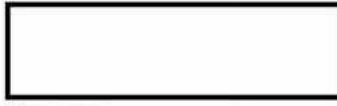
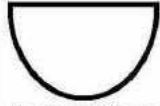


Basic Fantasy Role-Playing Game

Character Name _____ Race _____ Class _____ Level _____

Initiative _____ Attack Bonus _____ Speed _____



Armor Class Hit Points Damage

Abilities

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Strength

Modifier: _____

Intelligence

Modifier: _____

Wisdom

Modifier: _____

Dexterity

Modifier: _____

Constitution

Modifier: _____

Charisma

Modifier: _____

Saving Throws

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Death Ray or
Poison

Magic Wands

Paralysis
or Petrify

Dragon
Breath

Spells

Thief Skills

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Open Locks

Remove Traps

Pick Pockets

Move Silently

Climb Walls

Hide

Listen

Equipment

Turn Undead

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Skeleton

Zombie

Ghoul

Wight

Wraith

Mummy

Spectre

Vampire

Magic Items

Notes

Weapons

Languages

Treasure

Experience Points