

CHARACTER NAME: _____ Player Name: _____

Race / Gender: _____ Δ Male Δ Female

Class(es) / Level(s): _____ TOTAL LEVELS

Alignment: _____ Deity: _____ Age: _____ Eyes: _____ Hair: _____ Height: _____ Weight: _____

BFRPG HACK!

Modified Basic Fantasy Role Playing Game

| | | | | | | | |
|------------------|-----------|------------|------------|----------------------------------|---|-----------------------|---------------|
| ABILITIES | Dice Roll | SCORE | ABILITY | MODIFIER | ADD MODIFIERS TO SKILLS and: | other MODS or Bonuses | SAVING THROWS |
| | _____ | [] | STR | { } | --> MELEE ATTACKS and DAMAGE | _____ | _____ |
| | _____ | [] | INT | { } | --> Languages known & Mage Bonus Spells | _____ | _____ |
| | _____ | [] | WIS | { } | --> Cleric Bonus Spells | _____ | _____ |
| | _____ | [] | DEX | { } | --> AC, RANGED ATTACKS and DAMAGE | _____ | _____ |
| | _____ | [] | CON | { } | --> TOTAL HIT POINTS each level | _____ | _____ |
| _____ | [] | CHA | { } | --> Cleric Channel Divine Energy | _____ | _____ | |

| | |
|--|---|
| RACIAL TRAITS | ◇ DWARF +1 to CON score (max 18) |
| | • Darkvision 60' |
| | • +2 to Knowledge (Dungeoneering) Skill |
| | ◇ ELF +1 to DEX score (max 18) |
| | • Darkvision 30' |
| | • +2 to Awareness Skill |
| • Immune to the paralyzing attack of ghouls | |
| ◇ HALFLING +1 to DEX score (max 18) | |
| • +2 bonus to AC vs. Large creatures in melee | |
| • +2 to Stealth Skill | |
| ◇ HUMAN +1 to one Ability (player choice, max 18) | |
| • +2 to one Skill at Level 1 (player choice) | |

• To make a SAVING THROW: roll d20, add BONUS(es) for SAVE TYPE, compare to TARGET DC for result

HIT POINTS [] Put a sticky note here to keep track of hit points lost in combat and regained from healing.

The amount of damage you can take in a battle before dying.

CON Modifier - _____
(add this to your Hit Point Total every level)
Keep track of damage in this box.
If your Hit Points become 0 or below, your character is dying.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Keep track of hit points at each level in case of a Level-Drain.

• **INITIATIVE** - roll d20, add BONUS(es) > DEX + Other + Other = TOTAL
This roll is made to determine the order in which characters and foes act in battle.

| | | | | | | | | |
|--|-------------|-------|--------|------|------|-------|-------|-------|
| | ARMOR CLASS | ARMOR | SHIELD | DEX. | SIZE | OTHER | OTHER | OTHER |
|--|-------------|-------|--------|------|------|-------|-------|-------|

AC: [] = 10 + _____ + _____ + _____ + _____ + _____ + _____ + _____

[] AC for TOUCH ATTACK (-Armor & Shield)

[] AC for FLAT-FOOTED (-DEX) [] AC minus MAGIC

DEFENSE / ARMOR

ARMOR _____ AC BONUS _____

SPECIAL ABILITIES (if any) _____

SHIELD or OTHER PROTECTIVE ITEM _____ AC BONUS _____

SPECIAL ABILITIES (if any) _____

OTHER PROTECTIVE ITEM _____ AC BONUS _____ SPECIAL ABILITIES (if any) _____

SPEED: ○ 30' (6 Squares) -or- ○ 20' (4 Squares)
NoArmor or Light Armor Medium or Heavy Armor

ATTACK BONUS: () (FROM ATTACK BONUS TABLE)

| | | | | | |
|--------------------|--------------|------------|-----------|-------|-------|
| TOTAL ATTACK BONUS | ATTACK BONUS | ABIL. MOD. | SIZE MOD. | OTHER | OTHER |
|--------------------|--------------|------------|-----------|-------|-------|

MELEE (+STR) [] = () + _____ + _____ + _____ + _____

RANGED (+DEX) [] = () + _____ + _____ + _____ + _____

OTHER MODIFIERS TO ATTACK ROLLS (due to race, class, other)

○ _____ ○ _____

• To ATTACK: roll d20, add BONUS, compare to enemy's AC for result.

• If the ATTACK hits, roll DAMAGE for the weapon you used.

• **MELEE WEAPON** (Close Combat) TOTAL ATTACK BONUS DAMAGE
« _____ |d20 + _____ |
TYPE ◇ Slashing, ◇ Piercing, or ◇ Bashing) SPECIAL ABILITIES _____

• **MELEE WEAPON** (Close Combat) TOTAL ATTACK BONUS DAMAGE
« _____ |d20 + _____ |
TYPE ◇ Slashing, ◇ Piercing, or ◇ Bashing) SPECIAL ABILITIES _____

• **RANGED WEAPON** (Distance Combat) TOTAL ATTACK BONUS DAMAGE
« _____ |d20 + _____ |
TYPE ◇ Slashing, ◇ Piercing, or ◇ Bashing) SPECIAL ABILITIES _____

• _____ WEAPON (_____ Combat) TOTAL ATTACK BONUS DAMAGE
« _____ |d20 + _____ |
TYPE ◇ Slashing, ◇ Piercing, or ◇ Bashing) SPECIAL ABILITIES _____

CLASS ABILITIES AND BONUSES

◇ **CLERIC** • Spells (see back of sheet)
• Channel Divine Energy (see back of sheet)

◇ **FIGHTER** • Favored Weapon (see back of sheet)

◇ **MAGE** • Spells (see back of sheet)
• Arcane Bolt (see back of sheet)
• Arcane Protection - bonus to saves vs. Spells equal to Intelligence bonus.
• Magic Sensitivity - Spellcraft Check to detect magic in anything touched.
• Read Magic - can read magic like a normal language.

◇ **THIEF** • Vital Strike: +4 attack bonus and does max damage per weapon type if it is successful + 1d6 per 4 levels. The attack must be a surprise (may require a Stealth Check) or the opponent must be flanked or flat-footed. Can also be performed bare-handed and with the "flat of the blade" (+0 attack bonus and does normal damage). In both cases, subduing damage is done.
• Begin with 1 Free Rank in Thief Skills and Stealth +1 Bonus Rank/Level > Total Ranks/Skill = Level +1 for Thieves

○ **LANGUAGES** - Common (+ RACIAL + INT modifier)

SKILLS 3 Ranks per Level ____/____ Total Ranks/Skill can't exceed Level

• To make a SKILL Check, roll d20, add BONUS, compare to DC for result

| SKILL NAME | BONUS | ABILITY MOD. | RANKS | OTHER |
|------------|-------|--------------|-------|-------|
|------------|-------|--------------|-------|-------|

○ **ATHLETICS** [] = STR _____ + _____ + _____
< Climb, Jump, Swim >

○ **AWARENESS** [] = WIS _____ + _____ + _____
< Listen, Recognize Disguise, Spot, Search, Sense Motive >

○ **CRAFT or PROFESSION** [] = _____ + _____ + _____
< _____ Insert Applicable Ability: Cook, Carpenter, Armorer, etc.>

○ **DIPLOMACY** [] = CHA _____ + _____ + _____
< Bluff, Gather Information, Intimidate, Leadership >

○ **HANDLE ANIMAL** [] = CHA _____ + _____ + _____
< Form Relationship, Train Animal >

○ **HEAL** [] = WIS _____ + _____ + _____
< Stabilize, Revive, Treat Poison, Treat Disease >

○ **KNOWLEDGE: Arcane** [] = INT _____ + _____ + _____

○ **KNOWLEDGE: Dungeoneering** [] = INT _____ + _____ + _____

○ **KNOWLEDGE: Geography/Nature** [] = INT _____ + _____ + _____

○ **KNOWLEDGE: History/Local** [] = INT _____ + _____ + _____

○ **KNOWLEDGE: Religion** [] = INT _____ + _____ + _____

○ **RIDE & PILOT** [] = DEX _____ + _____ + _____
< Mount/Dismount, Control Movement, Chase >

○ **SPELLCRAFT: Cleric & Mage only** [] = INT _____ + _____ + _____
< Identify Magical Aura, Use Magic Device >

○ **STEALTH** [] = DEX _____ + _____ + _____
< Hide, Move Silently, Shadowing >

○ **SURVIVAL** [] = WIS _____ + _____ + _____
< Travel Wilderness, Track, Hunt & Forage, Predict Weather, Use Rope >

○ **THIEF SKILLS (Thief only)** [] = DEX _____ + _____ + _____
< Palm Object, Pick Pocket, Pick Lock, Escape Bond, Conceal, Disable Device>

○ **TUMBLE** [] = DEX _____ + _____ + _____
< Shorten Fall, Evasive Actions, Balance >

○ **VITAL STRIKE** (Thieves only) If an enemy is surprised, flat-footed or flanked by an ally, a Thief can attack at +4 bonus. A successful hit deals max damage per weapon type +1d6 as follows: (Lvl 1-4: 1d6) (Lvl 5-8: 2d6) (Lvl 9-12: 3d6) (Lvl 13-16: 4d6) (Lvl 17-20: 5d6)

○ **FAVORED WEAPON #1** (Fighters Lvl 2) _____ +1 Attack & Damage; +2 @ Lvl 12

○ **FAVORED WEAPON #2** (Fighters Lvl 8) _____ +1 Attack & Damage

○ **CHANNEL DIVINE ENERGY** (Clerics Only) # of TIMES/DAY = _____ (3 + CHA mod.)

Clerics can channel curing energy to all living creatures in a 30' radius. Damage healed = _____.

Clerics can also channel damaging energy to all undead in a 30' radius. Damage = _____.

Undead get a Will Save vs. DC (10+Cleric's Level); if successful, Undead take 1/2 Damage.

Clerics can use a Channel to Turn Undead instead of damaging them. To Turn Undead - Roll 1d20. DM compares to target number for the undead type. If the roll is a success, 2d6 hit dice of undead creatures are affected; surplus hit dice are lost, but a minimum of one creature will always be affected.

○ **ARCANE BOLT** (Mages Only) Ranged Attack vs. Target's AC, add Intelligence bonus to hit, 30' range.

Damage: Lvl 1-3: 1d3 • Lvl 4-6: 1d4 • Lvl 7-9: 1d6 • Lvl 10-12: 2d4 • Lvl 13-15: 2d6 • Lvl 16-18: 2d8 • Lvl 19-20: 3d6

○ **SPELLS:** An enemy may have a Saving Throw to avoid the spell effects of a harmful Cleric or Mage Spell.

The Saving Throw DC (Difficulty Class) to avoid the effect of the Spell is as follows:

• **Save DC of a Spell = 10 + Level of Spell + MOD.** (CLERICS use WIS, MAGES use INT for MOD.)

• **The MOD for # of Spells Known is as follows;** CLERICS use WIS, MAGES use INT.

0 LEVEL/ _____ = _____ + _____ Save DC _____

TOTAL SPELLS = Known + MOD.

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

1st LEVEL/ _____ = _____ + _____ Save DC _____

TOTAL SPELLS = Known + MOD.

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2nd LEVEL/ _____ = _____ + _____ Save DC _____

TOTAL SPELLS = Known + MOD.

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3rd LEVEL/ _____ = _____ + _____ Save DC _____

TOTAL SPELLS = Known + MOD.

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4th LEVEL/ _____ = _____ + _____ Save DC _____

TOTAL SPELLS = Known + MOD.

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5th LEVEL/ _____ = _____ + _____ Save DC _____

TOTAL SPELLS = Known + MOD.

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6th LEVEL/ _____ = _____ + _____ Save DC _____

TOTAL SPELLS = Known + MOD.

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- _____

7th LEVEL/ _____ = _____ + _____ Save DC _____

TOTAL SPELLS = Known + MOD.

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- _____
- _____

EQUIPMENT

| LOCATION - | ITEM - | WEIGHT |
|----------------------|--------|----------------------|
| Head | _____ | _____ |
| Eyes | _____ | _____ |
| Neck | _____ | _____ |
| Back | _____ | _____ |
| R Arm | _____ | _____ |
| L Arm | _____ | _____ |
| R Hand | _____ | _____ |
| L Hand | _____ | _____ |
| R Fingers | _____ | _____ - (ring) |
| L Fingers | _____ | _____ - (ring) |
| Armor | _____ | _____ |
| Belt | _____ | _____ |
| Belt Pouch | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| Backpack | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| R Leg | _____ | _____ |
| L Leg | _____ | _____ |
| Boots | _____ | _____ |
| Sack(s) | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| TOTAL WEIGHT CARRIED | | <input type="text"/> |

| | | |
|---------------|---------|------|
| WEALTH | CP - | SP - |
| | GP - | PP - |
| | OTHER - | |

Notes: