ROLEMASTER EXPRESS CHARACTER RECORD

Character Name _____   Player Name _____
Profession _____   Level _____   Race _____
Demeanor _____   Realm _____   Power Points _____

STATS	Abbr.	Temp.	Pot.	Dev. Pts.	– BONUSES – Normal	Race	Total	Language	– RANK – Spoken	Written
Constitution	(CO)									
Agility	(AG)									
Self-Discipline	(SD)									
Memory	(ME)									
Reasoning	(RE)									
Strength	(ST)									
Quickness	(QU)									
Presence	(PR)									
Intution	(IN)									
Empathy	(EM)									
Appearance	(AP)									

Linguistics DP Cost

RRs vs	Race	Item	Spec.	Misc.	Total
Essence					
Channeling					
Disease					
Poison					

ARMOR AND HITS

Armor type _____
Defensive bonus _____
Shield _____
Helm _____
Arm greaves _____
Leg greaves _____
Base hits _____
Total hits _____

WEAPONS

Weapon	Type	Fumble	Primary Crit.	Secondary Crit.	Range	Special

WEAPON SKILL DEVELOPMENT COST

1-H Edged	1-H Crush	2-H	Missile	Thrown	Pole Arms

Skill/Capability	Cost	Stat.	– SKILL RANKS – 5/Rank	2/Rank	1/Rank	– BONUSES – Rank	Stat.	Level	Item	Misc.	Total
Soft Leather		AG/ST	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Rigid Leather		AG/ST	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Chain		AG/ST	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Plate		AG/ST	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
WS( )		/ /	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
WS( )		/ /	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
WS( )		/ /	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
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		–	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Body Development		CO	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
First Aid		SD/EM	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Foraging		IN/ME	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Lore ( )		ME/RE	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Lore ( )		ME/RE	□□□□□□□□□□	□□□□□□□□□□	□□□□□						
Tracking		IN/RE	□□□□□□□□□□	□□□□□□□□□□	□□□□□						

ROLEMASTER EXPRESS CHARACTER RECORD

Character Name _____

Player Name _____

Profession _____

Level _____ Race _____

Demeanor _____

Realm _____

Sex _____ Age _____

Date of birth _____

Height _____ Weight _____

Appearance _____

Hair _____ Eyes _____

Vision _____

Special Abilities _____

Personality _____

Background/Personal History _____

| Skill/Capability | Cost | Stat. | – ADDITIONAL/SPECIAL SKILLS RANKS – | | | – BONUSES – | | | | | |
			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

Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.

Total Weight Carried		BMR		Weight Allowance		Encumbrance Penalty	

Spell List	Level Known	Chance	Spell List	Level Known	Chance