

# Labyrinth Lord™

## CHARACTER RECORD SHEET

Illusionist  
Gnome

Doodles

Symbol or Character Sketch



Character Name

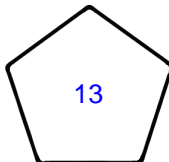
Class

Chaotic Good

5

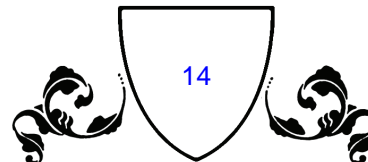
Alignment

Level



13

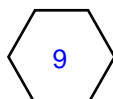
Hit Points



14

Armor Class

### ABILITIES

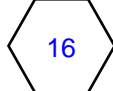


9

Strength

0

modifier

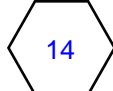


16

Dexterity

+2

modifier

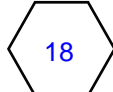


14

Constitution

+1

modifier

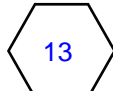


18

Intelligence

+3

modifier

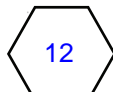


13

Wisdom

+1

modifier



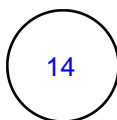
12

Charisma

0

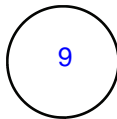
modifier

### SAVING THROWS



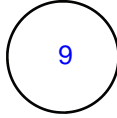
14

Breath Attacks



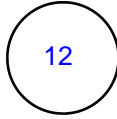
9

Poison or Death



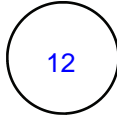
9

Petrify or Paralyze



12

Wands



12

Spells or Spell-like Devices

Other Abilities:

Class Abilities and Spells:

- Blindness
- Blur
- Amnesia
- Hypnotic Pattern
- Featherfall
- Invisibility
- Color Spray
- Hypnotic Suggestion

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
- Mac Daddy Pimp Fur Coat
- Ring of protection (+1 AC)
- Necklace:
  - Ring of protection (+1 AC)
- Light Crossbow (+3|1d6+2)
- Quarterstaff (+1|1d6+1)
- Mirror
- 10x Oil
- Backpack
- Bedroll
- Flask
- Silk Rope
- Rope
- Jug of Water

## MAGIC ITEMS

- 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)
- 2 vials of euphoria
- +1 INT pearl



## NOTES, areas explored, monsters encountered, other

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

## EXPERIENCE

\* 18001 XP

## TREASURE and COINS

\* 741 gp

Minimum for next level 36001

