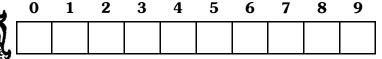
Labyrinth Lord™ **CHARACTER RECORD SHEET** Illusionist **Doodles** Gnome symbol or Character Skercy **Character Name Class Chaotic Good** Alignment Level **Armor Class Hit Points SAVING THROWS ABILITIES Breath Attacks** Strength modifier 16 +2 **Dexterity Poison or Death** modifier +1 Constitution 9 modifier **Petrify or Paralyze** +2 Intelligence modifier 12 Wands 13 +1 Wisdom modifier Spells or Spell-like Devices 12 0 Charisma modifier Other Abilities: **Class Abilities and Spells:** - Color Spray - Hypnotism **Armor Class:**





Roll 1d20 to hit

Labyrinth Lord™

WEAPONS and EQUIPMENT

MAGIC ITEMS

- Winged Golden Helm
- Ring of protection (+1 AC)
- Light Crossbow
- Quarterstaff
- Mirror
- 10x Oil
- Backpack
- Bedroll
- -- Flask
- Silk Rope

- Spell Book
- 5x Rations
- Flint and Steel
- Dagger
- Scroll of Charm Person
- Shield (+1 AC)
- Scroll of ESP
- Spell Book (being identified)
- Potion of glowing yellow liquid (unknown)



NOTES, areas explored, monsters encountered, other

* Winged golden helm forces DM to confirm critical rolls against the wearer. Does not grant AC bonus.

EXPERIENCE

TREASURE and COINS

* 5531 XP

* 2716 gp

Minimum for next level _____

9001

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