Name:

RMU · CHARACTER

CHARACTERISTICS

Race: Size: Sex:

Skin: Hair: Eyes:

Height: Weight: Build:

XP / XP next level: / Level:

Culture: Age:

Profession: Realm:

Behavior:

Traits:

STATS

	(Pot)	Temp	Bonus	Race	Spec	Total
Agility (Ag)	( )					
Constitution (Co)	( )					
Empathy (Em)	( )					
Intuition (In)	( )					
Memory (Me)	( )					
Presence (Pr)	( )					
Quickness (Qu)	( )					
Reasoning (Re)	( )					
Self-Discipline (SD)	( )					
Strength (St)	( )					

RESISTANCE

	Stat	Race	Level x2	Spec	Spec	Total
Channeling	In					
Essence	Em					
Mentalism	Pr					
Physical	Co					
Fear	SD					

FEATS OF STRENGTH

x2

Routine +30 Easy +20 Light +10

x2 x2

Medium +0 Very Hard -20 Sheer Folly -50

Hard -10 Ext. Hard -30 Absurd -70

SKILLS

Cost	Skill	Rank/Bon	Stat	Prof	Spec	Total
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RMU · EQUIPMENT

Name: _____

Hit Points:

Power Points:

Wounds & Notes:

COMBAT

Race		Body Dev.		Total Hits
_____	+	_____	=	_____
Race		**Body Dev.**		**Endurance**
_____	+	_____	=	_____

Initiative: _____

DEFENSE

Quickness DB: _____ Other DB: _____

Passive Dodge: _____ Passive Block: _____

Partial Dodge (C): _____ Partial Block (C): _____

Full Dodge (4 AP): _____ Full Block (4 AP): _____

Total w/o shield: _____ Total w shield: _____

MOVEMENT

Pace	Per Round (x ¼)	Per Phase	Penalty /AP	Load Limit
Creep (x½):	_____	_____		
Walk (x1): **BMR:**	____	_____	-25 or 1 AP	90%
Jog (x2):	_____	_____	-50 or 2 AP	60%
Run (x3):	_____	_____	-75 or 3 AP	45%
Sprint (x4):	_____	_____	4 AP	30%
Dash (x5):	_____	_____	4+ AP	15%

ATTACKS

Cost	Weapon/Attack Type	Rank / Bonus	Stat	Prof	Spec	Total	Fumble	Strength	Note
____	_____	____/____	_____	_____	_____	_____	_____	_____	_____
____	_____	____/____	_____	_____	_____	_____	_____	_____	_____
____	_____	____/____	_____	_____	_____	_____	_____	_____	_____
____	_____	____/____	_____	_____	_____	_____	_____	_____	_____
____	_____	____/____	_____	_____	_____	_____	_____	_____	_____
____	_____	____/____	_____	_____	_____	_____	_____	_____	_____

ARMOR

Area	Armor	AT	Maneuver Penalty	DB	Strength	Casting Penalty		Weight
Torso	_____	_____	_____	_____	_____	_____		_____
Head	_____	_____	_____		_____	_____	Perception Pen.: ____	_____
Arms	_____	_____	_____		_____	_____	Missile Penalty: ____	_____
Legs	_____	_____	_____		_____	_____		_____
Shield	_____			_____	_____		Number attacks: ____	_____
			Maneuvering in Armor: _____		Transcend.:	_____		
Total			_____	_____		_____		_____

EQUIPMENT

Item	Location	Weight
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Encumbrance Penalty: _____ **Max. Pace:** _____ **Total Maneuver Penalty:** _____ **Weight Allowance:** _____ **Carried:** _____