

Fantasy Grounds - Rolemaster Classic: Fantasy Weapons Download Kickass Rar



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About This Content

Rolemaster Classic: Fantasy Weapons

A Rolemaster Classic library module for Fantasy Grounds

Sixteen weapon attack tables for Rolemaster Classic and RMSS/FRP:

- Baw
- Chakram
- Chegain
- Cabis
- Dag
- Ge
- Ikasha

-
- Irgaak
 - Kalta
 - Kynac
 - Long Knife
 - Long Kynac
 - Saren
 - Shangkana
 - Typh
 - Yarkbalka

Make sure to check out the instructions for how to assign these in the Fantasy Grounds docs folder. You can get there by clicking on Start->Programs->Fantasy Grounds->Application Data folder and then navigating up to the "docs" folder. Also, be sure to check out the videos and the forums available on the Fantasy Grounds website.

Conversion by: Dakadin

Requires: A Fantasy Grounds Full or Ultimate License or an active subscription and the Rolemaster Classic ruleset (version 1.51 or higher).

Title: Fantasy Grounds - Rolemaster Classic: Fantasy Weapons

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 26 Jul, 2016

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: N/A

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

English

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Rolemaster Classic Essentials

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Weapons

Name	Type	Wt	Len	Fum	Range	Modifications
Bas	1HC	4-5	2-3	5	10+	
Chalcram	TH	1	1	4	10+	
Chegain	TH	4-6	2-3	4	10+	
Cabis	1HS	2-3	1.5-2.5	4	10+	
Dag	1HS	5-6	3-4	6	10+	
Ge	TH	4-6	4-5	8	50+	
Ikasha	TH	2	1	5	10+	
Irgak	2H	4-6	5-6	3	10+	
Kalta	TH	1.5	0.5	4	50+	
Kymac	1HS	1.5	1	2	10+	
Long Knife	1HS	1-2	1.5-2	2	10+	
Long Kymac	1HS	2	2	3	10+	
Seren	1HS	3	3.5	3	10+	
Shangkana	1HC	3-5	2.5-3	7	10+	
Typin	TH	4-5	3-4	6	10+	
Yarkbulla	2H	4-5	3-4	6	10+	

Fantasy Weapons

Rolemaster Classic ruleset for Fantasy Grounds, version 1.7.5

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GM

ROLEMASTER CLASSIC

Chegain

Type: Thrown Weapon

General Stats: Strength 75-85

Breakage Info: 75-85

Value Calc: Base Value 75-85

Magic Stats: Spell Adder 0

Description: Essentially a large, bladed bo... Chegain is punctured with ho... that gives each weapon a dis... sound. The Rhiani of Uj in Sv... with deadly skill (they have s... gloves to catch the dangerou...

Cabis

Type: One-Handed Slashing

General Stats: Strength 74-86

Breakage Info: 74-86

Value Calc: Base Value 74-86

Magic Stats: Spell Adder 0, PP Multiplier 0

Description: A carefully weighted han... throwing weapon, the Ca... and several cruel blade o...

Dag

Type: One-Handed Slashing

General Stats: Strength 1234567

Breakage Info: 1234567

Value Calc: Base Value 1234567

Magic Stats: Spell Adder 0, PP Multiplier 0

Description: A large and odd-looking blade... the Dag was once the weapon of the royal guard of the Masters of Emer. They are found now in scattered locations across the hemisphere where the technology and knowledgeto make them still exists.

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Weapons

Name	Type	Wt	Len	Fum	Range	Modifications
Bas	1HC	4.5	2.3	5		
Chalcram	TH	1	1	4		
Chegain	TH	4.4	2.3	4		
Cabo	1HS	2.3	1.5-2.1	4		
Dag	1HS	5.4	3.4	6		
Ge	TH	4.4	4.5	8		
Ikasha	TH	2	1	5		
Irgaak	2H	4.4	5.4	3		
Kalka	TH	1.5	0.5	4		
Kymac	1HS	1.5	1	2		
Long Knife	1HS	1.2	1.5-2	2		
Long Kymac	1HS	2	2	3		
Serem	1HS	3	3.5	3		
Shangkana	1HC	3.5	2.5-3	7		
Tygn	TH	4.5	3.4	6		
Yarkhalla	2H	4.5	3.4	6		

Fantasy Weapons

Rolemaster Classic ruleset for Fantasy Grounds, version 1.7.5

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GM

1-100
Open-eyed
High Open-eyed

ROLEMASTER CLASSIC

Ge

Type: Thrown Weapon

General Stats: Base Value, Weight, Length

Breakage Info: 47-5

Value Calc: Base Value

Magic Stats: Spell, PP Multiplier

Description: Similar to a Terran bolt, Ge has three weights at cables or chains to a considerable skill to use dangerous even in experience correctly, the center hit weights wrap around victim, thus it may deliver impact critical. Some expert super-strong cables the

Ikasha

Type: Thrown Weapon

General Stats: Base Value, Weight, Length

Breakage Info: 47-5

Value Calc: Base Value

Magic Stats: Spell, PP Multiplier

Description: A throwing weapon with star shape, the ikasha

Irgaak

Type: Two-Handed Weapon

General Stats: Base Value, Weight, Length

Strength: Break Factor Broken?

Breakage Info: 69-81, 12,3,4,5,6,7,8

Value Calc: Base Value, Mults, Total

Magic Stats: Spell Addr, PP Multiplier

Description: This was originally the name given to certain evil swords used by servants of the Unlife in Jaiman, but has come to mean any of a number of large powerful two-handed swords forged with a black eog alloy.

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Weapons

Name	Type	WT	Len	Fun	Range	Modifications
Baw	One-Handed Concussion	4.5	2.5		100-20, 150-30	
Chakram	Thrown Weapon	1	1		100-5, 150-10	

Baw

Type: One-Handed Concussion

General Stats: Base Value 4.5, Weight 2.5

Breakage Info: Strength 65-75w, Break Factor 1,2,3

Value Calc: Base Value, Multi, Total

Magic Stats: Spell Adder, PP Multiplier

Description: Similar to a large ice axe or ice- used by certain cultures in frigid (quixobically) the Kuluks of Khon jungles of SE Emer.

Chakram

Type: Thrown Weapon

General Stats: Base Value 75-85, Weight 1, Length 1

Breakage Info: Strength 75-85, Break Factor 1,2,3,4,5,6, Broken?

Value Calc: Base Value, Multi, Total

Magic Stats: Spell Adder, PP Multiplier

Description: A metal ring between 10 and 12 inches in diameter (the ring itself being 2 to 3 inches deep) with a sharpened outer edge, the Chakram is either thrown (the wielder having an armored glove) or twirled from the inner edge.

ROLEMASTER CLASSIC

GM

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1-100

Open-eyed

High Open-eyed

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