

Special Abilities and Skills:

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Game Stats

Class Abilities

Basic Game Mechanics

Description

Players decide on the actions of their characters.

Game Master describes game world, non-player characters, makes rulings.

Name:

Character Class:

Character Race:

Experience Level:

Experience Points (XP):

TIME: Game Turn=10 minutes; Combat Round=10 seconds.

MODIFIERS (MOD) are applied by the GM if necessary (e.g. bonus +1, or penalty -5%).

ABILITY ROLL: 1d20 + MOD. Success is scored if the result is equal to, or greater than the target number.

Hit Dice (HD):

Hit Points (HP):

Hit Points (current):

INITIATIVE (1d6 + DEX MOD) defines turn order in a given combat round.

ACTIONS: speak, signal, move, use class abilities, secondary skills, attack, withdraw, etc.

Initiative:

AB Melee:

AB Ranged:

Armor Class (AC):

Shield:

ATTACK: Roll 1d20 + Attack Bonus (AB) + other MOD. If the result is equal to, or greater than opponent's Armor Class (AC) a hit was scored: roll for damage.

MELEE: 1d20 + AB Melee + STR MOD.

RANGED: 1d20 + AB Ranged + DEX MOD + Range MOD.

GENERAL MODIFIERS: Target concealed (-1 to -4); hard cover (-2 to -8); attack from behind +2; subduing damage intended (-4).

Ability Scores (MOD)

STR:

INT:

WIS:

DEX:

CON:

CHA:

Equipment

CAST SPELLS: choose prepared spell and follow instructions given within the spell's description.

THIEVES' SKILLS: roll d100. Success is scored, if the roll is up to, or equal to the percentile score (skill + MOD.)

TURN UNDEAD: roll d20 and compare result on Clerics vs. Undead table.

Saving Throws vs. (MOD)

-Death Ray/Poison:

-Magic Wands:

-Paralysis/Petrify:

-Dragon Breath:

-Spells:

Weapons

SAVING THROW: 1d20 + MOD. Success is scored if the result is equal to, or greater than the saving throw number of the given saving throw type (e.g. Spells.)

Languages:

Names and Contacts

Special Places:

Wealth:

Ability Roll: