BareBones Fantasy
Role-playing Game

Name: _____ **Rank:** _____
Race: _____ **DP:** Earned _____ Spent _____
Hair/Eyes: _____ **Gender:** _____
Descriptors: _____

Moral Code

Aspect *(circle one)*	Somewhat	Very	Totally
Kind/Cruel	☐	☐	☐
Focused/Unfocused	☐	☐	☐
Selfless/Selfish	☐	☐	☐
Honorable/Deceitful	☐	☐	☐
Brave/Cowardly	☐	☐	☐

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*

** 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.*

BP
INIT
DR
MOV

Abilities / Notes

Equipment

Gold _____

Spell

Spell	Range	Usage	Duration	Resist	Effect

Weapon

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