


DUNGEONS DRAGONS CHARACTER - BECMI

Character Name: Rowenda Altstein		Player:	
Abil total: 67			
CLASS	Fighter	Hit Points:	8
Level:	1	Armor Class:	8
Alignment:	Chaotic (G)	Experience Points:	
Languages:	Common		
ABILITIES	SCORE	MODIFIERS	
Strength	16	+2 to hit, melee damage, and open doors	
Intelligence	11	Reads, writes native language(s)	
Wisdom	11	Normal magic-based saving throws	
Dexterity	11	No adjustments	
Constitution	11	No adjustment to hit points	
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	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
			AC 4 15
EQUIPMENT			AC 3 16
Clothing & Shield			AC 2 17
Hand Axe			AC 1 18
Normal dagger			AC 0 19
Long Bow			
Backpack		OTHER EQUIPMENT & MAGIC ITEMS	OTHER NOTES
Torches (6)			Class Abilities: N/a
Holy Water (1 vial)			
Standard Rations (1 wk)			
Wolfsbane (1 bunch)			
Wine (1 quart)			
Water/Wine Skin			
10 x Arrows			Worships: Ruthinian Cult
Flint and Steel			
Longsword			TREASURE AND MONEY
			GOLD: 25