Character Name

Race	Class

Age	Gender	Level
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Basic Fantasy
Role-Playing Game

Player Name

Armour Class

Normal	Rear	No Shield

Attack Bonus

Mêlée	Ranged

Ability Scores

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

Hit Points

Experience Points

Next Level: _____ ☐ +10%

Movement & Initiative

Load	Move	Initiative
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PP	GP	EP	SP	CP
5GP		5SP	10CP	

Equipment

Item	Wgt
Total Weight Carried	

Special Talents & Notes

Character Sketch/Symbol

Weaponry & Attacks

Weapon	Size	Damage	S +1	M +0	L -2

Turn Undead

Creature	1d20
Skeleton	+
Zombie	+
Ghoul	+
Wight	+
Wraith	+
Mummy	+
Spectre	+
Vampire	+

Special Abilities

Skill	1d100
Open Locks	%
Remove Traps	%
Pick Pockets	%
Move Silently	%
Climb Walls	%
Hide	%
Listen	%
	%

Spells

Level	Spells
One	
Two	
Three	
Four	
Five	
Six	
List spells on separate sheet	

Saving Throws

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