

# DUNGEONS DRAGONS CHARACTER - BECMI

<b>Character Name:</b> Karmen Stauskas		<b>Player:</b>		
Abil total: 65				
<b>CLASS</b>	Fighter (M)	<b>Hit Points:</b>	9	
<b>Level:</b>	1	<b>Armor Class:</b>		
<b>Alignment:</b>	Neutral	<b>Experience Points:</b>		
<b>Languages:</b>	Common			
<b>ABILITIES</b>	<b>SCORE</b>	<b>MODIFIERS</b>		
Strength	15	+1 to hit, melee damage, and open doors		
Intelligence	7	Can write simple Common words		
Wisdom	8	-1 on magic-based saving throws		
Dexterity	13	+1 to hit with missile, -1 AC bonus, +1 initiative		
Constitution	13	+1 hit points per hit die		
Charisma	9	No Reaction mod, 4 Max Retainers with 7 Morale		
<b>Ability X.P. Bonus:</b>	+ 5% to earned experience points			
<b>SAVING THROWS</b>		<b>CHARACTER SKETCH</b>	<b>TO HIT ROLL NEEDED</b>	
Death Ray or Poison	12		AC 9	10
Magic Wands	13		AC 8	11
Paralysis or TTS	14		AC 7	12
Dragon Breath	15		AC 6	13
Rods, Staves, or Spells	16		AC 5	14
<b>EQUIPMENT</b>			AC 4	15
			AC 3	16
			AC 2	17
			AC 1	18
		AC 0	19	
		<b>OTHER NOTES</b>		
		Class Abilities: N/a		
Mirror (hand-sized, steel)				
		<b>TREASURE AND MONEY</b>		
		<b>GOLD:</b>		