc.) -- Mystical Abilities (e.g., Destiny Sense, Look of Eagles, etc.).
- Complete guidelines for the GM to customize the background options to his own world.
- A new system for determining starting wealth for characters based upon their selected wealth levels (e.g., a character can choose to have a wealthy background or a penniless peasant background).
- A point-based system for a GM to use in creating new races for his world. Using this system will result in new races being balanced when used with all of the races currently in the RMSS.

The Ultimate RPG Toolkit One system; one set of rules; all possible games! The Rolemaster Standard System provides you, the Gamemaster, with all the

Read Online Arms Law Rolemaster Companion Ser

guidelines you need for your role playing games. Just choose the tools your current game requires, and you are off and running. There are four core books that will allow you to run any fantasy-based game: -- Rolemaster Standard Rules: "TM" The rules needed to play Rolemaster with 20 professions and dozens of training packages. -- Arms Law: "TM" The complete Rolemaster melee and missile combat system! -- Spell Law: "TM" The complete Rolemaster magic system (over 2,000 spells). -- Gamemaster Law: "TM" The definitive guide for GMs of all systems! These four products also provide the rules framework for any other RPG genre. Just choose the appropriate additional tools from the host of RMSS resources: "Law" books, sourcebooks, genre books, and companions. Please contact your game supplier (or ICE) for more information.

Put fast and furious combat into your adventure! Arms Law delivers fantasy and medieval melee and missile attacks with realistic-plus results. Simple to use, you'll puncture, slash, or crush your foes with convincing fatality! Arms Law expands the combat system from Rolemaster Fantasy Role Playing to its full breadth. Attacks from dozens of weapons are all handled differently so that each weapon has a unique feel and flavor. The same is true for animal attacks and other hostile maneuvers like falling, brawling, and martial arts. Remember...it's not the bruises that kill! Critical damage is what wastes your enemies! Arms Law presents a dozen types of critical strikes -- described in vivid detail -- that allow you to graphically describe the brutality to combat! Includes authors, titles, subjects.

Read Online Arms Law Rolemaster Companion Ser

guidelines you need for your role playing games. Just choose the tools your current game requires, and you are off and running. There are four core books that will allow you to run anyfantasy-based game: -- Rolemaster Standard Rules: "TM" The rules needed to play Rolemaster with 20 professions and dozens of training packages. -- Arms Law: "TM" The complete Rolemaster melee and missile combat system! -- Spell Law: "TM" The complete Rolemaster magic system (over 2,000 spells). -- Gamemaster Law: "TM" The definitive guide for GMs of all systems! These four products also provide the rules framework for any other RPG genre. Just choose the appropriate additional tools from the host of RMSS resources: "Law" books, sourcebooks, genre books, and companions. Please contact your game supplier (or ICE) for more information.

The wounded man knelt beside the gilded chest. He knew that inside was all that he had been fighting for: the wealth of kings... You can now determine how many gemstones are set into that bejeweled cup; or what the King will think of the magical saddle that you have found. Inside this book are full discussions on the nature of wealth in a fantasy role playing game. Also, the long awaited Alchemist profession, is now added to the Rolemaster Standard System. In Treasure Companion you get: -- A discussion of the concepts and premises behind treasure, wealth and the effects they have in a GM's game world. -- Guidelines on how to mesh the rules for alchemy presented in this book into the Rolemaster Standard System, buying and selling magical items, and ways to customize the treasure generation tables. -- Three new

