

roLemaster express character record

Character Name _____ Player Name _____
 Profession _____ Level _____ Race _____
 Demeanor _____ Religion _____ Place of Origin _____

STATS	Abbr.	Temp.	Pot.	Dev. Pts.	- BONUSES -			- RANK -			- RANK -		
					Normal	Race	Total	Language	S	W	Language	S	W
Constitution	(CO)												
Agility	(AG)												
Self-Discipline	(SD)												
Memory	(ME)							Linguistics DP Cost					
Reasoning	(RE)							RRs vs	Race	Item	Spec.	Misc.	Total
Strength	(ST)							Essence					
Quickness	(QU)							Channeling					
Presence	(PR)							Mentalism					
Intuition	(IN)							Disease					
Empathy	(EM)							Poison					
Appearance	(AP)							Fear					

ARMOR AND HITS		WEAPONS		Primary		Secondary						
Armor type _____	Weapon	Type	Fumble	Crit.	Crit.	Range	Special					
Defensive bonus _____												
Shield _____												
Helm _____												
Arm greaves _____												
Leg greaves _____												
Total Concussion Hits _____	WEAPON SKILL DEVELOPMENT COST											
Damage _____	1-H Edged		1-H Crush		2-H		Missile		Thrown		Pole Arms	

			- SKILL RANKS -			- BONUSES -					
Skill/Capability	Cost	Stat.	5/Rank	2/Rank	1/Rank	Rank	Stat.	Level	Item	Misc.	Total
Soft Leather		AG/ST	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Rigid Leather		AG/ST	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Chain		AG/ST	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Plate		AG/ST	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
WS()		/ /	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
WS()		/ /	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
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WS()		/ /	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Climbing		AG	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Swimming		AG	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Ride ()		EM/AG	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Ride ()		EM/AG	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Disarm Traps		IN/AG	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Pick Locks		IN/AG	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Stalk/Hide		AG/SD	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Perception		IN/RE	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Runes		IN/AG	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Staves/Wands		EM/IN	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
DS ()		AG	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
DS ()		AG	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
DS ()		AG	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Ambush		-	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
First Aid		SD/EM	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Foraging		IN/ME	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Lore ()		ME/RE	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Lore ()		ME/RE	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Tracking		IN/RE	□□□□□□□□□□	□□□□□□□□□□	□□□□□						

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Character Name	_____	Player Name	_____
Sex	_____	Date of birth	_____
Height	_____	Appearance	_____
Hair	_____	Vision	_____
Special Abilities	_____		

Personality _____

Background/Personal History _____

BODY DEVELOPMENT

Base Hits		Hits/Rank		Total Concussion Hits	:
Max Hits		xRecovery		Damage/Effects	

			- ADDITIONAL/SPECIAL SKILLS RANKS -			- BONUSES -					
Skill/Capability	Cost	Stat.	5/Rank	2/Rank	1/Rank	Rank	Stat.	Level	Item	Misc.	Total
			□ □ □ □ □ □ □ □ □ □	□ □ □ □ □ □ □ □ □ □	□ □ □ □ □						
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TREASURE

MP:	SP:	TP:	Gems:
PP:	BP:	Other:	
GP:	CP:		

EQUIPMENT

[illegible]

Total Weight Carried	BMR	Weight Allowance	Encumbrance Penalty
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[illegible]

Realm:	Base Power Points:	Total Power Points:
Realm Stat. (Bonus): ()	PP/Level:	PP Used: