

BAREBONES FANTASY

Role-playing Game

NAME: _____

RANK: _____

RACE: _____

DP: _____

Earned

Spent

HAIR/EYES: _____

GENDER: _____

DESCRIPTORS: _____

STR

DEX

LOG

WIL

BP

INIT

DR

MOV

TEMPORARY STATS

CURRENT BP

CURRENT STR

CURRENT LOG

CURRENT DEX

CURRENT WIL

MORAL CODE

Aspect
(circle one)

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

Somewhat
Very
Totally

SKILLS	Ability	Half	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)						

* These skills cannot be used unless you have at least one Level.

ABILITIES

- Elf**, +10 LOG, Darkvision (12 spaces), can wear any armor and cast spells, +10 resist charm spells, speaks elven and tradespeak.
- Dwarf**, +10 STR, Infravision (12 spaces), +10 resist poison and magic, add 5 to starting BP, speaks dwarfish and tradespeak.
- Halfling**, 10 DEX, each encounter, re-roll one failed check, +10 any check to hide or sneak, speaks halfling and tradespeak.
- Human**, +10 WIL, one additional descriptor, +10 to all resistance checks, speaks english and tradespeak.

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



