Character Name			
Race		Class	
Age	Height	Weight	Level
Eyes	Hair		Gender

Basic Fantasy
Role-Playing Game

Player Name

Armor Class p. 10	
With Shield	No Shield

Attack Bonus p. 47		
Base	Melee	Range

Ability Scores		
Ability	Score	Modifier
Strength		
Intelligence		
Wisdom		
Dexterity		
Constitution		
Charisma		

Hit Points

Experience Points	
Current:	
Needed:	

Movement & Initiative		
Load p.36	Move p.38	Initiative
☐ L ☐H		

Saving Throws p.53	
Death Ray or Poison	
Magic Wands	
Paralysis or Turn to Stone	
Dragon Breath	
Rods, Staves, & Spells	

Equipment p. 10	
Item	Wgt
Total Weight Carried	

Special Abilities

Turn Undead p. 50	
Creature	Roll
Skeleton	
Zombie	
Ghoul	
Wight	
Wraith	
Mummy	
Spectre	
Vampire	

Spells	
Level	Number
One	
Two	
Three	
Four	
Five	
Six	
Seven	

Thief Abilities	
Skill	Percent
Open Locks	%
Remove Traps	%
Track	%
Move Silently	%
Climb Walls	%
Hide	%
Listen	%

Weaponry & Attacks p. 11			
Weapon	OCR	Damage	Range

Money	1pp=5gp / 1gp=10sp / 1ep=5sp / 1sp=10cp