

# Rolemaster Unified

| Name                                 | Current<br>Ranks | Total<br>Bonus | Specialty | Name                                  | Current<br>Ranks | Total<br>Bonus | Specialty | Name                                | Current<br>Ranks | Total<br>Bonus | Specialty |
|--------------------------------------|------------------|----------------|-----------|---------------------------------------|------------------|----------------|-----------|-------------------------------------|------------------|----------------|-----------|
| Battle Fighting Styles               |                  |                |           | Combat Fighting Styles                |                  |                |           | Discipline Fighting Styles          |                  |                |           |
| Beserker                             | 0                | -25            | -         | Archery                               | 0                | -25            | -         | Bo-Jutsu                            | 0                | -25            | -         |
| Commander                            | 0                | -25            | -         | Bodyguard                             | 0                | -25            | -         | Golden Claw                         | 0                | -25            | -         |
| Doppelsoldner                        | 0                | -25            | -         | Crossbow                              | 2                | +10            | -         | Iron Robe                           | 0                | -25            | -         |
| Flail                                | 0                | -25            | -         | Dark Blade                            | 0                | -25            | -         | Kraken Wrestling                    | 0                | -25            | -         |
| Horse Archer                         | 0                | -25            | -         | Dual Wielding                         | 0                | -25            | -         | Mountain Grappler                   | 0                | -25            | -         |
| Mounted Knight                       | 0                | -25            | -         | Fencing                               | 0                | -25            | -         | Shadow Strike                       | 0                | -25            | -         |
| Pikeman                              | 0                | -25            | -         | Knife Master                          | 0                | -25            | -         | West Wind                           | 0                | -25            | -         |
| Shieldbearer                         | 0                | -25            | -         | Sword Master                          | 0                | -25            | -         | Wyvern Style                        | 0                | -25            | -         |
| Animal                               |                  |                |           | Environmental                         |                  |                |           | Science                             |                  |                |           |
| Animal Handling (Dogs)               | 5                | +29            | -         | Navigation                            | 0                | -19            | -         | Architecture                        | 0                | -21            | -         |
| Animal Handling (Specialty 2)        | 0                | -21            | -         | Piloting                              | 0                | -19            | -         | Astronomy                           | 0                | -21            | -         |
| Animal Handling (Specialty 3)        | 0                | -21            | -         | Survival (Home)                       | 1                | +11            | -         | Engineering                         | 0                | -21            | -         |
| Riding (Horses)                      | 0                | -21            | -         | Survival                              | 0                | -19            | -         | Mathematics                         | 0                | -21            | -         |
| Riding (Specialty 2)                 | 0                | -21            | -         | Gymnastics                            |                  |                |           | Social                              |                  |                |           |
| Riding (Specialty 3)                 | 0                | -21            | -         | Acrobatics                            | 1                | +13            | -         | Influence (Charm)                   | 1                | +12            | -         |
| Awareness                            |                  |                |           | Contortions                           | 1                | +10            | -         | Influence (Duping)                  | 2                | +17            | -         |
| Perception                           | 10               | +71            | -         | Jumping                               | 0                | -17            | -         | Influence (Intimidation)            | 1                | +12            | -         |
| Tracking                             | 5                | +36            | -         | Lore                                  |                  |                |           | Leadership                          | 0                | -18            | -         |
| Battle Expertise                     |                  |                |           | Creature Lore                         | 4                | +26            | -         | Social Awareness                    | 5                | +26            | -         |
| Maneuvering in Armor                 | 0                | -25            | -         | Historic Lore                         | 4                | +26            | -         | Trading                             | 2                | +17            | -         |
| Mounted Combat                       | 0                | -25            | -         | Materials Lore                        | 2                | +16            | -         | Subterfuge                          |                  |                |           |
| Protect                              | 0                | -25            | -         | Racial Lore (Elves)                   | 2                | +16            | -         | Ambush (Melee)                      | 0                | -20            | -         |
| Restricted Quarters                  | 0                | -25            | -         | Racial Lore (Society 2)               | 0                | -19            | -         | Ambush (Ranged)                     | 2                | +17            | -         |
| Subduing                             | 0                | -25            | -         | Racial Lore (Society 3)               | 1                | +11            | -         | Ambush (Elemental Bolts)            | 0                | -20            | -         |
| Body Discipline                      |                  |                |           | Region Lore (Home)                    | 5                | +31            | -         | Ambush (Illusionary Attacks)        | 0                | -20            | -         |
| Adrenal Defense                      | 0                | -22            | -         | Region Lore (Neighbor Region)         | 4                | +26            | -         | Ambush (Hurling)                    | 0                | -20            | -         |
| Adrenal Focus                        | 0                | -19            | -         | Region Lore                           | 0                | -19            | -         | Concealment                         | 2                | +17            | -         |
| Adrenal Speed                        | 0                | -19            | -         | Religion/Philosophy                   | 1                | +11            | -         | Stalking                            | 4                | +34            | -         |
| Adrenal Strength                     | 0                | -16            | -         | Spell Lore (Spell List 1)             | 0                | -19            | -         | Trickery                            | 2                | +15            | -         |
| Brawn                                |                  |                |           | Spell Lore (Spell List 2)             | 0                | -19            | -         | Technical                           |                  |                |           |
| Body Development                     | 4                | +24            | -         | Spell Lore (Spell List 3)             | 0                | -19            | -         | Locks                               | 0                | -22            | -         |
| Fortitude                            | 1                | +14            | -         | Language                              |                  |                |           | Mechanics (Operation)               | 0                | -19            | -         |
| Weight Training                      | 0                | -16            | -         | Spoken (Common)                       | 7                | +41            | -         | Mechanics (Repair & Construction)   | 0                | -19            | -         |
| Combat Expertise                     |                  |                |           | Written                               | 7                | +41            | -         | Traps                               | 0                | -22            | -         |
| Blind Fighting                       | 0                | -25            | -         | Spoken (Elvish)                       | 3                | +21            | -         | Vocation                            |                  |                |           |
| Disarm                               | 1                | +5             | -         | Written                               | 0                | -19            | -         | Administration                      | 0                | -22            | -         |
| Footwork                             | 0                | -25            | -         | Spoken (Language 3)                   | 0                | -19            | -         | Service                             | 0                | -18            | -         |
| Multiple Attacks                     | 0                | -25            | -         | Written                               | 0                | -19            | -         | Trade                               | 0                | -22            | -         |
| Reverse Strike                       | 0                | -25            | -         | Spoken (Language 4)                   | 0                | -19            | -         | Base Spells                         |                  |                |           |
| Combat Training - Melee Weapons      |                  |                |           | Written                               | 0                | -19            | -         | Base Spells (Assassination Mastery) | 0                | -19            | -         |
| Melee Weapons (Blade)                | 8                | +64            | -         | Spoken (Language 5)                   | 0                | -19            | -         | Base Spells (Disguise Mastery)      | 0                | -19            | -         |
| Melee Weapons (Chain)                | 0                | -14            | -         | Written                               | 0                | -19            | -         | Base Spells (Escapes)               | 0                | -19            | -         |
| Melee Weapons (Hafted)               | 0                | -14            | -         | Spoken                                | 0                | -19            | -         | Base Spells (Gathering Secrets)     | 2                | +16            | -         |
| Melee Weapons (Greater Blade)        | 0                | -14            | -         | Written                               | 0                | -19            | -         | Base Spells (Poison Mastery)        | 0                | -19            | -         |
| Melee Weapons (Greater Chain)        | 0                | -14            | -         | Spoken                                | 0                | -19            | -         | Base Spells                         | 0                | -19            | -         |
| Melee Weapons (Greater Hafted)       | 0                | -14            | -         | Written                               | 0                | -19            | -         | Open Spells                         |                  |                |           |
| Melee Weapons (Pole Arm)             | 0                | -14            | -         | Spoken                                | 0                | -19            | -         | Open Spells (Anticipation)          | 0                | -24            | -         |
| Melee Weapons (Exotic)               | 0                | -14            | -         | Written                               | 0                | -19            | -         | Open Spells (Brilliance)            | 8                | +41            | -         |
| Combat Training - Unarmed            |                  |                |           | Magical Expertise                     |                  |                |           | Open Spells (Cloaking)              | 2                | +11            | -         |
| Unarmed (Strikes)                    | 0                | -14            | -         | Grace                                 | 0                | -25            | -         | Open Spells (Detections)            | 3                | +16            | -         |
| Unarmed (Sweeps & Throws)            | 0                | -20            | -         | Grace                                 | 0                | -25            | -         | Open Spells                         | 0                | -24            | -         |
| Unarmed (Wrestling)                  | 1                | +11            | -         | Grace                                 | 0                | -25            | -         | Open Spells                         | 0                | -24            | -         |
| Combat Training - Ranged             |                  |                |           | Spell Trickery                        | 0                | -25            | -         | Open Spells                         | 0                | -24            | -         |
| Ranged Weapons (Bow)                 | 0                | -20            | -         | Spell Trickery                        | 0                | -25            | -         | Open Spells                         | 0                | -24            | -         |
| Ranged Weapons (Crossbow)            | 4                | +30            | -         | Transcendence                         | 0                | -25            | -         | Open Spells                         | 0                | -24            | -         |
| Ranged Weapons (Sling)               | 0                | -20            | -         | Medical                               |                  |                |           | Open Spells                         | 0                | -24            | -         |
| Ranged Weapons (Thrown)              | 0                | -20            | -         | Herbalism                             | 0                | -19            | -         | Closed Spells                       |                  |                |           |
| Ranged Weapons (Exotic)              | 0                | -20            | -         | Medicine                              | 0                | -19            | -         | Closed Spells (Attack Avoidance)    | 0                | -29            | -         |
| Combat Training - Shield             |                  |                |           | Poison Mastery                        | 0                | -14            | -         | Closed Spells (Minds Door)          | 0                | -29            | -         |
| Shield                               | 0                | -14            | -         | Mental Discipline                     |                  |                |           | Closed Spells (Mind Mastery)        | 0                | -29            | -         |
| Main Gauche                          | 0                | -14            | -         | Control Lycanthropy                   | 0                | -16            | -         | Closed Spells (Sense Mastery)       | 0                | -29            | -         |
| Composition                          |                  |                |           | Meditation                            | 0                | -16            | -         | Closed Spells                       | 0                | -29            | -         |
| Illusion Crafting                    | 0                | -18            | -         | Mental Focus                          | 1                | +20            | -         | Closed Spells                       | 0                | -29            | -         |
| Musical Composition                  | 0                | -18            | -         | Movement                              |                  |                |           | Closed Spells                       | 0                | -29            | -         |
| Writing                              | 0                | -22            | -         | Climbing                              | 1                | +13            | -         | Closed Spells                       | 0                | -29            | -         |
| Crafting                             |                  |                |           | Flying                                | 0                | -19            | -         | Closed Spells                       | 0                | -29            | -         |
| Culinary                             | 2                | +15            | -         | Running                               | 1                | +13            | -         | Closed Spells                       | 0                | -29            | -         |
| Drawing/Painting                     | 0                | -19            | -         | Swimming                              | 1                | +13            | -         | Closed Spells                       | 0                | -29            | -         |
| Fabric Craft                         | 2                | +15            | -         | Performance Art                       |                  |                |           | Rituals                             |                  |                |           |
| Leathercraft                         | 2                | +15            | -         | Acting                                | 3                | +22            | -         | Magical Ritual (Alteration)         | 0                | -34            | -         |
| Metalcraft                           | 1                | +13            | -         | Music (Instrument 1)                  | 0                | -18            | -         | Magical Ritual (Creation)           | 0                | -34            | -         |
| Stonecraft                           | 0                | -17            | -         | Music (Instrument 2)                  | 0                | -18            | -         | Magical Ritual (Defensive)          | 0                | -34            | -         |
| Woodcraft                            | 0                | -20            | -         | Music (Instrument 3)                  | 0                | -18            | -         | Magical Ritual (Destruction)        | 0                | -34            | -         |
| Delving                              |                  |                |           | Stage Magic                           | 0                | -21            | -         | Magical Ritual (Elemental)          | 0                | -34            | -         |
| Attunement                           | 0                | -18            | -         | Power Manipulation                    |                  |                |           | Magical Ritual (Healing)            | 0                | -34            | -         |
| Runes                                | 0                | -18            | -         | Channeling                            | 0                | -24            | -         | Magical Ritual (Informational)      | 0                | -34            | -         |
| Rolemaster Unified                   |                  |                |           | Directed Spells (Elemental Bolts)     | 4                | +19            | -         | Magical Ritual (Summoning)          | 0                | -34            | -         |
| Copyright Iron Crown Enterprises     |                  |                |           | Directed Spells (Illusionary Attacks) | 0                | -26            | -         |                                     |                  |                |           |
| Character Sheet v1.06.2              |                  |                |           | Directed Spells (Hurling)             | 0                | -26            | -         |                                     |                  |                |           |
|                                      |                  |                |           | Power Development                     | 8                | +40            | -         |                                     |                  |                |           |
|                                      |                  |                |           | Power Projection                      | 0                | -24            | -         |                                     |                  |                |           |
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