DUNGEONS DRAGONS CHARACTER - BECMI

OTHER EQUIPMENT & MAGIC ITEMS OTHER NOTES	Character Name:	Kyrian		Player:		
Level: 1 Armor Class: Alignment: Lowful 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 6 13 Paralysis or TTS 13 AC 7 12 Dragon Breath 15 AC 6 13 Rods, Staves, or Spells 15 Rods, Staves, or Spells 15 EQUIPMENT AC 6 13 AC 7 12 AC 9 10 AC 8 11 AC 7 12 AC 7 12 AC 7 12 AC 9 10 AC 8 11 AC 9 10 AC 8 11 AC 7 12 AC 7 12 AC 7 12 AC 9 10 AC 8 11 AC 6 13 AC 7 12 Constitution AC 1 18 AC 9 10 AC 8 11 AC 7 12 AC 7 12 AC 7 12 AC 7 12 AC 1 18 AC 9 10 AC 8 11 AC 9 10 AC 9 10					Abil total: 67	
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 Magic Wands 13 Paralysis or TTS 13 Dragon Breath 15 Rods, Staves, or Spells 15 EQUIPMENT AC6 13 AC7 12 AC6 13 AC7 12 AC6 13 AC7 14 AC4 15 AC3 16 AC2 17 AC1 18 AC0 19 Normal dagger OTHER EQUIPMENT & MAGIC ITEMS Water/Wine Skin OTHER EQUIPMENT & MAGIC ITEMS Water/Wine Skin TREASURE AND MONEY TREASURE AND MONEY	CLASS	Elf (M)	Hit Points:	5	Damage Column	
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 Magic Wands 13 Paralysis or TTS 13 Dragon Breath 15 Rods, Staves, or Spells 15 EQUIPMENT EQUIPMENT OTHER EQUIPMENT & MAGIC ITEMS Water/Wine Skin OTHER EQUIPMENT & MAGIC ITEMS Magic, cast 1 1st level spell/day. TREASURE AND MONEY	Level:	1	Armor Class:			
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 111 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 Magic Wands 13 Paralysis or TTS 13 Dragon Breath 15 Rods, Staves, or Spells 15 EQUIPMENT EQUIPMENT OTHER EQUIPMENT & MAGIC ITEMS Water/Wine Skin OTHER EQUIPMENT & MAGIC ITEMS Water/Wine Skin TREASURE AND MONEY TREASURE AND MONEY	Alignment:	Lawful	Experience Points:			
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 Magic Wands 13 Paralysis or TT5 13 AC 9 10 AC 8 11 AC 7 12 Dragon Breath 15 AC 6 13 Rods, Staves, or Spells 15 EQUIPMENT AC 3 16 AC 2 17 AC 1 18 AC 0 19 Normal dagger OTHER EQUIPMENT & MAGIC ITEMS OTHER NOTES Water/Wine Skin TREASURE AND MONEY TREASURE AND MONEY	Languages:					
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 Magic Wands 13 Paralysis or TTS 13 Dragon Breath 15 Rods, Staves, or Spells 15 EQUIPMENT AC3 16 AC 2 17 AC1 18 AC0 19 Normal dagger OTHER EQUIPMENT & MAGIC ITEMS 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	ABILITIES SCORE		MODIFIERS			
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 Magic Wands 13 Paralysis or TTS 13 Dragon Breath 15 Rods, Staves, or Spells 15 EQUIPMENT EQUIPMENT OTHER EQUIPMENT & MAGIC ITEMS Water/Wine Skin OTHER EQUIPMENT & MAGIC ITEMS OTHER NOTES Water/Wine Skin 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	Strength	13	+1 to hit, melee damage, and open doors			
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 Magic Wands 13 Paralysis or TTS 13 Dragon Breath 15 Rods, Staves, or Spells 15 EQUIPMENT AC 6 13 AC 7 12 AC 6 13 AC 7 12 AC 6 13 AC 7 12 AC 8 11 AC 7 12 AC 6 13 AC 7 12 AC 1 18 AC 2 17 AC 1 18 AC 0 19 Normal dagger OTHER EQUIPMENT & MAGIC ITEMS 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	Intelligence	15	Reads, writes native languages, + 1 added			
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	Wisdom	11	Normal magic-based saving throws			
Charisma	Dexterity	11	No adjustments			
Ability X.P. Bonus: + 5% to earned experience points SAVING THROWS	Constitution	6	-1 hit points per hit die			
SAVING THROWS	Charisma	11	No Reaction mod, 4 Max Retainers with 7 Morale			
Death Ray or Poison 12	Ability X.P. Bonus: + 5% to earned experience points					
Magic Wands 13	SAVING THRO	W5	CHARACTER SKETCH	TO HIT R	OLL NEEDED	
Paralysis or TTS 13 AC 7 12 AC 6 13 AC 5 14 AC 4 15 AC 2 17 AC1 18 AC0 19 AC0 19 AC1 AC2 AC3 AC3 AC3 AC3 AC3 AC4 AC4 AC4 AC4 AC4 AC4 AC5 AC5 AC5 AC5 AC6 AC7 AC1 AC1 AC1 AC2 AC4 AC5	Death Ray or Poison	12		AC 9	10	
Dragon Breath 15	Magic Wands	13		AC 8	11	
Dragon Breath 15	Paralysis or TTS	13		AC 7	12	
AC 4 15 AC3 16 AC 2 17 AC1 18 ACO 19 Normal dagger OTHER EQUIPMENT & MAGIC ITEMS 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	·			AC 6	13	
Rormal dagger OTHER EQUIPMENT & MAGIC ITEMS 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	Rods, Staves, or Spells	15		AC 5	14	
AC 2 17 AC1 18 ACO 19 Normal dagger OTHER EQUIPMENT & MAGIC ITEMS 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				AC 4	15	
AC1 18 ACO 19 Normal dagger OTHER EQUIPMENT & MAGIC ITEMS Vater/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	EQUIPMENT			AC3	16	
Normal dagger OTHER EQUIPMENT & MAGIC ITEMS 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				AC 2	17	
Normal dagger OTHER EQUIPMENT & MAGIC ITEMS 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				AC1	18	
OTHER EQUIPMENT & MAGIC ITEMS OTHER NOTES 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				AC0	19	
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	Normal dagger					
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			OTHER EQUIPMENT & MAGIC ITEMS	OTHER NOTES		
Immune to paralysis, Spellbook: Light, Shield, Detect Magic, Read Magic, cast 1 1st level spell/day. TREASURE AND MONEY	Water/Wine Skin			Class Abilities: Infravision (60'),		
Light, Shield, Detect Magic, Read Magic, cast 1 1st level spell/day. TREASURE AND MONEY				Find secret doo	rs(1-2/d6),	
Light, Shield, Detect Magic, Read Magic, cast 1 1st level spell/day. TREASURE AND MONEY				Immune to para	lysis,Spellbook:	
Magic, cast 1 1st level spell/day. TREASURE AND MONEY						
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