

SHOALMASTER



Shoalmaster is a tabletop roleplaying game based on Iron Crown Enterprises' wildly successful Rolemaster game system. Shoalmaster gives experienced and expert role players the opportunity to finally take their adventures under the sea and play as one of seven different aquatic races from one of five different cultures with a wide range of aquatic-focused professions, skills, and talents. Take your adventure to places it has never been before with Iron Crown Enterprises' Shoalmaster!

This free pdf offers a taste of the full Shoalmaster experience. Get the complete rules exclusively from DrivethruRPG.

Race

While the races, cultures and professions outlined here are based on real world animals, habitats and lifestyles, the brilliance of Shoalmaster is that it allows you to create your own underwater world with your own unique creatures and characters. Whether you want to play as a carnivorous guppy with a chip on his shoulder or a super-intelligent jellyfish out to discover the meaning of life, you can.

Mammals

There are a myriad of different aquatic mammals. For the purposes of Shoalmaster, the term mammal refers to whales, dolphins, porpoises, and creatures of that ilk. In future releases we hope to expand this and offer rules for playing as other aquatic mammals including otters, seals, walruses, and sea lions.

Aquatic mammals are friendly, intelligent creatures. They can most often be found in the deep ocean and coastal areas. While they will often live in family groups, it is not uncommon to find a single individual setting out on their own to explore the great wide world.

Racial talents

Air breather
Athletic
Scholar

Fish (big)

Big fish is a very broad term. For the purposes of shoalmaster we will be talking about fish that are larger than a foot in length. In future releases we hope to expand on this to offer more in-depth rules for specific big fish such as sharks, tuna, marlin and more.

Big fish are large and imposing. They lack the agility of their smaller brethren but are stronger and less easily swayed. They are found across a wide range of different habitats and tend to live solitary lifestyles.

Racial talents

Instinctive defense
Natural weapon



Race	Racial stat modifiers								Endurance	PP	Resistance bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr			Stamina	Will	Magic
Mammals	+3		+3			+4			+30	+30	+10	+15	+5
Fish (big)	+1		+2	+3	+1	+1	+1	+1	+30	+30	+10	+10	+10
Fish (small)			+4	+3		+1	+1	+1	+25	+35	+15	+5	+10
Crustaceans	+4	+3	-2		+3			+2	+40	+20	+10	+10	+10
Cephalopods		+2	+4	+1		+2		+1	+20	+40	+0	+15	+15
Jellyfish	-1	+4	+4	+2				+1	+15	+45	+5	+5	+20
Turtles	+1	+4		-1	+2	+1	+2	+1	+40	+20	+10	+10	+10



Fish (small)

Small fish covers every type of fish that is smaller than a foot in length. Future releases will expand on this to offer specific rules and details on fish such as carp, clown fish, angel fish and Siamese fighting fish.

Small fish rely on their speed and agility to survive. They live in large shoals to improve their odds in life and reduce the risk to the individual. They can be found in a wide range of different habitats and are often kept as pets.

Racial talents

Agile defense
Instinctive defense
Lightning reflexes

Crustaceans

Crustaceans vary in size and shape, but all have an exoskeleton which they moult to grow. Future releases will give more detail on species groups and species of crustacean including lobsters, crabs, shrimp, and prawns.

Unlike most other aquatic creatures, crustaceans tend to walk rather than swim. They are stubborn and tenacious creatures that will attempt to fight anything that they think is a threat to them or their next meal.

Racial talents

Critical resistance major slash
Tough hide greater
Natural weapon

Cephalopods

Cephalopods include a range of different creatures including octopuses, squid, cuttlefish, and nautilus. Future releases will go into more detail regarding the specific skills and abilities of each of these different species.

Cephalopods are very intelligent creatures and sociable creatures. Their tentacles and almost boneless bodies make them incredibly agile and hard to catch. Cephalopods can all squirt ink at any attackers to distract them and allow the cephalopod to escape.

Racial talents

Ink squirting
Instinctive defense



Jellyfish

Jellyfish are not very smart and not very strong. They are however incredibly agile and very quick. Jellyfish come in a range of different sizes (which will be further explored in future releases).

Jelly fish have long tentacles which are armed with stinging cells. These 'stings' are used to incapacitate their prey or to scare off would be predators.

Racial talents

Immunity to bleed
Immunity to stun
Poison bite/sting (major)



Turtles

Turtles come in a range of sizes and live in a variety of different habitat including, sometimes, on land. Future releases will go into more detail about the different types of turtle and their favoured habitats, but for Shoalmaster core rules (this book) we will be considering mostly a medium sized sea turtle.

Turtles are intelligent, sociable creatures. They have large shells which protect them from attacks. Given their size and the size of their shells, turtles cannot move particularly quickly but they have a regal grace to them which is admired by all.

Racial talents

Critical resistance minor slash
Tough hide major

Professions

There are a wide range of different professions that a sea creature might have. Included here are some of the main professions but these will be added to and expanded in future releases.

Apex Predator

Apex Predators are the biggest and badest things in the water. They will fight and eat anything that they can. It is rare that anything will ever eat an Apex Predator. Instead, they tend to die either by the hands of similar Apex Predators taking exception to them hunting on their turf or by starvation through not managing to hunt enough to feed their insatiable appetite.

Favoured categories

Athletic (4)
Combat (8)
General (2)
Physical (6)

Key stats: *Strength, Agility, Quickness*

Professional abilities

Starting at first level and then every fifth level afterwards, the apex predator may gain +10 in any combat skill. No skill may have more than a +30 bonus from this ability.

Bottom feeder

Bottom feeders tend to keep themselves to themselves. Their lives are all about remaining unseen and out of sight so that they can live and feed in peace. Unfortunately, bottom feeders are often on the menu for most predators.

Favoured categories

Athletic (3)
General (3)
Mystical Arts (4)
Outdoor (4)
Physical (6)

Key stats: *Agility, Constitution, Self Discipline*

Professional abilities

A bottom feeder may learn any spells from the bottom feeder sphere. Starting at first level and then every seventh level afterwards, the bottom feeder may gain +10 in any physical skill. No skill may have more than a +30 bonus from this ability.



Explorer

Explorers are those creatures that roam the waters in search of knowledge and understanding. They're never in the same place for too long and have an insatiable lust for the open water.

Favoured categories

Artistic (2)
Combat (2)
General (6)
Influence (3)
Outdoor (4)
Physical (3)

Key stats: *Reasoning, Insight, Presence*

Professional abilities

Starting at first level and then every third level afterwards, the Explorer may gain +5 in any skill from one of their favoured categories. No skill may have more than a +25 bonus from this ability.

Sea Witch

Considered by many that live on land to be mythical, Sea Witches are magical creatures that lurk beneath the water. They come in many different guises, some are good and friendly creatures dedicated to protecting the waters and creatures that surround them, some are evil and power hungry.

Favoured categories

Combat (3)
Concentration (2)
General (3)
Influence (4)
Mystical Arts (6)
Physical (2)

Key stats: *Self Discipline, Reasoning, Insight*

Professional abilities

A Sea Witch may learn any spells from the Sea Witch sphere. Starting at first level and then every seventh level afterwards, the Sea Witch may gain +10 in any Mystical Arts skill. No skill may have more than a +30 bonus from this ability.

Sea Monster

Like Sea Witches, Sea Monsters are often considered mythical or made-up by those on land. Sea Monsters are secretive and shadowy creatures that lurk in the dark, hidden away places of the water and only come out to feast or to exact revenge on those who have wronged it. Like Sea Witches, Sea Monsters are incredibly powerful creatures. However, unlike Sea Witches, Sea Monsters impose their will using brute strength rather than magic.

Favoured categories

Athletic (2)
Combat (6)
Concentration (2)
General (2)
Outdoor (2)
Physical (6)

Key stats: *Strength, Constitution, Agility*

Professional abilities

A Sea Monster may learn any spells from the Sea Monster sphere. Starting at first level and then every seventh level afterwards, the Sea Monster may gain +10 in any Physical skill. No skill may have more than a +30 bonus from this ability.

Cultures

There are as many different types of climate and culture in the underwater world as there are on land. In this book we will cover just five cultures, but these will be expanded upon in future releases.

Coral reef

A coral reef is an underwater ecosystem that are sometimes referred to as rainforests of the sea due to their biodiversity. They are some of the rarest habitats underwater however, due to their biodiversity, it is a reasonably common culture for underwater creatures.

Coral reefs are most commonly found at shallow depths in tropical waters, but deep water and cold-water coral reefs exist on smaller scales.

Coastal waters

Coastal waters are home to several different creatures and are frequented by any aquatic creature that also spends time on land. Crustaceans and small fish are relatively common. When living in coastal waters, aquatic creatures are often at risk of predators and dangers from on land.

Coastal waters are very diverse. Some are sandy, some are rocky and some reach into mangroves, forests, and other plant-rich habitats. Creatures that live in coastal waters will deal with the tide on a regular basis. Some make homes in rockpools and await the return of the waters; some use the tides to access new plants and feeding grounds.

Ocean deserts

Ocean deserts are similar to their counterparts on land. Very little lives and survives in these remote, desolate spaces. They are so far from land that the nutrients needed to survive are at their lowest and the swirling currents make it even more difficult.



There are some hardy, isolated creatures that call this place home. They live off what little the deserts have to offer and pride themselves on their endurance and strong will.

Underwater forests and meadows

Kelp and sea grass in abundance creates luscious green forests and meadows like those found on land. These places are full of life and a great home for herbivorous sea creatures and those that would prey on them.

Those living in underwater forests and meadows are good at subterfuge and sneaking and are natural farmers who consider themselves at one with their surroundings.

Deep water

In the deepest darkest waters lurk the darkest, most secretive creatures. The pressure and lack of sunlight in deep water makes it difficult for many creatures to survive there. It is a lonely, isolated existence but one that suits some.

Creatures that live in deep water are rarely any good as social interactions but are often great in combat or subterfuge.

Running adventures **underwater**

Running adventures underwater is a very different concept to running adventures on land. For starters, combat is now in three dimensions. Rules for combat underwater are very similar to those used for aerial combat in other Iron Crown products. However, without weapons, combat isn't as much of a focus as it would be in non-aquatic games.

If you would like to purchase the full version of shoalmaster which comes with attack tables, critical tables, and spells, and makes a whole lot more sense than this 'taster' then you might be waiting a very long time. This is of course an...

APRIL FOOL!