

Rolemaster Unified

Name	Current Ranks	Total Bonus	Specialty	Name	Current Ranks	Total Bonus	Specialty	Name	Current Ranks	Total 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	0	-25	-	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 (Snakes)	8	+52	-	Navigation	3	+16	-	Architecture	0	-22	-
Animal Handling (Horses)	6	+42	-	Piloting	0	-17	-	Astronomy	0	-22	-
Animal Handling (Specialty 3)	0	-13	-	Survival (Home)	2	+11	-	Engineering	0	-22	-
Riding (Horses)	9	+66	-	Survival	0	-24	-	Mathematics	0	-22	-
Riding (Specialty 2)	0	-13	-	Gymnastics				Social			
Riding (Specialty 3)	0	-13	-	Acrobatics	0	-4	-	Influence (Charm)	4	+29	-
Awareness				Contortions	0	-18	-	Influence (Duping)	1	+14	-
Perception	5	+14	-	Jumping	0	-4	-	Influence (Intimidation)	4	+29	-
Tracking	1	+3	-	Lore				Leadership	4	+28	-
Battle Expertise				Creature Lore	2	+11	-	Social Awareness	2	+10	-
Maneuvering in Armor	6	+41	-	Historic Lore	0	-24	-	Trading	1	+9	-
Mounted Combat	6	+36	-	Materials Lore	0	-24	-	Subterfuge			
Protect	6	+36	-	Racial Lore (Elf)	2	+11	-	Ambush (Melee)	0	-20	-
Restricted Quarters	0	-25	-	Racial Lore (Society 2)	0	-24	-	Ambush (Ranged)	0	-20	-
Subduing	0	-25	-	Racial Lore (Society 3)	0	-24	-	Ambush (Elemental Bolts)	0	-20	-
Body Discipline				Region Lore (Home)	5	+26	-	Ambush (Illusionary Attacks)	0	-20	-
Adrenal Defense	6	+43	-	Region Lore (Neighbor Region)	2	+11	-	Ambush (Hurling)	0	-20	-
Adrenal Focus	0	-23	-	Region Lore	0	-24	-	Concealment	0	-20	-
Adrenal Speed	0	-18	-	Religion/Philosophy	0	-24	-	Stalking	0	-20	-
Adrenal Strength	0	-10	-	Spell Lore (Spell List 1)	0	-24	-	Trickery	0	-20	-
Brawn				Spell Lore (Spell List 2)	0	-24	-	Technical			
Body Development	9	+66	-	Spell Lore (Spell List 3)	0	-24	-	Locks	0	-15	-
Fortitude	2	+25	-	Language				Mechanics (Operation)	0	-24	-
Weight Training	0	-10	-	Spoken (Common)	8	+41	-	Mechanics (Repair & Construction)	0	-24	-
Combat Expertise				Written	4	+21	-	Traps	0	-15	-
Blind Fighting	0	-25	-	Spoken (Elvish)	7	+36	-	Vocation			
Disarm	0	-25	-	Written	3	+16	-	Administration	0	-24	-
Footwork	4	+20	-	Spoken (Language 3)	0	-24	-	Service	0	-21	-
Multiple Attacks	6	+36	-	Written	0	-24	-	Trade	0	-24	-
Reverse Strike	0	-25	-	Spoken (Language 4)	0	-24	-	Base Spells			
Combat Training - Melee Weapons				Written	0	-24	-	Base Spells	0	-20	-
Melee Weapons (Blade)	8	+78	-	Spoken (Language 5)	0	-24	-	Base Spells	0	-20	-
Melee Weapons (Chain)	0	+5	-	Written	0	-24	-	Base Spells	0	-20	-
Melee Weapons (Hafted)	0	+5	-	Spoken	0	-24	-	Base Spells	0	-20	-
Melee Weapons (Greater Blade)	0	+5	-	Written	0	-24	-	Base Spells	0	-20	-
Melee Weapons (Greater Chain)	0	+5	-	Spoken	0	-24	-	Base Spells	0	-20	-
Melee Weapons (Greater Hafted)	0	+5	-	Written	0	-24	-	Open Spells			
Melee Weapons (Pole Arm)	8	+83	-	Spoken	0	-24	-	Open Spells	0	-25	-
Melee Weapons (Exotic)	6	+66	-	Written	0	-24	-	Open Spells	0	-25	-
Combat Training - Unarmed				Magical Expertise				Open Spells	0	-25	-
Unarmed (Strikes)	0	+5	-	Grace	0	-25	-	Open Spells	0	-25	-
Unarmed (Sweeps & Throws)	1	+32	-	Grace	0	-25	-	Open Spells	0	-25	-
Unarmed (Wrestling)	0	+2	-	Grace	0	-25	-	Open Spells	0	-25	-
Combat Training - Ranged				Spell Trickery	0	-25	-	Open Spells	0	-25	-
Ranged Weapons (Bow)	0	-13	-	Spell Trickery	0	-25	-	Open Spells	0	-25	-
Ranged Weapons (Crossbow)	0	-13	-	Transcendence	0	-25	-	Open Spells	0	-25	-
Ranged Weapons (Sling)	0	-13	-	Medical				Open Spells	0	-25	-
Ranged Weapons (Thrown)	2	+22	-	Herbalism	1	+6	-	Closed Spells			
Ranged Weapons (Exotic)	0	-13	-	Medicine	2	+11	-	Closed Spells	0	-30	-
Combat Training - Shield				Poison Mastery	0	-24	-	Closed Spells	0	-30	-
Shield	8	+83	-	Mental Discipline				Closed Spells	0	-30	-
Main Gauche	0	+5	-	Control Lycanthropy	0	-27	-	Closed Spells	0	-30	-
Composition				Meditation	0	-27	-	Closed Spells	0	-30	-
Illusion Crafting	0	-21	-	Mental Focus	0	-27	-	Closed Spells	0	-30	-
Musical Composition	0	-21	-	Movement				Closed Spells	0	-30	-
Writing	3	+16	-	Climbing	1	+32	-	Closed Spells	0	-30	-
Crafting				Flying	0	+2	-	Closed Spells	0	-30	-
Culinary	2	+15	-	Running	4	+47	-	Closed Spells	0	-30	-
Drawing/Painting	0	-17	-	Swimming	0	+2	-	Closed Spells	0	-30	-
Fabric Craft	0	-20	-	Performance Art				Rituals			
Leathercraft	2	+15	-	Acting	0	-21	-	Magical Ritual (Alteration)	0	-35	-
Metalcraft	4	+43	-	Music (Instrument 1)	0	-21	-	Magical Ritual (Creation)	0	-35	-
Stonecraft	0	-6	-	Music (Instrument 2)	0	-21	-	Magical Ritual (Defensive)	0	-35	-
Woodcraft	0	-20	-	Music (Instrument 3)	0	-21	-	Magical Ritual (Destruction)	0	-35	-
Delving				Stage Magic	0	-13	-	Magical Ritual (Elemental)	0	-35	-
Attunement	0	-21	-	Power Manipulation				Magical Ritual (Healing)	0	-35	-
Runes	0	-21	-	Channeling	0	-25	-	Magical Ritual (Informational)	0	-35	-
Rolemaster Unified				Directed Spells (Elemental Bolts)	0	-32	-	Magical Ritual (Summoning)	0	-35	-
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Character Sheet v1.06.2				Directed Spells (Hurling)	0	-32	-				
				Power Development	0	-17	-				
created by halfling13@halfling13.com				Power Projection	0	-28	-				