

Stormbringer

NAME _____ SEX _____ AGE: 30 HEIGHT: 6' 0" WEIGHT: 186 BODY TYPE: Medium

NATIONALITY: Tarkeshian CLASS: White Sorcerer PATRON: Pozz-Man-Llyrr SANITY: 90% ELAN _____

ATTRIBUTES

STR	16	Effort Roll	<u>80%</u>
CON	14	Stamina Roll	<u>70%</u>
SIZ	13		
INT	19	Idea Roll	<u>95%</u>
POW	18	Luck Roll	<u>90%</u>
DEX	17	Agility Roll	<u>85%</u>
CHA	15	Reaction Roll	<u>75%</u>
APP	12		

TRAITS

1. Trained Scholar - You have 6 extra skills when you start each at 25%
2. Stable Minded - Roll Twice for a sanity check and take the better result or lose the effects of strained sanity and gain no traits this rank.
3. Linguistics - You receive an extra +15% to all languages. You automatically start with the Read and Write if you are in a literate class.

ARMOR: Good Scale w Gambeson 1d8+1 **HELMET:** Good Scale Coif 1d8+1

HIT POINTS: 15 **CURRENT HP** _____ **MAJOR WOUNDS:** 08

WEAPON

	Bonuses	Attack +22%	Damage +1d4/+1d2 35% 1d6+1d4+2	Parry +13%
<u>Spear / Harpoon</u> 35%				
<u>Self-Bow</u>		35%	1d8+1d2+2	N/A
<u>Kite Shield</u>		10%	1d6+1d4	35%
<u>Thrown Harpoon</u> - Range 25'(Throw skill used for att.)		45%	2d6+1d2+2	N/A

SUMMONINGS

Bonuses +13%

ELEMENTALS

Air _____
Earth _____
Fire 62%
Water _____

Virtues

Combat _____
Desire _____
Knowledge _____
Possession _____
Protection 62%
Travel _____

OTHERS

AGILITY

Bonus	<u>+13%</u>
Acrobatics	<u>45%</u>
Brawling	<u>45%</u>
Climbing	<u>45%</u>
Dodge	<u>35%</u>
Ride	
Soak	<u>35%</u>
Swim	<u>50%</u>
Throw	<u>45%</u>

MANIP Bonus	<u>+22%</u>
Disarm Trap	<u>35%</u>
Juggle	
Pick Lock	<u>10%</u>
Rope Use	<u>45%</u>
Set Trap	

Sleight of Hand
45%

COMMU Bonus

Bonus	<u>+14%</u>
Bluff	
Credit / Rep	<u>35%</u>
Etiquette	<u>35%</u>
Intimidate	
Orate	
Perform	<u>Sing</u>
	<u>45%</u>
Perform	
Dance	<u>45%</u>
Persuade	<u>45%</u>

PERCEP Bonus

Bonus	<u>+11%</u>
Insight	<u>35%</u>
Perception	<u>45%</u>
Scent	
Search	
Six Sense	
Track	

KNOW Bonus

Bonus	<u>+28%</u>
Appraise	<u>35%</u>
Craft	
First Aid	
Legend lore	<u>35%</u>
Demon Lore	<u>25%</u>
Elemental Lore	<u>45%</u>
Engineering	
Nobility	<u>45%</u>
Mechanical Lore	<u>45%</u>
Religions	<u>25%</u>
Young Kingdoms	<u>45%</u>
Chaos Creatures	
Lore Virtues	<u>45%</u>
Make Map	<u>25%</u>
Memorize	
Navigate	<u>25%</u>
Pilot Boat	<u>25%</u>
Plant Lore	<u>30%</u>
Poison Lore	<u>30%</u>

STEALTH Bonus

Bonus	<u>+11%</u>
Ambush	
Conceal	
Cut Purse	
Disguise	
Stealth	<u>45%</u>

Languages Speak

R/W	Bonus
	<u>+14/28%</u>
Com Tongue	<u>86</u>
	<u>72%</u>
Low Melnib	<u>61 /</u>
	<u>47%</u>
High Melnib	<u>61 /</u>
	<u>47%</u>
Mabden	<u>35 /</u>
	<u>35%</u>
Mong	<u>35 /</u>
	<u>35%</u>
Orgjenn	<u>35 /</u>
	<u>35%</u>
Pande	<u>35 /</u>
	<u>35%</u>
Yuric	<u>35 /</u>
	<u>35%</u>
Myrrhyn	<u>35 /</u>
	<u>35%</u>

Equipment:

1. Metal Spear with interchangeable heads
 - Harpoon head
 - i. A rope can be attached to the harpoon to reel back the weapon. This counts as a free action if the Rope Use Skill is made after the throw.
 - Leaf headed spear head
2. Kite Shield
3. Self-Bow 1d8+1
4. (2) Quivers of 12 arrows each for a total of 24.
5. Silk Rope 50'
6. Tarkeshian Gambeson of Sea Green
7. Sailing boots waterproofed
8. Seal Skin Cloak waterproofed
9. Travelers common clothing well made
10. Silk Robe of the Citadel of Waves.
11. Tarkeshian Sea Sash
12. Tools for Mechanical Lore
13. Belt Pouch
14. Amulet Silver Arrow of Law is the middle tine on a Trident.
15. Back Pack
16. 2 Water Skins
17. (2) torches
18. Provisions for 1 week
19. (1) Dagger
20. 10LB
21. 100 LB in jewelry

Special Equipment:

- (1) 1d6 Healing potion in 1d6 hours.
- (1) 2d6 Good Healing potion in 1d6 hours.
- (1) 2d6 Healing potion in 2d6 minutes.

● Armor Type	Move Penalty	Stoppage	Cost	Agility Penalty	Stealth Penalty
● Scale Mail	-1	1d8		-10 Percent	-10 Percent

● Helmet Armor	Move Penalty	Stoppage	Cost	Perception Penalty	Type of Face
● Scale Coif	N/A	2d4-1		- 0 Percent to perception	*open Face

Magical Equipment

- Virtue of Protection Scale Armor Hauberk – The Sea green scaled hauberk has **2 Virtues. Two Sleeves** - as a virtue it stops 8 points of damage. Plus 1 pt for the Gambeson. (For a total of 9) The Pow: 18 for both arms.
 - The protection on the arms is specifically designed to use the bracers to parry as a brawling maneuver. This means the person can use the brawling skill to parry weapons. (Remember the person automatically takes damage from the weapon when using brawling to parry on the arm used.)

Magic

- (1) Fire Elemental is bound into a Bronze Ring.

Fire Elemental Powers

1. Flame Blaze Strike - Unleash a torrent of fire within 100'. Does 2d6 fire damage (3 uses per hour) Note: The ranged attack can be dodged with a standard roll and soak does not apply. 100%
2. Flaming weapon - Place on a melee weapon for 2d6 rounds does 1d6 additional fire damage on a successful strike of the weapon. Has a 25% chance to set a person on fire. This is a cumulative effect.
3. Fire Storm - Create a 15' cone of flame. All in that cone takes 1d6 fire damage. (3 uses per hour) Cannot be dodged and cannot be soaked.
4. Burst of Flame (Fireball) Produce a burst of flame doing 2d10 damage to anything or anyone it hits. (3 uses per hour) A standard dodge can be used to avoid but soak does not work.
5. Scorching darts – Use the throw skill to huck 2 darts of flame. They each have a 30' range and can each be dodged with a difficult roll but not soaked. They each do 1d10 damage and have a 25% chance to catch a person on fire. (3 uses per hour)
6. Flaming whip – Lash out using a flaming whip for 1d8 damage. 100' chance to hit in melee range. Counts as a thrown weapon. Difficult skill to parry. Standard skill to dodge. Soak can be used. (3 uses per hour)
7. A salamander may confuse and immobilize and earth elemental for 1d6 minutes when hit with a burst of flame.
8. The flame damage of a salamander counts as a magical attack when used against any form of demon or elemental. The salamander does not need to overcome the demons POW to do its full damage. (This does not apply to virtues.)
9. Salamanders may melt soft metals such as gold, raw iron, copper and lead. They merely heat up such things as bronze, steel and tempered iron etc.
10. A Fire Elemental can detect hidden living objects by their heat and give its master a rough idea of the direction and distance. This will not work through more than 1 foot of dense material like stone. This ability is negated when on or in water.
11. A salamander may destroy a sylph at the cost of its own existence if it is within 30'.
12. Create fire – The fire elemental can ignite any flammable object.
13. Salamanders may inhabit and control any free-burning flames, such as controlling how fast the fuel is consumed and what direction it moves when there is little or no wind. A flame is defined as one discreet mass of burning substance not to exceed a diameter of 2 yards from side to side.
14. Damage when set on fire is 1d4 damage. A person can roll on the ground and extinguish the fire with an agility roll.
- 15.

