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## About This Content

Rolemaster is a very detailed, consistent and intuitive system. It is an extremely customizable skill-based system where character development is in the hands of the player as every skill is available to every player... but it also makes use of professions, as each profession determines the development cost for the skill. This allows every character to be unique and allows the system to be used with any setting. The official Rolemaster setting is ShadowWorld and is a richly detailed and exotic setting suitable for both veterans and newcomers. Spacemaster is a Rolemaster rules system in a science fiction setting for fans of science fiction Role Playing Games.

While Rolemaster offers far more roleplaying than just combat, the combat system is often one of the most spoken about aspects. The critical charts brought the idea of combat damage from simple numbers to life threatening strikes. Combat also moved from a basic dice rolling mechanic to a strategic decision, as the players are now forced to consider how aggressive they wish to be, and how much they left themselves open to one of the death-dealing criticals.

### The following is included in the Rolemaster Classic Ruleset:

The complete text of the core Rolemaster Classic rules: Arms Law; Spell Law; Character Law; and Creatures and Treasures.

- Fully automated look-up for combat and spell rolls: resolve attacks and spell results in just a few clicks.
- Resolve critical strikes and spell effects, plus fumbles and spell failures with ease.

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- Includes 30 individual weapon attack tables, seven spell attack tables, and dozens of criticals and fumbles.
  - Includes more than 2,000 spell descriptions, across 162 spell lists, and three realms of power.
  - Rules for 20 character professions, including 15 spell-casting professions, and over five dozen skills from which to choose.
  - Descriptions and stats for hundreds of monsters, animals and fantasy races, including Dragons, Demons, Elementals and Giants.
  - Hordes of treasure, both sparkling and magical, with guidelines for generating the treasures to go with your monsters.
  - Supports optional rules to add depth and flavor to your RoleMaster campaign.
  - Drag and drop weapons, skills and spells directly onto your character sheet from the core rule books.
  - Automate the combat sequence, with a fully-featured combat tracker linked to graphical battle maps.
  - Play this much-loved role-playing game with remote friends all over the world, old and new.
  - Automation for many character creation and leveling options (new in 1.5)

See the [User Manual](#) for more information on how to use this product within Fantasy Grounds.

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Title: Fantasy Grounds - Rolemaster Classic Ruleset  
Genre: Indie, RPG  
Developer:  
SmiteWorks USA, LLC  
Release Date: 23 May, 2014

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**Minimum:**

**OS:** Windows XP, Vista, 7x or 8x

**Processor:** 1.6 GHz or higher processor

**Memory:** 2 GB RAM

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** n/a

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

**Avatar**

Avatar 1: [Character Icon]

Avatar 2: [Character Icon]

Avatar 3: [Character Icon]

Avatar 4: [Character Icon]

Avatar 5: [Character Icon]

### LIBRARY

- Character Creation
- Professions
- Race and Culture
- Skills
- Background
- Equipment And Commerce
- Experience And Education Levels

### Character

Level: 10    Hit Points: 100

Hit: 180    Max Fast Sprint

AT: 8    Hit Mod: 30

DD: -40    Int Mod: +30

Att: 01    Class: 01

L. Cl. 01    01

L. Str. 01    01

M. Horn 01    01

Fire Breath - Bolt 01    01

Fire Breath - Cone 01    01

### CALENDAR

Order, 15th Autumn(4) (6054) TE

11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70

Summer(3)    Autumn(4)

**Custom Professions**

Rolemaster Classic Essentials

Arms Law

Character Law

Creatures and Treasures

Spell Law

Rolemaster Supplementa

Fantasy Weapons

**15TH AUTUMN(4), 6054 TE**

Click to enter text

SM Notes

Click to enter text

**CHARACTER**

Character Name: [Name] (Level: 10)    Hit Points: 100

Character Class: [Class]    Hit Mod: 30

Character Race: [Race]    Int Mod: +30

Character Culture: [Culture]

Character Skills: [Skills]

Character Equipment: [Equipment]

Character Experience: [Experience]

Character Education: [Education]

**COMBAT TRACKER**

Haveon  
Celebrendir  
Chelisa Gryffin  
Cyrus Large 74  
Cyr 11  
Cyr 1  
Cyr 6  
Chelisa Gryffin  
Eazy  
Normal Shield  
Broadsword  
Short Bow

Chelisa Gryffin  
Eazy  
Full Shield  
Bludge (used on hat)  
Horned Axe  
Long Sword  
Composite Bow  
(Clawed) Broadsword  
Lance (martial)

Paranmy

**TABLE RESOLVER**

Chelisa Gryffin (Kleaver)-broadsword vs Cyrus Large 74

HP	AC	STR	DEX	CON	INT	WIS	CHA
148	150	2075	2075	2075	2075	2075	2075
145	147	2085	2085	2085	2085	2085	2085
142	144	2105	2065	2065	2065	2065	2065
139	141	2025	2085	2085	2085	2085	2085
136	138	1945	2105	2105	2105	2105	2105
133	135	1865	2125	2125	2125	2125	2125
130	132	1785	2145	2145	2145	2145	2145
127	129	1705	2165	2165	2165	2165	2165
124	126	1625	2185	2185	2185	2185	2185
121	123	1545	2205	2205	2205	2205	2205
118	120	1465	2225	2225	2225	2225	2225
115	117	1385	2245	2245	2245	2245	2245

61-65 Medium creature round, +6. Creature moved. For 10%. The value 1385/147 is chosen for 7 rolls, +6 for +15, and a reward roll. The value 1385 and another +6.

66 You knock the out for 6 hours with a strike to side of +127 HD. For copies in 12 hrs, +15 HD. If the foe returns, you'll feel 100%.

67 You knock the creature out. For copies in 12 hrs, +15 HD. If the foe returns, you'll feel 100%.

LOGGING  
CHARACTER  
ITEMS & ENCOUNTERS  
TABLES  
CALENDAR

STORY  
MAPS & IMAGES  
ITEMS  
NOTES  
LIBRARY

Next Round: 6

Next Round

LIGHTSNO  
HIGH LEADERS  
CHARACTERS  
MOTIVES  
PREFERENCES  
COMBAT TRACKER  
TABLES  
MULTIPAGES  
CALENDAR

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LIBRARY

0  
Inventory  
1-10  
11-20  
21-30  
31-40  
41-50

### STAT GENERATION

**Haern** Ranger

Stat	Value	Target	Diff
Co	100	100	0
Ag	91	90	+1
Sd	90	90	0
Re	90	90	0
Mt	93	90	+3
St	94	90	+4
Qu	93	90	+3
Pr	66	65	+1
In	97	90	+7
Em	84	80	+4
Total	1311	1300	+11

STAT TABLE

### STAT GAIN

**Haern**

Stat	Value	Target	Diff
Co	100	100	0
Ag	91	91	0
Sd	90	90	0
Re	90	90	0
Mt	93	93	0
St	94	94	0
Qu	93	93	0
Pr	66	66	0
In	97	97	0
Em	84	84	0

STAT TABLE

### PREFERENCES

Character Assistant Options  
 Min. Stat Gen Roll: 20  
 DP % for Secondary Skills: 25  
 Stat Gen Always Min: Yes  
 Stat Gen Type: Three Column

Character Sheet Options  
 Combat Tracker Options  
 Combat Tracker Visibility: Education Options  
 Auto Track Exhaustion: Yes  
 Exhaustion Penalty: Gradual

General Options  
 Grid Options  
 Grid Options  
 Max. Optional Hits:  
 CHL #1 Bonus based PP: Yes  
 CHL #16 PP Development: No  
 SPL #4 Base PP: No

### STAT GENERATION

**Haern** Ranger

**INT: STAT GEN**

Stat	Value	Target	Diff
Co	100	100	0
Ag	91	91	0
Sd	90	90	0
Re	90	90	0
Mt	93	93	0
St	94	94	0
Qu	93	93	0
Pr	66	66	0
In	97	97	0
Em	84	84	0

**STAT: STAT GEN**

Stat	Value	Target	Diff
Essenti	-5	+5	-10
Channell	-5	+5	-10
Mentality	-5	+5	-10
Discipline	150	150	0
Poison	150	150	0
Terror	150	150	0

Haern  
Level: 7  
XP: 5000

**Phys** 144  
Gender: Female  
Age: 80  
Race: Elf  
Hair: Brown  
Eyes: Blue

**Temp** 100  
**Fat** 100  
**Bonus** +25  
**Race** +5  
**Spec** +10  
**Total** 131

**HIT Points**  
Total Hit: 137  
Damage: 0  
Power Points: 14  
Maxim: 14  
Exhaustion: 1311  
Maxim: 1311

**Languages**  
Elf: 4, 5, 8  
Sylvan: 4, 5, 8

**INT: STAT GEN**

Stat	Value	Target	Diff
Essenti	-5	+5	-10
Channell	-5	+5	-10
Mentality	-5	+5	-10
Discipline	150	150	0
Poison	150	150	0
Terror	150	150	0

**STAT: STAT GEN**

Stat	Value	Target	Diff
Essenti	-5	+5	-10
Channell	-5	+5	-10
Mentality	-5	+5	-10
Discipline	150	150	0
Poison	150	150	0
Terror	150	150	0

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Rolemaster Character Sheet for Fantasy Grounds II, version 1.0.0

Tid connected  
Character sheet  
Haern  
Celebrent  
Ochsea Gryffin  
Forsamer  
Uchsea Gryffin

CV: (Energy breakdown, Attack bonus 482, Wounded = 209, 30) ? +57 144

CV: (Long sword, Power +77, Wounded = 30, 30) ? +47 109

CV: Broadsword, Attack bonus +60 ? +40 80

CV: ? 65

CHAT

0  
Inventory  
1-10  
11-20  
21-30  
31-40  
41-50







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