


DUNGEONS DRAGONS CHARACTER - BECMI

Character Name: Meeks the Mysterious		Player:	
			Abil total: 73
CLASS	Magic-User	Hit Points:	3
Level:	1	Armor Class:	9
Alignment:	Chaotic (G)	Experience Points:	
Languages:	Common , Minotaur, Dwarvish, Gnoll		
ABILITIES	SCORE	MODIFIERS	
Strength	15	+1 to hit, melee damage, and open doors	
Intelligence	18	Reads, writes native languages, + 3 added	
Wisdom	15	+ 1 on magic-based saving throws	
Dexterity	11	No adjustments	
Constitution	7	-1 hit points per hit die	
Charisma	7	-1 Reaction, 3 Maxium # Retainers with 6 Morale	
Ability X.P. Bonus:	+ 10% to earned experience points		
SAVING THROWS		CHARACTER SKETCH	TO HIT ROLL NEEDED
Death Ray or Poison	13		AC 9 10
Magic Wands	14		AC 8 11
Paralysis or TTS	13		AC 7 12
Dragon Breath	16		AC 6 13
Rods, Staves, or Spells	15		AC 5 14
			AC 4 15
EQUIPMENT			AC 3 16
Clothing			AC 2 17
Normal dagger			AC 1 18
-- Spellbook			AC 0 19
Normal dagger			
Sack, Small		OTHER EQUIPMENT & MAGIC ITEMS	OTHER NOTES
Wine (1 quart)		Scroll of Shield	Class Abilities: Cast (1) 1st level spell/day, Spellbook: Protection from Evil, Light, Read Languages, Ventriloquism, Sleep , Shield
Wooden Pole (10' long)			
Tinder Box (flint & steel)			
Water/Wine Skin			
Flask of Oil			
Mirror (hand-sized, steel)			
Lantern			
			TREASURE AND MONEY
			GOLD: 130