

# Labyrinth Lord™

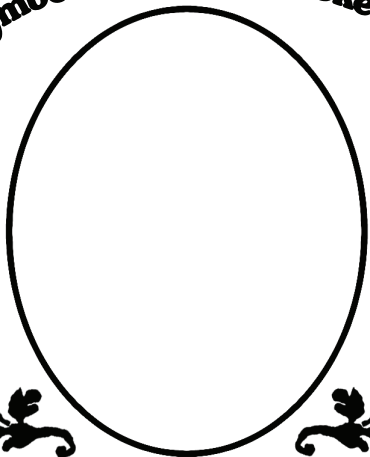
## CHARACTER RECORD SHEET

Assassin

Elf

Inviziballz

Symbol or Character Sketch



Character Name

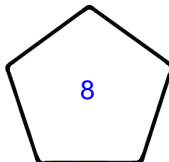
Class

Chaotic Neutral

2

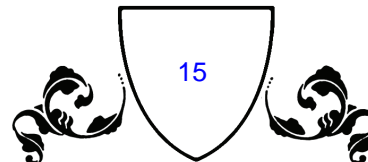
Alignment

Level



8

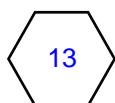
Hit Points



15

Armor Class

### ABILITIES



13

Strength

+1

modifier

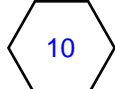


16

Dexterity

+2

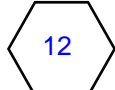
modifier



10

Constitution

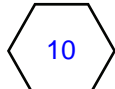
modifier



12

Intelligence

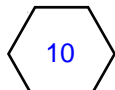
modifier



10

Wisdom

modifier

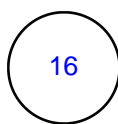


10

Charisma

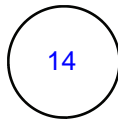
modifier

### SAVING THROWS



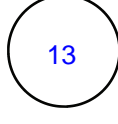
16

Breath Attacks



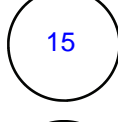
14

Poison or Death



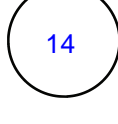
13

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

- Winged Golden Helm
- 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
- 1x Oil
- Backpack
- Bedroll
- Blanket
- 10x Candle
- 3x Flask
- Flint and Steel
- Quill Pen
- x10 Trail Rations
- Silk Rope (50ft)
- 2x Waterskin
- 8x Wine

- 4x Spider Venom
- 2x Gem Stones
- 3x Skulls
- 5x Demon Teeth
- Talisman (from ruined temple)



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

## EXPERIENCE

- \* 1501 XP

## TREASURE and COINS

- \* 921 gp, 7 cp
- \* 104 gp (concealed)

Minimum for next level 3001

