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:

Saving Throws

- Death Ray or Poison
- Magic Wands
- Paralysis or Petrify
- Dragon Breath
- Spells

Weapons

Languages

Thief Skills

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

Equipment

Turn Undead

- Skeleton
- Zombie
- Ghoul
- Wight
- Wraith
- Mummy
- Spectre
- Vampire

Magic Items

Notes

Treasure

Experience Points

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