Rolemaster Unified

Defenses

Defensive Bonus

+6	Dodge	+9	Passive
		+31	Partial
		+61	Full
+20	Block	+12	Passive
2 uses		+38	Partial
		+76	Full

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	-15	+1
Run	60.0	3 AP	-40	+1
Sprint	80.0	4 AP	NA	+2
Dash	100.0	4+ AP	NA	NA

Offense

Type	Classification	Ranks	Skill
Melee	Blade	13	+85
	Chain	12	+76
	Hafted	12	+76
	Greater Blade	6	+44
	Greater Chain	6	+44
	Greater Hafted	6	+44
	Pole Arm	0	-17
	Exotic	0	-17
Unarmed	Strikes	0	-17
	Sweeps & Throws	0	-18
	Wrestling	3	+22
Ranged	Bow	6	+43
	Crossbow	0	-18
	Sling	0	-18
	Thrown	2	+19
	Exotic	0	-18
Shield	Shield	12	+76

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
Claymore	5	80	NA	NA	Greater Blade	1	Broadsword
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	+22
Essence	+9
Mentalism	+9
Physical	+19
Fear	+8

Initiative

2d10+2

Armor Maneuver Penalty

+0

Endurance

Skill	+90

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	110	Death	-85	Modifier
OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OOO				-10
OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OO				-20
OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OOO				-30
OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OO				Down
OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-OOOOO-				Dead

Power Points

Max	0	Modifier
		-10
		-20
		-30
		X

Healing/Recovery

Healing Multiplier	200%	Rate	Max
Health Recovery	+11.0	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	14	+56
Battle Expertise	Protect	0	-25
Battle Expertise	Restricted Quarters	2	+10
Battle Expertise	Subduing	0	-25
Body Discipline	Adrenal Defense	0	-25
Body Discipline	Adrenal Focus	0	-31
Body Discipline	Adrenal Speed	0	-25
Body Discipline	Adrenal Strength	0	-24
Brawn	Fortitude	12	+69
Brawn	Weight Training	0	-24
Combat Expertise	Blind Fighting	2	+10
Combat Expertise	Disarm	1	+5
Combat Expertise	Footwork	7	+35
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	+17	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

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
		1	0			1	0

Encumberence Modifiers

Load	Weight	MMP	Max Pace
21.0%	31.5	+0	Dash (x5)
22.0%	33.0	-1	Sprint (x4)
23.0%	34.5	-2	
24.0%	36.0	-3	
25.0%	37.5	-4	
26.0%	39.0	-5	
27.0%	40.5	-6	
28.0%	42.0	-7	
29.0%	43.5	-8	
30.0%	45.0	-9	
31.0%	46.5	-10	
32.0%	48.0	-11	
33.0%	49.5	-12	
34.0%	51.0	-13	
35.0%	52.5	-14	
36.0%	54.0	-15	
37.0%	55.5	-16	Run (x3)
38.0%	57.0	-17	
39.0%	58.5	-18	
40.0%	60.0	-19	
41.0%	61.5	-20	
42.0%	63.0	-21	
43.0%	64.5	-22	
44.0%	66.0	-23	
45.0%	67.5	-24	
46.0%	69.0	-25	
47.0%	70.5	-26	
48.0%	72.0	-27	
49.0%	73.5	-28	
50.0%	75.0	-29	
51.0%	76.5	-30	
52.0%	78.0	-31	Jog (x2)
53.0%	79.5	-32	
54.0%	81.0	-33	
55.0%	82.5	-34	
56.0%	84.0	-35	
57.0%	85.5	-36	
58.0%	87.0	-37	
59.0%	88.5	-38	
60.0%	90.0	-39	
61.0%	91.5	-40	
62.0%	93.0	-41	
63.0%	94.5	-42	
64.0%	96.0	-43	
65.0%	97.5	-44	
66.0%	99.0	-45	
67.0%	100.5	-46	Walk (x1)
68.0%	102.0	-47	
69.0%	103.5	-48	
70.0%	105.0	-49	
71.0%	106.5	-50	
72.0%	108.0	-51	
73.0%	109.5	-52	
74.0%	111.0	-53	
75.0%	112.5	-54	
76.0%	114.0	-55	
77.0%	115.5	-56	
78.0%	117.0	-57	
79.0%	118.5	-58	
80.0%	120.0	-59	
81.0%	121.5	-60	
82.0%	123.0	-61	
83.0%	124.5	-62	
84.0%	126.0	-63	
85.0%	127.5	-64	
86.0%	129.0	-65	
87.0%	130.5	-66	
88.0%	132.0	-67	
89.0%	133.5	-68	
90.0%	135.0	-69	
91.0%	136.5	-70	
92.0%	138.0	-71	
93.0%	139.5	-72	
94.0%	141.0	-73	
95.0%	142.5	-74	
96.0%	144.0	-75	

Armor Weights	0.0
Shield Weight	8.0
Total Defense Weight	8.0