


DUNGEONS DRAGONS CHARACTER - BECMI

Character Name: Baldingpot Goldenleaf			Player:		
				Abil total: 71	
CLASS	Halfling	Hit Points:	7	Damage Column	
Level:	1	Armor Class:	3		
Alignment:	Chaotic (G)	Experience Points:			
Languages:	Common, Halfling				
ABILITIES	SCORE	MODIFIERS			
Strength	14	+1 to hit, melee damage, and open doors			
Intelligence	6	Can write simple Common words			
Wisdom	11	Normal magic-based saving throws			
Dexterity	15	+1 to hit with missile, -1 AC bonus, +1 initiative			
Constitution	13	+1 hit points per hit die			
Charisma	12	No Reaction mod, 4 Max Retainers with 7 Morale			
Ability X.P. Bonus:	+ 10% to earned experience points				
SAVING THROWS		CHARACTER SKETCH		TO HIT ROLL NEEDED	
Death Ray or Poison	10			AC 9	10
Magic Wands	11			AC 8	11
Paralysis or TTS	12			AC 7	12
Dragon Breath	13			AC 6	13
Rods, Staves, or Spells	14			AC 5	14
				AC 4	15
EQUIPMENT		OTHER EQUIPMENT & MAGIC ITEMS		AC 3	16
Chail Mail Armor & Shield				AC 2	17
Sword , Short				AC 1	18
Dagger				AC 0	19
Crossbow				OTHER NOTES	
Backpack					
Water/Wine Skin					
20 x Bolts					
5 x Silver Bolts					
4 x Game Snares					
2 x Torch		Class Abilities: +1 to missile attack rolls, -2 AC vs Larger than man-sized creatures, +1 Initiative, Hide (10% outdoors, 1-2/d6 indoors)			
Flint and Steel					
		Worships: Cult of the High Heroes (Nob Nar)			
		TREASURE AND MONEY			
		GOLD:	17		