DUNGEONS DRAGONS CHARACTER - BECMI

Character Name:	Canticle	Player:	

			Abil total: 73
CLASS	Elf	Hit Points:	6	Damage Column
Level:	1	Armor Class:	8	
Alignment:	Chaotic (G)	Experience Points:		
Languages:	Common, Elvish, Orc, Hobgoblin, Gnoll , Ogre, Dwarvish			

ABILITIES	SCORE	MODIFIERS
Strength	14	+1 to hit, melee damage, and open doors
Intelligence	16	Reads, writes native languages, + 2 added
Wisdom	11	Normal magic-based saving throws
Dexterity	11	No adjustments
Constitution	10	No adjustment to hit points
Charisma	11	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	12		AC 9	10
Magic Wands	13		AC 8	11
Paralysis or TTS	13		AC 7	12
Dragon Breath	15		AC 6	13
Rods, Staves, or Spells	15		AC 5	14
			AC 4	15
EQUIPMENT			AC3	16
Clothing & Shield			AC 2	17
Silver dagger			AC1	18
War Hammer			AC0	19
Sling with 30 Sling Stones				
Sack, Large		OTHER EQUIPMENT & MAGIC ITEMS	OTHER NOTES	
Rope (50' length)		Potion of Healing	Class Abilities: Infravision (60'),	
Holy Water (1 vial)			Find secret doors(1-2/d6),	
Water/Wine Skin			Immune to paralysis,Spellbook:	
Shortsword			Hold Portal, Protection from Evil,	
			Detect Magic, Sleep, cast 1 1st	
			level spell/day.	
			TREASURE AND MONEY	
			GOLD:	6