



# Adventurer Sheet

Allegiance \_\_\_\_\_

CHAOS  BALANCE  LAW

Player's Name \_\_\_\_\_

## Characteristics

Symbol / Portrait \_\_\_\_\_

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

DAMAGE BONUS

\_\_\_\_\_

Name \_\_\_\_\_

Race \_\_\_\_\_ Sex \_\_\_\_\_ Age \_\_\_\_\_

Homeland \_\_\_\_\_

Previous Occupation \_\_\_\_\_

Looks, Attitude, Tattoos \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Skills

## Hit Points

- |   |   |   |
|---|---|---|
| <input type="checkbox"/> Art (05%)            | <input type="checkbox"/> Fast Talk (15%)      | <input type="checkbox"/> Physik (30%)             |
| <input type="checkbox"/> _____                | <input type="checkbox"/> Five Planes (15%)    | <input type="checkbox"/> Pick Lock (05%)          |
| <input type="checkbox"/> _____                | <input type="checkbox"/> Hide (20%)           | <input type="checkbox"/> Potions (00)             |
| Avocation (00):                               | <input type="checkbox"/> Insight (15%)        | <input type="checkbox"/> Repair/Devise (DEX x 4%) |
| <input type="checkbox"/> _____                | <input type="checkbox"/> Jump (25%)           | <input type="checkbox"/> Ride (35%)               |
| <input type="checkbox"/> Bargain (15%)        | <input type="checkbox"/> Listen (25%)         | <input type="checkbox"/> Sailing (15%)            |
| <input type="checkbox"/> Climb (40%)          | <input type="checkbox"/> Million Spheres (00) | <input type="checkbox"/> Scent/Taste (15%)        |
| <input type="checkbox"/> Conceal Object (25%) | <input type="checkbox"/> Move Quietly (20%)   | <input type="checkbox"/> Scribe (00)              |
| Craft (05%):                                  | <input type="checkbox"/> Natural World (25%)  | <input type="checkbox"/> Search (20%)             |
| <input type="checkbox"/> _____                | <input type="checkbox"/> Navigate (10%)       | <input type="checkbox"/> Swim (25%)               |
| <input type="checkbox"/> _____                | <input type="checkbox"/> Oratory (05%)        | <input type="checkbox"/> Throw (25%)              |
| <input type="checkbox"/> Distant Seas (00)    | Other Language (00):                          | <input type="checkbox"/> Track (10%)              |
| <input type="checkbox"/> Disguise (15%)       | <input type="checkbox"/> _____                | <input type="checkbox"/> Trap (05%)               |
| <input type="checkbox"/> Dodge (DEX x 2%)     | <input type="checkbox"/> _____                | _____   |
| <input type="checkbox"/> Drive Chariot (20%)  | <input type="checkbox"/> _____                | _____   |
| <input type="checkbox"/> Evaluate (15%)       | <input type="checkbox"/> Own Lang. (INT x 5%) | _____   |

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

## 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

## Sorcery & Contriving

Crystals \_\_\_\_\_

Chaotic Effects & Pacts

Precepts of Law

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Weapons & Armor

melee weapon	skill	damage	hp	length	handed	missile weapon	skill	damage	hp	range	att/rnd
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	_____	_____	_____	_____	_____

shield: \_\_\_\_\_ % hp: \_\_\_\_\_ (damage: \_\_\_\_\_) armor: \_\_\_\_\_ protection: \_\_\_\_\_

## Background

Aliases

Professions

History

## Travel Gear

Equipment

Horse

STR \_\_\_ CON \_\_\_ SIZ \_\_\_ INT \_\_\_ POW \_\_\_ DEX \_\_\_ MOV \_\_\_

Armor \_\_\_ Damage Bonus \_\_\_ HP \_\_\_

Notes

## Acquaintances

Family

Friends

Companions

Contacts

Enemies

## Wealth

Money on Person

Land

Gems

Treasure

Crystals

## Chariot

## Great Feats

Crew

Weapons & Notes

Horses

STR \_\_\_ CON \_\_\_ SIZ \_\_\_ INT \_\_\_ POW \_\_\_ DEX \_\_\_ MOV \_\_\_

Armor \_\_\_ Damage Bonus \_\_\_ HP \_\_\_

Notes

Left

Body

Right

1	2	3	4	1	2	3	4	5	1	2	3	4
5	6	7	8	6	7	8	9	10	5	6	7	8
9	10	11	12	11	12	13	14	15	9	10	11	12
13	14	15	16	16	17	18	19	20	13	14	15	16
17	18	19	20	21	22	23	24	25	17	18	19	20
21	22	23	24	26	27	28	29	30	21	22	23	24