

NAME:

STR: DEX: CON: INT: WIS: CHA:

DAMAGE: 1D4 ARMOR: HP (6 + CONSTITUTION) :

DRIVE

TO SET FREE

Free someone from literal or figurative bonds.

TO BE STRONGER THAN THE STORM

Find a powerful item or spell.

TO WEATHER

Save someone or something from destruction.

RACE

HUMAN

You have developed instruments that track the storm; take *Instruments (3 uses, 1 weight)*. 1 use gives +1 on Stormbringer or Storm Ender You can buy more in a city for 75 gold.

ELF

You have long studied the storms choose one type of storm. You get +1 on Stormbringer when you summon that storm.

DWARF

You have survived even the worst conditions. Take +1 Armor against storm elements.

BONDS

_____ is unyielding. I will teach him to be free or he will collapse under the strain.

_____ is dangerous like the storm. We will become friends and brothers in arms.

The storms have foretold the destruction of _____. It will happen one way or the other.

_____ has saved me from _____. I will repay them.

STARTING MOVES

STORMBRINGER (INT)

When you spend a few minutes summoning a lesser storm (thunder, snow, hail, fog etc.) or a few hours for a greater storm (blizzard, tornado, hurricane) roll + INT. On a 10+ The storm is summoned. On a 7-9 the storm is summoned but is stronger or weaker than you wanted.

STORM ENDER (INT)

When you wish to dissipate a storm roll + INT. *On a 10+ the storm fades away in a few moments. *On a 7-9 the storm either leaves after fifteen minutes or the effects of the storm are weakened and it fades naturally, GM's choice. *On a 6- the storm is strengthened?

STRIKE OF THE STORM (INT)

When you strike out with the elements of the storm, choose what elements you would like to use and roll + INT: *On a 10+ all of the 10+ effects take place. *On a 7-9 all of the 10+ and 7-9 effects take place. *On a 6- all of the 6- effects take place.

THE STORMBRINGER

ELEMENTS

LIGHTNING

10+ You deal +5 damage

7-9 An ally takes 5 damage or you take the 6- result.

6- The lightning explodes in your face, you take

1d10+1 damage ignores armor.

ICE

10+ You deal +2 damage and +2 piercing

7-9 Something is frozen. Completely.

6- Shards of ice rip through you, you take 1d8+ 1 piercing damage.

WATER

10+ They are grasping for breath, their vision blurred.

Their next attack deals half damage.

7-9 Something of yours is ruined.

6- A few things of yours are ruined.

THUNDER

10+ The noise stuns them momentarily. They cannot hear for the next few minutes. You and your allies take +1 forward against them.

7-9 You and your allies take 1d4 damage.

6- You take the stunned disability. You and your allies take 1d6 damage.

WIND

10+ They are blown off their feet and are hurled backwards.

7-9 The swirling wind dazes you, take -1 forward.

6- The wind causes havoc in an unwanted way

SNOW

10+ Their armor is taking the brunt of it -1 armor. If no armor, they take +1 damage.

7-9 If you don't warm up within the hour, take the sick disability. You take 1 damage.

6- Your armor is battered, -1. It isn't repairable except by, perhaps, expert hands.

GEAR

Your Load is 8+STR. You carry dungeon rations (5 uses, 1 weight) Choose your defenses:

Chainmail (1 armor, 1 weight)

Shield (+1 armor, 1 weight)

Choose Your Armament:

Spear (reach, thrown, near, 1 weight)

Throwing Daggers (3 uses, 1 weight)

Warhammer (1 weight)

Choose one:

Healing Potion (1 use, 0 weight)

Poultices and Herbs (2 uses, 1 weight)

Bag of Books (5 uses, 1 weight)

Choose one:

Adventuring Gear (5 uses, 1 weight)

2 bandages (6 uses, 1 weight)

Halfling Pipeleaf (1 use, 1 weight)

ADVANCED MOVES

When you gain a level 2-5, choose from these moves.

WITHIN THE CHAOS

When you are in a storm you have +1 Armor.

RECHARGE

Any magical or non magical item that operates on power you can recharge by your touch.

A DANGEROUS WISH

When you roll +12 on Strike of the Storm, you deal +1d4 damage.

WARY

When your roll a 7-9 on Strike of the Storm, you make negate it and take the shaky or confused disability.

AN ICY TOUCH

When you touch a nonliving object to freeze it roll + INT: *On a 10+ The object freezes. *On a 7-9 choose 2:

- The effect lasts only for a short period of time
- More or less is affected
- You draw unwelcome or unwanted attention

FACES IN THE STORM

When you consult the great beings of the storm, roll + INT *On a 10+ A single question will be answered exactly. *On a 7-9 A vague answer or hint will be given. *On a 6- You will be struck down for your impudence.

STORM CREATURE

When you wish to summon a creature from the storm, roll + INT. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. *On a 10+ choose three, *On a 7-9 choose two:

- It has +2 instead of +1 to one stat
- It's not reckless
- It does 1d8 damage
- Its bond to your plane is strong: +2 HP for each level you have
- It has some useful adaptation

The creature will take on an appearance of the storm.

A BIG BOOM

The thunder element for Strike of the Storm affects all enemies in the vicinity. You can cause your voice to echo across the valley like crashing thunder.

WIND SAVANT

You can cause small gusts of wind (e.g. blow out a torch) and can shape the wind around you allowing you to breathe underwater and be free from gaseous toxins.

IT'S A COLD WINTER

The snow element for Strike of the Storm no lowers armor by 2 on a 10+.

THE STORM'S ESSENCE

When you dissipate a natural storm recover 4 HP and take +1 forward.

When you gain a level 6-10, choose from these moves or the level 2-5 moves.

FLY LIKE THE WIND

requires Wind Savant

Roll + INT: *On a 10+ You can become one with the wind, you can't interact with the world but you can move through it. *On a 7-9 you lose something on your journey

LIGHTING'S CONDUCTIVE

Whenever you use lightning in Strike of the Storm you may strike targets equal to your DEX.

WEATHER CHANGES QUICKLY

It only takes you a few moment to summon lesser storms and a few minutes to summon greater storms.

POWER DRAIN

requires Recharge

You can drain a magical item that operates on power and gain 5 HP (weak item) 10 HP (moderate item) 15 HP (strong item). Once it's drained it is broken and can't be used again.

ARMOR OF ICE

requires An Icy Touch

When you make camp, you gain armor equal to your CON + Level.

IT IS ALL CONNECTED

Add earthquake and tsunami to your greater storms.

