

# Labyrinth Lord™

## CHARACTER RECORD SHEET

Wekesa the Greenthumb

Cleric

Symbol or Character Sketch



Character Name

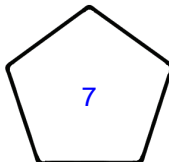
Class

Lawful

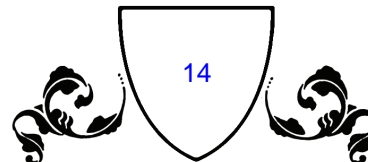
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Alignment

Level



Hit Points



Armor Class

### ABILITIES

16	Strength	+2	modifier
12	Dexterity	0 / 0 / 0	modifier
13	Constitution	+1	modifier
14	Intelligence	+1	modifier
17	Wisdom	+2	modifier
15	Charisma	-1 / 5 / 8	modifier

### SAVING THROWS

16	Breath Attacks
11	Poison or Death
14	Petrify or Paralyze
12	Wands
15	Spells or Spell-like Devices

Other Abilities: \_\_\_\_\_

### Class Abilities and Spells:

- Cure light wounds (1d6+1)
- Cure light wounds
- Command

### Armor Class:

0 1 2 3 4 5 6 7 8 9

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Roll 1d20  
to hit

## WEAPONS and EQUIPMENT

- Scalemail (13 AC)
- Shield (1 AC)
- Mace (1d6+2)
- Holy Symbol, Wooden
- Backpack
- Bedroll
- Flint & Steel
- 1x Torch
- Vial of Cinnamon Smelling Liquid
- Vial of Copper Smelling Liquid
- Rope, Silk (50 ft)
- 2x Gem Stones

## MAGIC ITEMS



## 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

\* 499 XP

## TREASURE and COINS

\* 71 gp

Minimum for next level 1565

