

Labyrinth Lord™

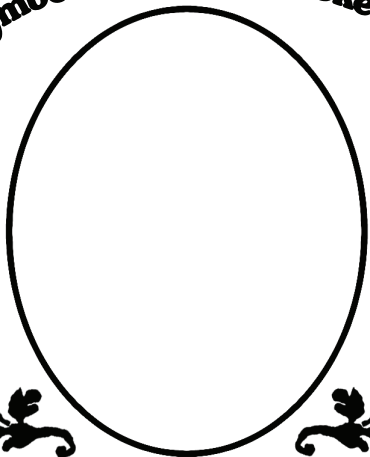
CHARACTER RECORD SHEET

Assassin

Elf

Inviziballz

Symbol or Character Sketch



Character Name

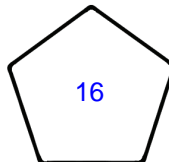
Class

Chaotic Neutral

5

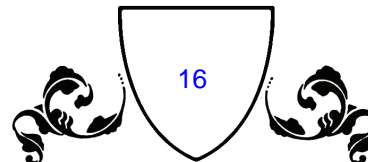
Alignment

Level



16

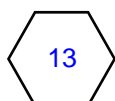
Hit Points



16

Armor Class

ABILITIES

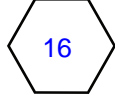


13

Strength

+1

modifier

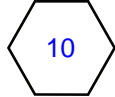


16

Dexterity

+2

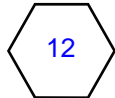
modifier



10

Constitution

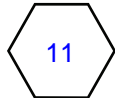
modifier



12

Intelligence

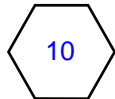
modifier



11

Wisdom

modifier

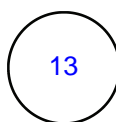


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Charisma

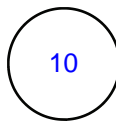
modifier

SAVING THROWS



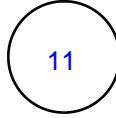
13

Breath Attacks



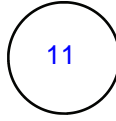
10

Poison or Death



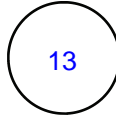
11

Petrify or Paralyze



11

Wands



13

Spells or Spell-like Devices

Other Abilities: _____

Class Abilities and Spells:

* Hide in Shadows - 30%

Armor Class:

0 1 2 3 4 5 6 7 8 9

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Roll 1d20
to hit

Labyrinth Lord™

WEAPONS and EQUIPMENT

- Winged Golden Helm
- Elven Boots
- Masterwork Studded Leather (13 AC)
- Cursed Bastard Sword (+4|1d8+3/2d4+3)
- Long Sword (+2|1d8+1)
- Dagger (+2|1d4+1)
- Shield (+1 AC)
- Light Crossbow (+3|1d6+2)
 - 40x Light Quarrell
- 10x Oil
- Backpack
- Bedroll
- Blanket
- 10x Candle
- 10x Flask
- Flint and Steel
- Quill Pen
- x10 Trail Rations
- Silk Rope (50ft)
- 5x Waterskin
- 8x Wine
- Blowgun (20x darts) (1d4)
- 2x vials of poison
- Magic plant food
- 4x ghoull claws

MAGIC ITEMS

- 3x Scorpion Giant Tails
- 4x Spider Venom
- 2x Gem Stones
- 3x Skulls
- 5x Demon Teeth
- Talisman (from ruined temple)
- 10x Large Sacks
- 3x Small Sacks
- 10x Vials
- Small Whetstone
- 2x vial of glowing yellow liquid (unknown)
- Crowbar
- Grappling Hook
- Manacles
- Thieves Tools
- 6x gold bricks
- "Future" money
- Tidal Ring
- 3x Holy Water
- 5x nights bane
- 3x healing potions (1d6+1)
- Undead custom
- Local custom
- Guard outfit



NOTES, areas explored, monsters encountered, other

- * Cursed bastard sword grants +2 to attack and damage, can also cast light (30 yds). Needs blood from a live creature every 24 hours.
- * Winged golden helm forces DM to confirm critical rolls against the wearer. Does not grant AC bonus.
- * Elven boots grants move silently when worn.
- * Nights bane - 1d4 until effective, 1d4 rounds of 10 dmg, -2 poison save

Power Cards

- * DM reroll enemy saving throw
- * +3 HP

EXPERIENCE

- * 12001 XP

TREASURE and COINS

- * 1506 gp, 9 sp

Minimum for next level 24001

