

# BAREBONES FANTASY

*Role-playing Game*

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

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

**MORAL CODE**

Aspect (circle one)	Somewhat	Very	Totally
Kind/Cruel	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Focused/Unfocused	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Selfless/Selfish	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Honorable/Deceitful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brave/Cowardly	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**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

**BP**

**INIT**

**DR**

**MOV**

\* 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**

**EQUIPMENT**

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Gold

SPELL	Range	Usage	Duration	Resist	Effect

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

