CHARACTER NAME				Basic Fantasy Role-Playing Game		FIGHTING ABILITY			
CLASS		RACE		Role-Playing Ga	ame	AB	MELEE	RANGE	DAMG
					AC	INIT.	ft/RND	MORALE	
M F	F AGE ORIGIN		PLAYER NAME						
						I	LOAD AND	TRAVE	L
SCORE ABILITY		MOD.	HIT POINTS		LIGHT HEAVY FT/TRN MF				
STRENGTH		гн							
INTELLIGENCE					FOOD				
WISDOM			HD		WATER				
DEXTERITY									
CONSTITUTION			EXPERIENCE POINTS (XP)		THIEF	SKILLS		TURN	
CHARISMA					SKILL	DIO	о ні	D20	
ABILITY ROLL TARGET =			+			LOCKS		I	
			+10% LEVEL		TRAPS		2		
DOORS	TRAPS	SEARCH	LISTEN	0		POCKETS		3	
				SAVING THROW SCORES	5	MOVE		4	
GEAR CARRIED W		WEIGHT	DEATH RAY OR POISON  MAGIC WANDS		CLIMB		5		
GEAR CA	KKIED		WEIGHT	PARALYSIS OR PETRIFY		LISTEN			
				DRAGON BREATH		LISTEN		$ \frac{7}{8}$	
				SPELLS					
		0.1 2 2 2 2 3		SPELLS MEMORISED PER LEVEL					
			SAVING THROW MODIFIERS		I II		III		
				IV V		VI			
				OTHER CHARACTER ARITHES		MONEY AND TREASURES			
				OTHER CHARACTER ABILITIES		MONEY AND TREASURES			
								_	
				WEAPONS OF NOTE	SIZE	DAMAGE	s+I	M	L-2
							1		
							1		
		74 TTPTOT-	r				+		
TOTAL WEIGHT			1						