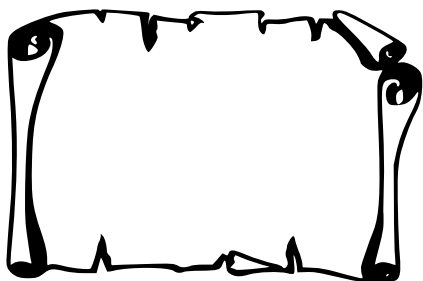


Basic Fantasy Role-Playing Game



Character Sketch or Symbol

Name _____

Race _____ Level

Class _____



Experience Points

Next Level ☐ +10%



Saving Throws (1d20)

Death Ray / Poison	<input type="text"/>
Magic Wands	<input type="text"/>
Paralysis or Petrify	<input type="text"/>
Dragon Breath	<input type="text"/>
Spells	<input type="text"/>

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

Current HP, Wounds ...



Attack B. Melee



Attack B. Ranged



Movement Load

H

L



Thief Skills (1d100)

Open Locks	<input type="text"/>
Remove Traps	<input type="text"/>
Pick Pockets	<input type="text"/>
Move Silently	<input type="text"/>
Climb Walls	<input type="text"/>
Hide	<input type="text"/>
Listen	<input type="text"/>



Equipment



Weapons

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



Money



Notes, Talents, Spells ...



Turn Undead (1d20)

Skeleton	<input type="text"/>
Zombie	<input type="text"/>
Ghoul	<input type="text"/>
Wight	<input type="text"/>
Wraith	<input type="text"/>
Mummy	<input type="text"/>
Spectre	<input type="text"/>
Vampire	<input type="text"/>