DUNGEONS DRAGONS CHARACTER - BECMI

Character Name:	Rithbone Stoneshank	Player:	

Abil total: 70

CLASS	Dwarf (M)	Hit Points:	9	Damage Column
Level:	1	Armor Class:		
Alignment:	Neutral	Experience Points:		
Languages:	Common, Dwarvish, Gnomish, Kobold, Goblin			

ABILITIES	SCORE	MODIFIERS
Strength	14	+1 to hit, melee damage, and open doors
Intelligence	11	Reads, writes native language(s)
Wisdom	10	Normal magic-based saving throws
Dexterity	12	No adjustments
Constitution	13	+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		CHARACTER SKETCH	TO HIT ROLL NEEDED	
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
			AC 4	15
EQUIPMENT			AC3	16
Clothing			AC 2	17
			AC1	18
			AC0	19

Sack, Large	OTHER EQUIPMENT & MAGIC ITEMS	OTHER NOTES
		Class Abilities: Infravision (60'), Detect construction (1-2/d6)
		TREASURE AND MONEY
		GOLD: