What was		Basic Fantasy Role-Playing Game	
	Name Level Class	Experience Points +10% Next Level	Saving Throws (1d20) Death Ray / Poison Magic Wands Paralysis or Petrify
Character Sketch or Symbol Ability Score Mod.	Armour Hit Points	Current HP, Wounds	Dragon Breath Spells
Strength		→ (,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Thief Skills (1d100) Open Locks
Wisdom Dexterity Constitution Charisma	Attack B. Melee Ranged	Movement Load H C	Remove Traps Pick Pockets Move Silently Climb Walls
Equipment	Weapons	Notes, Talents, Spells	Hide Listen Turn Undead (1d20)
	Weapon AB Damage Range		Skeleton Zombie Ghoul Wight Wraith
	Money		Mummy Spectre Vampire