Rolemaster Unified

Defenses

Defensive Bonus

+3	Dodge	+6	Passive
		+28	Partial
		+56	Full
	Block	+8	Passive
+25		+34	Partial
3 uses		+68	Full

Movement

Pace	Rate/round	Action Cost	Action Penalty	Charge Bonus
Creep	10.0	1 AP	+0	NA
Walk	20.0	1 AP	+0	+0
Jog	40.0	2 AP	-15	+1
Run	60.0	3 AP	-40	+1
Sprint	80.0	4 AP	NA	+2
Dash	100.0	4+ AP	NA	NA

Offense

Type	Classification	Ranks	Skill
Melee	Blade	0	-10
	Chain	0	-10
	Hafted	9	+74
	Greater Blade	0	-10
	Greater Chain	0	-10
	Greater Hafted	2	+27
	Pole Arm	0	-10
	Exotic	0	-10
Unarmed	Strikes	1	+20
	Sweeps & Throws	0	-16
	Wrestling	0	-16
Ranged	Bow	0	-31
	Crossbow	0	-31
	Sling	0	-31
	Thrown	2	+4
	Exotic	0	-31
Shield	Shield	8	+68

Attacks	Fum	Str	PB +20	Range Increment	Skill Type	Size	Table
Battle Axe	5	55	NA	NA	Hafted	0	Battle Axe
Full Shield	4	60	NA	NA	Shield	0	Shield
Hand Axe	3	55	NA	15'	Hafted	-1	Battle Axe

Range Table

+20	Point Blank	Band
+0	Short	x1
-10	Medium	x2
-25	Long	x3
-50	Extreme	x4
-100	Absurd	x5

Resistance Rolls

Channeling	+8
Essence	+17
Mentalism	+32
Physical	+30
Fear	+10

Initiative

2d10+1

Armor Maneuver Penalty

+0

Endurance

Skill	+112

Fatigue (-5/per)

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Check Interval

Jog	5 min
Run	1 min
Sprint	2 rounds
Dash	1 round
Combat	6 rounds
Climbing	6 rounds
Swimming	6 rounds
Concentration	6 rounds

Hit Points

Max	127	Death	-92	Modifier
00000-00000-00000-00000-00000-00000-00				-10
00000-00000-00000-00000-00000-00000-00				-20
00000-00000-00000-00000-00000-00000-00				-30
00000-00000-00000-00000-00000-00000-0				Down
00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-00				Dead

Power Points

Max	0	Modifier
		-10
		-20
		-30
		X

Healing/Recovery

		Rate	Max
Healing Multiplier	200%		
Health Recovery	+12.7	per Hour	-
Power Point Recovery	+0.0	per Hour	+0
Fatigue Recovery	+1.0	per Min	-

Injury Definitions

Bleeding	Suffer # hits per round
Breakage	Roll Breakage for affected location
Fatigue	Suffer additional Fatigue loss
Grapple	Contest of Feat of Strength
Hits	Suffer # additional hits
Penalties	-X on all checks
Staggered	-1 AP
Prone	2 AP to stand
Knocked Back	Forced movement
Stun (-25, -50, -75)	Disoriented for 1 round per effect

Category	Skill	Ranks	Bonus
Awareness	Perception	5	+19
Battle Expertise	Protect	8	+53
Battle Expertise	Restricted Quarters	4	+20
Battle Expertise	Subduing	0	-25
Body Discipline	Adrenal Defense	0	-10
Body Discipline	Adrenal Focus	0	-9
Body Discipline	Adrenal Speed	0	-10
Body Discipline	Adrenal Strength	0	-4
Brawn	Fortitude	6	+63
Brawn	Weight Training	6	+52
Combat Expertise	Blind Fighting	4	+20
Combat Expertise	Disarm	0	-25
Combat Expertise	Footwork	7	+35
Combat Expertise	Multiple Attacks	0	-25
Combat Expertise	Reverse Strike	8	+40

Healing Mechanics

Spells/Magic Reference specific spell definitions

Herbs

Classification	Skill	Action	Delay	Expiration
Apply	+6	1d10 rounds	1d10 rounds	10 minutes
Brew	-14	20 minutes	1d10 rounds	1 week
	-2			
Ingest	None	1 AP	1d10 rounds	1 day, 1 week, 1 month
Liquid	-14	1d10 rounds	1d10 rounds	1d10 days
Paste	-24	10 minutes	1d10 rounds	1 week
Powder	-4	5 minutes	1d10 rounds	1 month

Medicine

	Skill	Modifiers	Action	Effect
General Recovery	+22	Medicine Success	1 hour rest	Determine duration of injury
Organ Dressing	+1	Light wounds only	1d4+1 minutes	50% penalty
Bleed, Pressure	+41	none	1 AP	Stops 4/round bleed
Bleed, Stitches	+21	Light/Med Only	3 min/point	Stops bleeding
Bleed, Tourniquet	+1	No Head	2 rounds	Stops bleeding, relieve minute
Bleed, Cauterize	+51	-5 per bleed	1 round	roll vs table
Bone, Splint	+41	Limited to walk	1d4+1 minutes	50% penalty
Burn, Water	+41	Light/Med Only	1d4+1 minutes	50% penalty
Burn, Salve	+31		1d4+2 minutes	50% penalty
Muscle, Splint	+21		1d4+1 minutes	50% penalty
Skin, Dressing	+51		1d4+1 minutes	50% penalty
Combat Trauma	+21		1 minute	Remove trauma
System Shock	+21	-10 per success	2 AP	Delay Death by 1 round

Fighting Styles

Shieldbearer				Bodyguard			
Style Ranks	8	Total	8	Style Ranks	6	Total	6
Unspent Ranks	0	Tier	Value	Unspent Ranks	0	Tier	Value
Shield Wall		1	6	Zone of Control		2	3
Overbearing		1	2			1	0
		1	0			1	0
		1	0			1	0
		1	0			1	0
		1	0			1	0
		1	0			1	0
		1	0			1	0

Encumberence Modifiers

Load	Weight	MMP	Max Pace
29.4%	39.7	+0	Dash (x5)
30.4%	41.0	-1	Sprint (x4)
31.4%	42.4	-2	
32.4%	43.7	-3	
33.4%	45.1	-4	
34.4%	46.4	-5	
35.4%	47.8	-6	
36.4%	49.1	-7	
37.4%	50.5	-8	
38.4%	51.8	-9	
39.4%	53.2	-10	
40.4%	54.5	-11	
41.4%	55.9	-12	
42.4%	57.2	-13	
43.4%	58.6	-14	
44.4%	59.9	-15	
45.4%	61.3	-16	Run (x3)
46.4%	62.6	-17	
47.4%	64.0	-18	
48.4%	65.3	-19	
49.4%	66.7	-20	
50.4%	68.0	-21	
51.4%	69.4	-22	
52.4%	70.7	-23	
53.4%	72.1	-24	
54.4%	73.4	-25	
55.4%	74.8	-26	
56.4%	76.1	-27	
57.4%	77.5	-28	
58.4%	78.8	-29	
59.4%	80.2	-30	
60.4%	81.5	-31	Jog (x2)
61.4%	82.9	-32	
62.4%	84.2	-33	
63.4%	85.6	-34	
64.4%	86.9	-35	
65.4%	88.3	-36	
66.4%	89.6	-37	
67.4%	91.0	-38	
68.4%	92.3	-39	
69.4%	93.7	-40	
70.4%	95.0	-41	
71.4%	96.4	-42	
72.4%	97.7	-43	
73.4%	99.1	-44	
74.4%	100.4	-45	Walk (x1)
75.4%	101.8	-46	
76.4%	103.1	-47	
77.4%	104.5	-48	
78.4%	105.8	-49	
79.4%	107.2	-50	
80.4%	108.5	-51	
81.4%	109.9	-52	
82.4%	111.2	-53	
83.4%	112.6	-54	
84.4%	113.9	-55	
85.4%	115.3	-56	
86.4%	116.6	-57	
87.4%	118.0	-58	
88.4%	119.3	-59	
89.4%	120.7	-60	
90.4%	122.0	-61	
91.4%	123.4	-62	
92.4%	124.7	-63	
93.4%	126.1	-64	
94.4%	127.4	-65	
95.4%	128.8	-66	
96.4%	130.1	-67	
97.4%	131.5	-68	
98.4%	132.8	-69	
99.4%	134.2	-70	
100.4%	135.5	-71	
101.4%	136.9	-72	
102.4%	138.2	-73	
103.4%	139.6	-74	
104.4%	140.9	-75	

Armor Weights	19.0
Shield Weight	12.0
Total Defense Weight	31.0