

CHARACTER NAME			
CLASS		RACE	
M	F	AGE	ORIGIN
<input type="checkbox"/>	<input type="checkbox"/>		

Basic Fantasy

Role-Playing Game

PLAYER NAME

FIGHTING ABILITY			
AB	MELEE	RANGE	DAMG
AC	INIT.	FT/RND	MORALE

SCORE	ABILITY	MOD.
	STRENGTH	
	INTELLIGENCE	
	WISDOM	
	DEXTERITY	
	CONSTITUTION	
	CHARISMA	
ABILITY ROLL TARGET =		+

DOORS	TRAPS	SEARCH	LISTEN
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[illegible]

HIT POINTS

HD

EXPERIENCE POINTS (XP)

☐ +10% LEVEL

SAVING THROW SCORES	
DEATH RAY OR POISON	
MAGIC WANDS	
PARALYSIS OR PETRIFY	
DRAGON BREATH	
SPELLS	

SAVING THROW MODIFIERS

[illegible]

THIEF SKILLS		TURN	
SKILL	D100	HD	D20
LOCKS		1	
TRAPS		2	
POCKETS		3	
MOVE		4	
CLIMB		5	
HIDE		6	
LISTEN		7	
		8	

SPELLS MEMORISED PER LEVEL		
I	II	III
IV	V	VI

OTHER CHARACTER ABILITIES	MONEY AND TREASURES

[illegible]