

Basic Fantasy Roleplay

Character Sheet

Character Name		Player		Alignment		
Character Level		Deity				
Race	Age	Gender	Eyes	Height	Weight	Hair

Ability Name	Score	Modifier	Saving Throw Type	Modifier
STR Strength			Death ray/ Poison	Add CON Mod. to Poison
DEX Dexterity			Magic Wands	
CON Constitution			Paralysis or Petrify	
INT Intelligence			Dragon Breath	
WIS Wisdom			Spells	Add INT Mod. Vs. Illusions
CHA Charisma				

HP Hit Points	Total	AC Armor Class	Current AC
Wounds/Current HP		Rear	No shield
Attack Bonus (AB)		Experience Points	
Movement & Initiative			
Load p. 36		Move p. 38	
Initiative			
<input type="checkbox"/> L	<input type="checkbox"/> H		

Currency	Amount
PP Platinum Pieces	
GP Gold Pieces	
EP Electrum Pieces	
SP Silver Pieces	
CP Copper Pieces	

Weaponry & Attacks p. 11					
Weapon	Size	Damage	S +1	M +0	L -2
Ammunition p. 11					
Type	Amount	Check Boxes			

Equipment

Item	Weight	Item	Weight
		Total Weight	

Class / Race Abilities

Turn Undead p. 50		Spells p. 7-8	
Creature	1d20	Level	Spells
Skeleton	+	One	
Zombie	+	Two	
Ghoul	+	Three	
Wight	+	Four	
Wraith	+	Five	
Mummy	+	Six	
Spectre	+		
	+		

Additional Notes/Abilities	

Additional Check Boxes/Notes	

[illegible]