

EXPRESS ADDITIONS

Issue #5

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INTRODUCTION

Welcome to the fifth issue of Express Additions! In this issue we bring you only three articles.

In the first article, we convert 46 of the races from the 4th Edition of the **Shadow World Master Atlas** for use with **Rolemaster Express**. And in the second article, we supply definitions for many of the special abilities given for the Shadow World Races.

In our last article, we describe a small collection of useful and interesting non-magical tools. All of your adventurers will likely want these goodies.

Enjoy!

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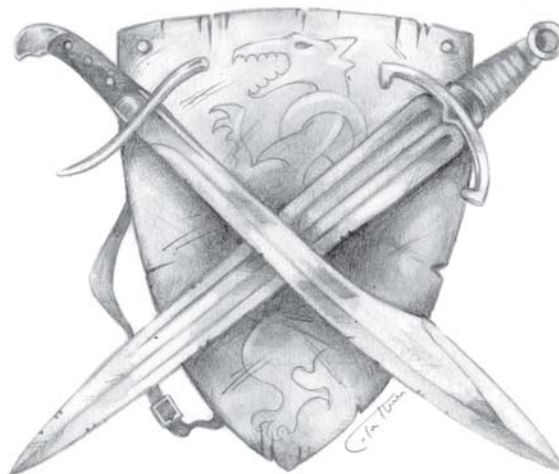
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RMX SHADOW WORLD

The 4th Edition of the **Shadow World Master Atlas** (SWMA) contains a large number of races for Shadow World. This section contains all of those races except for the giants, trolls, special immortals and two of the alien races. All of the races that are not included here are races that should not normally be allowed for a player to use. The rest are below.

A number of races have special abilities. The manner in which I list these abilities differs from the SWMA, and I have also given abilities to some races that did not have them in the SWMA; this was done to better balance those races that I adjusted. Those abilities are described in detail at the end of this article. More information about each of these races can also be found in the SWMA, starting on page 46.

ANZETI

Size: 4'6" to 5'8" tall

Lifespan: 100 years

Special Abilities: Resistant to Natural Cold

Description: Dark haired men, with red-brown skin and green or hazel eyes. Most often reside in high, mountainous areas.

CENTAURS

Size: 6'6" to 7'8" tall

Lifespan: 150 years

Special Abilities: Natural AT3

Description: These beings are like men from the waist up. From the waist down, they are like horses. Their human halves are usually bronzed and muscular, with their hair matching the primary color of the hair on their equine half.

DROLOI

Size: 4'6" to 5'8" tall

Lifespan: 100 years

Special Abilities: Nightvision, Darkvision 100', Natural AT3, Natural Claws

Description: Droloi have very leathery skin and large, clawed hands and feet. This combined with their heavy brows and flattened noses give the Droloi a very alien appearance.



RACIAL STATS													
Stat Bonus Mods	Anzeti	Centaurs	Drolloi	Dúranaki	Dwarves	Dyari	Eritari	Erlini	Garks	Haid	Hirazi	Hui	Ilourians
ST	+5	+10	+5	0	+5	0	0	0	+10	+5	-5	65	-20
QU	0	-5	-5	+10	-5	+10	+5	+5	+5	-5	+5	-5	+30
PR	-5	+10	-10	+5	-10	+10	+5	+5	-5	-10	0	-10	0
IN	+5	+10	0	-10	0	-5	+5	0	0	+5	0	+5	0
EM	0	0	0	+5	-10	+10	+5	+5	+5	-5	+5	-5	+10
CO	+10	+5	+5	0	+15	-5	+5	+5	+15	+5	-10	+5	-10
AG	0	-5	-5	+10	-5	+10	+5	+10	+10	0	+15	0	+20
SD	+5	0	0	-5	+5	-20	-5	-20	-10	+5	0	0	0
ME	0	0	0	0	0	+5	0	+5	-5	0	0	0	0
RE	+5	0	0	+5	0	+5	-5	0	-15	0	0	0	0
RR Modifications													
Essence	0	0	0	-10	+40	-5	0	-5	+20	0	-5	0	0
Channeling	0	0	0	+5	0	-20	0	-5	+5	0	-5	0	0
Mentalism	0	0	0	+5	+40	+5	+10	-5	+20	0	-5	0	0
Poison	+10	+10	+10	+5	+20	+10	+20	+10	+10	0	-10	0	0
Disease	+20	+20	+15	+20	+15	+150	+60	+100	+5	+10	-20	+10	0
Recovery Mult.	1.5x	1x	1.5x	1x	0.5x	2x	1x	1.5x	0.6x	1x	1.2x	1x	1x
# Starting Lang.*	2	2	3	3	2	4	4	3	1	2	3	2	1
Base Hit Points	26	44	30	20	24	24	20	20	28	20	18	20	18
Hits per Rank**	6	7	6	5	6	6	5	5	6	5	4	5	4
Max # hits	130	220	150	100	120	120	100	100	140	100	90	100	90

* = Rank 6 Spoken/5 Written for native tongue; 3S/3W for all others
** = Per rank of Body Development

DÚRANAKI

Size: 5'4" to 6'2" tall

Lifespan: 90 years

Special Abilities: Nightvision, Darkvision 30'

Description: The Dúranaki are one of the few human races that tend to dwell underground and they seem to be nocturnal. Many Dúranaki bleach their hair white and then color it bright colors while also

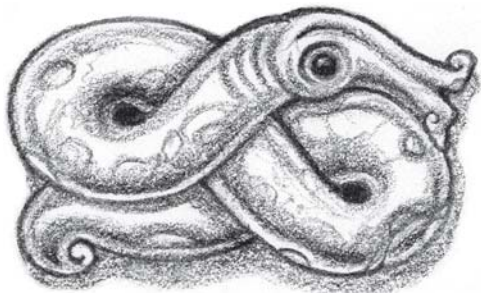
DWARVES (NOMARI)

Size: 4' to 5' tall

Lifespan: 250 years

Special Abilities: Lesser Nightvision, Darkvision 50'

Description: Dwarves are a stocky race with complexions ranging from grey-white to ruddy to red-brown. Their eyes are deep set, and their hair is often black or brown, or more rarely flame-colored.



DYARI

Size: 5'10" to 6'10" tall

Lifespan: Immortal

Special Abilities: Resistant to Natural Cold, Resistant to Natural Heat, Nightvision, Acute Eyesight, Acute Hearing

Description: Elven. The Dyari are very fair skinned, with raven dark hair, although a few are born with a white lock. Their ears often have a more pronounced point than other elves. Their eyes are often grey, black, or sometimes amber.

ERITARI

Size: 5'10" to 6'10" tall

Lifespan: 200 years

Special Abilities: Lesser Nightvision, Resistant to Natural Heat

Description: Half-Elven. This race combines the elven ears with the full lips and brown eyes of their human parent race (Thesians). Their skin is usually a medium brown in color.

ERLINI

Size: 5'8" to 6'6" tall

Lifespan: Immortal

Special Abilities: Nightvision, Acute Eyesight, Acute Hearing, Resistant to Natural Cold, Resistant to Natural Heat

Description: Elven. The Erlini most often have sandy or dark blond hair and light blue, green or grey eyes.

GARKS

Size: 4' to 4'8" tall

Lifespan: 40 years

Special Abilities: Prehensile Tail

Description: Garks are very ape-like in appearance, covered in mottled grey fur. They also have a prehensile tail that can be used grab items, or even to trip opponents.

HAID

Size: 5'6" to 6'2" tall

Lifespan: 70 years

Special Abilities: None (Pure Human)

Description: Tending to be hirsute and stocky of build, the Haid have a ruddy complexion and a reddish-brown hair of variegated color. The males often sport beards and many braid their wiry hair.



HÍRAZI

Size: 6'4" to 7'8" tall; wingspan 2x height

Lifespan: 80 years

Special Abilities: Flight

Description: The Hírazi look much like large, powerful humans, with wide shoulders, bronzed skin, and blonde or white hair. The major difference between them and humans is their large, feathery wings. These wings are fully functional and allow them to fly at speeds up to approximately 30 miles per hour.

HUI

Size: 4'6" to 5'4" tall

Lifespan: 200 years

Special Abilities: None (Pure Human)

Description: The Hui are short, stocky and hirsute. They have ruddy complexions and red or brown hair. Many men start going bald shortly after adolescence.

ILOURIANS

Size: 4'4" to 5'2" tall

Lifespan: 150 years

Special Abilities: None (Pure Human)

Description: The Ilourians have brown skin, and straight black hair. They normally have hazel, green or brown eyes.

JAADERI

Size: 5'8" to 6'8" tall

Lifespan: 100 years

Special Abilities: None (Pure Human), Resistance to Natural Heat (Zjedrahir only)

Description: The skin of this powerfully built race is a coppery red-brown, and they have green, brown, or hazel eyes. Other distinguishing characteristics include prominent hooked noses, full lips, and large earlobes. The Jaaderi tend to have a bit of an elongated look to them thanks to their high foreheads and a hairline that tends to begin receding shortly after they reach maturity.

There is a sub-race of the Jaaderi known as the Zjedrahir. They have the exact same stats as the Jaaderi, but are taller, ranging from 6'1" to 7' in height and having a lifespan of 120 years. The Zjedrahir would not be classed as "Pure Human".

JAMERI

Size: 5'4" to 6'2" tall

Lifespan: 60 years

Special Abilities: None (Pure Human)

Description: This hardy race is very hirsute. They must shave regularly or grow heavy beards. They have olive skin, dirty blonde or brown hair, and their eyes are normally hazel or brown.

JHORDI

Size: 6'4" to 7' tall

Lifespan: 100 years

Special Abilities: Innate Caster (Mentalist Base List, Mind Speech to 10th level)

Description: This tall race has never been known to speak, always using their Innate Abilities. This tall race has no body hair, and their pale skin has a bluish tint to it. They are big-boned and usually very muscular, and their ears are large and elongated, but rounded, not pointed like those of an elf.

JINERI

Size: 5'8" to 6'4" tall

Lifespan: 80 years

Special Abilities: None (Pure Human)

Description: This race has a dark, but yellowish complexion, very little body hair, and their scalp hair tends to be thick and straight, usually black, but occasionally streaked with white or silver. Their eyes are normally brown or hazel and they have an epicanthic fold over the inner corner.

KINSAI

Size: 5'8" to 6'8" tall

Lifespan: 200 years

Special Abilities: None (Pure Human)

Description: This race has light brown skin and black curly hair.

RACIAL STATS											
Stat Bonus Mods	Jaaderi	Jameri	Jhordi	Jineri	Kinsai	Kulukuku	Kytaari	Laan	Linæri	Loari	Greater Lugroki
ST	+10	+5	+15	0	+5	0	+5	+10	0	0	+10
QU	-5	0	0	+5	+5	+5	+10	-5	+10	+10	0
PR	+5	0	+15	+5	+20	+5	+10	+10	+15	+10	-5
IN	+5	0	0	+5	0	+10	0	0	0	0	-5
EM	+5	0	-5	+5	+5	0	0	+5	+5	+5	-5
CO	+5	0	+5	0	0	0	+5	+5	0	0	+10
AG	0	0	0	+5	+5	+15	+5	+5	+5	+5	0
SD	-5	+5	+5	0	+10	-5	-5	+5	-20	-20	-5
ME	-5	0	0	0	0	0	0	+5	+5	+5	-5
RE	-5	0	0	0	+5	0	0	0	0	0	-5
RR Modifications											
Essence	0	0	0	0	+5	-10	-5	-5	-5	-5	0
Channeling	0	0	0	0	+5	+10	-5	-5	-5	-5	0
Mentalism	0	0	+20	+5	-10	+5	+10	-5	-5	-5	0
Poison	+10	+5	0	+10	+10	+10	+20	+10	+10	+10	+5
Disease	+30	+10	+10	+20	+20	+10	+80	+50	+150	+150	+10
Recovery Mult.	1x	1x	1x	1x	1x	1x	1x	1.5x	3x	2x	0.5x
# Starting Lang.*	2	2	3	2	2	2	4	4	5	4	1
Base Hit Points	30	20	30	20	20	24	24	30	24	24	24
Hits per Rank**	6	5	6	5	5	6	6	6	6	6	6
Max # hits	150	100	150	100	100	120	120	150	120	120	120
* = Rank 6 Spoken/5 Written for native tongue; 3S/3W for all others											
** = Per rank of Body Development											

KULUKU

Size: 6'2" to 7'4" tall

Lifespan: 150 years

Special Abilities: Chameleon Color, Retractable Nails, Inner Eyelids, Superior Smell

Description: The skin of this race is a chocolate brown. Their eyes are normally a bright emerald green, and their hair is straight and almost always black in color.

***Note:** This race is not recommended as a PC race due to their special abilities and reclusiveness.*

KYTAARI

Size: 5'8" to 6'9" tall

Lifespan: 150-300 years

Special Abilities: Lesser Nightvision, Immune to Natural Cold, Solar Affinity

Description: Half-Elven. Possessing wheat colored skin and golden hair, the Kytaari (or Ky'taari as they are sometimes referred to) resemble their Elven cousins.

LAAN

Size: 5'8" to 6'10" tall

Lifespan: 200 years

Special Abilities: Lesser Resistance to Natural Cold

Description: This heavily boned and muscular race has straight hair that ranges in color from dark brown to coal black. Their eyes tend to be blue, grey, or hazel and they tend to be fair skinned. They are also known as the Zori in Jaiman.

LINÆRI

Size: 5'10" to 6'10" tall

Lifespan: Immortal

Special Abilities: Nightvision, Acute Eyesight, Acute Hearing, Resistant to Natural Cold, Resistant to Natural Heat

Description: Elven. The Linæri have golden blond hair, blue eyes, and fair skin. They are tall, graceful and generally slender of build.

LOARI

Size: 5'8" to 6'10" tall

Lifespan: Immortal

Special Abilities: Nightvision, Acute Eyesight, Acute Hearing, Resistant to Natural Cold, Resistant to Natural Heat

Description: Elven. The Loari have raven-black hair, fair or even pale skin, and their eyes can be brown, grey-blue, or hazel.

LUGROKI, GREATER

Size: 5'10" to 6'6" tall

Lifespan: 80 years

Special Abilities: Resistant to Temperature Extremes, -20 in full sunlight

Description: These beings have large hulking, muscular bodies, a flattened, snout-like nose and slanting eyes. They are very fearsome in appearance, especially with over-sized incisors jutting from their mouths.

LUGROKI, LESSER

Size: 5'4" to 6' tall

Lifespan: 60 years

Special Abilities: Resistant to Temperature Extremes, -20 in daylight, -50 in full sun

Description: Lesser Lugroki look much like their Greater cousins. The main difference is their size and their increased sensitivity to light.

LYDIANS

Size: 6'2" to 7' tall

Lifespan: 120 years

Special Abilities: Resistant to Natural Cold, Vulnerable to Heat

Description: This is a very tall race. They have an elongated skull and large, bright amber eyes. Their skin is fair and their hair is pale and their frames are always slender. Males tend to balding after reaching maturity.

MERMEN

Size: 6'6" to 8' tall

Lifespan: 100 years

Special Abilities: Natural AT3, Merman Shapechange, Requires Immersion Daily, Fast Swimmer, Amphibious

Description: The fair, almost hairless skin of a Merman's torso blends at the waist into shimmering scales for the remainder of their body.



RACIAL STATS											
Stat Bonus Mods	Lesser Lugroki	Lydians	Mermen	Muadani	Ochu	Punkari	Quaidu	Rasha-ai	Rhiani	Saurkur	Shay
ST	+5	+5	+5	+10	-5	+5	+10	-5	+5	+20	+5
QU	0	+5	0	+5	0	+5	0	+5	0	0	0
PR	-5	0	+5	0	-5	+5	+5	0	+5	0	0
IN	-10	0	0	+10	+10	0	0	0	+5	+5	0
EM	-5	0	-5	+5	0	0	-5	+5	-5	+5	0
CO	+5	+5	+5	0	0	+5	+5	+5	+5	+10	+5
AG	0	+5	0	+5	0	+10	+5	+5	+5	-10	0
SD	-10	0	0	+10	-5	-5	+5	0	+5	0	0
ME	-10	0	+5	-5	+5	0	+5	0	-5	0	0
RE	-5	+5	+5	-5	-5	0	0	0	-5	0	0
RR Modifications											
Essence	0	0	0	0	-10	0	-5	-5	0	0	0
Channeling	0	0	0	0	-10	0	-5	-5	0	0	0
Mentalism	0	+5	0	0	-5	+5	-5	-5	0	0	0
Poison	0	+10	0	+10	0	+20	+10	-10	+5	+10	+5
Disease	+5	+10	0	+20	0	+60	+50	-20	+10	+50	+10
Recovery Mult.	0.5x	1x	1x	1x	1x	1x	1.5x	1x	0.8x	1x	1x
# Starting Lang.*	1	2	2	2	2	3	4	3	2	3	2
Base Hit Points	16	24	24	28	20	24	30	20	24	40	20
Hits per Rank**	5	6	5	6	5	6	4	5	6	6	5
Max # hits	80	120	120	140	100	120	150	100	120	200	100
* = Rank 6 Spoken/5 Written for native tongue; 3S/3W for all others											
** = Per rank of Body Development											

MUADANI

Size: 5'10" to 6'10" tall

Lifespan: 100 years

Special Abilities: Resistant to Natural Heat

Description: The Muadani have slender, graceful bodies with a medium brown coloration and thick, wavy black hair. Their features are refined, with small noses and ears, and almond shaped eyes that are almost always brown in color.

OCHU

Size: 5'4" to 6'4" tall

Lifespan: 90 years

Special Abilities: None (Pure Human)

Description: The Ochu have coarse black hair, almond shaped brown eyes, with wide faces and high cheekbones. They have red-brown skin and tend towards having a medium build.

PUNKARI

Size: 5'6" to 6'8" tall

Lifespan: 200-300 years

Special Abilities: Lesser Nightvision, Resistant to Natural Cold, Resistant to Natural

Description: Half-Elven. The Punkari are more powerfully built than their elven cousin, with a darker, almost a light brown complexion. Their hair runs the gamut of possible colors as do their eyes. They will occasionally treat their hair in the same manner as the Dúranaki.

QUAIDU

Size: 5'8" to 6'6" tall

Lifespan: 120 years

Special Abilities: Lesser Nightvision, -20 in full sunlight, Resistant to Natural Cold, Severe Solar Allergy

Description: Their skin is a pale white or even grey in color, and their eyes are totally black. They are totally hairless except for their scalps, and their front teeth are longer and more pointed than those of a normal human.

RASHA-AI

Size: 5'10" to 6'8" tall

Lifespan: 90 years

Special Abilities: Photosynthetic Skin

Description: The Rasha-ai have green skin and coarse yellow body hair that grows in ridges along the outside of their limbs. Their scalp hair is also coarse and yellow. Their eyes are a bright red hue and their noses are flat and wide, and their ears are elongated.

RHIANI

Size: 5'6" to 6'4" tall

Lifespan: 80 years

Special Abilities: Inner Eyelid, Nightvision

Description: The Rhiani have light brown skin and hair that ranges from blond to light brown. They have no facial hair and very little body hair. Their eyes, when not covered by the inner eyelid are a brilliant pale blue or violet in color.

SAURKUR

Size: 5'8" to 7'0" tall

Lifespan: 150-200 years

Special Abilities: Lesser Nightvision

Description: The Saurkur are a race of warm-blooded reptiles. Their bodies are two-toned, with a darker color, usually dark green to brown, on their backs, while their under-bellies are often a lighter tone overall. There is also the occasional brownish-yellow mottled patches on their back sides. Their eyes can be almost any color, but are most often a reddish-yellow with black slit pupils.

SHAY

Size: 5'2" to 6' tall

Lifespan: 60 years

Special Abilities: None (Pure Human)

Description: A stocky and hardy race, the Shay have brown hair and fair skin, with eyes of blue, hazel, or brown. They are more hirsute than most other races and often let their dense facial hair grow.

SHULURI

Size: 6'0" to 6'10" tall

Lifespan: Immortal

Special Abilities: Nightvision, Acute Eyesight, Acute Hearing, Amphibious, Resistant to Cold Water, Fast Swimmer

Description: Elven. The Shuluri, or Aquatic Elves as they are often called, physically resemble members of both the Linæri and the Loari Elves, except that the Shuluri usually are very pale and have blond or white hair. They also have elongated fingers and toes with webbing between the digits to allow for better swimming.

SULINI

Size: 6'0" to 7'2" tall

Lifespan: 200-300 years

Special Abilities: Lesser Nightvision, Resistant to Natural Cold, Resistant to Natural Heat

Description: Half-Elven. Tall, slender, and graceful, the Sulini have sandy or blond hair, fair skin and blue or green eyes.

RACIAL STATS											
Stat Bonus Mods	Shuluri	Sulini	Synshari	Syrkakar	Talath	Thesians	Trogli	Umlu	Vorloi	Y'kin	Y'nar
ST	+5	0	+5	+5	+15	0	+10	+5	-5	-5	-5
QU	+5	+10	+5	-5	-5	+10	0	-5	+15	0	+5
PR	+5	+5	-5	-10	+10	+20	-5	-5	0	-5	+10
IN	0	+5	0	+5	+	0	-5	+5	+5	+10	0
EM	+5	+5	+5	-5	+5	+5	-5	0	+10	0	-5
CO	+5	+5	+5	+5	+10	-5	+10	+15	+5	0	+5
AG	+10	+5	+10	0	0	+5	0	0	+15	0	+5
SD	-20	-10	0	0	+5	+15	-5	+10	-10	-5	+10
ME	+5	0	0	0	-5	-5	-5	0	0	+5	+5
RE	0	-5	0	0	-10	+10	-5	+5	0	-5	+5
RR Modifications											
Essence	-10	0	0	0	+10	+10	+20	0	0	+10	0
Channeling	+5	0	0	0	-5	+10	+20	0	0	-10	0
Mentalism	+10	+10	0	0	+5	-15	+20	0	0	-5	0
Poison	+30	+20	0	0	+15	+10	+10	+10	+20	0	+5
Disease	+100	+60	0	+10	+30	-10	+10	+20	+5	0	+10
Recovery Mult.	2x	1x	1x	1x	0.7x	0.5x	0.5x	1.5x	1x	1x	1x
# Starting Lang.*	4	3	3	2	2	2	1	2	3	2	2
Base Hit Points	24	20	20	20	30	20	30	26	16	20	20
Hits per Rank**	6	5	5	5	6	5	6	6	5	5	5
Max # hits	120	100	100	100	150	100	150	130	80	100	100
* = Rank 6 Spoken/5 Written for native tongue; 3S/3W for all others											
** = Per rank of Body Development											

SYNSHARI

Size: 6'6" to 7'6" tall

Lifespan: 150 years

Special Abilities: Natural AT3, Resistant to Natural Heat, Vulnerable to Cold.

Description: The Synshari are the only known cold-blooded humanoid race, though they appear human-looking than the warm-blooded Saurkur. They have leathery brown skin, large webbed feet with thick soles, and a nictating inner eyelid that protects their bulbous yellow eyes. Their eyes have slit pupils and can operate independently from one another.

SYRKAKAR

Size: 4'6" to 5'6" tall

Lifespan: 70 years

Special Abilities: None (Pure Human)

Description: This stocky race has a ruddy complexion and red-brown hair. Males often go bald shortly after reaching maturity.

TALATH

Size: 5'10" to 7' tall

Lifespan: 80 years

Special Abilities: Resistance to Natural Cold

Description: The Talath are strong, hardy race. They have blond hair and blue eyes and a fair complexion. In Jaiman, the Talath are known as the Myri.

THESIANS

Size: 5'8" to 6'8" tall

Lifespan: 75 years

Special Abilities: None (Pure Human)

Description: This graceful people has dark brown skin, full lips, and flattened noses. They also have dark brown eyes, and very little body hair. Their scalp hair is usually very thick and grows in tight curls.

TROGLI

Size: 4'8" to 6' tall

Lifespan: 80 years

Special Abilities: Nightvision, Darkvision 30', Unusual Joint Construction

Description: Trogli resemble Humans in general but have bluish-white skin, and their eyes glow in the dark with an eerie red light and they have white hair on their scalps.

UMLI

Size: 5'0" to 5'9" tall

Lifespan: 70 years

Special Abilities: Resistant to Extreme Cold

Description: The Umlu are of stocky build, with fair skin and either silver-white or raven-black hair.

VORLOI

Size: 4'8" to 5'6" tall

Lifespan: 600+ years

Special Abilities: Lesser Nightvision, Resistant to Natural Cold, Resistant to Natural Heat, Natural Claws

Description: Small and lithe, the Vorloi outwardly resemble their Elven cousins. Their hair runs the spectrum from sandy to raven-black, and their eyes are often green, or amber in color. Their skin is a light walnut shade of brown.

Y'KIN

Size: 5'0" to 6'0" tall

Lifespan: 80 years

Special Abilities: None (Pure Human)

Description: The Y'kin have coarse black hair, almond shaped brown eyes, with wide faces and high cheekbones. They have red-brown skin and tend towards having a medium build.

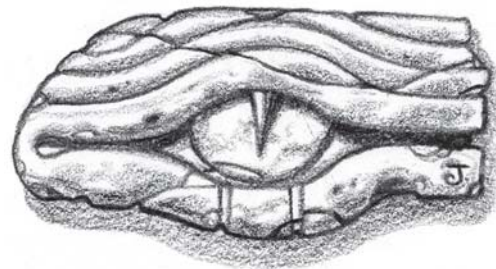
Y'NAR

Size: 5'4" to 6'4" tall

Lifespan: 120 years

Special Abilities: None (Pure Human)

Description: The Y'nari are of medium to slight build with fair skin, although it does have a yellowish tint, and little body hair. Scalp hair is thick, straight, and coarse and a deep blue-black in color; or in rare cases white. Their eyes are normally brown, hazel or amber and they have an epicanthic fold over the inner corner.



RACIAL ABILITIES

-xx in daylight/sunlight: Those races who have this listed in their abilities section receive the modifier for all actions performed under the condition given.

Acute Eyesight: The character receives a +20 to all types of visual perceptions.

Acute Hearing: The character receives a +20 to all types of auditory perceptions.

Amphibious: Those characters who have this ability are able to breath equally well under water as they are on dry ground.

Chameleon Color: Grants the Kuluku with a bonus of +50 to hiding (+80 to females). The effect lasts for an amount of time equal to the time spent concentrating plus 1 rnd/lvl. They may only change the color of their skin to a light brown or an even grey-green color. No mottling is possible with this ability.

Darkvision: Character may see up to the distance listed when in total darkness. If surrounded by darkness and within an area of light (i.e. like that from a torch), he may see the distance given plus that of the light source.

Fast Swimmer: Character is able to swim at a base rate equal to his Base Movement Rate. Pace multipliers may be used with this as well.

Flight: Character is able to fly at a rate equal to 75' per round plus the stride modification for height. This is their Base Flight Rate (BFR). Flight may be maintained for an amount of time equal to 1 minute for each point of their Con stat (Temp score in RMC) without rest. Characters may use different Paces with their flight, and the increased Pace reduces the amount of time that may be spent in flight. A flying character may carry up to half his weight while flying, but only by flying at half speed. Characters with flight may learn how to glide and ride the thermals, staying aloft for hours (at half speed).

Immune to Natural Cold: Character is immune to damage from natural cold and can function normally as if were 60 degrees, no matter how cold it actually is. Character will also never get frostbite or other cold related ailments.

Innate Caster (Jhordi): The Jhordi are able to make free use of the Mentalist Base List, Mind Speech up to 10th level. They expend no power points to activate these innate abilities and may cast them at will. This is not spell casting, so the character may not use these innate abilities as a stepping stone to learn higher portions of the list.

Inner Eyelid (Kuluku): The Kuluku have excellent visual capabilities, getting +30 to visual perception maneuvers and able to see at night with just a -20 modifier. However, this also makes their eyes sensitive to bright light, and their inner eyelids can close to shield their eyes in direct sunlight. With their inner eyelid closed, the Kuluku receive a -20 modifier to visual perception maneuvers.

Inner Eyelid (Rhiani): The Rhiani have eyes that are very sensitive in bright, direct sunlight. Their inner eyelid can close protecting their eyes. However, this gives them a -40 modifier to visual perception maneuvers while their inner eyelid is closed. It also makes them look like they are blind.

Lesser Nightvision: This ability allows the character to see, when outdoors on a bright night, up to 500' as if it just a very dark day. When indoors, this allows the character to twice as far as the light source normally allows.

Merman Shapechange: With 1 minute (6 rounds) of concentration, the character may transform his fish tail into a pair of scaly legs. This transformation may be maintained for a maximum of 4 hours + 1 hour per level of the character. This time need not be all at once either, it may be split over different periods so long as the total time does not exceed the maximum allowed.

Natural AT: A number of different races have special characteristics, such as tough hide or scales or etc, that grant it a higher natural armor type than other races have. The entry in the racial description gives the value of this natural armor type.



Natural Claws: Several races have natural claws that they may use to attack foes. Character from these races may learn how use these claws by learning a skill that costs the same as the Martial Arts skill for their profession. These claws do a maximum of a Medium attack, and they follow the rules in **RMC: Arms Law** regarding unarmed attacks.

Nightvision: This ability allows a character to see outdoors as well on a bright night as he would on a cloudy, overcast day. When indoors, this allows the character to see 3x as far as normally allowed by a light source.

Photosynthetic Skin: Characters with this ability absorb carbon dioxide from their own blood and convert it to oxygen. This is in addition to their own normal lungs. This also gives the character a greenish tinge to their skin that grants a +20 bonus to hiding in forests and fields.

Prehensile Tail: This amazing appendage allows the character to pick things up and manipulate them with their tail. The tail has approximately half of the strength of the characters arms, and cannot be used to wield a weapon.

Pure Human: A number of races in Shadow World possess strange abilities. Purely as a balancing measure, it is recommended that races marked as being Pure Humans be given an additional 5 development points per level.

Requires Immersion Daily: Merman are an aquatic people. Their skin dries out very quickly and this can lead to infirmity and even death. If the Merman does not fully immerse himself once per day, he will be at -10 for each day missed. When he reaches -80, the Merman will be in a coma and at -100 he will die.

Resistant to Cold Water: Character is immune to the effects of hypothermia that can be caused by cold water, and he treats water whose temperature is below 0 degrees as if it were 60 degrees warmer than it actually is. Water whose temperature is between 0 and 70 degrees is treated as if it were 70 degrees. Exhaustion points for cold are expended at 1/3 their normal rate.

Resistant to Extreme Cold: Character can functions in cold weather as if it were 60 degrees warmer than it actually is. Exhaustion points for cold are expended at 1/5 their normal rate.

Resistant to Natural Cold: Character can functions in cold weather as if it were 30 degrees warmer than it actually is. Exhaustion points for cold are expended at 1/3 their normal rate.

Resistant to Natural Heat: Exhaustion points for heat are expended at 1/3 of their normal rate. Character only needs normal water rations (they do not need to perspire as much to maintain their body temperature). Character is resistant to sunburn.

Resistant to Temperature Extremes: Character gains the benefits of both *Resistant to Natural Cold* and *Resistant to Natural Heat*.

Retractable Nails: The character has tough finger and toenails that can be extended slightly at will. When used to aid in climbing a soft surface such as a tree, the character gains a +40 to the maneuver. They may be used as a brawling weapon, or the character may gain skill in using his nails in the same fashion as the ability, *Natural Claws*. However, this ability only allows for the attacks to be a Small attack.

Severe Solar Allergy: Characters with this ability must remain completely covered when in the sunlight. Exposure to direct sunlight results in a -1 for each minute exposed, with the skin smoking and acting like it is burning. When exposure reaches a -80, the character will lapse into a coma and at -100 they will die. Each full day spent out of sunlight will reduce exposure penalties by 5 points.

Solar Affinity: Characters with this ability love direct sunlight. When in direct sunlight, the character will regain Exhaustion points at double their normal rate, and regain Power Points at a rate of 1 per every 10 minutes of exposure to direct sunlight. If the character is in an area without any sunlight (such as underground), they will regain Exhaustion Points and Power Points at half of their normal rate.

Superior Smell: Character has a superior sense of smell and gains +30 to all olfactory perception maneuvers.

Unusual Joint Construction: Characters with this ability gain a +10 bonus to all thrown attacks as well as all static maneuvers involving the hands (locks, crafting/ carving, picking pockets, etc) or feet (balance). They also gain +20 to any maneuver requiring contortions.

Vulnerable to Cold: Exhaustion points for cold are expended at double the normal rate. There is greater risk for things such as frostbite and hypothermia.

Vulnerable to Heat: Exhaustion points for heat are expended at double the normal rate. There is a greater risk of dehydration and sunburn.



TOOLS OF THE TRADE

In this section, we bring you a selection of interesting, non-magical items that just about any adventurer would like to add to his pack. We hope that you enjoy them as well.

DUST BOMBS

These ingenious little devices are actually quite simple. It is a small, hardened clay ball filled with one of a variety of dusts or other substances that create a 5' radius cloud when the ball is thrown against a hard surface. This cloud takes 2-3 rounds to settle to the ground. This is often enough of a delay to allow one to escape pursuers, or at least get a better head start.

Some Dust Bombs, however, contain more than just harmless powders. Sometimes they contain very pungent substances like mustard powder, that when inhaled by a creature, will temporarily disrupt its sense of smell for a few minutes (Olfactory Bomb). Other Dust Bombs actually do contain toxic substances that actually will affect those who come in contact with the powder (Poison Bomb).

Weight: 1/3 lb per Dust Bomb

Cost: 1 sp per Dust Bomb

Cost: 5 sp per Olfactory Bomb

Cost: 10 sp + cost of 1 dose of poison per Poison Bomb

HERBAL BANDOLEER

This item is widely prized by any adventurer. It is a leather bandoleer containing 20 small, easily accessible pouches. Within each pouch is a small edible packet, and each packet holds a single dose of an ingestible herb. It costs 1 silver piece to have a single herb prepared and encased in the edible packets for use with the bandoleer.

Retrieving and ingesting a prepared herb is normally a 20% activity action. When using an Herbal Bandoleer, taking a prepared herb is reduced to a 10% activity action.

Weight: 1 lb.

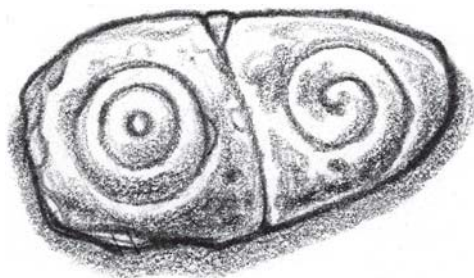
Cost: 2 sp

FOLDING GRAPPLING HOOK

This is a normal, 4 prong grappling hook, except that the prongs are designed to fold down like an umbrella, allowing for compact storage and transport.

Weight: 1.5 lbs

Cost: 3 sp



MULTI-TOOL

Created by an enterprising explorer who hated lugging around a lot of extra weight and tools; this small collection of items quickly became very popular with adventurers. These items are especially designed to work together and be assembled in a variety of configurations.

Those outfitters who sell the Multi-Tool will sell the individual components and they will also even accept returns on used torch heads, often giving a 50% discount on the price of a new torch head when a used one is returned at the same time.

Wooden Poles: Each pole is 2' long and an inch and a half thick. The ends are encased in metal with a 1 inch screw configuration; male on one end, female on the other.

Adapters: These are 2 inches long and are used to transform a male end of a pole into a female end or a female end into a male end. Useful for creating certain tool configurations.

Hatchet Head: Connects to the poles. Useful for chopping wood, or even as a weapon.

Wide-bladed Dagger: Connects to the poles. Can be used to make a spear.

Battle Ball: Connects to the poles. Can be used to make a mace. Some adventurers have used 2 poles connected together with a Battle Ball on each end to form a potent weapon.

Foot: Used on both ends of several poles connected together to make a good quarterstaff.

Torch Heads: Screws on to the end of a pole. Contains a special lump of material that ignites easily and will burn for 6 hours, shedding as much light as a normal torch. The composition of the torch material is a closely guarded secret.

Item	Weight	Cost
Wooden Poles	2 lbs	2 sp
Adapters	0.5 lbs	1 sp
Hatchet Head	3 lbs	6 sp
Wide-bladed Dagger	1 lb	4 sp
Battle Ball	4 lbs	7 sp
Foot	1 lb	1 sp
Torch Head	1 lb	2 sp

SPIDERSILK ROPE

This is an incredibly light, yet tough and strong dwarven rope made of an unknown material. Each end of the rope has an iron clip end (see image) and this 50' long rope will hold up 2000 lbs of weight.

Weight: 3 lbs

Cost: 3 sp

