Rolemaster Unified

Defenses

Defensive Bonus

+6	Dodge	+11	Passive
		+38	Partial
		+75	Full
	Block	+16	Passive
		+48	Partial
		+95	Full
+0			
0 uses			

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	-5	+1
Run	60.0	3 AP	-30	+1
Sprint	80.0	4 AP	NA	+2
Dash	100.0	4+ AP	NA	NA

Offense

Type	Classification	Ranks	Skill
Melee	Blade	9	+65
	Chain	8	+59
	Hafted	8	+59
	Greater Blade	8	+59
	Greater Chain	8	+59
	Greater Hafted	16	+100
	Pole Arm	0	-14
	Exotic	0	-14
Unarmed	Strikes	0	-14
	Sweeps & Throws	0	-16
	Wrestling	3	+24
Ranged	Bow	8	+32
	Crossbow	0	-41
	Sling	0	-41
	Thrown	2	-4
	Exotic	0	-41
Shield	Shield	16	+95

Attacks	Fum	Str	PB +20	Range Increment	Skill Type	Size	Table
Broadsword	4	80	NA	NA	Blade	0	Broadsword
Battle Axe	5	55	NA	NA	Hafted	0	Battle Axe
Mace	4	80	NA	NA	Hafted	0	Mace
Long Axe	5	60	NA	NA	Greater Hafted	1	Battle Axe
Normal Shield	4	55	NA	NA	Shield	0	Shield
Long Bow	5	85	NA	100'	Bow	0	Long Bow
Short Bow	4	80	NA	60'	Bow	0	Short Bow

Range Table

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

Resistance Rolls

Channeling	+26
Essence	+13
Mentalism	+13
Physical	+25
Fear	+12

Initiative

2d10+2

Armor Maneuver Penalty

+0

Endurance

Skill	+110

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	130	Death	-105	Modifier
00000-00000-00000-00000-00000-00000-000				-10
00000-00000-00000-00000-00000-00000-00				-20
00000-00000-00000-00000-00000-00000-000				-30
00000-00000-00000-00000-00000-00000-00				Down
00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-00000-				Dead

Power Points

Max	0	Modifier
		-10
		-20
		-30
		X

Healing/Recovery

Healing Multiplier	200%	Rate	Max
Health Recovery	+13.0	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	18	+56
Battle Expertise	Protect	0	-25
Battle Expertise	Restricted Quarters	2	+10
Battle Expertise	Subduing	0	-25
Body Discipline	Adrenal Defense	0	-23
Body Discipline	Adrenal Focus	0	-29
Body Discipline	Adrenal Speed	0	-23
Body Discipline	Adrenal Strength	0	-20
Brawn	Fortitude	16	+89
Brawn	Weight Training	0	-20
Combat Expertise	Blind Fighting	2	+10
Combat Expertise	Disarm	1	+5
Combat Expertise	Footwork	9	+45
Combat Expertise	Multiple Attacks	2	+12
Combat Expertise	Reverse Strike	2	+10

Healing Mechanics

Spells/Magic Reference specific spell definitions

Herbs

Classification	Skill	Action	Delay	Expiration
Apply	+1	1d10 rounds	1d10 rounds	10 minutes
Brew	-19	20 minutes	1d10 rounds	1 week
	-9			
Ingest	None	1 AP	1d10 rounds	1 day, 1 week, 1 month
Liquid	-19	1d10 rounds	1d10 rounds	1d10 days
Paste	-29	10 minutes	1d10 rounds	1 week
Powder	-9	5 minutes	1d10 rounds	1 month

Medicine

	Skill	Modifiers	Action	Effect
General Recovery	+23	Medicine Success	1 hour rest	Determine duration of injury
Organ Dressing	-14	Light wounds only	1d4+1 minutes	50% penalty
Bleed, Pressure	+26	none	1 AP	Stops 4/round bleed
Bleed, Stitches	+6	Light/Med Only	3 min/point	Stops bleeding
Bleed, Tourniquet	-14	No Head	2 rounds	Stops bleeding, relieve minute
Bleed, Cauterize	+36	-5 per bleed	1 round	roll vs table
Bone, Splint	+26	Limited to walk	1d4+1 minutes	50% penalty
Burn, Water	+26	Light/Med Only	1d4+1 minutes	50% penalty
Burn, Salve	+16		1d4+2 minutes	50% penalty
Muscle, Splint	+6		1d4+1 minutes	50% penalty
Skin, Dressing	+36		1d4+1 minutes	50% penalty
Combat Trauma	+6		1 minute	Remove trauma
System Shock	+6	-10 per success	2 AP	Delay Death by 1 round

Fighting Styles

Doppelsoldner				Berserker			
Style Ranks	16	Total	14	Style Ranks	8	Total	8
Unspent Ranks	2	Tier	Value	Unspent Ranks	0	Tier	Value
Keep at Bay		1	5	Evade Shield		1	5
Shieldbreaker		1	4	Hook Shield		1	3
Weapon Breaker		1	5			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
24.4%	36.6	+0	Dash (x5)
25.4%	38.1	-1	Sprint (x4)
26.4%	39.6	-2	
27.4%	41.1	-3	
28.4%	42.6	-4	
29.4%	44.1	-5	
30.4%	45.6	-6	
31.4%	47.1	-7	
32.4%	48.6	-8	
33.4%	50.1	-9	
34.4%	51.6	-10	
35.4%	53.1	-11	
36.4%	54.6	-12	
37.4%	56.1	-13	
38.4%	57.6	-14	
39.4%	59.1	-15	
40.4%	60.6	-16	Run (x3)
41.4%	62.1	-17	
42.4%	63.6	-18	
43.4%	65.1	-19	
44.4%	66.6	-20	
45.4%	68.1	-21	
46.4%	69.6	-22	
47.4%	71.1	-23	
48.4%	72.6	-24	
49.4%	74.1	-25	
50.4%	75.6	-26	
51.4%	77.1	-27	
52.4%	78.6	-28	
53.4%	80.1	-29	
54.4%	81.6	-30	
55.4%	83.1	-31	Jog (x2)
56.4%	84.6	-32	
57.4%	86.1	-33	
58.4%	87.6	-34	
59.4%	89.1	-35	
60.4%	90.6	-36	
61.4%	92.1	-37	
62.4%	93.6	-38	
63.4%	95.1	-39	
64.4%	96.6	-40	
65.4%	98.1	-41	
66.4%	99.6	-42	
67.4%	101.1	-43	
68.4%	102.6	-44	
69.4%	104.1	-45	Walk (x1)
70.4%	105.6	-46	
71.4%	107.1	-47	
72.4%	108.6	-48	
73.4%	110.1	-49	
74.4%	111.6	-50	
75.4%	113.1	-51	
76.4%	114.6	-52	
77.4%	116.1	-53	
78.4%	117.6	-54	
79.4%	119.1	-55	
80.4%	120.6	-56	
81.4%	122.1	-57	
82.4%	123.6	-58	
83.4%	125.1	-59	
84.4%	126.6	-60	
85.4%	128.1	-61	
86.4%	129.6	-62	
87.4%	131.1	-63	
88.4%	132.6	-64	
89.4%	134.1	-65	
90.4%	135.6	-66	
91.4%	137.1	-67	
92.4%	138.6	-68	
93.4%	140.1	-69	
94.4%	141.6	-70	
95.4%	143.1	-71	
96.4%	144.6	-72	
97.4%	146.1	-73	
98.4%	147.6	-74	
99.4%	149.1	-75	

Armor Weights	31.5
Shield Weight	0.0
Total Defense Weight	31.5