

Personal data

Statistics

Other factors

Player : M. Hyl M.
 Name : W. Aylet T. Parv
 Race : Kybar
 Height : 6'0 Size : +0
 Weight : 155 Skin : Fair
 Hair : White Eyes : blue
 Vision : Even Hand : Left
 Age : 25 Status : 1
 Sex : M AP : 62/60

(Drain 60)	Temporary	Potential	Bonus	Total	Points
Constitution	96	96	0	20	8
Agility	100	100	0	30	10
Self Discipline	72	101	-10	-10	10
Memory	62	62	0	5	0
Reasoning	79	79	0	5	7
Quickness	100	100	0	30	
Strength	100	100	0	30	
Presence	101	101	10	40	
Empathy	41	43	0	0	
Intuition	73	73	0	0	
Total Points					41

Race max hits :
 Diety : Arionna
 Base rate : 30 / 6
 Realm : Men+
 PP/Level : 0 / 1
 Base attack : 0
 Spell gain % : 10 %
 Spell list cost : 4 DP.
 Will power :
 Soul departure :
 Recovery factor : 1.2 Rnd.

Personal specials:

Dark cone
Outlaw family -2 score

Money / Coins

Mithril : 1
 Platin : 25 +3 +9
 Gold : X X X X 45 +7 +3 -9 -79 +16 +9 +18
 Silver : 17 +16 +2 +2 -5 -50
 Bronze : 79 +87 -2 -2
 Copper :
 Characters maximum coin capacity : 500

Resistance

	Statistic	Racial Bonus	Total Resistance
Essence	Em	-5	-5
Channeling	In	5	5
Mentalism	Pr	5	35
Disease	Co	60	80
Fear	Pr	0	40
Poison		20	
Cold		50	
Heat		-20	

Personal traits:

Konspiratorish onlagd.
Fairweather at ga

Profession:

Monk

Level / Experience

8 / 10K 19556 Jano

Birth Date : 15/9/60 44 Munlop st
 End Date : 23/11/70 170 Everson

Rolemaster character sheet version 2.30
 By Ginner & Sarah MacIntyre
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Skills

	Statistic	Statistical Bonus	Special Bonus	Level Bonus	Rank Bonus	Skill Total	Ranks	Rank Cost		Statistic	Statistical Bonus	Special Bonus	Level Bonus	Rank Bonus	Skill Total	Ranks	Rank Cost
1 Hand Edged	St	30		2	10	56	2	8	Yard	Qu	30		2	5	49	1	3/6
1 Hand Concussion	St	30		2					As. May. st	SD/Ag	15		2				2/4
2 Hand Weapons	St	40		2				15	Adv. emp. spec	SD/Ag	15		2				
Throwing	St/Ag	30		2	5	51	1	8	Ma. str. I	St	30		2	45	91	9	2/5
Missile	Ag	30		2	40	86	8	5	II	St	30		2	45	91	9	2/5
Pole Arms	St	30		2				15	III	St	30		2	45	91	9	2/5
Brawling	St/Ag	30		2	5	67	1	8	IV	St	30		2	45	91	9	2/5
Body Development	10 +Co	30	7	1	61	106	8	3/3									
Runes	Em/In	0			5	5	1	4	Ma. gw I	Ag	30		2	25	69	3	2/5
Use Item	Em/In	0			5	5	1	5	II	Ag	30		2	25	69	5	2/5
Directed Spells	Ag	30						9	III	Ag	30		2	25	69	3	2/5
Channeling	In	0						13	IV	Ag	30		2	25	69	5	2/5
Move Soft	Qu	30		2	10	48	2	9					2	20	76	6	1/4
Move Rigid	Qu	30		2	5	43	1	9	Tumble eva	Qu	30		2	20	76	6	1/4
Move Chain	Ag	30		2	5	43	1	10	Discern fac	Ag	30		2	20	76	6	1/4
Move Plate	Ag	30						11									
General Perception	In/Re	3		1	40	51	8	2/7	Acrobatics	Ag	30		2	20	66	4	1/5
Pick Lock	In/Re	3		1				4	Jumping				2				1/5
Disarm Trap	In/Ag	15		1	5	28	1	2/6	Frenzy				2				
Climb	Ag	30	(10)	2	5	50	1	3/7	Tumble attality		30						
Swim	Ag	30		2	10	56	2	2/6	Disarm trap								
Ride	Em/Ag	15			5	20	1	3	Acrobatics	Ag	30		2	5	39	1	
Stalk / Hide	SD/Ag	10		1	45	63	9	2/7	Meditation	PSD	15						
Ambush																	
Adv. def	X X X X			2	40	56	8	6	Distance jumping	Co	20						
									Attack avoid	Pr	40			5	45	1	4/4
									Slings	AgSD	10		2	5	29	1	
									Read traps	In/Re	3		1	5	15	1	
									Trap build							1	
									Foraging	In/Me	3			5	15	1	

Herbs'n Poisons

Languages

Language rank cost:

Spoken Written

Name	Effect	Time	Form	AF	Level	Quantity
Roman	1-10			01		1
Carfaldon	Muscle			15		1
ialine	Blood stop	2-20	A	10		1
Nayev	Lifekeep					4
Ujama	Sprain					2
Kiran	Cartilage		B	12		2
N'zzar	Shatter	8h	A	25		2
Akungen	2-20					0
Pars	20					6
Milinka	Bone	1h	P	27		3
Gasmoh	Organ	1hr	P	35		1
Pole	Brain repair	1-8h	i	70		1
Kalvar	Tendon	15m	P	28		1
Wer	Skull rep	1m	A	14		1
Darab	Nerve	1(1h)	A	20		0
Rotha	unxent date					1
Ezrin						1
Irit	Negates blood	i	A	01		6
Nega	Shows pain	i	B	00		2
Alael	Restores blood					1
Rumar	Green relief	4d		30		3
Selig	+35 fighting	1h	C	25		2
Kiran	Bone					3
Roman	1-10			01		50
Balad	Shatter					1
Telpi	Blood stop	1-8h	A	28		1
Abontego			C	20		10

Karin's (Sicard)	7	5
Erin	2	5
Rhaya	5	1

Mount

Type: Lesser Warhorse Size: L / N
 Speed: 90 Initiative: 101 Hits: 140
 DB: 30 Attack: 40/bar Strength: 40/20
 Armour Type: 3 Capacity: 350 Lbs.
 Mountet Attack Bonus: 15 Name: Babieka

Equipment on mount

Equipment on mount	Weight
Saddle	135
Saddle bags	7

Equipment in saddle bags

Equipment in saddle bags	Weight
Tent (6)	17
Waterskins x4	20

Total mass carried by mount

Food	Days	Weight
Trail rations	4	12
Packet Lunch	4	12

Immunities and addictions

Mads: Jack - Reiten
 Jeppo: Valkar
 Zaul: Alex v Flyder (Orange Mage)
 Bias: Endalfin
 Jesper: Elor
 Rasmus: Oliver
 Joppe: Ken The Blade
 Sarah: Natorh
 Helge: Wilbur
 Jasper:
 Jacob A: Khago Mearm

Aflhengis at sjekn
 Immer Kalvar

Armors							Sack / Backpack		Weight
Weight	Qu Modifier	Movement Modifier	Movement Total	Movement Rate	Armor Hits	DB			
1						10	back pad		2.5
4							Leather		1
							Light bedroll		6
							Candles x5		0.5
							Candle		3
							Cook		2
							Cutlery box		3
							Fire-starter bow		3
							Frying pan		(4)
							Iron lock pick kit		5
							Maps x2		0.8
							Oil flask		2
							10' rope		4
							Tarvos x10-1		10
							Vial x3		1.0
							Witch's		1.0
							Martial Mastery - plate		4
							Boots		3.5
							Present Weight		50
							Maximum Capacity		

Clothing and gear	
30	Boots +10 climb
4	Cloak (grey)
1	gloves (grey)
1	grey shirt
(1)	Bracers (2)
(4)	Widkappe +15 hide
(1)	Bandana (acts as helmet)
(1)	Fine dress (8 gp worth) ↳ (not normally worn)
(1/2)	Helmets: 10 gp worth
-	2x Operable letter & Mail's fair

Arrows, bolts & other missile ammo					
Type	Ammo Bonus	Current Amount	Breakage Factor	Strength	
Arrows	+10	4	30		
Arrows	0	15	15		

Hidden things				Location
Lock pick kit	+6			Boat
Mithril				Boat
Tiaras (3)				Indo Lemue
Gloves +5 MA				Indo Lemue
Teleport scroll (Not attached)				

Weapons	
4	Long bow
4	Indestructible Bow of Lathar (long)
1	Gloves +10 MA Strikes
1	Slits

Weapon Belt					Encumbrance		
Weapon Bonus	Fumble	Offensive Bonus	Breakage Factor	Strength			
5					Mass of character		
10					Total mass of backpack/sack		
10					Total mass worn		
10					Total mass carried		
					Mass total		
					Maximum capacity of character		
					Portaging modifier		
					Total encumbrance modifier		

Initiative	
2	Rad (1)
	Norval
2	Rad (4)
	Shah

Power points		Hit points	
Total power points:	24	Total hit points:	106
Base	100		
Special			
AT ini. mod.			
Shield			
Total	100		

Defence			
	Melee	Missile/Dir Sp	Area attack
Base	30		
Special	56		
Amor Qu modifier	10		
Armor bonus			
Shield			
Bracers	10 (adv)		
Total	106		

Armor hits remaining		
50	AT(1):	3 hp/hit
100	AT(3):	5 hp/hit
	AT():	

Characters Known Spell Lists

List: <u>Flaming</u>	Range	Area	Duration	List: <u>Body Recovery</u>	Range	Area	Duration	List: <u>Machete Use</u>	Range	Area	Duration
Swing X	S		1r	Flow stopper IX	S		C	Leaping IX			
Speed X	S		1r	Clotting I X	S		C	Landing X			
Dodging X	S		1r	Open relief X	S		-	Traction			
Swing III	"		"	Pain relief X	S		(PC)	Edging			
Flip IX	"		"	Cut repair X	S		(PC)	Leaping III X			
hasle IX	"		"	Fracture repair X	S		(PC)	Carnage X			
speed III X	"		3r	Muscle/tear repair X	S		(PC)	Levitation X			
Dodging III X	"		1r	Clotting III X	S		C	Landing Trust X			
Swing IV	"		"	Skin relief III X	S		-	Wall walking			
speed V X	"		5r	Essential poison X	S		C	Ground Leap X			
List: <u>Attack avoidance</u>	Range	Area	Duration	List: <u>Brilliance</u>	Range	Area	Duration	List: <u>Clanking</u>	Range	Area	Duration
				Projected light							
Shield X	S	S	1a/1d	Blur				Plur	S		1d/1r
Deflect IX	S	1sq	-	Light (1a/2)				Unseen	T		2d/1r
				Self aura				Shadow	S		1a/1r
				Light eruption				forabs I	S		1d/1r
Air Walk X	S										

Martial Mastery

- Hand X
- Reinforce X
- Falling sweep
- Discard foot
- Unbalance strike X
- Stunning strike X
- New haton X
- Pushing strike X
- Press attack
- Piercing strike X

- ① +3 ment. spell adder.
- ② +10 ~~to~~ Akr def. cloth.
- ③ +5 DB +1 spell adder any realm.
- ④ x2 ment PP