

Labyrinth Lord™

CHARACTER RECORD SHEET

Gimla Fromda Hooda

Dwarf

Symbol or Character Sketch



Character Name

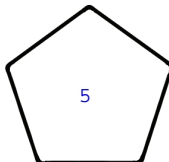
Class

Lawful

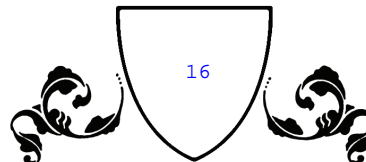
1

Alignment

Level



Hit Points



Armor Class

ABILITIES

| | | | |
|----|--------------|----|----------|
| 14 | Strength | +1 | modifier |
| 14 | Dexterity | +1 | modifier |
| 15 | Constitution | +1 | modifier |
| 15 | Intelligence | +1 | modifier |
| 8 | Wisdom | -1 | modifier |
| 11 | Charisma | 0 | modifier |

SAVING THROWS

| | |
|----|------------------------------|
| 13 | Breath Attacks |
| 8 | Poison or Death |
| 10 | Petrify or Paralyze |
| 9 | Wands |
| 12 | Spells or Spell-like Devices |

Other Abilities: _____

Class Abilities and Spells:

- 60' infravision
- Find Traps (2 in 6)

Armor Class:

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| | | | | | | | | | |

Roll 1d20
to hit

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WEAPONS and EQUIPMENT

- Banded mail
- Battle axe (1d8)
- Short sword (1d6)
- Backpack
- Water/wine skin
- Bedroll
- Blanket

MAGIC ITEMS



NOTES, areas explored, monsters encountered, other

EXPERIENCE

TREASURE and COINS

* 79 gp

Minimum for next level _____

