

Using RM2 Rolemaster Companion with RMSS/RMFRP

This article will examine which sections of the RM2 Rolemaster Companion can be used with RMSS/RMFRP with little or no changes.

An interesting note is the a comparison of the cover of the Rolemaster Companion with the RMSS Arcane Companion

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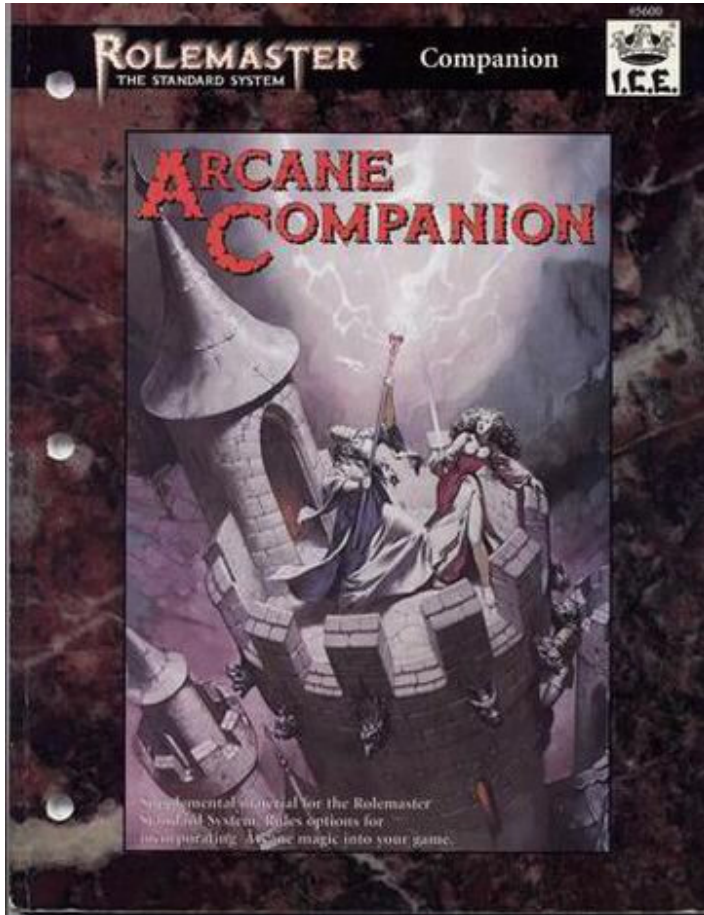
Rolemaster Companion™



Supplemental material
for ROLEMASTER,
I.C.E.'s classic fantasy



role playing game
system. New Laws, Old
Magic & optional rules.



1.0 Introduction

This section basically describes what is in the Companion and stresses that the rules are optional. Still applies if you are using any of the material in RMSS/RMFRP.

1.1 Designer Notes

Some notes from the Designer, with some very good advice for GM's as well as giving the reasons behind the material that is in this Companion.

1.2 Notation

Notes on the abbreviations and notation used in the Companion.

2.0 Optional Spell "Laws"

2.1 Arcane Magic

This section gives a brief description of Arcane Magic and how to use it in a campaign. Most of this material has been replaced and expanded on in the

Arcane Companion. There is an interesting section of “color text” that is a fun read which isn’t included in the Arcane Companion, although many of the ideas that it presents are used.

2.2 EarthNodes

The section on EarthNodes in the Rolemaster Companion is included and expanded on in the Arcane Companion. The presentation is very similar with no real significant changes

2.3 Magical Game Balance

This section presents options and suggestions for changing the standard Spell Law guidelines concerning the use of magic and spells. Most of the suggestions here would still be usable in RMSS/RMFRP, although some of the sample costs given would need to be adjusted.

2.4 Magical Languages

This section could be very useful in RMSS/RMFRP.

Magical Languages are described in the RMSS Essence Companion on page 36, section 7.2.2. The description is somewhat different and the benefits are also different than the examples given in Rolemaster Companion 1.

Nineteen sample languages are given in the Essence Companion, twenty eight are given in Rolemaster Companion 1, which includes fourteen of the languages used in the Essence Companion.

The Rolemaster Companion gives much more specific examples of which spells and spell lists a language affects than the Essence Companion does.

For example, the language Pneumatikos in Rolemaster Companion 1 lists : Spirit Mastery, Summons, Gate Mastery, Elemental Wind, Gas Skills, Gas Destruction, Soul Destruction, Mind Domination, Mind Subversion, and Ethereal Beings.

The Essence Companion simply lists Summoning.

Rolemaster Companion 1 lists six different options that using Magical Languages can have, and suggests that the different languages could use different options. The Essence Companion only has one option that applies to all the languages.

Both books have some good suggestions for Magical Languages, and there isn’t really any reason why you couldn’t use one or the other or a combination of both in RMSS/RMFRP

2.5 Living in the Ethereal World

This section gives a description of the Ethereal Plane, and other planes including Variant History Planes, Alternate Primes, Elemental Planes, and Spiritual Planes. The Spiritual Planes include Planes of the Messengers, Planes of the Dead and The Eternal Planes. Most of this material doesn't seem to have been covered in RMSS/RMFRP yet. The Channeling Companion does have a section on Spirit World which is one plane, but the material there isn't really related to the material in Rolemaster Companion 1.

This section is mostly informational, with a few references to particular Spell Lists, most of which have RMSS/RMFRP equivalents, so this section is fine for use in RMSS/RMFRP