Dead Simple Fantasy RPG
Character Sheet

Player

Characteristics

Name

Background

Race — ○ Male ○ Female

Profession

Profession Ability

Attributes

New players have 10 pts to divide between the four attributes below. Each attribute must be given 1–4 pts.

Strength (STR) ○   Dexterity (DEX) ○   Intellect (INT) ○   Spirit (SPT) ○

Skills

Roll less than Total Skill Points on 1D20. When using a skill, a roll of 1 is an automatic success and a roll of 20 an automatic failure..

	Aptitude		Race Bonus		Profession		Training		
Agility (DEX × 2) Ex. Climb, Leap	○	+	○	+	○	+	○	=	○
Craft (DEX + INT) Ex. Make, Repair	○	+	○	+	○	+	○	=	○
Fighting (STR + INT) Ex. Kill, Maim	○	+	○	+	○	+	○	=	○
Knowledge (INT × 2) Ex. Lore, Memory	○	+	○	+	○	+	○	=	○
Perception (INT + SPT) Ex. Spot, Hear	○	+	○	+	○	+	○	=	○
Persuasion (SPT × 2) Ex. Charm, Con	○	+	○	+	○	+	○	=	○
Shooting (DEX + INT) Ex. Sniper	○	+	○	+	○	+	○	=	○
Speed (STR + DEX) Ex. Run, React	○	+	○	+	○	+	○	=	○
Stealth (DEX + SPT) Ex. Sneak, Hide	○	+	○	+	○	+	○	=	○
Toughness (STR + SPT) Ex. Grit, Courage	○	+	○	+	○	+	○	=	○

Health

When suffering damage, do a Toughness minus damage skill roll. If skill roll fails, you'll become wounded. If wounded a second time you'll be knocked out.

○ **Healthy**

○ **Wounded** – All skills reduced by 3 pts (incl. Toughness)

○ **KO** – Easily killed or captured

Movement

Adventurers can choose to move before or after their enemies. Swimming and stealthy movement is at half speed.

Speed   Armour Penalty

3 + ○ - ○ = ○   Squares / turn (1 square = 5 x 5 feet)

Spells

Casting a spell requires a successfull Knowledge skill roll. A spell cast upon an enemy requires a successful Knowledge minus the enemy's INT skill roll. To cast a spell on an enemy, you must be able to see him/her.

Weapons

	Range	Extra Damage
Weapon #1	○	✦
Weapon #2	○	✦
Weapon #3	○	✦

Shield and Armour

	Movement Penalty	Protection
Shield / Armour #1	○	▢
Shield / Armour #2	○	▢
Shield / Armour #3	○	▢
Total:	○	▢

Inventory

	Copper	Silver	Gold
In purse:	○	○	○