



Basic Fantasy

Role-Playing Game

Player's Name

Campaign

Character Name

Race & Sex

Class & Level

Sketch or Symbol

Vertical column of six empty boxes for ability scores.

Strength

Intelligence

Wisdom

Dexterity

Constitution

Charisma

Modifier

Circle for Strength modifier

Circle for Intelligence modifier

Circle for Wisdom modifier

Circle for Dexterity modifier

Circle for Constitution modifier

Circle for Charisma modifier

Horizontal rounded rectangle for Armor Class

Armor Class

Horizontal rounded rectangle for Hit Points

Hit Points

Vertical column of six empty hexagons for special abilities.

Attack Bonus

Death Ray or
Poison

Magic Wands

Paralysis or
Petrify

Dragon Breath

Spells

Weapons, Armor, and Combat Notes

Large empty rectangular area for notes.

Background & Languages

Race & Class Features

Equipment & Magic Items

Experience

Next Level: _____

Wealth

Misc. & Notes