

# Rolemaster Unified

Character Name							Character Level		3					
Player Name							Current Exp		0					
Campaign							Target Exp		30,000					
Race	Dwarf	Gender	Male			Weight Allowance	34.2 pounds		25.4%					
Culture	Highland	Age	66			Carried Load	32.2 pounds		23.9%					
Profession	Fighter	Size	M			Encumberence	-2.0 pounds		-1.5%					
Realm	Mentalism	Height (in)	59			MMP	-3	Max Pace	Dash					
Recovery	50%	Stride	-3.0			Healing Boost	<b>+11.5 HP/hr</b>		<b>+0.0 PP/hr*</b>					
Bonus Dev	+6	Build	-1%			200%								
Bonus End	+20	Weight (lbs)	158.4											
Stat	Pot	Temp	Bonus	Race	Misc	Total	Pace	Per Rnd	Per Phase	Penalty/AP	Load Limit			
Agility (AG)	80	55	+1.2	-1		+0.2	Creep	8.8	2.2	--	--			
Constitution (CO)	96	85	+6.3	+6		+12.3	Walk	17.5	4.4	-25 or 1 AP	155.8			
Empathy (EM)	63	50	+0.0	-6		-6.0	Jog	35.0	8.8	-50 or 2 AP	115.3			
Intuition (IN)	60	50	+0.0	+0		+0.0	Run	52.5	13.1	-75 or 3 AP	95.0			
Memory (ME)	56	50	+0.0	+0		+0.0	Sprint	70.0	17.5	4 AP	74.8			
Presence (PR)	80	60	+2.0	-3		-1.0	Dash	87.5	21.9	4+ AP	54.5			
Quickness (QU)	80	60	+2.0	-1		+1.0	Resistance Rolls	Stat	Bonus	Lvl x2	Race	Misc	Total	
Reasoning (RE)	65	56	+1.3	+0		+1.3	Channeling	IN	+0	+6	+0	+0	+6	
Self-Discipline (SD)	90	60	+2.0	+0		+2.0	Essence	EM	-6	+6	+15	+0	+15	
Strength (ST)	97	67	+3.2	+2		+5.2	Mentalism	PR	-1	+6	+15	+10	+30	
Realm Stat						-1.0	Physical	CO	+12	+6	+10		+28	
Temp Stat Balance: +18.00		Potential Stat Balance: +55.50					Fear	SD	+2	+6				+8
Location	Armor	AT		DB	STR	Maneuvers	Ranged	Perception		Weight				
Torso	Laminar	5			40	-15	+0	+0		5%				
Head	Laminar	5			40	-5	+0	-9		2%				
Arms	Laminar	5			40	-10	-15	+0		2%				
Legs	Laminar	5			40	-15	+0	+0		3%				
<b>Total</b>				<b>+0</b>		<b>-45</b>	<b>-15</b>	<b>-9</b>		<b>12%</b>				
Shield	Full	-		+25	75			Max Attacks		3				
Talents Value: 13		Talent Choices				Category	Skill				Ranks	Bonus		
Darkvision I Inept V Nightvision		Opportunistic Strike (+15)				Awareness	Perception				0	+0		
		Tough I (+3)												
		Heavy Sleeper (-5, -25 perception)												
		Quickdraw (+7)												