

STORMBRINGER ADVENTURER SHEET

fifth Edition

Player's Name _____

ALLEGIANCE

 CHAOS

 BALANCE

 LAW

CHARACTERISTICS

- STR
- CON
- SIZ**
- INT
- POW
- DEX
- APP

Damage Bonus

x5 = Idea
x5 = Luck
x5 = Dexterity
x5 = Charisma

Name _____
Birthplace _____ Sex _____ Age _____
Family _____
Title/Nickname _____
Looks, Attitude _____

SYMBOL / PORTRAIT

SKILLS

- | | | |
|---|--|---|
| <p>Art (05%) _____</p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/> Bargain (15%) _____</p> <p><input type="checkbox"/> Climb (40%) _____</p> <p><input type="checkbox"/> Conceal Object (25%) _____</p> <p>Craft (05%) _____</p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/> Disguise (15%) _____</p> <p><input type="checkbox"/> Dodge (DEX x2%) _____</p> <p><input type="checkbox"/> Evaluate (15%) _____</p> <p><input type="checkbox"/> Fast Talk (15%) _____</p> <p><input type="checkbox"/> Hide (20%) _____</p> <p><input type="checkbox"/> Insight (15%) _____</p> | <p>Jump (25%) _____</p> <p><input type="checkbox"/> Listen (25%) _____</p> <p><input type="checkbox"/> Million Spheres (00) _____</p> <p><input type="checkbox"/> Move Quietly (20%) _____</p> <p><input type="checkbox"/> Natural World (25%) _____</p> <p><input type="checkbox"/> Navigate (10%) _____</p> <p><input type="checkbox"/> Oratory (05%) _____</p> <p>Other Language (00) _____</p> <p><input type="checkbox"/></p> <p><input type="checkbox"/> Own Lang (INT x 5%) _____</p> <p><input type="checkbox"/> Physik (30%) _____</p> <p><input type="checkbox"/> Pick Lock (05%) _____</p> <p><input type="checkbox"/> Potions (00) _____</p> <p><input type="checkbox"/> Repair/Devise (DEX x4%) _____</p> | <p>Ride (35%) _____</p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/> Sailing (15%) _____</p> <p><input type="checkbox"/> Scent/Taste (15%) _____</p> <p><input type="checkbox"/> Scribe (00) _____</p> <p><input type="checkbox"/> Search (20%) _____</p> <p><input type="checkbox"/> Swim (25%) _____</p> <p><input type="checkbox"/> Throw (25%) _____</p> <p><input type="checkbox"/> Track (10%) _____</p> <p><input type="checkbox"/> Trap (05%) _____</p> <p><input type="checkbox"/> Unknown Kingdoms (00) _____</p> <p><input type="checkbox"/> Young Kingdoms (15%) _____</p> |
|---|--|---|

HIT POINTS

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
49							

MAGIC POINTS

Unconscious	0	1	2	3	4
5	6	7	8	9	10
14	15	16	17	18	19
23	24	25	26	27	28
32	33	34	35	36	37
41	42	43	44	45	46
50	51	52	53	54	55
59	60	61	62	63	64
68	69	70	71	72	73
77	78	79	80	81	82

MAGIC-IN-MEMORY

HAND-TO-HAND WEAPONS

Weapon	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	Base Chance		HP
H	S	F	L	

MISSILE WEAPONS

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

BACKGROUND

TRAVEL GEAR

GRIMOIRE, NOTES

WEALTH

BOUND DEMONS & ELEMENTALS

Name
Breed / Type

STR
CON
SIZ
INT
POW
DEX
MOV

Damage Bonus

x5 = Idea
x5 = Luck
x5 = Dexterity
Armor

Need
Abilities

Weapons

Skills

Magic Points to Summon

Name
Breed / Type

STR
CON
SIZ
INT
POW
DEX
MOV

Damage Bonus

x5 = Idea
x5 = Luck
x5 = Dexterity
Armor

Need
Abilities

Weapons

Skills

Magic Points to Summon

Name
Breed / Type

STR
CON
SIZ
INT
POW
DEX
MOV

Damage Bonus

x5 = Idea
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Magic Points to Summon