

STORMBRINGER ADVENTURER SHEET

fifth Edition Player's Name _____

ALLEGIANCE

CHAOS	BALANCE	LAW

CHARACTERISTICS

<input type="checkbox"/> STR _____	DAMAGE BONUS	Name _____
<input type="checkbox"/> CON _____		Birthplace _____ Sex _____ Age _____
<input type="checkbox"/> SIZ _____		Family _____
<input type="checkbox"/> INT _____ x5= Idea _____%		Title/Nickname _____
<input type="checkbox"/> POW _____ x5= Luck _____%		Looks, Attitude _____
<input type="checkbox"/> DEX _____ x5= Dexterity _____%		_____
<input type="checkbox"/> APP _____ x5= Charisma _____%		_____

SYMBOL / PORTRAIT

SKILLS

<p>Art (05%):</p> <input type="checkbox"/> _____	<input type="checkbox"/> Jump (25%) _____	<p>Ride (35%):</p> <input type="checkbox"/> _____
<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) _____
<p>Craft (05%):</p> <input type="checkbox"/> _____	<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"/> Disguise (15%) _____	<p>Other Language (00):</p> <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
14	15	16	17	18	19	20	21
23	24	25	26	27	28	29	30
32	33	34	35	36	37	38	39
41	42	43	44	45	46	47	48

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"/> _____	_____	_____	_____	_____	_____

