Rolemaster Unified

Defenses

Defensive Bonus

+8	Dodge	+1	Passive
		+7	Partial
		+13	Full
+20	Block	+0	Passive
2 uses		-7	Partial
		-14	Full

Movement

Pace	Rate/round	Action Cost	Action Penalty	Charge Bonus
Creep	10.0	1 AP	+0	NA
Walk	20.0	1 AP	-25	+0
Jog	40.0	2 AP	-50	+1
Run	60.0	3 AP	-75	+1
Sprint	80.0	4 AP	NA	+2
Dash	100.0	4+ AP	NA	NA

Offense

Type	Classification	Ranks	Skill
Melee	Blade	8	+64
	Chain	0	-14
	Hafted	0	-14
	Greater Blade	0	-14
	Greater Chain	0	-14
	Greater Hafted	0	-14
	Pole Arm	0	-14
	Exotic	0	-14
Unarmed	Strikes	0	-14
	Sweeps & Throws	0	-20
	Wrestling	1	+11
Ranged	Bow	0	-20
	Crossbow	4	+30
	Sling	0	-20
	Thrown	0	-20
	Exotic	0	-20
Shield	Shield	0	-14

Attacks	Fum	Str	PB +20	Range Increment	Skill Type	Size	Table
Dagger	3	80	NA	10'	Blade	0	Dagger
Hand Crossbow	4	75	10'	30'	Crossbow	-1	Crossbow

Range Table

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

Resistance Rolls

Channeling	+11
Essence	+17
Mentalism	+13
Physical	+9
Fear	+10

Endurance

Skill	+24

Fatigue (-5/per)

00-00-00-00-00

00-00-00-00-00

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

Initiative

2d10+3

Armor Maneuver Penalty

+0

Hit Points

Max	54	Death	-24	Modifier
00000-00000-0000				-10
00000-00000-000				-20
00000-00000-0000				-30
00000-00000-000				Down
00000-00000-00000-00000-0000				Dead

Power Points

Max	40	Modifier
00000-00000-		-10
00000-00000-		-20
00000-00000-		-30
00000-00000-		X

Healing/Recovery

Healing Multiplier	100%	Rate	Max
Health Recovery	+2.7	per Hour	-
Power Point Recovery	+2.0	per Hour	+16
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	10	+71
Battle Expertise	Protect	0	-25
Battle Expertise	Restricted Quarters	0	-25
Battle Expertise	Subduing	0	-25
Body Discipline	Adrenal Defense	0	-22
Body Discipline	Adrenal Focus	0	-19
Body Discipline	Adrenal Speed	0	-19
Body Discipline	Adrenal Strength	0	-16
Brawn	Fortitude	1	+14
Brawn	Weight Training	0	-16
Combat Expertise	Blind Fighting	0	-25
Combat Expertise	Disarm	1	+5
Combat Expertise	Footwork	0	-25
Combat Expertise	Multiple Attacks	0	-25
Combat Expertise	Reverse Strike	0	-25

Healing Mechanics

Spells/Magic Reference specific spell definitions

Herbs

Classification	Skill	Action	Delay	Expiration
Apply	+11	1d10 rounds	1d10 rounds	10 minutes
Brew	-9	20 minutes	1d10 rounds	1 week
	+35			
Ingest	None	1 AP	1d10 rounds	1 day, 1 week, 1 month
Liquid	-9	1d10 rounds	1d10 rounds	1d10 days
Paste	-19	10 minutes	1d10 rounds	1 week
Powder	+1	5 minutes	1d10 rounds	1 month

Medicine

	Skill	Modifiers	Action	Effect
General Recovery	+5	Medicine Success	1 hour rest	Determine duration of injury
Organ Dressing	-39	Light wounds only	1d4+1 minutes	50% penalty
Bleed, Pressure	+1	none	1 AP	Stops 4/round bleed
Bleed, Stitches	-19	Light/Med Only	3 min/point	Stops bleeding
Bleed, Tourniquet	-39	No Head	2 rounds	Stops bleeding, relieve minute
Bleed, Cauterize	+11	-5 per bleed	1 round	roll vs table
Bone, Splint	+1	Limited to walk	1d4+1 minutes	50% penalty
Burn, Water	+1	Light/Med Only	1d4+1 minutes	50% penalty
Burn, Salve	-9		1d4+2 minutes	50% penalty
Muscle, Splint	-19		1d4+1 minutes	50% penalty
Skin, Dressing	+11		1d4+1 minutes	50% penalty
Combat Trauma	-19		1 minute	Remove trauma
System Shock	-19	-10 per success	2 AP	Delay Death by 1 round

Fighting Styles

Style Ranks	0	Total	0	Style Ranks	0	Total	0
Unspent Ranks	**0**	**Tier**	**Value**	**Unspent Ranks**	**0**	**Tier**	**Value**
		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			1	0
		1	0			1	0
		1	0			1	0

Encumberence Modifiers

Load	Weight	MMP	Max Pace
26.0%	59.8	+0	Dash (x5)
27.0%	62.1	-1	Sprint (x4)
28.0%	64.4	-2	
29.0%	66.7	-3	
30.0%	69.0	-4	
31.0%	71.3	-5	
32.0%	73.6	-6	
33.0%	75.9	-7	
34.0%	78.2	-8	
35.0%	80.5	-9	
36.0%	82.8	-10	
37.0%	85.1	-11	
38.0%	87.4	-12	
39.0%	89.7	-13	
40.0%	92.0	-14	
41.0%	94.3	-15	
42.0%	96.6	-16	Run (x3)
43.0%	98.9	-17	
44.0%	101.2	-18	
45.0%	103.5	-19	
46.0%	105.8	-20	
47.0%	108.1	-21	
48.0%	110.4	-22	
49.0%	112.7	-23	
50.0%	115.0	-24	
51.0%	117.3	-25	
52.0%	119.6	-26	
53.0%	121.9	-27	
54.0%	124.2	-28	
55.0%	126.5	-29	
56.0%	128.8	-30	
57.0%	131.1	-31	Jog (x2)
58.0%	133.4	-32	
59.0%	135.7	-33	
60.0%	138.0	-34	
61.0%	140.3	-35	
62.0%	142.6	-36	
63.0%	144.9	-37	
64.0%	147.2	-38	
65.0%	149.5	-39	
66.0%	151.8	-40	
67.0%	154.1	-41	
68.0%	156.4	-42	
69.0%	158.7	-43	
70.0%	161.0	-44	
71.0%	163.3	-45	Walk (x1)
72.0%	165.6	-46	
73.0%	167.9	-47	
74.0%	170.2	-48	
75.0%	172.5	-49	
76.0%	174.8	-50	
77.0%	177.1	-51	
78.0%	179.4	-52	
79.0%	181.7	-53	
80.0%	184.0	-54	
81.0%	186.3	-55	
82.0%	188.6	-56	
83.0%	190.9	-57	
84.0%	193.2	-58	
85.0%	195.5	-59	
86.0%	197.8	-60	
87.0%	200.1	-61	
88.0%	202.4	-62	
89.0%	204.7	-63	
90.0%	207.0	-64	
91.0%	209.3	-65	
92.0%	211.6	-66	
93.0%	213.9	-67	
94.0%	216.2	-68	
95.0%	218.5	-69	
96.0%	220.8	-70	
97.0%	223.1	-71	
98.0%	225.4	-72	
99.0%	227.7	-73	
100.0%	230.0	-74	
101.0%	232.3	-75	

Armor Weights	0.0
Shield Weight	8.0
Total Defense Weight	8.0