



Basic Fantasy

Role-Playing Game

Player's Name

Campaign

Character Name

Race & Sex

Class & Level

Sketch or Symbol

Vertical bars for Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

Strength

Intelligence

Wisdom

Dexterity

Constitution

Charisma

Modifier

Circle

Circle

Circle

Circle

Circle

Circle

Armor Class box

Armor Class

Hit Points box

Hit Points

Vertical hexagons for Attack Bonus, Death Ray or Poison, Magic Wands, Paralysis or Petrify, Dragon Breath, and Spells.

Attack Bonus

Death Ray or Poison

Magic Wands

Paralysis or Petrify

Dragon Breath

Spells

Weapons, Armor, and Combat Notes

Background & Languages

Race & Class Features

Equipment & Magic Items

Experience

Next Level: _____

Wealth

Misc. & Notes