

Labyrinth Lord™

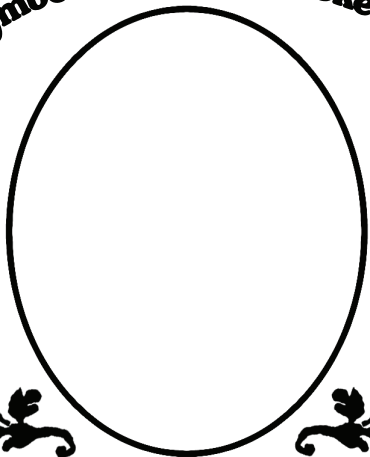
CHARACTER RECORD SHEET

Assassin

Elf

Inviziballz

Symbol or Character Sketch



Character Name

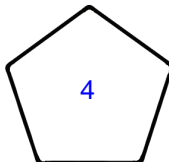
Class

Chaotic Neutral

1

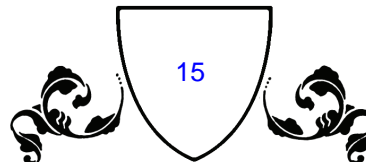
Alignment

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

* 191 gp
* 97 gp (concealed)

Minimum for next level 1501

