

BAREBONES FANTASY

Role-playing Game

NAME: _____
RACE: _____
HAIR/EYES: _____
DESCRIPTORS: _____

RANK: _____
DP: Earned _____ Spent _____
GENDER: _____

MORAL CODE





Aspect (circle one)

Kind/Cruel	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Focused/Unfocused	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Selfless/Selfish	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Honorable/Deceitful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brave/Cowardly	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Somewhat	
Very	
Totally	

STR 
DEX 
LOG 
WIL 

SKILLS	Ability	Level	P/S	Score*	Notes
Cleric**	WIL/2	x10		%	Blessings, Detect Aura, Miracles, Smite
Enchanter**	LOG/2	x10		%	Alchemy, Enchantment, Runecraft, Familiar
Leader**	WIL/2	x10		%	Battle Commander, Guardian, Leader, Warlord
Scholar**	LOG/2	x10		%	Diplomat, High Scholar, Historian, Signs & Portents
Scout	LOG/2	x10		%	Animal Handling, Navigation, Survival, Tracking
Spellcaster**	LOG/2	x10		%	High Wizardry, Low Wizardry, Wizard Eye, Wizard Hand
Thief	DEX/2	x10		%	Deception, Security Systems, Sleight of Hand, Stealth
Warrior (melee)	STR/2	x10		%	Melee, Unarmed combat
(ranged)	DEX/2			%	Marksman, Thrown weapons

BP 
INIT 
DR 
MOV 

* Half the listed Ability, +10 per Level, +20 if Primary skill, +10 if Secondary skill.
 ** These skills cannot be used unless you have at least one Level.

ABILITIES / NOTES

EQUIPMENT

Gold

SPELL

	Range	Usage	Duration	Resist	Effect

WEAPON

WEAPON	Range	Melee		Ranged		Ammo	Notes
		Score	Damage	Score	Damage		
		%		%			
		%		%			
		%		%			
		%		%			
Unarmed	--	%	1D/2	--	--	--	

