

Additional Character Templates

Additional Character Templates: Supplement for <u>There's a Game in this Book</u> Written by Mike Finkelstein

Edited by Rebecca Finkelstein, Illustrations by Mike Finkelstein

There's a Game in this Book created by Mike Finkelstein and Dave Phillips

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Thanks to Bex. You're awesome.

And thanks to all the the fans for making our Kickstarter a success!

Co Be a Character



reating a character isn't always easy. While the process of making a character using the rules set out in There's a Game in this Book can be relatively straight forward, there any number of options you could apply. Do you use these Adventages or those Disadvantages? Do you use Magic or Melee (or both)?

And then there's creating a story for the character. Who are they? What do they want? Why do they want it? All these things you have to decide can be pretty daunting...

Or you can just use a premade character template, customize it a bit, and go from there. All with the six tamplates provided in the main <u>Game</u> book, you can use the three characters outlines here to get you up and running with a minimum of fuss.

O Chere's a Character on this Sheet O

There's a Game in this Book Fantasy Role Playing Game Character Sheet

Dlayer:		Name: The Healer					
Date:		Class: Monk		Race:		Gender:	
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Combat Rolls Realth and Armor **Realth** Damage health Die Roll Dotice Bonuses Doints Taken Left Order of Combat 15 Attack Targets Armor Damage Armor Taken Left Doints Leathers (Basic) 5 Deapons Light, Deg: 2 Combat Skíll Base Damage Attribute Bonus Helmet (Pot) Attack 2 Light, Deg: 2 Sword, Basic 2-5 1 Med, Deg: 5 Dagger, Basic 0 Small, Deg: 5 Affinities > Level 5 Focus Dool Cepel 4 Pevel 3 Level 2 Level 1 15 Air Dark Defend Focus Spent Earth Fire Darry Shíeld Base Speed Bonus Light Skíll Skíll Defend Water \bigcirc with Shield Magic Damage Base Darru Die Roll Speed Bonus Sappu Bonuses Skíll Defend Damage 2 without Shield 0 Multiplier Advantages and Disadvantages Cquipment 🔊 Defender of the Sick and Wounded (-2) Outfit (Basic, Looks +1) Cloak (Basic, Looks +1) Pair of Boots (Work, Looks +1) Backpack Blanket (Thin) Tent (Small)

Candle (Basic)

There's a Character on this Sheet

There's a Game in this Book Fantasy Role Playing Game Character Sheet

Player:		Name: The Hustler					
Date:		Class: Trickster Ra		Race:	Gender:		
A t	tríbutes 🔊	Skills and Dowers 🔊					
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Brains Brawn Charm Cool Dotice Savoy Speed Ditality Donor	Cooks	Finesse Guile Coerce Inspire	8 7 8 7 6 5 8 7 6 5 4 9 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Agriculture Alchemy Cooking Interview Languages Laws Research Subterfuge	\$ 7 6 5 4 00000 00000 00000 00000 00000 00000 0000	Brawling Melee Blacksmithing Carpentry Intimidate Iron Will Masonry	\$ 7 6 5 4 00000 00000 00000 00000 00000
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Combat Rolls Realth and Armor health Damage health Die Roll Notice Bonuses Doints Taken Left Order of Combat 10 Attack Targets Armor Damage Armor Taken Left Attack - Defense: 3-2-101234367 Carget: 11 11 10 9 8 7 6 5 4 3 3 Doints Leathers (Basic) 5 Light, Deg: 2 Deapons Base Combat Attribute Bonus Damage Helmet (Pot) Attack 2 Light, Deg: 2 Sword, Basic 2-5 2 2 4 Med, Deg: 5 Dagger, Basic 2 Small, Deg: 5 Affinities D Cevel 5 Cevel 4 Focus Dool Level 3 Level 2 **Vicious Taunt** Level 1 1-3 4 Air Dark Focus Spent Defend Earth Fire Shíeld Base Darru Speed Bonus Light Skill Skill Defend Water with Shield Magic Damage Base Darry Bonuses Die Roll Sappy Bonus Speed Defend Skill Damage 2 without Shield 3 Multiplier Advantages and Disadvantages > Cquipment 🔊 On the Lam (-3) Outfit (Basic, Looks +1) Cloak (Basic, Looks +1) **Unruly Focus (-2)** Pair of Boots (Work, Looks +1) **Backpack** Blanket (Thin) Tent (Small)

Candle (Basic)

O Chere's a Character on this Sheet O

There's a Game in this Book Fantasy Role Playing Game Character Sheet

Dlayer:		Name: The Knave						
Date:		Class: Outlaw Race:		Gender:				
Attributes 🎾		Skills and Dowers 🕪						
Brains Brawn Charm Cool Dotice Saddy Speed Ditality Drestig		Fade Coerce Appeal Guile	8 7 6 5 4 6 5 4 6 6 6 6 6 6 6 6 6 6 6 6 6 6	Agriculture Alchemy Cooking Interview Languages Laws Research Subterfuge	sins \$ 7 6 5 4 00000 00000 00000 00000 00000 0000	Brawling Melee Blacksmithing Carpentry Intimidate Iron Will Masonry	8 7 6 5 4 00000 00000 00000 00000 00000	
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50 60 50 0 28	30	Vicious Taunt Boasting Dancing (Massage Perform Persuade Singing (8 7 6 5 4 0000 0000 0000 0000 0000 0000 0000	Archery Sniper Disguise Interrogate Moxie Pick Locks Seduce	00000 00000 00000 00000 00000 00000 00000 00000 00000	Fishing Hunting Investigate Map Making Read Lips Spot Traps Stealth Tracking	00000 00000 00000 00000 00000 00000 0000	
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Combat Rolls Realth and Armor health Damage health Die Roll Notice Bonuses Doints Taken Left Order of Combat 15 Attack Targets Armor Damage Armor Taken Left Attack - Defense: 3-2-101234367 Carget: 11 11 10 9 8 7 6 5 4 3 3 Doints Leathers (Basic) 5 Light, Deg: 2 Deapons Base Combat Attribute Bonus Damage Helmet (Pot) Attack 2 Light, Deg: 2 Sword, Basic 2-5 3 2 5 Med, Deg: 5 Dagger, Basic Small, Deg: 5 Affinities D Cevel 5 Cevel 4 Focus Dool Level 3 Level 2 **Vicious Taunt** Level 1 5 Air Dark Focus Spent Defend Earth Fire Shíeld Base Darru Speed Bonus Light Skíll Skill Defend Water with Shield Magic Damage Base Darry Bonuses Die Roll Sappy Bonus Speed Defend Skill Damage 3 without Shield 2 Multiplier Advantages and Disadvantages 🔊 Cquipment 🔊 Outfit (Basic, Looks +1) Coward (-1) Cloak (Basic, Looks +1) **Itchy Trigger Finger (-2)** Pair of Boots (Work, Looks +1) **Bad with Money (-1)** Backpack **Blanket (Thin)** Tent (Small)

Candle (Basic)