Character Name		
Race	Class	
Age	Gender	Level
	☐ M ☐ F	

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	

Movement & Initiative		
Load	Move	Initiative
☐ L ☐ H		

Experience Points

Next Level: ☐ +10%

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