

Beldar the Brave

Character Class: **Fighter**

Race: **Human**

Strength 17

Dexterity 12

Constitution 14

Intelligence 10

Wisdom 8

Charisma 11

Movement 12

Saving Throw

1st level 17

2nd level 17

3rd level 16

THAC0

1st level 19

2nd level 18

3rd level 17

Damage 1d8+1

(long sword)

(+1 bonus for Strength)

Armor Class 4

(chain mail & shield)

Hit Points 10

Starting Equipment

Chain mail

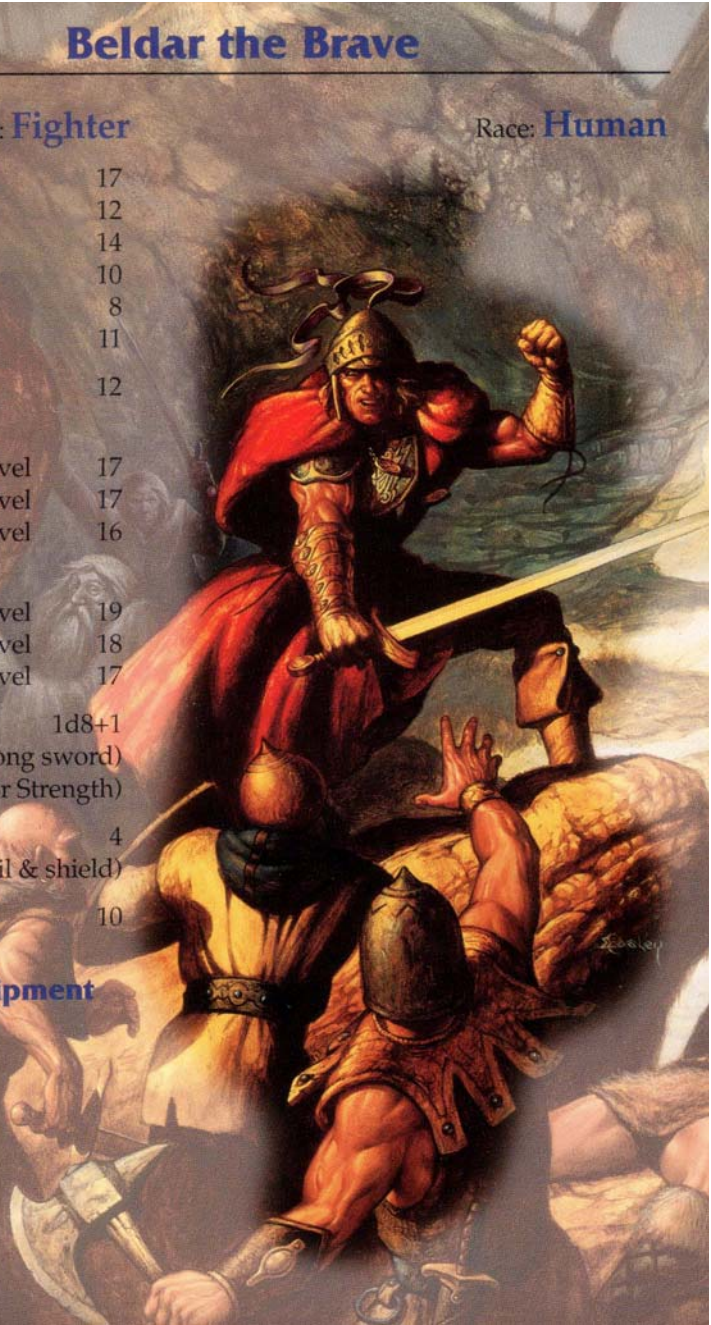
Shield

Long sword

6 torches

4 sacks

Backpack



Fighter General Rules

One round = one minute.

In One Round You Can...

- Move 120 feet.
- Make one attack.
- Move 60 feet and make an attack.
- Try one unusual action.

How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THAC0.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

Experience Points

Your character earns experience points for defeating monsters and doing clever things. When characters get enough experience points, they gain a level. Every level makes your character tougher.

Experience Points	Character's Level
Under 2,000	1
Up to 4,000	2
Up to 8,000	3

Each Level...

- Your THAC0 gets better.
- Add 1d10 to your hit points.