

Character Name		
Race	Class	
Age	Gender	Level
	<input type="checkbox"/> M <input type="checkbox"/> F	

Basic Fantasy

Role-Playing Game

Player Name

Armour Class <small>p. 10</small>		
Normal	Rear	No Shield
Attack Bonus <small>p. 47</small>		
Mêlée	Ranged	

Ability Scores			
Score	Mod.	Ability	Target
		STR	+
		INT	+
		WIS	+
		DEX	+
		CON	+
		CHA	+

Hit Points

Experience Points
Next Level: <input type="checkbox"/> +10%

Movement & Initiative		
Load <small>p. 36</small>	Move <small>p. 38</small>	Initiative
<input type="checkbox"/> L <input type="checkbox"/> H		

PP	GP	EP	SP	CP
5GP		5SP	10CP	

Equipment <small>p. 10</small>		
Item	Wgt	
Total Weight Carried		

Special Talents & Notes

Character Sketch/Symbol

Weaponry & Attacks <small>p. 11</small>					
Weapon	Size	Damage	S +1	M +0	L -2

Turn Undead <small>p. 50</small>	
Creature	1d20
Skeleton	+
Zombie	+
Ghoul	+
Wight	+
Wraith	+
Mummy	+
Spectre	+
Vampire	+

Special Abilities <small>p. 9</small>	
Skill	1d100
Open Locks	%
Remove Traps	%
Pick Pockets	%
Move Silently	%
Climb Walls	%
Hide	%
Listen	%
	%

Spells <small>p. 7-8</small>	
Level	Spells
One	
Two	
Three	
Four	
Five	
Six	
List spells on separate sheet	

Saving Throws <small>p. 53</small>		
1d20	Saving Throw Type	Mod.
+	Death Ray/Poison*	
+	Magic Wands	
+	Paralysis or Petrify	
+	Dragon Breath	
+	Spells**	
* Add CON bonus/penalty to Poison ST		
** Add INT bonus to ST versus Illusion magic		