

Labyrinth Lord™

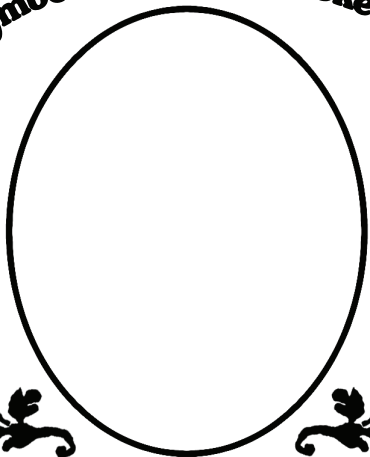
CHARACTER RECORD SHEET

Assassin

Elf

Inviziballz

Symbol or Character Sketch



Character Name

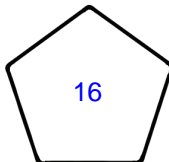
Class

Chaotic Neutral

5

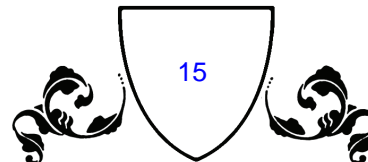
Alignment

Level



16

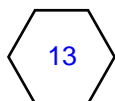
Hit Points



15

Armor Class

ABILITIES

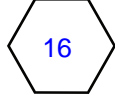


13

Strength

+1

modifier

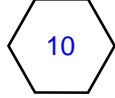


16

Dexterity

+2

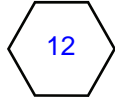
modifier



10

Constitution

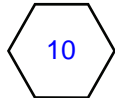
modifier



12

Intelligence

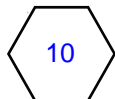
modifier



10

Wisdom

modifier

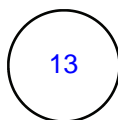


10

Charisma

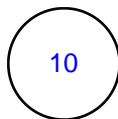
modifier

SAVING THROWS



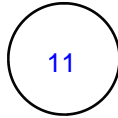
13

Breath Attacks



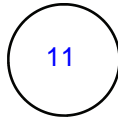
10

Poison or Death



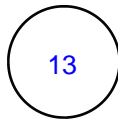
11

Petrify or Paralyze



11

Wands



13

Spells or Spell-like Devices

Other Abilities: _____

Class Abilities and Spells:

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
- Studded Leather (12 AC)
- Magic Bastard Sword (1d8+3/2d4+3)
- Long Sword (1d8+2)
- Dagger (1d4+2)
- Shield (+1 AC)
- Light Crossbow (1d6+3)
 - 20x 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

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



NOTES, areas explored, monsters encountered, other

- * Magic 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.

EXPERIENCE

* 12001 XP

TREASURE and COINS

* 1601 GP, 1009 SP, 10 CP

Minimum for next level 24001

