ROLEMASTER • PLAYER CHARACTER SHEET

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Name: _____ Gender: _____ Eyes: _____
Title: _____ Apparent age: _____ Hair: _____
Race/culture: _____ Actual age: _____ Skin: _____
Profession: _____ Age at 1st level: _____ Dominant hand: _____
Realm of Power: _____ Height: _____ Required sleep: _____
Nationality: _____ Weight: _____
Residence: _____ Frame: _____
Talents & flaws: _____

Initiative
Physical (Qu): _____
Mental (SD): _____

Stat	*Temp.*	*Pot.*	*Norm.*	*Race*	*Special*	*Total*
Constitution						
Agility						
Self Discipline						
Memory						
Reasoning						
Strength						
Quickness						
Presence						
Intuition						
Empathy						
Appearance						

Level: _____ Hit Points: _____ Total encumbrance: _____ lbs
EP: _____ Soul departure: _____ Encumbrance penalty[3]: _____
Next level: _____ Recovery multiplier: x_____ Weight penalty[4]: _____
DP[1]: _____ Exhaustion Points[2]: _____ MM penalty[5]: _____
Player: _____ Power Points: _____ Mod. to MM difficulty[6]: _____
GM: _____ Multiplier: x_____ =_____
First session: _____ Spell Adder: +_____
Last session: _____ Will (SD+Re+Pr+In+Em)x3: _____

1 Average of these stats: Co, Ag, SD, Me, Re
2 40 + 3xCo
3 (Total enc./PC weight) x –80 (max. 0)
4 Enc. pen. + AT Qu pen. + 3xSt (max. 0)
5 AT MMP + Weight penalty
6 Determined by Weight pen. before St mod.

Personality: _____

Alignment: _____

Deity: _____ Grace Pts: _____ Corruption Pts: _____
Divine Status: _____ Fate Pts: _____

Resistance versus	*Stats*	*Stat bonus*	*Race bonus*	*Special*	*Total RR*
Essence	3xEm				
Channeling	3xIn				
Mentalism	3xPr				
Ess./Chan.	Em/In				
Chan./Ment.	In/Pr				
Ment./Ess.	Pr/Em				
Arcane	Em/In/Pr				
Poison	3xCo				
Disease	3xCo				

Language	*S/W*	*Skill*

Training package	*Gained at level*

Pace	*Mult.*	*BMR*	*Difficulty*	*EP/rd*	*Time*	*Distance*
Walk	1x			1/60		
Jog/Fast walk	1.5x			1/30		
Run	2x			1/12		
Sprint	3x			2/1		
Fast sprint	4x			6/1		
Dash	5x			50/1		

(BMR: 50 + Stride* _____ + 3xQu _____ + Weight pen. = _____')

* (5 x (height in inches) / 6) – 60

Resistance versus	*3xSD*	*Race bonus*	*Times enc.*	*Rank bonus*	*Total RR*
Fear of Giant creatures					
Fear of the Undead					
Dragon fear					
Demon fear					
Awe/Terror (deities)					

Base jumps:
Length (running): _____ + 2xSt _____ = _____
Length (standing): [Length (running) / 2] _____
Height (running): _____ + St _____ = _____
Height (standing): [Height (running) / 3] _____

DB versus →	*Melee*	*Missile*	*Basic Spells*	*Directed Spells*	*Area Spells*
3xQu + AT Qu pen.: _____ + _____ (≥0)			0		
Armour (½ vs. Area Spells)			0		
Shield (Front & ___ flank)			0		0
Helmet	0	0	0		
Magic					
Special					
Total DB →					

AT:

_____
_____
_____

Max. MMP: _____
+ Skill: _____
= AT MMP: _____
(Min. MMP: _____)
Missile penalty: _____
AT Qu penalty: _____

Arm greaves: _____ L ☐ ☐ R
Leg greaves: _____ L ☐ ☐ R
Helmet: _____
_____
Shield: _____
_____

Weapon/attack	*Fumble*	*Break-age*	*Weapon strength*	*Weapon speed*	*Initiative – speed*	*OB*	*Range/Range modifier*						
							/_____	/_____	/_____	/_____	/_____	/_____	/_____
							/_____	/_____	/_____	/_____	/_____	/_____	/_____
							/_____	/_____	/_____	/_____	/_____	/_____	/_____
							/_____	/_____	/_____	/_____	/_____	/_____	/_____
							/_____	/_____	/_____	/_____	/_____	/_____	/_____
							/_____	/_____	/_____	/_____	/_____	/_____	/_____
							/_____	/_____	/_____	/_____	/_____	/_____	/_____
							/_____	/_____	/_____	/_____	/_____	/_____	/_____
							/_____	/_____	/_____	/_____	/_____	/_____	/_____