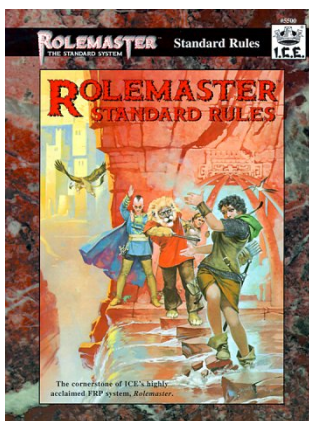
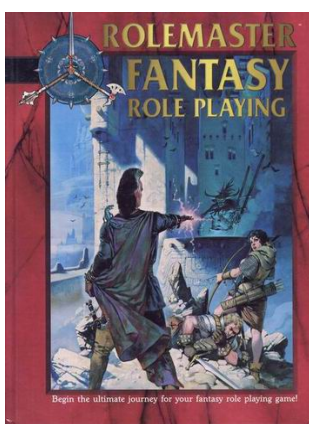


Part 1 - Introduction

Rolemaster Standard System (RMSS) vs Rolemaster Fantasy Roleplaying (RMFRP)

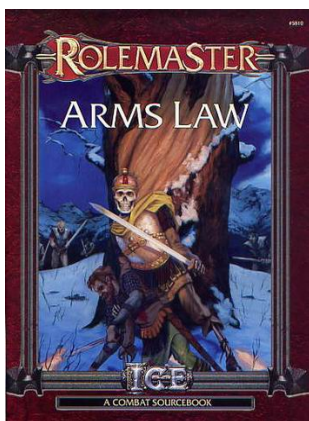


In 1995, ICE came out with Rolemaster Standard System Rules, RMSS (or RMSR) for short. Close to 30 titles were published under the RMSS title. Most of these had a brownish border on the cover with an inset picture, with the title usually in red, but occasionally in blue.



In 1999, the RMSS line was halted and Rolemaster Fantasy Role Playing, or RMFRP for short, was started. This was to be basically a reprint of Rolemaster Standard System, being advertised as 95% compatible. There were 11 titles printed in the RMFRP system before ICE was forced into Chapter 7 bankruptcy in October 2000. These titles have a reddish border, with the word Rolemaster in gold and the title usually in red.

This left players with an incomplete set of books for the RMFRP system, particularly since some of the titles proved to be difficult to get hold of. Most gaming groups will have players that have some sort of mix of books between the RMSS and RMFRP systems.



In December of 2001, ICE was purchased by Aurigas Aldebaron LLC, an intellectual property ownership company backed by several wealthy individuals. Aurigas immediately replaced the former ICE management with part of the management team from ICE and its own senior representative. In addition, some of the former employees were recruited, and ICE has since recruited new employees. Two additional titles were released with the reddish cover, then additional titles have been released with a deep red border, a new "Rolemaster" logo, and the title in white. These are still part of the RMFRP line.

The purpose of this series of articles will be to give a detailed comparison between Rolemaster Standard System and Rolemaster Fantasy Roleplaying.

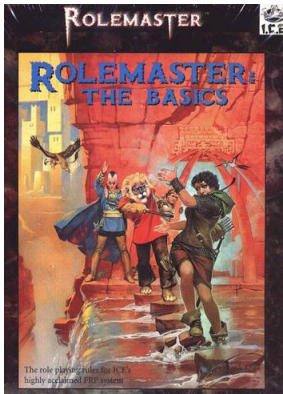
There are several reasons for doing this. One is to help people decide which books, if any, they may want to replace/purchase.

Another is to assist GM's in knowing what to expect when they are dealing with a group of players that will have assorted versions of these books.

I hope to present enough information that if you have the book from either system, and this series of articles, you will have all you need to come up with a consistent set of rules for your gaming group.

Part 2 – Compilation Supplements

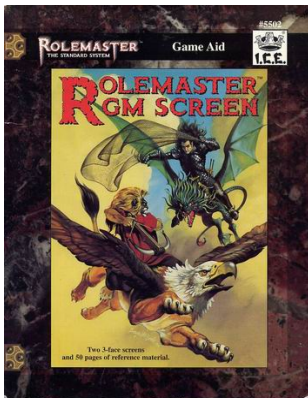
There are several supplements that came out for Rolemaster Standard System that were basically subsets or reprints of material in other Rolemaster Standard System books. These are listed here for completeness, but won't be dealt with individually in much detail. The material in them will be covered under the product that the material was derived from.



[5501 Rolemaster The Basics](#)

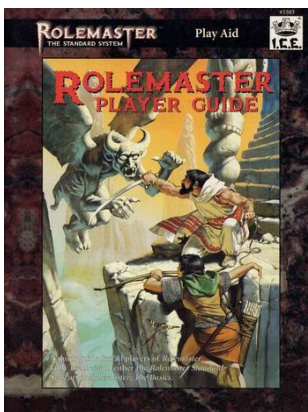
Rolemaster is a detailed, state-of-the-art FRP system that adds realism and depth to your campaign without sacrificing playability. Rolemaster: The Basics provides all of the elements that you need to learn to play in one of the most realistic FRP systems available. Experience the ultimate in fantasy role playing, Rolemaster.

A simplified version of the Rolemaster System, offers a subset of the main rules to get you started.



[5502 Rolemaster GM Screen](#)

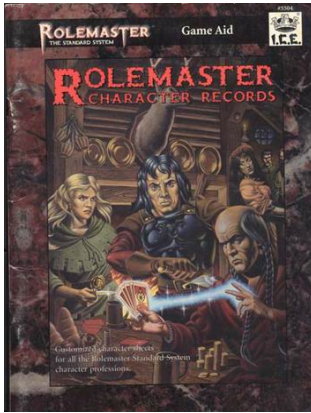
A collection of the most commonly used tables.



[5503 Rolemaster Player Guide](#)

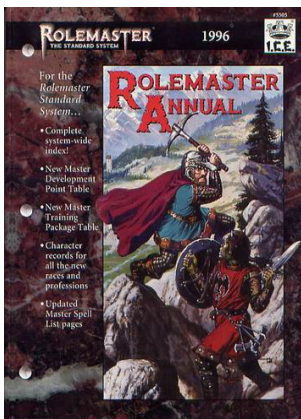
This book contains everything that a beginning Rolemaster player needs to know about how to play. This solves the problem of trying to introduce new players to Rolemaster, only to have them balk at the immense volume of information to absorb. In addition, veteran Rolemaster players will find the pre-generated characters and summarized rules a great reference!

A subset of the Standard System rules with a general overview of the system and several sample characters.



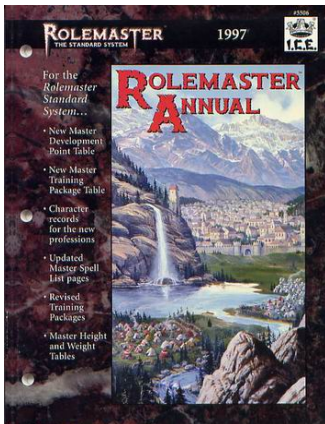
[5504 Rolemaster Character Records](#)

Rolemaster Character Records features customized pages for each of the 16 races/ cultures in RMSS, a weapons skill sheet that provides a master listing of all weapons & their categories, and a spell skill sheet that provides enough space to list all levels of spell development.



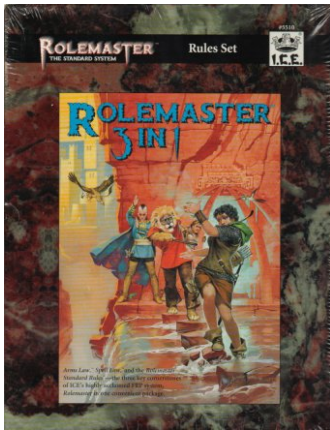
[5505 Rolemaster Annual 1996](#)

The Rolemaster Annual 1996 provides replacement pages for certain sections of the RMSS (to reflect 1996 additions to the system), as well as providing master tables for many areas of the system. In addition, the Rolemaster Annual also provides character record sheets for the new races and professions in the RMSS (these sheets are not available in any other product.) All pages are provided in an easy-to-use, 3-hole drill, and perforated format.



[5506 Rolemaster Annual 1997](#)

This product brings to you the necessary components of the RMSS that have been updated over the year of 1997. Inside you will find the updated Master Development Point and Master Training Package Tables. Skill and skill category character record sheets have been added for the new professions, and blank record sheets have been added for the genre books. With new spell skill development record, Master spell list, (pages have been updated to reflect the new spell lists in the system) and a Master Height and Weight table for all the races of the RMSS. Three-hole drilled, perforated.



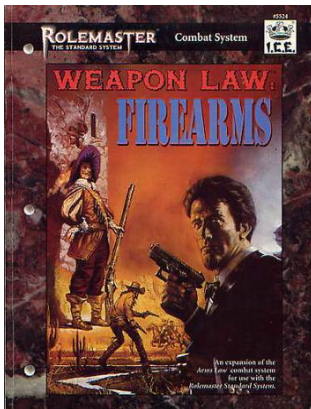
[5510 Rolemaster 3 in 1](#)

Boxed set that contained Rolemaster Standard System, Spell Law, and Arms Law.

Part 3 – Non Reprinted Supplements

There are several supplements that came out for Rolemaster Standard System that weren't reprinted in any form for Rolemaster Fantasy Roleplaying.

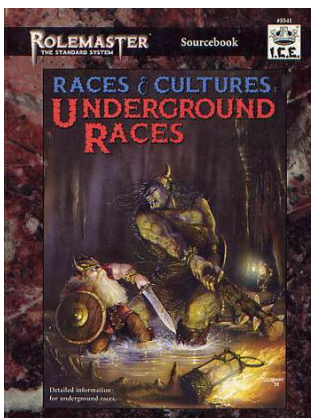
These remain the most up to date versions of this material and can be used with Rolemaster Fantasy Roleplaying without difficulty.



[5524 Weapon Law: Firearms](#)

Weapons Law: Firearms provides all of the tables and information you need to resolve combat involving firearms from the Renaissance to the modern day. Weapon Law: Firearms gives you more than 40 attack tables covering all firearms through the modern day, new critical strike tables, and a new weapon failure table. You'll find complete statistics for over 500 specific weapons covering all major areas and times from medieval to modern, and rules for incorporating firearm combat into your role playing game

This book is now available for purchase as a pdf file from the [ICE Store](#)

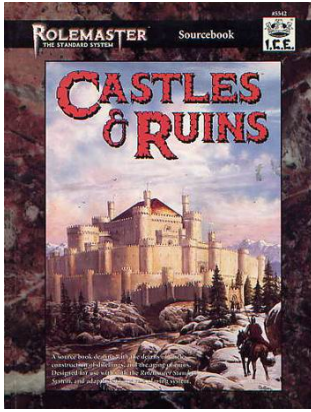


[5541 Race & Cultures : Underground Races](#)

Come to the depths of the world and explore these fully detailed cultures! Each of the underground races in this volume, including Dwarves, Gnolls, Gnomes, Goblins, Halflings, Hobgoblins, Kobolds, five different kinds of Orcs, and Troglodytes, has pages of specialized weapons, lifestyle and religious notes, training packages, spell lists, adolescent development tables, and much more!

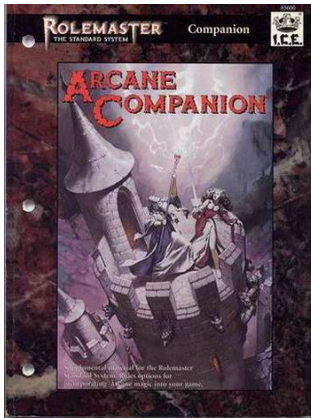
In Races & Cultures: Underground Races you will find all manner of lore about those

peoples who dwell beneath the earth!



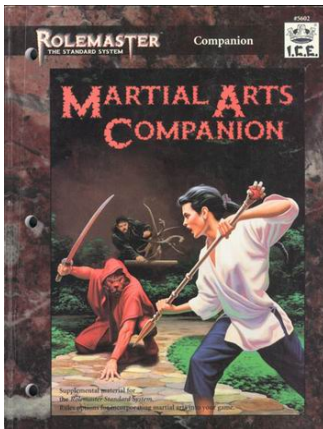
[5542 Castles & Ruins](#)

Inside this sourcebook, you will find details on the history of castles, the construction of castles, the folk who dwell in and around castles, as well as how castles age to become ruins.



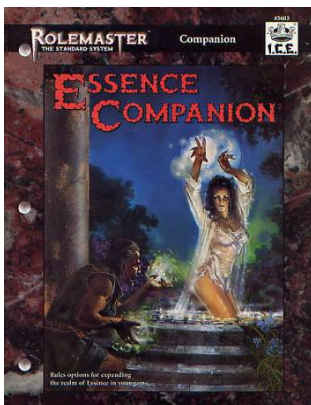
[5600 Arcane Companion](#)

Now you can probe the origins of the most powerful, but hardest to control, type of magic: Arcane. This companion explores the dangerous world of Arcane spells, the professions adopted by the Arcane spell users, and the ancient and powerful Arcane spells themselves. Includes four new professions, 46 Arcane spell lists, and new spell attack and critical strike tables. A Spell Failure table unveils the risks and perils of using Arcane magic. For Gamemasters, we include a discussion of Arcane magic, as well as rules for controlling the acquisition of Arcane magic.



[5602 Martial Arts Companion](#)

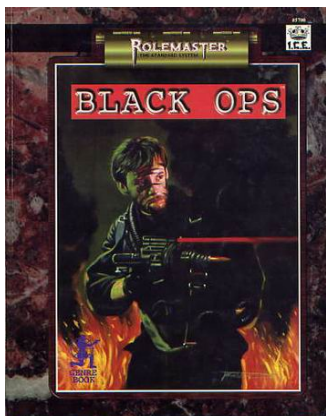
The Martial Arts Companion adds true depth to martial arts in your game. Whether you run historical, fantasy, or even modern day campaigns, the rules in this product will assist you in giving martial artists the strengths (and weaknesses) they deserve. With new and redesigned martial arts skills, examples of historical martial arts styles, guidelines on how to make the concept of martial arts fit into your campaign, and rules to customize martial arts styles. Introducing new variants of the Monk profession with new and revised spell lists for each, and new attack tables for martial arts weapons.



[5603 Essence Companion](#)

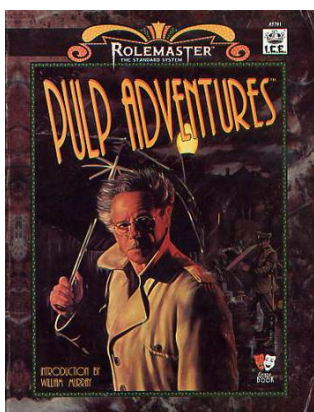
From forgotten tomes of magic to the schools of wizards, now comes forth a deeper exploration of the realm of Essence! The Essence Companion delves deeply into the magical realm of Essence magic. Inside, you will find new professions, variant rules, new options, and a wealth of spells.

NOTE: Due to contractual problems between the authors of the Essence Companion and the original ICE, a large part of the print run for this supplement was destroyed and as a result it is very difficult to find a copy of this particular supplement. The good news is that the [Guild Companion](#) has made arrangements with the new ICE and the authors and will be making this available as a pdf file in the near future.



[5700 Black Ops](#)

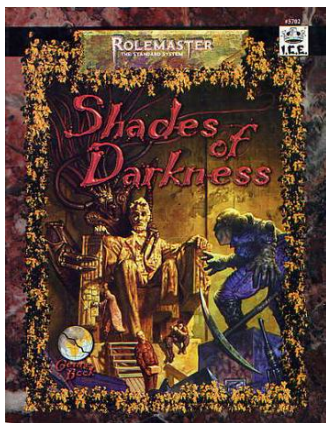
Black Ops brings you into the complex, and often dangerous world of modern day covert operations with new rules for creating characters and handling combat. Inside this genre book you'll find 3 new professions, training packages for modern characters, and guidelines for using Weapon Law in the modern world. You'll also get equipment lists, guidelines on terrorism and counter-terrorism, a timeline of major world events, and sample adventures.



[5701 Pulp Adventures](#)

Pulp Adventures gives you everything you need to run adventures in the pulp genre, from GM info on the nature of the era to guidelines on how to resolve dramatic chase scenes. Includes three new professions for characters in the pulp world-the Academic, the Technician, and the Noble Savage; more than a dozen new training packages; and details on how to adjust the RMSS skill system for use in the pulp era. With guidelines on how to use Weapon Law: Firearms to provide a fully detailed combat system for the modern world, details on how to use magic in the pulp era, and equipment lists for characters in the pulp

world.



[5702 Shades of Darkness](#)

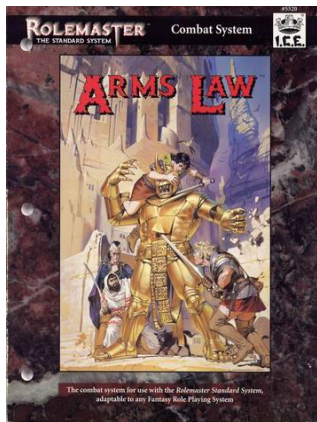
In the not too distant future, technology has spawned a darkness no one knew could exist. The darkness swept like a tidal flood across the Earth, threatening to make mankind just another extinct species. But from Earth's own shadowy corners arose a savior in the form of a Dark Angel. Now, the human race struggles to live from day to day, torn between two evils... torn between two shades of Darkness.

Shades of Darkness features new training packages, rules for blending lost technology and fantasy, guidelines on how corruption affects characters in play, and new spell lists.

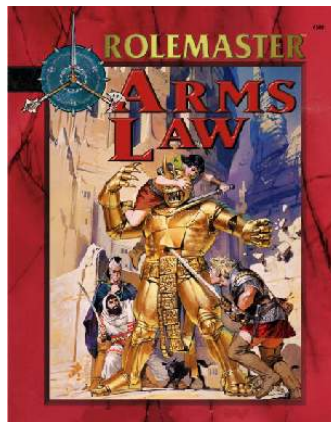
Part 4 – Reprinted Supplements

This section deals with the books in RMFRP that are basically just reprints of the RMSS books.

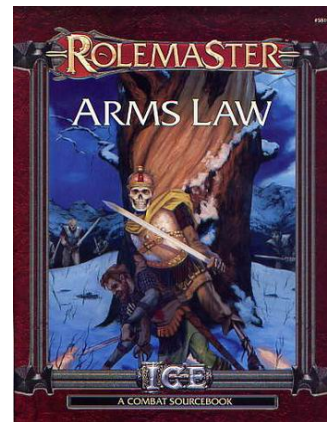
Arms Law



[5520 RMSS Arms Law](#)



[5801 RMFRP Arms Law](#)



[5810 RMFRP Arms Law](#)

Put fast and furious combat into your adventures with the critically acclaimed Arms Law. Rolemaster Fantasy Role Playing has combat power, but Arms Law gives you more: more weapons, more critical hit tables, and more carnage for your game. With Arms Law, players and GMs will feel the battle rage around them and leave their foes bleeding in the gutter.

The first two items (5520, 5801) are virtually identical, even down to both of them missing a row for a result of 60 on the Dagger table. However, they did fix the typo for a result of 149 against Armor Type 10 on the Broadsword Table in the RMFRP version. It now has it properly listed as doing 22EK instead of 18EK. The RMFRP version eliminates one extra printing of the Krush Critical Strike table. The chart on page 92 in RMFRP is missing the listing for 4.14 Non-Weapon Fumble Table, but the chart itself is in the book. A couple of the appendices on how to use Arms Law with Rolemaster that were in the RMSS version are missing from the RMFRP version, these are "The Tactical Combat Sequence" and "Maneuvering and Movement" and "Optional Rules". Several charts are also missing.

In April 2003, a new version of Arms Law was released for RMFRP, the first product to use the new Rolemaster logo.

This version of Arms Law is an 80 page saddle stitched book instead of a 120 page square bound book like the previous version. Most of this space is gained by not including the half size Critical Tables on the backs of the Attack Tables.

This is the first version to actually change the attack tables, replacing the single number progression used in previous versions with a smoothed progression, i.e. 67-69, 148-150. This is the same way the Attack Tables for Spells are done, as well as the Attack Tables for Spacemaster.

This style of table was also used in The Armory, an Arms Law supplement which was released in 2002. The Armory had also introduced the idea of a weapon having a primary critical such as Slash and for many of the weapons, one or two alternate criticals that the attacker has the option of choosing. The choice must be made before the attack roll is made, and there is set penalty ranging from 5 to 30 points that is subtracted from the attack roll if the alternate critical is selected. This is also used for many of the weapons in this new version of Arms Law.

Another change is that the weights and lengths of some of the weapons have been adjusted after comparison to

historical weapon weight and lengths.

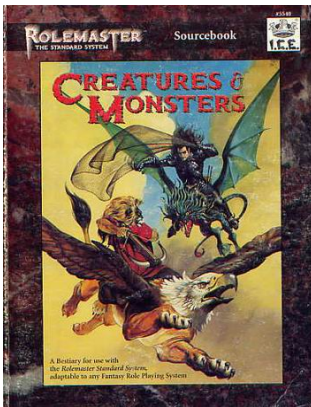
The flavour text of the criticals has also been updated, returning to the more “interesting” style of the earlier versions of Arms Law. The actual game effects of the criticals remains the same to preserve compatibility with previous versions. Overall, there isn't really much of a difference overall results of combat with this new version, if you can get it, great, if you already have one of the earlier versions and you aren't interested in the new critical rules, you don't really need this newest version.

NOTE: Since originally writing this article, it has come to my attention that there are more differences between the 2003 (5810) version of Arms Law than previous version than I first realized. Some discussions about the differences can be found on the ICE Forums at:

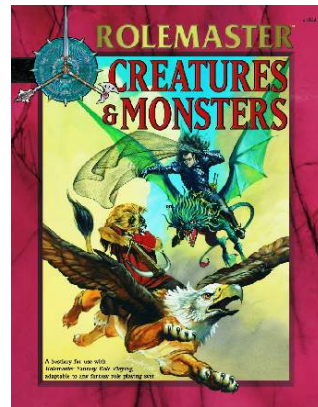
http://www.ironcrown.com/forums/topic.asp?ARCHIVE=true&TOPIC_ID=3122

I intend to do a more detailed study of these differences and create a summary of them for this article eventually

Creatures & Monsters



[5540 RMSS Creatures & Monsters](#)

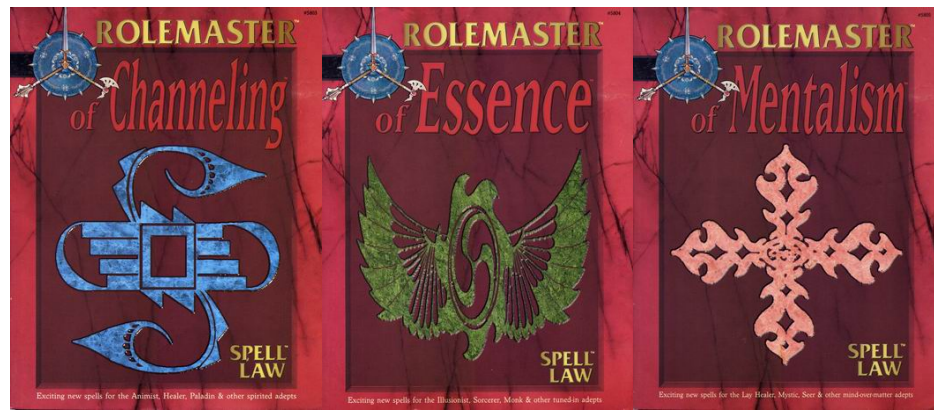
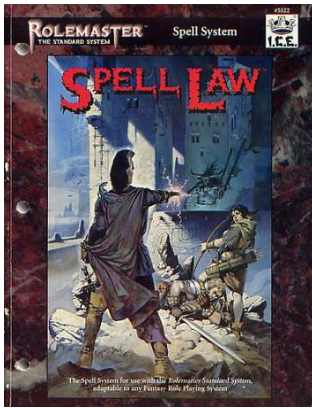


[5802 RMFRP Creatures & Monsters](#)

Encounter dragons, sprites, gorgons, saber tooth tigers and foes of all stripes, spots and scales. Even a herd of elephants or a leviathan dragon is not too big for ICE's comprehensive bestiary for Rolemaster. This is a compendium of information and statistics for two key elements of fantasy role playing: creatures and encounters.

The RMSS version has 320 pages whereas the RMFRP version only has 208 pages. Most of this space was gained by eliminating the basic statistics that were listed under each individual monster. This was information that was duplicated from the tables at the beginning of each section anyway. If nothing else, it solved the problem for some creatures like the Winged Panther where the information on the chart wasn't the same as the information listed with the creature. After a quick look, it appears that most of the creatures are the same in both books, but I haven't gone through them in a lot of detail. Overall, if you have a choice of buying either version, I would recommend the RMSS version, which is now available from ICE in a [hardcover version](#).

Spell Law



[5803 RMFRP Spell Law of Channeling](#)

[5804 RMFRP Spell Law of Essence](#)

[5805 RMFRP Spell Law of Mentalism](#)

[5522 RMSS Spell Law](#)

Spell Law now consists of three distinct volumes, one for each of the three realms of power: Channeling, Essence, and Mentalism. This highly acclaimed core Rolemaster component provides magic fabulous enough to improve any game. This mighty collection of tomes can add realism and depth to your campaign without sacrificing playability.

These three concise books contain all the spell lists available in Rolemaster Fantasy Role Playing as well as the spell lists for the additional professions in Character Law: all up to 50th level. Included are over 2,000 spells on 183 different spell lists based upon three realms of power and 18 professions! As a Gamemaster, you will probably want to purchase all three volumes, but as a player you need only purchase the book necessary for your character!

...Of Channeling explores the miraculous gifts of the divine. From the forgotten rites of lost religions to the dutiful chants of young acolytes, open the realm of Channeling fully to your prayers!

Inside ...Of Channeling you will find over 50 spell lists-with hundreds of spells. Plus all of the character information needed to expand the core Channeling professions of your Rolemaster Fantasy Role Playing game, including the Animist, the Healer, the Sorcerer, the Paladin, and other spirited adepts! Attack tables and critical strike tables give results for all kinds of magical attacks.

And summary tables make all of the details easy to manage!

Now when the evil priest begins chanting, you know that your soul itself is at stake....

...Of Essence probes the realms of the living force that binds and surrounds all living things-the magic of the universe is all around us. Tap into the natural Essence and shape your destiny!

Inside ...Of Essence you will find over 50 spell lists: with hundreds of spells. Plus all of the character information needed to expand the core Essence professions of your Rolemaster Fantasy Role Playing game, including the Illusionist, the Sorcerer, the Mystic, the Monk, and other mind-over-matter adepts! Attack tables and critical strike tables give results for all kinds of channeling attacks. And summary tables make all of the details easy to manage!

Now when the sorcerer raises his hand, you know that the world is about to crumble at your feet....

...Of Mentalism presents the enchantments deriving from the mental powers of strong-minded individuals. The power of the mind lies just beyond the reach of most. Now you can tap into the ultimate personal power! Open the doors of your mind and the realm of Mentalism will be yours!

Inside ... Of Mentalism you will find over 50 spell lists: with hundreds of spells. Plus all of the character information needed to expand the core Mentalism professions of your Rolemaster Fantasy Role Playing game, including the Lay Healer, the Mystic, the Seer, the Magent, and other mind-over-matter adepts!

Attack tables and critical strike tables give results for all kinds of mental attacks. And summary tables make all of the details easy to manage!

Now when a seer gazes into the future, there are no secrets that can remain hidden....

Spell Law has been broken into three separate books, one for each realm. The spell lists from Spell Law can be found in the various RMFRP Spell Law books. Each of the RMFRP Spell Law books also have several professions that were previously in the RMSS Standard Rules. The Attack Tables, Spell Critical and Failure Tables from RMSS Spell Law are duplicated in each of the RMFRP Spell Law books. Many of the Spell List Notes from the RMSS Spell Law are duplicated in each of the RMFRP Spell Law books as well. The section on Healing, Death, and Injury is now in the main RMFRP book. The section on Item Creation in the RMSS Spell Law is now in the RMFRP version of the Treasure Companion. The section on "How to use Spell Law Without Rolemaster" has shrunk considerably, mostly due to the removal of the entire section on "The Tactical Combat Sequence". The section on Other Spell Lists has also been removed. This contained the spell lists for Astrologers, Alchemists, and Seers.

There are a couple of slight differences in some of the spell lists, mostly clarifications, the one's that I noticed minor changes in are Anticipate Missile, Anticipate Blow, Turn Missile, Turn Blade.

Turn Missile has changed in RMFRP

RMSS:

" Caster adds +20 to his DB versus one missile fired at the caster. the caster must be able to see the attack."

RMFRP:

" Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes 20 to be subtracted from the missile's attack."

Anticipate Missile is different too:

RMSS:

" Caster can attempt to avoid one missile shot fired at him. The missile must be in his field of vision when the spell is cast. the caster gets a bonus of +50 to his DB against this attack."

RMFRP:

" Caster is aware of any missiles being fired at him this round. If the caster is currently capable of moving, he gets a special bonus of +50 to his DB against the missile attack of his choice. It is assumed that the caster moves at least slightly to attempt to avoid the attack."

I believe they were changed because in RMSS the two spells were virtually identical, now they are at least a little different. However, I think they do have the ranges screwed up now, Turn Missile should be 100' and Anticipate Missile should be Self.

Another example of a significant clarification, Sly Ears:

The RMSS version states:

" Target gains double normal hearing. The results in +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses."

Other than the word "The" being a typo for the word "This", this version is ok, but not great. It isn't perfect with regard to game mechanics since there could be somewhat different interpretations on how to use it since there is no Perception skill or ability in RMSS.

The RMFRP version states:

" Target gains double normal hearing. This results in a special +50 to Awareness o Searching and Awareness o Senses skills involving only

hearing (or +5 to Alertness skill). This bonus is +25 to such skills involving hearing and other senses (or +3 to Alertness skill)."

A significant improvement upon the RMSS version. It tells you exactly which skill categories and skills are modified. You know precisely which game mechanics to use and how it affects them.

This is similar to the RMSS version, but RMSS does not have Perception, it has Awareness Categories and Searching / Senses / Alertness skills.

If you are a Gamemaster and the RMSS version is available, it is probably the better buy. If you are a player who only likes to play one particular style of magic, you might be better off with just purchasing the individual spell book that interests you. The RMSS version is now available again from ICE in a [hardcover version](#).

Treasure Companion



[5601 RMSS Treasure Companion](#)

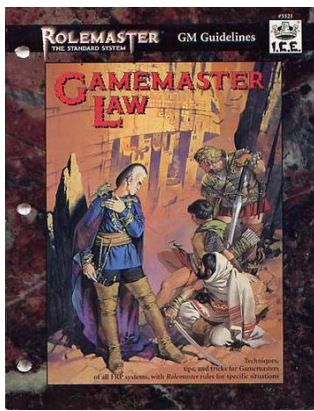


[5811 RMFRP Treasure Companion](#)

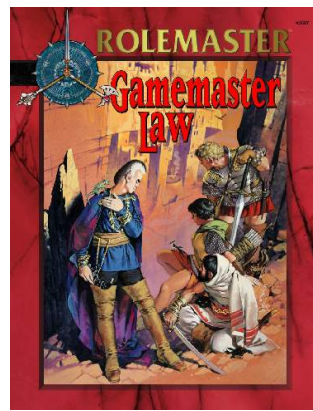
Treasure Companion is designed to allow Gamemasters to quickly generate normal and magical treasures to be discovered and won by the characters in their games. Inside this book are full discussions on the nature of wealth and magic in a FRPG, as well as complete item descriptions for over a hundred unique magic items, as well as tables for generating all types of treasure (including a detailed system for creating gemstones and jewelry). Three new Alchemist professions and 22 Alchemist spell lists bring these creators of magic items to life

The RMFRP version of this is almost an identical reprint of the RMSS Treasure Companion, with section 7.4.4. of the RMSS Spell Law being added into Section 9.0, Item Construction. The added subsections are Creating the Base Item, Enchanting an Item, Embedding Spells, and Making Artifacts. If you have a choice between these two, pick up the RMFRP version.

Gamemaster Law



[5521 RMSS Gamemaster Law](#)



[5807 RMFRP Gamemaster Law](#)

Gamemasters , learn how to use Rolemaster to its fullest potential! Gamemaster Law provides a wealth of guidelines and details that a Gamemaster needs to run a Rolemaster game or any other FRP game. This book also provides tips and guidelines on group dynamics, player motivations, and story presentation that will prove invaluable to GMs of all systems.

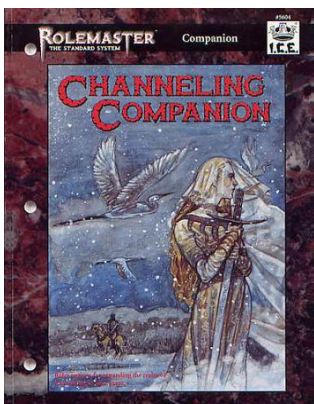
Some of the questions that Gamemaster Law covers are:

- *How many players should I try to handle at a time?*
- *Will my game be more successful if I focus on political intrigue or simple adventuring?*
- *How can I pull the characters from the jaws of death without it seeming contrived?*
- *How can I keep the “power” in my game from getting out of hand?*

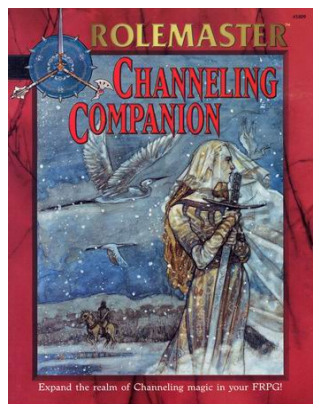
If you have ever asked yourself any of these questions, then this reference book is for you!

The RMFRP version is a complete reprint of the RMSS version, with an additional section at the end for Race Generation and Options for Talents and Flaws that was taken from the RMSS Talent Law book. There is also a short section on generating height and weight for your characters, along with a Master Height and Weight chart. These charts come from RMSS Rolemaster Annual 1997. Given a choice, pick up the RMFRP version, particularly if you do not have RMSS Talent Law.

Channeling Companion



[5604 RMSS Channeling Companion](#)



[5809 RMFRP Channeling Companion](#)

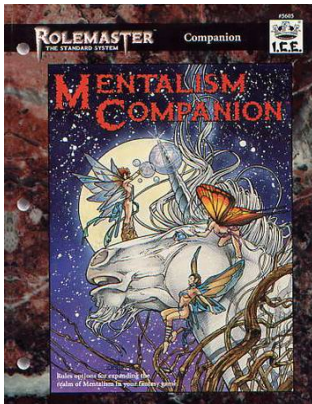
At last, the ancient priests of forgotten gods have brought forth new information for the realm of Channeling! The Channeling Companion explores magic of the gods in detail. Within this book you will find new professions, variant rules, new options, and (of course) a wealth of spells:

Three new professions: the Summoner (a pure spell user that uses channeling magic to summon creatures and forces), the Warlock (a hybrid spell user that focuses on scrying, fate, etc.), and the Mythic (the religious infiltrator).

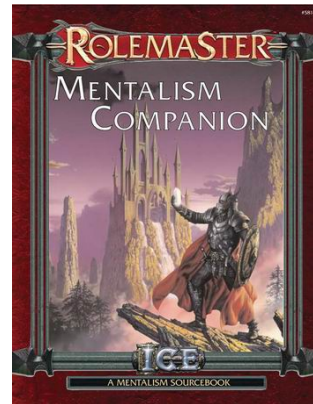
- *More than a dozen new training packages for characters to develop. Many of the packages focus on some very specific aspects of the realm of Channeling.*
- *Guidelines on divine status showing how much favor a character has with his deity.*
- *Optional rules for handling divine intervention.*
- *Rules for creating specialty priests so that the priests of the god of war would have different abilities than those of the god of the harvest.*
- *Dozens of new spell lists for the realm of Channeling.*
- *New critical tables for holy weapons!*

A quick run through these books didn't show any noticeable differences between them. Either one will work fine.

Mentalism Companion



[5605 RMSS Mentalism Companion](#)



[5814 RMFRP Mentalism Companion](#)

The Mentalism Companion explores the magic that uses the power of your character's mind. Inside you'll find four new professions; the Seer, the Astrologer, the Armsmaster, and the Enchanter. Dozens of new spell lists, new training packages, and rules for handling mental combat...

Open your mind and let the Essence of the Universe flow through the channel into your soul! The Mentalism Companion explores the magic that is mastered by the sheer power of your mind.

The RMFRP version of the Mentalism Companion is almost identical to the RMSS version, in fact, the references to other Rolemaster products in the RMFRP version haven't even been updated to reference RMFRP versions instead of RMSS versions. There are a few minor differences, a three page section on Mental Spells has been removed from the RMFRP version. This was a set of optional rules for dealing with Mentalism Spell Attacks.

This has been replaced with a three page Dream Dictionary in the RMFRP version.

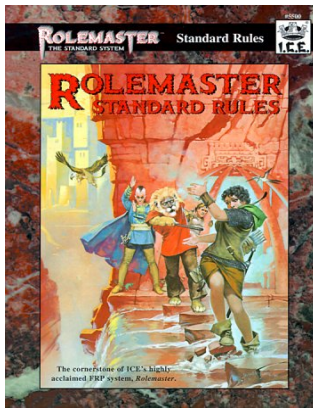
The Dream Dictionary can also be found (in a slightly different format) on the Guild Companion website at :

<http://24.66.25.36/gc/scrolls/2000/dec/dreamdict.html>

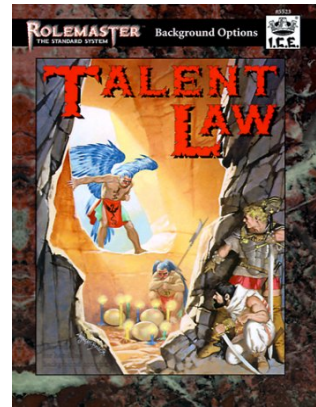
The Mental Spells section that was removed is available as a free download from ICE at: http://www.ironcrown.com/free_downloads/errata_5814-MentalSpellsSection.pdf

Either version of the book will work fine.

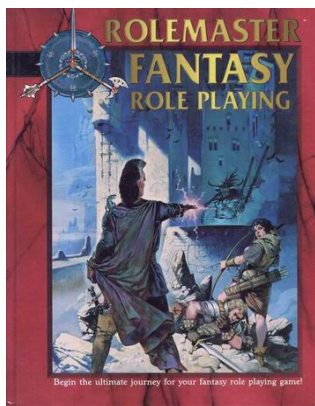
Part 5 – Overview of Remaining Products



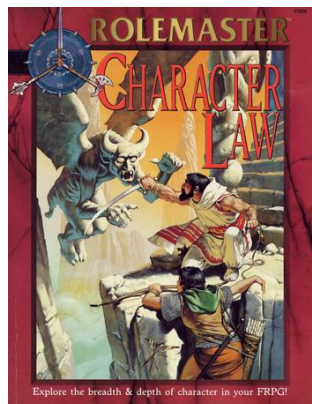
[5500 Rolemaster Standard Rules](#)



[5523 RMSS Talent Law](#)



[5800 Rolemaster Fantasy Role Playing](#)



[5806 RMFRP Character Law](#)



[5808 RMFRP School of Hard Knocks](#)

Now we get into the more difficult comparisons. If you take RMSS Standard Rules and RMSS Talent Law and compare them to Rolemaster Fantasy Roleplaying Hardcover, RMFRP Character Law, and RMFRP School of Hard Knocks The Skill Companion, you get basically the same material, with some changes. Noticeably, you end up with more detailed information on the Skills with the SOHK Skill Companion, and the Talents and Flaws from Talent Law got a fairly significant overhaul in Character Law, lots of rebalancing, shifting of points, etc. All the Talents were given a Lesser, Minor, Major, or Greater classification so they could be used with the basic talents/flaws system.

The following articles in this series will examine the differences in Talents & Flaws, Skills, Professions, Races and

Training Packages in detail.

My recommendation for those who have the RMSS rulebook and Talent Law is to try and purchase Character Law, although you will be able to get by without it with this series of articles, but it is worth picking up if you can.

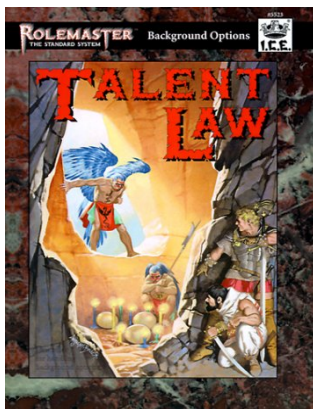
The Skill Companion has some very good example difficulties for all the skills, and a section on Healing that is great to have, but if you have the RMSS Rulebook, I would have to say this one is not a necessity, although out of all the RMFRP books, it has the most new material.

A detailed review off the Rolemaster Fantasy Roleplaying Hardcover can be found at: <http://www.ob1knorr.com/RMFRPreview.htm>

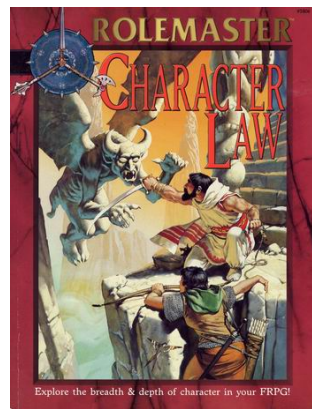
And a detailed review of RMFRP Character Law can be found at: http://www.ob1knorr.com/character_law_review.html

The next set of articles will deal with Talents and Flaws in detail (parts 6 through 16), this will be followed by an detailed examination of differences in Skills, Professions, Races and Training Packages between RMSS and RMFRP.

Part 6 – Special Training Talents



[5523 RMSS Talent Law](#)



[5806 RMFRP Character Law](#)

This article examines the differences in the Special Training Talents between RMSS Talent Law and RMFRP Character Law in detail

SPECIAL TRAINING

Acrobat

Cost - no change

Instead of +15 to your Athletic · Gymnastics skill Category and a special bonus of +25 to a Special Attack skill that doesn't use a weapon, it is now a straight +20 to Athletic - Gymnastics skill Category

Arcane Discovery

RMSS Cost - 7 points

RMFRP Cost - 6 for minor, 11 for major.

Minor is the same as RMSS(Own Realm - Open), Major allows you to learn one Arcane spell list as an Own Realm - Closed list.

Assassin Training

RMSS Cost - 5 points

RMFRP Cost - 8 points

Reworded, instead of Ambush being half cost rounded up, it is now just classified as Everyman.

Deadly Training

RMSS Cost 17 points

RMFRP Cost 15 points

Remains the same, added clarification that the bonus does not apply to critical modifications

Directed Weapons Master

RMSS Cost 10 Points

RMFRP Minor 10 points, Major 15

The Major version of the skill is the same as the RMSS version. The minor version gives one weapon skill as everyman.

Disarm Skill

Cost - no change

Bonus in RMFRP is reduced to +20 from +25 in RMSS

Elvish Training

No changes

Exceptional Skill at Arms

No changes

Fluent

No changes.

General Weapons Master

RMSS Cost 10 Points

RMFRP Cost - Minor 10, Major 20, Greater 30

The Minor skill in RMFRP is the same as the RMSS skill. Major gives a +20 bonus, Greater gives +30.

Geographic Awareness

Eliminated a few words in the text, but otherwise no changes.

Gymnastic Training

Cost - No change

Instead of the second bonus being to one chosen Self Control skill, you now must pick either Adrenal Leaping, Adrenal Landing, or Adrenal Balance.

Herbalist

RMSS Cost - 13 points

RMFRP Cost - 7 Points

The bonus to the skills is reduced from +30 to +20

Inner Reserve

RMSS Cost - 10 points

RMFRP Cost - Lesser 5, Minor 10, Major 15, Greater 20

The bonus in RMSS was +3, in RMFRP it is +1 for Lesser, +2 for Minor, +4 for Major, and +6 for Greater

Internal Clock

No change

Judge of Angles

No change

Judge of Weaponry

Now simply gives a +40 to Weapon Evaluation Skill

Lightning Strike

RMSS Cost - 10 points

RMFRP Cost - 12 points

No change in description

Martial Arts Training

RMSS Cost - 30 points

RMFRP Cost - Minor 10, Major 15, Greater 30

The RMFRP Greater Talent is the same as the RMSS Talent except that the bonus is +20 instead of +15. The Major Talent is a +15 bonus, but doesn't include the everyman skill. The Minor Talent is +10 and also doesn't include the everyman skill.

Natural Archer

RMSS Cost – 5 points

RMFRP Cost – 8 points

The bonus for bow ranges is the same. An additional +5 bonus to Missile Weapon category has been added.

Natural Facility With Armor

No changes.

Natural Horseman

No changes.

Natural Weapons Master

No changes.

Outdoorsman

RMSS Cost - 15 points

RMFRP Cost – 12 points

No changes to the description.

Portage Skills

No changes.

Power

RMSS Cost – 30 points

RMFRP Cost – Lesser 5, Minor 10, Major 20, Greater 30.

The Greater Talent in RMFRP is the same as the RMSS Talent. Lesser gives 3 ranks, Minor gives 10 ranks, Major gives 25.

Precision

An additional note is added that the GM will assign modifications to this maneuver based upon the combat situation.

Racial Training

No changes.

Shield Attack

No changes.

Skilled

RMSS Cost – Familiar 5, Expert 15

RMFRP Cost – Lesser 5, Minor 10, Major 20, Greater 30

An additional note is added that A skill or skill category can only be chosen if its bonus progression is combined or standard.

Familiar in RMSS is the same as Lesser in RMFRP

Expert in RMSS has no equivalent, was a category bonus of +10 or skill bonus of +15

Minor is a category bonus of +10 or a skill bonus of +20

Major is a category bonus of +15 or a skill bonus of +30

Greater is a category bonus of +20 or a skill bonus of +40

Sleight-of-Hand

RMSS Cost – 10 points

RMFRP Cost – 13 points

No change in the description.

Swift Dresser

No changes.

Trained Regular Footman

No changes.

Underground Upraising

RMSS Cost – 7 points

RMFRP Cost – 8 points

Warrior Extraordinaire

RMSS Cost – 25 points

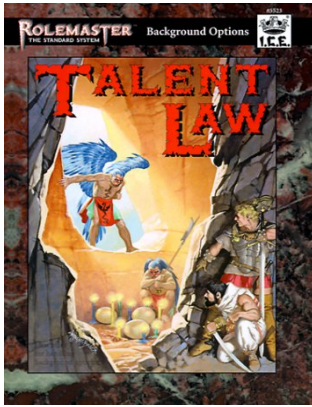
RMFRP Cost – 35 points

Adds an additional Combat Maneuvers skill as everyman.

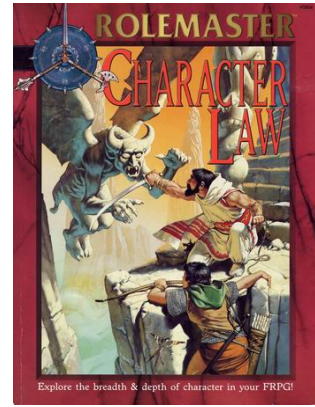
Weapon Control

No changes.

Part 7 – Physical Ability Talents



[5523 RMSS Talent Law](#)



[5806 RMFRP Character Law](#)

This article examines the differences in the Physical Ability Talents between RMSS Talent Law and RMFRP Character Law in detail

PHYSICAL ABILITIES

Accelerated Mending

RMSS Cost – 7 points

RMFRP Cost – 3 points

RMFRP adds the phrase “- this does not apply to concussion hits”

Acute Hearing

RMSS Cost – 5 points

RMFRP Cost – 7 points

No changes to descriptions.

Acute Smell

No changes.

Ambidexterity

RMSS Cost - 5 points

RMFRP Cost - Lesser 5 points, Minor 10 Points

The Lesser skill in RMFRP is the same as the skill in RMSS. Minor skill adds a special bonus of +15 to Two-weapon Combat skill.

Battle Cry

No changes.

Blazing Speed

RMSS Cost - 10 points

RMFRP Cost - 5 points

No changes to description.

Cold Resistance

RMSS Cost - Lesser 5, Minor 10, Major 15, Greater 20

RMFRP Cost - Lesser 5, Minor 10, Major 15, Greater 20

In RMSS the bonus starts at +5 at Lesser and goes up by 5 for each category. In RMFRP the bonus starts at +10 and goes up by 10 for each category.

Combat Reflexes

RMSS Cost - 10 points

RMFRP Cost - 10 points

The bonus to DB and OB stays the same. Initiative changes from a +5 bonus to rolling an extra die, then choosing which one to discard. Also notes that this talent may not be taken if Lightning Strike is taken.

Commanding Demeanor

RMSS Cost - 10 points

RMFRP Cost - 18 points

Talent is completely redefined:

RMSS - "While in combat, all of your allies who can see you gain a special bonus of +5 to their OBs. Any foe who can see you must make a Fear RR (using your current experience level as the attack level) or fight with a penalty of -10."

RMFRP - "You receive a special bonus of +25 to your Leadership skill. In addition, you can take a 50% action (requires a Leadership maneuver) to instill fear in a foe that can see and hear you (foe makes a Fear RR versus your level). Also, you can take a 25% action (requires a Leadership maneuver) to inspire your allies that can see and hear you - they get a +10 bonus to their OBs and DBs."

Dead Eye

RMSS Cost - 7 points

RMFRP Cost - 7 points

Changes from being a special bonus of +10 to the Missile and Thrown Weapon categories to halving the missile range penalties.

Dense

RMSS Cost - Double 10/30, Quadruple 20/40 points

RMFRP Cost - Major 15, Greater 25

The RMFRP Major talent is the same as the RMSS Double 10 point talent, except that in RMFRP you must choose to take double concussion hits from an attack that delivers a critical strike in order to reduce its severity by 1. This replaces the reduction of Impact criticals in RMSS version.

The RMFRP Greater Talent is the same as RMSS Quadruple, except that in RMFRP you must choose to take triple concussion hits in order to reduce a critical strike severity by 2. This replaces the reduction of Impact criticals in the RMSS version.

There is no longer an option to spend extra points to be able to turn the Talent on and off.

Dwarfism

RMSS Cost - Half 5 points, Quarter 10 points

RMFRP Cost - Lesser 5, Minor 10, Major 15

RMSS Half - half height, one-third weight, +3 QU

RMSS Quarter - one quarter height, one sixth weight, +6 QU

RMFRP Lesser - two thirds height, normal weight for reduced height, +3 QU -3ST

RMFRP Minor - half height, +6 QU, -6 ST

RMFRP Major - one third height, +9 QU -9 ST

Ear for Music

RMSS Cost - 7 Points

RMFRP Cost - 5 Points

No change in description.

Extra Limbs

RMSS Cost - +1 5 Points, +2 10 Points, +3 15 Points, +4 20 Points

RMFRP Cost - +1 10 Points, +2 15 Points, +3 20 Points

Description is the same, RMFRP adds " Any combat skills developed for extra limbs should be in the Special Attacks or Special Defenses skill categories (GM decision).

Eye of the Tiger

RMSS Cost - 10 points.

RMFRP Cost - 7 points

Bonus is reduced from +25 to +20.

Flight

RMSS Cost - 20 points.

RMFRP Cost - 25 points.

No change in description.

Fluid Wrists (15 points)

No changes.

Giantism

RMSS Cost - Double 10 points, Quadruple 20 points.

RMFRP Cost - Minor 10 points, Major 15 points, Greater 25

RMSS Double - Twice as tall, three times weight, OB +10, DB -10, treated as Large for criticals.

RMSS Quadruple - Four times as tall, six times weight, OB +20, DB -20, treated as Large for criticals.

RMFRP Minor - 1.5 times as tall, double weight, +2 ST, -2 QU

RMFRP Major - Twice as tall, four times weight, +4 ST, -4 QU, Criticals reduced by 1, A = A -25%

RMFRP Greater - Three times height, six times weight, +6 ST, -6 QU, treated as Large for Criticals

Gliding

RMSS Cost - 10 Points

RMFRP Cost - 15 Points

No changes to description.

Golden Throat

RMSS Cost - 10 Points

RMFRP Cost - 8 Points

No change to description.

Great Arm

RMSS Cost - 7 points

RMFRP Cost - 5 Points

No change to description

Hammerhand

No changes

Heat Resistance

RMSS Cost - Lesser (+5) 5 points, Minor (+10) 10 points, Major (+15) 15 points, Greater (+20) 20 points

RMFRP Cost - Lesser (+10) points, Minor (+20) 10 points, Major (+30) 15 points, Greater (+40) 20 points.

The bonus to the RR's and DB versus heat- and Fire-based attacks has doubled. Description in RMFRP also specifies that the bonus applies to "attacks and damage"

High Jumper

RMSS Cost - 5 points

RMFRP Cost - 4 points

No change to description

High Range Voice

RMSS Cost - 5 points

RMFRP Cost - 7 points

Description is the same with the addition of specifying that using the scream is a 50% action.

Hypercharged Adrenaline

No changes

Infravision

No changes

Intense Eyes

No changes

Light Sleeper

RMSS Cost - 10 points

RMFRP Cost - 5 points

Maneuver roll changes from an Observation maneuver in RMSS to an Alertness maneuver in RMFRP.

Manual Dexterity

No changes

Natural Physique

RMSS Cost - 10 points

RMFRP Cost - 8 points

Description changes from Body Development being classified as Everyman in RMSS to being a straight +20 bonus in the Body Development skill in RMFRP.

Natural Weapon

RMSS Cost - 10 points

RMFRP Cost - 15 points

No change to description.

Navigation Gift

No changes

Neutral Odor

RMSS Cost - 3 points

RMFRP Cost - 5 points

No changes to description.

Nightvision

RMSS Cost - 5 points

RMFRP Cost - 7 points

No changes to description

Nimble Skeleton

RMSS Cost - 15 points

RMFRP Cost - 10 points

No changes to description.

Pain Resistance

RMSS Cost - 5 points

RMFRP Cost - Lesser (-1) 5 points, Minor (-2) 10 points, Major (-4) 15 points, Greater (-6) 20 points.

Description changes from being a straight +5 bonus to Body Development in RMSS to any concussion hit damage from an attack is reduced by a number of points (to a minimum of 1) in RMFRP.

Peripheral Vision

No changes.

Poison Sack

RMSS Cost - 10 points

RMFRP Cost - 10 points

In RMSS, the poison attack is at half your level (rounded down). In RMFRP it is a 5th level poison. RMFRP specifies that the skill developed falls into the Special Attacks category. RMFRP also gives you a +25 bonus to resist your own poison.

Quiet Stride

RMSS Cost - 15 points

RMFRP Cost - 15 points

Description is the same, but specifies that the +10 to the Ambush maneuver does not apply to the critical modification.

Regeneration

RMSS Cost - Lesser (1/rnd) 5 points, Minor (2/rnd) 10 points, Major (3/rnd) 15 points, Greater (4/rnd) 20 points

RMFRP Cost - Minor (1/min) 8 points, Major (1/rnd) 15 points, Greater (3/rnd) 25 points

Description is the same but the actual regeneration rates are different, with RMFRP being slower.

Resilient

RMSS Cost - 15 points.

RMFRP Cost - 15 points.

Description changes from having the rates reduced by half (round down) in RMSS to having the rates reduced by half (round up) in RMFRP. The sentence "If the wound only gives a 1 per round "bleeder," it heals itself completely in d10 rounds." has been eliminated in RMFRP.

Reverbative Strength

No changes.

Shield Mastery

No changes.

Steel Grip

RMSS Cost - 5 points.

RMFRP Cost - 5 points.

Second sentence changed from "Any fumble that results in dropping your weapon may be resisted (as Disarm Foe for RR)." in RMSS to "All fumble ranges for melee weapons is reduced by 1 (to a minimum of 1)." in RMFRP.

Strong Lungs

No changes.

Sturdy Build

RMSS Cost - 20 points.

RMFRP Cost - 15 points.

No changes to description.

Subconscious Preparation

RMSS Cost - 5 points.

RMFRP Cost - 6 points.

No changes to description.

Subtle

RMSS Cost - 7 points.

RMFRP Cost - 8 points.

No changes to description.

Tensile

RMSS Cost - 15 points

RMFRP Cost - Minor 10 points, Major 15 points, Greater 20 points.

Description in RMSS matches the description for the Minor talent in RMFRP. Major allows two types of criticals to be chosen, Greater allows three types.

Tolerance

RMSS Cost - 15 points.

RMFRP Cost - 12 points

No changes to description.

Tough Skin

RMSS Cost - Wolf 5 points, Tiger 15 points, Insect 30 points.

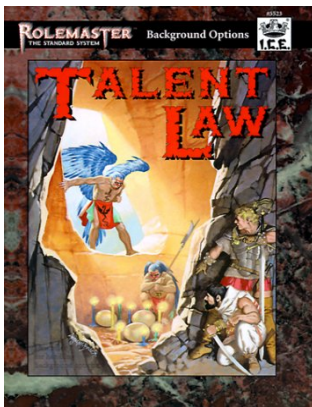
RMFRP Cost - Wolf 10 points, Tiger 15 points, Insect 30 points.

No changes to description.

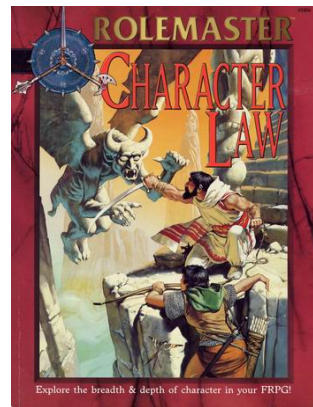
Unnatural Stamina

No changes.

Part 8 – Mystical Ability Talents



[5523 RMSS Talent Law](#)



[5806 RMFRP Character Law](#)

This article examines the differences in the Mystical Ability Talents between RMSS Talent Law and RMFRP Character Law in detail

MYSTICAL ABILITIES

Aggression

No changes

Archetype

RMSS Cost - 15 points

RMFRP Cost - 18 points

No changes to description

Archmage Abilities

RMSS Cost - 15 points

RMFRP Cost - Major 20 points, Greater 30 points

Wording changes from:

"You may develop spells as a Pure Arcane spell user. If you are not using Arcane Companion, you may develop spells as a Hybrid spell user." in RMSS to:

"Your development point cost is only 4/4/4 for Arcane open spell lists. However, your realm is determined normally for your profession and does not change because of this talent. A non spell user that takes this talent must choose Arcane as his realm, and he has three realm stats: Em, In, and Pr."

This is for the Major talent, the Greater Talent is the same except your development point cost is also 4/4/4 for Arcane closed spell lists.

Aura

RMSS Cost - 7 points

RMFRP Cost - Lesser 5 points, Minor 10 points, Major 15 points, Greater 20 points

The description in RMSS is the same as the description for the Lesser Talent in RMFRP.

The additional degrees each add an additional power point per rank, i.e. Lesser 1 PP, Minor 2 PP, Major 3 PP, Greater 4 PP

Danger Sense

No Changes

Destiny Sense

No Changes

Eloquence

No Changes

Ensorcement Cure

No Changes

Ethereal Sight

No Changes

Ethereal Tie

No Changes

Exceptional Magical Ability

No Changes

Innate Magician

RMSS Cost - 7 points

RMFRP Cost - 7 points

Description is the same except that the bonus is increased from +10 in RMSS to +20 in RMFRP.

Item Lore

No Changes

Look of Eagles

No Changes

Magical Affinity

RMSS Cost - 17 points

RMFRP Cost - 20 points

No change to description.

Magical Resistance

RMSS Cost - 15 points

RMFRP Cost - 15 points

Description is the same except that the bonus increases from +30 in RMSS to +50 in RMFRP.

Mana Reading

RMSS Cost - 10 points

RMFRP Cost - 7 points

No change to description.

Mana Sensing

RMSS Cost - 7 points

RMFRP Cost - 6 points

No change to description.

Planar Travel

RMSS Cost - Minor 40 points, Major 45 points, Greater 50 points

RMFRP Cost - Greater 40 points

The description for the Minor talent in RMSS and the Greater Talent in RMFRP are identical.

The Major Talent in RMSS allows you to carry one additional person, the Greater Talent in RMSS allows you to carry two extra persons.

In RMFRP there is the option to spend an additional 10 Talent Points to be able to carry two extra persons.

Resistance

RMSS Cost - 15 points

RMFRP Cost - 15 points

Description changes from:

"You receive a special bonus of +10 to any RR for any two realms." in RMSS to

"You receive a special bonus of +15 to all RRs against spells." in RMFRP

Runic Lore

No Changes

Scope Skills (radius)

No Changes

Scope Skills (target)

No Changes

Spatial Skills

RMSS Cost - 10 points

RMFRP Cost - Minor 10 points, Major 15 points.

The description for the Minor Talent in RMFRP is the same as the description in RMFRP. The description of the Major Talent is "As the minor talent, except your spells with a range of "self" actually have a range of "touch"

Sub-conscious Discipline

RMSS Cost - 10 points

RMFRP Cost - 7 points

No changes to description.

Temporal Skills

RMSS Cost - 20 points

RMFRP Cost - 18 points

No change to description.

Transcendence

RMSS Cost - 15 points

RMFRP Cost - 10 points

No change to description

Undetectable

RMSS Cost - 5 points

RMFRP Cost - 6 points

No changes to description.

Unnatural Aging

RMSS Cost - 10 points

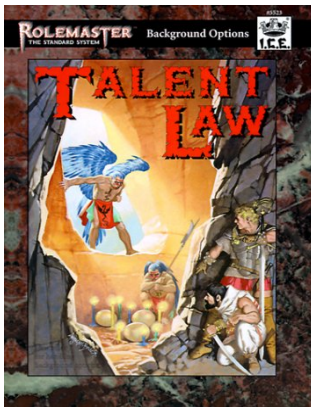
RMFRP Cost - 5 points

No changes to description.

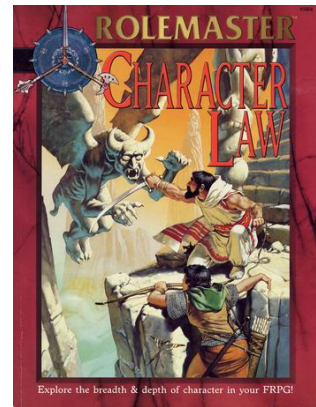
Visions

No Changes

Part 9 – Mental Ability Talents



[5523 RMSS Talent Law](#)



[5806 RMFRP Character Law](#)

This article examines the differences in the Mental Ability Talents between RMSS Talent Law and RMFRP Character Law in detail

MENTAL ABILITIES

Animal Empathy

No Changes

Battle Reflexes

No Changes

Calmness

RMSS Cost - 5 points

RMFRP Cost - 7 points

Bonus changes from +10 in RMSS to +20 in RMFRP.

Dominance

RMSS Cost - 5 points

RMFRP Cost - 8 points

No changes to description.

Empathy

RMSS Cost - 10 points

RMFRP Cost - 8 points

The description in RMFRP has the following modification "If he fails, you are informed of their current feelings; if he succeeds, you may not try and "read" him for 24 hours."

Good Battlefield Awareness

No Changes

Immovable Will

RMSS Cost - 20 points

RMFRP Cost - 15 points

No change to description

Instinctive Defense

No Changes

Internal Sense

RMSS Cost - 10 points

RMFRP Cost - 10 points

RMFRP adds a bonus of +20 to Stun Removal in addition to Stunned Maneuvering.

Master Tactician

RMSS Cost - 7 points

RMFRP Cost - 3 points

No changes to description

Mental Control

RMSS Cost - 20 points

RMFRP Cost - 25 points

The range for Mental Control changes from 5' per/level in RMSS to a flat 50' in RMFRP.

Mental Link

No Changes

Mental Scan

RMSS Cost - 20 points

RMFRP Cost - 25 points

The description has some slight rearranging for clarity, but no actual changes.

Mind over Matter

RMSS Cost - 7 points

RMFRP Cost - 10 points

No changes to description.

Photographic Memory

RMSS Cost - 10 points

RMFRP Cost - 8 points

No changes to description.

Quick Calculator

No changes.

Speed Reading

No Changes

Stability Sense

No Changes

Survival Instinct

RMSS Cost - 10 points

RMFRP Cost - 7 points

No changes to description

Telekinesis

RMSS Cost - 20 points

RMFRP Cost - 18 points

No changes to description

Telepathy

RMSS Cost - 20 points

RMFRP Cost - 25 points

No changes to description

Unbeliever

RMSS Cost - 15 points

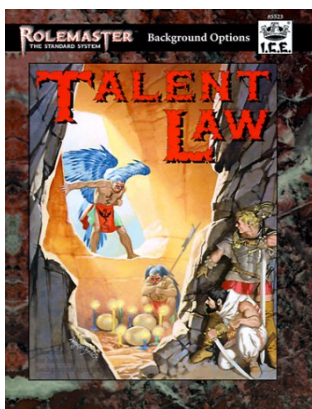
RMFRP Cost - 10 points

No changes to description.

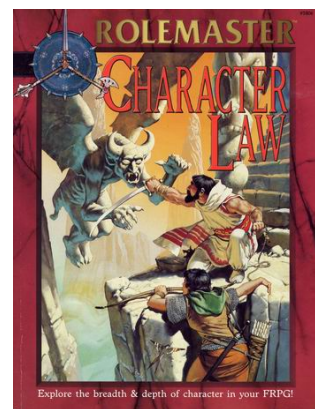
Violent Prejudice

No Changes

Part 10 – Special Ability Talents



[5523 RMSS Talent Law](#)



[5806 RMFRP Character Law](#)

This article examines the differences in the Mental Ability Talents between RMSS Talent Law and RMFRP Character Law in detail

SPECIAL ABILITIES

Adherent

No Changes

Affect Environment

RMSS Cost - Lesser 20 points, Greater 25 points

RMFRP Cost - Major 18 points, Greater 30 points

The description of the Lesser Talent in RMSS is the same as the description of the Major Talent in RMFRP,

The Greater talent in RMSS increases the radius to 10'.

The Greater talent in RMFRP increases the range to 300' and the radius to 20'.

Amazing Leaping

RMSS Cost - 15 points

RMFRP Cost - 10 points

No changes to description

Attribute Drain

No Changes

Bane

RMSS Cost - 25 points

RMFRP Cost - 20 points

No change to description

Blessed by War God

No Changes

Darkness

RMSS Cost - 13 points

RMFRP Cost - 13 points

RMSS - You may summon darkness (as a Dark I spell; see the Light Law spell list). Each time you summon darkness costs you 4d10 exhaustion points.

RMFRP - You may summon darkness (as a Dark V spell; see RMFRP, p. 183). Each time you summon darkness costs you 2d10 exhaustion points.

Duplication

RMSS Cost - Lesser 30 points, Greater 50 points

RMFRP Cost - 30 points

The description of the Lesser talent in RMSS is the same as the description for RMFRP

Elasticity

RMSS Cost - 10 points

RMFRP Cost - 12 points

Exhaustion point cost is reduced from 3d10 per minute in RMSS to 2d10 per minute in RMFRP.

Ensnare

RMSS Cost - Lesser 15 points, Greater 25 points

RMFRP Cost - Major 15 points, Greater 25 points

The RMSS Lesser talent has the same description as the RMFRP Major talent except that in RMSS the skill in the attack can be either a Missile Weapon skill or a Directed Spell skill, in RMFRP it can be developed as Special Attack skill only, but the skill is everyman.

The description of the Greater skill is the same in both except that RMFRP includes an increase in range to 20'

Eye of the Hawk

RMSS Cost - 15 points

RMFRP Cost - 15 points

RMFRP description adds "Thus, for you, the 'long range' for all (non-thrown) missile weapons is increased by 100"

Flare

No Changes

Force Shield

RMSS Cost - Minor (+5) 10 points, Major (+10) 25 points, Greater (+15) 50 points

RMFRP Cost - Lesser (+5) 5 points, Minor (+10) 10 points, Major(+20) 18 points, Greater (+30) 30 points

The RMSS Minor talent is the same as the RMFRP Lesser talent, with the RMFRP talent having the additional line "Force shield requires 1d10 exhaustion points to activate" The cost per round remains the same. The DB bonus for the assorted levels of the Talent are listed above in brackets.

Invisibility

RMSS Cost - 30 points

RMFRP Cost - 30 points

The description is the same except that RMFRP adds a 2d10 exhaustion point activation cost.

Life Support

RMSS Cost - Minor 15 points, Major 25 points, Greater 40 points

RMFRP Cost - Major 18 points, Greater 40 points, Sustenance 30 points

The RMSS Minor talent is the same as the RMFRP Major talent

The RMSS Major talent is the same as the RMFRP Sustenance Talent, except that the RMFRP talent includes the line (you must still sleep or meditate to recover PP's hits and exhaustion points)

RMSS Greater Talent is the same as the RMFRP Greater Talent.

Lifetime Goal

RMSS Cost - 30 points

RMFRP Cost - 15 points

No change to descriptions

Luck, Dramatic

New Talent in RMFRP

Lesser - 5 points "You have very unusual luck, good and bad. Your high open-ended roll range is increased by 1 from 96-100 to 95-100, and your low open-ended roll range is increased by 1 from 01-05 to 01-06"

Minor - 10 points "As the lesser Talent, except the increases are 2 (to 94-100 and 01-07).

Major - 15 points "As the lesser Talent, except the increases are 3 (to 93-100 and 01-08).

Greater - 20 points "As the lesser Talent, except the increases are 4 (to 92-100 and 01-09).

Lucky

RMSS Cost - 10 points

RMFRP Cost - Minor 10 points, Major 15 points, Greater 20 points

The description for RMSS is the same as the Minor talent in RMFRP.

The Major talent increases the range by 2%, Greater by 3%

Master Warrior Friend

RMSS Cost - 15 points

RMFRP Cost - 10 points

No changes to description.

Mentor

RMSS Cost - 10 points

RMFRP Cost - 5 points

No change in description

Microscopic Vision

No Changes

Natural Ranged Attack

RMSS Cost - Lesser 20 points, Greater 50 points

RMFRP Cost - Major 15 points, Greater 30 points

RMSS Lesser Talent is the same as RMFRP Major Talent, RMFRP adds the following line "Resolve this attack using the RMFRP Table A-10.9.9 (p.228) with a maximum result the same as "Shock Bolt" and using an appropriate critical type."

RMSS Greater Talent is the same as RMFRP Greater Talent, RMFRP adds the following line: "the maximum result is the same as "Fire Bolt"."

Non-corporeal

RMSS Cost - 30 points

RMFRP Cost - 30 points

An additional sentence is added to the end of the description: "You also lose one temporary Co point for every full 10 minute period you remain non-corporeal (not counting when you are phasing in and out).

Power Absorption

No changes other than renaming Power Absorption (Lesser) to Power Absorption (Major)

Sense

No changes.

Shapechanger

RMSS Cost - 30 points

RMFRP Cost - 25 points

The following lines have been removed from the description:

"Any equipment and clothing that you are currently wearing when you change shape changes with you. When you resume your natural shape, your equip-ment and clothes return."

Sonar Sense

No Changes

Special Familiar

RMSS Cost - 25 points

RMFRP Cost - 18 points

No change to description.

Stat Bonus

RMSS Cost - 10/20/30 points

RMFRP Cost - 10/20/30 points

Description changes from "one stat (the GM should assign which)." To "One stat (your choice). This talent may not be duplicated on the same stat."

Stat Improvement

RMSS Cost - 10 points

RMFRP Cost -10 points

The description specifies that you also gain an additional stat gain roll during adolescence and apprenticeship development.

Succor

RMSS Cost - Lesser (1 ailment) 10 points, Minor (2 ailments) 20 points, Major (3 ailments) 30 points, Greater (4 ailments) 40 points.

RMFRP Cost - Minor (1 ailment) 10 points, Major (3 ailments) 20 points, Greater (5 ailments) 30 points

No changes to description other than the number of ailments curable at each level of talent.

Summon

RMSS Cost - 25 points

RMFRP Cost - 15 points

No changes to description.

Teleportation

RMSS Cost - 30 points

RMFRP Cost - 30 points

Description adds the following line: "The normal spell weight limits apply (see RMFRP, p. 205)."

Tunneling

RMSS Cost - 17 points

RMFRP Cost - 25 points

No changes to description.

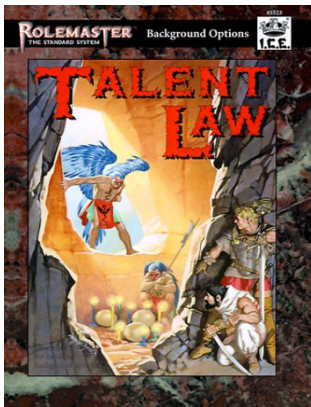
Ultrasonic Hearing

No changes.

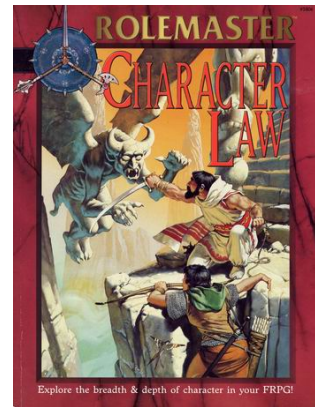
X-ray Vision

No changes.

Part 11 – Special Status



[5523 RMSS Talent Law](#)



[5806 RMFRP Character Law](#)

This article examines the differences in Special Status between RMSS Talent Law and RMFRP Character Law in detail

SPECIAL STATUS

Dishonored Knight

No changes.

Faithful Vassal

No changes.

Favored

No changes other than renaming Lesser to Minor

Government Ties

No Changes

Heir

No Changes

Knighthood

RMSS Cost - 5 points

RMFRP Cost - 3 points

No changes to description.

Law Enforcement Ability

No changes.

Lost Favor

No changes.

Military Rank

RMSS Cost -

Rank 1 (1 promotion) 5 points

Rank 2 (2 promotion) 10 points

Rank 3 (3 promotion) 15 points

Rank 4 (4 promotion) 20 points

Rank 5 (5 promotion) 25 points

Rank 6 (6 promotion) 30 points

Rank 7 (7 promotion) 35 points

RMFRP Cost -

Lesser (1 promotion) 5 points

Minor (2 or more promotions) 10 points

Major (4 or more promotions) 15 points

Greater (6 or more promotions) 20 points

Only minor changes to description.

Noble

RMSS Cost - 15 points

RMFRP Cost - 10 points

No changes to description

Orphan

No changes.

Patron Level 1

Talent is called Patron in RMFRP

RMSS Cost - Minor - 5 points, Major - 10 points, Greater - 15 points

RMFRP Cost - Lesser - 5 points, Minor - 10 points, Major - 20 points

Descriptions match as follows:

RMSS Minor = RMFRP Lesser

RMSS Major = RMFRP Minor

RMSS Greater = RMFRP Major

Patron Level 2

Talent is called Patron, Important in RMFRP

RMSS Cost - Minor - 10 points, Major - 20 points, Greater - 40 points

RMFRP Cost - Minor - 10 points, Major - 20 points, Greater - 30 points

Description is the same.

Patron Level 3

Talent is called Patron, Significant in RMFRP

RMSS Cost - Minor - 15 points, Major - 30 points, Greater - 60 points

RMFRP Cost - Major - 15 points, Greater - 30 points, Greater+ - 50 points

Descriptions match as follows:

RMSS Minor = RMFRP Major

RMSS Major = RMFRP Greater

RMSS Greater = RMFRP Greater with an additional 20 point option.

Priestly Investment

RMSS Cost - 5 points

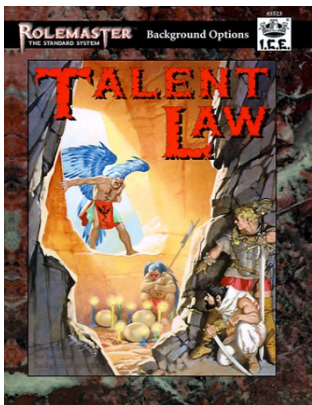
RMFRP Cost - 3 points

No change to description.

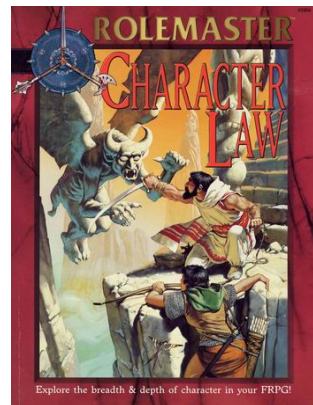
Wanted

No change.

Part 12 – Wealth Level



[5523 RMSS Talent Law](#)



[5806 RMFRP Character Law](#)

This article examines the differences in Wealth Level between RMSS Talent Law and RMFRP Character Law in detail

WEALTH LEVEL

In RMSS, all characters begin with 2sp (silver pieces), in RMFRP, they begin with 2gp (gold pieces). Basically, everything in the Wealth Level section remains the same, except that in RMFRP all currency units are 1 unit higher than in RMSS. RMFRP invents a new coin, the mithril piece (mp) that is equal to 10 platinum pieces.

The only cost change in the section is on the "Cost to Modify Wealth Rolls" Table.

In RMSS the two choices are:

+1 before the dice are rolled - 1 point per

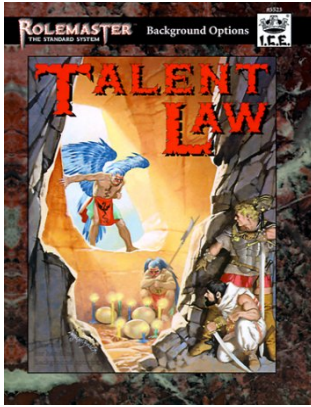
+1 after the dice are rolled - 5 points per

In RMFRP the two choices are:

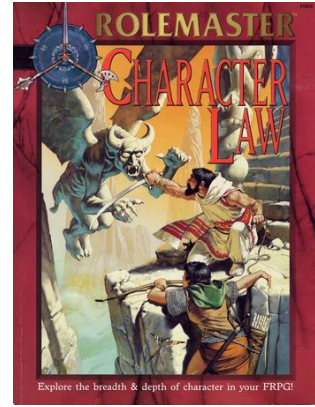
+10 before the dice are rolled - 3 points

Up to +5 after the dice are rolled - 5 points.

Part 13 – Special Items



[5523 RMSS Talent Law](#)



[5806 RMFRP Character Law](#)

This article examines the differences in Special Items between RMSS Talent Law and RMFRP Character Law in detail

SPECIAL ITEMS

Bonus Item

No changes

Daily Item

No changes

Loyal Domesticated Animal

No changes

Loyal Unusual Creature

No changes

Potion

RMSS Cost - 7 points (3 doses), 10 points (5 doses)

RMFRP Cost - 3 points (1 dose), 7 points (5 doses)

No changes to description

Rune Paper

RMSS Cost - 7 points (3 sheets), 10 points (5 sheets)

RMFRP Cost - 3 points (1 sheet), 7 points (5 sheets)

No changes to description

Special Bread/Herb/Poison

RMSS Cost - 3-10 points

RMFRP Cost - 3 points

The description for RMFRP removed the line "The cost of this item will vary from 3 to 10 points (as decided by the GM)."

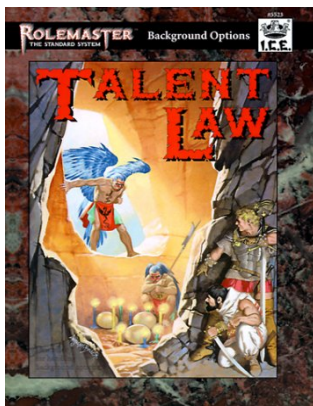
Spell Adder

RMSS Cost - 5 points (+1), 10 points (+2), 15 points (+3)

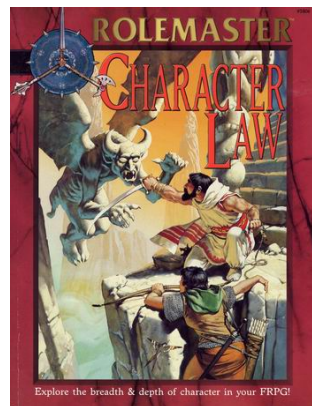
RMFRP Cost - 5 points (+1), 10 points (+2), 15 points (+3), 20 points (+4)

The description is the same, RMFP adds a +4 Spell Adder as well.

Part 14 – Physical Flaws



[5523 RMSS Talent Law](#)



[5806 RMFRP Character Law](#)

This article examines the differences in Physical Flaws between RMSS Talent Law and RMFRP Character Law in detail

PHYSICAL FLAWS

Age

No changes

Albino

No changes

Animal Bane

No changes

Anosmia

No changes

Blind

No changes

Breaker

No changes

Cold Sensitive

No changes

Color Blind

No changes

Common Allergy

No changes

Complete Klutz

No changes

Crippled

RMSS Cost - Minor -15 points, Major -25 points, Greater -35 points

RMFRP Cost - Minor -10 points, Major -20 points, Greater -30 points

No change to description

Deaf

No changes

Deep Sleeper

No changes

Epileptic

No changes

Eunuch

No changes

Fragile Wrists

No changes

Hard of Hearing

No changes

Heat Sensitive

No changes

Hemophilia

No changes

Inner Ear Problem

No changes

Lack of Range

No changes

Locking Wrists

No changes

Loss of Vision

No changes

Mute

No changes

Nose Bleeds

No changes

Not Graceful

No changes

Not Subtle

No changes

Off Balance

No changes

One Arm

RMSS Cost - Minor -10 points, Major -20 points.

RMFRP Cost - Major -15 points, Greater -20 points

Description for Minor in RMSS matches the description of Major in RMFRP.

Description for Major in RMSS matches the description of Greater in RMFRP.

One Eye

No changes

Pain Intolerant

No changes

Physical Investment

No changes

Poor Eyesight

Only change is to rename "Major" in RMSS to "Greater" in RMFRP

Power Burn

No changes

Rain Trauma

No changes

Short of Breath

RMSS Cost - Minor -5 points, Major -10 points, Greater -15 points

RMFRP Cost - Lesser -5 points, Minor -10 points, Major -15 points

Descriptions are the same for the equivalent point costs, just renamed the levels of the flaws

Sloth

No changes

Slow

No changes

Slow Healer

No changes

Spasm

No changes

Stutter

No changes

Tender Skin

No changes

Tired Legs

No changes

Uncommon Allergy

No changes

Uncontrollable Strength

No changes

Uncoordinated

No changes

Unhealthy

No changes

Unique Looks

RMSS Cost - Minor -5 points, Major -10 points, Greater -15 points

RMFRP Cost - Lesser -5 points, Minor -10 points, Major -15 points

Descriptions are the same for the equivalent point costs, just renamed the levels of the flaws

Unwakeable

No changes

Visible Aura

No changes

Weak Physique

No changes

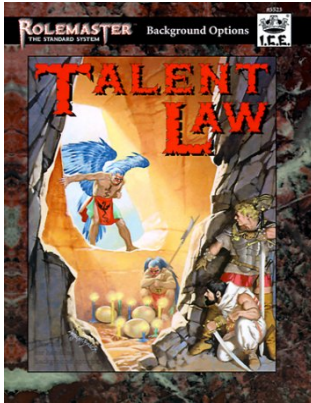
Weight Intolerant

No changes

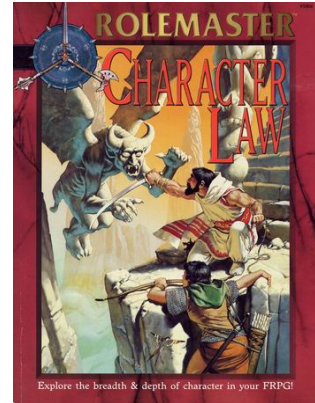
Wimp

No changes

Part 15 – Mental Flaws



[5523 RMSS Talent Law](#)



[5806 RMFRP Character Law](#)

This article examines the differences in Mental Flaws between RMSS Talent Law and RMFRP Character Law in detail

MENTAL FLAWS

Absent-Minded

No changes

Addiction/Simple

RMSS Cost - Minor -5 points, Major -15 points

RMFRP Cost - Common -5 points, Rare -15 points

No changes to descriptions

Addiction/Mild

RMSS Cost - Minor -10 points, Major -20 points

RMFRP Cost - Common -10 points, Rare -20 points

No changes to descriptions

Addiction/Serious

RMSS Cost - Minor -20 points, Major -30 points

RMFRP Cost - Common -15 points, Rare -25 points

No changes to descriptions

Addiction/Harmful

RMSS Cost - Minor -30 points, Major -40 points

RMFRP Cost - Common -20 points, Rare, treat as an additional -10 point Minor flaw

Minor changes to wording of description, but same end result.

Addiction/Fatal

RMSS Cost - Minor -50 points, Major -60 points

RMFRP Cost - Common -30 points, Rare, treat as an additional -10 point Minor flaw

Minor changes to wording of description, but same end result.

Bad Temper

No changes

Battle Confusion

No changes

Blood-Guilt

No changes

Bloodlust

No changes

Chivalrous

No changes

Code of Honor

No changes

Compulsive Behavior

No changes

Delusionary

RMSS Cost - Minor -3 points, Major -10 points, Greater -15 points

RMFRP Cost - Lesser -3 points, Minor -10 points, Greater -15 points

Descriptions are the same for the equivalent point costs, just renamed the levels of the flaws

Disavowed Weapons

No changes

Easily Charmed

No changes

Easy Mark

No changes

Fanatic

No changes

Fear of Armor

No changes

Fear of Magic

No changes

Fearlessness

No changes

Glutton

No changes

Greedy

No changes

Impulsive

No changes

Indecision

No changes

Intolerance

RMSS Cost - Minor -5 points, Major -10 points

RMFRP Cost - Lesser -5 points, Minor -10 points

Descriptions are the same for the equivalent point costs, just renamed the levels of the flaws

Kleptomaniac

No changes

Lecherous

No changes

Megalomaniac

No changes

Memory Loss

No changes

Minor Fear

RMSS Cost - Minor -5 points, Major -10 points

RMFRP Cost - Lesser -5 points, Minor -10 points

Descriptions are the same for the equivalent point costs, just renamed the levels of the flaws

Miser

No changes

Muddled Mind

No changes

Oblivious

No changes

Overconfident

No changes

Pacifist

No changes

Paranoid

No changes

Passive

No changes

Phobia

RMSS Cost - Minor -5 points, Major -10 points, Greater -15 points

RMFRP Cost - Lesser -5 points, Minor -10 points, Major -15 points

Descriptions are the same for the equivalent point costs, just renamed the levels of the flaws

Poor Concentration

No changes

Pyromaniac

No changes

Queasy

No changes

Sadist

No changes

Sense of Duty

RMSS Cost - Minor -5 points, Major -10 points, Greater -15 points

RMFRP Cost - Lesser -5 points, Minor -10 points, Greater -15 points

Descriptions are the same for the equivalent point costs, just renamed the levels of the flaws

Split Personality

No changes

Stubborn

No changes

Superstitious

No changes

Trauma

RMSS Cost - Minor -5 points, Major -10 points, Greater -15 points

RMFRP Cost - Lesser -5 points, Minor -10 points, Major -15 points

Descriptions are the same for the equivalent point costs, just renamed the levels of the flaws

Truthful

No changes

Vow

RMSS Cost - Lesser -3 points, Minor -5 points, Major -10 points, Greater -15 points

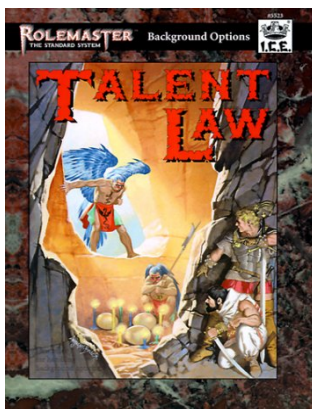
RMFRP Cost - Lesser -3 points, Minor -7 points, Major -15 points, Greater -20 points

No changes to description

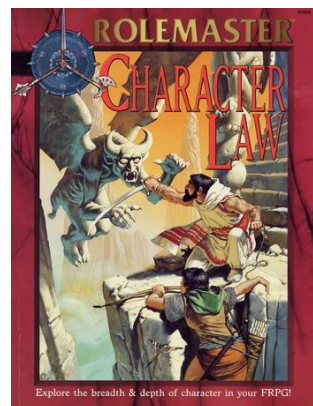
Weapon Bane

No changes

Part 16 – Special Flaws



[5523 RMSS Talent Law](#)



[5806 RMFRP Character Law](#)

This article examines the differences in Special Flaws between RMSS Talent Law and RMFRP Character Law in detail

SPECIAL FLAWS

Cursed Shape Shifter

No changes

Dark Pact

No changes

Dark Temptation

No changes

Dependent

RMSS Cost - Minor -5 points, Major -10 points, Greater -15 points

RMFRP Cost - Lesser -5 points, Minor -10 points, Major -15 points

Descriptions are the same for the equivalent point costs, just renamed the levels of the flaws

Duty

RMSS Cost - Minor -5 points, Major -10 points, Greater -15 points

RMFRP Cost - Lesser -5 points, Minor -10 points, Major -15 points

Descriptions are the same for the equivalent point costs, just renamed the levels of the flaws

Friendslayer

No changes

Lack of Scope

No changes

Lack of Time

No changes

Lycanthropy

No changes

Magic Allergy

RMSS Cost - Minor -10 points, Major -25 points, Greater -40 points

RMFRP Cost Minor -10 points, Major -20 points, Greater -40 points

Descriptions are the same except that RMFRP adds "(and to Arcane magic)" to all the descriptions.

Magic Bane

No changes

Magically Susceptible

No changes

Magically Vulnerable

No changes

Necromantic Urge

No changes

Open Door

No changes

Part Animal

No changes

Poor Control

No changes

Power Blind

No changes

Power Drain

No changes

Power Leakage

No changes

Repulsive Habit

RMSS Cost - Minor -5 points, Major -10 points, Greater -15 points

RMFRP Cost - Lesser -5 points, Minor -10 points, Major -15 points

Descriptions are the same for the equivalent point costs, just renamed the levels of the flaws

Rival NPC

RMSS Cost - Minor -5 points, Major -10 points, Greater -15 points

RMFRP Cost - Lesser -5 points, Minor -10 points, Major -15 points

Descriptions are the same for the equivalent point costs, just renamed the levels of the flaws

Rival PC

No changes

Secret

RMSS Cost - Minor -5 points, Major -10 points, Greater -15 points

RMFRP Cost - Lesser -5 points, Minor -10 points, Major -15 points

Descriptions are the same for the equivalent point costs, just renamed the levels of the flaws

Secret Identity

No changes

Stat Penalty

No changes

Terrible Luck

No changes

The Slain

No changes

Unlucky

No changes

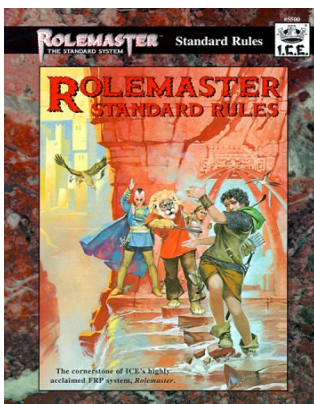
Unmagical

No changes

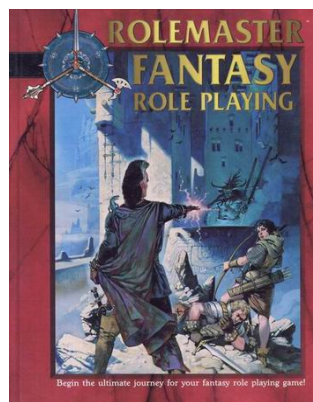
Wrath

No changes

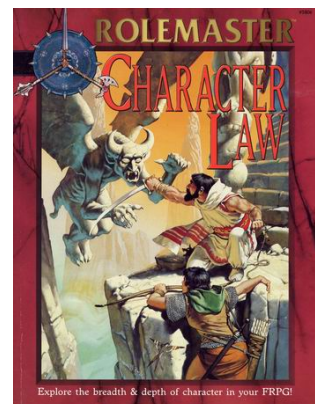
Part 17 – Cultures & Races



[5500 Rolemaster Standard Rules](#)



[5800 Rolemaster Fantasy Role Playing](#)



[5806 RMFRP Character Law](#)

This article examines the differences in Cultures & Races between Rolemaster Standard Rules and Rolemaster Fantasy Role Playing and RMFRP Character Law in detail. Overall, there are very few differences in the Cultures & Races between RMSS and RMFRP. A Character created under either system would be perfectly valid in the other.

RMSS A-3, RMFRP A-1, CL 1.0

The material in section A-3 in RMSS is covered in section A-1 of RMFRP and section 1.0 of Character Law. The section on Superb Hearing for Elves in RMSS has the following additional text that is missing from RMFRP – "...no doubt accounts for the Elven skills with music. Their reverence for song is unparalleled and has affected their language and way of keeping precious records. The Elves were first to use spoken words and have taught the other races of the gift of speech. All of their speech has a musical quality when spoken properly, lending itself well to verse. Elven Bards, then, have had little trouble in maintaining the histories and epics of their race as a collection of wondrous songs and spoken poetry."

The Race descriptions in RMFRP do not include notes on the Talents available to those races, but these notes are included in Section 1.0 of Character Law

RMSS A-3.1, CL 1.1 - Common Orcs

Talents change from "Reroll 'spell user' and 'high-culture' results." in RMSS to "All available." in RMFRP

RMSS A-3.2, RMFRP A-1.4 - Dwarves

Special Skills includes Smithing as an Everyman skill in RMSS but not in RMFRP. Also included as a Hobby skill in RMSS. RMFRP adds "(other than Missile Artillery)" to the Weapon skills line under Hobby skills. Talent wording changes slightly, from "Re-roll all 'spell user' results" to "May not select mystical talents."

RMSS A-3.3, CL 1.2 - Greater Orcs

Talents change from "Reroll 'spell user' and 'high-culture' results." in RMSS to "All available." in RMFRP

RMSS A-3.4, CL 1.3 - Grey Elves

No changes

RMSS A-3.5, CL 1.4 - Half-elves

No changes

RMSS A-3.6, CL 1.5 - Half-orcs

No changes

RMSS A-3.7, RMFRP A-1.5 - Halflings

Under professions, RMFRP drops "; in fact they are unheard of." From the sentence "Halflings make very, very poor spell users; in fact they are unheard of."

Talent wording changes slightly, from "Re-roll all 'spell user' results" to "May not select mystical talents."

RMSS A-3.8, CL 1.6 - High Elves

Very slight wording change under Armor, from "...rather than from encumbering leather or metal." in RMSS to "...rather than from

encumbering armor.” in RMFRP.

RMSS A-3.9, RMFRP A-1.2 - High Men

The description for Professions in RMSS includes the following at the end which is missing from RMFRP,: “(e.g., sword-making and observations though Seeing-stones).

Under Hobby skills, RMFRP adds the caveat that Weapon Skills does not include Missile Artillery skills.

RMSS gives High Men three background options, RMFRP gives them four background options. Note that the Adolescence Rank Table in RMSS had High Men listed as having four background options.

RMSS A-3.10, CL 1.7 - Hillmen

No changes.

RMSS A-3.11, CL 1.8 - Mariners

No changes.

RMSS A-3.12, CL 1.9 - Nomads

No changes.

RMSS A-3.13 Ruralmen, RMFRP A-1.1 Common Men

RMSS Ruralmen has stats for Common Men and Mixed Men, in RMFRP the stats for Mixed Men are not included and the title is changed from Ruralmen to Common Men.

RMSS A-3.14, CL 1.10 - Urbanmen

No changes

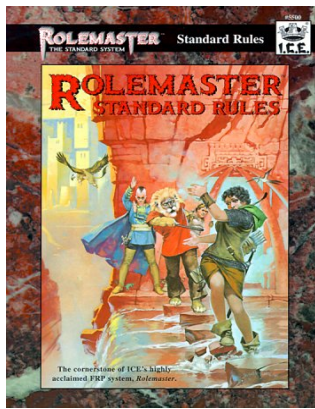
RMSS A-3.15, RMFRP A-1.3 - Wood Elves

No changes

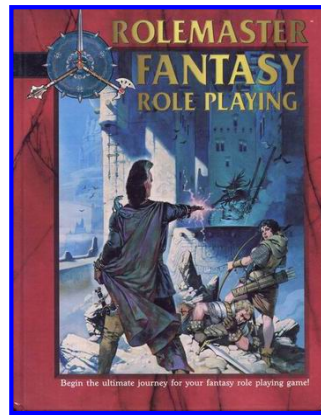
RMSS A-3.16, CL 1.11 - Woodmen

No changes

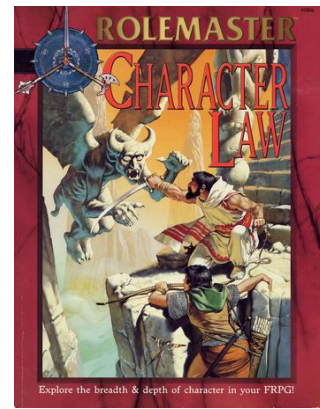
Part 18 – Professions



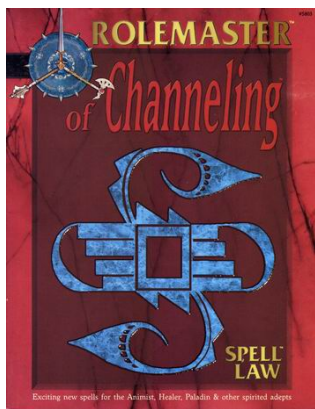
[5500 Rolemaster Standard Rules](#)



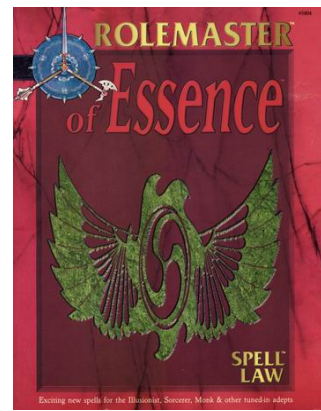
[5800 Rolemaster Fantasy Role Playing](#)



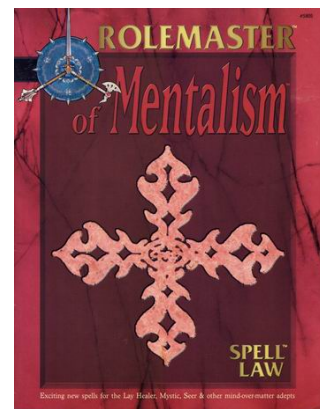
[5806 RMFRP Character Law](#)



[5803 RMFRP Spell Law of Channeling](#)



[5804 RMFRP Spell Law of Essence](#)



[5805 RMFRP Spell Law of Mentalism](#)

This article examines the differences in Professions between Rolemaster Standard Rules and Rolemaster Fantasy Role Playing and RMFRP Character Law in detail. Several of the professions are also reprinted in the Spell Law books, overall, there are very few changes to the professions, a character designed from either set of books would be fine under both sets of rules.

The School of Hard Knocks – The Skill Companion also adds four new professions that were never published in any RMSS product. These are Barbarian, Outrider, Sage, and Swashbuckler.

The material in section A-4 in RMSS is covered in section A-2 of RMFRP and section 2.0 of Character Law. The example profession page used in this section changes from Illusionist in RMSS to Magician in RMFRP. The RMFRP version adds the following opening paragraph:

“Each character must have a profession. A character’s profession reflects the fact that early training and apprenticeship have molded his thought patterns; affecting his ability to develop certain skills and capabilities. A profession does not prohibit the development of skills, it merely makes some skills harder an others easier to develop.”

This paragraph is actually in RMSS as well, from Section 4.0 on page 26.

The three tables in section A-4 in RMSS are all included in the appendix in RMFRP Character Law.

RMFRP Character Law also includes information on Evil Spell Users, which was in Spell Law in RMSS and a section on Hybrid Spell users that I couldn't find a match for in RMSS, although I'm sure the information exists, just in little pieces scatter through the books.

The entries for the professions in RMFRP don't include costs for Training Packages that are in Character Law, but Character Law has a Master Table that includes all the costs. Likewise for skills, not all of the Categories that were in RMSS were included in the RMFRP Hardcover, but these were added back in Character Law.

For many of the professions in RMFRP Channeling is no longer listed as restricted skill if the character's chosen realm is not Channeling. This is likely because Channeling is not included as a skill in RMFRP, it gets added in Character Law. Channeling is listed as a restricted skill for all non-Channeling professions in Character Law, and in professions from RMFRP that are reprinted in the various Spell Law books. It should probably be restricted for the non-Channeling professions from RMFRP as well.

The abbreviations used below are as follows:

CL = RMFRP Character Law

E = RMFRP Spell Law – of Essence

C = RMFRP Spell Law – of Channelling

M = RMFRP Spell Law – of Mentalism

Fighter RMSS A-4.1, RMFRP A-2.1

New artwork, Tackling replaces Wrestling as an Everyman skill, and Channeling is no longer listed as restricted skill if the character's chosen realm is not Channeling.

Thief RMSS A-4.2, RMFRP A-2.2

New artwork, Subdual is not listed as an available Everyman skill in RMFRP, and Channeling is no longer listed as restricted skill if the character's chosen realm is not Channeling.

Rogue RMSS A-4.3, RMFRP A-2.3

Tackling replaces Wrestling as a choice for an Everyman skill in RMFRP, and Channeling is no longer listed as restricted skill if the character's chosen realm is not Channeling

Warrior Monk RMSS A-4.4, CL 2.1

New artwork, no other changes

Layman RMSS A-4.5, CL 2.2

No changes

Magician RMSS A-4.6, RMFRP A-2.4 E 12.2

Magic Ritual and Spell Mastery are not listed as Everyman Skills in RMFRP, and Channeling is no longer listed as restricted skill in RMFRP, but is listed as restricted in Spell Law, of Essence.

Illusionist RMSS A-4.7, CL 2.3 E 12.1

No changes, didn't even fix the typo in the first paragraph (advantages?).

Cleric RMSS A-4.8, RMFRP A.2.5 C 12.2

Channeling is not listed as an Everyman skill in RMFRP, but is included in Spell Law- of Channeling.

Animist RMSS A-4.9, CL 2.4 C 12.1

No changes

Mentalist RMSS A-4.10, RMFRP A-2.6 M 12.2

New artwork (actually what used to be the picture from Warrior Monk in RMSS), Channeling is no longer listed as a restricted skill in RMFRP, but is listed in Spell Law – of Mentalism.

Lay Healer RMSS A-4.11, CL 2.5 M 12.1

No changes

Healer RMSS A-4.12, CL 2.6 M 12.5 C 12.5

No changes

Mystic RMSS A-4.13, CL 2.7 M 12.6 E 12.5

New artwork, no other changes

Sorcerer RMSS A-4.14, CL 2.8 C 12.6 E 12.6

No changes

Ranger RMSS A-4.15, RMFRP A-2.7 C 12.4

RMFRP adds a Special Note: "A Ranger gets a special +10 bonus to stalking and hiding (a GM may wish to restrict this to stalking and hiding when 'outdoors')."

Paladin RMSS A-4.16, CL 2.9 C 12.3

No changes

Monk RMSS A-4.17, CL 2.10 E 12.4

No changes

Dabbler RMSS A-4.18, RMFRP A-2.8 E 12.3

New artwork, Channeling is not listed as a restricted skill in RMFRP, however it is listed as restricted in Spell Law – of Essence

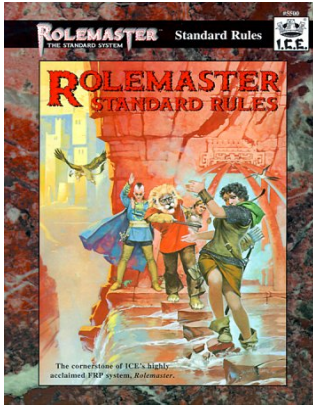
Bard RMSS A-4.19, RMFRP A-2.9 M 12.3

Channeling is not listed as a restricted skill in RMFRP, however it is listed as restricted in Spell Law – of Mentalism.

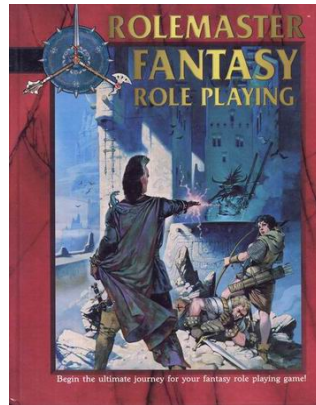
Magent RMSS A-4.20, CL 2.11 M 12.4

No changes

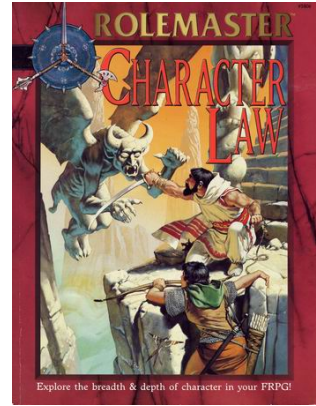
Part 19 – Training Packages



[5500 Rolemaster Standard Rules](#)



[5800 Rolemaster Fantasy Role Playing](#)



[5806 RMFRP Character Law](#)

This article examines the differences in Training Packages between Rolemaster Standard Rules and Rolemaster Fantasy Role Playing and RMFRP Character Law in detail.

Overall, the changes made are very minimal and a character created with either set of rules would be fine, although you should make the corrections to the Doctor Training Package listed in this article if you are using RMSS.

The School of Hard Knocks – The Skill Companion also adds eighteen new Training Packages that were never published in any RMSS product. These are Athlete, Cavalier, Chamberlain, Escort, Farmer, Gladiator, Gossip, Guide, Guild Member, Henchman, Innkeeper, Librarian, Mother, Noble, Panhandler, Pirate, Scribe, and Veterinarian..

The material in section A-6 in RMSS is covered in section A-5 of RMFRP

The entries for the Training Packages in RMFRP don't include costs for Training Packages that are in Character Law, but Character Law has a Master Table that includes all the costs.

For all of the Training Packages, the last item under "Special" was changed from having a "0" percentage chance in RMSS to "100" in RMFRP. However, they didn't do this in Character Law, it was left as "0".

Adventurer RMSS A-6.1, RMFRP A-5.1

No changes

Amateur Mage RMSS A-6.2, RMFRP A-5.2

No changes

Animal Friend RMSS A-6.3, RMFRP A-5.3

No changes

Assassin RMSS A-6.4, CL 3.1

No changes

Berserker RMSS A-6.5, CL 3.2

No changes

Burglar RMSS A-6.6, RMFRP A-5.4

No changes

City Guard RMSS A-6.7, RMFRP A-5.5

Added artwork, but otherwise, no changes.

Cloistered Academic RMSS A-6.8, CL 3.3

No changes

Con Man RMSS A-6.9, CL 3.4

No changes

Crafter RMSS A-6.10, CL 3.5

New artwork , no other changes

Crusading Academic RMSS A-6.11, CL 3.6

New artwork , no other changes

Cut Purse RMSS A-6.12, CL 3.7

New artwork , no other changes

Detective RMSS A-6.13, CL 3.8

No changes

Diplomat RMSS A-6.14, CL 3.9

New artwork , no other changes

Doctor RMSS A-6.15, RMFRP A-5.6

RMFRP removes the two ranks that were listed in RMSS for Technical/Trade Professional. This was an error in RMSS as you can't gain ranks in that Category. This is corrected in RMFRP by giving three ranks each in Diagnostics and Second Aid instead of the

single ranks given in RMSS.

RMFRP eliminates the single ranks given in Midwifery and Prepare Herbs that were given in RMSS. This was probably because this Training Package is in the RMFRP Hardcover and these skills were not described until Character Law. However, the cost of the Package was not reduced

New artwork was added as well

Explorer RMSS A-6.16, CL 3.10

No changes

Guardian RMSS A-6.17, CL 3.11

No changes

Herbalist RMSS A-6.18, RMFRP A-5.7

New artwork, No other changes

Highwayman RMSS A-6.19, CL 3.12

No changes

Hunter RMSS A-6.20, RMFRP A-5.8

New artwork, No other changes

Knight RMSS A-6.21, RMFRP A-5.9

RMFRP drops the paragraph that says: "Note that some GM's may decide that the character who takes this package must also take the 'Knighted' talent (see Appendix A-5 for more information on Talents)."

RMFRP gives 2 ranks in the Mounted Combat skill, instead of the 1 rank given in RMSS, but doesn't give any ranks in the Special Attacks Category or the Jousting skill. RMSS gives 1 rank in both of those.

New artwork as well.

Loremaster RMSS A-6.22, RMFRP A-5.10

New artwork, No other changes

Martial Artist RMSS A-6.23, CL 3.13

No changes

Mercenary RMSS A-6.24, CL 3.14

New artwork, No other changes

Merchant RMSS A-6.25, RMFRP A-5.11

RMSS gives 1 rank in the Advertising skill which RMFRP doesn't, but RMFRP gives 2 ranks in Appraisal instead of the single rank

given in RMSS. New artwork as well.

Performer RMSS A-6.26, RMFRP A-5.12

No changes

Philosopher RMSS A-6.27, CL 3.15

New artwork, no other changes

Sailor RMSS A-6.28, CL 3.16

No changes

Scout RMSS A-6.29, RMFRP A-5.13

New artwork, no other changes

Shaman Priest RMSS A-6.30, CL 3.17

New artwork, no other changes

Soldier RMSS A-6.31, RMFRP A-5.14

RMFRP gives one rank in Tactics instead of 1 rank in Military Organization

Spy RMSS A-6.32, CL 3.18

No changes

Traveller RMSS A-6.33, RMFRP A-5.15

New artwork, no other changes

Wanderer RMSS A-6.34, CL 3.19

No changes

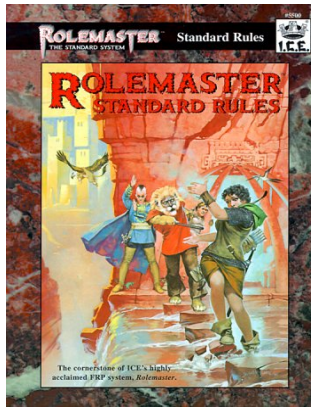
Weapon Master RMSS A-6.35, CL 3.20

No changes

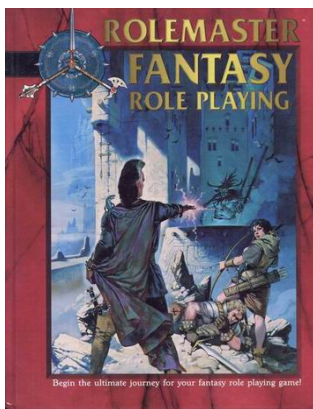
Zealot RMSS A-6.36, CL 3.21

No changes

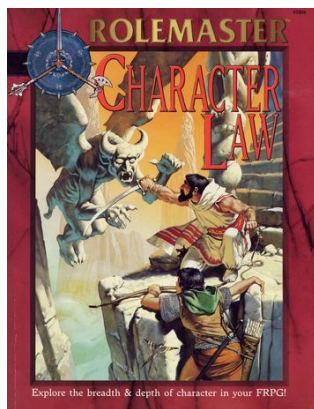
Part 20 – Categories and Skills



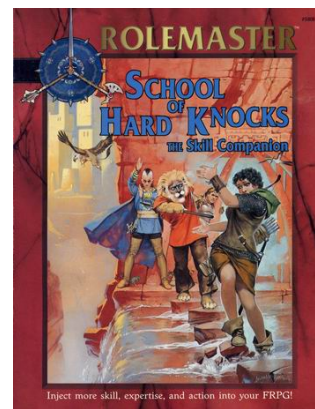
[5500 Rolemaster Standard Rules](#)



[5800 Rolemaster Fantasy Role Playing](#)



[5806 RMFRP Character Law](#)



[5808 RMFRP School of Hard Knocks](#)

This article examines the differences in Categories and Skills between Rolemaster Standard Rules and Rolemaster Fantasy Role Playing, RMFRP Character Law and RMFRP School of Hard Knocks, the Skills Companion.

I haven't gone through all the skills in as much detail as I spent on some of the previous articles, there are just too many, but I have noted some of the differences I have found. For the most part, the Categories and Skills have not changed.

You really need all three of the RMFRP books to get what you had in the RMSS book, plus some extras. With the RMFRP Hard cover plus RMFRP Character Law, you get all the Categories and Skills that were in RMSS, but you don't get the individual Static Maneuver Tables and the optional third stats that were in the RMSS book. These get added in RMFRP School of Hard Knocks, the Skill Companion, which also adds more detailed descriptions of the Categories and Skills that didn't exist in RMSS. In particular, the section on using the Healing skills is very useful, and the Example Difficulties provided for each skill is also very useful.

There is a new rule added to skills in RMFRP which I refer to as the specialization rule. Some skills are marked with a "*"

" * - A character with at least one skill rank in this skill must choose one of the listed 'specialized' crafts as his 'area of specialization'. When using this skill in his area of specialization, the character's skill ranks are considered to be doubled."

The changes to categories and skills that I have noticed are listed in the following table, there could easily be more that I have missed:

Categories and Skills

Awareness Searching	Surveillance no longer includes "Also includes the ability to determine the best approach and technique in solving a crime." as part of it's description.
Communication	Beeborukamuk has had his name shortened to Beebo and has also undergone a sex change in the first example
Crafts	All the skills that were previously described are still described, with some of the skills with shorter descriptions moved into the "partial list of suggested crafts" section. This category makes use of one of the few new rules. The skills Cooking, Leather-crafts, Metal-crafts, Stone-crafts, and Wood-crafts now follow the specialization rule.
Lore General	All skills are described, Culture Lore has been renamed to Race Lore.
Self Control	Stunned Maneuvering is listed as an additional skill, but there is a Stun Removal skill that has exactly the same description that Stunned Maneuvering in RMSS had. See the note at the bottom of this table.
Subterfuge Attack	Both skills are described. Silent Kill has been renamed Silent Attack.
Subterfuge Stealth	All skills are described. There is also a paragraph at the beginning that describes the effects of a successful maneuver that was not in RMSS: "A successful maneuver by a character using any of these skills will result in a modification for any related 'awareness' static maneuvers that are made by anyone else. Such a modification is -25% of the character's Hiding skill bonus for a 'partial success,' -50% for a 'near success,' -100% for a 'success,' and -150% for an 'absolute success.'"
Technical/Trade General	Sailing has been added.
Technical/Trade Professional	Mechanition and Mining incorporate the new specialization rule.
Technical/Trade Vocational	Boat Pilot incorporates the new specialization rule.

John W. Curtis III had the following explanation for the changes re Stun Removal/Stunned Maneuvering:

"Somewhere along the way, the definition of Stunned Maneuvering got lost. Originally, you used Stunned Maneuvering to "maneuver while stunned"... that means that the skill allowed you to get out of the battle, retreat, or otherwise crawl around while stunned.

Thanks to great editing, this definition was changed in RM Companion II (what a thing to slip through the cracks). Suddenly, you got to use Stunned Maneuvering to "remove" rounds of stun!

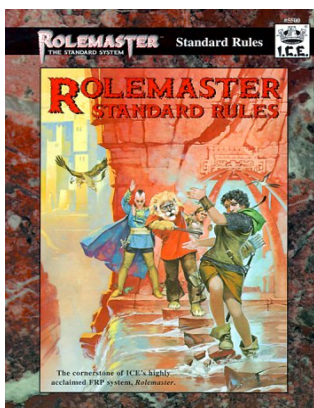
When I pointed this out to the managing editor, he was appalled! Well, long story becomes short...

In the RMFRP there are now two skills: Stun Removal (see the RMFRP, page 125) and Stunned Maneuvering (see the upcoming Character Law). Now we can all be happy... "

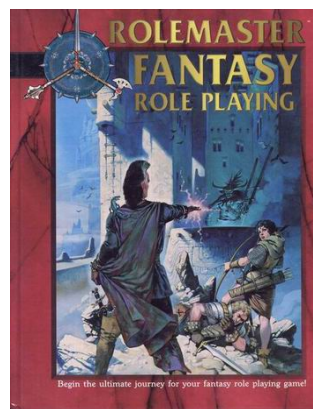
I've included an index of all the Skills from RMSS and RMFRP to make it easier to locate matching skills in both rule sets.

They can be found at: http://www.ob1knorrb.com/gaming_gaming.shtml

Part 21 – Summary and Conclusion



[5500 Rolemaster Standard Rules](#)



[5800 Rolemaster Fantasy Role Playing](#)

This series of articles has examined the differences between Rolemaster Standard Rules and Rolemaster Fantasy Role Playing in detail.

Overall, the changes made between RMSS and RMFRP are very minimal and a character created with either set of rules would work perfectly fine. There are really no inherent problems with have a mix of books between the two systems. The only exception to this is Talent Law. If you are using Talents and Flaws in your Gaming group, I would highly recommend replacing RMSS Talent Law with RMFRP Character Law. If this isn't feasible, there is enough information in this series of articles to update your copy of Talent Law to match the changes presented in Character Law.

My other recommendation is to get a copy of RMFRP School of Hard Knocks, the Skills Companion. The expanded descriptions of the Categories and Skills are very helpful, and it adds several new Professions and Training packages to the game.

Any of the supplements that came out for RMSS that aren't available for RMFRP yet are still perfectly usable with RMFRP.

I hope this series of articles has proved useful, and feel free to post any questions, comments, or things I may have overlooked in the ICE forums, or email me at brent@oblknorr.com

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