

DUNGEONS DRAGONS CHARACTER - BECMI

Character Name: Kyrian		Player:		
Abil total: 67				
CLASS	Elf (M)	Hit Points:	5	
Level:	1	Armor Class:		
Alignment:	Lawful	Experience Points:		
Languages:	Common, Elvish, Orc, Hobgoblin, Gnoll , Gargoyle			
ABILITIES	SCORE	MODIFIERS		
Strength	13	+1 to hit, melee damage, and open doors		
Intelligence	15	Reads, writes native languages, + 1 added		
Wisdom	11	Normal magic-based saving throws		
Dexterity	11	No adjustments		
Constitution	6	-1 hit points per hit die		
Charisma	11	No Reaction mod, 4 Max Retainers with 7 Morale		
Ability X.P. Bonus:	+ 5% 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
EQUIPMENT			AC 4	15
			AC3	16
			AC 2	17
			AC1	18
Normal dagger		AC0	19	
		OTHER NOTES		
Water/Wine Skin		Class Abilities: Infravision (60'), Find secret doors(1-2/d6), Immune to paralysis,Spellbook: Light, Shield, Detect Magic, Read Magic, cast 1 1st level spell/day.		
		TREASURE AND MONEY		
		GOLD:		