ROLEMASTER CHARACTER RECORD

Character Name: Heliana
Player Name:
Profession: Ranger
Level: 1
Race: Half-elf
Place of Origin:
Religion:

STATS	Abbr.	Temp.	Pot.	Dev. Pts.	— BONUSES — Normal	Race	Total
Constitution	(CO)	90	100	8	+10	+5	+15
Agility	(AG)	85	85	8	+5	+5	+10
Self-Discipline	(SD)	30	49	4		-10	-10
Memory	(ME)	74	74	6			
Reasoning	(RE)	65	95	6			
Strength	(ST)	42	59			+5	+5
Quickness	(QU)	97	97		+15	+10	+25
Presence	(PR)	61	76			+10	+10
Empathy	(EM)	82	82		+5		+5
Intuition	(IN)	98	98		+20		+20
Power Points per day		2					

Language	— RANK — Spoken	Written
Common	10	10
Elven	10	10

Equipment

Leather coat, rapier, long bow, quiver & 20 arrows, 41sp, the Green Man stone (Pathlore 1/day)
Medium horse, saddle, tack, saddlebags & bedroll
On horse: quiver & 40 arrows, 1 weeks rations, skinning dagger, twine, dry sticks, flint & tinder

ARMOR AND HITS

Armor type: 6
Defensive bonus: +25
Shield:
Helm:
Arm greaves:
Leg greaves:
Base hits: 24
Total hits: 28

WEAPONS

Weapon	Type	Fumble	Primary Crit.	Secondary Crit.	Range	Special
Rapier	1hs	1-4				
Long bow	missile	1-5				

Skill/Capability	Cost	— SKILL RANKS — 5/Rank	2/Rank	1/Rank	—BONUSES — Rank	Stat	Level	Item	Misc.	Misc.	Total
Leather armour		■■■■■■□□□□	□□□□□□□□□□	□□□□□	+30	+10					+40
Long bow		■■■□□□□□□□	□□□□□□□□□□	□□□□□	+15	+10	+1			-5	+21
Rapier		■■□□□□□□□□	□□□□□□□□□□	□□□□□	+10	+5	+1				+16
Riding		■□□□□□□□□□	□□□□□□□□□□	□□□□□	+5	+5	+3				+13
Stalk & hide		■■□□□□□□□□	□□□□□□□□□□	□□□□□	+10	+10			+10		+30
Swimming		■□□□□□□□□□	□□□□□□□□□□	□□□□□	+5	+10	+3				+18
Body dev.		■■□□□□□□□□	□□□□□□□□□□	□□□□□	15						
Animal healing		■■□□□□□□□□	□□□□□□□□□□	□□□□□	+10	+5	+3				+18
Dancing		■□□□□□□□□□	□□□□□□□□□□	□□□□□	+5	+10					+15
Foraging		■■□□□□□□□□	□□□□□□□□□□	□□□□□	+10	+20	+3				+33
Navigation		■□□□□□□□□□	□□□□□□□□□□	□□□□□	+5		+3				+8
Seduction		■□□□□□□□□□	□□□□□□□□□□	□□□□□	+5	+5					+10
Tracking		■■■■■□□□□□	□□□□□□□□□□	□□□□□	+25	+20	+3				+48
SL: Nature's Guises		■■■■□□□□□□	□□□□□□□□□□	□□□□□	+20						Learned
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ROLEMASTER Character Sheet V1.0 12/94 by Patrick M. Murphy