**FANTASY**

Special Abilities and Skills:

**BASIC FANTASY ROLE-PLAYING GAME**

basicfantasy.org

**Basic Game Mechanics**

Players decide on the actions of their characters.

Game Master describes game world, non-player characters, makes rulings.

**TIME:** Game Turn=10 minutes; Combat Round=10 seconds.

**MODIFIERS (MOD) are applied by the GM if necessary (e.g. bonus +1, or penalty -5%).**

**ABILITY ROLL:** ld20 + MOD. Success is scored if the result is equal to, or greater than the target number.

**INITIATIVE** (ld6 + DEX MOD) defines turn order in a given combat round.

**ACTIONS:** speak, signal, move, use class abilities, secondary skills, attack, withdraw, etc.

**ATTACK:** Roll ld20 + Attack Bonus (AB) + other MOD. If the result is equal to, or greater than opponent’s Armor Class (AC) a hit was scored: roll for damage.

**MELEE:** ld20 + AB Melee + STR MOD.

**RANGED:** ld20 + AB Ranged + DEX MOD + Range MOD.

**GENERAL MODIFIERS:** Target concealed (-1 to -4); hard cover (-2 to -8); attack from behind +2; subduing damage intended (-4).

**CAST SPELLS:** choose prepared spell and follow instructions given within the spell’s description.

**THIEVES’ SKILLS:** roll d100. Success is scored, if the roll is up to, or equal to the percentile score (skill + MOD.)

**TURN UNDEAD:** roll d20 and compare result on Clerics vs. Undead table.

**SAVING THROW:** ld20 + MOD. Success is scored if the result is equal to, or greater than the saving throw number of the given saving throw type (e.g. Spells.)

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