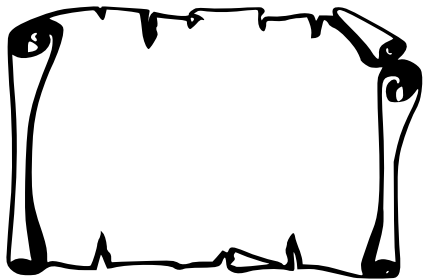


Basic Fantasy Role-Playing Game



Character Sketch or Symbol

Name _____

Race _____ Level

Class _____

Experience Points

+10% ☐

Next Level _____

Saving Throws (1d20)

Death Ray / Poison

Magic Wands

Paralysis or Petrify

Dragon Breath

Spells

Ability	Score	Mod.
Strength	<input type="text"/>	_____
Intelligence	<input type="text"/>	_____
Wisdom	<input type="text"/>	_____
Dexterity	<input type="text"/>	_____
Constitution	<input type="text"/>	_____
Charisma	<input type="text"/>	_____

Armour Class

Hit Points →

Attack B. Melee

Attack B. Ranged

Movement Load H L

Thief Skills (1d100)

Open Locks

Remove Traps

Pick Pockets

Move Silently

Climb Walls

Hide

Listen

Equipment

Weapons

Weapon	AB	Damage	Range
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Notes, Talents, Spells ...

Money

Turn Undead (1d20)

Skeleton

Zombie

Ghoul

Wight

Wraith

Mummy

Spectre

Vampire