

Rolemaster Unified													Encumbrance Modifiers			
													Load	Weight	MMP	Max Pace
													34.4%	79.1	+0	Dash (x5)
													36.4%	83.7	-2	
Defenses	Defensive Bonus				Pace	Rate/round		Action Cost		Action Penalty		Charge Bonus		37.4%	86.0	-3
	+14					Creep	12.5	1 AP	+0	NA	38.4%	88.3	-4			
						Walk	25.0	1 AP	+0	+0	39.4%	90.6	-5			
						Jog	50.0	2 AP	-10	+1	40.4%	92.9	-6			
						Run	75.0	3 AP	-35	+1	41.4%	95.2	-7			
						Sprint	100.0	4 AP	NA	+2	42.4%	97.5	-8			
						Dash	125.0	4+ AP	NA	NA	43.4%	99.8	-9			
Offense	Type	Classification	Ranks	Skill	Attacks	Fum	Str	PB +20	Range Increment	Skill Type	Size	Table	44.4%	102.1	-10	
	Melee	Blade	0	-2	MA Strikes	2	NA	NA	NA	Strikes	0	Unarmed Strikes	45.4%	104.4	-11	
		Chain	0	-2	MA Sweeps	2	NA	NA	NA	Sweeps	0	Unarmed Sweeps	46.4%	106.7	-12	
		Hafted	0	-2	Rock	3	70	NA	15'	Thrown	0	Rock	47.4%	109.0	-13	
		Greater Blade	0	-2									48.4%	111.3	-14	
		Greater Chain	0	-2									49.4%	113.6	-15	
		Greater Hafted	2	+33									50.4%	115.9	-16	
		Pole Arm	0	-2									51.4%	118.2	-17	
	Unarmed	Exotic	0	-2									52.4%	120.5	-18	
		Strikes	9	+82									53.4%	122.8	-19	
		Sweeps & Throws	0	-9									54.4%	125.1	-20	
		Ranged	Wrestling	4	+40	Range Table								55.4%	127.4	-21
			Bow	0	-39	+20	Point Blank	Band						56.4%	129.7	-22
			Crossbow	0	-39	+0	Short	x1						57.4%	132.0	-23
			Sling	0	-39	-10	Medium	x2						58.4%	134.3	-24
	Thrown		2	-4	-25	Long	x3						59.4%	136.6	-25	
	Exotic		0	-39	-50	Extreme	x4						60.4%	138.9	-26	
	Shield		0	-2	-100	Absurd	x5						61.4%	141.2	-27	
Resistance Rolls		Endurance		Hit Points				Power Points				62.4%	143.5	-28		
Channeling	+6	Skill	+92	Max	132	Death	-92	Modifier	Max	0	Modifier	63.4%	145.8	-29		
Essence	+16	Fatigue (-5/per)		00000-00000-00000-00000-00000-				-10			-10	64.4%	148.1	-30		
Mentalism	+11	00-00-00-00-00		00000-000							-10	65.4%	150.4	-31		
Physical	+20	00-00-00-00-00		00000-00000-00000-00000-00000-				-20			-20	66.4%	152.7	-32		
Fear	+11	Check Interval		00000-000							-20	67.4%	155.0	-33		
Initiative		Jog	5 min	00000-00000-00000-00000-00000-				-30			-30	68.4%	157.3	-34		
2d10+5		Run	1 min	00000-000							-30	69.4%	159.6	-35		
		Sprint	2 rounds	00000-00000-00000-00000-00000-				Down			-30	70.4%	161.9	-36		
		Dash	1 round	00000-000							-30	71.4%	164.2	-37		
Armor Maneuver Penalty		Combat	6 rounds	00000-00000-00000-00000-00000-				Dead				72.4%	166.5	-38		
+0	Climbing	6 rounds	00000-00000-00000-00000-00000-								X	73.4%	168.8	-39		
	Swimming	6 rounds	00000-00000-00000-00000-00000-								X	74.4%	171.1	-40		
	Concentration	6 rounds	00000-00000-00000-00								X	75.4%	173.4	-41		
Healing/Recovery				Healing Mechanics								76.4%	175.7	-42		
Healing Multiplier	100%	Rate	Max	Spells/Magic								77.4%	178.0	-43		
Health Recovery	+6.6	per Hour	-	Reference specific spell definitions								78.4%	180.3	-44		
Power Point Recovery	+0.0	per Hour	+	Herbs	Classification	Skill	Action	Delay	Expiration				79.4%	182.6	-45	
Fatigue Recovery	+1.0	per Min	-		Apply	+1	1d10 rounds	1d10 rounds	10 minutes				80.4%	184.9	-46	
						-19						81.4%	187.2	-47		
					Brew	+29	20 minutes	1d10 rounds	1 week				82.4%	189.5	-48	
					Ingest	None	1 AP	1d10 rounds	1 day, 1 week, 1 month				83.4%	191.8	-49	
					Liquid	-19	1d10 rounds	1d10 rounds	1d10 days				84.4%	194.1	-50	
					Paste	-29	10 minutes	1d10 rounds	1 week				85.4%	196.4	-51	
					Powder	-9	5 minutes	1d10 rounds	1 month				86.4%	198.7	-52	
Injury Definitions				Medicine		Skill	Modifiers	Action	Effect				87.4%	201.0	-53	
Bleeding	Suffer # hits per round				General Recovery	+22	Medicine Success	1 hour rest	Determine duration of injury				88.4%	203.3	-54	
Breakage	Roll Breakage for affected location				Organ Dressing	-19	Light wounds only	1d4+1 minutes	50% penalty				89.4%	205.6	-55	
Fatigue	Suffer additional Fatigue loss				Bleed, Pressure	+21	none	1 AP	Stops 4/round bleed				90.4%	207.9	-56	
Grapple	Contest of Feat of Strength				Bleed, Stitches	+1	Light/Med Only	3 min/point	Stops bleeding				91.4%	210.2	-57	
Hits	Suffer # additional hits				Bleed, Tourniquet	-19	No Head	2 rounds	Stops bleeding, relieve minute				92.4%	212.5	-58	
Penalties	-X on all checks				Bleed, Cauterize	+31	-5 per bleed	1 round	roll vs table				93.4%	214.8	-59	
Staggered	-1 AP				Bone, Splint	+21	Limited to walk	1d4+1 minutes	50% penalty				94.4%	217.1	-60	
Prone	2 AP to stand				Burn, Water	+21	Light/Med Only	1d4+1 minutes	50% penalty				95.4%	219.4	-61	
Knocked Back	Forced movement				Burn, Salve	+11		1d4+2 minutes	50% penalty				96.4%	221.7	-62	
Stun (-25, -50, -75)	Disoriented for 1 round per effect			Muscle, Splint	+1		1d4+1 minutes	50% penalty				97.4%	224.0	-63		
Category	Skill	Ranks	Bonus	Combat Trauma	+1		1 minute	Remove trauma				98.4%	226.3	-64		
Awareness	Perception	4	+21	System Shock	+1	-10 per success	2 AP	Delay Death by 1 round				99.4%	228.6	-65		
Battle Expertise	Protect	1	+5	Fighting Styles								100.4%	230.9	-66		
Battle Expertise	Restricted Quarters	5	+25	Iron Robe								101.4%	233.2	-67		
Battle Expertise	Subduing	4	+29	Style Ranks	5	Total	4	Style Ranks	0	Total	0	102.4%	235.5	-68		
Body Discipline	Adrenal Defense	8	+67	Unspent Ranks	1	Tier	Value	Unspent Ranks	0	Tier	Value	103.4%	237.8	-69		
Body Discipline	Adrenal Focus	0	-6	Greater Adrenal Defense				1	4			1	0	104.4%	240.1	-70
Body Discipline	Adrenal Speed	0	-5				1	0				1	0	105.4%	242.4	-71
Body Discipline	Adrenal Strength	8	+73				1	0				1	0	106.4%	244.7	-72
Brawn	Fortitude	8	+65				1	0				1	0	107.4%	247.0	-73
Brawn	Weight Training	8	+65				1	0				1	0	108.4%	249.3	-74
Combat Expertise	Blind Fighting	1	+5				1	0				1	0	109.4%	251.6	-75
Combat Expertise	Disarm	0	-25				1	0				1	0	Armor Weights		9.9
Combat Expertise	Footwork	8	+40				1	0				1	0	Shield Weight		0.0
Combat Expertise	Multiple Attacks	8	+48				1	0				1	0	Total Defense Weight		9.9
Combat Expertise	Reverse Strike	6	+36				1	0				1	0			
							1	0				1	0			
							1	0				1	0			
							1	0				1	0			
							1	0				1	0			