



DUNGEONS DRAGONS CHARACTER - BECMI

Character Name: Gibstone Harg		Player:			
			Abil total: 76		
CLASS	Dwarf	Hit Points:	9		
Level:	1	Armor Class:	5		
Alignment:	Lawful (G)	Experience Points:			
Languages:	Common, Dwarvish, Gnomish, Kobold, Goblin				
ABILITIES	SCORE	MODIFIERS			
Strength	14	+1 to hit, melee damage, and open doors			
Intelligence	12	Reads, writes native language(s)			
Wisdom	13	+ 1 on magic-based saving throws			
Dexterity	13	+1 to hit with missile, -1 AC bonus, +1 initiative			
Constitution	14	+1 hit points per hit die			
Charisma	10	No Reaction mod, 4 Max Retainers with 7 Morale			
Ability X.P. Bonus:	+ 5% to earned experience points				
SAVING THROWS					
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
EQUIPMENT					
Leather Armor & Shield				AC 4	15
Short Bow				AC 3	16
Sack, Small				AC 2	17
Holy Water (1 vial)				AC 1	18
Wooden Pole (10' long)				AC 0	19
Rope (50' length)				OTHER NOTES Class Abilities: Infravision (60'), Detect construction (1-2/d6) Worships: Kagyar	
Standard Rations (1 wk)					
Flask of Oil					
Torches (6)					
Flint and Steel		TREASURE AND MONEY GOLD: 11			
15 x Arrows					
Handaxe					