

# Labyrinth Lord™

## CHARACTER RECORD SHEET

Wekesa the Greenthumb

Cleric

Symbol or Character Sketch



Character Name

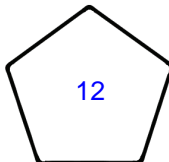
Class

Lawful

2

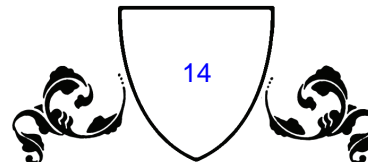
Alignment

Level



12

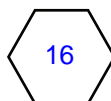
Hit Points



14

Armor Class

### ABILITIES

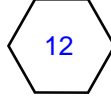


16

Strength

+2

modifier

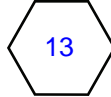


12

Dexterity

0 / 0 / 0

modifier

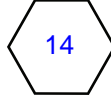


13

Constitution

+1

modifier

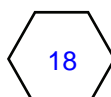


14

Intelligence

+1

modifier

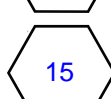


18

Wisdom

+3

modifier



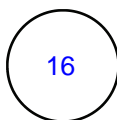
15

Charisma

-1 / 5 / 8

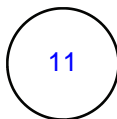
modifier

### SAVING THROWS



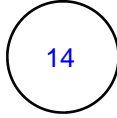
16

Breath Attacks



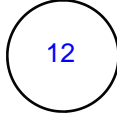
11

Poison or Death



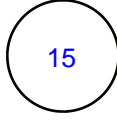
14

Petrify or Paralyze



12

Wands



15

Spells or Spell-like Devices

Other Abilities: (Wis) +3 to all saving throws against magic effects

### Class Abilities and Spells:

- Cure light wounds (1d6+1)
- Cure light wounds
- Command
- Protection from Evil (12 turns, +1 AC, +1 Saving Throws, Cannot be Touched Attacked)

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

## MAGIC ITEMS

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



## 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

\* 2806 XP

## TREASURE and COINS

\* 781 gp

Minimum for next level 3125

