STR Roll	60	LOG Roll	50
DEX Roll	60	WIL Roll	45

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BareBones Fantasy
Role-playing Game

Click the button below to randomly roll ability scores

Roll Ability Scores

Name: G'eof (NPC Guide)
Race: Dwarf
Hair/Eyes: Dark brown hair with a topknot, brown eyes
Descriptors: Warmhearted and discreet in speech

Rank: 2
DP: Earned 0 Spent 0
Gender: Male

Moral Code

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

STR	70
DEX	60
LOG	50
WIL	45

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	3 x10	20	75 %	*Animal Handling, Navigation, Survival, Tracking*
Spellcaster**	LOG/2	x10		-- %	*High Wizardry, Low Wizardry, Wizard Eye, Wizard Hand*
Thief	DEX/2	x10		30 %	*Deception, Security Systems, Sleight of Hand, Stealth*
Warrior (melee)	STR/2	1 x10	10	55 %	*Melee , Unarmed combat*
(ranged)	DEX/2			50 %	*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	40
INIT	1
DR	5
MOV	6

Abilities / Notes

+10 STR, Infravision 12 Spaces, +10 resist poison & magic,
Move 6 Spaces, +5 BP, Speaks dwarvish & tradespeak
Repelling amulet

Equipment

Chainmail
Survival Pack
Rations (day)
Rations (day)

Gold 82

Spell

Spell	Range	Usage	Duration	Resist	Effect

Weapon

Weapon	Range	Melee Score	Damage	Ranged Score	Damage	Ammo	Notes
Greataxe	--	55 %	3D+3	-- %	--		Minimum STR 70
		%		%			
		%		%			
		%		%			
Unarmed	--	55 %	1D/2 + 3	--	--	--	

Reset Data

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