STR Roll	45	LOG Roll	75
DEX Roll	65	WIL Roll	65

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BareBones Fantasy
Role-playing Game

Click the button below to randomly roll ability scores

Roll Ability Scores

Name: Kalak
Race: Human
Hair/Eyes: Black, black
Descriptors: Cannot escape destiny, deceptive

Rank: 3
DP: Earned Spent
Gender: Male

Moral Code

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

STR	45
DEX	65
LOG	75
WIL	75

BP	23
INIT	3
DR	
MOV	8

Skills

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	2 x10	10	68 %	*Diplomat, High Scholar, Historian, Signs & Portents*
Scout	LOG/2	1 x10		48 %	*Animal Handling, Navigation, Survival, Tracking*
Spellcaster**	LOG/2	2 x10	20	78 %	*High Wizardry, Low Wizardry, Wizard Eye, Wizard Hand*
Thief	DEX/2	x10		33 %	*Deception, Security Systems, Sleight of Hand, Stealth*
Warrior (melee)	STR/2	1 x10		33 %	*Melee , Unarmed combat*
(ranged)	DEX/2			43 %	*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.*

Abilities / Notes

+10 WIL, 1 additional descriptor, +10 to allresistance checks,
Move 8 Spaces, Speaks anglish & tradespeak
Regal robes and bat hat
Knows the slaving stone ritual
Two doses of Pixie Dust
Survival Ring
Dirk of Summon

Equipment

Clothes

Gold: 100gp gem

Spell	Range	Usage	Duration	Resist	Effect
Hinder	5sps/lvl	1/turn	End of ecntr	WIL	penalize one of target's four abilities, +10/caster lvl ~ pg15
Illusion	Sight	1/turn	1D turns/lvl	LOG	create illusions to fool senses, 1 sense lvl 1, 2 sense lvl 3 ~ pg15
Offensive Strike	10sps/lv	Unlimited	Instant	DEX	magical damage bypass armor, 2D/caster lvl or half to all within 3 spaces of target space ~ pg15
Protection	10sps/lv	1/turn	End of ecntr	None	+10/caster lvl to resist checks against spells or physical attacks. @lvl 3 provide DR5 ~ pg15
Summon	Space in sight	1/day	Varies	None	conjure or summon creatures, see table in book ~ pg16
Transport	5sps/lvl	1/turn	Varies	DEX	cause target to move in magical ways, 1 space/turn, MOV rate at lvl 3, blink to space at lvl 5 ~ pg17

Weapon	Range	Melee Score	Damage	Ranged Score	Damage	Ammo	Notes
Dagger	10	33 %	1D+0	43 %	1D+2		
		%		%			
		%		%			
		%		%			
Unarmed	--	33 %	1D/2	--	--	--	

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