

Labyrinth Lord™

CHARACTER RECORD SHEET

Wekesa the Greenthumb

Cleric

Symbol or Character Sketch



Character Name

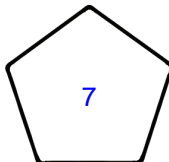
Class

Lawful

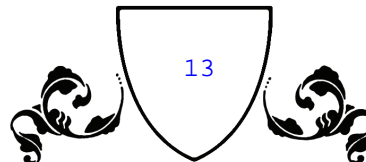
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Alignment

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)

Armor Class:

0	1	2	3	4	5	6	7	8	9

Roll 1d20
to hit

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WEAPONS and EQUIPMENT

- Scalemail (6 AC) | 50 gp | 40 lbs
 - Mace (+2, 1d6+2) | 5 gp | 3 lbs
 - Holy Symbol, Wooden | 1 gp | -
 - Backpack | 2 gp | 2 lbs
 - Bedroll | 1 sp | 5 lbs
 - Flint & Steel | 2 gp | -
 - Torches (2) | - | 2 lbs
 - Vials (2 empty) | 2 gp | -
 - Rope, Silk | 10 gp | 5 lbs
- TOTAL: ~73 gp / ~58 lbs

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

Minimum for next level _____

TREASURE and COINS

- 7 gp (80 start)

