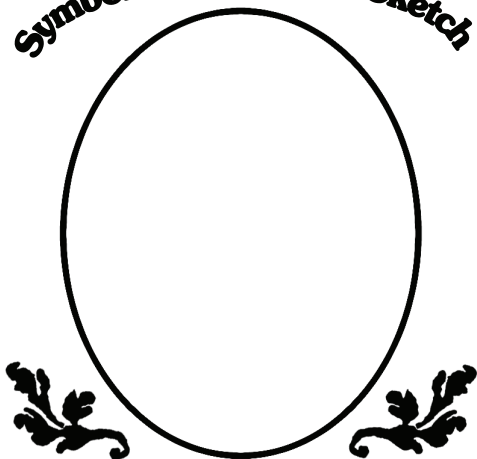


# Labyrinth Lord™

## CHARACTER RECORD SHEET

Symbol or Character Sketch

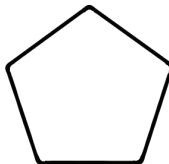


Character Name

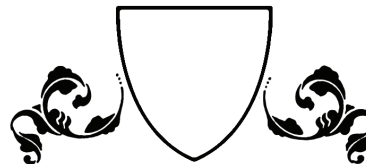
Class

Alignment

Level

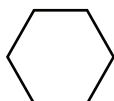


Hit Points



Armor Class

### ABILITIES



Strength

\_\_\_\_\_ modifier



Dexterity

\_\_\_\_\_ modifier



Constitution

\_\_\_\_\_ modifier



Intelligence

\_\_\_\_\_ modifier



Wisdom

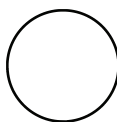
\_\_\_\_\_ modifier



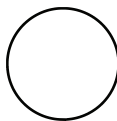
Charisma

\_\_\_\_\_ modifier

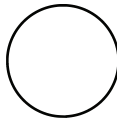
### SAVING THROWS



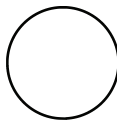
Breath Attacks



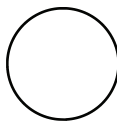
Poison or Death



Petrify or Paralyze



Wands



Spells or Spell-like Devices

Other Abilities: \_\_\_\_\_

Class Abilities and Spells:

Armor Class:

0 1 2 3 4 5 6 7 8 9

|  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|

Roll 1d20  
to hit

# Labyrinth Lord™

## WEAPONS and EQUIPMENT

## MAGIC ITEMS



## NOTES, areas explored, monsters encountered, other

## EXPERIENCE

## TREASURE and COINS

Minimum for next level \_\_\_\_\_

