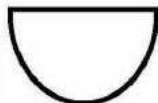


Basic Fantasy Role-Playing Game

Character Name _____ Race _____ Class _____ Level _____

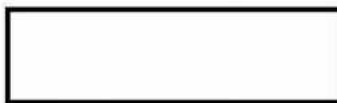
Initiative _____ Attack Bonus _____ Speed _____



Armor Class



Hit Points



Damage

Abilities

Strength

Modifier: _____

Intelligence

Modifier: _____

Wisdom

Modifier: _____

Dexterity

Modifier: _____

Constitution

Modifier: _____

Charisma

Modifier: _____

Saving Throws

**Death Ray or
Poison**

Magic Wands

**Paralysis
or Petrify**

**Dragon
Breath**

Spells

Thief Skills

Open Locks

Remove Traps

Pick Pockets

Move Silently

Climb Walls

Hide

Listen

Equipment

Turn Undead

Skeleton

Zombie

Ghoul

Wight

Wraith

Mummy

Spectre

Vampire

Magic Items

Notes

Weapons

Languages

--

Treasure

Experience Points
