ROLEMASTER • STATUS SHEET

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Power Points: _____ Active multiplier: x_____ Total Power Points: _____ *Only one Focus can be active at one time*
Active spell adder: +_____ Times used: □□□□□ □□□□□ *Penalty for PP used applies to spell casting only*

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Exhaustion Points: _____ Expenditure: Melee/Spell casting: 1/2 rounds 5 EP spent = 1 ☒
Missile/concentration: 1/6 rounds 4 h walk: 5 EP ☒
Modifiers: Rigid Leather 1.5x, Chain 2x, Plate 3x Other actions: Varies 1 h awake: 1 EP ☒

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Hit Points: _____ Stun tolerance (10 + 2xCo): _____ rounds Unconsciousness to death (Co stat): _____ additional hits

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Rounds of stun (may parry with ½ OB): □□□□□ □□□□□ MM/SM penalty: –50 + § = _____
Rounds of must parry (with full OB): □□□□□ □□□□□ MM/SM penalty: –75 + § = _____
Rounds of stun no parry: □□□□□ □□□□□ MM/SM penalty: –75 + § = _____

* *Melee, Missile, Directed Spells, MM*
** *Base and Area Spells, SM*
§ *3xSD or Stunned Maneuvering skill*

PP recovery per:
3 hours (active): 1
1 hour (rest): _____†
____ hours (sleep): _____‡

† Realm stat bonus / 2 (minimum 1)
‡ 1/2 of PP total per 1/2 sleep cycle

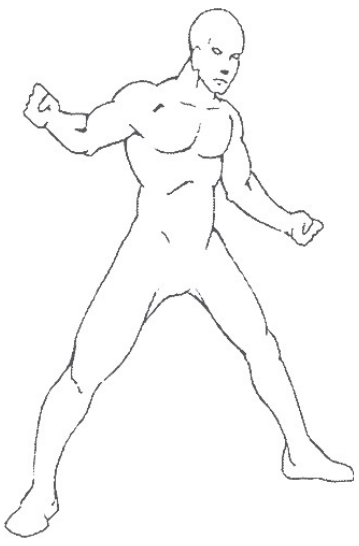
EP recovery per:
3 mins (active): 1
1 min (rest): _____†
30 mins (sleep): All ☒

† (1 + Co bonus) / 2 (minimum 1)
Sleep is needed to

HP recovery per:
3 hours (active): 1
1 hour (rest): _____†
3 hours (sleep): _____‡

† Co bonus / 2 (minimum 1)
‡ 2x Co bonus (minimum 3)

Stopping bleeding wounds (minimum required):
1–5 hpr: Bandages/compress
6–10 hpr: Tourniquet, must be opened every 24 rounds to bleed 3 hpr for 5 rounds
11+ hpr: Stitching/cauterizing

Injuries Hit per Round penalty: –5 per hpr.

Part of body	*Type of injury*	*Penalties and disadvantages*	*Severity*	*Recovery time*	*(Recovery multiplier: x_____)*