

STORMBRINGER

fifth Edition

ADVENTURER SHEET

Player's Name _____

ALLEGIANCE

CHAOS BALANCE LAW

CHARACTERISTICS

- STR _____
- CON _____
- SIZ _____
- INT _____ x5= Idea _____%
- POW _____ x5= Luck _____%
- DEX _____ x5= Dexterity _____%
- APP _____ x5= Charisma _____%

DAMAGE BONUS

Name _____

Birthplace _____ Sex _____ Age _____

Family _____

Title/Nickname _____

Looks, Attitude _____

SYMBOL / PORTRAIT

SKILLS

- | | | |
|---|--|--|
| <input type="checkbox"/> Art (05%): _____ | <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Ride (35%): _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Listen (25%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Bargain (15%) _____ | <input type="checkbox"/> Million Spheres (00) _____ | <input type="checkbox"/> Sailing (15%) _____ |
| <input type="checkbox"/> Climb (40%) _____ | <input type="checkbox"/> Move Quietly (20%) _____ | <input type="checkbox"/> Scent/Taste (15%) _____ |
| <input type="checkbox"/> Conceal Object (25%) _____ | <input type="checkbox"/> Natural World (25%) _____ | <input type="checkbox"/> Scribe (00) _____ |
| <input type="checkbox"/> Craft (05%): _____ | <input type="checkbox"/> Navigate (10%) _____ | <input type="checkbox"/> Search (20%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Oratory (05%) _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Other Language (00): _____ | <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Disguise (15%) _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Dodge (DEX x2%) _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> Trap (05%) _____ |
| <input type="checkbox"/> Evaluate (15%) _____ | <input type="checkbox"/> Own Lang. (INT x5%) _____ | <input type="checkbox"/> Unknown Kingdoms (00) _____ |
| <input type="checkbox"/> Fast Talk (15%) _____ | <input type="checkbox"/> Physik (30%) _____ | <input type="checkbox"/> Young Kingdoms (15%) _____ |
| <input type="checkbox"/> Hide (20%) _____ | <input type="checkbox"/> Pick Lock (05%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Insight (15%) _____ | <input type="checkbox"/> Potions (00) _____ | <input type="checkbox"/> _____ |
| | <input type="checkbox"/> Repair/Devise (DEX x4%) _____ | <input type="checkbox"/> _____ |

HIT POINTS

UNCONSCIOUS

Dead	-2	-1	0	+1	+2	3	4
	5	6	7	8	9	10	11
	12	13	14	15	16	17	18
	19	20	21	22	23	24	25
	26	27	28	29	30	31	32
	33	34	35	36	37	38	39
	40	41	42	43	44	45	46
	47	48	49				

MAGIC POINTS

Unconscious

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24
25	26	27	28	29
30	31	32	33	34
35	36	37	38	39
40	41	42	43	44
45	46	47	48	49
50	51	52	53	54
55	56	57	58	59
60	61	62	63	64
65	66	67	68	69
70	71	72	73	74
75	76	77	78	79
80	81	82	83	84
85				

MAGIC IN MEMORY

HAND-TO-HAND WEAPONS

Attack or Weapon	Current Skill %	Attack Damage	Hit Points	Length	Handed
<input type="checkbox"/> Brawl (50%)	_____	_____	_____	_____	_____
<input type="checkbox"/> Wrestle (25%)	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____

ARMOR, SHIELD

Armor Type	Helmet On: Dmg Deflect / % Affect	Helmet Off: Dmg Deflect / % Affect	Nom. Burden	Rounds to Put On
_____	_____	_____	_____	_____
<input type="checkbox"/> SHIELD _____%	Attack Damage _____			
H	S	F	L	Base Chance _____%
				HP _____

MISSILE WEAPONS

Weapon	Current Skill %	Attack Damage	Base Range	Attacks/ Round	Hit Points
<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____



