



ADVENTURER SHEET

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

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 _____
 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"/>	_____	_____	_____	_____	_____

BACKGROUND

- Full Name, Titles, Aliases _____

- Residence _____

- Family & Friends _____

- Enemies _____

TRAVEL GEAR

- Equipment _____

- Saddle Horse _____ Breed/Type _____
CON _____ STR _____ SIZ _____ INT _____ POW _____ DEX _____ MOV _____
Armor _____ Dam. Bonus _____ HP _____
Skills _____

GRIMOIRE, NOTES

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

WEALTH

- Bronzes on Person _____
- Income _____
- Property _____
- Land _____
- Treasure _____

BOUND DEMONS & ELEMENTALS

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5- Idea _____ %	
POW _____ x5- Luck _____ %	
DEX _____ x5- Dexterity _____ %	
MOV _____ Armor _____	

Need _____
Abilities _____

Weapons _____

Skills _____

Magic Points to Summon: _____

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5- Idea _____ %	
POW _____ x5- Luck _____ %	
DEX _____ x5- Dexterity _____ %	
MOV _____ Armor _____	

Need _____
Abilities _____

Weapons _____

Skills _____

Magic Points to Summon: _____

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS _____
CON _____	
SIZ _____	
INT _____ x5- Idea _____ %	
POW _____ x5- Luck _____ %	
DEX _____ x5- Dexterity _____ %	
MOV _____ Armor _____	

Need _____
Abilities _____

Weapons _____

Skills _____

Magic Points to Summon: _____