

Labyrinth Lord™

CHARACTER RECORD SHEET

Inviziballz

Assassin (Elf)

Symbol or Character Sketch



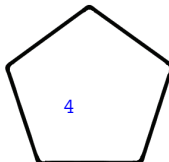
Character Name

Class

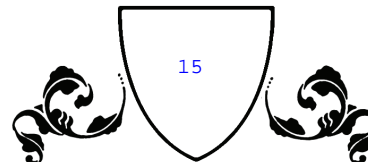
Chaotic Neutral 1

Alignment

Level

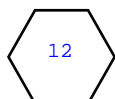


Hit Points



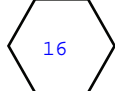
Armor Class

ABILITIES



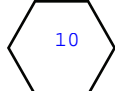
Strength

modifier



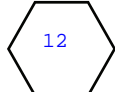
Dexterity

+2
modifier



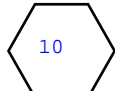
Constitution

modifier



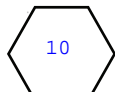
Intelligence

modifier



Wisdom

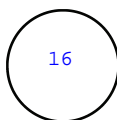
modifier



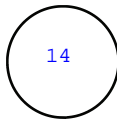
Charisma

modifier

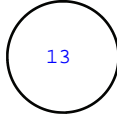
SAVING THROWS



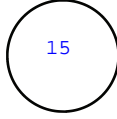
Breath Attacks



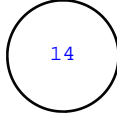
Poison or Death



Petrify or Paralyze



Wands



Spells or Spell-like Devices

Other Abilities: _____

Class Abilities and Spells:

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 (12 AC)
- Long Sword (1d8)
- Dagger (1d4)
- Shield (+1 AC)
- Light Crossbow (1d6)
 - 24x Light Quarrell
- 3x Oil
- Backpack
- Bedroll
- Blanket
- 10x Candle
- Crowbar
- 3x Flask
- Flint and Steel
- Grappling Hook
- Quill Pen
- x10 Trail Rations
- Silk Rope (50ft)
- Waterskin
- 8x Wine



MAGIC ITEMS

NOTES, areas explored, monsters encountered, other

- Magic Sword w/ Southern Accent (+1, 30 yrd light)

EXPERIENCE

Minimum for next level _____

TREASURE and COINS

* 119 gp

