

CHARACTERSHEET: BASICS



EXPERIENCE: 50000	LEVEL: 5	NAME OF CHARACTER: <i>Draleli</i> PLAYER: <i>Rolemaster Office Example</i>
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Race: Man, High
 Profession: Outrider
 Realm: Channeling

Armor: 7 Rein. Leather Coat
 Weight Penalty: 0
 Base Movement Rate: 18 m/Rd
 Moving Maneuver Penalty: -10
 Missile Penalty: -15

Quickness Bonus: +6
 Armor Quickness Penalty: -10
 Shield Bonus: Full shield (+25)
 Magic: _____
 Special: _____
 Total DB: 0

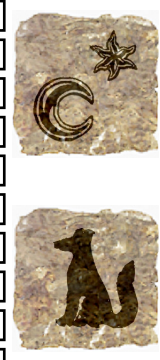
RESISTANCE ROLLS			
Type	Race	Stat	Total
Channeling	<u>-5</u>	<u>+24</u> (3x In)	<u>+19</u>
Essence	<u>-5</u>	<u>0</u> (3x Em)	<u>-5</u>
Mentalism	<u>-5</u>	<u>+18</u> (3x Pr)	<u>+13</u>
Poison	<u>0</u>	<u>+21</u> (3x Co)	<u>+21</u>
Disease	<u>0</u>	<u>+21</u> (3x Co)	<u>+21</u>
Fear	<u>0</u>	<u>+9</u> (3x SD)	<u>+9</u>

RACE / STAT FIXED INFO
 Soul Departure (Rounds): 10
 Recovery Multiplier: 0.75
 Body Development Progression: 0*7*5*3*1
 PP Development Progression: 0*6*5*4*3

ROLE TRAITS
 Demeanor: _____
 Appearance: 40 Age: 0
 Gender: male Skin: _____
 Height: 193 cm Weight: 104 kg
 Hair: _____ Eyes: _____
 Personality: _____
 Motivation: _____
 Alignment: _____

BACKGROUND INFORMATION
 Nationality: _____
 Hometown/City: _____
 Deity: _____
 Patron/Lord: _____
 Parents: _____
 Spouse: _____
 Siblings: _____
 Children: _____
 Other: _____

Stat	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility (Ag)	<u>97</u>	<u>97</u>	<u>+8</u>	<u>-2</u>	<u>0</u>	<u>+6</u>
Constitution (Co)	<u>83</u>	<u>83</u>	<u>+3</u>	<u>+4</u>	<u>0</u>	<u>+7</u>
Memory (Me)	<u>75</u>	<u>75</u>	<u>+2</u>	<u>0</u>	<u>0</u>	<u>+2</u>
Reasoning (Re)	<u>83</u>	<u>83</u>	<u>+3</u>	<u>0</u>	<u>0</u>	<u>+3</u>
Self Discipline (SD)	<u>82</u>	<u>82</u>	<u>+3</u>	<u>0</u>	<u>0</u>	<u>+3</u>
Empathy (Em)	<u>55</u>	<u>69</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>
Intuition (In)	<u>97</u>	<u>97</u>	<u>+8</u>	<u>0</u>	<u>0</u>	<u>+8</u>
Presence (Pr)	<u>75</u>	<u>75</u>	<u>+2</u>	<u>+4</u>	<u>0</u>	<u>+6</u>
Quickness (Qu)	<u>87</u>	<u>87</u>	<u>+4</u>	<u>-2</u>	<u>0</u>	<u>+2</u>
Strength (St)	<u>80</u>	<u>80</u>	<u>+3</u>	<u>+4</u>	<u>0</u>	<u>+7</u>



COMMONLY USED SKILLS					
Skill	Ranks	Bonus	Skill	Ranks	Bonus
<u>Alertness</u>	<u>10</u>	<u>+39</u>	<u>Power Perception</u>	<u>10</u>	<u>+19</u>
<u>Attunement</u>	<u>4</u>	<u>+28</u>	<u>Riding</u>	<u>12</u>	<u>+54</u>
<u>Climbing</u>	<u>10</u>	<u>+48</u>	<u>Stalking</u>	<u>11</u>	<u>+44</u>
<u>First Aid</u>	<u>5</u>	<u>+25</u>	<u>Streetwise</u>	<u>10</u>	<u>+55</u>
<u>Hiding</u>	<u>8</u>	<u>+36</u>	<u>Swimming</u>	<u>10</u>	<u>+52</u>
<u>Observation</u>	<u>6</u>	<u>+44</u>			

COMMONLY USED ATTACKS					
Weapon/Attack	Ranks	Bonus	Fumble	Modifications	
<u>Battle Axe</u>	<u>7</u>	<u>+53</u>	<u>01-05</u>	<u>Bash -20/Stab -30</u>	
<u>Broadsword</u>	<u>9</u>	<u>+61</u>	<u>01-03</u>	<u>Bash -15/Stab -25</u>	
<u>Short Bow</u>	<u>7</u>	<u>+52</u>	<u>01-04</u>	<u>1-3:+10/-30:+0/-55:-40/-75:-70</u>	
<u>Spear</u>	<u>9</u>	<u>+59</u>	<u>01-05</u>	<u>Cut -15/Bash -15</u>	

NOTES

	Hits (Maximum)	Exhaustion points	Power Points
	90	61	26
Active	1 / 3 h	1 / 3 min	1 / 3 h
Resting	4 / 1 h	4 / 1 min	4 / 1 h
Sleeping	14 / 3 h	All / 30 min	13 / 3 h

CHARACTERSHEET: SKILL CATEGORIES


 CHARACTER: *Dralei*

LEVEL: 5

Skill Category	Stats	DP costs	Ranks	New R.	Rank	Stat	Prof	Special	Total
Armor - Heavy	St/Ag/St	6/6/6		■□□	-15	+20	+5		+10
Armor - Light	Ag/St/Ag	1/1/1	1	■□□	+2	+19	+5		+26
Armor - Medium	St/Ag/St	4/4/4	2	■□□	+4	+20	+5		+29
Artistic - Active	Pr/Em/Ag	2/4		■□□	-15	+12			-3
Artistic - Passive	Em/In/Pr	2/4		■□□	-15	+14			-1
Athletic - Brawn	St/Co/Ag	2/6	1	■□□	+2	+20			+22
Athletic - Endurance	Co/Ag/St	2/6	1	■□□	+2	+20			+22
Athletic - Gymnastics	Ag/Qu/Ag	2/4	2	■□□	+4	+14			+18
Awareness - Perceptions	In/SD/In	2/7	n/a	+		+19	+10		+29
Awareness - Searching	In/Re/SD	2/7	1	■□□	+2	+14	+10		+26
Awareness - Senses	In/SD/In	2/5		■□□	-15	+19	+10		+14
Body Development	Co/SD/Co	4/10	n/a	○		+17		+10	+27
Combat Maneuvers	Ag/Qu/SD	2/7	n/a	*		+11			+11
Communications	Re/Me/Em	2/2/2	3	■□□	+6	+5	+5		+16
Crafts	Ag/Me/SD	4/10	n/a	*		+11			+11
Directed Spells	Ag/SD/Ag	20		■□□	-15	+15			
Influence	Pr/Em/In	2/5		■□□	-15	+14			-1
Lore - General	Me/Re/Me	1/3	3	■□□	+6	+7			+13
Lore - Magical	Me/Re/Me	4		■□□	-15	+7			-8
Lore - Obscure	Me/Re/Me	2/7		■□□	-15	+7			-8
Lore - Technical	Me/Re/Me	2/5		■□□	-15	+7			-8
Martial Arts - Combat Maneuvers	Ag/Qu/SD	4/10	n/a	*		+11			+11
Martial Arts - Striking	St/Ag/St	2/6		■□□	-15	+20			+5
Martial Arts - Sweeps	Ag/St/Ag	2/6		■□□	-15	+19			+4
Outdoor - Animal	Em/Ag/Em	2/4	2	■□□	+4	+6	+10		+20
Outdoor - Environmental	SD/In/Me	2/6	1	■□□	+2	+13	+10		+25
Power Awareness	Em/In/Pr	7	1	■□□	+2	+14			+16
Power Manipulation		14		■□□	-15	0			-15
Power Point Development	In	14	n/a	○		+8			+8
Resistance		2/4		■□□	-15	0			-15
Science/Analytic - Basic	Me/Re/Me	3/6	1	■□□	+2	+7			+9
Science/Analytic - Specialized	Me/Re/Me	12	n/a	*		+7			+7
Self Control	SD/Pr/SD	2/5		■□□	-15	+12			-3
Special Attacks		2/5	n/a	*		0			
Special Defenses		6/12	n/a	*		0			
Subterfuge - Attack	Ag/SD/In	4/8		■□□	-15	+17			+2
Subterfuge - Mechanics	In/Ag/Re	3/8		■□□	-15	+17			+2
Subterfuge - Stealth	Ag/SD/In	2/5		■□□	-15	+17	+10		+12
Tech./Trade - General	Re/Me/SD	3/7	1	■□□	+2	+8			+10
Tech./Trade - Professional	Re/Me/In	5/12	n/a	*		+13			+13
Tech./Trade - Vocational	Me/In/Re	8	n/a	*		+13			+13
Urban	In/Pr/Re	1/3	4	■□□	+8	+17			+25
Weapon - 1-Hand Concus	St/Ag/St	3/8		■□□	-15	+20	+10		+15
Weapon - 1-Hand Edged	St/Ag/St	2/7	2	■□□	+4	+20	+10		+34
Weapon - 2-Handed	St/Ag/St	3/7	1	■□□	+2	+20	+10		+32
Weapon - Missile	Ag/St/Ag	3/7	1	■□□	+2	+19	+10		+31
Weapon - Missile Artillery	In/Ag/Re	3/8		■□□	-15	+17	+10		+12
Weapon - Pole Arms	St/Ag/St	2/7	1	■□□	+2	+20	+10		+32
Weapon - Thrown	Ag/St/Ag	3/9		■□□	-15	+19	+10		+14
Spells									
Arcane - Closed	Em/In/Pr	45	n/a	+		+4			+4
Arcane - Open	Em/In/Pr	20	n/a	+		+4			+4
Arcane - Other Base Lists	Em/In/Pr	60	n/a	+		+4			+4
Other Realm - Closed		90	n/a	+		0			
Other Realm - Open		60	n/a	+		0			
Other Realm - Other Base Lists		120	n/a	+		0			
Own Realm - Closed	In	25	n/a	+		+8			+8
Own Realm - Open	In	15	n/a	+		+8			+8
Own Realm - Other Base Lists	In	50	n/a	+		+8			+8
Own Realm - Own Base Lists	In		n/a	+		+8			+8

CHARACTERSHEET: SKILLS



CHARACTER: *Dralei*

LEVEL: 5

Skill		Ranks	New R.	Rank	Category	Item	Special	Total
<i>Alertness</i>	<i>Awareness - Perceptions</i>	10	+	+10	+29			+39
<i>Attunement</i>	<i>Power Awareness</i>	4	■□□	+12	+16			+28
<i>Battle Axe</i>	<i>Weapon - 2-Handed</i>	7	■□□	+21	+32			+53
<i>Body Development</i>	<i>Body Development</i>	9	○	+63	+27			+90
<i>Broadsword</i>	<i>Weapon - 1-Hand Edged</i>	9	■□□	+27	+34			+61
<i>Chain Mail</i>	<i>Armor - Medium</i>	2	■□□	+6	+29			+35
<i>Climbing</i>	<i>Athletic - Gymnastics</i>	10	■□□	+30	+18			+48
<i>Culture Lore "Own"</i>	<i>Lore - General</i>	3	■□□	+9	+13			+22
<i>First Aid</i>	<i>Tech./Trade - General</i>	5	■□□	+15	+10			+25
<i>Hiding</i>	<i>Subterfuge - Stealth</i>	8	■□□	+24	+12			+36
<i>Observation</i>	<i>Awareness - Searching</i>	6	■□□	+18	+26			+44
<i>Power Perception</i>	<i>Power Awareness</i>	1.0	▶□□	+3	+16			+19
<i>Power Points</i>	<i>Power Point Development</i>	3	○	+18	+8			+26
<i>Region Lore "home"</i>	<i>Lore - General</i>	3	■□□	+9	+13			+22
<i>Riding</i>	<i>Outdoor - Animal</i>	12	■□□	+34	+20			+54
<i>Rigid Leather</i>	<i>Armor - Light</i>	1	■□□	+3	+26			+29
<i>Short Bow</i>	<i>Weapon - Missile</i>	7	■□□	+21	+31			+52
<i>Soft Leather</i>	<i>Armor - Light</i>	3	■□□	+9	+26			+35
<i>Spear</i>	<i>Weapon - Pole Arms</i>	9	■□□	+27	+32			+59
<i>Spoken Common Speech</i>	<i>Communications</i>	8	■□□	+24	+16			+40
<i>Spoken Grey Elvish</i>	<i>Communications</i>	6	■□□	+18	+16			+34
<i>Spoken High Elvish</i>	<i>Communications</i>	2	■□□	+6	+16			+22
<i>Spoken High Man</i>	<i>Communications</i>	8	■□□	+24	+16			+40
<i>Stalking</i>	<i>Subterfuge - Stealth</i>	11	■□□	+32	+12			+44
<i>Streetwise</i>	<i>Urban</i>	10	■□□	+30	+25			+55
<i>Swimming</i>	<i>Athletic - Endurance</i>	10	■□□	+30	+22			+52
<i>Written Common Speech</i>	<i>Communications</i>	6	■□□	+18	+16			+34
<i>Written Grey Elvish</i>	<i>Communications</i>	6	■□□	+18	+16			+34
<i>Written High Elvish</i>	<i>Communications</i>	2	■□□	+6	+16			+22
<i>Written High Man</i>	<i>Communications</i>	6	■□□	+18	+16			+34
Spell lists								
<i>Weather Ways</i>	<i>Own Realm - Open</i>	0	+		+8			+8

CHARACTERSHEET: ALL SKILLS



CHARACTER: *Dralei*

LEVEL: 5

Acrobatics +3	Diagnostics -17	Metal-crafts -19	Spoken Black Speech +1	Written Troglodyte Speech +1
Acting -18	Diplomacy -16	Midwifery -17	Spoken Common Speech +40	Written Wood Speech +1
Administration -17	Directed Spell -15	Military Organization -17	Spoken Dwarvish +1	Xeno-Lore -23
Adrenal Balance -18	Direction Sense -1	Mimery -18	Spoken Elvish +1	
Adrenal Concentration -18	Disarm Foe (armed) -30	Mimicry -18	Spoken Gnome Speech +1	
Adrenal Defense -30	Disarm Foe (unarmed) -30	Mingling +10	Spoken Goblin Speech +1	
Adrenal Deflecting -19	Disarming Traps -13	Mining -17	Spoken Grey Elvish +34	
Adrenal Evasion -19	Disguise -13	Missile Deflecting -19	Spoken High Elvish +22	
Adrenal Landing -18	Distance Running +7	Mnemonics -18	Spoken High Man +40	
Adrenal Leaping -18	Divination +1	Mounted Combat -19	Spoken Hill Speech +1	
Adrenal Quickdraw -18	Divination Lore -23	Music -16	Spoken Hobgoblin Speech +1	
Adrenal Resistance -30	Diving +3	Navigation -17	Spoken North Speech +1	
Adrenal Speed -18	Dowsing -17	Nerve Strikes -10	Spoken Orcish +1	
Adrenal Stabilization -18	Doze -17	Observation +44	Spoken Plains Speech +1	
Adrenal Strength -18	Drafting -19	Operating Equipment -5	Spoken Sea Speech +1	
Adrenal Toughness -30	Dragon Lore -23	Orienteering -5	Spoken Small Speech +1	
Advanced Math -23	Dream Control -18	Painting -16	Spoken South Speech +1	
Advertising -17	Dream Lore -23	Philosophy -2	Spoken Troglodyte Speech +1	
Alchemy -23	Dreamworld Control -18	Physics -23	Spoken Wood Speech +1	
Alertness +39	Dreamworld Lore -23	Picking Locks -13	Sprinting +7	
Ambush -13	Driving +5	Picking Pockets -3	Stalking +44	
Anatomy -6	Dummy -19	Planar Lore -23	Star-gazing +10	
Animal Handling +5	Duping -16	Plate -5	Stilt-walking +3	
Animal Healing +5	Engineering -17	Play Instrument "" -18	Stone Lore -23	
Animal Mastery "horse" +5	Evaluate Armor -17	Poetic Improvisation -18	Stone-crafts -19	
Animal Training "horse" +5	Evaluate Metal -17	Poetry -16	Streetwise +55	
Anthropology -23	Evaluate Stone -17	Poison Lore -23	Stun removal -18	
Appraisal -17	Evaluate Weapon -17	Poison Perception +11	Stunned Maneuvering -18	
Architecture -17	Faerie Lore -23	Pole-vaulting +3	Subdual -19	
Architecure -17	Familiar Mastery +5	Power Perception +19	Summoning -30	
Artifact Lore -23	Fauna Lore -2	Power Points +26	Surfing +3	
Astronomy -23	Fent (armed) -30	Power striking +7	Surgery -17	
Athletic Games (Brawn) +7	Fent (unarmed) -30	Power throwing +7	Surveillance +11	
Athletic Games (Endu.) +7	First Aid +25	Prepare Herbs -17	Survival +10	
Athletic Games (Gymn.) +3	Fletching -19	Prepare Poisons -17	Swashbuckling -19	
Attunement +28	Flora Lore -2	Propaganda -16	Swimming +52	
Basic Math -6	Flying/Gliding +3	Psychology -23	Symbol Lore -23	
Begging -5	Folklore "Own" -2	Public Speaking -16	Tackling -10	
Biochemistry -23	Folklore -2	Quickdraw -19	Tactical Games -5	
Blind Fighting (MA) -19	Foraging +10	Racial Attack -30	Tactics -17	
Blind Fighting (with Weapons) -19	Forgery -13	Rappelling +3	Tale Telling -18	
Blocking -11	Frenzy -18	Read Runes +1	Targeting -30	
Boat Pilot -17	Gambling -5	Reading Tracks +11	Teaching -16	
Body Development +90	Gimmickry -17	Reality Awareness -1	Tightrope-walking +3	
Boxing -10	Glyph Lore -23	Region Lore "home" +22	Time Sense -1	
Brawling -30	Healing Trance -18	Region Lore -2	Tracking +11	
Bribery -16	Heraldry -2	Religion -2	Trading -16	
Calligraphy -19	Herb Lore -23	Research -6	Trading Lore -23	
Camouflage -13	Herding +5	Resistance Channeling -30	Transcend Armor -30	
Cartography -17	Hide Magic +1	Resistance Disease -30	Trap Building -13	
Caving +10	Hiding +36	Resistance Essence -30	Trapping -19	
Chain Mail +35	Hiding Items -13	Resistance Fear -30	Trickery -3	
Channeling -30	History -2	Resistance Mentalismn -30	Tumbling +3	
Chemistry -23	Horticulture -19	Resistance Poison -30	Tumbling Evasion -19	
Chi Powers Lore -23	Hunting +10	Reverse Stroke -19	Two-Weapon Fighting -19	
Chi Powers: Buddha's Palm -30	Hypnosis -17	Riding +54	Undead Lore -23	
Chi Powers: Cloth Lance -19	Interrogation -16	Rigid Leather +29	Using Prepared Herbs -5	
Chi Powers: Continuous Strikes -30	Jousting (Lancing) -30	Rope Mastery -19	Using/Removing Poison -13	
Chi Powers: Distance Strike -30	Juggling +3	Rowing +7	Ventriloquism -18	
Chi Powers: Elemental Fist -30	Jumping +7	Sailing -5	Vital Points Lore -23	
Chi Powers: Falling Leaf -18	Languages +1	Sanity Healing -17	Warding Lore -23	
Chi Powers: Fantastic Leap -18	Leadership -16	Scaling +7	Weapon Style (Advanced) -19	
Chi Powers: Fists of Iron -30	Leather-crafts -19	Scribing -19	Weapon Style (Basic) -19	
Chi Powers: Hold Breath -18	Lie Perception +11	Scrounging +10	Weapon Style Lore -2	
Chi Powers: Leaping Strike -19	Lip Reading +1	Sculpting -16	Weather Watching +10	
Chi Powers: Light Feet -18	Locate Hidden +11	Second Aid -17	Weight lifting +7	
Chi Powers: Lizard's Climb -18	Lock Lore -23	Seduction -16	Wood-crafts -19	
Chi Powers: No Shadow Attack -18	Locking Holds -11	Sense Ambush +29	Wrestling -11	
Chi Powers: Poison Fist -30	Magic Ritual -30	Sense Awareness -1	Writing +1	
Chi Powers: Resist Elements -18	Magical Languages +1	Service -19	Written Black Speech +1	
Chi Powers: Resist Pain -18	Mapping -5	Setting Traps -13	Written Common Speech +34	
Chi Powers: Sense Weakness -18	Martial Arts Striking 1 -10	Sewing/Weaving -19	Written Dwarvish +1	
Chi Powers: Sticking Touch -19	Martial Arts Striking 2 -10	Siege Engineering -17	Written Elvish +1	
Circle Lore -23	Martial Arts Striking 3 -10	Signaling +1	Written Gnome Speech +1	
Cleansing Trance -18	Martial Arts Striking 4 -10	Silent Attack -13	Written Goblin Speech +1	
Climbing +48	Martial Arts Style (adv.) -19	Singing -18	Written Grey Elvish +34	
Contacting +10	Martial Arts Style (basic) -19	Situational Awareness -1	Written High Elvish +22	
Contortions +3	Martial Arts Style Lore -2	Skating +3	Written High Man +34	
Control Lycanthropy -18	Martial Arts Sweeps 1 -11	Skiing +3	Written Hill Speech +1	
Cooking -19	Martial Arts Sweeps 2 -11	Skinning -19	Written Hobgoblin Speech +1	
Corpus Lore -23	Martial Arts Sweeps 3 -11	Sleep Trance -18	Written North Speech +1	
Counterfeiting -13	Martial Arts Sweeps 4 -11	Soft Leather +35	Written Orcish +1	
Culture Lore "Own" +22	Massage -19	Spatial Location Awareness -1	Written Plains Speech +1	
Culture Lore -2	Mechanition -17	Spell Artistry -30	Written Sea Speech +1	
Dancing -18	Meditation -18	Spell Concentration -18	Written Small Speech +1	
Death Trance -18	Mental Control (Assault) -30	Spell Lore -23	Written South Speech +1	
Demon/Devil Lore -23	Mental Control (Defense) -30	Spell Mastery -30		
Detect Traps +11	Metal Lore -23	Spell Trickery -30		

