

Rolemaster Unified													Encumbrance Modifiers			
													Load	Weight	MMP	Max Pace
													31.6%	72.7	+0	Dash (x5)
													32.6%	75.0	-1	
Defenses	Defensive Bonus				Pace	Rate/round		Action Cost		Action Penalty		Charge Bonus		34.6%	79.6	-3
	+13					Creep	12.5	1 AP	+0	NA	35.6% <th>81.9</th> <th>-4</th>	81.9	-4			
						Walk	25.0	1 AP	-25	+0	36.6% <th>84.2</th> <th>-5</th>	84.2	-5			
						Jog	50.0	2 AP	-50	+1	37.6% <th>86.5</th> <th>-6</th>	86.5	-6			
						Run	75.0	3 AP	-75	+1	38.6% <th>88.8</th> <th>-7</th>	88.8	-7			
						Sprint	100.0	4 AP	NA	+2	39.6% <th>91.1</th> <th>-8</th>	91.1	-8			
Dash	125.0	4+ AP	NA	NA	40.6% <th>93.4</th> <th>-9</th>	93.4	-9									
Offense	Type	Classification	Ranks	Skill	Attacks	Fum	Str	PB +20	Range Increment	Skill Type	Size	Table	41.6%	95.7	-10	
	Melee	Blade	1	+23	Spear	4	35	NA	15'	Pole Arm	0	Spear	42.6% <th>98.0</th> <th>-11</th>	98.0	-11	
		Chain	0	-7	MA Strikes	2	NA	NA	NA	Strikes	0	Unarmed Strikes	43.6% <th>100.3</th> <th>-12</th>	100.3	-12	
		Hafted	0	-7	Dagger	3	80	NA	10'	Blade	0	Dagger	44.6% <th>102.6</th> <th>-13</th>	102.6	-13	
		Greater Blade	0	-7									45.6% <th>104.9</th> <th>-14</th>	104.9	-14	
		Greater Chain	0	-7									46.6% <th>107.2</th> <th>-15</th>	107.2	-15	
		Greater Hafted	0	-7									47.6% <th>109.5</th> <th>-16</th>	109.5	-16	
		Pole Arm	4	+38									48.6% <th>111.8</th> <th>-17</th>	111.8	-17	
	Unarmed	Exotic	0	-7									49.6% <th>114.1</th> <th>-18</th>	114.1	-18	
		Strikes	1	+23									50.6% <th>116.4</th> <th>-19</th>	116.4	-19	
		Sweeps & Throws	0	-15									51.6% <th>118.7</th> <th>-20</th>	118.7	-20	
		Wrestling	0	-15									52.6% <th>121.0</th> <th>-21</th>	121.0	-21	
		Bow	0	-20									53.6% <th>123.3</th> <th>-22</th>	123.3	-22	
	Ranged	Crossbow	0	-20									54.6% <th>125.6</th> <th>-23</th>	125.6	-23	
		Sling	0	-20									55.6% <th>127.9</th> <th>-24</th>	127.9	-24	
		Thrown	2	+15									56.6% <th>130.2</th> <th>-25</th>	130.2	-25	
		Exotic	0	-20									57.6% <th>132.5</th> <th>-26</th>	132.5	-26	
	Shield	Shield	0	-7	-100	Absurd	x5						58.6% <th>134.8</th> <th>-27</th>	134.8	-27	
Resistance Rolls		Endurance		Hit Points				Power Points				59.6%	137.1	-28		
Channeling	+26	Skill	+56	Max	66	Death	-36	Modifier	Max	67	Modifier	60.6% <th>139.4</th> <th>-29</th>	139.4	-29		
Essence	+8	Fatigue (-5/per)		00000-00000-00000-00				-10	00000-00000-00000-00		-10	61.6% <th>141.7</th> <th>-30</th>	141.7	-30		
Mentalism	+9	OO-OO-OO-OO-OO		00000-00000-00000-00				-10	00000-00000-00000-00		-10	62.6% <th>144.0</th> <th>-31</th>	144.0	-31		
Physical	+12	OO-OO-OO-OO-OO		00000-00000-00000-0				-20	00000-00000-00000-00		-20	63.6% <th>146.3</th> <th>-32</th>	146.3	-32		
Fear	+10	Check Interval		00000-00000-00000-00				-30	00000-00000-00000-00		-30	64.6% <th>148.6</th> <th>-33</th>	148.6	-33		
Initiative		Jog	5 min	00000-00000-00000-00				-30	00000-00000-00000-00		-30	65.6% <th>150.9</th> <th>-34</th>	150.9	-34		
2d10+4		Run	1 min	00000-00000-00000-0				Down	00000-00000-00000-00		-30	66.6% <th>153.2</th> <th>-35</th>	153.2	-35		
		Sprint	2 rounds	00000-00000-00000-0				Down	00000-00000-00000-00		-30	67.6% <th>155.5</th> <th>-36</th>	155.5	-36		
		Dash	1 round	00000-00000-00000-0				Down	00000-00000-00000-00		-30	68.6% <th>157.8</th> <th>-37</th>	157.8	-37		
Armor Maneuver Penalty		Combat	6 rounds	00000-00000-00000-00000-00000-0				Dead	00000-00000-00000-0		X	69.6% <th>160.1</th> <th>-38</th>	160.1	-38		
+0		Climbing	6 rounds	00000-00000-0				Dead	00000-00000-00000-0		X	70.6% <th>162.4</th> <th>-39</th>	162.4	-39		
		Swimming	6 rounds	00000-00000-0				Dead	00000-00000-00000-0		X	71.6% <th>164.7</th> <th>-40</th>	164.7	-40		
		Concentration	6 rounds	00000-00000-0				Dead	00000-00000-00000-0		X	72.6% <th>167.0</th> <th>-41</th>	167.0	-41		
Healing/Recovery				Healing Mechanics								73.6%	169.3	-42		
Healing Multiplier	100%	Rate	Max	Spells/Magic								74.6% <th>171.6</th> <th>-43</th>	171.6	-43		
Health Recovery	+3.3	per Hour	-	Reference specific spell definitions								75.6% <th>173.9</th> <th>-44</th>	173.9	-44		
Power Point Recovery	+3.4	per Hour	+27	Herbs	Classification	Skill	Action		Delay		Expiration		76.6% <th>176.2</th> <th>-45</th>	176.2	-45	
Fatigue Recovery	+1.0	per Min	-		Apply	+74	1d10 rounds	1d10 rounds	10 minutes		77.6% <th>178.5</th> <th>-46</th>	178.5	-46			
					Brew	+54	20 minutes	1d10 rounds	1 week		78.6% <th>180.8</th> <th>-47</th>	180.8	-47			
					Ingest	+38					79.6% <th>183.1</th> <th>-48</th>	183.1	-48			
					Liquid	None	1 AP	1d10 rounds	1d10 rounds	1 day, 1 week, 1 month		80.6% <th>185.4</th> <th>-49</th>	185.4	-49		
					Paste	+54	1d10 rounds	1d10 rounds	1d10 days		81.6% <th>187.7</th> <th>-50</th>	187.7	-50			
				Powder	+44	10 minutes	1d10 rounds	1 week		82.6% <th>190.0</th> <th>-51</th>	190.0	-51				
					+64	5 minutes	1d10 rounds	1 month		83.6% <th>192.3</th> <th>-52</th>	192.3	-52				
				Medicine		Skill	Modifiers		Action		Effect		84.6% <th>194.6</th> <th>-53</th>	194.6	-53	
					General Recovery	+9	Medicine Success	1 hour rest	Determine duration of injury		85.6% <th>196.9</th> <th>-54</th>	196.9	-54			
					Organ Dressing	+14	Light wounds only	1d4+1 minutes	50% penalty		86.6% <th>199.2</th> <th>-55</th>	199.2	-55			
					Bleed, Pressure	+54	none	1 AP	Stops 4/round bleed		87.6% <th>201.5</th> <th>-56</th>	201.5	-56			
					Bleed, Stitches	+34	Light/Med Only	3 min/point	Stops bleeding		88.6% <th>203.8</th> <th>-57</th>	203.8	-57			
					Bleed, Tourniquet	+14	No Head	2 rounds	Stops bleeding, relieve minute		89.6% <th>206.1</th> <th>-58</th>	206.1	-58			
					Bleed, Cauterize	+64	-5 per bleed	1 round	roll vs table		90.6% <th>208.4</th> <th>-59</th>	208.4	-59			
					Bone, Splint	+54	Limited to walk	1d4+1 minutes	50% penalty		91.6% <th>210.7</th> <th>-60</th>	210.7	-60			
					Burn, Water	+54	Light/Med Only	1d4+1 minutes	50% penalty		92.6% <th>213.0</th> <th>-61</th>	213.0	-61			
					Burn, Salve	+44		1d4+2 minutes	50% penalty		93.6% <th>215.3</th> <th>-62</th>	215.3	-62			
					Muscle, Splint	+34		1d4+1 minutes	50% penalty		94.6% <th>217.6</th> <th>-63</th>	217.6	-63			
					Skin, Dressing	+64		1d4+1 minutes	50% penalty		95.6% <th>219.9</th> <th>-64</th>	219.9	-64			
				Combat Trauma	+34		1 minute	Remove trauma		96.6% <th>222.2</th> <th>-65</th>	222.2	-65				
				System Shock	+34	-10 per success	2 AP	Delay Death by 1 round		97.6% <th>224.5</th> <th>-66</th>	224.5	-66				
				Fighting Styles								98.6% <th>226.8</th> <th>-67</th>	226.8	-67		
												99.6% <th>229.1</th> <th>-68</th>	229.1	-68		
												100.6% <th>231.4</th> <th>-69</th>	231.4	-69		
												101.6% <th>233.7</th> <th>-70</th>	233.7	-70		
												102.6% <th>236.0</th> <th>-71</th>	236.0	-71		
												103.6% <th>238.3</th> <th>-72</th>	238.3	-72		
												104.6% <th>240.6</th> <th>-73</th>	240.6	-73		
												105.6% <th>242.9</th> <th>-74</th>	242.9	-74		
												106.6% <th>245.2</th> <th>-75</th>	245.2	-75		
												Armor Weights		17.1		
												Shield Weight		4.0		
												Total Defense Weight		21.1		