Labyrinth Lord™

CHARACTER RECORD SHEET Assassin Elf Inviziballz Symbol or Character Skercy Class **Character Name Chaotic Neutral** Alignment Level **Hit Points Armor Class SAVING THROWS ABILITIES** 13 13 **Breath Attacks** Strength modifier 16 +2 **Dexterity** 10 **Poison or Death** modifier 10 Constitution 11 modifier **Petrify or Paralyze** 12 Intelligence modifier 11 Wands 10 Wisdom modifier Spells or Spell-like Devices 13 10 Charisma modifier Other Abilities: **Class Abilities and Spells: Armor Class:** 2 3 4 5 6 7 8 Roll 1d20 to hit

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WEAPONS and EQUIPMENT

MAGIC ITEMS

- Winged Golden Helm
- Elven Boots
- Studded Leather (12 AC)
- Cursed Bastard Sword (+4|1d8+3/2d4+3)
- Long Sword (+2|1d8+1)
- Dagger (+2|1d4+1)
- Shield (+1 AC)
- Light Crossbow (+3 | 1d6+2)
- 20x Light Quarrell
- 10x Oil
- Backpack
- Bedroll
- Blanket
- 10x Candle
- 10x Flask
- Flint and Steel
- Quill Pen
- x10 Trail Rations
- Silk Rope (50ft)
- 5x Waterskin
- 8x Wine

- 3x Scorpion Giant Tails
- 4x Spider Venom
- 2x Gem Stones
- 3x Skulls
- 5x Demon Teeth
- Talisman (from ruined temple)
- 10x Large Sacks
- 3x Small Sacks
- 10x Vials
- Small Whetstone
- 2x vial of glowing yellow liquid (unknown)
- Crowbar
- Grappling Hook
- Manacles
- Thieves Tools



NOTES, areas explored, monsters encountered, other

- * Cursed bastard sword grants +2 to attack and damage, can also cast light (30 yrds). 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.
- * Elven boots grants move silently when worn.

EXPERIENCE

TREASURE and COINS

* 12001 XP

* 1601 GP, 1009 SP, 10 CP

Minimum for next level ______