

Basic Fantasy Role-Playing Game

Character Name _____ Race _____ Class _____ Level _____

Initiative _____ Attack Bonus _____ Speed _____

Armor Class Hit Points Damage

Abilities

Strength _____

Modifier: _____

Intelligence _____

Modifier: _____

Wisdom _____

Modifier: _____

Dexterity _____

Modifier: _____

Constitution _____

Modifier: _____

Charisma _____

Modifier: _____

Death Ray or
Poison

Magic Wands

Paralysis
or Petrify

Dragon
Breath

Spells

Saving Throws

Weapons

Languages

Thief Skills

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

Equipment

Turn Undead

Skeleton
 Zombie
 Ghoul
 Wight
 Wrath
 Mummy
 Spectre
 Vampire

Magic Items

Notes

Treasure

Experience Points