Character Name		
Race	**Class**	
Age	**Gender**	**Level**
	☐ M ☐ F	

Basic Fantasy

Role-Playing Game

Player Name

Armour Class p. 10		
Normal	**Rear**	**No Shield**

Attack Bonus p. 47	
Mêlée	**Ranged**

Ability Scores			
Score	**Mod.**	**Ability**	**Target**
		STR	+
		INT	+
		WIS	+
		DEX	+
		CON	+
		CHA	+

Hit Points	

Movement & Initiative		
Load p. 36	**Move** p. 38	**Initiative**
☐ L ☐ H		

Experience Points

Next Level: ☐ +10%

PP	GP	EP	SP	CP
5GP		5SP	10CP	

Equipment p. 10	
Item	**Wgt**
Total Weight Carried	

Special Talents & Notes

Character Sketch/Symbol

Weaponry & Attacks p. 11					
Weapon	**Size**	**Damage**	**S +1**	**M +0**	**L -2**

Turn Undead p. 50	
Creature	**1d20**
Skeleton	+
Zombie	+
Ghoul	+
Wight	+
Wraith	+
Mummy	+
Spectre	+
Vampire	+

Special Abilities p. 9	
Skill	**1d100**
Open Locks	%
Remove Traps	%
Pick Pockets	%
Move Silently	%
Climb Walls	%
Hide	%
Listen	%
	%

Spells p. 7-8	
Level	**Spells**
One	
Two	
Three	
Four	
Five	
Six	

List spells on separate sheet

Saving Throws p. 53		
1d20	**Saving Throw Type**	**Mod.**
+	**Death Ray/Poison***	
+	**Magic Wands**	
+	**Paralysis or Petrify**	
+	**Dragon Breath**	
+	**Spells****	

*** Add CON bonus/penalty to Poison ST**

**** Add INT bonus to ST versus Illusion magic**