

Labyrinth Lord

CHARACTER SHEET

NAME _____

CLASS/ANCESTRY _____

ALIGNMENT _____

LEVEL _____

AGE _____

ARMOR CLASS

HIT POINTS

SAVING THROWS



BREATH ATTACKS



POISON OR DEATH



PETRIFY OR PARALYZE



WANDS



SPELLS OR SPELL-LIKE DEVICES

ABILITIES MODIFIERS

STRENGTH

TO HIT, DMG, FORCING DOORS

DEXTERITY

AC, MISSILES, INITIATIVE

CONSTITUTION

HP, POISON, RES., SHOCK

INTELLIGENCE

LANG., SPELL PROB, MIN/MAX

WISDOM

SAVE, SPELL FAIL, ADD SPELLS

CHARISMA

REACT ADJ., RET., RET. MORALE

OTHER ABILITIES

CLASS ABILITIES AND SPELLS

SKETCH • SYMBOL

AC:

9 8 7 6 5 4 3 2 1 0

HIT ROLL NEEDED:

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WEAPONS AND EQUIPMENT

MAGIC ITEMS

NOTES

XP

TREASURE AND COINS

MINIMUM FOR NEXT LEVEL:

