Basic Fantasy Role-Playing Game

Character Sketch or Symbol

Name _____

Race _____

Class _____

Level

Experience Points

Next Level ..... +10%

Saving Throws (1d20)

Death Ray / Poison	
Magic Wands	
Paralysis or Petrify	
Dragon Breath	
Spells	

Ability	Score	Mod.
Strength		
Intelligence		
Wisdom		
Dexterity		
Constitution		
Charisma		

Armour Class

Hit Points

Current HP, Wounds ...

Attack B. Melee

Attack B. Ranged

Movement Load

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Thief Skills (1d100)

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

Equipment

Weapons

Weapon	AB	Damage	Range

Money

Notes, Talents, Spells ...

Turn Undead (1d20)

Skeleton	
Zombie	
Ghoul	
Wight	
Wraith	
Mummy	
Spectre	
Vampire	