

Rolemaster Unified													Encumbrance Modifiers			
													Load	Weight	MMP	Max Pace
													21.0%	31.5	+0	Dash (x5)
													22.0%	33.0	-1	
Defenses	Defensive Bonus				Pace	Rate/round		Action Cost		Action Penalty		Charge Bonus		24.0%	36.0	-3
	+6					Creep	10.0	1 AP	+0	NA	25.0%	37.5	-4			
						Walk	20.0	1 AP	+0	+0	26.0%	39.0	-5			
						Jog	40.0	2 AP	-20	+1	27.0%	40.5	-6			
						Run	60.0	3 AP	-45	+1	28.0%	42.0	-7			
Defenses	+6				Movement	Sprint	80.0	4 AP	NA	+2	29.0%	43.5	-8			
						Dash	100.0	4+ AP	NA	NA	30.0%	45.0	-9			
Offense	Type	Classification	Ranks	Skill	Attacks	Fum	Str	PB +20	Range Increment	Skill Type	Size	Table	31.0%	46.5	-10	
	Melee	Blade	11	+77	Broadsword	4	80	NA	NA	Blade	0	Broadsword	32.0%	48.0	-11	
		Chain	10	+68	Battle Axe	5	55	NA	NA	Hafted	0	Battle Axe	33.0%	49.5	-12	
		Hafted	10	+68	Mace	4	80	NA	NA	Hafted	0	Mace	34.0%	51.0	-13	
		Greater Blade	5	+38	Claymore	5	80	NA	NA	Greater Blade	1	Broadsword	35.0%	52.5	-14	
		Greater Chain	5	+38	Normal Shield	4	55	NA	NA	Shield	0	Shield	36.0%	54.0	-15	
		Greater Hafted	5	+38									37.0%	55.5	-16	
	Offense	Pole Arm	0	-17	Long Bow	5	85	NA	100'	Bow	0	Long Bow	38.0%	57.0	-17	
		Exotic	0	-17	Short Bow	4	80	NA	60'	Bow	0	Short Bow	39.0%	58.5	-18	
		Strikes	0	-17									40.0%	60.0	-19	
Unarmed		Sweeps & Throws	0	-18								41.0%	61.5	-20		
Offense	Wrestling	3	+22	Range Table									42.0%	63.0	-21	
	Ranged	Bow	5	+37	+20	Point Blank	Band						43.0%	64.5	-22	
		Crossbow	0	-18	+0	Short	x1						44.0%	66.0	-23	
		Sling	0	-18	-10	Medium	x2						45.0%	67.5	-24	
		Thrown	2	+19	-25	Long	x3						46.0%	69.0	-25	
	Exotic	0	-18	-50	Extreme	x4						47.0%	70.5	-26		
	Shield	10	+68	-100	Absurd	x5						48.0%	72.0	-27		
	Resistance Rolls		Endurance		Hit Points				Power Points				49.0%	73.5	-28	
	Channeling	+20	Skill	+82	Max	102	Death	-77	Modifier	Max	0	Modifier	50.0%	75.0	-29	
	Essence	+7	Fatigue (-5/per)		00000-00000-00000-00000-00000-0				-10			-10	51.0%	76.5	-30	
Mentalism	+7	00-00-00-00-00-00		00000-00000-00000-00000-00000-0				-20			-20	52.0%	78.0	-31		
Physical	+17	00-00-00-00-00-00		00000-00000-00000-00000-00000-				-30			-30	53.0%	79.5	-32		
Fear	+6	Check Interval		00000-00000-00000-00000-00000-0				Down			-30	54.0%	81.0	-33		
Initiative		Jog	5 min	00000-00000-00000-00000-00000-0								55.0%	82.5	-34		
2d10+2		Run	1 min	00000-00000-00000-00000-00000-								56.0%	84.0	-35		
Armor Maneuver Penalty		Sprint	2 rounds	00000-00000-00000-00000-00000-				Dead				57.0%	85.5	-36		
+0		Dash	1 round	00000-00000-00000-00000-00000-								58.0%	87.0	-37		
		Combat	6 rounds	00000-00000-00000-00000-00000-								59.0%	88.5	-38		
		Climbing	6 rounds	00000-00000-00000-00000-00000-								60.0%	90.0	-39		
		Swimming	6 rounds	00000-00000-00000-00000-00000-								61.0%	91.5	-40		
		Concentration	6 rounds	00000-00000-00000-00000-00000-00								62.0%	93.0	-41		
Healing/Recovery				Healing Mechanics								63.0%	94.5	-42		
Healing Multiplier	200%	Rate	Max	Spells/Magic								64.0%	96.0	-43		
Health Recovery	+10.2	per Hour	-	Reference specific spell definitions								65.0%	97.5	-44		
Power Point Recovery	+0.0	per Hour	+0	Herbs	Classification	Skill	Action	Delay	Expiration			66.0%	99.0	-45		
Fatigue Recovery	+1.0	per Min	-		Apply	+1	1d10 rounds	1d10 rounds	10 minutes			67.0%	100.5	-46		
Injury Definitions					Brew	-19	20 minutes	1d10 rounds	1 week			68.0%	102.0	-47		
Bleeding	Suffer # hits per round				Ingest	None	1 AP	1d10 rounds	1 day, 1 week, 1 month			69.0%	103.5	-48		
Breakage	Roll Breakage for affected location				Liquid	-19	1d10 rounds	1d10 rounds	1d10 days			70.0%	105.0	-49		
Fatigue	Suffer additional Fatigue loss				Paste	-29	10 minutes	1d10 rounds	1 week			71.0%	106.5	-50		
Grapple	Contest of Feat of Strength			Powder	-9	5 minutes	1d10 rounds	1 month			72.0%	108.0	-51			
Hits	Suffer # additional hits			Medicine	Skill	Modifiers	Action	Effect			73.0%	109.5	-52			
Penalties	-X on all checks				General Recovery	+15	Medicine Success	1 hour rest	Determine duration of injury			74.0%	111.0	-53		
Staggered	-1 AP				Organ Dressing	-14	Light wounds only	1d4+1 minutes	50% penalty			75.0%	112.5	-54		
Prone	2 AP to stand				Bleed, Pressure	+26	none	1 AP	Stops 4/round bleed			76.0%	114.0	-55		
Knocked Back	Forced movement				Bleed, Stitches	+6	Light/Med Only	3 min/point	Stops bleeding			77.0%	115.5	-56		
Stun (-25, -50, -75)	Disoriented for 1 round per effect				Bleed, Tourniquet	-14	No Head	2 rounds	Stops bleeding, relieve minute			78.0%	117.0	-57		
Category	Skill	Ranks	Bonus		Bleed, Cauterize	+36	-5 per bleed	1 round	roll vs table			79.0%	118.5	-58		
Awareness	Perception	12	+50		Bone, Splint	+26	Limited to walk	1d4+1 minutes	50% penalty			80.0%	120.0	-59		
Battle Expertise	Protect	0	-25		Burn, Water	+26	Light/Med Only	1d4+1 minutes	50% penalty			81.0%	121.5	-60		
Battle Expertise	Restricted Quarters	2	+10		Burn, Salve	+16		1d4+2 minutes	50% penalty			82.0%	123.0	-61		
Battle Expertise	Subduing	0	-25		Muscle, Splint	+6		1d4+1 minutes	50% penalty			83.0%	124.5	-62		
Body Discipline	Adrenal Defense	0	-25		Skin, Dressing	+36		1d4+1 minutes	50% penalty			84.0%	126.0	-63		
Body Discipline	Adrenal Focus	0	-31		Combat Trauma	+6		1 minute	Remove trauma			85.0%	127.5	-64		
Body Discipline	Adrenal Speed	0	-25		System Shock	+6	-10 per success	2 AP	Delay Death by 1 round			86.0%	129.0	-65		
Body Discipline	Adrenal Strength	0	-24	Fighting Styles								87.0%	130.5	-66		
Brawn	Fortitude	10	+61									88.0%	132.0	-67		
Brawn	Weight Training	0	-24	Style Ranks								89.0%	133.5	-68		
Combat Expertise	Blind Fighting	2	+10	Unspent Ranks	0	Tier	Value	Unspent Ranks	0	Tier	Value	90.0%	135.0	-69		
Combat Expertise	Disarm	1	+5		1	0			1	0		91.0%	136.5	-70		
Combat Expertise	Footwork	6	+30		1	0			1	0		92.0%	138.0	-71		
Combat Expertise	Multiple Attacks	2	+12		1	0			1	0		93.0%	139.5	-72		
Combat Expertise	Reverse Strike	2	+10		1	0			1	0		94.0%	141.0	-73		
					1	0			1	0		95.0%	142.5	-74		
					1	0			1	0		96.0%	144.0	-75		
					1	0			1	0		Armor Weights		0.0		
					1	0			1	0		Shield Weight		8.0		
					1	0			1	0		Total Defense Weight		8.0		