

Labyrinth Lord™

CHARACTER RECORD SHEET

Wekesa the Greenthumb

Cleric

Symbol or Character Sketch



Character Name

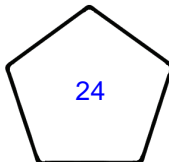
Class

Lawful

5

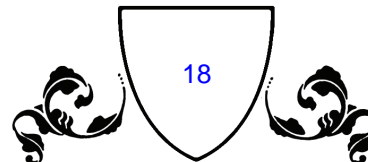
Alignment

Level



24

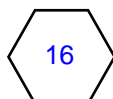
Hit Points



18

Armor Class

ABILITIES

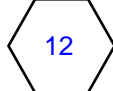


16

Strength

+2

modifier

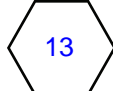


12

Dexterity

0 / 0 / 0

modifier

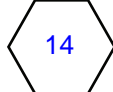


13

Constitution

+1

modifier

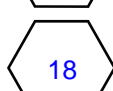


14

Intelligence

+1

modifier

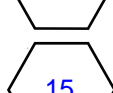


18

Wisdom

+3

modifier



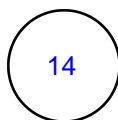
15

Charisma

-1 / 5 / 8

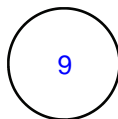
modifier

SAVING THROWS



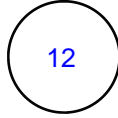
14

Breath Attacks



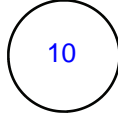
9

Poison or Death



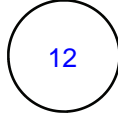
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Petrify or Paralyze



10

Wands



12

Spells or Spell-like Devices

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

Class Abilities and Spells:

- 3x Cure light wounds (1d6+1)
- Sanctuary
- Protection from Evil
- 2x Bless
- Hold Person
- Silence 15'
- Dispel Magic 120'
- Prayer

Turn | Level

T	1
T	2
3	3
5	4
7	5
9	6
11	7

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
- Plate (16 AC)
- +1 Shield (2 AC)
- Mace (+3|1d6+2)
- +1 sling (40x bullets) (1d4+1)
- Holy Symbol, Silver
- Backpack
- Bedroll
- Chain (10 ft)
- Flint & Steel
- 2x Garlic (3 cloves)
- Rope, Silk (50 ft)
- Mirror, small silver
- Pouch, small belt (empty)
- 5x rations
- 10x holy water
- Vial of yellow glowing liquid (unknown)
- Permit for the town of Ansbach
- 2x Waterskin
- Crowbar
- 10x oil



MAGIC ITEMS

- * Winged golden helm forces DM to confirm critical rolls against the wearer. Does not grant AC bonus.
- * +2 saving / +2 AC (24h)

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

* 12501 XP

TREASURE and COINS

* 458 gp

Minimum for next level 25001

