

# Labyrinth Lord™

## CHARACTER RECORD SHEET

Doodles

Illusionist  
(Gnome)

Symbol or Character Sketch



Character Name

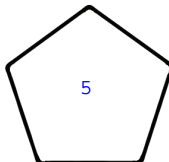
Class

Chaotic Good

1

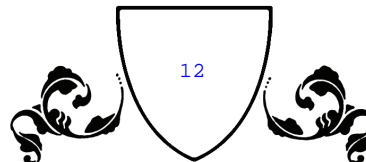
Alignment

Level



5

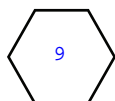
Hit Points



12

Armor Class

### ABILITIES

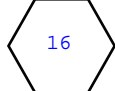


9

Strength

0

modifier

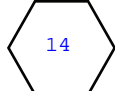


16

Dexterity

+2

modifier

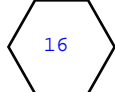


14

Constitution

+1

modifier

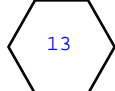


16

Intelligence

+2

modifier

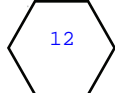


13

Wisdom

+1

modifier



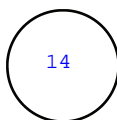
12

Charisma

0

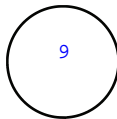
modifier

### SAVING THROWS



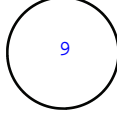
14

Breath Attacks



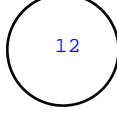
9

Poison or Death



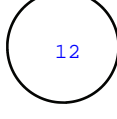
9

Petrify or Paralyze



12

Wands



12

Spells or Spell-like Devices

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

Class Abilities and Spells:

- Color Spray
- Hypnotism

Armor Class:

0 1 2 3 4 5 6 7 8 9

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

Roll 1d20  
to hit

# Labyrinth Lord™

## WEAPONS and EQUIPMENT

- Light Crossbow
- Quarterstaff
- Mirror
- 2x Oil
- Backpack
- Bedroll
- Flask
- Silk Rope
- Spell Book
- 5x Rations
- Fling and Steel
- Dagger

### LOOT

- 1 flask of cinnamon smelling liquid
- Scroll of Charm Person
- Shield
- Scroll of ESP
- Ring (unidentified)



## NOTES, areas explored, monsters encountered, other

## EXPERIENCE

Minimum for next level \_\_\_\_\_

## TREASURE and COINS

\* 65 gp

