

# BAREBONES FANTASY

Role-playing Game

**NAME:** \_\_\_\_\_  
**RACE:** \_\_\_\_\_  
**HAIR/EYES:** \_\_\_\_\_  
**DESCRIPTORS:** \_\_\_\_\_

**RANK:** \_\_\_\_\_  
**DP:** Earned \_\_\_\_\_ Spent \_\_\_\_\_  
**GENDER:** \_\_\_\_\_

## MORAL CODE

Aspect (circle one)

Kind/Cruel  
 Focused/Unfocused  
 Selfless/Selfish  
 Honorable/Deceitful  
 Brave/Cowardly

| Somewhat                 | Very                     | Totally                  |
|--------------------------|--------------------------|--------------------------|
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**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

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\_\_\_\_\_

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Gold

## SPELL

Range Usage Duration Resist Effect

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## WEAPON

Range Score Damage Ammo Notes

|         |    |   |      |  |  |
|---------|----|---|------|--|--|
|         |    | % |      |  |  |
|         |    | % |      |  |  |
|         |    | % |      |  |  |
|         |    | % |      |  |  |
| Unarmed | -- | % | 1D/2 |  |  |

