

EXPRESS ADDITIONS

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INTRODUCTION

Welcome to the 15th issue of Express Additions!

In this issue we will be rounding out the RMX rules a little bit. First up, we present some simple options for generating stats, determining Stat Potentials and for doing Stat Gains as well.

Next up is an article that redoes how stats are handled in RMX, changing averaged stats to Additive Stats.

And to top off the issue, we present you with some monster templates and monsters, converted over from HARP.

Enjoy!

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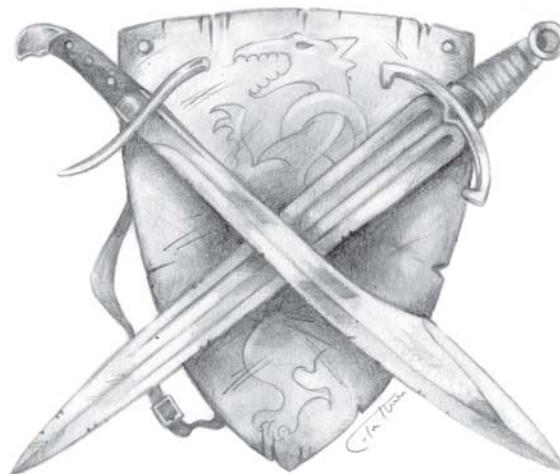
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STAT OPTIONS

This section of this issue is devoted to presenting you with some additional options regarding stats. We have new options for you for generating stats, generating stat potentials, and doing stat gains. We hope that you enjoy them.

STAT GENERATION OPTION

In the core rules, you are presented with several different options for generating your stats. Here is another one for GMs to choose from.

When using this option, the player generates 10 numbers by rolling 6d10 and adding 40 to the total. This allows the player to generate 10 numbers between 46 and 100. The player is then allowed to swap out the two lowest numbers in exchange for a 90. However, these two 90s must then be placed in the character's prime requisites.

Should there be a profession with more than 2 Prime Requisite stats, then only 2 of the Prime Requisites may be replaced with 90s.

SIMPLE POTENTIALS OPTION

In the core rules, Stat Potentials are determined by rolling on a large table, with the column rolled on being determined by the Temporary Stat, and using the result as that stat's Potential.

Under this option, you add a static number to the Temporary stat to determine its Potential. Use the table, *Simple Potentials* to determine what number is added to the Temporary Stat.

SIMPLE POTENTIALS	
Temporary Stat	Add To Make Potential
100	+1
98-99	+2
95-97	+3
90-94	+5
85-89	+7
80-84	+12
75-79	+15
60-74	+18
40-59	+21
25-39	+24
< 25	+27

STAT GAINS OPTION

In the core rules, the player rolls for each stat, each time the character goes up a level to see if the Temporary Stat is increased any towards its Potential. There is always a chance that no stat will be increased in a given level. There is also a strong chance that the stats will reach their Potentials in just a very few short levels. The first option isn't very popular with players while the second is likely to be unpopular with GMs, who would rather such increases take a measurable amount of time.

When using this option, the player is allowed to increase a single Temporary Stat each level. The player gets to select which stat is increased, so long as that particular stat was not increased the last time the character went up a level.

The amount that the Temporary Stat increases in based on the difference between the Temporary and Potential. The amount of the increase is static, as shown on the table, *Stat Increases*.

STAT INCREASES	
Difference*	Increase
0	+1**
1	+1
2 - 3	+2
4 - 5	+3
6 - 9	+5
10 - 11	+7
12 - 14	+9
15+	+12
* = Potential stat minus the Temporary stat.	
** = Potential, not Temporary is increased.	

Under the core rules, the Stat Potential is also the genetically determined maximum that a given stat may be increased to. If using this option in conjunction with the Simple Potentials Option, the character should be allowed, once all other stats have reached their Potentials, to increase the stat Potential for their Prime Requisite stats. This means that once every other level, a character's Stat Potential on one of their Prime Requisites may be increased by 1 point, and the following level, that stat may be selected to have its Temporary value increased to its new Potential.



ADDITIVE STATS

In the core rules, different skills can have a different number of stats associated with them, and the player has to average the stat bonuses of each of the stats. This can lead to some odd numbers due to the adding and dividing that has to take place.

The purpose of this option is to change that, so that every skill utilizes 3 stats, and so that bonuses from all three stats are simply added together. The end result of this change will be a simpler method of totaling bonuses, and those bonuses will be roughly the same as before.

RACIAL & STAT BONUSES

In addition to changing what stats apply to each skill, we will also need to adjust the Racial Bonuses and the Stat Bonuses that the character receives.

To determine the new Racial Bonuses, just use the old Racial Bonus and look up the new bonus on the *Racial Bonus Conversion Table*. The Racial bonuses to Resistance Rolls are not affected by this option.

The next step is to convert the bonuses gained by the value of the stat. For example, a 90 usually gives a +10 bonus under the core rules. Under this option, a 90 gives a bonus of +3. The *Stat Bonus Table* will give you the bonus that applies to the specific stat value.

The player then adds these two bonuses (racial and stat) together as he would normally do.

RACIAL BONUS CONVERSION TABLE	
Old Bonus	New Bonus
+40	+13
+35	+12
+30	+10
+25	+8
+20	+7
+15	+5
+10	+3
+5	+2
0	0
-5	-2
-10	-3
-15	-5
-20	-7
-25	-8
-30	-10
-40	-13

NEW STATS FOR SKILLS

The table, *Additive Stats for Skills*, gives the stats to use for all of the skills available in the core rules and the new skills presented in other issues of **Express Additions**.

However, there are several other areas where skills are used. This includes Resistance Rolls, the character's base DB, and determining the character Base Movement Rate. In all such situations just triple the total stat bonus for the required stat and use that new number normally as per the rules.

Example: John is making his character. His character has a Quickness of 94, and no racial bonus to Quickness. Under the normal rules that would give him a Quickness bonus of +10. Under this option, he has a Quickness Bonus of +3. For determining his base DB, John triples his character's Quickness Bonus to +9 ($3 \times 3 = 9$) and this becomes his starting DB before adjustments due to shield and armor.

STAT BONUS TABLE	
1-100 Stat	Bonus
102+	+12
101	+10
100	+8
98-99	+7
95-97	+5
90-94	+3
85-89	+2
75-84	+1
25-74	0
15-24	-1
10-14	-2
5-9	-3
3-4	-5
2	-7
1	-8



ADDITIVE STATS FOR SKILLS					
Skill	Stats	Skill	Stats	Skill	Stats
Maneuvering in Armor		Special Skills (cont.)		Secondary Skills (cont.)	
Soft Leather	Ag/St/St	Adrenal Moves	Pr/SD/SD	Lore: Magical	Me/Me/Re
Rigid Leather	Ag/St/St	Adrenal Defense	—	Lore: Obscure	Me/Me/Re
Chain	Ag/St/St	Martial Arts Strikes	St/St/Ag	Lore: Technical	Me/Me/Re
Plate	Ag/St/St	Martial Arts Sweeps	St/Ag/Ag	Mathematics	Re/Re/Me
Weapon Skills		Body Development	Co/Co/Co	Meditation	Pr/SD/SD
1-H Edged	St/St/Ag	Secondary Skills		Music	Ag/Ag/Em
1-H Crushing	St/St/Ag	Acrobatics	Ag/Ag/Qu	Navigation	Re/Re/In
Two-Handed	St/St/Ag	Acting	Pr/Pr/Em	Power Point Dev.	varies*
Missile	Ag/Ag/St	Animal Handling	Em/In/Re	Public-speaking	Em/Pr/Pr
Thrown	Ag/Ag/St	Caving	SD/Re/Re	Rope Mastery	Me/Ag/Ag
Pole Arms	St/St/Ag	Contortions	Ag/Ag/SD	Rowing	SD/St/St
General Skills		Cookery	In/Re/Me	Sailing	Em/In/Ag
Climbing	Ag/Ag/St	Crafting	Ag/Em/In	Seduction	Em/Em/Pr
Swimming	Ag/St/St	Dance	Ag/Ag/In	Signaling	Me/Me/SD
Riding	Em/Ag/Ag	Diplomacy	Pr/In/In	Singing	Pr/Pr/In
Disarm Traps	In/In/Ag	Diving	SD/Ag/Ag	Skiing	Ag/Ag/SD
Pick Locks	In/In/Ag	Duping	Pr/Em/Em	Smithing	St/St/Ag
Stalk & Hide	Ag or SD	Falsification	SD/Re/Re	Spell Mastery	varies*
Perception	In/In/Re	First Aid	SD/Em/Em	Star Gazing	In/Re/Me
Magical Skills		Fletching	Ag/Ag/SD	Stone Carving	SD/Ag/St
Spell Lists	varies*	Foraging	In/In/Me	Streetwise	In/In/Pr
Runes	Em/Em/In	Frenzy	Em/Em/SD	Subduing	Ag/Qu/SD
Staves & Wands	Em/In/SD	Gambling	Me/Pr/In	Tracking	In/In/Re
Channeling	In/In/SD	Herbalism	In/Re/Me	Trading	Re/Me/Em
Directed Spells	Ag/Ag/Ag	Herding	Em/Pr/Pr	Trap Building	Re/Re/Em
Special Skills		Jousting	St/St/Ag	Trickery	Pr/Qu/Qu
Ambush	—	Leather-working	Ag/Ag/Re	Tumbling	Ag/Ag/SD
Linguistics	—	Lore: General	Me/Me/Re	Weather Watching	In/In/Em
* = Stat is triple the character's realm stat for magic.				Wood Carving	Ag/Ag/Em



MONSTROUS TEMPLATES

The RMC product, **Creatures & Treasures** (C&T) contains many monsters and animals that a GM can use to populate his game world. However, it is sometimes true that players also come to know the monsters well enough that they offer no surprises to the player. And this often translates into the character miraculously knowing how to defeat the monster or the player being bored with something that he just knows isn't that much of a threat.

The GM can alleviate this problem by adjusting the levels of creatures using the rules given in C&T. Or he can completely rework the creatures and create all new creatures for his players to encounter.

In this article, we present another option, Templates. In short, the GM takes a standard creature and applies one, or perhaps more than one, of the following templates, and this makes the boring dull creature or animal exciting and new again.

Below are several Templates that a GM can use. This should not be taken as an exhaustive list, but as a sample of how other Templates could be created.



ABERRATION TEMPLATE

Aberrations are giant, misshapen versions of normal creatures. Aberrations are usually caused by some sort of magical disaster and are often tied to the site of that disaster in some manner, the most common being described below.

All Aberrations encountered so far have had the following abilities; however it is quite possible that some Aberrations may have additional or completely different abilities.

- **Aura of Fear** – All characters within a 20' radius of the Aberration must make a Fear RR, against the level of the creature. Failure results in the character attempting to flee in the quickest manner possible (using items or casting spells to flee are allowed). No other actions other than fleeing are allowed unless such action is required for the character to continue fleeing. This means that a fleeing character will not attack any other creature he passes, unless that creature is preventing him from fleeing.
- **Bane Fury** – Aberrations will attack anything on sight in a berserker-like fury. They will not attempt to dodge or parry, and will not run from overwhelming odds. The creature also receives a bonus to all critical rolls equal to its level.
- **Gigantism** – The creature is approximately 2-3 times its normal size. All natural attacks are increased in size by one. The Aberration also receives +20 to all OBs, and +30 hits of the normal version of the creature.
- **Immortality** – So long as the creature is within the bounds of the magical disaster that created it, it will come back to life within 2d10 days of being killed so long as the body has not been completely destroyed, such as through being burned. During the time that it is “dead”, its body will fully repair all damage done to the Aberration.
- **Toughness** – All Aberrations are covered by a toughened hide or by thick scales, fur, or rigid plates, giving the Aberration an additional +20 to its DB.
- **Level Bonus** – When this template is applied to a creature, that creature is treated as if it were 2 levels higher than the base creature. (i.e. a Giant Ant with the Aberration Template would be considered to be level 3 in all respects, not its normal level 1).

ELEMENTAL TEMPLATE

Scholars are still unsure about how some creatures acquire the Elemental Template. Some figure that the creatures acquired it through experimentation while others think that it is caused by a magically induced mutation or through a leakage from one of the elemental planes into the material plane.

Of course, all theories could be true just as they could also all be false. There is no way to know for sure.

There are seven varieties of this template, one for each of the seven elements. The following table shows what the elements are and what their opposing elements are as well.

Element	Opposing Element(s)
Air	Earth
Dark	Light
Earth	Air/Water
Fire	Ice/Water
Ice	Fire
Light	Dark
Water	Earth/Fire

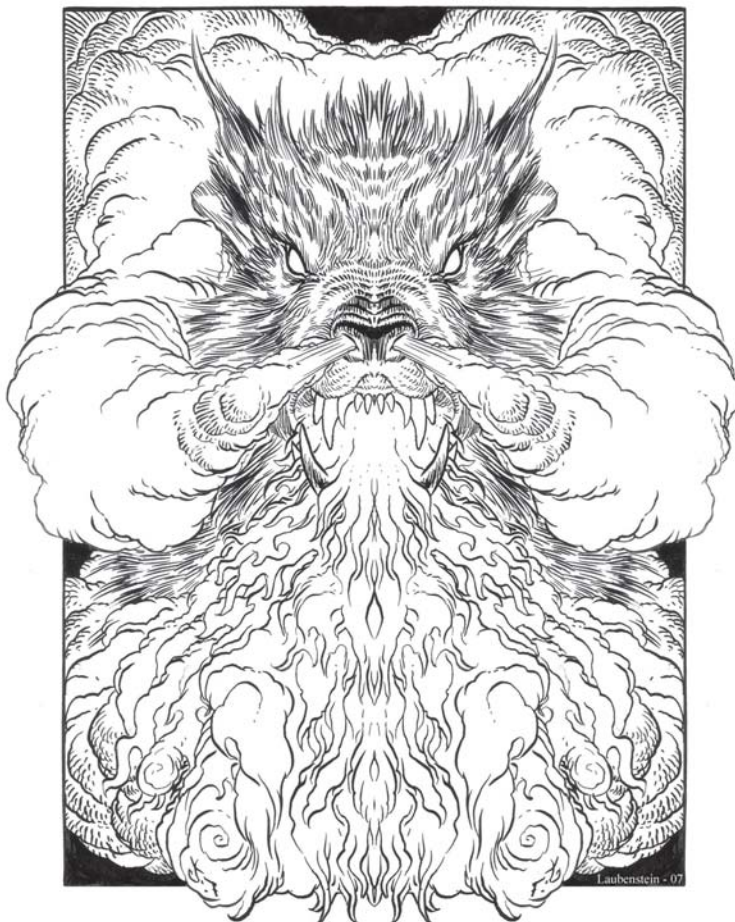
This template provides the following abilities to the creatures to which it is applied:

- **Elemental Affinity** – When the creature is struck by an attack based on the same element as the one the creature is attuned to, the creature is healed a number of hits equal to the amount of hit point damage that the attack would have normally done. If the creature is struck by an attack of the Opposite Element, it does double the normal amount of hit point damage to the creature (from both the attack table and the crit tables).
- **Elemental Power Points** – If the creature imbued with this template does not already have Power Points (PP), it receives 3 PP per level that it has. These PP may be freely used
- **Elemental Manifestation** – The creature can surround itself with a field of elemental energy of the same type as the element to which it is attuned. It costs 1 PP to create this field, and it has a base radius of 1'. The creature may put additional PP into the field as it desires. Each additional PP increases the size of the field by 1'. All creatures within the field, including the creature that created it, receive a Tiny Elemental Critical each round that they are in, or in contact with the field. The creature may increase the severity of the elemental attack done by the field for an

additional 4 PP for every size/severity increase (i.e. going from a Tiny crit to an "A" crit costs 4 PP). Of course being within this field is healing to the creature that created it. The actual critical done is based upon the Element that the creature has been imbued with.

Element	Critical
Air	Impact
Dark	Cold
Earth	Impact
Fire	Heat
Ice	Cold
Light	Electricity
Water	Impact

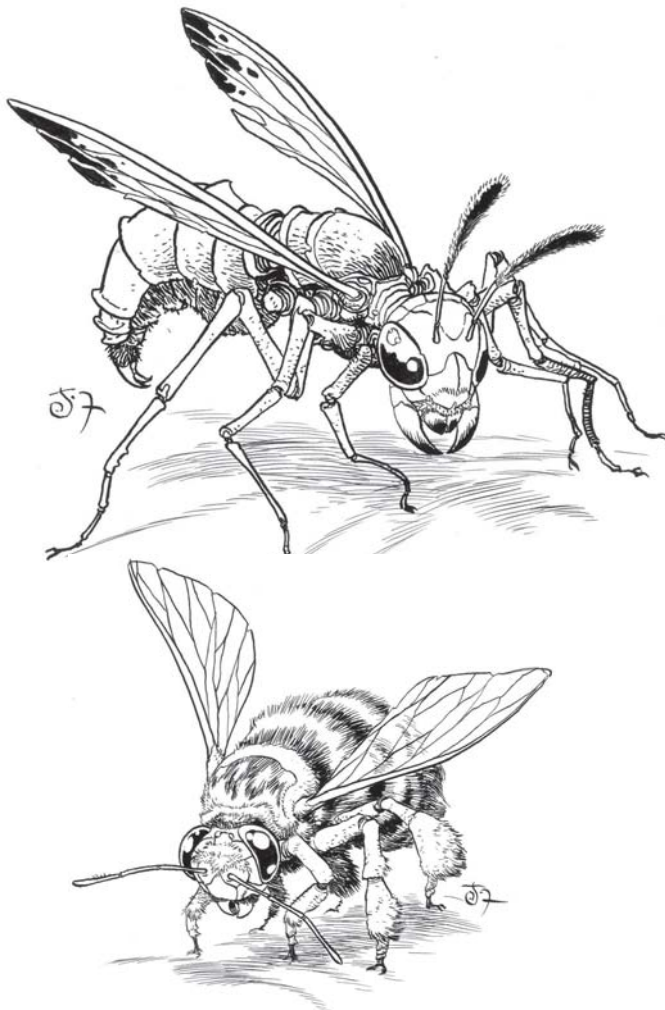
- **Elemental Imbuement** – All normal, physical attacks by the creature do an additional Elemental Critical of equal severity as the physical attack it accompanies. This additional critical uses the same roll to determine what damage is done with this attack.
- **Level Boost** – This template raises the level of the creature to which it is applied by 2 levels. (i.e. a Giant Ant with a Fire Elemental Template would be 3rd level, not 1st).



GIGANTISM TEMPLATE

This template was applied to many creatures to make them more entertaining in the coliseum games. It was often combined with other templates to create more interesting combatants. The effects of this template are as follows:

- **Size Increase** – The creature is between 125% and 200% of its normal size, or perhaps even larger than that. The larger the normal version of the creature, the smaller the actual increase in size is.
- **Attack Size Increase** – The size of any attacks that the creature makes are increased by 1 (i.e. a Small attack becomes a Medium attack).
- **Stat Bonuses** – The creature gains a +20 to its OBs and a +30 its total hits.
- **Movement Increase** – The creature gained +5 to its BMR, however it also received a -5 to its initiative bonus.
- **Level Boost** – Creatures with this template are considered to be 2 levels higher than those without it. (i.e. a Wolf with this template is level 5, not level 3).



DEMONIC TEMPLATE

As with the Elemental Template, scholars disagree on the source of this template. Some think it comes from a demonic entity shapechanging and mating with the creature, others think it cause by a corrupting influence of demonic energies while still others think that the creatures are infused with demonic energies due to experimentation. It is quite likely that all of these are true and that there are even more sources for this template that haven't come to light just yet.

It is rumored that some Demonic creatures have an Aura of Fear and the ability to teleport through shadows, but that has yet to be verified.

Creatures and constructs with this template tend to turn a shiny black in color, and have red glowing eyes, giving them a baleful appearance. This template also gives them the following abilities:

- **Dark Vision (Demonic)** – The creature can see up to 100' in total darkness.
- **Demonic Hide** – The creature's tough hide grants it a bonus of +20 to its natural DB.
- **Soul Burn Strikes** – When the creature makes a physical attack, if the attack does damage, the target of the attack must make a Constitution-based RR against the creature's level or lose 1d10 points from its Constitution and 10x that amount in concussion hit damage.
- **Demonic Stats** – The creature gains a +10 to its OB and hits.
- **Level Boost** – Creatures with this template are considered to be 2 levels higher than they are without it. (i.e. a Demonic Giant Ant is level 3, not level 1).



NEW MONSTERS

Type	Lvl	Base Rate	Max Pace/MN Bon.	Speed MS/AQ	Size/Crit	AT Hits (DB)	Attacks	# Enc.	Treasure	Outlook
Gorger	2	50	Dash/10	MF/FA	M/I	100 12(40)	50 MCl (2x)/50MBa/70LBi*	2-20	—/—	Berserk
Nightlord										
Fighter	10	75	Dash/30	FA/VF	L/II	150 16(40)	120 MCl (4x)/110 MGr (4x)	1-10	—/—	Cruel
Mage/Priest	10	60	Dash/20	FA/FA	M/I	100 4(30)	80 MCl (4x)/75 MGr (4x)/Spells	1	—/—	Cruel

* - Special

One feature that we will be adding to this and future versions of **Express Additions** is the conversion of monsters from **HARP** to **RMX**. In this issue we give you a couple of interesting ones to start off with.

GORGER

The ape-like gait and massive jaws of the Gorger are perhaps its most remarkable characteristics. With a great gaping maw, and a body resembling that of a hairless Giant Ape, the Gorger combines the traits of a Shark with the mobility of a bipedal monstrosity. Its jaws are filled with multiple rows of sharp triangular teeth capable of cutting through leather as easily as paper. As it feeds the jaws oscillate with a frightening buzz, allowing them to chew through materials even tougher than leather. In some cases, the Gorger can bite right through metal.

The Gorger has no known ecology or method of reproduction, in fact no one really knows a lot about the creature. The grey hairless body has no gender, simply the simple features given to it by some twisted creator. It bears no resemblance to Demons or mythological creatures known to sages and wizards. Bards have only seen the things in recent times, and they have proven to be infrequent yet deadly predators on remote communities and small bands of travelers. Those who survive the feeding frenzy of the beasts swear they have never seen such a voracious appetite or ability to eat almost anything.



What is known about the Gorger is that the creature is fearless and will attack communities in small groups. Gorgers travel in these small packs, usually at least 10 in number. While not necessarily formidable, it's easy to bring one down with a few well-aimed axe blows. They are dangerous should their jaws lock onto an arm or leg. Their fearless demeanor combined with their voracious appetite has led to more and more encounters with the monstrosities in recent time. Their origins however remain speculation and rumor.

These creatures will eat and eat, seemingly never getting full. They will feed until they are killed.

COMBAT

Gorgers charge into a fray and eat, eat, eat. The bite of the Gorger is deadly, and capable of chewing through the toughest armor as well as the flesh and bone it protects. These things are berserk when they enter a feeding frenzy, and the only thing that will stop them is a swift and brutal death.

Armor Piercing Bite: When it attacks, the Gorger treats metal armors (chain and plate both) as if it were Reinforced Leather (AT 8) and it treats all Leather armors as if it were No Armor (AT 1)

MYTHS & MISCONCEPTIONS

Many speculate that the Gorgers origins are otherworldly. Some suspect that the creatures are the result of a ritual mishap or a dimensional gate left open. That these creatures are a scourge is certain, often their attacks are preceded by a mysterious hum or buzzing. While many claim this to be the shuddering teeth of the Gorger, others say the sound is altogether different.

TREASURES

The genderless bodies of the gorgers have no clothing or jewelry of any sort on them.

ENCOUNTERS

The mysterious attacks of the Gorger could be the result of a simple magical anomaly or something else that is more malicious in origins. For whatever reason for them being anywhere, there is usually only one thing on a Gorgers mind, eating.

NIGHTLORDS

The dark insect like carapace of a Nightlord gleams with a dull shine. Their green eyes glint from a skull-like face with a malevolence and hatred towards anything within their sight. Hooked tendrils, grasping claws and barbed limbs extend from underneath the armored shell of the Nightlord. They appear hunched over, and clutch at the ground below them as they move with a dark and sinister purpose.

Most Nightlords dwell within the darkness of caverns and ruins, leaving them when the sun falls below the edge of the horizon. Where these dark and malevolent creatures come from is a place bent from the opposite of light. To call it darkness would be an insult, these creatures simply call the realm they come from Night.

Whatever motives possess the Nightlords, they don't tend to discuss it. Moving about in darkness, these creatures manifest all manner of talents. Mages, Fighters, even Clerics to a god named Voiss, all of the Nightlords pursuits seem to be for one reason, to augment some mission they all share called the Work. Part crusade, part philosophy, the Work seems to be the need to categorize and study all of the sentient creatures in existence, through a variety of trials and experiments. The Work includes the vivisection of sentient creatures, the creation of elaborate labyrinths and gauntlets for testing a races capabilities, and the determination of whether or not a species can breed with Nightlords. The cruel breeding experiments of the Nightlords have produced aberrations and monstrosities beyond count. Many of these creatures end up as slaves and warriors, if they can survive the initial few days of life.



Nightlord Mage/Priest

The art of magic the Nightlords practice resembles a rough and strange form of alchemical science. By distilling blood and incubating creatures in glass vessels, the Nightlords come closer to completing the Work. Although for what purpose is unknown. Some doubt that the Nightlords even know why they pursue the completion of the Work and what the result will be.

Nightlords typically infest a city or town, stealing denizens in the night for their study in barrows and warrens constructed deep beneath the earth. These chambers are lined with a black resinous material that is smooth and warm to the touch, yet made brittle by intense cold. These Nightlord hives contain up to a dozen or more of the dark brood. Within them are macabre chambers of horror, with subjects imprisoned partially in the resin of walls and ceilings. The Nightlords seem to be able to defy gravity in these hives, walking on every surface as if gravity meant nothing to them.

COMBAT

Nightlords are chilling to watch in combat. They move with a violent and deadly precision as their bodies leap and claws and scything limbs slash through the air. Some entangle their enemies in their deadly hooked tendrils, grappling enemies and dragging them into dark pits where the victims will no doubt end up in some bizarre experiment.

Tendrils: The many tendrils of the Nightlord can wrap around targets and incapacitate them with ease. A Nightlord can attack with 4 tendrils as a single action, receiving no penalty for multiple attacks as long as all of the attacks are aimed at one target.

Voice Eater: A Nightlord can move in complete and total silence, its dark carapace also will absorb light to some degree giving it a +75 bonus to all Stalking & Hiding maneuvers.

Shadow Walk: Nightlords can teleport brief distances between shadows. A Nightlord may use the Shadow Walk ability to travel between shadows that are less than 100' apart (with no intervening obstacles such as bars or windows) and within the creatures sight. This ability functions like the Mage Sphere spell Long Door without the scaling options. This ability is usable 3 times per day for every 5 levels that the Nightlord has (an average Nightlord, 10th level, can use this ability 6x per day).

Crawl: The legs of the Nightlord can grasp at any surface, and the creature may walk on any vertical or horizontal surface without penalty unless the surface has been treated with a slippery substance or is especially slick. It would be difficult for a Nightlord to crawl across wet glass, slick metal, or oily tile for example.

Press: Nightlords can squeeze their way through openings that are much smaller than they are by rearranging the configuration of their limbs and twisting their segmented flexible bodies, they can enter openings of at least 1' by 1'. To do so a Nightlord must make a Very Hard Contortions or Acrobatics Maneuver Roll on the Moving Maneuver Table each round, if the total of the rolls reach 100% or higher, the Nightlord has squeezed through the opening. The Nightlord has a bonus of +65 for this maneuver.

MYTHS & MISCONCEPTIONS

The Nightlords claim to have been drawn to this world by the use of magic and alchemy, and that the ability of a race to manipulate the powers of the cosmos means that the race qualifies to become part of the Work. That no deities have paid any attention to the predations of these dark and dangerous creatures is unusual. It would seem that these creatures might be outside of the vision of the gods, yet their own dark deity; a creature named Voiss, is no doubt close to coming forth from the Night, and becoming a force in this realm. Perhaps when this happens the gods of the world will take notice.

TREASURES

Nightlord artifacts are unusual and often appear to have no discernable function. Yet many of these creations are made from precious metals and stones, and some indeed are actually magical in nature. While coins and baubles are not the focus of the Nightlords, it would seem that artifacts with a utility are. Still, few wield weapons, since their own considerable physical arsenal proves to be sufficient for most cases, and any magical weapons they possess are most likely discards from a captured victim.

ENCOUNTERS

Nightlord Fighters and Mages are most likely to be encountered, hunting for suitable subjects for experiments. Yet Clerics of Voiss live in all of his hives, directing the Work through consulting with his name.



Nightlord Fighter