

Labyrinth Lord™

CHARACTER RECORD SHEET

Wekesa the Greenthumb

Cleric

Symbol or Character Sketch



Character Name

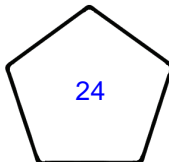
Class

Lawful

5

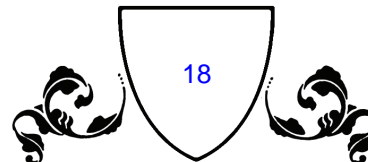
Alignment

Level



24

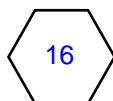
Hit Points



18

Armor Class

ABILITIES

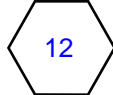


16

Strength

+2

modifier

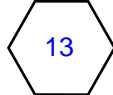


12

Dexterity

0 / 0 / 0

modifier

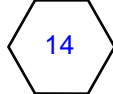


13

Constitution

+1

modifier

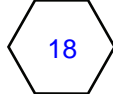


14

Intelligence

+1

modifier

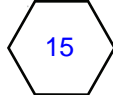


18

Wisdom

+3

modifier



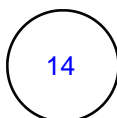
15

Charisma

-1 / 5 / 8

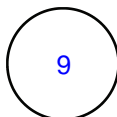
modifier

SAVING THROWS



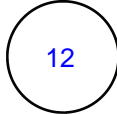
14

Breath Attacks



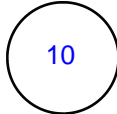
9

Poison or Death



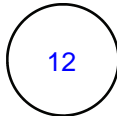
12

Petrify or Paralyze



10

Wands



12

Spells or Spell-like Devices

Other Abilities: (Wis) +3 to all saving throws against magic effects

Class Abilities and Spells:

- 3x Cure light wounds (1d6+1)
- Sanctuary
- Protection from Evil
- 2x Bless
- Hold Person
- Silence 15'
- Dispel Magic 120'
- Prayer

Turn | Level

| | |
|----|---|
| T | 1 |
| T | 2 |
| 3 | 3 |
| 5 | 4 |
| 7 | 5 |
| 9 | 6 |
| 11 | 7 |

Armor Class:

0 1 2 3 4 5 6 7 8 9

| | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|

Roll 1d20
to hit

Labyrinth Lord™

WEAPONS and EQUIPMENT

- Winged Golden Helm
- Plate (16 AC)
- +1 Shield (2 AC)
- Mace (+3|1d6+2)
- Holy Symbol, Silver
- Backpack
- Bedroll
- Chain (10 ft)
- Flint & Steel
- 2x Garlic (3 cloves)
- Rope, Silk (50 ft)
- Mirror, small silver
- Pouch, small belt (empty)
- 5x rations
- 10x holy water
- Vial of yellow glowing liquid (unknown)
- Permit for the town of Ansbach
- Tent (4 person)
- 2x Waterskin



MAGIC ITEMS

* Winged golden helm forces DM to confirm critical rolls against the wearer. Does not grant AC bonus.

NOTES, areas explored, monsters encountered, other

BACKGROUND

Around the age of five, my father and only parent left me in the care of my uncle- a cleric in my home town. My father never explained why he had to leave or where he was going.

As an adolescent I was raised to give thanks to Erastil and fear if I turned my back on Him. Tending to my monastery's garden was not only a sacrificial duty but a passion that inspired my nickname- Greenthumb.

On my 18th birthday the gift of adventure was bestowed onto me as my uncle handed down his trusted Mace- "Wekesa, go explore the lands as I had done when I was your age. Praise your maker and seek out those that would mar His name."

EXPERIENCE

* 12501 XP

TREASURE and COINS

* 1000 gp

Minimum for next level 25001

