SCORMBRINGER fifth Edition	Player's Name	CHAOS BALANCE LAW  SYMBOL / PORTRAIT
	Jump (25%) Ride (35%):	HIT POINTS —
□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	Listen (25%)	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
	Attack Hit Helmet On: Armor Type Dmg Deflect / %. A  SHIELD At  Helmet On: Armor Type Dmg Deflect / %. A  SHIELD	Helmet Off: Dmg Deflect /% Affect Burden Put On  ttack Damage ase Chance% HP
	Weapon Skill	