Basic Fantasy Role-Playing Game

Name

Race

Class

Level

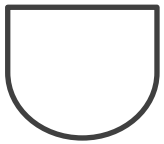
XP

Movement

Load (Light/Heavy)

Age

Height/Weight



Armor Class



Hit Points

Max:_____

Initiative

Attack Bonus

Ability Roll

Strength Modifier:_____			Death ray or Poison
Intelligence Modifier:_____			Magic Wands
Wisdom Modifier:_____			Paralysis or Petrify
Dexterity Modifier:_____			Dragon Breath
Constitution Modifier:_____			Spells
Charisma Modifier:_____			Languages

Melee Atk.

Melee Dam.

Ranged Atk.

Ranged Dam.

Notes

Weapons

Armor

Special Abilities

Thief Skills

- Open Locks _____
- Remove Traps _____
- Pick Pockets _____
- Move Silently _____
- Climb Walls _____
- Hide _____
- Listen _____

Turn Undead

- Skeleton _____
- Zombie _____
- Ghoul _____
- Wight _____
- Wraith _____
- Mummy _____
- Spectre _____
- Vampire _____

Equipment

Coinage

PP	GP	EP	SP	CP

Spells

Spells per day

0	1	2	3	4	5	6	7