

Labyrinth Lord™

CHARACTER RECORD SHEET

Lyle the Lucky

Halfling Thief

Symbol or Character Sketch



Character Name

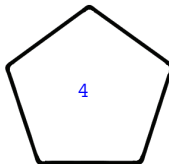
Class

Neutral

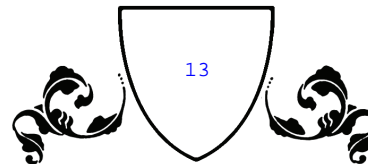
1

Alignment

Level

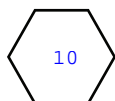


Hit Points



Armor Class

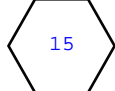
ABILITIES



Strength

0

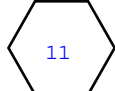
modifier



Dexterity

-1 / +1 / +1 / 0%

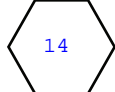
modifier



Constitution

0

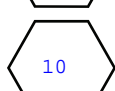
modifier



Intelligence

+1

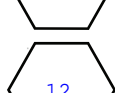
modifier



Wisdom

0

modifier



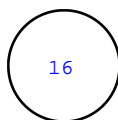
Charisma

0 / 4 / 7

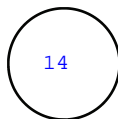
modifier

Other Abilities:

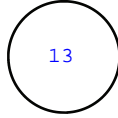
SAVING THROWS



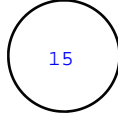
Breath Attacks



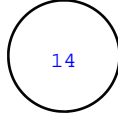
Poison or Death



Petrify or Paralyze



Wands



Spells or Spell-like Devices

Class Abilities and Spells:

Locks - 17, Traps - 14, Pockets - 23, Silent - 23, Walls - 87, Shadows - 13, Noise - 1-2

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

- Studded Leather (7 AC) | 30 gp | 20 lbs
 - 2x Daggers | 6 gp | 2 lbs
 - Pouch, large belt | 18 sp | 0.5 lbs
 - Thieves tools (10 picks) | 30 gp | 1 lb
 - Mirror, steel | 10 gp | 0.5 lbs
 - Flask (empty) | 3 cp | 1.5 lbs
 - 10x Darts | 1 gp | 2 lbs
- TOTAL ~96 gp / ~31 lbs

MAGIC ITEMS



NOTES, areas explored, monsters encountered, other

EXPERIENCE

Minimum for next level _____

TREASURE and COINS

- 4 gp (100 start)

