

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 (Dogs)	5	+21	-	Navigation	3	+11	-	Architecture	0	-31	-
Animal Handling (Specialty 2)	0	-29	-	Piloting	0	-25	-	Astronomy	0	-31	-
Animal Handling (Specialty 3)	0	-29	-	Survival (Home)	9	+41	-	Engineering	0	-31	-
Riding (Dogs)	5	+26	-	Survival	0	-29	-	Mathematics	0	-31	-
Riding (Specialty 2)	0	-29	-	Gymnastics				Social			
Riding (Specialty 3)	0	-29	-	Acrobatics	0	-18	-	Influence (Charm)	0	-31	-
Awareness				Contortions	0	-25	-	Influence (Duping)	0	-31	-
Perception	12	+50	-	Jumping	2	+17	-	Influence (Intimidation)	5	+19	-
Tracking	3	+9	-	Lore				Leadership	0	-31	-
Battle Expertise				Creature Lore	0	-31	-	Social Awareness	0	-31	-
Maneuvering in Armor	11	+64	-	Historic Lore	0	-31	-	Trading	0	-31	-
Mounted Combat	2	+10	-	Materials Lore	0	-31	-	Subterfuge			
Protect	0	-25	-	Racial Lore (Orc)	7	+29	-	Ambush (Melee)	5	+23	-
Restricted Quarters	2	+10	-	Racial Lore (Society 2)	0	-31	-	Ambush (Ranged)	0	-27	-
Subduing	0	-25	-	Racial Lore (Society 3)	0	-31	-	Ambush (Elemental Bolts)	0	-27	-
Body Discipline				Region Lore (Home)	5	+19	-	Ambush (Illusionary Attacks)	0	-27	-
Adrenal Defense	0	-25	-	Region Lore (Neighbor Region)	0	-31	-	Ambush (Hurling)	0	-27	-
Adrenal Focus	0	-31	-	Region Lore	0	-31	-	Concealment	6	+28	-
Adrenal Speed	0	-25	-	Religion/Philosophy	0	-31	-	Stalking	7	+33	-
Adrenal Strength	0	-24	-	Spell Lore (Spell List 1)	0	-31	-	Trickery	0	-27	-
Brawn				Spell Lore (Spell List 2)	0	-31	-	Technical			
Body Development	13	+77	-	Spell Lore (Spell List 3)	0	-31	-	Locks	0	-25	-
Fortitude	10	+61	-	Language				Mechanics (Operation)	0	-29	-
Weight Training	0	-24	-	Spoken (Black Speech)	6	+24	-	Mechanics (Repair & Construction)	0	-29	-
Combat Expertise				Written	2	+4	-	Traps	0	-25	-
Blind Fighting	2	+10	-	Spoken (Common)	2	+4	-	Vocation			
Disarm	1	+5	-	Written	0	-31	-	Administration	0	-32	-
Footwork	6	+30	-	Spoken (Dwarf)	2	+4	-	Service	0	-33	-
Multiple Attacks	2	+12	-	Written	0	-31	-	Trade	0	-32	-
Reverse Strike	2	+10	-	Spoken (Elf)	1	-1	-	Base Spells			
Combat Training - Melee Weapons				Written	0	-31	-	Base Spells	0	-22	-
Melee Weapons (Blade)	11	+77	-	Spoken (Language 5)	0	-31	-	Base Spells	0	-22	-
Melee Weapons (Chain)	10	+68	-	Written	0	-31	-	Base Spells	0	-22	-
Melee Weapons (Hafted)	10	+68	-	Spoken	0	-31	-	Base Spells	0	-22	-
Melee Weapons (Greater Blade)	5	+38	-	Written	0	-31	-	Base Spells	0	-22	-
Melee Weapons (Greater Chain)	5	+38	-	Spoken	0	-31	-	Base Spells	0	-22	-
Melee Weapons (Greater Hafted)	5	+38	-	Written	0	-31	-	Open Spells			
Melee Weapons (Pole Arm)	0	-17	-	Spoken	0	-31	-	Open Spells	0	-27	-
Melee Weapons (Exotic)	0	-17	-	Written	0	-31	-	Open Spells	0	-27	-
Combat Training - Unarmed				Magical Expertise				Open Spells	0	-27	-
Unarmed (Strikes)	0	-17	-	Grace	0	-25	-	Open Spells	0	-27	-
Unarmed (Sweeps & Throws)	0	-18	-	Grace	0	-25	-	Open Spells	0	-27	-
Unarmed (Wrestling)	3	+22	-	Grace	0	-25	-	Open Spells	0	-27	-
Combat Training - Ranged				Spell Trickery	0	-25	-	Open Spells	0	-27	-
Ranged Weapons (Bow)	5	+37	-	Spell Trickery	0	-25	-	Open Spells	0	-27	-
Ranged Weapons (Crossbow)	0	-18	-	Transcendence	0	-25	-	Open Spells	0	-27	-
Ranged Weapons (Sling)	0	-18	-	Medical				Open Spells	0	-27	-
Ranged Weapons (Thrown)	2	+19	-	Herbalism	0	-29	-	Closed Spells			
Ranged Weapons (Exotic)	0	-18	-	Medicine	2	+6	-	Closed Spells	0	-32	-
Combat Training - Shield				Poison Mastery	0	-29	-	Closed Spells	0	-32	-
Shield	10	+68	-	Mental Discipline				Closed Spells	0	-32	-
Main Gauche	0	-17	-	Control Lycanthropy	0	-36	-	Closed Spells	0	-32	-
Composition				Meditation	0	-36	-	Closed Spells	0	-32	-
Illusion Crafting	0	-31	-	Mental Focus	0	-36	-	Closed Spells	0	-32	-
Musical Composition	0	-31	-	Movement				Closed Spells	0	-32	-
Writing	0	-30	-	Climbing	6	+37	-	Closed Spells	0	-32	-
Crafting				Flying	0	-18	-	Closed Spells	0	-32	-
Culinary	0	-29	-	Running	8	+55	-	Closed Spells	0	-32	-
Drawing/Painting	0	-25	-	Swimming	1	+12	-	Closed Spells	0	-32	-
Fabric Craft	0	-29	-	Performance Art				Rituals			
Leathercraft	2	+6	-	Acting	0	-33	-	Magical Ritual (Alteration)	0	-37	-
Metalcraft	3	+21	-	Music (Instrument 1)	0	-33	-	Magical Ritual (Creation)	0	-37	-
Stonecraft	1	+8	-	Music (Instrument 2)	0	-33	-	Magical Ritual (Defensive)	0	-37	-
Woodcraft	2	+6	-	Music (Instrument 3)	0	-33	-	Magical Ritual (Destruction)	0	-37	-
Delving				Stage Magic	0	-29	-	Magical Ritual (Elemental)	0	-37	-
Attunement	0	-31	-	Power Manipulation				Magical Ritual (Healing)	0	-37	-
Runes	0	-31	-	Channeling	0	-27	-	Magical Ritual (Informational)	0	-37	-
Rolemaster Unified				Directed Spells (Elemental Bolts)	0	-23	-	Magical Ritual (Summoning)	0	-37	-
Copyright Iron Crown Enterprises				Directed Spells (Illusionary Attacks)	0	-23	-				
Character Sheet v1.06.2				Directed Spells (Hurling)	0	-23	-				
				Power Development	0	-23	-				
				Power Projection	0	-29	-				
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