


# DUNGEONS DRAGONS CHARACTER - BECMI

<b>Character Name:</b> Bas McReady		<b>Player:</b>	
			Abil total: 60
<b>CLASS</b>	Thief	<b>Hit Points:</b>	3
<b>Level:</b>	1	<b>Armor Class:</b>	8
<b>Alignment:</b>	Neutral	<b>Experience Points:</b>	
<b>Languages:</b>	Common, Thieves' Cant		
<b>ABILITIES</b>	<b>SCORE</b>	<b>MODIFIERS</b>	
Strength	13	+1 to hit, melee damage, and open doors	
Intelligence	11	Reads, writes native language(s)	
Wisdom	7	-1 on magic-based saving throws	
Dexterity	15	+1 to hit with missile, -1 AC bonus, +1 initiative	
Constitution	6	-1 hit points per hit die	
Charisma	8	-1 Reaction, 3 Maxium # Retainers with 6 Morale	
<b>Ability X.P. Bonus:</b>	+ 5% to earned experience points		
<b>SAVING THROWS</b>		<b>CHARACTER SKETCH</b>	
Death Ray or Poison	13		
Magic Wands	14		
Paralysis or TTS	13		
Dragon Breath	16		
Rods, Staves, or Spells	15		
<b>EQUIPMENT</b>			
Clothing		AC 9	10
Silver dagger		AC 8	11
Normal dagger		AC 7	12
Oil (thrown, fire)		AC 6	13
Backpack		AC 5	14
Thieves' Tools		AC 4	15
Hammer (small)		AC3	16
Wooden Pole (10' long)		AC 2	17
Flask of Oil		AC1	18
Wine (1 quart)		AC0	19
Mirror (hand-sized, steel)		<b>OTHER NOTES</b>	
Short Bow		Class Abilities: Open Locks (10%), Find/Remove Traps (10%), Pick Pockets (20%), Move Silently (20%), Climb Sheer Surfaces (87%), Hide in Shadows (10%), Hear Noise (1-2/d6), Sneak attack from behind: +4 to hit and does double damage	
20 Arrows			
Flint and Steel			
3 x Small Sacks			
		<b>TREASURE AND MONEY</b>	
		<b>GOLD:</b>	25