

Labyrinth Lord™

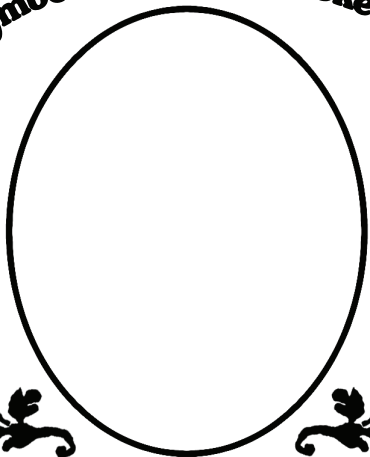
CHARACTER RECORD SHEET

Assassin

Elf

Inviziballz

Symbol or Character Sketch



Character Name

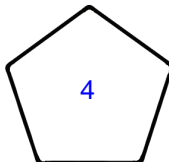
Class

Chaotic Neutral

1

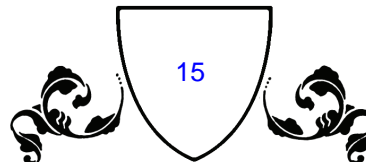
Alignment

Level



4

Hit Points



15

Armor Class

ABILITIES

12	Strength	_____
		modifier
16	Dexterity	_____
		+2
		modifier
10	Constitution	_____
		modifier
12	Intelligence	_____
		modifier
10	Wisdom	_____
		modifier
10	Charisma	_____
		modifier

SAVING THROWS

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

Other Abilities: _____

Class Abilities and Spells:

Armor Class:

0 1 2 3 4 5 6 7 8 9

--	--	--	--	--	--	--	--	--	--

Roll 1d20
to hit

Labyrinth Lord™

WEAPONS and EQUIPMENT

- Studded Leather (12 AC)
- Magic Bastard Sword (1d8+2/2d4+2)
- Long Sword (1d8)
- Dagger (1d4)
- Shield (+1 AC)
- Light Crossbow (1d6)
 - 20x Light Quarrell
- 2x Oil
- Backpack
- Bedroll
- Blanket
- 10x Candle
- 3x Flask
- Flint and Steel
- Quill Pen
- x10 Trail Rations
- Silk Rope (50ft)
- 2x Waterskin
- 8x Wine

MAGIC ITEMS

- 4x Spider Venom
- 2x Gem Stones
- 3x Skulls
- 5x Demon Teeth



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.

EXPERIENCE

* 599 XP

TREASURE and COINS

* 288 gp

Minimum for next level 1501

