DUNGEONS & DRAGONS

7th Level Fighting Man

CHARACTER NAME

LEVEL & CLASS

ABILITIES		ATTACKING TO HIT	Roll d20
Strength	14	Armor Class 2 (Plate Armor & Shield)	12 or more
Constitution	12	Armor Class 3 (Plate Armor)	11 or more
Dexterity	11	Armor Class 4 (Chain Mail & Shield)	10 or more
Intelligence	7	Armor Class 5 (Chain Mail)	9 or more
Wisdom	9	Armor Class 6 (Leather & Shield)	8 or more
Charisma	10	Armor Class 7 (Leather Armor)	7 or more
		Armor Class 8 (Shield Only)	6 or more
LANGUAGES	6	Armor Class 9 (No Armor or Shield)	5 or more
Common			
Neutrality		SAVING THROWS	Roll d20
Neutrality		SAVING THROWS Death Ray or Poison	Roll d20 8 or more
Neutrality ALIGNMENT			
,		Death Ray or Poison	8 or more
ALIGNMENT		Death Ray or Poison Wands, Polymorph or Paralyzation	8 or more 9 or more
ALIGNMENT	Ē	Death Ray or Poison Wands, Polymorph or Paralyzation Turn To Stone	8 or more 9 or more 10 or more
ALIGNMENT Neutrality	Ē	Death Ray or Poison Wands, Polymorph or Paralyzation Turn To Stone Dragon Breath	8 or more 9 or more 10 or more 10 or more
ALIGNMENT Neutrality EXPERIENCE	Ē	Death Ray or Poison Wands, Polymorph or Paralyzation Turn To Stone Dragon Breath	8 or more 9 or more 10 or more 10 or more
ALIGNMENT Neutrality EXPERIENCE	≣	Death Ray or Poison Wands, Polymorph or Paralyzation Turn To Stone Dragon Breath Staves & Spells	8 or more 9 or more 10 or more 10 or more 12 or more

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