

Labyrinth Lord™

CHARACTER RECORD SHEET

Wekesa the Greenthumb

Cleric

Symbol or Character Sketch



Character Name

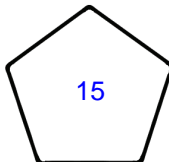
Class

Lawful

3

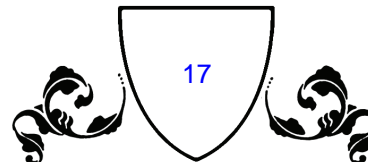
Alignment

Level



15

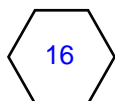
Hit Points



17

Armor Class

ABILITIES

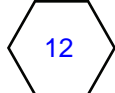


16

Strength

+2

modifier

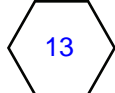


12

Dexterity

0 / 0 / 0

modifier

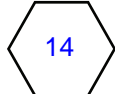


13

Constitution

+1

modifier

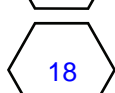


14

Intelligence

+1

modifier



18

Wisdom

+3

modifier



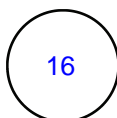
15

Charisma

-1 / 5 / 8

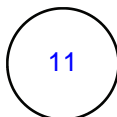
modifier

SAVING THROWS



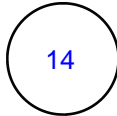
16

Breath Attacks



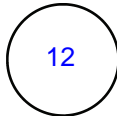
11

Poison or Death



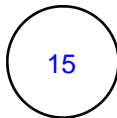
14

Petrify or Paralyze



12

Wands



15

Spells or Spell-like Devices

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

Class Abilities and Spells:

- Cure light wounds (1d6+1)
- Cure light wounds
- Sanctuary
- Protection from Evil (12 turns, +1 AC, +1 Saving Throws, Cannot be Touched Attacked)
- Bless
- Holy Chant
- Hold Person

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)
- Shield (1 AC)
- Mace (1d6+2)
- Holy Symbol, Silver
- Backpack
- Scalemail (13 AC)
- Bedroll
- Flint & Steel
- Rope, Silk (50 ft)
- 5x rations
- Vial of yellow glowing liquid (unknown)
- Permit for the town of Ansbach

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

* 4845 XP

TREASURE and COINS

* 816 gp

Minimum for next level 6251

