

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)	4	+26	-	Navigation	2	+26	-	Architecture	0	-23	-
Animal Handling (Bovine)	7	+49	-	Piloting	3	+24	-	Astronomy	0	-23	-
Animal Handling (Specialty 3)	0	-23	-	Survival (Home)	4	+33	-	Engineering	0	-23	-
Riding (Bovine)	6	+32	-	Survival	2	+21	-	Mathematics	0	-23	-
Riding (Horses)	3	+17	-	Gymnastics				Social			
Riding (Specialty 3)	0	-23	-	Acrobatics	0	-11	-	Influence (Charm)	1	+4	-
Awareness				Contortions	1	+13	-	Influence (Duping)	0	-26	-
Perception	5	+41	-	Jumping	1	+19	-	Influence (Intimidation)	1	+4	-
Tracking	2	+28	-	Lore				Leadership	0	-16	-
Battle Expertise				Creature Lore	5	+31	-	Social Awareness	1	+13	-
Maneuvering in Armor	3	+15	-	Historic Lore	1	+6	-	Trading	1	+14	-
Mounted Combat	0	-25	-	Materials Lore	0	-24	-	Subterfuge			
Protect	0	-25	-	Racial Lore (Elves)	1	+6	-	Ambush (Melee)	0	-14	-
Restricted Quarters	0	-25	-	Racial Lore (Dwarves)	1	+6	-	Ambush (Ranged)	0	-14	-
Subduing	0	-25	-	Racial Lore (Society 3)	0	-24	-	Ambush (Elemental Bolts)	0	-14	-
Body Discipline				Region Lore (Home)	5	+26	-	Ambush (Illusionary Attacks)	0	-14	-
Adrenal Defense	0	-17	-	Region Lore (Neighbor Region)	0	-24	-	Ambush (Hurling)	0	-14	-
Adrenal Focus	0	-16	-	Region Lore	0	-24	-	Concealment	0	-14	-
Adrenal Speed	0	-14	-	Religion/Philosophy	0	-24	-	Stalking	0	-14	-
Adrenal Strength	0	-10	-	Spell Lore (Spell List 1)	0	-24	-	Trickery	0	-14	-
Brawn				Spell Lore (Spell List 2)	0	-24	-	Technical			
Body Development	5	+36	-	Spell Lore (Spell List 3)	0	-24	-	Locks	0	-15	-
Fortitude	1	+20	-	Language				Mechanics (Operation)	0	-16	-
Weight Training	1	+20	-	Spoken (Common)	6	+31	-	Mechanics (Repair & Construction)	0	-16	-
Combat Expertise				Written	4	+21	-	Traps	0	-15	-
Blind Fighting	0	-25	-	Spoken (Elven)	5	+26	-	Vocation			
Disarm	0	-25	-	Written	4	+21	-	Administration	0	-24	-
Footwork	0	-25	-	Spoken (Language 3)	0	-24	-	Service	0	-24	-
Multiple Attacks	0	-25	-	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 (Animal Mastery)	7	+62	-
Melee Weapons (Blade)	1	+23	-	Spoken (Language 5)	0	-24	-	Base Spells (Herb Mastery)	7	+62	-
Melee Weapons (Chain)	0	-7	-	Written	0	-24	-	Base Spells (Nature's Lore)	7	+62	-
Melee Weapons (Hafted)	0	-7	-	Spoken	0	-24	-	Base Spells (Nature's Protection)	7	+62	-
Melee Weapons (Greater Blade)	0	-7	-	Written	0	-24	-	Base Spells (Nature's Wrath)	7	+62	-
Melee Weapons (Greater Chain)	0	-7	-	Spoken	0	-24	-	Base Spells (Plant Mastery)	6	+56	-
Melee Weapons (Greater Hafted)	0	-7	-	Written	0	-24	-	Open Spells			
Melee Weapons (Pole Arm)	4	+38	-	Spoken	0	-24	-	Open Spells (Nature's Law)	0	-10	-
Melee Weapons (Exotic)	0	-7	-	Written	0	-24	-	Open Spells (Sound's Way)	0	-10	-
Combat Training - Unarmed				Magical Expertise				Open Spells (Weather Ways)	0	-10	-
Unarmed (Strikes)	1	+23	-	Grace	0	-25	-	Open Spells	0	-10	-
Unarmed (Sweeps & Throws)	0	-15	-	Grace	0	-25	-	Open Spells	0	-10	-
Unarmed (Wrestling)	0	-15	-	Grace	0	-25	-	Open Spells	0	-10	-
Combat Training - Ranged				Spell Trickery	0	-25	-	Open Spells	0	-10	-
Ranged Weapons (Bow)	0	-20	-	Spell Trickery	0	-25	-	Open Spells	0	-10	-
Ranged Weapons (Crossbow)	0	-20	-	Transcendence	0	-25	-	Open Spells	0	-10	-
Ranged Weapons (Sling)	0	-20	-	Medical				Open Spells	0	-10	-
Ranged Weapons (Thrown)	2	+15	-	Herbalism	5	+44	-	Closed Spells			
Ranged Weapons (Exotic)	0	-20	-	Medicine	5	+34	-	Closed Spells (Blood Law)	4	+30	-
Combat Training - Shield				Poison Mastery	2	+19	-	Closed Spells (Locating Ways)	0	-15	-
Shield	0	-7	-	Mental Discipline				Closed Spells	0	-15	-
Main Gauche	0	-7	-	Control Lycanthropy	0	-19	-	Closed Spells	0	-15	-
Composition				Meditation	1	+11	-	Closed Spells	0	-15	-
Illusion Crafting	0	-16	-	Mental Focus	2	+16	-	Closed Spells	0	-15	-
Musical Composition	0	-16	-	Movement				Closed Spells	0	-15	-
Writing	0	-16	-	Climbing	3	+29	-	Closed Spells	0	-15	-
Crafting				Flying	0	-11	-	Closed Spells	0	-15	-
Culinary	3	+18	-	Running	4	+34	-	Closed Spells	0	-15	-
Drawing/Painting	1	+14	-	Swimming	3	+29	-	Closed Spells	0	-15	-
Fabric Craft	0	-22	-	Performance Art				Rituals			
Leathercraft	1	+8	-	Acting	0	-24	-	Magical Ritual (Alteration)	0	-20	-
Metalcraft	0	-16	-	Music (Whistling)	1	+6	-	Magical Ritual (Creation)	0	-20	-
Stonecraft	0	-16	-	Music (Instrument 2)	0	-24	-	Magical Ritual (Defensive)	0	-20	-
Woodcraft	0	-22	-	Music (Instrument 3)	0	-24	-	Magical Ritual (Destruction)	0	-20	-
Delving				Stage Magic	0	-23	-	Magical Ritual (Elemental)	0	-20	-
Attunement	0	-16	-	Power Manipulation				Magical Ritual (Healing)	0	-20	-
Runes	0	-16	-	Channeling	1	+20	-	Magical Ritual (Informational)	0	-20	-
Rolemaster Unified				Directed Spells (Elemental Bolts)	4	+31	-	Magical Ritual (Summoning)	0	-20	-
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Character Sheet v1.06.2				Directed Spells (Hurling)	0	-14	-				
created by halfling13@halfling13.com				Power Development	7	+67	-				
				Power Projection	0	-7	-				