

# Labyrinth Lord™

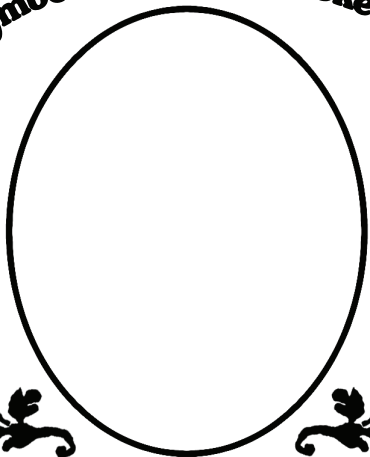
## CHARACTER RECORD SHEET

Assassin

Elf

Inviziballz

Symbol or Character Sketch



Character Name

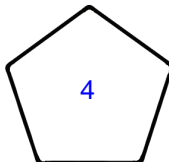
Class

Chaotic Neutral

1

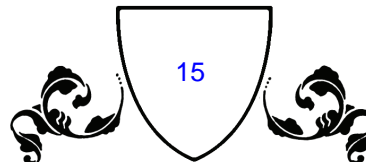
Alignment

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

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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

\* 1218 XP

## TREASURE and COINS

\* 288 gp

Minimum for next level 1501

